

Yu-Gi-Oh! Forbidden Memories Villager3 FAQ

by DuelMasterNG

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YU-GI-OH! Forbidden Memories
Strategy Guide on Villager3 v1.1
by DuelMasterNG

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Strategy Guide on Villager3
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Important Information on Villager3!

You can only get Villager3 to duel you during your 1st visit to the Dueling Ground! You need to duel Jono, Teena, Villager1, Villager2 and Villager3 in your 1st visit or he will not duel you at all and you will not have him in your Free Duel.

To avoid disappointment, duel both Simon Muran and Duel Master K for 100 games each to get more cards and to practise you Fusion skill before stepping into the Dueling Ground.

Good Cards Given by Villager3

Like Villager2, Villager 3 also give a wide variety of cards :) The good ones are namely: -

023 The Wicked Worm Beast (Decent ATK and DEF)
040 Dragon Piper (High DEF)
097 Dragon Zombie (good for Twin-headed Thunder Dragon fusion)
132 The 13th Grave (for Mammoth of the Goldfine fusion)

999,999 Starchips Cards given

020 Left Arm of the Forbidden One

... and some low level Thunder cards.

POW Strategy

Villager3 uses not-so-weak cards and he is not so easy as the few opponents you've beaten. He played some high ATK cards and if you are not careful or have not master any fusion then you will be in deep trouble :p He did fuse and can get a Mystical Sand (2100/1800) and if you are not lucky, he might fuse for Twin-headed Thunder Dragon (2800/2100) tho...

You really need to know by heart at least a few of the Female formation before facing him. I will recommend you to go Free Duel Simon Muran and Duel Master K 100 time each before you even step in to the dueling ground :) 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)

* You can easily get these cards in your starter deck :)

You can also try these fusion if you have some DRAGON in your DECK

- 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 Villager3 but I think he would give some decent Magic cards since he gave me quite a variety of Monster cards on POW wins.

Just follow these steps to S-TEC him: -

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.

Villager2 got some high ATK base cards as well as able to fuse for some high level Monster so make sure you have some decent cards for B. Dragon Jungle King fusion or Mystical Sand fusion.

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

 100-DUEL Statistics

- Cpg - S-POW - 2 Turns - 552 Winged Dragon #2
- 001 - S-POW - 2 Turns - 251 Enchanting Mermaid
- 002 - S-POW - 3 Turns - 335 Yami
- 003 - S-POW - 3 Turns - 110 Hero of the East
- 004 - S-POW - 3 Turns - 171 Big Eye
- 005 - S-POW - 3 Turns - 444 Turu-purun
- 006 - S-POW - 3 Turns - 588 Living Vast
- 007 - S-POW - 3 Turns - 172 Armaill
- 008 - S-POW - 3 Turns - 292 Psychic Kappa
- 009 - S-POW - 3 Turns - 097 Dragon Zombie
- 010 - S-POW - 3 Turns - 191 Lala Li-oon
- 011 - S-POW - 3 Turns - 140 Toad Master
- 012 - S-POW - 3 Turns - 162 Tainted Wisdom
- 013 - S-POW - 3 Turns - 227 Hitodenchak
- 014 - S-POW - 3 Turns - 289 Change Slime
- 015 - S-POW - 3 Turns - 549 Frog the Jam
- 016 - S-POW - 3 Turns - 141 Spiked Snail
- 017 - S-POW - 3 Turns - 203 Phantom Ghost
- 018 - S-POW - 3 Turns - 119 Trail of Nightmare
- 019 - S-POW - 2 Turns - 270 Wetha
- 020 - S-POW - 2 Turns - 463 Electric Snake
- 021 - S-POW - 2 Turns - 552 Winged Dragon #2
- 022 - S-POW - 3 Turns - 652 Magical Labyrinth
- 023 - S-POW - 2 Turns - 257 Stone Armadiller
- 024 - S-POW - 2 Turns - 132 The 13th Grave
- 025 - A-POW - 4 Turns - 393 Zone Eater
- 026 - S-POW - 3 Turns - 264 Wing Egg Elf
- 027 - S-POW - 3 Turns - 461 Bolt Penguin
- 028 - B-POW - 5 Turns - 524 Star Boy
- 029 - S-POW - 2 Turns - 228 Wood Remain

