

KONAMI

ENGLISH EDITION

1st Edition

YU-GI-OH!
TRADING CARD GAME
25th
QUARTER CENTURY

READY TO LEARN MORE? SCAN THE QR CODE OR
VISIT WWW.YUGIOH-CARD.COM/EN/FORBEGINNERS
AND WATCH THESE TEACHING VIDEOS TO
LEVEL UP YOUR GAME.



SHONENJUMP
Yu-Gi-Oh!
TRADING CARD GAME

**LEARN HOW
TO PLAY**

6+ YEARS

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IS IT TIME TO DUEL?
CUZ I'M HERE TO TEACH YOU HOW!

THIS STARTER KIT HAS 2 DECKS,
SO GRAB A FRIEND OR FAMILY MEMBER,
AND EACH OF YOU USES A DIFFERENT
DECK. IF NOBODY'S AROUND,
YOU CAN LEARN BY PLAYING THE
DECKS AGAINST EACH OTHER.
(JUST KEEP THE DECKS SEPARATE
WHILE YOU DO!)

I'LL SHOW YOU HOW EVERYTHING
WORKS, SO LET'S GET STARTED!



ONE OF YOU IS **PLAYER X**,
THE OTHER IS **PLAYER S**. THE
INSTRUCTIONS THAT CAME WITH
YOUR DECK SAY WHICH ONE
YOU ARE.

NORMALLY YOU SHUFFLE YOUR
DECK BEFORE DUELING. BUT
WHILE I TEACH YOU, KEEP THE
DECKS IN THE ORDER THEY CAME
IN, SO I KNOW WHAT CARDS
YOU'RE DRAWING! IF THE CARDS
GOT OUT OF ORDER, JUST PUT
THEM IN NUMERICAL ORDER
USING THE NUMBER ON EACH
CARD THAT'S RIGHT BELOW THE
MONSTER PICTURE.

YOU'LL NEED TO SEPARATE YOUR
EXTRA DECK MONSTERS BEFORE
PLAY. THE INSTRUCTION CARD AT
THE TOP OF YOUR DECK TELLS
YOU HOW.



[SET-UP]

* EACH OF YOU BEGINS WITH YOUR OWN DECK OF CARDS, FACE DOWN.

* EACH PLAYER STARTS WITH 8000 LIFE POINTS (LP).



* YOUR MONSTERS WILL ATTACK YOUR OPPONENT AND DRIVE DOWN THEIR LP.

* WHEN YOUR OPPONENT'S LIFE POINTS DROP TO 0, YOU WIN!

DUEL!

EACH OF YOU DRAWS 5 CARDS FROM THE TOP OF YOUR DECK TO START. YOU'VE EACH GOT 5 MONSTERS IN YOUR HAND, NOW.



FOR THIS TEACHING DUEL, YOU SHOULD SHOW EACH OTHER YOUR HANDS. THAT WAY YOU CAN BOTH FOLLOW ALONG AT THE SAME TIME. WHEN YOU DUEL FOR REAL THOUGH, YOUR HAND IS SECRET AND ONLY YOU CAN SEE IT!

AFTER THAT, THE GAME IS PLAYED IN TURNS. YOU CAN FLIP A COIN OR ROLL DICE OR WHATEVER TO SEE WHO GOES FIRST, BUT FOR THIS TEACHING DUEL, LET'S HAVE PLAYER X GO FIRST!



MONSTERS HAVE A LOT OF IMPORTANT STUFF WRITTEN ON THEM. BUT THE MAIN THINGS ARE THE LEVEL (THE NUMBER OF STARS) AND THE ATTACK AND DEFENSE POINTS IN THE BOTTOM CORNER.



EACH MONSTER ALSO HAS AN ATTRIBUTE IN THE TOP RIGHT, AND A MONSTER TYPE IN THE MAIN BOX. IF YOU'VE WATCHED YU-GI-OH! ON TV, YOU KNOW LOTS OF MONSTERS HAVE SPECIAL ABILITIES. IF A MONSTER HAS ONE OF THOSE, IT'LL BE WRITTEN IN THE TEXT BOX.

IF A MONSTER HAS TEXT IN SLANTED ITALIC LETTERS, THAT'S NOT A SPECIAL ABILITY, IT'S JUST A COOL DESCRIPTION OF THE MONSTER!

MONSTER LEVELS ARE IMPORTANT. IF YOU WANT TO SUMMON A MONSTER, YOU CAN DO IT FOR FREE IF THE LEVEL IS 4 OR LOWER. BUT YOU CAN ONLY SUMMON 1 MONSTER PER TURN.

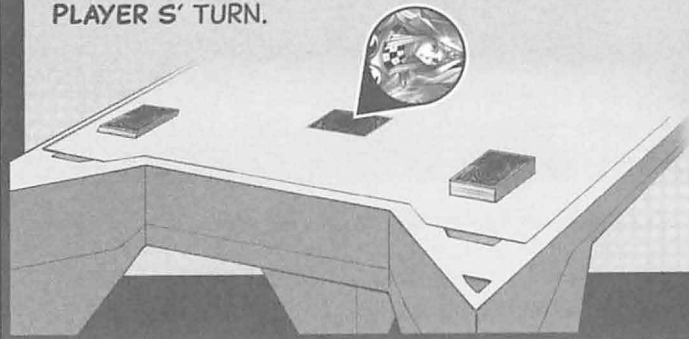


MONSTERS GO IN ATTACK MODE (STANDING UP) OR DEFENSE MODE (SIDEWAYS).



1600 DEFENSE

PLAYER X, LET'S START BY PLAYING YOUR QUEEN'S KNIGHT IN DEFENSE MODE, LIKE THIS. THAT WAY, IF IT BATTLES, IT WILL FIGHT USING ITS 1600 DEFENSE POINTS. WHEN YOU PLAY A MONSTER IN DEFENSE MODE LIKE THIS, IT ALSO GOES FACE-DOWN SO IT'S A SECRET! THAT'S THE END OF YOUR TURN, SO NOW IT'S PLAYER S' TURN.



PLAYER S, START YOUR TURN BY DRAWING THE TOP CARD OF YOUR DECK SO YOU HAVE 6 CARDS IN HAND.



HEY, WHY DIDN'T PLAYER X DRAW A CARD WHEN THEY STARTED?

SIMPLE! THE PLAYER WHO GOES FIRST DOESN'T DRAW A CARD ON THE FIRST TURN OF THE GAME, AND CAN'T ATTACK THAT FIRST TURN EITHER. IT'S THE TRADE-OFF FOR GOING FIRST!

NOW PLAYER S, LET'S SUMMON YOUR ELEMENTAL HERO SPARKMAN IN ATTACK MODE. YOU CAN SUMMON IT FOR FREE BECAUSE IT'S LEVEL 4 OR LOWER. REMEMBER YOU ONLY GET 1 SUMMON PER TURN.



SINCE IT'S NOT THE FIRST TURN OF THE DUEL ANYMORE, PLAYER S CAN ATTACK!

- * EACH MONSTER CAN ATTACK ONCE PER TURN.
- * MONSTERS DON'T HAVE TO ATTACK IF YOU DON'T WANT THEM TO.
- * IF YOU HAVE LOTS OF MONSTERS, YOU CAN ATTACK WITH JUST THE ONES YOU WANT.
- * YOU ALSO GET TO CHOOSE THE ORDER IN WHICH THEY ATTACK.



IF YOUR MONSTER ATTACKS, IT HAS TO ATTACK ONE OF YOUR OPPONENT'S MONSTERS. IF YOUR OPPONENT HAS MORE THAN 1 MONSTER, YOU GET TO PICK WHICH ONE YOU ATTACK. IF THERE AREN'T ANY MONSTERS, YOU ATTACK YOUR OPPONENT'S LIFE POINTS DIRECTLY, WHICH HELPS YOU WIN.

SINCE PLAYER X HAS A FACE-DOWN MONSTER ON THE FIELD, PLAYER S NEEDS TO GET IT OUT OF THE WAY. SO YOU JUST DECLARE "I ATTACK YOUR FACE-DOWN MONSTER WITH MY SPARKMAN!"

I ATTACK YOUR
FACE-DOWN
MONSTER
WITH MY
SPARKMAN!



TIME TO BATTLE! THE FIRST THING THAT HAPPENS IS THE FACE-DOWN MONSTER GETS FLIPPED FACE-UP.



IT STAYS IN DEFENSE MODE, THOUGH.



NOW WE COMPARE STATS! A MONSTER IN ATTACK POSITION FIGHTS WITH ITS ATTACK POINTS, A MONSTER IN DEFENSE POSITION FIGHTS WITH ITS DEFENSE POINTS.

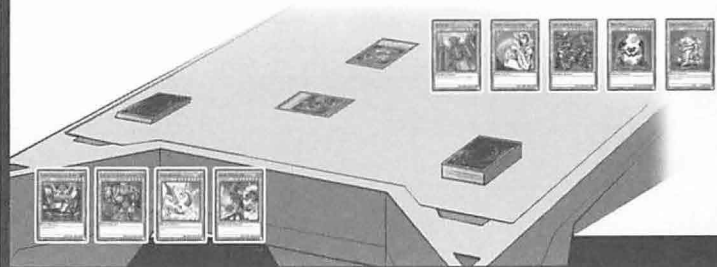


ATK/1500 DEF/1600

ATK/1600 DEF/1400

1600 ATK = 1600 DEF

IN THIS CASE, IT'S SPARKMAN'S 1600 ATTACK POINTS AGAINST QUEEN'S KNIGHT'S 1600 DEFENSE POINTS. SINCE THEY'RE EQUAL, SPARKMAN JUST BOUNCES OFF OF QUEEN'S KNIGHT'S DEFENSE. IT'S A TIE! NEITHER MONSTER IS DESTROYED. THAT'S THE END OF PLAYER S' TURN.



