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3 LIMITED EDITION OFFICIAL GAME CARDS INSIDE!

Yu-Gi-Oh! FORBIDDEN MEMORIES

NOW ON SALE!

System : PlayStation
Genre : Card Battling
Players : 1-2

Memories before the rose blooms appear here.
Watch the history of how the memories were forbidden.



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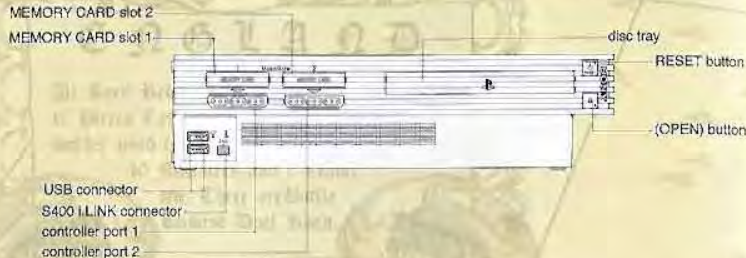
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Yu-Gi-Oh! THE DUELISTS OF THE ROSES





Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the "Yu-Gi-Oh! THE DUELISTS OF THE ROSES" disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

This game supports the DUALSHOCK®2 analog controller, DUALSHOCK® analog controller and standard controller.

DUALSHOCK®2 ANALOG CONTROLLER

This game is played in analog mode (mode indicator LED is red) and does not support the vibration feature.

Basic Controls

The following figure describes the DUALSHOCK®2 buttons and basic game controls.

* Detailed game controls are described in individual sections of the manual.



Buttons on the DUALSHOCK® analog controller and standard controller are mapped to the same functions as those on the DUALSHOCK®2 analog controller.

* Please note that functions assigned to the left and right analog sticks and L3/R3 buttons on the DUALSHOCK®2 analog controller are not available when playing with the standard controller.



DUALSHOCK® analog controller



controller

STARTING A GAME

Properly set the "Yu-Gi-Oh! THE DUELISTS OF THE ROSES" game DISC in the PlayStation®2 console and turn the power on. The Title Screen displays after the opening demo. (Press the START button to skip the demo and jump to the Title Screen.) Press the START button at the Title Screen to display the 4 menu options. Select a menu item with the ↑↓ directional buttons and press the × button to enter your selection.

* You will need either 1 or 2 memory cards (8MB) (for PlayStation®2) with play data from this game in order to use "Continue", "Custom Duel" or "Trade". The first time you play, start a game by selecting "New Game".



New Game - P.04

Choose "New Game" the first time you play or to start a new game from the beginning.

Continue - P.06

Select "Continue" to continue playing a previously saved game.

Custom Duel - P.10

Select "Custom Duel" to duel the CPU or another player with various settings.

Trade - P.13

Select "Trade" to move cards between 2 memory cards (8MB) (for PlayStation®2).

NEW GAME

Play a game from the beginning. When you select "New Game" the first chapter of the story starts, which explains the story background and some key facts. Press the × button to display the next text message during the first chapter of the story. Follow the on-screen instructions and provide input when prompted to do so during the first chapter of the story.



Input Name

You are asked for your name. Enter the name you would like to use during game play.

- 1 Use the directional buttons to move the cursor over a letter and press the × button to enter. Press the ○ button to erase letters.
- 2 When you have finished entering your name, press the START button.

* Once you enter your name, you cannot change it during the game.



View Game Play Instructions

You are asked if you want to play a practice duel. Make a selection with the ↑↓ directional buttons and press the START button to enter your selection. When you select "Play a Practice Duel", you receive instructions on duel play and rules.

During the Practice Duel, follow the on-screen instructions. Press the START button during the Practice Duel to end the session and return.

* You can view the game play instructions when you need to during regular game play with "System Icons" - "Help" command (P.08).



Because this game uses the "Perfect Rule" system, duel play differs slightly from that of previous versions of Yu-Gi-Oh! video games. Two of the major differences are "Card Movement" and "Deck Leader". Refer to the "Duels" section (P.23) for more information.

Select an Initial Deck

Select an initial player deck. You may select one of the three decks. Each deck has a different Deck Leader and card composition. Select a Deck with the ← → directional buttons and press the START button to enter your selection.

Deck Leader Type/Name



Deck Card Average
Summon Level

Deck Leader Card
Illustration

Deck Card Attributes

Deck Card Types

* Refer to the "Duels" section (P.23) for more information about the Deck Leader and Attribute Icons.

Select a Story

You are asked to ally yourself with either the Lancaster House (Red Rose side) or the York House (White Rose side). Select a side with the $\uparrow\downarrow$ directional buttons and press the START button to enter your selection. The story and rival characters change depending on which side you select.



Save Game Data

At the end of the first chapter of the story, the map screen is displayed and your campaign begins. This is your first chance to save your player data.

- 1 Insert a memory card (8MB) (for PlayStation®2) with at least 250KB of free space into MEMORY CARD slot 1.
- 2 Press the START button on the map screen to move the cursor to the System Icons located in the lower right-hand of the screen.
- 3 Move the cursor with the directional buttons and select the "Save" icon located in the upper right. Press the \times button to save the game data.



Each memory card (8MB) (for PlayStation®2) can save one copy of game data. If you save game data to a memory card (8MB) (for PlayStation®2) that already contains saved game data, the older saved game data will be overwritten.

CONTINUE

If you have already started a game and have saved game data, you may continue your campaign.



- 1 Insert the memory card (8MB) (for PlayStation®2) with your previous game data into MEMORY CARD slot 1
- 2 Select "Continue" from the menu and press the \times button. Your game data is loaded and the game begins.

Once you have cleared the game at least once, you can play a new game with a different story. If you start a new game with "Continue", you can continue to use your Chest and Deck in the new game.

MAP SCREEN

Map Screen Details

Enemy Duelist Name **Enemy Duelist Deck Cost**

Enemy Duelist
Weevil Underwood DC 854

Player Position:
Deck Leader is displayed

Cursor

System Icons:
Save data, build your deck or change the game settings. You can also view the game play instructions.

SYSTEM

KONAMI JPN
DC 822 WIN 0 LOSS 0 ROSE CARDS

Fairy King Truesdale

Player Information

Name	Deck Cost	Wins	Losses
KONAMI JPN	822	0	0
Fairy King Truesdale			

Deck Type **Deck Leader Rank** **Deck Leader Card Name** **Rose Cards Collected**

Controls

directional buttons Move the cursor, (while pressing the button) slide the map

SELECT button Abort the campaign

START button Move the cursor to the System Icons

△ button Turn display of lands under control of duellists you've already faced ON/OFF

○ button Cancel

× button Enter

left analog stick Move camera



System Icons

Move the cursor with the directional buttons and press the **X** button to select a system icon. Press the **○** button to return to the map.

DECK

Build your deck. Use this to build your deck when necessary.

* Refer to "Building your Deck" (P.15) for more information.

SAVE

Save game data. Make sure that a memory card (8MB) (for PlayStation®2) with at least 250KB of free space is inserted into MEMORY CARD slot 1 and press the **X** button to save.

* Refer to "Save Game Data" (P.06) for more information.

OPTION

Change the game settings. Use the **↑↓** directional buttons to move the cursor and select an item, press the **←→** directional buttons to change the settings for that item. Press the **X** button to save the new settings and return to the map screen. Press the **○** button to return to the map screen without changing any settings.

Monster Battle

Decide whether or not to display 3D polygon monster Battle scenes during monster Battles. Select either "Display" or "Abbreviate".

Sound

Change the sound output. Select either "Stereo" or "Mono".

HELP

View duel rules or explanations of techniques. Select an item from the list with the **↑↓** directional buttons and press the **X** button to enter your selection. Press the **○** button to return to the System Icons. Press the **X** button during explanations to display the next message. Press the START button to end the explanation and return to the map screen.



CAMPAIGN FLOW

Move around on the map, fight enemy duelists and collect all 8 Rose Cards. Each enemy duelist carries one Rose Card. Defeat an enemy duelist to get the Rose Card.

