Yu-Gi-Oh! Forbidden Memories Starchip Usage Guide

by fconb2   Updated to v1.7 on Sep 14, 2009

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      e.        "$$$$$$$$F d$$$$$$$. $$$$$$$$"    .e*"
      ^*e.       "$$$$$$ .$$$$$$$$$$ '$$$$$$"    e*"
       ^*e.    "$$$P*" $$$$$$$$$$$c ""*$$"
          "     "   ..e$$$$$$$$$$$ee...
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       zd$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$P*"
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              ^"**$$$$$ VERSION 1.6 $$$$$$P*"
       *******    .   ^"*$$$$$$$$$$$$$*"" .z.    .c.
             z$$$ee. '$$$$$$$$$$$F ee$$$c    ""**ec.
             z$$$$$$$  $$$$$$$$$$$ .$$$$$$$e        ""*-
              Last update: 14th SEPT 2009
                    ART BY Gilo94'
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                       - INTRO & UPDATES -   [IAU]

V1.0 13-JUL-03: Completed the entire guide (minus 4/d)
                Submitted guide to GameFAQs.com
V1.5 10-JAN-04: Added NeoSeeker to allowed sites
                Added section 4/d (cheating)
V1.6 05-JUL-06: Added keyblader1985's duplication method
v1.7 14-SEP-09: Added disclaimer to Keyblader1985 method, other minor changes

The reason im writing this guide is because, basically, i myself needed it. I
wanted to know what the best card i could get in a certain type catagory, for
a certain number of starchips. To discover this, i had to sweep through other
FAQs, which consumed both time and effort (not to put anyone down -- i base my
entire game strategy by some of the FAQs out there). This i did not like, for
obvious reasons. So, i built this guide, so that i could progress through the
game, purchasing only the best cards as i earnt my starchips.

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                       - HOW TO USE THE GUIDE -                        [HWT]
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Well, say you wanted to know how to create a Twin-Headed Thunder Dragon with
only 290 starhips, without lowering the standard of your deck. You can search
through here, find the best Dragon type depending on your starchips, then find
the best Thunder type, quickly and easily and without any fuss. By the way,
those cards would be a Parrot Dragon (2000/1300) and Kaminari Attack
(1900/1400).

Then, you'd use the starchip trick to purchase both cards, followed by my
(exclusive) card duplicating trick to create another two of each type (see
below, "THE EASY WAY"). You have two semi-powerful cards, at a pretty cheap
price, which fuse together to make one of the best (or at least favourable)
monsters!

Or, if you just want to know what the best redeemable fairy type card is, you
can search through here (with a quick Ctrl+F) for 'FAIRY', and discover that
it's Gyakutenno Megami (1800/2000), for 500 chips.



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                       - THE VERY BEST CARDS -                         [TVB]
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The best possible card you can purchase has to be Jurai Gumo. If you do not own
him by the time you get to 100 Starchips, then really missing out!! This
monster has 2200 ATK points! However, he does only have 100 DEF points. But, he
only costs 80 Starchips! Yes, that's 2200 ATK points for 80 Chips! His password
is 94773007, by the way. Oh, and he's an insect type, so he won't fuse with
anything. This card is just, really, a good beginner-deck card. It'll take you
16 duels on S Rank to get him, so why not?

The next best cards are the two given in my example above, the Parrot Dragon
and Kaminari Attack, as they can be bought relatively easily, have good ATK
points, and as mentioned, fuse to make Twin-Headed Thunder Dragon, an awesome
beast to use throughout virtually the entire game.

Other than these three, there aren't too many other major bargains. The Dark
Elf (2000/800 PWD=21417692) is a nice one at 160, but most other great cards
are far too expensive, at 400 and above.



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                         - THE EASY WAY -                              [TEW]
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!) DISCLAIMER
   Use at your own risk. Playing with memory cards can lead to data
   loss and corruption. To date, i have recieved only one message of complaint,
   which stated that keyblader's method wiped a players memory card. I do not
   recommend his method, since it involves screwing with memory cards during
   the write process (which can often corrupt data).


A) Intro [EWA]
   There are two methods of duplication; one requiring 3 memory cards, which
   was contained within the original version of this guide, and one requiring
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only two memory cards, which was later contributed by Keybladder1985.

For the first duplication trick ('C'), the memory cards will be refered to as
A, B and C. Memory card A is your main save card. B is your temporary storage
card, and must have a different User ID to save A. It can be a new game save.
Finally, C is your slave card. It has a duplicate save file from card A. This
card will be used for acquiring cards and tricking the game system. It will
have the same User ID as A.

