

Yu-Gi-Oh! Forbidden Memories S-Tec FAQ

by QueenMeshi

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Yu-Gi-Oh! Forbidden Memories for the PSX
S-Tec FAQ
Version 1.2
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Written by StanIsMyMaster@aol.com

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Table of Contents

I. Version updates
II. What is "Tec"? and other questions
III. Common help for teching
IV. Help with people who rarely fuse
V. Help with Pegasus
VI. Cards obtained on S-TEC
VII. What the magic cards are
VIII. Magic card abbreviations
IX. Contact information
X. Credits

I. Version updates

Version 1.2: Added new cards that are obtainable and new questions to "What is 'Tec'?". I am very happy with all the positive feedback that is coming in. ^_^ Thank you to everyone who sends me an e-mail telling me how useful this is to him or her. It makes me really happy. Please keep e-mailing me with questions pertaining to S-TEC and suggestions for additions - I want to make this a better FAQ!

Version 1.1: Section six formerly known as people worth teching has been changed to a list of cards obtained from everyone on S-TEC. It's a work in progress and I owe a lot of it blklustersoldier. Thanks a whole bunch for the list! I love you, man (or woman)!! Added another question to section number two. Added in some more stuff for section number three.

Version 1.0: Everything here!

II. What is "Tec"? and other questions

Q1. What is "Tec"?

A1. "Tec" is the rank you get when you withstand a duel using lot of defending, trap, and magic cards. Also known as endurance.

Q2. How do you get "tec" ranks?

A2. Making your opponent's cards run out before yours automatically gets you an S-tec rank. Your opponent can also have at least 4 less cards than you at the end of a duel to get a lower tec rank. You can also kill your opponent when s/he has just one card left, but it's not a guaranteed S rank every time. An alternative way of getting a tec rank is that YOU use up a lot of cards and then kill off your opponent's LP, but that'll only get you a low rank. There are probably other ways out there, too.

Q3. Do you get better cards with tec ranks?

A3. Better magic/trap cards, yes. Not better monsters.

Q4. Can't I just S-POW Pegasus until I get a Megamorph?

A4. Well, you can but I doubt you'll ever receive one. S-tec ranks are time consuming, I know. On average for me against people who don't fuse often, they take about 20 or 25 minutes.

Q5. What's "HFD"?

A5. Harpie's Feather Duster. I try not to use abbreviations when it comes to magic cards, but I may get a little lazy and throw an HFD or DCJ at you. For your convenience, there is a section below listing magic card abbreviations.

Q6. Do I need to tec Low Meadow Mage and Jono 2 for MBD?

A6. NO! Do not waste your time S-TECing these two for Meteor B. Dragon! MBD is a monster card. S-TEC increases your chances of getting better magic cards. S-POW increases your chances of getting better monster cards.

Q7: Can you tell me where to get Dark Magician, Gaia the Fierce Knight, etc.?

A7: I'll answer these types of questions if you've included a question about S-TECing or complimented me on this FAQ. If not, I won't answer. Information on monster cards can be found in other FAQs.

Q8: Why did I get a Widespread Ruin from Isis on C-POW?

A8: It's possible to get some good magics/traps on a POW rank, though it's much easier with a TEC rank.

Q9: Can you get rituals like Gate Guardian and Blue Eyes Ultimate Dragon on S-TEC?

A9: As far as I am concerned - no. Do not waste your time trying. I have S-TECed endlessly, and people on the message boards have S-TECed endlessly. It all turned out the same - no ritual monsters as bases.

Q10: How about Summoned Skull or Black Skull Dragon? Can you get them with S-TEC?

A10: No. Those cards are in the same situation as rituals.

Q11: I have done twenty S-TECs on Pegasus and gotten jack. Why?

A11: Magic cards given with S-TECs are randomly given. It might have something to do with if you attack, use direct damage cards, etc., but I have not found much of a pattern yet. I say it's all random. It all depends on your luck.