PLAYER X, START BY DRAWING A NEW CARD FROM YOUR DECK.

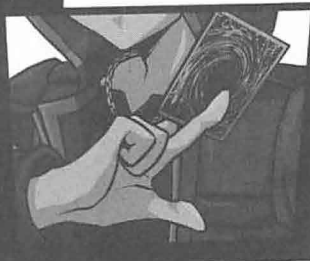


THAT DEFENSE STRATEGY WE USED WORKED PRETTY WELL, RIGHT?

SO LET'S KEEP THAT UP. TAKE YOUR GIANT SOLDIER OF STONE, AND PLAY IT IN DEFENSE MODE TOO. NOW YOU HAVE 2 MONSTERS IN DEFENSE MODE. QUEEN'S KNIGHT STAYS FACE UP, BUT REMEMBER THAT YOUR GIANT SOLDIER OF STONE GOES FACE-DOWN WHEN YOU PLAY IT IN DEFENSE LIKE THIS. NOW END YOUR TURN.

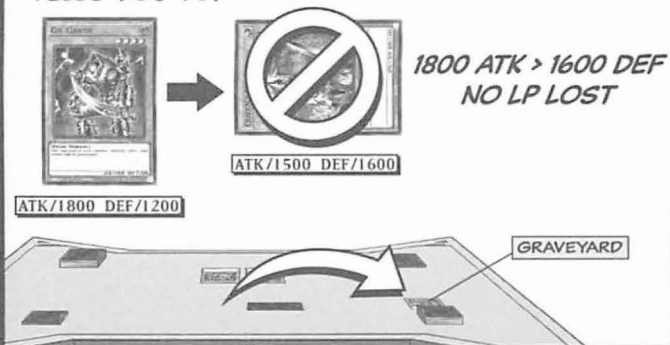


PLAYER S, DRAW ANOTHER CARD TO START YOUR TURN. YOU DREW GIL GARTH! QUEEN'S KNIGHT IS NO MATCH FOR GIL GARTH'S 1800 ATK! GO AHEAD AND SUMMON GIL GARTH IN ATTACK MODE. REMEMBER, YOU GET ONE SUMMON PER TURN.



NOW LET'S DESTROY A MONSTER!

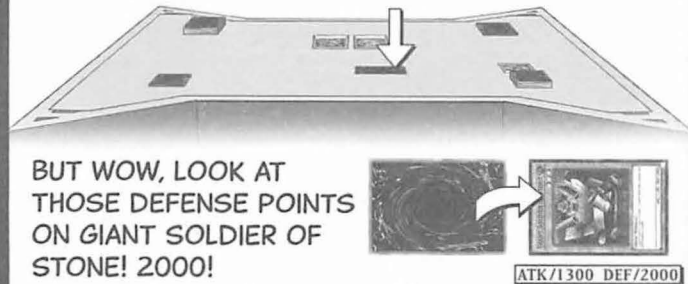
HAVE GIL GARTH ATTACK QUEEN'S KNIGHT. GIL GARTH FIGHTS WITH ITS 1800 ATK SINCE IT'S IN ATTACK MODE, QUEEN'S KNIGHT FIGHTS WITH 1600 DEF IN DEFENSE MODE. QUEEN'S KNIGHT IS DESTROYED AND SENT TO PLAYER X'S GRAVEYARD. YOUR GRAVEYARD (GY) IS OFF TO THE SIDE, WHERE ALL YOUR USED MONSTERS AND OTHER CARDS GO. YOU CAN BOTH LOOK AT WHAT'S IN EACH GRAVEYARD, BUT NEVER MOVE A CARD OUT OF THE GRAVEYARD UNLESS A CARD TELLS YOU TO.



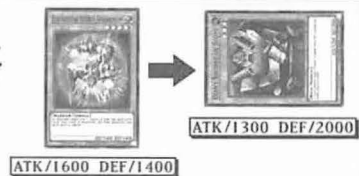
NOW LET'S TALK ABOUT LIFE POINTS.

EVEN THOUGH QUEEN'S KNIGHT WAS DESTROYED, SHE WAS IN DEFENSE MODE SO PLAYER X DOESN'T LOSE ANY LIFE POINTS FROM THE FIGHT. SHE WAS PROTECTING THEM.

PLAYER S, LET'S KEEP IT UP BY HAVING SPARKMAN ATTACK THAT FACE-DOWN MONSTER. (REMEMBER, EACH MONSTER CAN ONLY ATTACK ONCE PER TURN, SO GIL GARTH CAN'T ATTACK AGAIN THIS TURN.) LIKE BEFORE, THE DEFENSE MODE MONSTER FLIPS FACE-UP BUT STAYS IN DEFENSE MODE.



SPARKMAN'S ATK IS WAY LOWER THAN THAT. $1600 \text{ ATK} < 2000 \text{ DEF}$
 $2000 - 1600 = 400$
400 LP LOST




TWO THINGS HAPPEN HERE:

- * NEITHER MONSTER IS DESTROYED. EVEN THOUGH 2000 DEF IS MORE THAN 1600 ATK, YOU CAN'T DESTROY A MONSTER USING DEFENSE POINTS.
- * PLAYER S LOSES 400 LIFE POINTS! THAT'S BECAUSE THE ATK WAS LOWER THAN THE DEF. BUT NO MONSTERS GET DESTROYED.

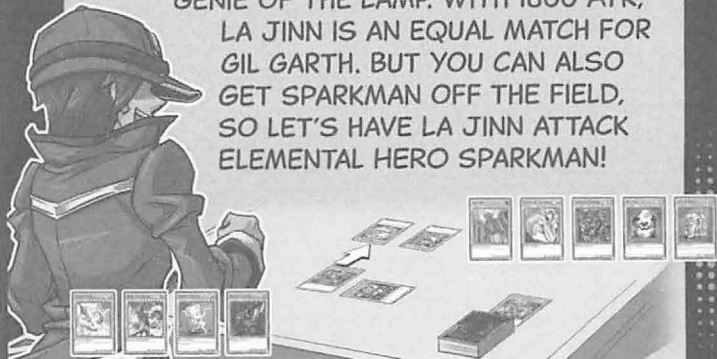


BACK TO PLAYER X!

FIRST, DRAW A CARD AS ALWAYS. WITH GIANT SOLDIER OF STONE STILL PROTECTING YOUR LIFE POINTS, LET'S GO ON THE ATTACK.



TIME TO SUMMON LA JINN THE MYSTICAL GENIE OF THE LAMP. WITH 1800 ATK, LA JINN IS AN EQUAL MATCH FOR GIL GARTH. BUT YOU CAN ALSO GET SPARKMAN OFF THE FIELD, SO LET'S HAVE LA JINN ATTACK ELEMENTAL HERO SPARKMAN!



SINCE BOTH MONSTERS ARE IN ATTACK MODE, BOTH FIGHT WITH THEIR ATTACK POINTS. IN AN ATK VS ATK BATTLE, THE SMALLER MONSTER (SPARKMAN) IS DESTROYED AND GOES TO THE GRAVEYARD. AND BECAUSE LA JINN WAS 200 POINTS STRONGER, PLAYER S ALSO LOSES 200 LP.

LP
8000

LP
7400

HERE'S A HANDY CHART SHOWING EVERY POSSIBLE BATTLE OUTCOME!

KEEP THIS HANDY DURING YOUR DUELS.

A DESTROYED MONSTER IS PLACED FACE-UP IN ITS OWNER'S GRAVEYARD.

ATTACK POSITION VS ATTACK POSITION

ATTACKER'S ATK > DEFENDER'S ATK

- DEFENDER IS DESTROYED.
- DEFENDING PLAYER LOSES LP EQUAL TO THE ATK DIFFERENCE.



ATTACKER'S ATK = DEFENDER'S ATK

- BOTH MONSTERS ARE DESTROYED.
- NO LP CHANGE.



ATTACKER'S ATK < DEFENDER'S ATK

- ATTACKER IS DESTROYED.
- ATTACKING PLAYER LOSES LP EQUAL TO THE ATK DIFFERENCE.



ATTACK POSITION VS DEFENSE POSITION

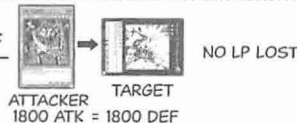
ATTACKER'S ATK > DEFENDER'S DEF

- DEFENDER IS DESTROYED.
- NO LP CHANGE.



ATTACKER'S ATK = DEFENDER'S DEF

- NEITHER MONSTER IS DESTROYED.
- NO LP CHANGE.



ATTACKER'S ATK < DEFENDER'S DEF

- NEITHER MONSTER IS DESTROYED.
- ATTACKING PLAYER LOSES LP EQUAL TO THE DIFFERENCE.





BACK TO PLAYER S.

DRAW A CARD TO START. YOU DREW A LEVEL 6 MONSTER, ALLY OF JUSTICE CLAUSOLAS! LET'S TALK ABOUT HIGH-LEVEL MONSTERS, NOW.

YOU ALREADY KNOW THAT LEVEL 4 AND LOWER MONSTERS CAN BE SUMMONED FOR FREE. HIGHER LEVEL MONSTERS REQUIRE A TRIBUTE, THOUGH! A TRIBUTE IS LIKE A SNACK YOU HAVE TO FEED A MONSTER BEFORE IT WILL FIGHT FOR YOU. TO TRIBUTE, YOU TAKE A MONSTER YOU ALREADY HAVE ON THE FIELD, AND SEND IT TO YOUR GRAVEYARD.

LEVEL 5 AND 6 MONSTERS REQUIRE 1 TRIBUTE TO SUMMON. LEVEL 7 AND HIGHER MONSTERS REQUIRE 2 TRIBUTES TO SUMMON!



REMEMBER YOU CAN ONLY SUMMON ONCE PER TURN, SO YOU CAN'T SUMMON A MONSTER AND THEN TRIBUTE IT FOR A BIGGER MONSTER IN THE SAME TURN. YOU NEED TO START YOUR TURN WITH A MONSTER ALREADY IN PLAY.

