

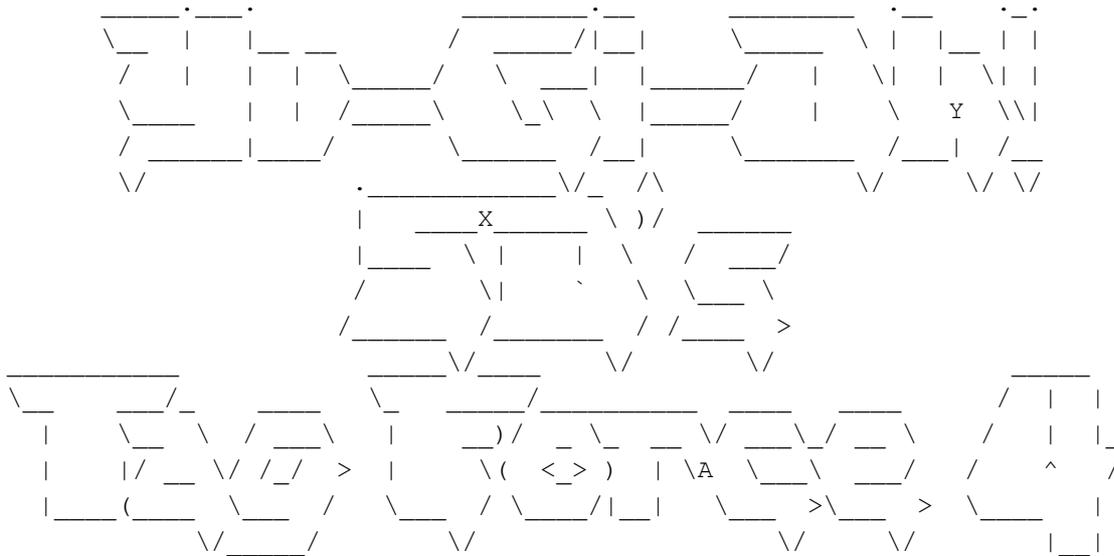
Yu-Gi-Oh! 5D's Tag Force 4 FAQ/Walkthrough

by vinheim

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Updated to v1.0 on Mar 24, 2010

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< ASCII art created by vinheim 2010 >

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Yu-Gi-Oh! 5D's Tag Force 4  
FAQ/Walkthrough  
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Version 1.0

Last updated: 03/24/10

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- Homepage: http://vinheim.webs.com -
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-- Video Walkthroughs: http://youtube.com/vinheimk --
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- Press CTRL+F to bring up the search sub-menu.
- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

My Section Codes were made as precise as possible, and I also prefer this method instead of having you scroll 30 min through this huge guide looking for the section you want to go.

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Hello everyone and welcome to my Yu-Gi-Oh! 5D's Tag Force 4 FAQ/Walkthrough for the PSP. This guide will "guide" you through the game trying to cover all the basics and the possible miss-able things the game has. It's the first time for me writing for a Yu-Gi-Oh! game, so if something's missing/wrong, don't doubt and let me know what's on your mind.

Well, I hope you like both the FAQ and the game but before starting, there are some things I want to address, so please read the following paragraphs:

- I'm writing this for free and because I'm falling in love with this game. If you are looking for tons of eloquent ways for me to say "move here and start a battle", you are going to be so disappointed. This guide is way, way too big to begin with, and lofty language does not help.

- If you take a quick scan thru my guide, you won't find the explanations for battle basics, main menu, saving-loading, battling, etc. Why, you ask? Well, because the game manual and in-game tutorials do a perfect job explaining the



I'll still list some things.

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                ~~~ ~~~ ~~~ 2.1] Story ~~~ ~~~ ~~~
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The Dark Signers, derived from the Underworld, have been reborn with incredible abilities, a lust for revenge and a desire for complete power. The battle rages between good and evil for total domination of New Domino City and the fate of Satellite City.

- GameFAQ's YGO! 5D'S TF4 Home site

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                ~~~ ~~~ ~~~ 2.2] Story Mode ~~~ ~~~ ~~~
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The feature of this game, the unique Story Mode. This game doesn't have a story per se, but every character has their unique bit of story. There are 14 characters that have a Story and some of them have two "stories" (Yusei, Akiza, Carly, Misty, Kalin, Tetsu Trudge and Mina), making this 21 stories that you need to complete in order to "finish" the game.

Note that there are 71 more characters that you can battle throughout the game and the different areas, and 66 of them share the same story (excluding the 5 "Cameos" from 5C), so no matter with who you finish the story mode, you'll have watched the same ending.

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                ~~~ ~~~ ~~~ 2.3] Filling up the hearts ~~~ ~~~ ~~~
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First of all... what are the Hearts? Well, the Hearts are what you need to fill in order to advance through the stories of the different characters. Whenever you tag with another duelist, they start with a grey heart. You need to fill the heart in order to do the first duel in that character's story. Once you're done with that battle, the character has a second heart. You need to fill up this second heart to do the second duel. You have to do this over and over 4 times (that's the number of hearts every character can have).

Next question... how to fill up the hearts? There are several ways to fill up the hearts. When you talk to any duelist, choose the "Talk" option to have 4 more options: Card, Dueling, Them and Persons of Interest. When you pick Card, you have to choose the right answer depending on the card shown to you. Dueling is a scissors, paper and rock game. Them, you have to connect the 3 Very Good options using [] and O. Persons of Interest, you're shown 3 characters. If the duelist you're tagged with is one of those 3, his affection goes up. Note that you need the duelist you want his/her affection to go up tagged with you in order for any of these 4 options to take effect.