- 1 The map screen is displayed. Use the directional buttons to move the cursor over the place you would like to go. When the cursor is over the place, information about the enemy duelist in that place is displayed. Press the **X** button to begin a duel. The duel ends when one of the duelists satisfies the victory conditions.

* Refer to the "Duels" section (P.23) for more information about duel rules and game play.



During campaigns, you may not duel an enemy duelist whose deck cost is lower than your own deck cost. When your deck cost is higher than that of an enemy duelist, use the "Deck" command from the System Icons to build your deck.

* Refer to "Building your Deck" (P.15) for more information.



- 2 After the duel, monster rank promotions are displayed. Each monster has evaluation points and a rank. Monsters are awarded evaluation points depending on their role in a duel. When a monster has earned enough evaluation points, it is promoted to the next rank.

* Refer to "Rank" (P.26) in the "Monster Cards" section for more information.



- 3 You can get more cards if you win the duel. When the slot machine is displayed, press the **○△□** buttons to stop each of the reels. The cards you receive are based on the card design in the middle of the reels.

* If you manage to get the same design in the middle of all three reels, you'll get something special. Even if you lose the duel, you will not lose any cards and you may continue playing.



- 4 You are returned to the map screen. When you win a duel, you will get the Rose Card that was held by the enemy duelist and a new route on the map is displayed.

Advance your campaign by repeating steps 1 - 4. You may fight a duelist you have already defeated as many times as you want. If you win, you can use the slot machine to get even more cards.

CUSTOM DUELS

Customize settings like Life Points (LP) to fight duels with settings different from the standard game settings. Custom duels require one memory card (8MB) (for PlayStation®2) for 1-Player (vs CPU) duels and 2 cards for 2-Player duels with friends.

VS. CPU

The CPU goes by the name "Deck Master K" and fights duels using the same deck as the player. Just as in the campaign, you can get more cards with the slot machine if you win.

This game mode requires one memory card (8MB) (for PlayStation®2) with saved game data.

- 1 With a memory card (8MB) (for PlayStation®2) containing the deck data you want to use in the duel inserted into MEMORY CARD slot 1, select "Custom Duel" from the title screen menu and press the **X** button. The game data is loaded and the custom duel screen is displayed. Press the **O** button to return to the title screen.



Player Information

CPU Information

Playing as "Deck Master K", the CPU uses the same deck and settings as the player.

Player Settings

Player Information



Name

Deck Leader Card

Deck Leader Type

Deck Leader Rank

Summon Power Recharge Rate

- 2 Begin by deciding the player settings. Move the cursor with the directional buttons and select an item, then press the **X** button.

The setting screens for "Select Deck", "LP Setting", "Summon Power Recharge Rate" are displayed. Change settings with the **←→** directional buttons and press the **X** button to enter the changes. Press the **O** button to close the settings screen. When you have finished making changes, press the START button.

* Even if you lower the "LP Setting" and "Summon Power Recharge Rate" settings below the default amounts, Deck Master K's amounts cannot be set lower than the default amounts.

Select Deck

Select a deck to use in the duel. Select from decks A to C.

LP Setting

Select a number from 1 to 9999. (Default: 4000)

Summon Power Recharge Rate

Select the amount of summon power that each player recovers each turn. Select a number from 1 to 12. (Default: 3)

Build Deck

Jump to the Build Deck screen and build your deck.

* Refer to "Build Your Deck" (P.15) for more information.

Save

Save your new settings.

- 3 The map setting screen is displayed. From the 24 maps provided, select one map to use as the stage for your duel. Use the **↑↓** directional buttons to select a map or scroll through the list. (Press the L1/R1 buttons to scroll 5 items at a time.) When you have made your selection, press the **X** button to begin the duel. Press the **O** button to return to the player setting screen.

Map List 00 ~ 23



Terrain Distribution

Shows where each type of terrain is placed on the map.

Terrain Ratios

Shows the amount of map cells of each terrain.

Terrain Icon



- 4 The duel rules and game play are the same as those used in campaign mode. Refer to "Campaign" (P.07) and "Duels" (P.23) for more information. You are returned to the Custom Duel screen at the end of the duel. You may continue to play custom duels from this screen. Press the **O** button to return to the title screen.

Save the game data before returning to the title screen. Since games are not saved automatically, if you return to the title screen before saving the game data, you will lose any cards you won during the custom duels.

TWO-PLAYER

Play against a friend. Set handicaps for things like LP and Summon Power Recharge Rate. Unlike the VS. CPU mode, you will not get any cards if you win the duel.

This game mode requires two memory cards (8MB) (for PlayStation®2) with saved game data and an additional controller for the second player.

1 With the Player 1 memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 and the Player 2 memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 2, select "Custom Duel" from the title screen menu and press the **X** button. The game data is loaded and the custom duel screen is displayed. Press the **○** button to return to the title screen.

You cannot build your deck once you begin a custom duel, so build your deck beforehand with the "Deck" command from the 'System' icons in campaign mode.

2 Both players begin by deciding player settings. Move the cursor with the directional buttons and select an item, then press the **X** button. When the setting screen is displayed, change the settings with the **←→** directional buttons and press the **X** button to enter the changes. Press the **○** button to close the settings screen.

* Refer to "VS. CPU" (P.10) for more information about the settings for "Select Deck", "LP Setting" and "Summon Power Recharge Rate".

When both players have finished making changes, both players should press the START button.



Leader Abilities

Decide whether to allow use of Deck Leader special abilities. Select either "USE" or "NOT USE". (Default: USE)

3 The map setting screen is displayed. Select a map to use for the duel. You can select a map from either the Player 1 or Player 2 controller. Once you have made your selection, press the **X** button to begin the duel. Press the **○** button to return to the player setting screen.

4 The duel rules and game play are the same as those used in campaign mode. However, if "Card Display" is set to "HIDE", information about the cards in the hand will be hidden as shown in the figure to the right. (Card information is displayed while the R2 button is pressed.) You are returned to the Custom Duel screen at the end of the duel. You may continue to play custom duels from this screen. Press the **○** button to return to the title screen.



"Card Display/HIDE" Duel Screen

Trades allow you to trade cards between two Chests and require two memory cards (8MB) (for PlayStation®2).

This game mode requires two memory cards (8MB) (for PlayStation®2) with saved game data and an additional controller for the second player.

TRADE SCREEN

Trade Screen Details

The trade screen is split into two halves; the left side for Player 1 and the right side for Player 2. The left side is used in the following example.

* This screen is basically the same as the Chest screen in deck building. Refer to "Building Your Deck" (P.15) for more information.



Controls



TRADE FLOW

Trades allow you to send or receive cards in your Chest. Cards that are part of your deck cannot be traded. Before attempting to trade cards, use the "Deck" command from the "System Icons" in campaign mode to build your deck.

1 With the Player 1 memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 and the Player 2 memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 2, select "Trade" from the title screen menu and press the **X** button. The game data is loaded and the trade screen is displayed. Player 1 uses the left side of the screen and Player 2 uses the right side of the screen. Press the **○** button to return to the title screen.



Player 1 Chest Player 2 Chest

2 Both players select the cards they would like to trade. Move the cursor and select the card with the **↑↓** directional buttons. Press the **△** button to display the detailed information screen for that card. Press the **○** button to return to the trade screen.



* Refer to "Detailed Information Screen" (P.20) in the "Building Your Deck" section for more information about the detailed information screen.

3 If you are satisfied with your card selections, press the **X** button. The cards you selected are added to the trade candidates and marked with the trade tag. To remove a card from the trade candidates, select the card and press the **□** button.



The controls for Player 2 are reversed. Player 2 should press the **□** button to add a card to the trade candidates and the **X** button to remove it.

4 After you have completed selecting cards, press the **START** button. If the other player hasn't finished selecting cards yet, the system will have you wait. Press the **○** button to return to the trade screen if you want to change your card selections.



5 When both players have pressed the **START** button, a final confirmation message asking if you want to execute the trade is displayed. Select "YES" and press the **X** button to execute the trade. After the trade, player data is saved automatically and you are returned to the title screen.



Build your deck for use in a duel. Each player can have up to 3 decks.

BUILD DECK SCREEN

Build Deck Screen Details

The left side of the screen refers to the player Chest and the right side refers to the player deck.