SINCE GIL GARTH IS PLAYER S' ONLY MONSTER, GO AHEAD AND TRIBUTE IT TO SUMMON CLAUSOLAS. PLACE GIL GARTH IN THE GY AND CLAUSOLAS ON THE FIELD IN ATTACK MODE. WITH A 2300 ATK MONSTER, YOU CAN GET RID OF THAT GIANT SOLDIER OF STONE! HAVE CLAUSOLAS ATTACK, AND REFER TO THE HANDY BATTLE RESULTS CHART I SHOWED YOU. GIANT SOLDIER OF STONE IS DESTROYED, BUT THERE'S NO CHANGE TO LIFE POINTS. THAT ENDS PLAYER S' TURN.





PLAYER X, DRAW A CARD AND - WOW, IT'S A GREEN CARD. THAT'S A SPELL CARD! SPELL CARDS AND TRAP CARDS ARE USED ALONG WITH YOUR MONSTERS WHEN YOU DUEL, AND THEY'RE JUST AS IMPORTANT!

SPELL CARDS ARE EASY TO PLAY. DURING YOUR TURN, YOU PLACE IT ON THE FIELD, FOLLOW THE INSTRUCTIONS, AND THEN SEND IT TO YOUR GRAVEYARD AFTERWARDS. (SOME SPELLS ARE MORE COMPLICATED - BUT MORE ABOUT THAT LATER!)

TRAP CARDS ARE A LITTLE TRICKIER. YOU PLACE THEM FACE-DOWN BEHIND YOUR MONSTERS, DURING YOUR TURN. THAT'S CALLED SETTING THE TRAP. AFTER A TRAP IS SET, ON ANY FOLLOWING TURN (YOUR TURN, OR YOUR OPPONENT'S TURN!) YOU CAN FLIP THE TRAP FACE-UP AND FOLLOW THE INSTRUCTIONS, WHEN YOU'RE IN TROUBLE. LOTS OF SPELLS AND TRAPS CAN ONLY BE USED IN CERTAIN SITUATIONS, OR REQUIRE YOU TO PAY SOME KIND OF COST. JUST FOLLOW THE INSTRUCTIONS. NORMALLY, SPELLS AND TRAPS GO TO THE GRAVEYARD AFTER USE.



ALL RIGHT, PLAYER X, LET'S CHECK THIS OUT! ACTIVATE YOUR TRADE-IN SPELL CARD. YOU HAVE TO DISCARD A LEVEL 8 MONSTER, SO DISCARD YOUR RABIDRAGON TO YOUR GRAVEYARD. THEN DRAW 2 CARDS. YOU DREW 2 TRAP CARDS! GO AHEAD AND SET BOTH OF THOSE TO YOUR FIELD, FACE-DOWN, BEHIND YOUR LA JINN.



LET'S ALSO PLAY YOUR OJAMA YELLOW IN DEFENSE, FACE-DOWN. SINCE LA JINN IS NO MATCH FOR CLAUSOLAS, THAT ENDS YOUR TURN... BUT NOW YOU'VE GOT TRAPS WAITING FOR YOUR OPPONENT!



WE'VE BEEN GOING SLOW TO TEACH YOU THE BASICS, BUT NORMALLY YOU'LL PLAY A LOT OF CARDS AT THE START OF THE DUEL. YOU GET ONLY 1 (NORMAL) SUMMON, BUT CAN PLAY ANY NUMBER OF SPELLS AND TRAPS DURING YOUR TURN!

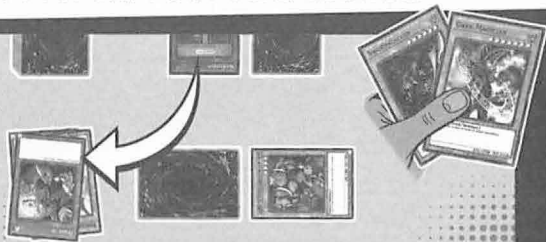


PLAYER S, DRAW A CARD. SWORDS OF REVEALING LIGHT! LET'S HOLD ON TO THAT FOR LATER.

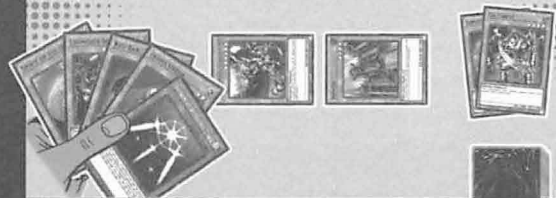
THE OTHER PLAYER HAS 2 TRAP CARDS, AND BECAUSE WE'RE LEARNING TOGETHER YOU KNOW WHAT THEY ARE, BUT REMEMBER THAT IN MOST DUELS YOU WON'T KNOW.

ANYWAY, LET'S SUMMON INPACHI IN ATTACK MODE, AND THEN ATTACK LA JINN WITH CLAUSOLAS. PLAYER X, IT'S TIME TO ACTIVATE YOUR TRAP CARD, EVEN THOUGH IT'S NOT YOUR TURN! FLIP YOUR NO ENTRY!! CARD FACE-UP. IT CHANGES ALL ATTACK POSITION MONSTERS TO DEFENSE, SO LA JINN, INPACHI, AND CLAUSOLAS ALL SHIFT INTO DEFENSE MODE.

PLAYER X



PLAYER S



SINCE CLAUSOLAS IS NO LONGER IN ATTACK POSITION, ITS ATTACK IS HALTED. THAT'S BECAUSE DEFENSE MODE MONSTERS CANNOT ATTACK.

IT'S STILL PLAYER S' TURN, BUT YOU ALREADY SUMMONED A MONSTER (INPACHI). YOU COULD PLAY THAT SWORDS OF REVEALING LIGHT SPELL, BUT LET'S SAVE IT FOR WHEN WE NEED IT, SO WE'LL END OUR TURN.

PLAYER X, YOUR TURN, AND YOU DREW WHITE NINJA! AN ORANGE MONSTER CARD MEANS IT HAS A SPECIAL ABILITY, EXPLAINED IN ITS TEXT. A FLIP MONSTER IS A MONSTER YOU PLACE FACE-DOWN, THEN WHEN IT FLIPS FACE-UP, ITS FLIP ABILITY ACTIVATES. BUT FOR NOW, THANKS TO YOUR NO ENTRY!! CARD STOPPING THAT ATTACK, YOU HAVE 2 MONSTERS AT THE START OF YOUR TURN FOR THE FIRST TIME EVER. SO LET'S TRIBUTE BOTH LA JINN AND OJAMA YELLOW (SEND THEM BOTH TO THE GY) TO SUMMON DARK MAGICIAN!

NOW HAVE DARK MAGICIAN ATTACK AND DESTROY CLAUSOLAS. SINCE CLAUSOLAS WAS IN DEFENSE, THERE'S NO CHANGE TO LIFE POINTS, BUT CLAUSOLAS IS DESTROYED. WE CAN'T PLAY WHITE NINJA YET, SINCE A TRIBUTE SUMMON LIKE DARK MAGICIAN STILL COUNTS AS OUR 1 NORMAL SUMMON FOR THE TURN, SO BACK OVER TO PLAYER S.



PLAYER S, YOU'VE GOT YOUR OWN SPELL CARD NOW: BACK-UP RIDER! LET'S GET READY TO USE IT BY CHANGING INPACHI BACK TO ATTACK POSITION (SEE RULES ON THE NEXT PAGE). NOW, LET'S CHARGE UP INPACHI BY PLAYING THE BACK-UP RIDER SPELL, RAISING INPACHI'S ATK TO 3100! THEN ATTACK DARK MAGICIAN!



1600 ATK + 1500 ATK = 3100



HEY PLAYER X, THAT'S A PRETTY BIG ATTACK INCOMING! ACTIVATE THAT DRAINING SHIELD TRAP CARD. DRAINING SHIELD WILL STOP THE ATTACK, AND YOU GAIN 3100 LIFE POINTS, SINCE THAT'S INPACHI'S CURRENT ATK.

PLAYER S, IT'S STILL YOUR TURN, AND YOU HAVEN'T SUMMONED YET, SO GO AHEAD AND PLAY SPIRIT OF THE HARP IN FACE-DOWN DEFENSE MODE. YOU'VE ALSO EXHAUSTED PLAYER X'S TRAP CARD SUPPLY, WHICH IS GOOD NEWS FOR LATER!



DURING YOUR TURN, YOU CAN CHANGE THE BATTLE POSITION OF YOUR MONSTERS, IF YOU WANT TO. THERE ARE 3 RULES FOR THIS:

1. YOU CAN'T CHANGE ITS POSITION IF IT DECLARED AN ATTACK ALREADY THIS TURN.
2. YOU CAN'T CHANGE ITS POSITION IF IT'S STILL THE TURN IT WAS SUMMONED.
3. YOU CAN'T CHANGE ITS POSITION IF YOU ALREADY MANUALLY CHANGED ITS POSITION.



ATTACK POSITION DEFENSE POSITION



DEFENSE POSITION ATTACK POSITION

RULE 1 IS WHY WE COULDN'T CHANGE CLAUSOLAS BACK TO ATTACK POSITION AFTER THAT TRAP, LAST TURN (IT HAD ALREADY DECLARED AN ATTACK). RULE 2 IS WHY WE COULDN'T CHANGE INPACHI BACK (IT HAD JUST BEEN SUMMONED). IF EITHER OF THOSE HADN'T BEEN THE CASE, WE COULD HAVE CHANGED THEM, DESPITE RULE 3. RULE 3 JUST KEEPS YOU FROM CHANGING A MONSTER BACK AND FORTH FOREVER. IF A MONSTER'S BATTLE POSITION CHANGES BECAUSE OF A CARD EFFECT, YOU CAN STILL CHANGE IT MANUALLY.