Another option to fill up the hearts is to buy them gifts in the shopping machine in Downtown District. Another option is through battles. Whenever you or him battles (or a tag battle with both), his/her affection will go up. Of all these options, I've found that the best and fastest way to raise the



039 Yumi  
040 Celia  
041 Rei  
042 Kaia  
043 Maia  
044 Maci  
045 Nataly  
046 Kami  
047 Wisteria  
048 Cherry  
049 Yuma  
050 Odelia  
051 Tasha  
052 Rayna  
053 Bright  
054 Ida  
055 Nadia  
056 Reyna  
057 Maggie  
057 Hana  
059 Cali  
060 Naomi  
061 Moses  
062 Ivan  
063 Giry  
064 Michael  
065 Taku  
066 Bawnji  
067 Walter  
068 Hayden)  
069 Zanny  
070 Nathan  
071 Daisy  
072 Edith  
073 Mint  
074 Lara  
075 Olivia  
076 Nadine  
077 Sara  
078 Pearl  
079 Emma  
080 Alice

== Yu-Gi-Oh! 5C's ==

== sx303 ==

081 Jumbo  
082 Ryusei  
083 King Jyaku  
084 Duelua  
085 Dueluka

== Non-duelists ==

== sx304 ==

These characters do something for you. Here's the list and what they do:

086 Blister: he can be paid DP to show you the location and mood of all duelists for a week on the map. He is always found in the "Back Alley" area.

- 087 Blitz: he'll randomly give you something that he either found or stole, usually an item or 200 DP. He usually lurks somewhere around Satellite.
- 088 Tank: he'll give you an assortment of cards he's scrounged from around Satellite. Most of the cards are garbage Normal Monsters that nobody uses, but occasionally he can give you something powerful, like Dark Strike Fighter or Thought Ruler Archfiend. The junk cards he gives cannot actually be purchased in the Card Shop, so visiting Tank regularly is the only way to fill out the Card Album to 100%. His location is random, but usually within Satellite.
- 089 Tenzen Yanagi: he'll take 100 DP to give you a chance of getting an alternate art card by playing rock-paper-scissors. If you win, you get the card. If you lose or draw, you get nothing.
- 090 Larry: he can allow you to edit a Partner's deck before you have earned the right to do it by paying a fee. He can also reset a character's hearts to zero so you can replay their storyline and, when available, he can allow you to view alternate versions of a character, such as the Dark Signer versions of Carly and Misty. He is always found near the incomplete bridge on Satellite.
- 091 The MC: he's randomly hiding in one area on the map, and changes location constantly. If you manage to find him, he can give you a prize of rare cards, a lot of DP, gift items, or increase a partner's Heart meter.
- 092 Kurumizawa: he works in the shop.

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|                                 |                  |                         |
|---------------------------------|------------------|-------------------------|
| \ \ / / ___ / _ \     .=====.   | 4] Abbreviations | \ \ / / ___ / _ \       |
| \ v /   _                       | [sx400]          | \ v /   _               |
| _                               |                  | _                       |
| _   \ ___   \ ___ / ( ) '=====' |                  | _   \ ___   \ ___ / ( ) |

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A little list of abbreviations used throughout the FAQ.

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Duel Points ----- DP | | LP ----- Life Points
Experience Points ----- XP | |
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| \ \ / / ___ / _ \     .=====.   | 5] In-depth Walkthrough | \ \ / / ___ / _ \       |
| \ v /   _                       | [sx500]                 | \ v /   _               |
| _                               |                         | _                       |
| _   \ ___   \ ___ / ( ) '=====' |                         | _   \ ___   \ ___ / ( ) |

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Author notes:

This is how it works:

- Remember that this game has no order in finishing the stories, so go wild and finish them in the order you feel like. If you can't win, try some free duels\*

and go buy some more cards to improve your deck.

- Try going online. Whether it's in your home, McDonalds, the airport, I dunno. Come online to download some cards that come free on a periodic basic. You can also download Recipes and the newest Card regulations.

- Check the boards for tips on how to build your decks. I'll look out there periodically and post them here in this FAQ of yours.

- The Downtown District is the area where you can buy your Card Packs, as well as Rent cards, enter Passwords and buy items for your characters.

- Note that all the characters move through all the areas at different times, so I can't give you exact locations of the characters. You'll have to find them by yourself.

- Whenever you need to check out where the rest of the characters are, try going to the Back Alley area and talk to Blister (he may or may NOT be here, but most of the time, he's here). Pay him 600DP to know the location of all the characters. This will last 1 week, so take good advantage of those 600DP you paid.

- Remember that once you've filled the heart of your companion, you need to walk/duel until the day ends. Doesn't matter whether you end it or it ends automatically.

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.=====
 Y u - G i - O h ! 5 D ' s T a g F o r c e 4
'====='
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So please open up the UMD case, take out carefully Yu-Gi-Oh! 5D's Tag Force 4 and pop it in. Now turn on the PSP and enter the UMD option. Watch the totally kickass opening and song and when you get to the title screen, select New Game and let the magic begin.

Select your name (your PSP's nickname by default) and you'll be all over New Domino City and Satellite City picking up Cards that other persons discarded. You'll also talk to several players of the game (some of the important ones) and you'll have a complete deck out of nowhere (man, I wish that would happen in real life).