III. Common help for teching

If you have never S-TECed before, it's quite easy, albeit time-consuming. All you need to do is play one card at a time. Keep on playing one card from your hand (only fuse if really needed) and protecting your lifepoints (all though if you lose some LP, it's not going to hurt your rank) until your opponent runs out of cards or you get down to zero cards and take out your opponent's lifepoints.

Typically when you lay a card face down during your first 3 turns, the computer will fuse. If not, you can either go ahead and cream them to try again or wait until they fuse. Most of the time, the computer will get fusion happy when they already have a card on the field. Thus, don't destroy the first card they have on the field when you're awaiting for them to fuse.

When you're going for an S-tec rank, don't fuse often, if ever. Against people who hardly fuse like Pegasus and Jono 2, doing a fusion yourself is a bad idea. Against people who get fusion happy easily like Maia, Bandit Keith, Kaiba, etc., doing one or two fusions is fine. ^_^

The computer doesn't have to fuse, either, for you to get an S-tec. Use lots of magic cards throughout the duel and when the computer has one or two cards left, you can kill them off and get an S-tec. ^_^ It's not a guaranteed S-tec, though. It's sometimes A-tec.

IV. Help with people who rarely fuse

Some people are so annoying and won't fuse. There's an alternate form to making some people fuse. If you use a magic card on your first turn, there's a high chance the computer will fuse and (of course) attack you. "Wah!! But I'll lose LP that wayyy!" Get over it. For S-tec battles, LP doesn't matter so as long as neither you nor the computer gets zero life points.

Like mentioned earlier, you do NOT, I repeat, you do NOT have to have the computer fuse in order to get an S-tec. As long as you use a lot of magic cards (like 15 - 20 or however many you put in your deck), you can kill the computer when they have 1 - 4 cards left and get a nice tec rank.

V. Help with Pegasus

Pegasus, the biggest cheater in the game. He can see your cards because of his Millenium Eye. Can you even S-tec him? Yes, you can go against him and S-tec successfully! Why would you want to, though? The reason why is because he has the best magic cards you probably should have to beat the game! Cards like Widespread Ruin, Megamorph, and Bright Castle.

Now, it's really a challenge to survive through him. He doesn't fuse often, and leaving his cards will only result in Dragon Capture Jars and Raigekis on you! That's why this little nuisance gets his own section.

Before you go off to battle him, you should fight the Low Meadow Mage and obtain strong cards! Get some cards with 2300 or higher ATK. Then you may start the long process of S-tecing Pegasus.

To get him to fuse: Place a card face down on your first turn. He will place a card down and in defense mode on his turn. On your second turn, play a magic card or put it face down. If not, put down another monster face down. Don't kill off his monster!! He'll fuse on his next turn or should. If not, try for another round. If he still doesn't, end the battle and try again. Also, you can use a magic card on your first turn and he'll fuse. Pegasus will usually fuse to make a Crimson Sunbird or Twin-Headed Thunder Dragon.

What to do after he fuses: KILL, KILL, KILL! His cards, at least. After he fuses, don't leave anymore of his cards on the field from this point onward. If you do, he'll Raigeki you or Dragon Capture Jar you. Take out his cards one by one. He'll use his magic cards when he runs out of monster cards. Be able to survive through three Raigekis and 3 Dragon Capture Jars.

Pegasus also has some other magic cards he uses. He will place Invisible Wires and Fake Traps down. Pegasus' other magic cards include Bright Castle and Harpie's Feather Duster. Three of each magic card. Also a word of warning with Pegasus - he will sometimes bring out his Meteor Black Dragon!! Good luck with him. ^_^ I hope you have better luck than I do. It took me forever to get a Megamorph (about 120-150 S-TECs, yow).

By the way! I have heard that the game glitches or something sometimes and Pegasus will end up using FOUR Raigekis! Gulp!

VI. Cards Obtained on S-TEC

A list of what everyone gives out. It's a work in progress. BIG BIG BIG thanks and much credits goes to blkclustersoldier. Asterisks indicate what blkclustersoldier submitted in. Many, many, many thanks once more to you!