PLAYER X, TIME TO DRAW, AND YOU DREW THE THOUSAND KNIVES SPELL, WHICH SPECIFICALLY REQUIRES A COMBO WITH YOUR DARK MAGICIAN. YOU COULD USE IT ON ONE OF PLAYER S' MONSTERS, BUT YOUR DARK MAGICIAN SHOULD BE ABLE TO DESTROY THEM BY ITSELF, SO LET'S SAVE IT FOR LATER.

HAVE DARK MAGICIAN ATTACK AND DESTROY INPACHI. PLAYER S LOSES 900 LP FROM THAT ATTACK, SINCE THAT'S THE DIFFERENCE IN THEIR ATTACK POINTS. AFTER THAT, LET'S SET YOUR WHITE NINJA IN FACE-DOWN DEFENSE, AND END THE TURN.



NOW THAT WE'VE GONE OVER THE BASICS, LET'S KICK THIS DUEL INTO ADVANCED MODE. WE'RE GONNA START USING SPECIAL SUMMONS!

A SPECIAL SUMMON IS A FREE SUMMON THAT YOU GET FROM A CARD THAT TALKS ABOUT SPECIAL SUMMONS IN ITS TEXT. LIKE THE APPRENTICE PIPER THAT PLAYER S JUST DREW! A SPECIAL SUMMON DOES NOT COUNT AGAINST YOUR 1 SUMMON PER TURN LIMIT, THEY'RE FREEBIES YOU GET IN ADDITION TO YOUR NORMAL SUMMON. ALSO, WHEN YOU SPECIAL SUMMON, YOU CAN DO IT TO ANY LEVEL MONSTER, AND YOU DON'T NEED TO TRIBUTE WHEN YOU DO.

THIS IS ALSO A FLIP MONSTER, WHICH WE ALREADY TALKED ABOUT. GO AHEAD AND SET APPRENTICE PIPER IN FACE-DOWN DEFENSE POSITION, AND END YOUR TURN.

PLAYER X, YOU JUST DREW COST DOWN, WHICH WE'LL SAVE FOR LATER. GO AHEAD AND START YOUR TURN BY USING DARK MAGICIAN TO ATTACK THE MONSTER THAT PLAYER S JUST PLAYED, AND I'LL WALK YOU BOTH THROUGH THIS:



1. DARK MAGICIAN'S ATTACK FLIPS APPRENTICE PIPER INTO FACE-UP DEFENSE.
2. YOU LOOK AT THE ATK/DEF AND DETERMINE THAT APPRENTICE PIPER WILL BE DESTROYED. BUT FIRST, WE HAVE TO DO ITS EFFECT.
3. PIPER'S FLIP EFFECT HAPPENS. PLAYER S, USE IT TO SPECIAL SUMMON LAUNCHER SPIDER IN DEFENSE.
4. AFTER ITS FLIP EFFECT, PIPER GOES TO THE GY BECAUSE IT WAS DESTROYED. THEN ITS SECOND ABILITY HAPPENS. PLAYER S, SUMMON RYU-RAN IN DEFENSE!

SEE? SPECIAL SUMMONS ARE REALLY POWERFUL!

OKAY, SO PLAYER X, YOU'RE FACING DOWN 2 HIGH-LEVEL MONSTERS NOW, THANKS TO APPRENTICE PIPER. BUT IT'S STILL YOUR TURN, SO LET'S DO SOMETHING ABOUT THAT.

FIRST, REMEMBER HOW YOU CAN CHANGE YOUR MONSTER'S BATTLE POSITION? CHANGE YOUR WHITE NINJA TO FACE-UP ATTACK POSITION. THIS IS CALLED A FLIP SUMMON. SINCE WHITE NINJA JUST FLIPPED FACE-UP, ITS FLIP EFFECT ACTIVATES! GO AHEAD AND USE ITS EFFECT TO DESTROY THE DEFENSE POSITION RYU-RAN.



FLIP EFFECT = DESTROY THE DEFENSE POSITION RYU-RAN

THAT'S ONE MONSTER DOWN.



SPELL EFFECT = DESTROY THE LAUNCHER SPIDER

NOW USE YOUR THOUSAND KNIVES SPELL CARD TO GET RID OF LAUNCHER SPIDER! JUST PLAY IT TO THE FIELD, DESTROY LAUNCHER SPIDER, THEN PLACE THOUSAND KNIVES IN YOUR GRAVEYARD.

LP
6500

LP
11,100

SO WHY CAN'T WHITE NINJA ATTACK?

THAT'S BECAUSE A LOT OF THIS HAPPENED IN WHAT'S CALLED MAIN PHASE 2.

EACH TURN HAPPENS IN 6 PHASES:

1. DRAW PHASE (DRAW A CARD)
2. STANDBY PHASE (SOME CARDS WILL REFER TO THIS, BUT USUALLY IT'S NOT USED)
3. MAIN PHASE 1 (THIS IS WHERE YOU PLAY CARDS)
4. BATTLE PHASE (WHERE YOU ATTACK)
5. MAIN PHASE 2 (ANOTHER CHANCE TO PLAY CARDS)
6. END PHASE

YOUR ONCE-PER-TURN SUMMON LIMIT AFFECTS THE WHOLE TURN, SO YOU GET YOUR NORMAL SUMMON IN MAIN PHASE 1 OR MAIN PHASE 2, BUT NOT BOTH. THIS TURN, WE SKIPPED RIGHT TO THE BATTLE PHASE, THEN FLIP SUMMONED WHITE NINJA AND USED THOUSAND KNIVES IN MAIN PHASE 2, SO THE BATTLE PHASE WAS ALREADY IN THE PAST.



PLAYER S, LOOKS LIKE YOU'VE DRAWN A POWERFUL TRAP CARD, NOW. GO AHEAD AND SET YOUR STORMING MIRROR FORCE FACE-DOWN, AND LET'S SEE WHAT HAPPENS. (OH, AND WE DIDN'T SUMMON OJAMA GREEN. THAT'S OKAY. YOU DON'T HAVE TO SUMMON A MONSTER EVERY TURN. SOMETIMES THEY'RE SAFER IN YOUR HAND.)

HMM... PLAYER X JUST DREW ANOTHER TRAP, BUT THIS ONE HAS AN INFINITY SYMBOL ON IT - A CONTINUOUS TRAP CARD!

[TRAP CARD ∞]

LET'S KEEP ROLLING WITH DARK MAGICIAN, HAVE IT ATTACK AND DESTROY PLAYER S' MONSTER. BUT PLAYER S, THAT'S YOUR SIGNAL TO ACTIVATE STORMING MIRROR FORCE TO BOUNCE PLAYER X'S MONSTERS BACK TO THE HAND! BOTH DARK MAGICIAN AND WHITE NINJA GO RIGHT BACK INTO PLAYER X'S HAND. (AND PLAYER X, YOU'LL HAVE TO DO ANOTHER TRIBUTE SUMMON OR FIND A SPECIAL SUMMON TO GET DARK MAGICIAN BACK ONTO THE FIELD.)

NOTE THAT SINCE THE ATTACK WAS STOPPED BY A TRAP CARD, PLAYER S' FACE-DOWN MONSTER DOESN'T EVEN FLIP FACE-UP, AND REMAINS FACE-DOWN.

PLAYER X, LET'S GO AHEAD AND SET THAT CALL OF THE HAUNTED TRAP CARD, THEN END YOUR TURN.



HERE ARE THE DIFFERENT ICONS YOU MIGHT SEE ON YOUR SPELL & TRAP CARDS. ANYTHING WITHOUT AN ICON IS JUST A NORMAL SPELL OR NORMAL TRAP.



∞ CONTINUOUS - DON'T SEND THESE TO THE GY WHEN YOU USE THEM, THEY STAY ON THE FIELD AND KEEP WORKING. [SPELL CARD ∞] [TRAP CARD ∞]

+ EQUIP - THESE ALSO STAY ON THE FIELD, BUT ARE EQUIPPED TO A SPECIFIC MONSTER. IF THAT MONSTER GOES AWAY, SO DO ITS EQUIPPED CARDS. [SPELL CARD +]

🌐 QUICK-PLAY - THESE SPELLS CAN BE USED FROM YOUR HAND AT ANY POINT DURING YOUR TURN, NOT JUST IN YOUR MAIN PHASES. YOU CAN ALSO SET THEM, THEN ACTIVATE THEM ON ANY FOLLOWING TURN, LIKE A TRAP. [SPELL CARD 🌐]

🌐 (RITUAL, COUNTER, AND FIELD CARDS ALSO EXIST, BUT AREN'T INCLUDED IN THESE DECKS.) [SPELL CARD 🌐] [TRAP CARD 🌐]

[SPELL CARD 🌐]

BACK TO PLAYER S, AND THAT'S A QUICK-PLAY SPELL YOU JUST DREW: SCAPEGOAT! SINCE IT'S A QUICK-PLAY SPELL, YOU COULD PLAY IT FROM YOUR HAND THIS TURN, OR SET IT AND USE IT LIKE A TRAP.



SCAPEGOAT SUMMONS "SHEEP TOKENS." TOKENS ARE MONSTERS THAT ARE CREATED BY OTHER CARDS. THEY ACT LIKE MONSTERS IN EVERY WAY, THEY HAVE A BATTLE POSITION, TYPE, ATTRIBUTE, AND ATK/DEF POINTS. AND THEY STOP YOUR OPPONENT FROM ATTACKING YOU DIRECTLY. BUT WHEN THEY LEAVE THE FIELD, THEY JUST DISAPPEAR, SINCE THERE'S NO MONSTER CARD TO PUT IN THE GRAVEYARD.

YOU CAN ONLY HAVE A MAXIMUM OF 5 MONSTERS IN PLAY, SO IF WE SUMMONED THE 4 SHEEP TOKENS FROM SCAPEGOAT NOW, WE'D BE FULL, WHICH CAN KEEP YOU FROM PLAYING BETTER MONSTERS LATER.



