

Yu-Gi-Oh! Forbidden Memories Rex Raptor FAQ

by DuelMasterNG

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YU-GI-OH! Forbidden Memories
Strategy Guide on Rex Raptor v1.0
by DuelMasterNG

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Strategy Guide on Rex Raptor
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Good Cards Given by Rex Raptor

Rex Raptor is the 1st person you are going against in the Tournament after you became the present Yugi. He is really easy and you should be able to beat him without much hassle should you've followed my other Strategy Guides and master some basic fusion :) He'll give a lot of level 2 to level 4 cards and the good ones are: -

- 081 Crawling Dragon #2 (good for Twin-headed Thunder Dragon fusion)
- 097 Dragon Zombie (good for Twin-headed Thunder Dragon fusion)
- 059 Mammoth Graveyard (for Mammoth of the Goldfine fusion)

999,999 Starchips Cards given

054 Gokibore
479 Cockroach Knight

... and some low level Thunder cards.

POW Strategy

As I've mentioned above, Rex Raptor is the easiest opponent in the Tournament if know by heart a few of the Female formation and Dragon formation before facing him. Having the necessary cards to fuse to a Twin-headed Thunder Dragon does help a lot.

Recommended Fusion

- Female + Rock = Mystical Sand (2100/1800)
- Female + Plant = Queen of Autumn Leaves (1800/1500)
- Female + Beast = Nekogal #2 (1900/2000)
- Female + Spellcaster = Dark Witch (1800/1500)
- Mystical Lamp + Rock = Ushi Oni (2150/1950)
- Pyro + Beast = Flame Cerberus (2100/1800)

Dragon Formation

- Dragon + Rock = Stone D. (2000/2300)
- Dragon + Plant = B. Dragon Jungle King (2100/1800)
- Dragon + Machine = Metal Dragon (1850/1750)
- Dragon + Thunder = Thunder Dragon (1600/1500)
- Dragon + Warrior = Sword Arm of Dragon (1750/2030)
- Dragon + Time Wizard = Thousand Dragon (2400/2000)

At this point, you might have what's needed for the Twin-headed Thunder Dragon fusion...

Twin-Headed Thunder Dragon (2800/2100)

- Dragon < 1600 ATK + Rock + Thunder
- Dragon < 1600 ATK + Plant + Thunder
- Dragon < 1600 ATK + Machine + Thunder
- Dragon < 1600 ATK + Warrior + Thunder
- Dragon < 1600 ATK + Thunder + Thunder
- Dragon < 1600 ATK + Thunder + Dragon < 1600 ATK
- Dragon >= 1600 ATK + Thunder

TEC Strategy

I didn't do any TEC on Rex Raptor and I doubt he'll give any good Magic/Trap/Equip/Ritual.

Just follow these steps to S-TEC him if you wanted to: -

1. Play your 1st card faced down,
2. If he didn't fuse, play another card onto your 1st card to fuse into a higher level monster that he cannot defeat,
3. Keep playing cards faced down until he fuses,
4. Don't worry if he destroy your cards as LP doesn't really matter when you are going for TEC wins.
5. Keep playing one card a time until she run out of cards.

Do make sure you can fuse to a Twin-headed Thunder Dragon before attempting to TEC him as he might fuse a Twin-headed Thunder Dragon himself! (He did it once to me tho...)

I will go TEC on him and update this FAQ later.

100-DUEL Statistics

cpg - S-POW - 2 Turns - 081 Crawling Dragon #2
001 - S-POW - 2 Turns - 129 Nemuriko
002 - S-POW - 2 Turns - 215 Flame Ghost
003 - S-POW - 2 Turns - 105 Tomozaurus
004 - S-POW - 2 Turns - 005 Ryu-kishin
005 - S-POW - 2 Turns - 032 Two-headed King Rex
006 - S-POW - 2 Turns - 490 Needle Ball
007 - S-POW - 2 Turns - 129 Nemuriko
008 - S-POW - 2 Turns - 081 Crawling Dragon #2
009 - S-POW - 2 Turns - 108 Graveyard and the Hand of Invitation
010 - S-POW - 2 Turns - 215 Flame Ghost
011 - S-POW - 2 Turns - 047 Torike
012 - S-POW - 2 Turns - 476 Ganigumo
013 - S-POW - 2 Turns - 113 Dark Gray
014 - S-POW - 2 Turns - 176 Fire Eye
015 - S-POW - 2 Turns - 292 Psychic Kappa
016 - S-POW - 2 Turns - 045 Oscillo Hero #2
017 - S-POW - 2 Turns - 585 Mechanical Snail
018 - S-POW - 2 Turns - 218 Two-mouth Darkruler
019 - S-POW - 2 Turns - 047 Torike
020 - S-POW - 2 Turns - 253 Angelwitch
021 - S-POW - 3 Turns - 178 Claw Reacher
022 - S-POW - 4 Turns - 206 Twin Long Rod #1
023 - S-POW - 3 Turns - 265 The Furious Sea King
024 - S-POW - 2 Turns - 160 M-warrior #1
025 - S-POW - 2 Turns - 129 Nemuriko
026 - S-POW - 2 Turns - 100 Battle Warrior
027 - S-POW - 2 Turns - 032 Two-headed King Rex
028 - S-POW - 2 Turns - 081 Crawling Dragon #2
029 - S-POW - 2 Turns - 282 Mystical Sheep #2
030 - S-POW - 2 Turns - 148 The Shadow Who Controls the Dark
031 - S-POW - 3 Turns - 113 Dark Gray
032 - S-POW - 3 Turns - 590 Beaked Snake
033 - S-POW - 3 Turns - 195 Doron
034 - S-POW - 2 Turns - 332 Mountain
035 - S-POW - 2 Turns - 585 Mechanical Snail
036 - S-POW - 2 Turns - 232 Madjinn Gunn
037 - S-POW - 3 Turns - 081 Crawling Dragon #2
038 - S-POW - 3 Turns - 032 Two-headed King Rex
039 - S-POW - 2 Turns - 332 Mountain
040 - S-POW - 2 Turns - 081 Crawling Dragon #2
041 - S-POW - 2 Turns - 080 Uraby
042 - S-POW - 2 Turns - 267 Unknown Warrior of Fiend
043 - S-POW - 2 Turns - 139 Blue-eyed Silver Zombie
044 - S-POW - 2 Turns - 264 Wing Egg Elf
045 - S-POW - 3 Turns - 155 Larvas
046 - S-POW - 2 Turns - 226 Skull Stalker
047 - S-POW - 3 Turns - 080 Uraby
048 - S-POW - 3 Turns - 096 Armored Zombie
049 - S-POW - 2 Turns - 573 Little D