Simon

Dark Hole*

Sogen*

Hamburger Recipe

Spellbinding Circle

Teana

Forest*

Silver Bow n Arrow*

House of Adhesive Tape*

Jono

Sword of Dark Destruction*

Kunai with Chain*

Hinotama*

Novox's Prayer*

Salamandra*

Dark Hole*

Sogen*

Villager 1

Beast Fangs*

Silver Bow n Arrow*

Fortress Whale's Oath*

Cursebreaker*

Book of Secret Arts*

Red Medicine*

Yamadron Ritual*

Curse of Tri-Horned Dragon*

Revival of Sennen Genjin*

Final Flame

House of Adhesive Tape

Elf's Light

Villager 2

Red Medicine*

Sogen*

Mooyan Curry*

Goblin's Secret Remedy*

Cursebreaker*

Yami

Villager 3

Bear Trap*

Cyber Shield*

Dark Piercing Light*

Fake Trap*

Yami

Seto

Vile Germs*

Eternal Rest*

Fake Trap*

Final Flame*

Hinotama*

Sparks*

Sword of Dark Destruction*

Forest*

Heishin

Rex

Wasteland*

Bear Trap (contributed by Person Man)

Weevil

Hamburger Recipe*

Mooyan Curry*

Laser Cannon Armor*

Dark Piercing Light*
Fake Trap*
Bear Trap*
Insect Armor with Laser Cannon*

Mai

Electro-whip*
Harpy's Feather Duster*
Elf's Light*
Red Medicine*
Invisible Wire*
Malevolent Nuzzler*
Commencement Dance*
Soul of Pure*
Horn of Light*
Spellbinding Circle
Acid Trap Hole (contributed by loverfighter)

Bandit Keith

Metalmorph*
Stop Defense
Novox's Prayer
Acid Trap Hole
Stain Storm (contributed by im_invisible)
Yami
Mystical Moon
Wasteland

Shadi

Steel Shell*
Bear Trap*
Raigeki

Yami Bakura

Black Pendant
Book of Secret Arts
Bright Castle
Yamadron Ritual
Garma Sword Oath*
Warrior Elimination*
Dark Piercing Light*
Puppet Ritual
Bad Reaction to Simochi
Revival of Sennen Genjin
Invisible Wire
Novox's Prayer
Harpie's Feather Duster (contributed by im_invisible)
Zera Ritual
Umi
Fake Trap
Acid Trap Hole
Construct of Mask
Revival of Skeleton Rider
Resurrection of Chakra
Curse of Tri-Horned Dragon
Fortress Whale's Oath

Silver Bow and Arrow

Pegasus

Widespread Ruin

Harpie's Feather Duster

Bright Castle

Megamorph

Dragon Capture Jar

Acid Trap Hole

Magical Labyrinth

Dragon Treasure

Revival of Skeleton Rider

Yamadron Ritual

Forest

Goblin Fan

Isis

Widespread Ruin

Harpie's Feather Duster

Swords of Revealing Light

Eternal Drought

Black Pendant

Dragon Treasure

Eternal Rest

Curse of Millenium Shield*

Goblin's Secret Remedy*

Umi

Wasteland

Commencement Dance

Elf's Light

Cyber Shield

Kaiba

Widespread Ruin

Crush Card

Warrior Elimination

Dark Energy

Dragon Capture Jar

Commencement Dance

Bad Reaction to Simochi*

Mage Soldier

Fake Trap

Yami

Dark Energy

Machine Conversion Factory

Jono 2

Kunai With Chain

Sogen

Salamandra

Teana 2

Dian Keto the Cure Master

Silver Bow n Arrow
Elf's Light
Winged Trumpeter
Forest

Low Ocean Mage

Umi

High Ocean Mage

Umi
Revival of Sennen Genjin
Sogen
Construct of Mask
Invigoration
Power of Kaishin

