

# Yu-Gi-Oh! Forbidden Memories Pegasus FAQ

by khepera

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Yu-Gi-Oh! Forbidden Memories  
Pegasus Character Guide version 1.0  
For Playstation  
By khepera

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- =====  
1.) Contact Me  
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Feel free to email me or message me on AIM if you have any comments/suggestions  
on this FAQ.

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2.) Version History  
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Version 1.0 (When FAQ was first sent in.):  
Added Strategies to beat Pegasus  
Added Cards Pegasus uses  
Added strategies to S-Tec and S-Pow Pegasus  
Added Good/Rare cards Pegasus gives off  
Added Duel Statistics by khepera and demise

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3.) Strategy for beating Pegasus  
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3a.) Recommended Cards To Use  
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First off I will give you a list of recommended cards to use/fuse for to beat him.

- Twin-Headed Thunder Dragon (2800/2100): This card is probably the easiest fusion to do in the game and it will help you through the game alot.

[Dragon] + [Rock] + [Thunder] = Twin-Headed Thunder Dragon (2800/2100)

[Dragon] + [Plant] + [Thunder] = Twin-Headed Thunder Dragon (2800/2100)

[Dragon] + [Thunder] = Twin-Headed Thunder Dragon (2800/2100) (Either the Dragon or the Thunder must be over 1600 ATK)

- Mystical Sand (2100/1800): This card is useful also and easy to fuse for.

[Female] + [Rock] = Mystical Sand (2100/1800)

- Nekogal #2 (1900/2000): This card is isin't as strong as Mystical Sand but has a little better defensive points and is easy to fuse.

[Female] + [Beast] = Nekogal #2 (1900/2000):

- Queen of the Autumn Leaves (1800/1500): This card is weaker then Mystical Sand but can be helpful.

[Female] + [Plant] = Queen of the Autumn Leaves (1800/1500)

- Dark Witch (1800/1500): Another useful female fusion. Easy to fuse and useful.

[Female] + [Spellcaster] = Dark Witch (1800/1500)

- Flame Swordsman (1800/?): This card is a good card to have.

[Pyro] + [Warrior] = Flame Swordsman (1800/?) (One of the cards being used to fuse must be over 1100 ATK)

- Elf's Light: This card can be used to power up Mystical Sand and Queen of the Autumn Leaves by 500 ATK/DEF. Can be obtained in the starter deck.

- Electro-Whip: This can be used to power up Mystical Sand, Nekogal #2, Queen of the Autumn Leaves, and Dark Witch by 500 ATK/DEF. Can be obtained in the starter deck.

- Book of the Secret Arts: This card can be used to power up Mystical Sand by 500 ATK/DEF and also can be obtained in the starter deck.

- Silver Bow and Arrow: This card is used to power up Mystical Sand, Queen of the Autumn Leaves and possibly Dark Witch and Nekogal #2 by 500 ATK/DEF. Can be obtained in the starter deck.

- Beast Fangs: This card is useful to power up Twin-Headed Thunder Dragon and other beasts/monsters with fangs by 500 ATK/DEF. Like the other's can be obtained in the starter deck.

- Legendary Sword: This card can be used to power up Flame Swordsman and other

warrior cards by 500 ATK/DEF, can be obtained in the starter deck.

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3b.) Howto beat Pegasus  
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Pegasus can see what cards you are using with his millenium eye so don't be so surprised when he sees all of your cards.

Pegasus has a huge arsenal of traps and magic cards, when he has about 10 cards left (can vary if he has used some of his magic/trap cards on you.) he will begin laying down a ton of traps and using alot of other magic cards.

If you can fuse for the cards I listed above Pegasus shouldn't be that much trouble for you.

Just make sure you destroy all the cards he plays because he will use a Raigeki if he has cards on the field and he will directly attack you.

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4.) Cards Pegasus Uses  
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- Meteor Black Dragon (3500/2000): This card can be extremely hard to beat if Pegasus throws it down. Having a Raigeki, Dragon Capture Jar, Dark Hole or Widespread Ruin in your deck will help beat this card.