050 - S-POW - 2 Turns - 332 Mountain
051 - S-POW - 2 Turns - 032 Two-headed King Rex
052 - S-POW - 3 Turns - 116 Nightmare Scorpion
053 - S-POW - 3 Turns - 139 Blue-eyed Silver Zombie
054 - S-POW - 2 Turns - 008 Mushroom Man
055 - S-POW - 2 Turns - 481 Burglar
056 - S-POW - 2 Turns - 264 Wing Egg Elf
057 - S-POW - 2 Turns - 544 Dharman Cannon
058 - S-POW - 2 Turns - 218 Two-mouth Darkruler
059 - A-POW - 3 Turns - 080 Uraby
060 - S-POW - 2 Turns - 265 The Furious Sea King
061 - S-POW - 2 Turns - 604 Obese Marmot of Nefariousness
062 - S-POW - 2 Turns - 134 Mystical Capture Chain
063 - S-POW - 2 Turns - 114 White Magic Hat
064 - S-POW - 2 Turns - 107 Kageningen
065 - S-POW - 2 Turns - 222 Midnight Fiend
066 - S-POW - 2 Turns - 247 Root Water
067 - S-POW - 2 Turns - 047 Torike
068 - S-POW - 2 Turns - 059 Mammoth Graveyard
069 - S-POW - 2 Turns - 604 Obese Marmot of Nefariousness
070 - S-POW - 2 Turns - 606 Twin Long Rod #2
071 - S-POW - 2 Turns - 161 M-warrior #2
072 - S-POW - 2 Turns - 096 Armored Zombie
073 - S-POW - 2 Turns - 534 Minar
074 - S-POW - 2 Turns - 463 Electric Snake
075 - S-POW - 2 Turns - 143 Necrolancer the Timelord
076 - S-POW - 2 Turns - 143 Necrolancer the Timelord
077 - S-POW - 2 Turns - 569 Drooling Lizard
078 - S-POW - 2 Turns - 277 Gorgon Egg
079 - S-POW - 2 Turns - 189 Fusionist
080 - B-POW - 3 Turns - 478 Insect Soldier of the Sky
081 - S-POW - 2 Turns - 113 Dark Gray
082 - S-POW - 2 Turns - 105 Tomozaurus
083 - S-POW - 2 Turns - 205 Dorover
084 - S-POW - 2 Turns - 590 Beaked Snake
085 - S-POW - 2 Turns - 573 Little D
086 - S-POW - 2 Turns - 097 Dragon Zombie
087 - S-POW - 2 Turns - 568 Anthrosaurus
088 - S-POW - 3 Turns - 048 Sangan
089 - S-POW - 2 Turns - 222 Midnight Fiend
090 - S-POW - 2 Turns - 604 Obese Marmot of Nefariousness
091 - S-POW - 2 Turns - 105 Tomozaurus
092 - S-POW - 2 Turns - 134 Mystical Capture Chain
093 - S-POW - 2 Turns - 129 Nemuriko
094 - S-POW - 2 Turns - 432 Waterdragon Fairy
095 - S-POW - 2 Turns - 226 Skull Stalker
096 - S-POW - 2 Turns - 113 Dark Gray
097 - S-POW - 2 Turns - 298 Wicked Dragon with the Ersatz Head
098 - S-POW - 2 Turns - 226 Skull Stalker
099 - S-POW - 2 Turns - 155 Larvas
100 - S-POW - 2 Turns - 081 Crawling Dragon #2

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Miscellaneous Information
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