If you want to use the 'Never Spend Starchips' trick, you'll still need the
three memory cards.
```

B) Never Spend Starchips [EWB]
```
First, make a duplicate of A onto card C (you may have already done this).
Then, use your new C save to purchase your desired card.
Next, save, then trade from C to B (you can't trade from C to A, as the player
profile codes are the same). Now, all you need to do is trade from B to A!
Congratulations, you've just cheated the system.
```
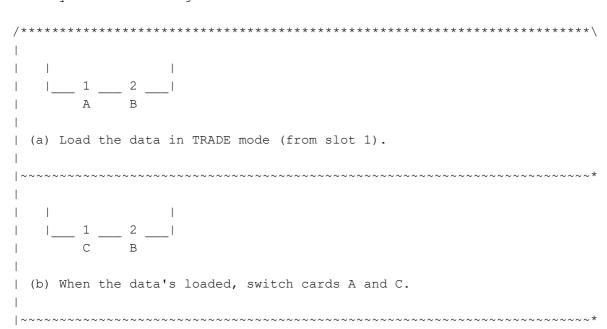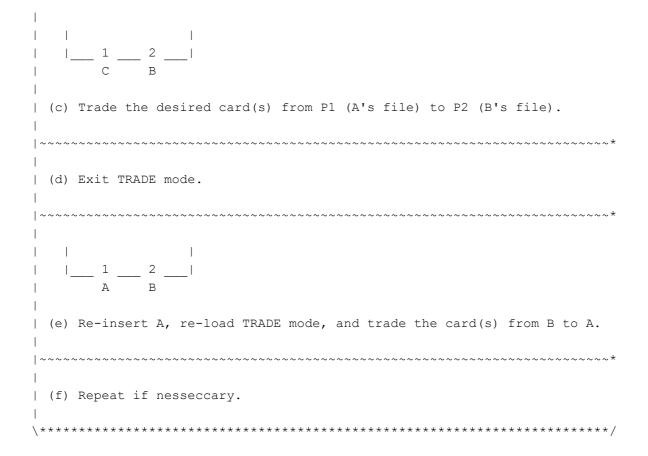
C) Duplicating (3-Memory Card method) [EWC]
```
* If you haven't already duplicated A onto C, do it now (see part 'a' below).
* If you've just used the above trick, there's no need to make a new
  duplicate save file of A. Just use card C as it is.
* Now, go onto TRADE, and load up cards A and B.
* Once both cards have loaded, remove card A from it's slot, and replace it
  with card C, the duplicate.
* Now, simply trade across the card(s) you wish to duplicate, from C to B.
* This process will create the card data on B, and delete the data off of C.
* The trick is, the system deletes the data from card C, if there's anything
  to actually delete, instead of deleting it from card A.
* Exit TRADE mode.
* Switch cards C and A (put A back in).
* Now you can  trade the card(s) from B to A.
* Repeat the process as many times as desired.

This process is actually A LOT simpler than it looks, and a lot better at
duplicating cards faster.

For those of you who don't care how it works, or don't understand all that
mumbjo-jumbo above, here's a rough ASCII guide. The diagrams represent the
console, with it's slots 1 and 2, and A, B and C represent the corresponding
memory cards. The diagrams refer to the text below them.

/*************************************************************************\
|
|   |              |
|   |___ 1 ___ 2 ___|
|        A      B
|
| (a) Load the data in TRADE mode (from slot 1).
|
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
|
|   |              |
|   |___ 1 ___ 2 ___|
|        C      B
|
| (b) When the data's loaded, switch cards A and C.
|
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
```

```
    |
    |    |             |
    |    |___ 1 ___ 2 ___|
    |         C     B
    |
    | (c) Trade the desired card(s) from P1 (A's file) to P2 (B's file).
    |
    |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
    |
    | (d) Exit TRADE mode.
    |
    |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
    |
    |    |             |
    |    |___ 1 ___ 2 ___|
    |         A     B
    |
    | (e) Re-insert A, re-load TRADE mode, and trade the card(s) from B to A.
    |
    |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
    |
    | (f) Repeat if nesseccary.
    |
    \************************************************************************/
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D) Duplicating (Second method, by keyblader1985) [EWD]

   A dude called keyblader1985 emailed me with a new duplication method, so here
   it is. I haven't tested it myself, but HAVE recieved a complaint that it
   erased a player's save files. Apparently it works, but tampering with storage
   devices while they're actively in use can cause irrepairable damage. The
   description below is copy & pasted from the email I recieved.

   I RECOMMEND AGAINST THIS METHOD.