Card Sorting Switch

Change the method used to sort the cards in your deck or Chest. Refer to P.17 for more information.

Deck Information
Information about the deck you're currently building.

Number of Cards in Deck



Total Deck Cost for Cards in Deck

Total Number of Cards in Chest

Cursor

Cursor Position Display

Displays the absolute position of the card that the cursor is over in the Chest or deck you're building.

Current Deck Display

The deck you're currently building is highlighted.

Deck Leader Information

Card Number
Type



Deck Assignment
Displays the deck that the deck leader currently leads.

General Card Information

Card Number
Type/Class



Card Number Display
Shows where the card is and how many copies exist. From left to right: Chest / Deck A / Deck B / Deck C.

Summon Level **Deck Cost**

Icon Details

The following list explains the meaning of the icons used in detailed card information screens. These icons are used in the build deck screen and throughout the game.

Select Deck



Attributes



Ranks



Controls

↑↓directional buttons Move the selection cursor

←→directional buttons

(When cursor is in Chest) **→**: To Deck, **←**: Display detailed Information screen

(When cursor is in deck) **←**: To Chest, **→**: Display detailed Information screen

L2/R2 buttons Set the card sort method

L1/R1 buttons Page up/down Chest or Deck

□ button Move card from deck to Chest

△ button Display detailed information screen

○ button Close the build deck screen

× button Move card from Chest to Deck

right analog stick Quick up/down scroll of Deck

START button (When cursor is in Chest): designate selected card monster as Deck Leader
(When cursor is in deck): toggle decks for building

left analog stick Quick page up/down of Chest

SELECT button after setting the sort method with the L2/R2 buttons, hold down the SELECT button and press L2/R2 to set a more detailed sort method

Sorting Cards

Use the Card Sorting Switch to change the sort method of cards in your Chest or deck. Select a sort method with the L2/R2 buttons. To sort the cards with a more detailed sort method, hold down the SELECT button and press the L2/R2 buttons again.

* An example of the type of sorting that can be done with the SELECT button would be to sort all the cards by type and then further sort the cards by attack strength.



Sort Methods

You can sort your cards with the following:

NEWCOMER By the order the cards were added to the Chest (only the newest 5)

NAME In alphabetical order by name

AP By attack strength

DP By defense strength

CLASS By Type, spell class

ATTRIBUTE By attribute

LEVEL By summon level (spell cards are treated as level 0)

DECK COSTS By the deck cost

RANK By rank

CARD COLOR Separated by card type (card color)



Notes on Building Your Deck

Keep the following items in mind when building your deck.

- A deck is made up of 40 cards and one additional card designated as the Deck Leader.
- You may only designate a monster card of rank 2nd Lieutenant or higher as Deck Leader.
- No more than 3 copies of the same card can be in the same deck (not including the Deck Leader card).
- In campaign mode only, you must build your deck so that your total deck cost is lower than that of the enemy duelist (not including the Deck Leader deck cost).

Deck Cost

Deck cost is a number indicating the total "Effectiveness" of the cards in the deck. The higher the deck cost, the more effective the card. A strong deck will have a high total deck cost.



Steps to Build Your Deck

- 1 Select the deck you would like to build. Position the cursor over the deck and press the START button to change the order of Decks A, B and C.
- 2 Move the cursor with the directional buttons and select a card. Press the A button to display detailed information about the selected card. When a card is highlighted, it means that the card is still in your Chest. When a card is darkened, it means that the card is already in your deck and there are no more copies in your Chest.
- 3 Press the X button to move the selected card into your deck. To remove a card from your deck and return it to your Chest, select the card and press the B button. To designate a Deck Leader, select a card in your Chest and press the START button. Select the Deck Leader and press the B button to designate a different Deck Leader.
- 4 Keeping in mind the items mentioned in "Notes on Building Your Deck" listed above and following the steps described above, build your deck. When you have finished building your deck, press the X button to close the build deck screen.



You cannot exit the build deck screen if you have not selected a Deck Leader or do not have 40 cards in your deck.



Special Controls in the Build Deck Screen

Reincarnation

You can convert one card you don't need in your Chest into 3 new cards. You can perform a reincarnation after every five 1-Player duels against the CPU. Only one reincarnation can be performed at a time. You may not perform 2 reincarnations after 10 duels against the CPU.

- 1 Move the cursor with the directional buttons and select the card you would like to reincarnate from the Chest and then press the L3 button.
- 2 When asked if you really want to reincarnate this card, press the ← → directional buttons to select "YES" and then press the X button. Select "NO" if you want to cancel the reincarnation.



- 3 The card is reincarnated and you get 3 new cards.



The 3 new cards generated by the reincarnation generally have a deck cost that is slightly lower than that of the original card used in the reincarnation. However, there are certain rare cards that can only be obtained by reincarnation. A good use of reincarnation can help strengthen your deck.

Password Input

You can obtain a card by inputting the correct password for that card.

- 1 Press the R3 button at the build deck screen to display the password input screen.
- 2 Enter the 8-character password. Use the ← → directional buttons to select a character location and the ↑ ↓ directional buttons to input a character.
- 3 When you have finished inputting all 8 characters, press the X or B button to enter the password. If the password is correct, you will receive the card associated with that password.



Passwords are obtained when you clear the game, so have keep something handy to write down the passwords. There are a couple of rules associated with obtaining card with passwords.

- Once a password is used to get a card, it cannot be used any longer. Entering the same password will not get you any cards.
- You cannot obtain cards by using the passwords printed on the "Yu-Gi-Oh! OFFICIAL TRADING CARD GAME" cards.

DETAILED INFORMATION SCREEN

The detailed information screen allows you to view detailed information about the cards in your Chest and deck. You can also use this screen to verify information about cards during duels. The screen layout and controls differ slightly depending on the screen (build deck screen Chest, deck, duel) you were on when you displayed the detailed information screen.



From Build Deck-Chest



From Build Deck-Deck



During a Duel

Detailed Information Screen Details

Details for monster cards and spell cards differ slightly.

Type/Class
Monster cards indicate type; spell cards indicate class.

Attribute
If a monster card, displays the attribute of the monster.

Attack
If a monster card, displays the attack strength of the monster.

Defense
If a monster card, displays the defense strength of the monster.

Summon Level
If a monster card, displays the summon level (cost needed to summon the monster).

Library Mode Button
Displayed when it's possible to shift to library mode.

Card Name
The name of the card.

Illustration
The card illustration.

Card Number
The serial number of the card.

Rank
If a monster card, displays the current rank of the monster.

Deck Cost
Displays the card's deck cost.

Display Mode
Shows the current display mode of the detailed information screen.

Basic Info
Special Info
Power-up Card
Leader Ability

Controls

L1/R1 buttons (when the cursor is on the Chest or deck): Page up/down of deck or Chest

L2/R2 buttons (when the cursor is on the Chest or deck): Change card sorting method

△ button (when displayed from build deck screen): display monster card 3D model

× button (when displayed from duel screen): close the detailed information screen

START button (when displayed from build deck screen): display library mode

↑↓directional buttons Toggle detailed information contents mode

←→directional buttons (when displayed from build deck screen): move cursor to Chest or deck

Detailed Information Screen Details

Use the ←→ directional buttons to toggle display modes on the "Detailed Information Screen".

Basic Information

Displays basic card information. The information on the page to the left is an example of basic information.

Special Information

If the card is an Effect Monster that has a special ability or a spell card, the effects of the card are displayed. Details about the type of effect and the effect itself are included. In general, there is no special information for normal monster cards, but there are exceptions. For instance, special information about a monster card with "Special Strengthening" effects such as increased attack or defense strength on Toon terrain would be displayed in this mode.

Power-up Cards

If the card is a monster card that can be strengthened with some kind of Power-up Card, then the list of the cards that can be used with the monster is displayed. However Power-up Cards that affect all monsters are not displayed.

Leader Abilities

If the card is a monster card designated as the Deck Leader and has a special ability that can only be used as Deck Leader, that ability is displayed with the icon.

Duelists align themselves with either the Red Rose or White Rose side. Using the 40 cards in their decks, they seek victory over the competition.