PLAYER X, YOU'VE DRAWN CYBER DRAGON. SINCE IT'S A LEVEL 5 MONSTER, YOU CAN TRIBUTE SUMMON CYBER DRAGON BY TRIBUTING A MONSTER, BUT CYBER DRAGON'S REAL POWER IS IN ITS ABILITY TO SPECIAL SUMMON ITSELF FROM YOUR HAND IF YOUR OPPONENT CONTROLS A MONSTER (AND YOU DON'T).

SINCE YOUR OPPONENT HAS A FACE-DOWN MONSTER, LET'S DO THAT BY SUMMONING IN ATTACK POSITION!

SINCE A SPECIAL SUMMON IS FREE AND DOESN'T USE OUR NORMAL SUMMON, LET'S KEEP GOING.

IT'S TIME TO USE THAT COST DOWN SPELL CARD. DISCARD DARK MAGICIAN TO ACTIVATE COST DOWN (YES, DARK MAGICIAN - YOU CAN SUMMON HIM FROM THE GY WITH CALL OF THE HAUNTED, LATER!). THIS LOWERS WHITE NINJA'S LEVEL TO 2, BUT ALSO LOWERS SWORDSTALKER TO LEVEL 4! THAT'S LOW ENOUGH TO SUMMON WITHOUT TRIBUTE, SO GO AHEAD AND SUMMON SWORDSTALKER, TOO!





WHEN YOU SPECIAL SUMMON A MONSTER, IT ALWAYS HAS TO GO FACE-UP, UNLESS THE CARD SAYS YOU CAN SUMMON FACE-DOWN!

NOW IT'S TIME TO ATTACK! START WITH CYBER DRAGON SINCE IT'S YOUR BIGGEST MONSTER, AND ATTACK PLAYER S' FACE-DOWN MONSTER.



ATK/2100 DEF/1600

ATK/ 800 DEF/2000

SPIRIT OF THE HARP FLIPS FACE-UP, AND SINCE IT ONLY HAS 2000 DEF TO CYBER DRAGON'S 2100 ATK, IT'S DESTROYED.

NOW, USE SWORDSTALKER TO ATTACK YOUR OPPONENT'S LIFE POINTS DIRECTLY! BUT WAIT! PLAYER S, IT'S TIME TO USE THAT SCAPEGOAT QUICK-PLAY SPELL, SINCE YOU CAN USE IT LIKE A TRAP, REMEMBER? PLACE 4 SHEEP TOKENS ON THE FIELD.

WHEN THE DEFENDER'S MONSTERS CHANGE DURING AN ATTACK, IT TRIGGERS WHAT'S CALLED A REPLAY. SWORDSTALKER WAS ATTACKING DIRECTLY, BUT NOW THERE ARE MONSTERS TO STOP HIM. SO THE GAME REWINDS TO WHEN SWORDSTALKER STARTED HIS ATTACK. SWORDSTALKER CAN CONTINUE ITS ATTACK AND ATTACK A MONSTER, OR CHOOSE NOT TO ATTACK AT ALL. IN THIS CASE, HAVE SWORDSTALKER ATTACK AND DESTROY A SHEEP TOKEN, WHICH DISAPPEARS INSTEAD OF GOING TO THE GY. THAT ENDS THIS TURN.

YOU CAN USE ANYTHING TO REPRESENT TOKEN MONSTERS: COINS, DICE, PAPER CLIPS, PENCILS, WHATEVER YOU WANT. JUST HAVE A WAY TO KEEP TRACK OF WHAT BATTLE POSITION THEY'RE IN (ATTACK OR DEFENSE).



NEW TURN! PLAYER S, YOU DREW CARDCAR D, WHICH SHOWS US ANOTHER KIND OF MONSTER EFFECT. THIS ONE LETS YOU DRAW MORE CARDS, BUT IT ENDS YOUR TURN WHEN YOU DO, AND YOU CAN'T SPECIAL SUMMON THE SAME TURN.

OUR SWORDS OF REVEALING LIGHT IS A GOOD COMBO, HERE. GO AHEAD AND PLAY SWORDS OF REVEALING LIGHT. SPELLS NORMALLY GO TO THE GY AFTER USE, BUT SWORDS SAYS IT STAYS ON THE FIELD, SO WE'LL FOLLOW THAT INSTRUCTION. JUST PLACE IT BEHIND YOUR MONSTERS, FACE-UP. NOW WE CAN SUMMON CARDCAR D. ONCE IT'S IN PLAY, YOU CAN TRIBUTE IT (SEND IT TO THE GY) AND DRAW 2 CARDS, THEN YOUR TURN ENDS.





PLAYER X'S TURN TO DRAW AND...
OKAY, WE'RE IN THE BIG LEAGUES NOW WITH ELDLICH, THE GOLDEN LORD.

THIS IS A MASSIVE LEVEL 10 MONSTER WITH A WHOLE LOT OF STUFF WRITTEN ON IT! GO AHEAD AND LOOK IT OVER. ELDLICH IS IMPRESSIVE, AND COULD BE TRIBUTE SUMMONED USING 2 TRIBUTES, BUT ITS REAL POWER IS IN ITS SPECIAL ABILITIES, AND WE CAN'T USE THOSE UNTIL WE GET A SPELL OR TRAP IN OUR HAND TO SEND TO THE GY AS A COST. ANYWAY, SWORDS OF REVEALING LIGHT IS KEEPING US FROM ATTACKING, BUT PLAYER S' SHEEP ARE NO THREAT, SO LET'S JUST END OUR TURN.



PLAYER S, DRAW! HERE'S ANOTHER KIND OF MONSTER EFFECT. D.D. CROW HAS A QUICK EFFECT! A QUICK EFFECT CAN BE ACTIVATED EVEN DURING YOUR OPPONENT'S TURN. SOME QUICK EFFECTS NEED THE MONSTER TO BE IN PLAY, SOME OF THEM LIKE D.D. CROW WORK DIRECTLY FROM YOUR HAND. THIS IS AN EXAMPLE OF A MONSTER WHOSE ABILITY MEANS IT NEVER EVEN HITS THE FIELD, ALTHOUGH YOU CAN ALSO SUMMON IT LIKE A REGULAR MONSTER IF YOU WANT TO.



ANYWAY, SWORDS OF REVEALING LIGHT IS STILL PROTECTING US, SO LET'S KEEP D.D. CROW IN THE HAND FOR NOW, AND USE YOUR ONE-TIME PASSCODE TO SPECIAL SUMMON A SECURITY TOKEN. NOW YOU HAVE 3 SHEEP TOKENS AND 1 SECURITY TOKEN!



EVERY KIND OF TOKEN IS GOING TO HAVE DIFFERENT ATK/DEF, LEVEL, TYPE, AND ATTRIBUTE. IT'S ALL LISTED ON THE CARD THAT CREATED THE TOKEN MONSTER. CHECK OUT THE DIFFERENT STATS LISTED ON ONE-TIME PASSCODE VS SCAPEGOAT.

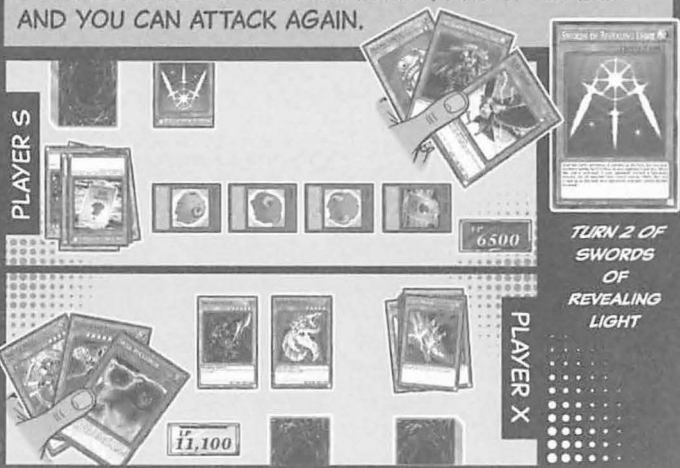
PLAYER X HAS DRAWN A TRAP CARD. LET'S GO OVER SOME OPTIONS HERE.

WE COULD SEND SKILL SUCCESSOR TO THE GY TO ACTIVATE ELDLICH'S ABILITY TO SEND ANOTHER CARD ON THE FIELD TO THE GY. FOR EXAMPLE, WE COULD GET RID OF SWORDS OF REVEALING LIGHT. BUT IT'S GOING TO EXPIRE SOON ANYWAY, SO THAT SEEMS LIKE KIND OF A WASTE.

WE COULD ALSO SET SKILL SUCCESSOR TO USE ITS TRAP EFFECTS. BUT ELDLICH REQUIRES A SPELL OR TRAP TO WORK, AND ELDLICH'S ABILITIES ARE WAY STRONGER THAN SKILL SUCCESSOR.

THE BEST STRATEGY NOW IS TO JUST WAIT FOR SWORDS TO EXPIRE. SO KEEP SKILL SUCCESSOR IN YOUR HAND AND PASS.

THAT'S TURN 2 OF SWORDS OF REVEALING LIGHT DONE. ONE MORE OF YOUR TURNS, AND IT EXPIRES AND YOU CAN ATTACK AGAIN.



SKILL SUCCESSOR, LIKE MANY TRAPS AND SPELLS, HAS TWO EFFECTS. ONE WHEN IT'S FIRST PLAYED ON THE FIELD, AND ANOTHER AFTER

IT'S IN THE GRAVEYARD AFTERWARDS. IT ALSO CAN BANISH ITSELF. A CARD THAT IS BANISHED IS REMOVED FROM THE GAME. IT DOESN'T GO TO THE GRAVEYARD, IT JUST GOES AWAY. OFF TO THE SIDE, NEVER TO BE SEEN AGAIN IN THIS DUEL. (UNLESS A CARD SAYS TO BRING IT BACK.)