- Twin-Headed Thunder Dragon (2800/2100): Pegasus will usually fuse for this card if you leave one of his monster cards on the field. This card can be beaten with a Raigeki or Dark Hole, but he rarely uses this card.

- Bickuribox (2300/2000): This card can be very tough but easily beaten if you have a Twin-Headed Thunder Dragon or powered up Mystical Sand on the field.

- Crimson Sunbird (2300/1800): Pegasus will fuse for this card if you leave one or more of his monster cards on the field, if you have some powered up cards like Mystical Sand or Twin-Headed Thunder Dragon on the field Crimson Sunbird shouldn't be much of a threat.

- Man-Eating Black Shark (2100/1300 ): This card is tough but easily beaten and it shouldn't pose any real threat.

- Parrot Dragon (2000/1300): Parrot Dragon is a pretty strong card to defeat if you don't have the right cards. I suggest using

- Meteor Dragon (1800/2000): This card is very easy to beat, it can pose a minor threat if in defense but shouldn't give you much trouble.

- Illusionist Faceless Mage (1200/2200): Pegasus will throw this card into defense mode and usually will use it to buy time til he either uses a Raigeki or a Dragon Capture Jar depending on if you have a Dragon on the field. (Twin-Headed Thunder Dragon does NOT count as a dragon because he is a Thunder type.)

- Raigeki: Pegasus has 3 of these in his deck and will use them when 1) You leave one or more of his cards on the field or 2) When Pegasus has run out of cards to use, he will use these usually when he is at the bottom of his deck.

- Dragon Capture Jar: Pegasus has 3 of these in his deck and will either use this when 1) You have a dragon on the field or something with \*Dragon\* in its name or 2) When he has gotten to the bottom of his deck and has no monster

cards left to play. (Note: Sometimes Pegasus will take a 15-30 seconds to end his turn after using this card.)

- Fake Trap: This card can be annoying if you are attacking with your strongest card first, other then that it is just used to buy time.

- Invisible Wire: This card can be annoying too if you have monsters under 2000 ATK.

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## 5.) Cards Pegasus gives off

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Pegasus is probably the best person and one of the easiest in the game to get good magic/trap/equip cards from.

- Dragon Treasure (Equip Card, This card boosts any Dragon card by 500 ATK/DEF): This card is pretty common and can be obtained by Tec'ing Pegasus, the lowest rank I got one of these from was a C-Tec.

- Bright Castle (Equip Card, Boosts any card by 500 ATK/DEF): This card is common and can be obtained by Tec'ing Pegasus.

- Dark Energy (Equip Card, Boosts any Dark card by 500 ATK/DEF): This card is pretty common and can be obtained by Tec'ing Pegasus.

- Sword of Dark Destruction (Equip Card, Boosts any Dark Warrior by 500 ATK/DEF): This card is fairly common to win from Pegasus. It can be useful in a few situations.

- Megamorph (Equip Card, Boosts any card by 1000 ATK/DEF): This card is the best equip card Pegasus can give off and is rare.

- Harpie's Feather Duster (Magic Card, Clears opponent's magic row): This card is very useful when people have magic cards face down. This card is semi-rare compared to the Dragon Treasure, Bright Castle and Dark Energy cards.

- Widespread Ruin (Trap Card, Destroys any attacking card no matter how much ATK/DEF power it is): I have won quite a few of these from Pegasus, they are pretty common to get from Tec'ing Pegasus. This card can be especially useful when you are facing cards above 3000 ATK.

- Acid Trap Hole (Trap Card, Destroys any attacking card that is 3000 or below ATK power): This card is very common to win off of Pegasus but I would recommend using the Widespread Ruin card as it destroys any attacking monster rather than 3000 or below. This card can be useful if you don't have a Widespread Ruin though.

There are many more good cards Pegasus will give off, take a look at the duel statistics to see more cards Pegasus gives off.

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## 6.) S-Tec strategy

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There are two different ways to make Pegasus fuse:

1.) This is pretty basic.