The following is the list of your complete deck:

-- Monsters --

- Abyss Soldier
- Acolyte of the Ice Barrier
- Armed Sea Hunter
- Cyber Shark
- Deepsea Macrotrema
- Deep Sea Diva
- Divine Dragon Aquabizarre
- Feng Shui Master of the Ice Barrier
- Fenrir
- Fishborg Blaster
- Ice Blast User Rice
- Levia-Dragon - Daedalus
- Mermaid Archer

Mobius the Frost Monarch  
Nightmare Penguin  
Ocean's Keeper  
Oyster Meister  
Penguin Soldier  
Skreech  
Snowman Eater  
Spined Gillman  
Warrior of Atlantis

-- Synchro Monsters

Gaia Knight, the Force of Earth  
Sea Dragon Lord Gishilnodon  
X-Saber Urbellum

-- In the Side Deck

Dragon Ice  
Dupe Frog  
Flipped Frog  
Practitioner of the Ice Barrier  
Royal Swamp Eel  
Shark Cruiser  
Submarine Frog  
Submarineroid  
Substitoad  
Unifrog

-- Spells --

A Legendary Ocean  
Big Wave Small Wave  
Book of Moon  
Enemy Controller  
Hydro Pressure Cannon  
Salvage  
Synchro Boost  
Terraforming  
Umiiruka  
Water Hazard

-- In the Side Deck

Cold Wave  
Lightning Vortex  
Wetlands

-- Traps --

Aegis of the Ocean Dragon Lord  
Dark Bribe  
Dust Tornado  
Limit Reverse  
Miniaturize  
Raigeki Break  
Sakuretsu Armor  
Widespread Ruin

-- In the Side Deck



Giant Trunade  
Heavy Storm  
Monster Reborn  
Mystical Space Typhoon  
Reinforcement of the Army  
Silver Wing  
Swords of Revealing Light  
The Warrior Returning Alive  
Tuning x2

-- Traps --

---

Descending Lost Star  
Graceful Revival x2  
Mirror Force  
Scrap-Iron Scarecrow x2  
Skill Successor  
Torrential Tribute

As you can see, he has a lot of spells to leave the enemies side free of Spell and Trap cards and has a lot to bring from the deck to the hand and whatnot. When Tagging with him, try always to keep monsters in defense mode, or cards to hold your opponent from attacking (ie. Swords of Revealing Light).

-----,-----  
5.1.1] With Marker Story | sx502  
-----'

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\ Heart #1 |

First of all, locate Yusei. Once you've done it, fill up his heart and duel your way around to gain some DP and XP. At the end of the day, Yusei will say something and you'll return automatically to your room. Yusei will wake you up and ask you to follow him. In the area selection, you'll see an area with an "!" mark over it. Before going there, enter any other location and save your game, because if you lose the next duel, you'll have a Game Over and you'll have to start from the beginning.

Return to the area selection and enter the area with the "!" to trigger a little scene with Tetsu Trudge and a Sector Security Officer. You'll now have to tag duel against both of them.

---

\\Tetsu Trudge / Sector Security Officer

---

Tetsu's deck focuses on strong Level 4 monsters that have several effects when they deal damage to you. The Sector Security Officer's deck is more like a Harpy deck, being deadly to low leveled monsters. The only thing to recommend you is to try keeping your Monster Zones filled. Those monsters of Tetsu can really hurt. Having cards that prevent them from attacking also works a lot, so you can build your field.

Hope that Yusei doesn't screw it and use Torrential Tribute when you have some good monsters, because he likes to do stuff like that.

=====  
Once you've finished, the day will end.

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\ Heart #2 |

Do the same things, fill up Yuseis second heart and head to the hospital to trigger another scene.

---

\\Akiza Izinski / Jack Atlas

---

Akiza focuses on a Plant deck, while Jack likes to use his Dragons to make your life miserable. Make sure to have several Spells to destroy monsters (either all or 1) and to negate and destroy Spells. They can Summon and Special Summon a lot of monsters in one turn, so destroying them as soon as they appear will be needed.

They also have several monsters that can pass through the defense of your monsters, so having monsters in defense mode won't be that useful in this duel.

=====

Once you've finished, the day will end.

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\\ Heart #3 |

---

---

\\Kalin Kessler / Tetsu Trudge

---

Ok, these two work really well together. Most of Kessler's turns, he'll have no hand, but he can draw cards really easily with all his monster and spells effects. Tetsu has his Warrior-type deck. Their stronger monster has 3000 ATK, so take it down as soon as it appears. Overall, this isn't a tough duel (I think the previous duel was a lot harder), so use your Swords of Revealing Light to gain time if you need any.

=====

Once you've finished, the day will end.

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\\ Heart #4 |

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\\Roman Goodwin / Devack

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I hope you saved your game, because this is the last duel in the first story of Yusei. Ook, not a hard duel, if you have the right cards that is. They like to Special Summon a lot... and I mean a lot! 1 turn they have nothing, then next they have 3/4 monsters. Try to have monsters that aren't destroyed by battle, so you can at least defend your LP. If you have a Jinzo, he comes in handy to protect yourself from the most annoying Mirror Force.

=====

Watch the scene after the duel and you'll receive Stardust Dragon x3. Yeah, 3 Stardust Dragons.