GRATS! YOU'VE NOW LEARNED ALL THE BASICS OF DUELING. NOW IT'S TIME TO GET INTO SOME ADVANCED STUFF AND TALK ABOUT YOUR EXTRA DECK MONSTERS! THOSE ARE THE 4 MONSTERS YOU SET ASIDE BEFORE WE STARTED TO PLAY. GO AHEAD AND TAKE A LOOK AT THEM NOW.

HOW YOUR EXTRA DECK WORKS:

- * YOUR EXTRA DECK IS ALWAYS SEPARATE FROM YOUR MAIN DECK. KEEP IT OFF TO THE SIDE, FACE-DOWN.
- * YOUR EXTRA DECK CAN ONLY CONTAIN EXTRA DECK MONSTERS: SYNCHRO (WHITE), XYZ (BLACK), FUSION (PURPLE), LINK (BLUE), AND PENDULUM (WHICH IS... COMPLICATED). WE'LL JUST TALK ABOUT SYNCHRO & XYZ, FOR NOW.
- * YOU CAN LOOK THROUGH YOUR EXTRA DECK DURING PLAY. (BUT NOT YOUR OPPONENT'S EXTRA DECK.)



SYNCHRO

XYZ

FUSION

LINK

PENDULUM

NOT INCLUDED IN THESE DECKS

EXTRA
DECK

HOW TO USE YOUR EXTRA DECK:

- * YOU NEVER DRAW FROM YOUR EXTRA DECK. WHEN YOU SUMMON A MONSTER FROM YOUR EXTRA DECK, YOU GET TO PICK THE ONE YOU WANT TO SUMMON!
- * EACH MONSTER IN YOUR EXTRA DECK LISTS A "RECIPE" OF MONSTERS NEEDED TO SUMMON IT. THESE MONSTERS ARE CALLED THE "MATERIALS" THAT YOU USE FOR THE SUMMON.

[FIEND/SYNCHRO/EFFECT]

1 Fiend Tuner + 1+ non-Tuner monsters

When this card destroys an opponent's monster by battle and sends it to the GY: You can make this card gain 800 ATK until the end of the Battle Phase, also this card can make a second attack in a row.

ATK/2200 DEF/1800

- * TO SUMMON A MONSTER FROM YOUR EXTRA DECK, YOU NEED THE RIGHT MATERIALS AVAILABLE. THEN SAY WHICH MONSTER YOU WANT TO SUMMON, SEND THE MATERIALS TO THE GY, PICK THE MONSTER YOU WANT FROM YOUR EXTRA DECK, AND SPECIAL SUMMON IT.
- * EACH KIND OF EXTRA DECK MONSTER HAS A UNIQUE WAY TO GET SUMMONED. LET'S TALK ABOUT SYNCHRO & XYZ MONSTERS.

SYNCHRO RECIPE



TUNER

NON-TUNER
MONSTER

SYNCHRO
SUMMON!

XYZ RECIPE



LEVEL 4

LEVEL 4

XYZ
SUMMON!

HOW TO SYNCHRO SUMMON:

* FOR A SYNCHRO SUMMON, THE SYNCHRO MATERIALS NEED TO BE ON THE FIELD (UNLESS A CARD SAYS OTHERWISE).

* A SYNCHRO SUMMON ALWAYS NEEDS AT LEAST 1 TUNER MONSTER. A MONSTER WILL SAY WHETHER OR NOT IT'S A TUNER.

* THE "RECIPE" ON THE SYNCHRO MONSTER WILL SAY HOW MANY TUNERS, AND HOW MANY NON-TUNERS, ARE NEEDED.



TUNER



* THE TOTAL LEVELS OF THE MATERIALS USED MUST ADD UP TO BE EXACTLY THE SAME AS THE LEVEL OF THE SYNCHRO MONSTER YOU ARE SUMMONING.

* SEND THE SYNCHRO MATERIALS TO THE GY WHEN YOU SYNCHRO SUMMON.

* YOU CAN USE A TOKEN MONSTER AS MATERIAL FOR A SYNCHRO SUMMON. (BUT NOT FOR AN XYZ SUMMON!)



LEVEL 4
TUNER

+



LEVEL 1 NON-TUNER
MONSTER

=



LEVEL 5
SYNCHRO SUMMON!

HOW TO XYZ SUMMON:

* FOR AN XYZ SUMMON, THE XYZ MATERIALS NEED TO BE ON THE FIELD (UNLESS A CARD SAYS OTHERWISE).

* XYZ MONSTERS HAVE A RANK, NOT A LEVEL. INSTEAD OF RED AND YELLOW LEVEL STARS, THEY HAVE BLACK AND YELLOW RANK STARS, AND IN THE UPPER LEFT INSTEAD OF THE UPPER RIGHT.

DAIGUSTO EMERAL



* THE XYZ MATERIALS ALL HAVE TO BE THE SAME LEVEL AS EACH OTHER, AND THE SAME LEVEL AS THE RANK OF THE XYZ MONSTER. THERE MIGHT BE OTHER REQUIREMENTS LISTED ON THE XYZ MONSTER'S "RECIPE."

* DO NOT SEND XYZ MATERIALS TO THE GY WHEN YOU XYZ SUMMON. INSTEAD, YOU SUMMON THE XYZ MONSTER FROM YOUR EXTRA DECK, THEN "ATTACH" THEM TO THE XYZ MONSTER BY PLACING THEM UNDERNEATH IT. THEN YOU CAN "DETACH" THEM TO USE THE MONSTER'S SPECIAL ABILITIES.

* SOME XYZ MONSTERS CAN ALSO BE SUMMONED BY "RANKING UP" ANOTHER XYZ MONSTER. THE CARD WILL SAY HOW TO DO THIS. WHEN YOU DO, YOU ATTACH THE OLD XYZ MONSTER TO THE NEW ONE AS XYZ MATERIAL. YOU ALSO GET TO ATTACH ALL OF THE OLD XYZ MONSTER'S MATERIALS, TOO!



LEVEL 4

+



LEVEL 4

=



RANK 4 XYZ
SUMMON

LET'S PUT THIS INTO ACTION AND USE YOUR EXTRA DECK MONSTERS, NOW!



PLAYER S, GO AHEAD AND DRAW YOUR NEXT CARD - AND IT'S A TUNER! THAT MEANS WE CAN SYNCHRO SUMMON. GO AHEAD AND SUMMON OBSESSIVE UVUALOOP.



NOW LET'S TAKE A LOOK THROUGH YOUR EXTRA DECK MONSTERS...STYGIAN SERGEANTS LOOKS GOOD!



TUNER



SHEEP TOKEN



SYNCHRO SUMMON!

IT'S A LEVEL 5 MONSTER SO YOU'LL NEED 5 LEVELS WORTH OF MONSTERS ON THE FIELD. OBSESSIVE UVUALOOP IS 4 BY ITSELF, AND WE CAN USE A SHEEP TOKEN TO ADD +1 TO MAKE 5. STYGIAN SERGEANTS ALSO SAYS IT REQUIRES THE TUNER TO BE A FIEND, WHICH OBSESSIVE UVUALOOP IS.

SO SEND YOUR OBSESSIVE UVUALOOP TO THE GY AS MATERIAL. THE SHEEP TOKEN WE USE AS MATERIAL JUST DISAPPEARS, SINCE TOKENS NEVER GO TO THE GY. THEN SYNCHRO SUMMON STYGIAN SERGEANTS IN ATTACK MODE!



SYNCHRO MONSTERS CAN BE VERY POWERFUL, SO LET'S USE YOUR NEW MONSTER TO ATTACK!

SWORDS OF REVEALING LIGHT STOPS PLAYER X FROM ATTACKING YOU, BUT IT NEVER STOPS YOU FROM ATTACKING.

BEFORE YOU ATTACK, WHILE IT'S STILL MAIN PHASE 1, GO AHEAD AND CHANGE YOUR SECURITY TOKEN TO ATTACK POSITION, SINCE IT HAS 2000 ATK AND WILL BE VERY USEFUL. THEN ENTER YOUR BATTLE PHASE!

HAVE STYGIAN SERGEANTS ATTACK CYBER DRAGON. IT DESTROYS CYBER DRAGON, AND DOES 100 DAMAGE TO PLAYER X'S LIFE POINTS. ALSO, WHEN STYGIAN SERGEANTS DESTROYS A MONSTER, ITS ATTACK POINTS RISE TO 3000 AND IT GETS TO ATTACK A SECOND TIME, SO GO AHEAD AND USE IT TO DESTROY SWORDSTALKER. THAT WILL ALSO DO ANOTHER 1000 DAMAGE TO PLAYER X'S LIFE POINTS.



AND TO END YOUR BATTLE PHASE, HAVE YOUR SECURITY TOKEN ATTACK DIRECTLY, DOING ANOTHER 2000 DAMAGE TO PLAYER X'S LIFE POINTS. PLAYER X IS BACK DOWN TO 8000!

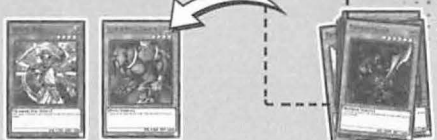
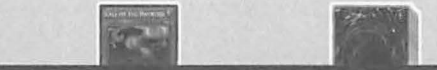


PLAYER X, YOU COULD USE CALL OF THE HAUNTED HERE TO SUMMON A MONSTER FROM YOUR GY DURING THE BATTLE, TO PROTECT YOURSELF. BUT WITH YOUR LIFE POINTS SO HIGH, THERE'S REALLY NO NEED, AND CALL OF THE HAUNTED MIGHT BE USEFUL IN OTHER WAYS...