030 - S-POW - 3 Turns - 169 Dark King of the Abyss
031 - S-POW - 2 Turns - 065 Silver Fang
032 - A-POW - 4 Turns - 237 Haniwa
033 - S-POW - 3 Turns - 256 Dimensional Warrior
034 - S-POW - 3 Turns - 108 Graveyard and the Hand of Invitation
035 - S-POW - 3 Turns - 227 Hitodenchak
036 - S-POW - 3 Turns - 132 The 13th Grave
037 - S-POW - 3 Turns - 585 Mechanical Snail
038 - S-POW - 3 Turns - 023 The Wicked Worm Beast
039 - S-POW - 3 Turns - 040 Dragon Piper
040 - S-POW - 2 Turns - 274 Green Phantom King
041 - B-POW - 4 Turns - 237 Haniwa
042 - S-POW - 3 Turns - 283 Holograph
043 - S-POW - 2 Turns - 451 Kinakabuto
044 - S-POW - 3 Turns - 206 Twin Long Rods #1
045 - S-POW - 3 Turns - 196 Arma Knight
046 - S-POW - 3 Turns - 138 Dragon Statue
047 - S-POW - 3 Turns - 152 The Melting Red Shadow
048 - S-POW - 3 Turns - 652 Magical Labyrinth
049 - S-POW - 3 Turns - 289 Change Slime
050 - S-POW - 3 Turns - 394 Steel Scorpion
051 - S-POW - 3 Turns - 225 Fiend Sword
052 - S-POW - 3 Turns - 446 Aqua Snake
053 - S-POW - 2 Turns - 154 Fire Reaper
054 - S-POW - 3 Turns - 243 Water Element
055 - S-POW - 2 Turns - 584 Binding Chain
056 - S-POW - 2 Turns - 592 Muse-A
057 - S-POW - 3 Turns - 642 Mystical Sheep #1
058 - S-POW - 3 Turns - 335 Yami
059 - S-POW - 3 Turns - 556 The Wandering Doom
060 - S-POW - 4 Turns - 244 Dissolverock
061 - S-POW - 3 Turns - 248 Master & Expert
062 - A-POW - 3 Turns - 140 Toad Master
063 - S-POW - 3 Turns - 221 Kumootoko
064 - S-POW - 3 Turns - 251 Enchanting Mermaid
065 - S-POW - 3 Turns - 263 Rock Ogre Grotto #2
066 - S-POW - 3 Turns - 177 Monsturtle
067 - S-POW - 3 Turns - 257 Stone Armadiller
068 - S-POW - 3 Turns - 248 Master & Expert
069 - S-POW - 3 Turns - 606 Twin Long Rods #2
070 - S-POW - 2 Turns - 432 Waterdragon Fairy
071 - S-POW - 3 Turns - 215 Flame Ghost
072 - S-POW - 4 Turns - 605 Liquid Beast
073 - S-POW - 3 Turns - 162 Tainted Wisdom
074 - S-POW - 3 Turns - 236 Guardian of the Labyrinth
075 - S-POW - 3 Turns - 558 Pot the Trick
076 - S-POW - 3 Turns - 169 Dark King of the Abyss
077 - S-POW - 3 Turns - 178 Claw Reacher
078 - S-POW - 3 Turns - 061 Wolf
079 - S-POW - 3 Turns - 452 Zarigun
080 - A-POW - 5 Turns - 432 Waterdragon Fairy
081 - S-POW - 2 Turns - 620 Snakeyashi
082 - S-POW - 3 Turns - 272 Mavelus
083 - S-POW - 3 Turns - 023 The Wicked Worm Beast
084 - S-POW - 3 Turns - 201 Frenzied Panda
085 - S-POW - 3 Turns - 446 Aqua Snake
086 - S-POW - 3 Turns - 246 One Who Hunts Souls
087 - S-POW - 3 Turns - 451 Kanikabuto
088 - S-POW - 3 Turns - 023 The Wicked Worm Beast
089 - S-POW - 3 Turns - 451 Kanikabuto

090 - S-POW - 3 Turns - 197 Mech Mole Zombie
091 - S-POW - 2 Turns - 109 Goddess with the Third Eye
092 - S-POW - 2 Turns - 162 Tainted Wisdom
093 - S-POW - 2 Turns - 231 Wood Clown
094 - S-POW - 3 Turns - 265 The Furious Sea King
095 - S-POW - 3 Turns - 244 Dissolverock
096 - S-POW - 3 Turns - 142 Flame Manipulator
097 - S-POW - 3 Turns - 020 Left Arm of the Forbidden One
098 - S-POW - 3 Turns - 248 Master & Expert
099 - S-POW - 3 Turns - 135 Fiend's Hand
100 - S-POW - 3 Turns - 398 Ooguchi

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Miscellaneous Information
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My Website

<http://www.geocities.com/DuelMasterNG/>

My E-mail

DuelmasterNG@yahoo.com

My GameFAQ User ID

ngcheechong

Revision History

1.1 Added "999,999 Starchips Cards given"