DUEL BASICS

The following pages explain the basic terms and items used throughout the game.

Field

The field, or where the duels are fought, is a 7 x 7 stage made up of squares, each with its own terrain setting. Players put cards on, move monsters around and Battle on the field.



Cards

There are two types of cards, "Monster" cards and "Spell" cards. In addition, cards placed on the field can be placed in one of the following positions: "Face-Up", "Face-Down", "Attack" and "Defense". Your opponent can see which card has been played when the card is placed on the field in face-up position. They cannot see which card has been played when the card is placed face-down on the field. Card positions have a significant impact on special effects, Battle determinations and results.

When a monster card is placed face-up on the field, a 3D model image is displayed over the card.



Monster Card



Spell Card



Face-Up Card



Face-Down Card



Card in Attack Position



Card in Defense Position

Deck Leader

In addition to the 40 cards in the deck, players designate an additional monster card as Deck Leader. Deck Leaders do not have any attack or defense parameters and are treated as a "Moving Base". When summoning monsters (placing cards on the field), players can summon monsters to any of the 8 squares surrounding the Deck Leader's position. If your Deck Leader is attacked, the attack strength of the attacking monster is subtracted from your LP.

Since Deck Leaders must be monster cards, a 3D model image is always displayed over the card. To mark the monster card as the Deck Leader, a red or white rose emblem, depending on your side, is displayed beneath the model.



Red Rose Deck Leader



White Rose Deck Leader

LIBRARY MODE

Use this mode to view the library of cards that you have collected.

Library Mode Screen Details

Library Index

Displays the current state of your library. Cards in your Chest are displayed in order by card number. Cards that you saw in campaign mode but that you do not have in your Chest are displayed with darker colors.



Cursor

Detailed Information

Detailed information about the card the cursor is on is displayed here.

Controls



L2/R2 buttons Toggle between detailed information contents view modes

L1/R1 buttons Page up/down the library index

○/△/□ buttons Display monster 3D view

× button Exit library mode

directional buttons Move the selection cursor

3D VIEW MODE

You can view the monster 3D polygon models from various angles.

Controls



L1/R1 buttons Zoom in/out

× button 3D view mode

directional buttons Move the camera angle



Unit

The cards on the field and your Deck Leader are called units. At any one time, you may have up to 5 monster units (not including the Deck Leader) and 5 spell units on the field. All the units on the field may take one action during per Round.



Terrain

Terrain refers to the specific attributes of each square on the field. Most monsters perform better or worse depending on the terrain. Monsters are either rewarded or penalized depending on the terrain of the square where they are located.



Duel / Turn / Round / Battle

A Battle that ends in either a win or loss is called a "Duel". The order in which players in a duel take actions is called a "Round" and duelists play by alternating rounds. A "Turn" is complete when both duelists have finished a round. Turns are repeated until the victory conditions are satisfied. A "Battle" is when two monsters get close to each other and fight.



Deck / Chest

The cards in your possession that you use in a duel are called a "Deck". A deck is made up of 40 cards. Cards that are not included in the deck are stored in your "Chest". By rebuilding your deck, you can move cards in and out of your Chest.



Hand / Summon

The 5 cards you hold in your hand are called your "Hand". During a duel, you "Summon" or select cards from you hand and place them on the field. In order to have 5 cards in your hand when you summon, cards are "Drawn" from your deck and placed in your hand.



Graveyard

Spell cards that are used or monster cards that are destroyed during a duel are sent to the "Graveyard" where they accumulate. Your cards and your opponent's cards accumulate separately. In general, cards cannot be used in a duel once they are sent to the graveyard.



VICTORY CONDITIONS

You will win the duel if you can satisfy any of the following victory conditions. If your opponent satisfies any one of these conditions before you, you lose the duel.

- You and your opponent both start the duel with 4,000 LP. Try to reduce your opponent's LP by inflicting damage through monster Battles or by directly attacking your opponent's Deck Leader. When your opponent's LP reaches 0, you win.
- If your opponent is unable to summon a monster because your units control all 8 surrounding squares, you win.
- Each duel consists of 100 turns. Duels start at 99 and count down in reverse. If you have more LP than your opponent when the number of remaining turns is 0, you win.

- If you designate the "Exodia the Forbidden One" as your Deck Leader and begin your Round with the "Right Arm of the Forbidden One", the "Left Arm of the Forbidden One", "Right Leg of the Forbidden One" and the "Left Leg of the Forbidden One" in your Summon Squares and in face-up position, you win.



DUEL FLOW

Duel play progresses in the following order.

Your deck of 40 cards is shuffled, the duel settings are set at "4,000 LP" and "Summon Power of 4". Your Deck Leader is placed on the field in its appointed position.

The Duel Starts!

YOUR ROUND

Standby Phase

The effects of magic influenced by turn progression are activated. In addition, your summon power increases by 3 and you regain the right to control your hand. (From the 2nd turn on)

Main Phase

Direct your units to take action. Each unit can take one action during a turn. (You are not required to have every unit take an action during a turn.)

Deck Leader

- Move
- Summon card to field from hand

Monster

- Move - Battle - Combo
- Change card position
- Activate effect monster effects

Spell

- Move - Combo
- Change card position
- Activate effects

End Phase

When you have completed all your actions, declare the end of your turn.

OPPONENT ROUND

If one of the victory conditions is satisfied...

DUEL END

Monster Cards

Used for attacking your opponent, Monster Cards have their own ATK and DEF values. Monsters are broken down by Type and Attributes. There are a total of 21 Types and 6 Attributes. The two categories determine the effects of Terrain and Spell Cards on the monster.

The "Summon Level" (the number of stars shown on the card) represents the "cost" required to summon a monster to the Field. "Rank" is awarded for the performance of cards during duels.

Type

As mentioned above, there are 21 Types of monsters. Depending on Type, Terrain could have a positive or negative effect on a monster's capabilities. In favorable terrain, a Monster Card's ATK and DEF are increased by 500 points, and the card's movement is increased to 2 squares. On the other hand, unfavorable terrain will reduce a card's ATK and DEF by 500 points.

* For details, see "Terrain" (P.30).

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

* For details, see "Icon Details" (P.16).

Attribute

There are 6 Attributes for classifying monsters. Superiority and inferiority between Attributes depends on the positioning of each Attribute with respect to each other. Attributes can result in additionally affecting the outcome of a Battle. For example, if an inferior monster wins a Battle, the winning monster will be Spellbound for 1 turn.



Summon Level

Each Monster Card has a number of stars to indicate the Summon Level for that card. Summoning a monster to the Field requires an equal number of Summon Power points. The more powerful a monster is, the higher the Summon Level of the card. In short, Summon Level is a general indicator of a Monster Card's strength.

Rank

Rank is awarded according to the dueling performance of a card. Rank is awarded to each Name, not to each individual monster. There are 12 Ranks.

2nd Lieutenant 1st Lieutenant Captain Major Lt. Colonel Colonel Brigadier
Rear Admiral Vice Admiral Admiral Senior Admiral Secretary of Defense

* For details, see "Icon Details" (P.16)

Rank advances according to grade points, which are earned in duels. At certain point levels rank will advance from 2nd Lieutenant to 1st Lieutenant to Captain and finally on up to Secretary of Defense. On the other hand, poor performances could lead to a demotion in rank. At the beginning, all monsters in a Deck – aside from the Deck Leader – have no rank and are simply Soldiers. A "Soldier" monster that performs well in duels will be promoted to 2nd Lieutenant. There is no demotion from 2nd Lieutenant to "Soldier".

A high-ranking monster will have extraordinary capabilities when used as a Deck Leader. As for weaker monsters, they have a variety of special powers to make up for the fact that they are harder to raise to higher ranks.

Leader Ability

This is the special ability that a monster brings into play when it becomes Deck Leader.

* There are abilities other than those listed. Try to find them!

Increased Movement

This ability allows the Deck Leader to increase its own movement to 2 per turn.

Direct Damage Halved

This ability reduces any direct damage to the Deck Leader by half.