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5.1.1] Without Marker Story | sx503  
-----'

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\\ Heart #1 |

---

---

\\Tetsu Trudge / Sector Security Officer Wade

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Heavy Storm  
Monster Reborn  
Mystical Space Typhoon  
Polymerization  
Swords of Revealing Light

-- Traps --

Crimson Fire  
Mirror Force  
Prideful Roar x2  
Spacegate  
Synchro Deflector  
Torrential Tribute  
Tuner Capture

As you can see, he has little amount of Spell cards, but the ones he has are pretty good. His monsters are descent, so you'll have fun playing with Jack Atlas.

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5.2.1] Jack's Story | sx505  
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Jack only teams up with you on Tuesdays and Thursdays, so make sure you have a descent amount of items he likes so you can easily fill up his heart and you don't have to wait the whole week to have him team up with you. Also, Jack's story is a bit weird, because the duels are easy (c'mon, Carly, Mina and Rally?), but the "tough" thing is to raise his hearts, so yeah, you'll have easy duels with him around.

-----  
\ Heart #1 |  
-----

\\Carly Carmine / Mina Simington

Mmm... are you serious? This duel is pathetic. These are probably 2 of the 3 worse duelists in the game. Really. Most of Carly's monsters have 0 ATK, even those that require a summon. She has several cards that she uses to Special Summon several of these monsters. What's dangerous about that, you ask? Well, she has a Spell Card that increases all of those monsters by 1000 ATK for each one of them (so if she has 3 of those Fairy monsters, all 3 of them have 3000 ATK). So, any card you have to destroy Spells, use them whenever she uses that Spell.

=====

Once you've finished, the day will end.

-----  
\ Heart #2 |  
-----

\\Carly Carmine / Rally Dawson

Heheh, are you kidding me? I don't even know what to write here. Most of Carly's monsters have 0 ATK, even those that require a summon. She has several cards that she uses to Special Summon several of these monsters. What's dangerous about that, you ask? Well, she has a Spell Card that increases all of those monsters by 1000 ATK for each one of them (so if she has 3 of those Fairy



Lonefire Blossom x2  
Lord Poison x2  
Phoenixian Cluster Amaryllis  
Phoenixian Seed  
Seed of Flame x2  
Twilight Rose Knight x2  
Tytannial, Princess of Camellias

-- Synchro Monsters

Black Rose Dragon x2  
Queen of Thorns x2

-- Spells ==

Black Garden x2  
Foolish Burial x2  
Fragrance Storm x2  
Giant Trunade  
Miracle Fertilizer x2  
Monster Reborn  
Mystical Space Typhoon  
Terraforming  
Thorn of Malice  
Wonder Clover

-- Traps ==

Ivy Shackle x2  
Mirror Force  
Overdoom Line  
Torrential Tribute  
Wall of Thorns x2  
Wicked Rebirth

Akiza's deck is pretty nice, if you know how to use it. She can Special Summon monsters with ease, and hit your LP pretty hard.

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5.3.1] Akiza 's Story | sx507  
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-----  
\ Heart #1 |  
-----

\\Misty Tredwell / Carly Carmine

These chicks have a lot of monsters that their ATK varies on several things, like the number of the card. They also have Tribute Torrential, so you can easily lose all your monsters in 1 turn. Besides that, they have Savage Coliseum, which makes the attacking character gain 300 LP, but them must attack (either you/Akiza or them) with all possible monsters. If you decide they don't attack, they'll be destroyed at the end of the turn. Anyway, most of the time Akiza will have her Black Garden on the field.

Try not having all your monsters in attack position. If you have a card to destroy a card (like Raigeki Break), use these cards to destroy the Spell/Trap cards, because these girls don't have that many effect monsters that destroy/return to the hand monsters. Also having a Jinzo is über helpful.

=====

They day ends as the duel ends.

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\ Heart #2 |

---

\\Akiza Izinski

This duel is a bit different because you'll have to duel Akiza alone, one vs. one. The truth is, there's not much to say about this battle. The only thing I can recommend you is to duel a lot with Akiza (tag duels) before this duel, so you can learn her cards and how she uses them; check out her strategies. If you have a monster that isn't destroyed by battle, that's your secret weapon, while you keep it in defense position, since she'll have a hard time destroying it.

Watch out for her Black Rose Dragon, because she likes to take out 2 to make your life impossible. Having a Mirror Force comes in really handy in situations like the ones you'll face with her.

=====

They day ends as the duel ends.

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\ Heart #3 |

Oh man, Akiza's third and fourth hearts are a pain to fill, because no one cares about her enough to have her in their Persons of Interest. It took me literally 3 days (game time) to fill Akiza's third heart. Endure my friend, endure.

---

\\Lioside / Hose

Ok, you know have to duel 2 Officers. Most of the Officers duel practically the same, so if you've duel some of them, you'll know how to defeat them. They like to use Hero cards, which are really annoying if played well. They also have a Harpie deck, which can be quite destructive if they use their Harpies' Hunting Ground.

Whenever they use their Field spell card, destroy it ASAP, because they give their Harpies a lot of power.

=====

They day ends as the duel ends.

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\ Heart #4 |

Another hard heart to fill and just like the previous one, no one gives a damn about Aki, so the heart will take a while to fill up.

---

\\Misty Tredwell / Carly Carmine

These chicks are back, and they are exactly the same, so I'll just paste here the previous battle.