   *Note: the ORIGINAL memory card with the card(s) to be duplicated will
    hereafter be called Memory Card 'A'; the other one will be 'B.'

    1. Save your file on A before going any further, just in case.

    2. Trade the desired card(s) from a to B.

    3. Load and Save File B (NOT File A!).

    4. Return to the Trade screen and prepare to trade any card (from either
       file), then press Trade, and pay close attention.

    5. When the screen says, 'Now Trading Cards' (or whatever it says; it's the
       second message that pops up in the box), wait EXACTLY three seconds, then
       reset the console.

    6. Load each file (don't worry about the warning, just load it anyway), and
       make sure the desired cards are on both of them.

    7. Now just trade from File B to A! Be sure to save on both files after
       trading.

    8. Lather, rinse and repeat, to your heart's content.

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      I know it sounds extremely dangerous, but I've NEVER had a problem in the
      three years I've been doing this. Like I said, feel free to put this in your
      guide, if you want.


   So that's keyblader1985's duplication method. From the sounds of it, it's
   perfect, and you don't need 3 memory cards, like my old one. But remember,
   it's theoretically dangerous and I've heard from someone who it fucked over.
   Sorry to diss you keyblader1985.



E) Cheating (GameShark) [EWE]
   If you really can't (be bothered to) gather enough starchips to play
   (enjoyably), you can use a device known as a GameShark (GS), or an Action
   Replay (AR). Personally, I prefer an Xploder (earlier release was known as
   Xplorer), since it accepts pretty much every type of code, wether GS or AR.
   Note that different country regions need different codes. Note also the '[M]'
   (Master) codes. These are activation codes, required to make the other code(s)
   work. For more info. on how GameShark and other hex codes work, try a google
   search. There's plenty of information on them. I'd put it here, but it's
   rather irrelevant to this guides purpose.

   *GAME*SHARK*
   (North America, but see below)

   -[M]-
   D0168188 023A
   8016818A 1000

   -Infinite Starchips-
   801D07E0 423F
   801D07E2 000F

   Well, I did try to dig up some codes for other country regions and other
   devices, but, I couldn't. Sorry guys. I advise using an Xploder; I've used
   these on the UK Xploder, and they do work on the UK game version. If you
   can't afford a GameShake or Xploder, then you could always emulate your
   PSX disc on your PC. You can then use a cheating system emulator add-on to
   use the codes above. There are plenty out there; just use google to find them.

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                            - BEST CARDS LIST -                          [BCL]
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The list below is organised in catagories, by the card types, in
alphabetical order. The cards are also in order of strongest to
weakest attack points. I've tryed to make this list useful to anybody,
regardless of their starchip number -- what i mean is, i've listed
monsters from 999,999 chips to the highest ATK points below 500 s-chips.
The types are (for cut-and-paste search):

   -AQUA
   -BEAST
   -BEAST WARRIOR
   -DINOSAUR
   -DRAGON
   -FAIRY
   -FEIND
   -FISH
   -INSECT
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```
 -MACHINE
 -PLANT
 -PYRO
 -REPTILE
 -ROCK
 -SEA SERPENT
 -SPELLCASTER
 -THUNDER
 -WARRIOR
 -WINGED BEAST
 -ZOMBIE


-AQUA
 373 Suijin                          2500/2400 98434877 999999
 223 Roaring Ocean Snake             2100/1800 19066538    550
 520 Turtle Bird                     1900/1700 72929454    400
 639 Amphibious Bugroth              1850/1300 40173854    230


-BEAST
 714 Firewing Pegasus                2250/1800 27054370 999999
 483 Garvas                          2000/1700 69780745   1000
 487 Flower Wolf                     1800/1400 95952802    260


-BEAST WARRIOR
 092 Rabid Horseman                  2000/1700 94905343 999999
 627 Nekogal #2                      1900/2000 43352213    550
 382 Rude Kaiser                     1800/1600 26378150    320


-DINOSAUR
 509 Bracchio-Raidus                 2200/2000 16507828    800
 482 Pragtical                       1900/1500 33691040    320


-DRAGON
 217 B. Skull Dragon                 3200/2500 11901678 999999
 358 Seiyaryu                        2500/2300 06740720   1700
 427 Kaiser Dragon                   2300/2000 94566432    900
 500 Dragon Seeker                   2100/2000 28563545    700
 383 Parrot Dragon                   2000/1300 62762898    290


-FAIRY
 090 Gyakutenno Megami               1800/2000 31122090    500
 582 Dark Witch                      1800/1700 35565537    350