Extended Support Range

Expands the Card Leader's effective support range of 3x3 squares to 5x5 for the following 7 abilities: Increased Strength for Same Type Friendlies; Improved Resistance for Same Type Friendlies; Movement Boost for Same Type Friendlies; Open Opponent's Card; Weaken Specific Enemy Type; Spellbind Specific Enemy Type; and Destroy Specific Enemy Type.

Increased Strength for Same Type Friendlies

This is the ability to boost the ATK and DEF capabilities of friendly monsters positioned within the Deck Leader's Support Range. The ability is active regardless of whether it is your Round or your opponent's Round. However, when the affected unit leaves the Support Range area, all bonuses will no longer be active.

Effect Monsters

Monsters that have special powers and are capable of triggering effects similar to spells are referred to as "Effect Monsters". These special abilities are broken down into 5 types and the conditions for triggering them vary.

Attack

These are special powers that are effective only in Battle, including power boost bonuses against specific types of monsters, or terrain will be changed by monster's attack.

Movement

These are special powers related to movement such as terrain modification during movement, or 2-square movement regardless of terrain effect bonuses.

Nature Effect

Basically, this is a special power that allows a monster to continue triggering an effect when it's turned face-up and positioned for defense.

Flip

An ability that allows the monster to trigger a one-time effect, when the Monster Card is turned face-up voluntarily or when it is attacked. (There are also monsters that cannot trigger their powers until they are turned face-up as a result of Battle.)

Destruction

These powers are triggered when a Battle is lost or drawn and the card is destroyed.

Spell Cards

These cards have magical effects that can be intentionally triggered, or triggered in reaction to your opponent's action. They are broadly divided between "Magic", "Power-up", "Ritual", and "Trap".

Magic Cards

After being intentionally turned face-up, these cards go into effect after you complete a certain action. Effects include Life Point recovery, boosting the power of a specific Type of monster, or terrain change. These cards usually go to the Graveyard after their effects have been triggered.

Power-up Cards

These cards can be combined with monsters to boost their powers. The effect of each card is limited to specific monsters. Power-up are done by performing "Combos".

* For further details regarding how to use Power-up Cards, see "Power-up" under "Combos" (P.35).

Ritual Cards

Like Magic, intentionally flipping a Ritual Card face-up will trigger its effects. Ritual Cards are a means for generating one powerful monster by offering 3 specified monsters as Tribute.

Here are some rules that apply to Rituals:

- Each Ritual Card lists 3 specific monsters that must be offered as Tributes.
- Once a monster is successfully summoned as a result of Ritual play, the Ritual Card used and the offered Monster Cards are sent to the Graveyard.
- When destroyed in Battle, a Ritual-created monster is sent to the Graveyard.
- Upon completion of a duel, if a Ritual-created monster survives without being destroyed, is not sent to either Deck or Chest. It is erased and the Ritual must be performed again to summon the monster.

Ritual Play

A Ritual is executed when a Ritual Card is turned face-up with the 3 required Tribute monsters in-play on the Field. The monster created by Ritual appears on the square where the Ritual Card was played.



1 With 3 of the required Tribute Monster Cards in play on the Field, turn the Ritual Card face-up.



2 One after the other, the Tributes cards are offered.



3 By completing the Ritual, you will create one powerful Monster Card.

Trap Cards

Although there are no intentional trigger effects, Trap Card effects are automatically triggered in by your opponent's units' actions. There are two types of Trap Cards: Limited Range and Full Range. The effect of a Limited Range Trap is applied to an opposing unit in the immediate area of the Trap Card. A Full Range Trap Card monitors everything on the Field, and responds to the specific actions of your opponent.

Limited-range Trap

When your opponent's unit completes its move either in the square occupied by the Limited Range Trap Card or in a square adjacent to the card, the Trap Card checks to see whether it should be triggered or not. If conditions are met, the effect of the Trap Card is triggered against your opponent's unit. If the effect is triggered against a face-down unit, that unit is automatically flipped face-up.

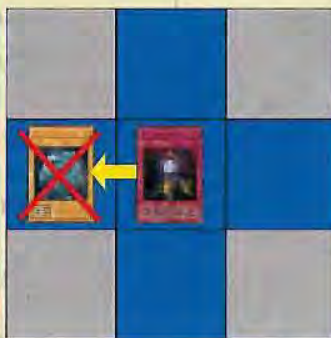
In the example presented below, the Limited Range Trap Card will destroy any monster with an ATK of 2000 or more.

1 A monster with an ATK of 3000 is moved into a square adjacent to the Limited Range Trap...



Trap Card's Trigger Effect range

2 The Trap Card's effect is triggered, and the Monster Card is destroyed.



Full Range Trap

Full Range Traps monitor the entire Field, triggering their effects whenever specific conditions are met. Basically, these cards respond automatically to your opponent's units' actions.

There are two types of Full Range Traps. One is the "Disposable Type", which is immediately removed from play once the Trap Card's effect has been triggered. The other is the "Continuous Type", when this type is triggered, it remains on the Field and in effect until it is destroyed or eliminated from play by actions such as an opponent's attack.

Terrain

There are 10 different Terrain types that apply to each square on the Field. Terrain effects on monsters vary according to Monster Type.



Normal
Favorable to: None
Unfavorable to: None



Forest
Favorable to: Beast-Warrior, Beast, Insect, Pyro, and Plant
Unfavorable to: Fiend



Wasteland
Favorable to: Zombie, Dinosaur, Machine, and Rock
Unfavorable to: Plant, Fish, Sea Serpent, and Aqua



Mountain
Favorable to: Dragon, Winged Beast, Fairy, and Thunder
Unfavorable to: Zombie



Meadow
Favorable to: Warrior and Beast-Warrior
Unfavorable to: Spellcaster



Sea
Favorable to: Fish, Sea Serpent, Thunder, and Aqua
Unfavorable to: Machine and Pyro



Dark
Favorable to: Zombie, Spellcaster, and Fiend
Unfavorable to: Fairy



Crush
Favorable to: ???
Unfavorable to: None



Toon
Favorable to: Comic-type monsters
Unfavorable to: All other monsters



Labyrinth
Favorable to: None
Unfavorable to: None

Terrain Effects

A monster's abilities are significantly affected by the terrain occupied. This is referred to as "Terrain Effect".

- When a monster occupies a favorable terrain square, the creature's ATK and DEF factors increase by 500 points. In addition, if the monster is face-up, it can move 2 squares.
- If the monster occupies an unfavorable terrain square, the creature's ATK and DEF factors are reduced by 500 points.

In addition to the above descriptions, the following terrain squares have additional special effects.

Crush

Whether face-up or face-down, monsters with ATKs of 1500 or more are destroyed upon entering this type of square, or if the square it occupies is transformed to this type. This condition also applies to monsters whose ATKs are temporarily increased by means such as Power-up Cards. It should be noted that this type of terrain favors an unknown Monster Type.

Labyrinth

With the exception of certain monsters with special movement capabilities, most units cannot enter this type of terrain square. A monster occupying this terrain type can be attacked. However, the attacking unit cannot advance into the square when it wins. Instead it is "pushed back" into the square it previously occupied when it attempts to advance.

Also, this terrain type cannot be transformed by Magic Cards that are normally capable of terrain transformation. The only way this terrain type can be changed is by a monster's special capability, or a specific Magic Card known as "Earthshaker".

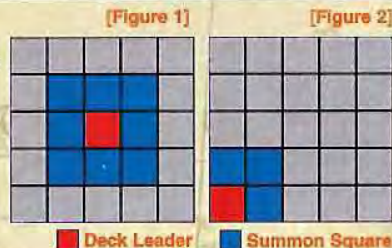
Summons

Placing a card from your Hand onto the Field is referred to as a "Summon". The following rules apply to this action.

- One Summon per Round can be performed.
- A summoned card is positioned face-down.
- A Summon can only be executed in a "Summon Square".
- The cost of a summoned card must be met with "Summon Power" points. A monster cannot be summoned if its cost exceeds your current amount of Summon Power points.