BACK TO PLAYER X, I'M GOING TO SHOW YOU HOW TO XYZ SUMMON. DRAW A CARD (YOU DREW CRANE CRANE), THEN SUMMON WHITE NINJA FACE-UP, SINCE MONSTERS YOU USE AS MATERIAL HAVE TO BE FACE-UP SO YOU CAN CHECK THEIR LEVEL.

NOW ACTIVATE YOUR FACE-DOWN CALL OF THE HAUNTED TO SPECIAL SUMMON LA JINN FROM YOUR GY. NOW YOU HAVE 2 LEVEL 4 MONSTERS.



WE'RE GOING TO USE WHITE NINJA AND LA JINN AS MATERIAL TO SUMMON DAIGUSTO EMERAL (A RANK 4 MONSTER - THE RANK AND THE LEVELS ALL HAVE TO MATCH!).



TAKE DAIGUSTO EMERAL FROM YOUR EXTRA DECK AND SUMMON IT, THEN PLACE WHITE NINJA AND LA JINN UNDERNEATH IT.

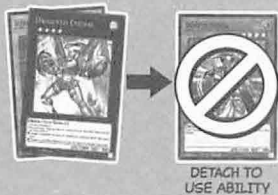


THEY ARE NOW "ATTACHED" XYZ MATERIALS.

"ATTACHED" XYZ MATERIALS



WITH DAIGUSTO EMERAL IN PLAY, IT HAS 2 ABILITIES, AND WE CAN USE 1 OF THEM EACH TURN. LET'S USE THE SECOND ABILITY. DETACH WHITE NINJA FROM DAIGUSTO EMERAL BY SENDING IT TO THE GY.



YOU CAN SUMMON A NON-EFFECT MONSTER FROM YOUR GY, THAT MEANS A MONSTER WITH NO SPECIAL ABILITIES. RABIDRAGON IS YOUR STRONGEST NON-EFFECT MONSTER, SO GO AHEAD AND SUMMON IT FROM YOUR GY.



THIS IS THE LAST TURN THAT SWORDS OF REVEALING LIGHT IS PREVENTING YOU FROM ATTACKING, BUT YOU HAVE TO DO SOMETHING ABOUT STYGIAN SERGEANTS NOW, OTHERWISE IT CAN DESTROY YOUR DAIGUSTO EMERAL, GO UP TO 3000 ATK

AS A RESULT, AND THEN DESTROY RABIDRAGON. IT'S TIME TO USE ELDLICH, THE GOLDEN LORD! SEND ELDLICH FROM YOUR HAND TO YOUR

GRAVEYARD, ALONG WITH THE SKILL SUCCESSOR CARD YOU'RE HOLDING. THEN YOU CAN TARGET STYGIAN SERGEANTS, AND SEND IT TO THE GRAVEYARD, TOO. PROBLEM ELIMINATED.



AT THE END OF YOUR TURN, PLAYER S' SWORDS OF REVEALING LIGHT FINALLY EXPIRES, AND IS PLACED IN THE GY. BUT BEFORE YOUR TURN ENDS, IT'S TIME FOR PLAYER S TO DO SOMETHING.



PLAYER S, YOU'VE STILL GOT THAT D.D. CROW IN YOUR HAND. AND SINCE IT'S A QUICK EFFECT, YOU CAN USE IT DURING PLAYER X'S TURN!

SKILL SUCCESSOR HAS A SECOND ABILITY THAT IT COULD USE FROM THE GRAVEYARD, ANYTIME. YOU SHOULD TAKE IT OUT. DISCARD YOUR D.D. CROW, AND BANISH PLAYER X'S SKILL

SUCCESSOR FROM THE GRAVEYARD. JUST TAKE IT AND SET IT ASIDE, AWAY FROM THE REST OF THE DUEL.



SO WHAT HAPPENED TO CALL OF THE HAUNTED, ANYWAY? IT'S IMPORTANT TO READ YOUR CARDS CAREFULLY, THIS IS A GOOD EXAMPLE WHY. CALL OF THE HAUNTED SAYS "WHEN THAT MONSTER IS DESTROYED, DESTROY THIS CARD". BUT LA JINN WASN'T DESTROYED, IT WAS JUST USED AS XYZ MATERIAL. SO CALL OF THE HAUNTED REMAINS ON THE FIELD. IT'S USED ITS ABILITY, SO IT'S POWERLESS. BUT IT'S STILL THERE.





PLAYER S, YOU JUST DREW VISAS STARFROST. THIS IS THE MOST POWERFUL MONSTER IN YOUR DECK!

EVEN THOUGH HE'S LEVEL 6, VISAS STARFROST HAS AN ABILITY TO SPECIAL SUMMON HIMSELF, SIMILAR TO THE CYBER DRAGON ABILITY WE SAW EARLIER. HE JUST NEEDS TO DESTROY A MONSTER YOU CONTROL WITH A DIFFERENT TYPE (CHECK THE TEXT BOX) AND ATTRIBUTE (IN THE UPPER RIGHT OF THE CARD). VISAS STARFROST IS A WARRIOR AND LIGHT. YOUR SHEEP TOKENS ARE BEAST AND EARTH (AS LISTED ON YOUR SCAPEGOAT SPELL CARD). SO DESTROY A SHEEP TOKEN AND SUMMON VISAS STARFROST FROM YOUR HAND.



HAVE STARFROST ATTACK AND DESTROY PLAYER X'S DAIGUSTO EMERAL. IT'S SENT TO THE GY, AND SO IS LA JINN THAT WAS ATTACHED TO IT AS MATERIAL.

ALSO, STARFROST GAINS ATK PERMANENTLY WHEN HE DESTROYS A MONSTER BY BATTLE - HALF OF THE ATK OF THE MONSTER HE DESTROYED! STARFROST'S ATK SHOOTS TO 3000, AND UNLIKE STYGIAN SERGEANTS, THIS ATK IS PERMANENT!



2100 ATK > 1800 ATK
300 LP LOST
STARFROST'S
ATK ↑ 3000



ATK/2100 DEF/1500



ATK/1800 DEF/ 800

YOU NOW HAVE THE STRONGEST MONSTER IN PLAY. BETTER CHANGE YOUR SECURITY TOKEN TO DEFENSE MODE, THOUGH. THEN END YOUR TURN.



PLAYER X DRAWS XYZ REBORN. GO AHEAD AND SET THAT FACE-DOWN. REMEMBER WE CAN'T ACTIVATE A TRAP THE SAME TURN WE SET IT, THOUGH.

YOU NEED TO TAKE OUT VISAS STARFROST. YOU CAN DO IT BY USING ELDLICH'S GRAVEYARD EFFECT! FOR THAT, YOU NEED TO SEND A SPELL OR TRAP YOU CONTROL TO THE GY. YOU COULD SEND XYZ REBORN, BUT INSTEAD, LET'S SEND CALL OF THE HAUNTED! IT'S NOT DOING ANYTHING ANYMORE, ANYWAY, BUT IT'S STILL A TRAP CARD YOU CONTROL.



SEND CALL TO THE GY, THEN ADD ELDLICH BACK TO YOUR HAND. NEXT, ELDLICH'S SPECIAL ABILITY LETS IT SPECIAL SUMMON A ZOMBIE MONSTER FROM YOUR HAND. Hmm...ELDLICH IS A ZOMBIE! SO HE CAN SUMMON HIMSELF.

AND WHEN HE DOES, HIS ABILITY GIVES HIM +1000 ATK AND DEF AND HE CAN'T BE DESTROYED, UNTIL THE END OF PLAYER S' NEXT TURN! NOW THAT HE HAS 3500 ATK, HAVE ELDLICH ATTACK AND DESTROY VISAS STARFROST. PLAYER S LOSES 500 LP FROM THAT BATTLE. THEN HAVE RABIDRAGON DESTROY THE SECURITY TOKEN, BUT SINCE IT WAS IN DEFENSE MODE, NO LIFE POINTS ARE LOST.

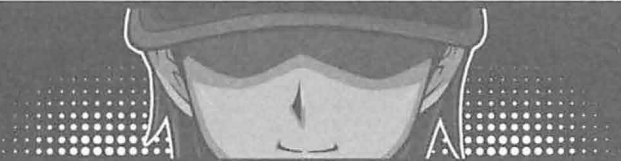


3500 ATK > 3000 ATK
500 LP LOST



2950 ATK > 2000 DEF
NO LP LOST

NOW IT'S PLAYER S' TURN, AND REMEMBER THAT ELDLICH STILL HAS 3500 ATK UNTIL THE END OF THIS TURN. YOU'VE DRAWN ANOTHER TUNER, MANNADIUM FEARLESS. IT EVEN HAS AN ABILITY TO SPECIAL SUMMON ITSELF FROM YOUR HAND, BUT YOU NEED VISAS STARFROST BACK IN ORDER TO DO IT.



YOU HAVE THE CARDS IN YOUR HAND AND GRAVEYARD TO MAKE A BIG PLAY THIS TURN, SO LET'S DO IT!

FIRST, SUMMON OJAMA GREEN IN FACE-UP ATTACK MODE. NEXT, PLAY THE WARRIOR RETURNING ALIVE TO RETURN A WARRIOR MONSTER FROM YOUR GY TO YOUR HAND. USE IT TO RETURN VISAS STARFROST. THEN DESTROY YOUR LAST SHEEP TOKEN TO SUMMON VISAS STARFROST, JUST LIKE WE DID BEFORE.



THEN USE THE EFFECT OF MANNADIUM FEARLESS TO SUMMON ITSELF, SINCE YOU CONTROL VISAS STARFROST AGAIN.



YOU NOW HAVE A TUNER (2 TUNERS, ACTUALLY) AND 10 LEVELS OF MONSTERS. AND 10 LEVELS IS EXACTLY ENOUGH TO SUMMON MANNADIUM PRIME-HEART FROM YOUR EXTRA DECK!



MOST SYNCHRO MONSTERS REQUIRE PARTLY TUNERS, AND PARTLY NON-TUNERS (ALL YOUR OTHER SYNCHRO MONSTERS NEED THIS).