-FIEND
 391 Zoa                             2600/1900 24311372 999999
 022 Summoned Skull                  2500/1200 70781052 999999
 385 Bickuribox                      2300/2000 25655502    900
 471 Soul Hunter                     2200/1800 72869010    800
 401 Ushi oni                        2150/1950 48649353    700
 472 Air Eater                       2100/1600 08353769   1000
 085 King of Yamimakai               2000/1530 69455834    350


-FISH
 565 Man-Eating Black Shark          2100/1300 80727036    320
 437 Deepsea Shark                   1900/1600 28593363    350


-INSECT
 067 Perfectly Ultimate Great Moth   3500/3000 48579379 999999
 057 Great Moth                      2600/2500 14141448 999999
 367 Jirai Gumo                      2200/ 100 94773007     80
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-MACHINE
 392 Metalzoa                       3000/2300 50705071 999999
 370 Labyrinth Tank                 2400/2400 99551425 999999
 390 Launcher Spider                2200/2500 87322377 999999
 407 Machine King                   2200/2000 46700124    800
 409 Metal Dragon                   1850/1700 09293977    350

-PLANT
 594 Rose Spectre of Dunn           2000/1800 32485271    500
 638 Queen of the Autumn Leaves     1800/1500 04179849    290

-PYRO
 529 Flame Cerberus                 2100/1800 60862676    550
 473 Vermillion Sparrow             1900/1500 35752363    320

-REPTILE
 400 Emperor of the Land and Sea    1800/1500 11250655    290
 051 Armored Lizard                 1500/1200 15480588 999999

-ROCK
 531 Mystical Sand                  2100/1700 32751480    500
 426 Stone D.                       2000/2300 68171737    900
 453 Millennium Golem               2000/2200 47986555    800
 632 Stone Ogre Grotto              1600/1500 15023985    230

-SEA SERPENT
 442 Aqua Dragon                    2250/1900 86164529    700
 443 Sea King Dragon                2000/1700 23659124   1000
 073 Kairyu-Shin                    1800/1500 76634149    290

-SPELLCASTER
 707 Skull Knight                   2650/2250 02504891 999999
 035 Dark Magician                  2500/2100 46986414 999999
 372 Kazejin                        2400/2200 62340868 999999
 551 Dark Elf                       2000/ 800 21417692    160

-THUNDER
 613 Twin-headed Thunder Dragon     2800/2100 54752875   1900
 371 Sanga of the Thunder           2600/2200 25955164 999999
 458 Kaminari Attack                1900/1400 09653271    290

-WARRIOR
 038 Gaia the Fierce Knight         2300/2100 06368038 999999
 033 Judgeman                       2200/1500 30113682   1000
 572 Empress Judge                  2100/1700 15237615    500
 378 Swordstalker                   2000/1600 50005633    400
 618 Warrior of Tradition           1900/1700 56413937    400
 389 Giltia the D. Knight           1850/1500 51828629    290

-WINGED BEAST
 467 Crimson Sunbird                2300/1800 46696593    700
 465 Punished Eagle                 2100/1800 74703140    550
 522 Monstrous Bird                 2000/1900 35712107    550
 063 Harpie Lady Sisters            1950/2100 12206212 999999
 521 Skullbird                      1900/1700 08327462    400

-ZOMBIE
 564 Great Mammoth of Goldfine      2200/1800 54622031    800
 099 Pumpking the King of Ghosts    1800/2000 29155212    500
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 545 Skelgon                               1700/1900 32355828 999999
 368 Shadow Ghoul                          1600/1300 30778711    180


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                          - USAGE/CONTACT -                           [USC]
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I don't care where this ends up, but please have the courtesy to give credit
if it is due. I DID have a message saying "don't steal me guide etc", but
people did, so fuck it, that wasn't very effctive. These sites had my
permission for the first six years I still asked for it (so any other site
hosting this guide likely did so without permission, 'cause this game is OLD):

   * GameFAQS.com
   * NeoSeeker.com

In short, copy & paste whatever, but don't say my words are yours.


EMAIL: FCONB2 (at) YAHOO (dot) CO (dot) UK



--------------------------------------------------------------------------------
                       - ACKNOWLEDGEMENTS -                           [ACK]
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I would like to thank the following people for inspiring me to write this, or
just for helping me throughout the game. I couldn't have done it without you!

A B C
acontributor
DBirtolo
DuelMasterNG
keyblader1985
Kingtut1
nnguyen11490
StanIsMyMaster


Credit to DuelMasterNG especially, as i based the 'best cards' section on his
list. And thank you to all you other guys and girls who've created these
brilliant FAQs!!!


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