These chicks have a lot of monsters that their ATK varies on several things, like the number of the card. They also have Tribute Torrential, so you can easily lose all your monsters in 1 turn. Besides that, they have Savage



Gravity Bind  
Mirror Force  
Morphtronic Forcefield  
Morphtronic Mix-up

He can Summon very easily, so you won't be lacking monsters.

-----  
5.4.1] Leo's Story | sx510  
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\ Heart #1 |  
-----

-----  
\Akiza Izinski / Luna  
-----

Ok, this duel can be really annoying, because Akiza uses a Plant deck, while Luna uses a Stall and Burn, which complement really well. They don't have really strong monsters (probably the worse monster they have is Akiza's Black Rose Dragon, and it's effect is horrible, so a Michizure comes in really handy against it. Also, all your Mystical Space Typhoon, Heavy Storm and Spell/Trap cards should be used only against Luna's Wall of Revealing Light, Gravity Bind, Messenger of Peace and Akiza's field spell card.

If Luna uses her annoying combo of The Eye of Truth and Bad Reaction to Simochi, make sure to get rid of Bad Reaction to Simochi ASAP, while leaving The Eye of Truth there. This will give you 1000 LP if you have 1 or more Spell cards in your hand at the start of your turn.

=====

They day ends as the duel ends.

-----  
\ Heart #2 |  
-----

-----  
\Crow Hogan / Gillian  
-----

This duel is hard, and all because of Crow. Those Blackwings of his are annoying as all hell, probably even more annoying than the Six Samurais -- it's nice to have his deck when you're teamed up with him. If you have cards that prevent Special Summons, this is the duel made for those cards, otherwise Crow will swarm the field with Blackwing monsters in a matter of turns.

Also having cards that destroy several cards at the same time is almost required, like Lightning Vortex and/or Dark Hole (Raigeki would be nice, too bad it's prohibited). Having a Jinzo would be helpful, not needed, but helpful.

=====

They day ends as the duel ends.

-----  
\ Heart #3 |  
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Make sure you save before this duel, because if you lose, it's a game over.

-----  
\Misty Tredwell / Tetsu Trudge  
-----



Horn of the Unicorn  
Level Limit - Area B  
Luminous Spark  
Messenger of Peace x3  
Monster Reborn  
Mystical Space Typhoon  
Soul Taker x3  
Upstart Goblin x3  
Unstable Evolution x2  
Swords of Revealing Light

-- Traps --

Bad Reaction to Simochi x3  
Gift Card x3  
Gravity Bind  
Life Equalizer  
Wall of Revealing Light  
Power Wall  
The Eye of Truth x2

She can deal a lot of damage really quick if she gets the right cards. If not, you'll feel like you're in hell through the duels. Anyway, let's start with her only story.

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5.5.1] Luna's Story  
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| sx512  
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\ Heart #1 |  
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\\Leo / Yusei Fudo  
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First thing, I hope you have patience. When I finished this duel, I was in turn 77 and had around 33,000 LP. Yep. Luna likes to use Gravity Bind and Wall of Revealing Light. That's going to prolong the duel a lot. It's not that hard. If you have card that allows you to destroy their monsters (like Future Samurai), they come in handy. Make sure to destroy Yusei's Synchro monsters because they can be really annoying.

Like I said, while you keep them without monsters (at least the strong ones), you should be fine. You could also wait and have Luna use Gravity Bind, Fire Princess and Solemn Wishes to deplete their LP by 500 per draw. Yep.

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They day ends as the duel ends.

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\ Heart #2 |  
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\\Nataly / Anca  
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Ok, another hard duel. They have an Air deck, as well as a Warrior deck. Most of the Warrior decks don't have good Spells, so that's their downfall. The best tactic is not damaging them through the Battle Phase. Instead, burn them with Luna's deck. Make sure you have some monsters that aren't destroyed by battle like Marshmallon -- or can withstand some attacks before it's destroyed, like



-- Monsters ==

- Blackwing - Blizzard the Far North x2
- Blackwing - Bora the Spear x2
- Blackwing - Elphin the Raven x2
- Blackwing - Fane the Steel Chain x2
- Blackwing - Gale the Whirlwind x2
- Blackwing - Kalut the Moon Shadow x2
- Blackwing - Mistral the Silver Shield x2
- Blackwing - Shura the Blue Flame x2
- Blackwing - Sirocco the Dawn x2
- Blackwing - Vayu the Emblem of Honor x2

-- Synchro Monsters

- Blackwing Armed Wing x2
- Blackwing Armor Master x2
- Blackwing - Silverwind the Ascendant x2

-- Spells ==

- Against the Wind
- Black Whirlwind x2
- Dark Eruption
- Heavy Storm
- Monster Reborn
- Mystical Space Typhoon
- Raptor Wing Strike

-- Traps ==

- Crush Card Virus
- Delta Crow - Anti Reverse x2
- Ebon Arrow
- Fake Feather x2
- Icarus Attack x2
- Level Retuner
- Mirror Force
- Torrential Tribute
- Trap Stun

Crow can Special Summon very easily with his deck, and works very similar to a Six Samurai deck, which is, in my opinion, a really nice, annoying deck to use against your opponents.

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5.6.1] Crow's Story | sx514

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\ Heart #1 |

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\\Ida / KENYOU

This duel is a really pushover. Talking seriously, you have nothing to fear. Crow's deck works wonders against these 2, and with your power, you won't lose -- even if you try... ok, maybe not that much, but you get my point =P!

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They day ends as the duel ends.