Low Forest Mage

Forest
Invigoration (contributed by call_me_king)
Sparks
Eatgaboos

High Forest Mage

Machine Conversion Factory
Forest

Low Mountain Mage

Steel Shell
Mountain

High Mountain Mage

Goblin Fan
Harpie's Feather Duster
Cyber Shield (contributed by call_me_king)
Mountain

Low Desert Mage

Wasteland
Eatgaboos

High Desert Mage

Wasteland
Puppet Ritual
Ookazi
Goblin Fan
Eatgaboos

Low Meadow Mage

Fake Trap (contributed by the_names_drew)
Warrior Elimination

High Meadow Mage

Widespread Ruin*

Sogen

Harpie's Feather Duster (contributed by MariksTwin)

Acid Trap Hole (contributed by MariksTwin)

Dark Energy (contributed by MariksTwin)

Labyrinth Mage

Axe of Despair*

Magical Labyrinth*

Goblin Fan*

Seto 2

Spellbinding Circle*

Eatgaboon*

Guardian Neku

Widespread Ruin

Acid Trap Hole (contributed by MariksTwin)

Axe of Despair

Cursebreaker

Guardian Sebek

Heishin 2

Raigeki*

Eatgaboon

Violet Crystal

Dark Hole

Seto 3

Megamorph

Shadow Spell

Crush Card

Ultimate Dragon Ritual

Horn of The Unicorn*

Spell Binding Circle*

Dragon Treasure*

Darknite

Megamorph*

Acid Trap Hole*

Dragon Treasure*

Widespread Ruin*

Commencement Dance

Nitemare

Elf's Light*

Eternal Drought*

Acid Trap Hole*

VII. What the magic cards are

Okay, you might be reading this and wondering "Well, what the heck is such and such card?" I understand. Here are what some of the magic/equip/trap cards that you may be hunting do:

Megamorph - Powers up any monster by 1000 ATK/DFD
Bright Castle - Powers up any monster by 500 ATK/DFD
Widespread Ruin - A trap that destroys any monster that attacks
Acid Trap Hole - A trap that destroys any monster with 3000 ATK or less
Dragon Capture Jar - Sucks in all dragon type monsters on opponent's field
Harpie's Feather Duster - Dusts away all of an opponent's face-down magic cards
Raigeki - Destroys all of an opponent's cards on the field
Crush Card - Destroys all of an opponent's cards with 1500 ATK or more on the field
Swords of Revealing Light - Prevents an opponent from attacking for three turns

VIII. Magic card abbreviations

DCJ = Dragon Capture Jar
HFD = Harpie's Feather Duster
SoRL = Swords of Revealing Light
BC = Bright Castle
DT = Dragon Treasure
WR = Widespread Ruin
DKtCM = Dian Keto the Cure Master
MM = Megamorph or Metalmorph

IX. Contact information

If you need help S-tecing someone in particular, you are free to e-mail me at StanIsMyMaster@aol.com. Don't be afraid to, I love helping out people. If you want to e-mail me with comments, compliments, constructive flames, questions, help, or fun tidbit information about something paranormal, you can do so. ^_^
Please put in the title something about "S-Tec" so I won't delete your e-mail!
Please be polite, too.

If you want to say hi to me on the GameFAQs message board, please do so! ^_^
I'm DoichiMyLove.

X. Credits

Credits to Konami and Kazuki Takahashi for making such a tedious-at-times-but-otherwise-fun game. ^_^

Credits to the Yu-Gi-Oh: Forbidden Memories GameFAQs message board and everyone there because of all their gradual help so numerous to individually recognize!!

Credits to blkclustersoldier for sending in such a large list of information pertaining to what cards can be received from duelists. Thank you very much!

Credits to everyone who has sent in information pertaining to where cards can be obtained. You're individually recognized next to the card you submitted.

Credits to my sweetheart for being my sweetheart. I love you, Doichi.

Credits to you for reading this. Thank you for reading. I appreciate it!

Credits to my mommy for taking me to go buy this game back in April 2002.

Credits to CJayC at GameFAQs for posting this. Thank you very much!!

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