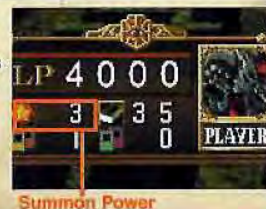
Summon Square

A square in which a card can be placed on the Field is referred to as the "Summon Square". Basically this refers to the 8 squares surrounding the Deck Leader (See Figure 1). However, if your Deck Leader is on the edge of the Field (See Figure 2), only the squares within the Field can be used for Summons. Also, you cannot Summon in Labyrinth squares or squares occupied by your opponent's units.



Summon Power and Cost Expenditure

"Summon Power" refers to the energy points required to bring a monster into play on the Field. At the start of each player's Round, 3 points are accumulated and a maximum of 12 points can be saved up. Whenever a card is placed from the hand to the Field, the "Summon Level" of the card to be played is subtracted from your Summon Power points. So, you cannot summon a monster if its Summon Level is higher than your current Summon Power.



Movement

A unit can be moved once per each round. Movement is not required. Basically, a face-up or face-down unit can be moved one square forward, back, right, or left. When a unit is moved, it will always change to Attack Position. Movement results vary according to what exists in the destination square. Once a result is decided and the movement is completed, you cannot do anything else for the rest of the Round. (NOTE: Only the Deck Leader is capable of performing a Summon after Movement.)



Deck Leader Movement

- If one of your units occupies the square where the Deck Leader is moved, the occupying unit is sent to the Graveyard, and the Deck Leader completes its movement.
- If one of your opponent's units or Deck Leader is in the destination square, your Deck Leader cannot move into that square.



Monster Unit Movement

Destination square is occupied by your units

The following cases use "A" to describe your unit being moved, and "B" for your unit currently occupying the destination square targeted for movement.

Case: Unit B is a Monster occupying the destination square

- If B is a monster compatible for fusion, the fusion is executed, and the Fusion Monster appears in the destination square. At this point both A and B are sent to the Graveyard.
- If B is not a fusion-compatible monster, B is sent to the Graveyard, and A completes its movement into the destination square.

Case: Unit B is a Spell Card occupying the destination square

- If B is a Power-up Card that is able to strengthen A, A is Powered-up and ends its move in the destination square. At this point, B is sent to the Graveyard.
- If B is other than the type mentioned above, B is sent to the Graveyard, and A ends its move in the destination square.

Case: Deck Leader occupies the destination square

- A cannot move into the destination square.

Destination square occupied by opponent's unit

The following cases use "A" to describe your unit being moved, and "B" for an opponent's unit currently occupying the destination square targeted for movement.

Case: Unit B is a Monster occupying the destination square

A engages B in Battle. If both A and B are face-down, they are immediately flipped face-up. Battle outcomes are decided according to the damage calculation methods described on P. 37.

- If B is destroyed, B is sent to the Graveyard, and A ends its movement in the destination square.
- If B wins, A is sent to the Graveyard.
- If neither A or B wins, B remains in the contested square, and A is pushed back into its previously occupied square.

Case: Unit B is a Spell Card occupying the destination square

- If B is a Power-up Card that is able to strengthen A, A is Powered-up and ends its move in the destination square. At this point, B is sent to the Graveyard.
- If B is a Trap Card whose effect can be triggered, the effect is triggered and executed. From that point, A completes its movement. A's movement result could change according to B's effect.
- If B is a Spell other than the type mentioned above, B is sent to the Graveyard, and A ends its move in the destination square.

Case: Deck Leader occupies the destination square

- The opposition Deck Leader executes a direct attack. Following the attack, A cannot occupy the opposition Deck Leader's square. As a result, A is moved into one of the squares adjacent to the destination square.



Spell Unit Movement

Destination square is occupied by your units

The following cases use "A" to describe your unit being moved, and "B" for your unit currently occupying the destination square targeted for movement.

Case: Unit B is a Monster occupying the destination square

- If A is a Power-up Card capable of boosting B's powers, B is Powered-up and remains in the destination square. At this point, A is sent to the Graveyard.
- If A is other than the type mentioned above, B is sent to the Graveyard, and A ends its move in the destination square.

Case: Unit B is a Spell Card occupying the destination square

- B is sent to Graveyard, and A completes its move in the destination square.

Case: Deck Leader occupies the destination square

- The destination square cannot be entered.

Destination square occupied by opponent's unit

The following cases use "A" to describe your unit being moved, and "B" for an opponent's unit currently occupying the destination square targeted for movement.

Case: Unit B is a Monster occupying the destination square

- If A is a Power-up Card capable of boosting B's powers, B is Powered-up and remains in the destination square. At this point, A is sent to the Graveyard.
- If A is other than the type mentioned above, A is sent to the Graveyard, and B remains in the destination square.

Case: Unit B is a Spell Card occupying the destination square

- If B is a Trap Card whose effect can be triggered, the effect is triggered and executed. From that point, A completes its movement. A's movement result could change as according to B's effect.
- If B is a Spell other than the type mentioned above, B is sent to the Graveyard, and A ends its move in the destination square.

Case: Deck Leader occupies the destination square

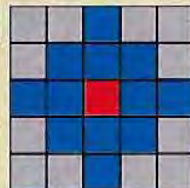
- A is sent to the Graveyard, and the Deck Leader remains in the destination square.





Terrain Effect Movement Bonus

Whenever a monster unit occupies a favorable terrain square, the unit is capable of moving 2 squares.

However, the movement bonus is only awarded to face-up units. In order to move 2 squares, the unit must be turned face-up, and then the destination can be designated.



 Unit to be moved
 Possible destination squares

COMBOS

Multiple cards used in combination are called "Combos". Combining cards in this way produces new and powerful additions to your Deck. Combos are broadly divided into "Fusion" and "Power-up" types. Combos can be made using cards in the Field, cards in the Hand, or cards from both Field and Hand.

Fusion

Combining one monster with another in order to create a new creature is called Fusion. Compatible monsters may produce much more powerful offspring through Fusion. Rules for Fusion are as follows:

- After a successful Fusion, the original cards used in the Fusion are sent to the Graveyard.
- Monsters created from Fusion and destroyed in Battle are sent to the Graveyard.
- Monsters created from Fusion and not destroyed in Battle disappear at the end of the Duel and are not retained in the Deck or the Chest.

Fusion Cards In The Hand

Create Combo Tags in the order in which monsters are to be combined, and summon them. More than two monsters can be combined in one Fusion. When more than two monsters are to be combined, first combine two in a Fusion and then combine the resulting offspring with the third card in another Fusion, repeating the process for each extra card.



- 1 Select the monsters to be combined in order and set up the Combo Tags.
- 2 The cards will be combined in the same order as the Tags.
- 3 A new monster will be created from the Fusion and summoned to the Field.

Fusion Cards From Both Hand And Field

When a monster of yours is in the square designated as the Summon Square, Fusion can take place using that monster. In such cases, the card sent to the Field from your Hand will combine with the monster in the Summon Square.

Fusion Cards In The Field

Monsters in your Field can be combined. When moving a monster, select as its destination a square containing one of your monsters. The monster being moved will combine with the monster in that square to produce a new monster.

Power-up

Combining a Monster Card with a Power-up Card in order to make it stronger is called "Power-up". If the cards are compatible, a new Monster with enhanced powers may be produced. Rules for Power-ups are as follows:

- After a successful Power-up, the Power-up Card used is sent to the Graveyard.
- If a monster that has been strengthened is destroyed in Battle and sent to the Graveyard, it will lose its enhanced powers.
- If a monster that has been strengthened is not destroyed in Battle, it will lose its enhanced powers at the end of the Duel.

Power-up Cards in the Hand

Select a monster in the Hand and a Power-up Card and summon them. As with Fusion, more than two cards may be used in one Power-up. When there are more than two cards to be combined, first combine two in a Power-up Combo and then combine the resulting monster with the next card, repeating the process for each extra card.



- 1 Select the monster to be powered-up and the Power-up Card and set up the Combo Tags.
- 2 The cards will be combined.
- 3 A new and improved monster will be created and summoned to the Field.

Power-up Cards From Both Hand And Field

When a monster of yours is in the square designated as the Summon Square, a Power-up can take place using that monster. In such cases, the Power-up Card sent to the Field from your Hand will combine with the monster in the Summon Square. A monster can also be sent from your Hand into the Field when there is a Power-up Card in the Summon Square, and the two will be combined.