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\ Heart #2 |

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\\Tetsu Trudge / Dean

Tetsu uses a Warrior deck, while Dean uses a Gladiator Beast deck. Dean is much harder than Trudge, because he can Special Summon from left and right, and at times, you won't even know what's he doing. If you heavily depend on Crow to make most part of this duel, he MUST have a good starting hand, otherwise, the duel will go downhill and you'll most likely lose.

A good thing to have is card that prevents Special Summons, because, like I said above, Dean really likes to Special Summon. Also, having some indestructible monsters like Marshmallon and/or Spirit Reaper is good to ignore is high ATK monsters. Having a Jinzo and/or Royal Decree really helps increase your ATK power.

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They day ends as the duel ends.

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\ Heart #3 |

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\\Carly Carmine / Celia

This duel is the easiest in Crow's story. Really, it's a shame to have this duel as the third and not the first. Most of Carly's monsters have 0 ATK, even those that require a summon. She has several cards that she uses to Special Summon several of these monsters. What's dangerous about that, you ask? Well, she has a Spell Card that increases all of those monsters by 1000 ATK for each one of them (so if she has 3 of those Fairy monsters, all 3 of them have 3000 ATK). So, any card you have to destroy Spells, use them whenever she uses that Spell.

Also watch out for Celia's Snipe Hunter. They can discard even their entire hand at the cost of this card, which can both benefit you, as well as screw you up if she gets the numbers she needs.

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They day ends as the duel ends.

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\ Heart #4 |

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\\Yusei Fudo / Leo

Even though they're using their third deck, they are still pretty easy. Yusei focuses on Synchro monsters, while Leo focuses on machines (Morphtronics & Power Tool Dragon to be precise). Having cards like Swords of Revealing Light and/or Wall of Revealing Light is nice to have for Crow to take out all of his Blackwing monsters and use their effects. Since he likes to Synchro Summon his best card, you'll have a really easy time against them, since their monsters have so little DEF and Crow's Synchro monster trespasses their DEF, which is probably the best effect you can have in this duel.



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\\Tetsu Trudge / Mina Simington

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Just like with all duels that you'll have with Carly, this can be hard. It's pretty easy if you edited Carly's deck prior to starting the duel, because her deck sucks, so you'll need to have some really awesome cards to get out of these duels victorious.

Tetsu, like always, uses his Warrior deck. Mina is somewhat like Carly, only that a bit better. Seriously. They both use Fairies, so it could basically be called a duel between Trudge and you and little to no support for both of you (although Mina is better than Carly). They both have powerful Tribute Monsters, so make sure to never let them have more than 1 monster at a time.

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They day ends as the duel ends and you receive some Fortune Fairies.

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\\Yusei Fudo / Rally Dawson

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Just like with all duels that you'll have with Carly, this can be hard. It's pretty easy if you edited Carly's deck prior to starting the duel, because her deck sucks, so you'll need to have some really awesome cards to get out of these duels victorious.

These 2 really complement each other. Rally helps Yusei Special Summon several monsters and Yusei uses most of these monsters to Synchro Summon to his heart content. Keep cards like Fissure, Trap Hole, Bottomless Trap Hole, etc. to counter their summons. It would help if you could stall them with Wall of Revealing Light and/or Swords of Revealing Light so Carly can summon some of her Fairies and increment their ATK.

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They day ends as the duel ends and you receive some Fortune Fairies.

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\\Jack Atlas / Mina Simington

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Just like with all duels that you'll have with Carly, this can be hard. It's pretty easy if you edited Carly's deck prior to starting the duel, because her deck sucks, so you'll need to have some really awesome cards to get out of these duels victorious.

OMG, another duel hard as all hell. This duel is similar to the previous one with Trudge, only that the difficulty increased a lot. Jack uses his Dragon deck with several powerful monsters. The only thing you really need to be careful about is his Synchro Summon Red Dragon Archfiend, which can tear you a new hole if you don't take care of it ASAP with whatever you have.

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The best thing to prevent this is to have some monsters that cannot be destroyed by battle. You could also use Swords of Revealing Light to build up your defenses. While you destroy Carly's Miracle Stone Spell card, this battle should be a breeze.

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They day ends as the duel ends.

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\ Heart #2 |

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\\Leo / Luna

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This duel can be hard and annoying. Leo's Morphtronic deck works similar to the Six Samurai cards. Take extreme care for their United We Stand Equip Spell card, because it can boost their monster's ATK beyond no belief. Luna likes to use Messenger of Peace a lot, which makes it impossible to have monsters with more than 1500 ATK attack. This sucks.

Make sure to destroy this card so you're able to deal some damage to them. So, in short, Luna is the support duelist to stall and Leo is the powerhouse. Make sure to destroy their Field Spells because they can get very annoying.

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They day ends as the duel ends.

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\ Heart #3 |

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\\Jack Atlas / Taku

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Be really careful with Jack's Dragon deck. His Red Dragon Archfiend can be a serious problem, since if he destroys a defense monster, he destroys all of your monsters in defense position. Have a Raigeki Break or a Fissure ready to counter his damn monster. Without this monster, this battle is really similar to the previous one with Luna and Leo; one is the support (Taku) and the other is the powerhouse (Jack).

Like I said, reserve your RaigekiBreak, Fissure (whatever card to destroy a monster) to Red Dragon Archfiend.

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They day ends as the duel ends.