Your 1st Turn - Throw a monster card face down

His 1st Turn - He throws a card face down (He will destroy your card if he throws down a Meteor Black Dragon)

Your 2nd Turn - Throw a magic card or monster card face down. (Do not attack his card)

His 2nd Turn - He will fuse 2 or 3 cards out of his hand. (Sometimes he will Raigeiki so it is good if the card you threw down on your 2nd turn was a trap.)

Your 3rd Turn - This is up to you. Just kill any cards he throws down to stop him from using a Raigeiki.

Note: This works most of the time but sometimes it will not work. Be patient and he will eventually fuse.

2.) This way is the same as the above one except try to make him use his Raigeiki's and Dragon Capture Jar's early in the match.

This way you won't have to worry about them later in the match when you are trying to get him to fuse.

Basically you are using the strategy above except later in the match after he has used his Raigeiki's and Dragon Capture Jar's.

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7.) Duel Statistics  
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This is the section where you can see what other people won when they S-Pow and S-Tec'd Pegasus.

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6a.) 30 S-Pow's on Pegasus by khepera (me)  
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Below is the format in which the duels will be written out:

Card #/Card Name/Rank

- =====  
1.201/Frenzied Panda/S-Pow  
2.496/Wilmee/S-Pow  
3.330/Forest/S-Pow  
4.202/Air Marmot of Nefariousness/S-Pow  
5.298/Wicked Dragon with the Ersatz Head/S-Pow  
6.187/Gate Deeg/S-Pow  
7.330/Forest/S-Pow  
8.026/Battle Ox/S-Pow  
9.248/Master & Expert/S-Pow  
10.481/Burglar/S-Pow  
11.330/Forest/S-Pow  
12.115/Larvas/S-Pow  
13.121/Sleeping Lion/S-Pow  
14.047/Torike/S-Pow  
15.031/Koumori Dragon/S-Pow  
16.188/Synchar/S-Pow  
17.246/One Who Hunts Souls/A-Pow  
18.115/Larvas/S-Pow  
19.159/Dig Beak/S-Pow  
20.019/Right Arm of the Forbidden One/S-Pow  
21.061/Wolf/S-Pow  
22.202/Air Marmot of Nefariousness/S-Pow

- 23.334/Umi/S-Pow
- 24.045/Oscillo Hero #2/S-Pow
- 25.527/Milus Radiant/S-Pow
- 26.168/Darkfire Dragon/S-Pow
- 27.003/Hitotsu-me Giant/S-Pow
- 28.466/Skull Red Bird/S-Pow
- 29.040/Dragon Piper/A-Pow
- 30.202/Air Marmot of Nefariousness/S-Pow

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7b.) 25 S-Tec's on Pegasus by demise

Below is the format in which the duels will be written out:

Card Name/Rank

- =====  
1. Widespread Ruins - S-Tec  
2. Bright Castle - S-Tec  
3. Widespread Ruins - S-Tec  
4. Goblin Fan - S-Tec  
5. Bright Castle - S-Tec  
6. Torike - S-Tec  
7. Widespread Ruins - S-Tec  
8. Acid Trap Hole - A-Tec  
9. Dragon Capture Jar - S-Tec  
10. Harpie's Feather Duster - S-Tec  
11. Acid Trap Hole - A-Tec  
12. Dragon Treasure - S-Tec  
13. Oscillo Hero #2 - S-Tec  
14. Bright Castle - S-Tec  
15. Fusionist - S-Tec  
16. Kuruma - S-Tec  
17. Megamorph - S-Tec  
18. Megamorph - S-Tec  
19. Acid Trap Hole - S-Tec  
20. Spirit of the Books - S-Tec  
21. Megamorph - S-Tec  
22. Puppet Ritual - S-Tec  
23. Dig Beak - S-Tec  
24. Burlar - S-Tec  
25. Forest - S-Tec

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8.) Credit's  
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Thank you to GameFAQS for hosting this FAQ.  
Thank you to demise for the duel statistics and the strategy to make Pegasus fuse.  
Thank you to everyone for testing out the S-Tec strategy for me.  
Thank you to everyone else who submitted information to this FAQ.