Power-up Cards In The Field

Monsters in your Field can be combined with Power-up Cards. When moving a Power-up Card, select as its destination a square containing one of your monsters. The Power-up Card being moved will combine with the monster in that square. A monster can also be moved to a square containing a Power-up Card, and the two will be combined.



The Merits of Hand Combos

When sending a card from your Hand to the Field, the card with the highest Summon Level among those selected will be deducted from your Summon Power as the Summon Cost. Therefore, the more skillfully Combos are created, the stronger the cards that can be sent to the Field in one go and the lower the Summon Cost.



Summoning "Twin Headed Thunder Dragon" as a single card, has a Summon Cost of 7 points...



but summoned in this combo, the Summon Cost is only 6 points.



Failed Combos

Some Combos may fail, depending on the way in which they are carried out. Monsters on whom Fusion cannot be carried out will not combine, nor will cards that cannot be strengthened combine with Power-up Cards.



1 Attempt to combine "Celtic Guardian" and "Hourglass of Courage" in a Fusion...



2 The Fusion fails, and "Celtic Guardian" is sent to the Graveyard...



3 Leaving only "Hourglass of Courage" remaining on the Field.

When a Combo fails, the original card (placed underneath) is sent to the Graveyard, and only the upper card (with the higher Combo Tag) remains.

Failed Combos can lose you some of your most valuable cards, so be sure to check the compatibility of cards before attempting to combine them.

When carrying out a Power-up, you can check beforehand whether the chosen card can be strengthened. For monsters, details are given under "Power-up Cards" on the Detailed Information Contents View Screen. The effects of Power-up Cards are listed under "Special Info" on the Detailed Information Contents View Screen.



Battles

Move your monster onto a square occupied by your opponent's monster and Battle will commence. In Battle, the cards will be turned face-up, and then their ATK/DEF will be compared and damage calculated.



Flipping Cards Face-up

Battles using cards such as Effect Monster Cards, which have special powers when turned face-up, can be greatly affected by the order in which cards are turned face-up. The flipping order is as follows:

<p>1 Your monster attacks the opponent's monster.</p> 	<p>2 When attacking, your monster is flipped face-up.</p> 	<p>3 Then, your opponent's monster is flipped face-up.</p> 
<p>4 If your opponent's monster has special abilities, its special abilities take effect first.</p> 	<p>5 If your attack is not cancelled by your opponent's monster's special abilities, your monster's special abilities will take effect.</p> 	<p>6 After special abilities have taken effect, if the Battle continues, damage will be calculated according to the parameters of the 2 cards.</p> 



Calculating Damage

When calculating damage, a great deal depends on the Attack/Defense status of your opponent's monster.

Opponent's Monster is in Attack Position



When the opponent's monster's is set in Attack Position, damage is calculated by comparing the Attack Power (ATK) of both monsters.

Your ATK > Opponent's ATK

The opponent's monster is destroyed. The difference in ATKs will be deducted from your opponent's LP.

Your ATK = Opponent's ATK

Both monsters are destroyed. No effect on either player's LP.

Your ATK < Opponent's ATK

Your attacking monster is destroyed. The difference in ATK is deducted from your own LP.

Opponent's Monster is in Defense Position

When you attack a monster that is in Defense Position, damage is determined by comparing the Attack Power (ATK) of your monster and the Defense Power (DEF) of the monster being attacked.

Your ATK > Opponent's DEF

When the ATK of your monster are greater than the DEF of the monster you're attacking, the monster you're attacking is destroyed. There is no effect on the Life Points of you or your opponent.

Your ATK = Opponent's DEF

When the ATK of your monster are equal to the DEF of the monster you're attacking, neither monster is affected. There is no effect on the Life Points of you or your opponent.

Your ATK < Opponent's DEF

When the ATK of your monster are less than the DEF of the monster you're attacking, neither monster is affected. However, the difference between the ATK and DEF is subtracted from your Life Points.

Attacking your Opponent's Deck Reader directly

When attacking your opponent's Deck Reader directly, the number of ATK of the card you used to attack with is subtracted from your Opponent's Life Points.

Spellbindings Due to Attribute Differences

After the Battle, depending on differences in monster attributes, a spellbinding may occur. Look at the example below to see how an Earth Attribute monster's ATK and DEF can be raised.

1 An Earth Attribute monster attacks a stronger Fire Attribute monster.



2 After damage has been determined, the Fire Attribute monster is defeated.



3 The Earth Attribute monster won the Battle but must remain on the original square for one turn due to Spellbinding.



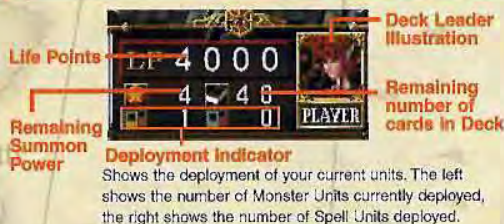
DEPLOYMENT MODE

Deployment Mode Screen

This is the basic duel screen. All actions are controlled from this screen.

Quellist Information Window

There is a Red Rose side and the White Rose side, with each side displaying player's data as determined by which side you chose at the start of the game. The Red Rose window is on the left, and the White Rose is on the right.



Current Control Method Window
Shows the controls available in the current situation.

Unit Information Window
Shows information for the Unit currently highlighted by the cursor.

Terrain Information Window
Shows terrain information for the square currently highlighted by the cursor.

UNIT INFORMATION WINDOW

Shows information for the Unit currently highlighted by the cursor. You cannot see information about opponent's cards that are face-down.



Monster Unit Information

Terrain Effect Display

Displays when the monster is affected by terrain of its location. A bright yellow icon means that the terrain is good for the monster, and a dark yellow icon means that the terrain is bad for the monster.

Movement Compensation Display

Indicates if the monster can move two squares, due to the effect of the terrain or other factors.



Type

Attribute

DEF

Effect Monster Display

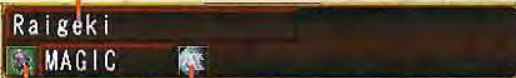
This is displayed if the monster has special abilities.

Spellbound Display

This display shows when the monster is Spellbound, by magic or some other special power. The number indicates the number of turns remaining until the Spellbinding wears off. If the infinity symbol (∞) is displayed, the effect is continuous and will not end.

Spell Unit Information

Card Name



Class

Attribute

Controls

- L1 button** Show OPTION screen
- L2 button** Show / Hide information window



- START button** End your Round
- R1 button** Show Graveyard
- button** Pick-up Unit (When Leader is selected) Enter Summon mode
- △ button** Show Unit details
- button** Cancel/Pick-up
- × button** Pick-up Unit
- right analog stick** Camera zoom in / zoom out
- SELECT button** Surrender, quit duel

left analog stick

Move camera

directional button

Move cursor



DEPLOYMENT MODE SPECIAL CONTROLS

Option Screen

Press L1 at the Deployment Screen to show the Option Screen and change the game settings. Use the ↑↓ directional buttons to move the cursor between menu items and use the ←→ directional buttons to change the settings. Press the ○ button to return to the Deployment Mode Screen.

For more details on Option settings, please see "OPTION" in "System Icons" section (P.08)



Change Point of View

You can change your point of view on the Deployment Mode Screen. Move the camera with the left analog stick and zoom in or out with the right analog stick.

When you move the camera the Screen Angle Indicator is displayed. The increase and decrease in the inclination of the Indicator shows how far the view is from the original position. You can press the L3 or R3 button to return to the original position.



Indicator

Graveyard

Press the R1 button on the Deployment Mode Screen to view the Graveyard Screen. The Graveyard contains each player's defeated cards, stacked in the order they were sent to the Graveyard.

Use the ←→ directional buttons to choose between the Red Rose and White Rose side, and use the ↑↓ directional buttons to scroll through the list of cards.



Surrendering

To end the duel during play, press the SELECT button. You will be asked if you would like to surrender. Use the ←→ directional buttons to select yes, and press the × button to confirm.

This will cause you to lose the duel.



Pick Up Mode

In Deployment Mode, align the cursor with your unit and press the **X** button. After picking up a card, you can move, flip or change the position of a unit.