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\ Heart #4 |

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\\Misty Tredwell

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There's little to nothing to say about this duel. You duel her one on one and she uses the same deck she used through her whole story. Since you've dueled with her a lot of times, you must know her deck pretty well. She uses the same tactics, so she's very predictable.

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thing, though, is that Rally likes to do stupid things that slow down Crow, hence you're possibility to "win". As always, they have all the annoying Spell and Trap cards like Torrential Tribute, Mirror Force, Monster Reborn that will make you angry every time they use them against you. Remember that Kalin's deck is specifically made so he doesn't have any cards in his hand, so that can be your downfall, but it can be the asset needed to survive most, if not all the duels with him.

Try having cards that destroy multiple monsters like Lightning Vortex, Mirror Force and Tribute Torrential so you can get rid of all the monsters Crow Summons.

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They day ends as the duel ends.

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\ Heart #2 |

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\\Jack Atlas / Luna

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This duel is pretty nice, because Jack has some powerful Dragons, but since Luna uses a Stall and Burn deck, she'll cut their LP a lot by using Wall of Revealing Light. Use Giant Trunade to return it to the deck and have them use it again, hence using another 3000 LP. Since Luna loves to use Messenger of Peace, this doesn't allow Jack to use his most powerful monsters, so wait until you have quite an arsenal of monsters in the field so you can use a Heavy Storm, Giant Trunade and/or Mystical Space Typhoon so you can deal with the rest of their LP.

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They day ends as the duel ends.

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\ Heart #3 |

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\\Yusei Fudo / Akiza Izinski

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This duel is annoying. Akiza likes to Summon and Summon and Special Summon and whatnot. She also has her annoying Field Spell card that halves the ATK and DEF of the monsters Summoned while it puts a token on the other side of the field. Try using Spells and Traps to take care of her monsters and if you can remove from play monsters from their graveyard, do so with the Tuners so Yusei can't Special Summon them and then Synchro Summon them to sweep the floor with your ass.

Always keep a Mirror Force or a Tribute Torrential or Lightning Vortex so you can destroy their monsters if they get to swarm the field.

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They day ends as the duel ends.

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\ Heart #4 |

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\\Kalin Kessler

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Just like I said with Misty's story, you've dueled a ton with Kalin to know



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5.10.1] Devack's Story | sx525  
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\ Heart #1 |  
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Fill up his heart, and then...

\_\_\_\_\_  
\ Leo  
\_\_\_\_\_

After filling up a heart for Devack, he'll come to your room and wake you and says that Roman told him to take you to battle the first Signer. He says that he really doesn't need to take you along since he feels that he can handle the Signer alone. Then he realizes that he forgot to take the deck that Roman gave him and says he has another deck that he'll use instead. So you leave the room and head out. You can take the opportunity now to shop for cards and make your rounds meeting people to get items or card packs to help you complete the card collection. You'll see an (!) at Leo and Luna's penthouse.

Of course, the story line is that Devack has Ancient Fairy Dragon and wants to challenge Luna. When you get there, you'll meet Leo who's so impetuous, challenges Devack instead, just like in the anime. If you were expecting another tag duel, forget it. It's a one-on-one with Devack and Leo. You just get to sit and watch the duel. But Devack will lose. He will lose over and over again no matter how many times you restart the match. If you watch it (it is quite boring), you'll notice that he never ever summons any monsters.

He just sets magic and traps and never activates them. About the only magic card he'll activate is a field spell called Closed Forest that gives 100 ATK points to every beast monster on the field for every monster card in the graveyard. Finally, I decided that I need to see what is in his deck. It's only the first heart, so he hasn't given permission to edit his deck yet, so you have to force it by taking him to Lenny who hangs out at "Shoreline" in Satellite and pay 10,000 DP to edit partner's deck. If you don't have the DP, you'll have to start dueling other people to earn it. Once you have enough DP, pay Lenny and go to edit partner's deck. His deck is horrible! It's no wonder he kept losing.

He has no monster below level 5 and some cards that have special summon capabilities, but the chances of him pulling them off are slim to none. I've let this duel play out a dozen times, and Devack was 0 and 12 against Leo of all people. You'll have to dump his entire deck and put in a nice beat down selection since it doesn't really take much to beat Leo. There are 9 cards that are his "favorites" that you can't take out, which are 3-Closed Forest field spells, 3-Roaring Earth trap cards and 3-Earthbound Immortal Cusillu cards. Once he beats Leo, Devack will boast that he didn't need your help and says he hopes you enjoyed the show. [End of Heart 1]

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Once you're done, the day will end.

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\ Heart #2 |  
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\_\_\_\_\_  
\Mina Simington  
\_\_\_\_\_



Mirror Force  
No Entry!! x2  
Roar of the Earthbound  
Spider Egg x2  
Torrential Tribute  
Wolf in Sheep's Clothing

Roman focuses on a Spider deck, which can be pretty annoying if you focus on Flip Summon, because his deck can screw you up big time.

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5.11.1] Roman's Story | sx527  
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Roman's story is a bit weird, just like Devack's, but instead of having Roman duel alone like Devack, you have to duel alone, which is all the better because no one can screw you up besides you and your opponents.

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\ Heart #1 |

\\Luna

Ok, I feel pretty stupid by writing something here, since I truly don't know what to write. Luna uses a Stall and Burn deck, like always. This can be very helpful to you since there's a lot of things you can do to make her cards work for you and not the other way around. Whenever she uses her Wall of Revealing Light, she'll pay 3000 LP so that monsters with that ATK can't attack. You can easily return that card to her hand and wait for her to use it again to have dealt 6000 damage to her.

She also uses a combo of The Eye or Truth and Bad Reaction to Simochi. One card heals you for 1000 if you have at least 1 Spell card in your hand and the other changes so that instead of healing you 1000 per turn, it damages you 1000 per turn. Destroy Bad Reaction to Simochi so that you can get healed every now and then. Cards here like Giant Trunade and Heavy Storm come in really handy since she uses more her Spell/Trap cards than her monsters.

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They day ends as the duel ends.

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\ Heart #2 |

\\Akiza Izinski

Akiza uses her Plant deck. The only thing I can tell you: watch out for her Field Spell card, which can get annoying pretty fast and her Synchro Summon, her Black Rose Dragon. Whenever she Synchro Summons it, she most of the time destroys all the cards on the field and then she revives it with Monster Reborn.

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They day ends as the duel ends.

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\ Heart #3 |

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\\Jack Atlas

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Jack Atlas... what can I say? He uses his normal Dragon deck, which is very powerful if you're not careful. A nice change I did here and made a Stall and Burn deck a lot better than Luna's and he went down in a couple of turns. Just watch out for his Synchro Summons, which are very powerful and have really awesome effects, so those are your main priority.

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They day ends as the duel ends.

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\ Heart #4 |

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\\Yusei Fudo

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Yay, against Yusei. You know the drill, right? He likes to use Tuner and Synchro monsters, and loves to use his graveyard. Try to remove from his graveyard all the Tuner monsters you can so he doesn't swarm you with many monsters and Synchro monsters. Have at least a Mirror Force ready in case he swarms the field.

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Watch the scene after the duel and you'll receive Earthbound Immortal Uru x3.

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|| 5.12] Tetsu Trudge | sx528 ||  
Oo\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-\*=-oO

-- Monsters --

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Tyhone  
Effect Monsters  
Assault Dog x3  
Gate Defender x2  
Gonogo x2  
Handcuffs Dragon  
Jutte Fighter x2  
Montage Dragon x2  
Pursuit Chaser x2  
Search Striker x2  
Tactical Espionage Expert  
Torapart x2

-- Synchro Monsters

Goyo Guardian  
Gaia Knight, the Force of Earth x2  
Colossal Fighter x2

-- Spells --

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Brain Control  
Giant Trunade  
Heavy Storm  
Fissure

Monster Reborn  
Lightning Vortex  
Reinforcement of the Army  
Smashing Ground  
Mystical Space Typhoon  
The Warrior Returning Alive  
Swords of Revealing Light

-- Traps --

Discord Counter  
Mirror Force  
Eatgaboon  
Intercept  
No Entry!!  
Security Orb x2  
Torrential Tribute  
Wiretap

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5.12.1] Tetsu's Story | sx529  
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\ Heart #1 |  
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\Misty Tredwell / Maki  
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Not much to say about this duel. Maki is really weak, while Misty is too =P.  
Misty uses her Water deck, which she uses to have a lot of interaction with her  
graveyard and deck to move monsters however she wants. If you want more info,  
look at the last duel in her story to know.

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They day ends as the duel ends.

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\ Heart #2 |  
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\Rei / Maia  
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Heheh, another easy ass duel. Just summon and summon to your heart content. If  
you have a Warrior deck (or even better, a Six Samurai deck), this duel will be  
a breeze.

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They day ends as the duel ends.

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\ Heart #3 |  
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\Rally / Kid  
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Amazed at how easy this story is. The kid sucks, as well as Rally. They both  
have many weak monsters, so they're no match for you.

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Scrap-iron Scarecrow x2  
Torrential Tribute  
Waboku x2

As you can see, he duels similar -- very similar to Yusei, only with very little monsters with descent ATK. Man... what a pain.

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5.13.1] Rally's Story | sx532  
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\ Heart #1 |  
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\\Syun / Jaime  
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Syun's deck... Dragon. Jaime's... Alien. I hate characters that use Dragon decks because they are so damn powerful. Thankfully, this one is not the case. Don't even bother using a Jinzo nor a Royal Decree. They have a ton of Spells and so little Traps.

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They day ends as the duel ends.

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\ Heart #2 |  
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-----  
\\Crow Hogan / Rie  
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Oh man, I hate this duel. Rie passes almost invisible in this duel and the one that's going to be kicking your ass it Crow, because he uses Rie's Spell Cards to Special Summon even more monsters than he's normally used to. The only thing to say is to be extremely careful with his traps, because he has one that's able to use one of your Trap Cards that's in the graveyard, so if you have Mirror Force, he'll most likely use his, Rie's and probably yours from the graveyard if you already used it, so have a Jinzo or a Royal Decree at hand in case he uses one of his damned Trap Cards.

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They day ends as the duel ends.

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\ Heart #3 |  
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\\Tetsu Trudge / Wade  
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Watch out with these 2. They have a ton of Trap Counters and monsters that give them LP so watch out because they can counter probably anything you have, either an Effect of a monster, a Spell card or a Trap Card. Their monsters aren't that powerful, but you'll have a hard time depleting all of their LP. Having a Jinzo is the single best thing you can do in this pain-ass duel. They have Solemn Judgement and they like to use it... a lot. This can be their downfall if they keep using it over and over.

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They day ends as the duel ends.