Basic Controls



- L2/R2 button** (with Unit in face-down position): Face up/face-down
- L1/R1 button** Attack/Defense Position
- button** Cancel Pick-Up
- X/□ button** Select destination
- directional buttons** Move destination cursor

Summon Mode

In Deployment Mode, align the cursor with the Deck Leader and press the **○** button to enter Summon Mode and summon the card to the Field.



Controls



- button** Cancel Summon Mode
- X/□ button** Select Summon destination
- directional buttons** Move summon destination cursor

Hand Mode

Select the card to summon to the field. Select a card and it will appear in the chosen square in face-down Attack Position.

Game Screen

Your hand will be displayed. The cards that can be summoned with your current Summon Power will be illuminated, while those that cannot yet be summoned will be dark.

Summon Level of the card currently selected.
Shows the Summon Level of the card with which the cursor is aligned.

Cost of Summon
Shows the cost of the Summon Power needed for the current Combination. Your total Summon Power must be greater than this figure for the selected combination to be summoned.



Combo Tag
This tag shows combinations in your Hand in ascending order.

Cursor

Hand Info

Shows information on the card with which the cursor is aligned.

Field Info

Shows information on any Units in the Summon square.

Game Screen



- △ button** Show card details
- button** Cancel Hand Mode
- X/□ button** Select card to summon
- directional buttons ↑ ↓** Turn Combo Tags ON/OFF
- directional buttons ← →** Move cursor

Game Play

In this section the flow of the Duel and game play will be explained.

1 Starting the Duel

Start with a deck of 40 cards, 4000 LP, and Summon Power of 4. Place the Deck Leader in the designated square, and you're ready to begin.



2 Moving the Deck Leader

Using the directional buttons, move the cursor to the Deck Leader and push the \times button to pick up the Deck Leader. Squares you can move to will be colored yellow. Move the cursor to the desired square and push the \times button again to move the Deck Leader.



3 Summoning Cards part 1

Using the directional buttons, move the cursor to the Deck Leader and push the \square button to enter Summon Mode. The squares surrounding the Deck Leader into which monsters can be summoned will be colored blue. Move the cursor to the square where the monster will be summoned and push the \times button. You will now enter Hand Mode.



Cards that can be summoned using your current Summon Power will be brighter. (Darker cards cannot be summoned because you don't have enough Summon Power.) Using the $\leftarrow \rightarrow$ directional buttons, move the cursor to the card you want to summon, and push the \times button.



The card you selected from your Hand will be displayed. Push the \times button to confirm the selection, and the monster will be summoned to the Field. Push the \square button to go back to Hand Mode and select another card. Once cards are summoned to the Field, they can be moved during your round.



4 Summoning Cards part 2

When playing cards from your Hand to the Field, summoning combinations of cards for Fusion or Power-up is also possible.

When selecting cards on the Hand Screen, select each card you would like to group together, in the order you wish to summon them, and press the \uparrow directional button to attach a Combo Tag to the card. (Press the \downarrow directional button to remove the Tag). When all of the cards in the group have been tagged, press the \times button. The cards will be summoned to the Field in the order they were Tagged.



5 Card Actions

Using the directional buttons, move the cursor over a card and press the \times or \square button to pick up a card. The squares into which the card can be moved will be colored yellow. Move the card to the desired square and press the \times button to put the card down.



You can change the position of a card without moving it. Use the L1/R1 buttons to change to Attack or Defense Position. Use the L2/R2 buttons to switch between face-up/face-down. Use the R2 button to flip a card face-up and move it. Remember that you cannot change the position of a card after moving.



There are 2 basic types of card actions: movement and position change. Depending on the card Type and play conditions, various events may happen.

When Magic Cards or Effect Monsters are flipped, special abilities or effects can be triggered.

Also, a Combo can be done by moving a monster onto another one of your monsters or onto a Power-up Card. Moving a monster onto your opponent's monster or Deck Leader will start a Battle.

6 Battle

First, use the directional buttons to move the cursor to a monster and press the \times or \square button to pick up the monster. The squares into which the card can be moved will be colored yellow. Move the card onto a square occupied by your opponent's monster, and press the \times button to begin a Battle.



The fight will progress according to the rules of Battle. You can watch the powerful monsters Battle each other in a 3-D animation. (You can skip the animation by pressing the **⊙** button.) After the animation, damage is given and the Battle is over.

7 Triggering Effects

First, use the directional buttons to move the cursor on to the Magic Card. Press the **⊗** or **Ⓞ** button to pick up the card. While the card is selected, press the R2 button to turn it face-up. If you want to move the card, use the directional button to choose the destination. Pressing the **⊗** button will trigger the card's Magic Effect.



8 Ending a Round

When you have completed everything to do (moved all units, placed cards), press the **START** button. The screen will rotate and your opponent's round will begin. Even without doing anything, you can end your round at any time by pressing the **START** button.



9 End of the Duel

The game continues with you and your opponent alternating turns until one side completes the conditions for victory.



Continue playing according to the steps described above. Polish your tactics for summoning, moving, attacking, as well as the use of magic and traps into a skillful mix to decrease your opponent's Life Points while protecting your own.

Monster Cards Special Status

The Special Abilities of some Magic/Monster Cards allow Monsters to acquire Special Status.

Spellbound

A Monster which has been rendered unable to make any move is considered to be Spellbound and cannot receive any directions. Units on the Field will be darkened and their Unit Info Window will show a Spellbound mark and the number of Turns until the status will wear off. If the indicator is infinity (∞), the effect is continuous and will not be undone no matter how many turns are completed.



Brainwashed

When a monster is being controlled by your opponent, it is considered to be Brainwashed. Brainwashed monsters will face the opposite direction from the Attack Direction and will move as one of your opponent's Units during your opponent's Round.



Destiny Draw

Occasionally, when you find yourself cornered in a Duel, the Summon Icon in the Leader Info Window may flash. This indicates that the Destiny Draw is available. The Destiny Draw is a Fortune Reversal system, which becomes available when a player is in a difficult situation and places a card with the right attributes to save them into their Hand. This Draw is only possible once per Duel. If the Rank of the Leader is too low, the Draw may not take place.



Summon Icon flashes

The card entering the Hand is not a card from the Deck, and usually is a rare card, which would not be obtainable under normal circumstances. However, while the card obtained may be used for the duration of the Duel, it disappears at the end of the Duel and is not retained in your Deck and Chest.



Chance to take the lead!

Advice on Dueling from Simon McMoolan

If you're having some difficulty,
don't worry!

Here's some advice from a real
master, Simon McMoolan!



Terrain: Your greatest enemy and your greatest friend.

With the Terrain against you, you will never find monsters strong enough to defeat your opponent. Avoid attacking Terrain in your opponent's Hand and instead attract his cards to your hand, making the power of your monsters stronger. Also, once your opponent's main strength is taken from his Leader, the monsters on your side, rendered agile by the Terrain, can quickly surround his Leader and attack him directly.

Spellbinding: A Powerful Weapon

Spellbinding your opponent's monsters is only a temporary measure. After a certain number of Turns have elapsed, they will return to hamper your progress. Yet, a Spellbind is not useless on the Battlefield. You can parry your opponent's attacks and make stronger counterattacks if this weapon is used effectively.

Monsters that are Spellbound are still alive and are therefore count towards your opponent's monster limit. What is more, they cannot be replaced, so each Spellbound monster means one less monster they can use against you. Use this weapon wisely and it will be more effective than any direct attack!

Cards Played are Revealed in the Graveyard

Your opponent's Strengthening and Fusion moves can be used to deduce the contents of their face-down cards. Since all Power-up Cards and Fusion Cards used to make Combos are sent to the Graveyard, a glance at the Graveyard will allow you to judge with a fair degree of accuracy your opponent's actions during their previous Turn. This is also true for Custom Duels. This technique can even be used to set a trap for your unsuspecting opponent!

For Testing your Deck, use a Custom Duel!

Custom Duels are not just 2-player Battles. If you select Custom Duel with no memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 2, a duel will take place against your own Deck.

Thus you can test the power of your own deck in Battle, and may find some Fusion options or attacking techniques that you didn't realize were possible with your current Deck!