BUT MANNADIUM PRIME-HEART IS UNUSUAL BECAUSE THE SECOND HALF OF HIS RECIPE DOES NOT SPECIFY NON-TUNERS. IT JUST NEEDS A LIGHT MONSTER. YOU COULD EVEN SUMMON HIM ENTIRELY WITH TUNERS, IF YOU WANT, AS LONG AS ONE OF THEM IS LIGHT. IT'S A VERY SPECIAL MONSTER!



MANNADIUM PRIME-HEART'S ABILITY COUNTS THE NUMBER OF TUNERS USED FOR ITS SUMMON (WHICH WAS 2: VISAS STARFROST AND MANNADIUM FEARLESS) SO IT GETS 2 ATTACKS PER TURN. GO AHEAD AND ATTACK AND DESTROY RABIDRAGON. PLAYER X LOSES 50 MORE LP. ELDLICH IS TOO STRONG TO DESTROY (FOR NOW) SO GO AHEAD AND END YOUR TURN.



3000 ATK > 2950 ATK
50 LP LOST

PLAYER X, YOU'VE DRAWN DARK MAGICIAN GIRL, BUT AS A LEVEL 6 MONSTER YOU'D HAVE TO TRIBUTE ELDLICH TO SUMMON HER, WHICH WOULDN'T BE A GOOD MOVE. YOUR CRANE CRANE, ON THE OTHER HAND, HAS POTENTIAL.



GO AHEAD AND SUMMON CRANE CRANE, AND THEN USE ITS ABILITY TO SUMMON ANOTHER LEVEL 3 MONSTER FROM YOUR GY, LIKE GIANT SOLDIER OF STONE. CRANE CRANE IS A GREAT CARD TO SET UP AN EASY RANK 3 XYZ SUMMON, SINCE IT GETS YOU 2 MONSTERS THAT ARE BOTH LEVEL 3. USE BOTH LEVEL 3 MONSTERS AND XYZ SUMMON NUMBER 20: GIGA-BRILLIANT FROM YOUR EXTRA DECK, THEN ATTACH BOTH TO IT AS MATERIALS.



NEXT, USE XYZ REBORN TO SUMMON DAIGUSTO EMERAL FROM YOUR GY, AND ATTACH XYZ REBORN TO IT AS MATERIAL. (THAT'S RIGHT, SPELLS AND TRAPS CAN BE MATERIALS TOO, BUT ONLY IF A CARD MAKES IT SO.) DAIGUSTO EMERAL HAS MATERIAL NOW, SO DETACH XYZ REBORN FROM IT TO ACTIVATE ITS ABILITY AND SPECIAL SUMMON RABIDRAGON BACK FROM THE GY AGAIN, IN DEFENSE POSITION.



NOW ENTER YOUR BATTLE PHASE AND HAVE DAIGUSTO EMERAL ATTACK MANNADIUM PRIME-HEART. (THAT'S RIGHT, YOU'RE GOING TO LOSE THIS BATTLE, BUT IT WILL ALLOW US TO SUMMON YOUR STRONGEST MONSTER!) DAIGUSTO EMERAL IS DESTROYED AND YOU LOSE 1200 LP. THEN EXIT THE BATTLE PHASE AND ENTER MAIN PHASE 2.



1800 ATK < 3000 ATK
1200 LP LOST

LOOK IN YOUR EXTRA DECK AND FIND DIVINE ARSENAL AA-ZEUS - SKY THUNDER. REMEMBER HOW WE TALKED ABOUT RANKING-UP AN XYZ MONSTER INTO ANOTHER ONE? WE CAN DO THAT WITH ZEUS, BUT ONLY IF AN XYZ MONSTER BATTLED THIS TURN. DAIGUSTO EMERAL BATTLED THIS TURN, SO YOU CAN RANK-UP INTO ZEUS. USE NUMBER 20: GIGA-BRILLIANT AS MATERIAL, AND REMEMBER YOU ALSO TRANSFER ALL OF GIGA-BRILLIANT'S MATERIALS TO ZEUS, TOO. SO SUMMON ZEUS, AND HE HAS 3 MATERIALS ATTACHED: GIGA-BRILLIANT, CRANE CRANE, AND GIANT SOLDIER OF STONE.



CHANGE YOUR ELDLICH TO DEFENSE POSITION. ZEUS IS A MATCH FOR MANNADIUM PRIME-HEART, BUT ELDLICH IS NOT.

IT'S A BATTLE OF GIANTS, NOW! EACH PLAYER HAS A 3000 ATK MEGA-MONSTER IN PLAY.



MANNADIUM PRIME-HEART CAN ATTACK TWICE PER TURN, AND CAN'T BE TARGETED BY THE OPPONENT'S EFFECTS. AND IF IT LEAVES THE FIELD, VISAS STARFROST COMES BACK IN ITS PLACE.



ZEUS HAS A QUICK EFFECT THAT CAN DETACH 2 MATERIALS TO SEND ALL OTHER CARDS ON THE FIELD TO THE GY, BUT IT

SENDS BOTH PLAYERS' MONSTERS, SO IT WOULD ALSO WIPE OUT ELDLICH AND RABIDRAGON.



ONCE PER TURN, WHEN ANOTHER CARD OF PLAYER X IS DESTROYED, PLAYER X CAN ATTACH A MATERIAL TO ZEUS FROM THE HAND, DECK, OR EXTRA DECK.

PLAYER S, YOU'VE DRAWN BARRIER RESONATOR. THIS CAN BE HELPFUL LATER IF VISAS STARFROST COMES BACK. PLAYER X CAN WIPE OUT MANNADIUM PRIME-HEART AT ANY TIME. PRIME-HEART CAN'T BE TARGETED, BUT ZEUS' EFFECT THAT WIPES OUT EVERYTHING ISN'T A TARGETED EFFECT. THE BEST PLAY HERE IS TO FORCE PLAYER X TO WIPE OUT ELDLICH AND RABIDRAGON. GO AHEAD AND ATTACK ZEUS! ZEUS WILL BE

DESTROYED BY THIS BATTLE, SO PLAYER X, YOU HAVE TO USE ITS EFFECT TO SAVE IT! SINCE IT'S A QUICK EFFECT, YOU CAN USE IT DURING PLAYER S' TURN. DETACH GIGA-BRILLIANT AND CRANE CRANE TO ACTIVATE ZEUS' ABILITY. ELDLICH, RABIDRAGON, AND MANNADIUM PRIME-HEART ARE ALL SENT TO THE GRAVEYARDS. THE ONLY CARD IN PLAY IS ZEUS, WITH GIANT SOLDIER OF STONE ATTACHED.



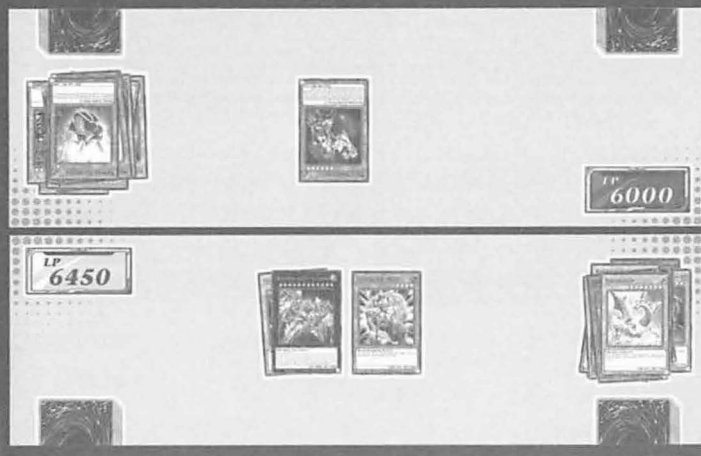
BUT WAIT! MANNADIUM PRIME-HEART JUST LEFT THE FIELD BECAUSE OF AN OPPONENT'S CARD (ZEUS), SO VISAS STARFROST IS SUMMONED BACK FROM THE GY! THE DUEL GOES ON!

PLAYER X DRAWS CHIRON THE MAGE. GO AHEAD AND SUMMON HIM. IT CAN MAKE A DIRECT ATTACK AFTER ZEUS ATTACKS VISAS STARFROST. DECLARE THAT ATTACK!



USE EFFECT TO SAVE VISAS STARFROST

PLAYER S, USE YOUR BARRIER RESONATOR! SEND IT FROM YOUR HAND TO YOUR GY, AND DECLARE VISAS STARFROST AS THE TARGET OF THE EFFECT. VISAS STARFROST SURVIVES THE BATTLE, AND YOU DON'T LOSE ANY LIFE POINTS. PLAYER X STILL HAS CHIRON THE MAGE, BUT HE'S WEAKER THAN VISAS STARFROST, SO DON'T ATTACK. YOU CAN'T CHANGE HIS BATTLE POSITION EITHER, REMEMBER, BECAUSE HE WAS SUMMONED THIS TURN. GO AHEAD AND END YOUR TURN.





PLAY MOVES TO PLAYER S, WHO DRAWS FISSURE. THIS SPELL CARD DESTROYS THE MONSTER ON THE FIELD WITH THE LOWEST ATK, WHICH IS CURRENTLY CHIRON. WHAT YOU NEED TO DO IS GET RID OF CHIRON SO THAT ZEUS IS THE LOWEST ATK MONSTER. THEN FISSURE CAN DESTROY IT.

FIRST, TAKE A LOOK AT YOUR OBSESSIVE UVUALOOP, WHICH IS STILL IN THE GY. YOU CAN RETURN IT TO YOUR HAND BY BANISHING STYGIAN SERGEANTS FROM YOUR GY, SO DO THAT NOW. (REMEMBER, SOME OF YOUR CARDS HAVE EXTRA ABILITIES THEY CAN USE EVEN AFTER THEY'RE IN YOUR GRAVEYARD!)



NEXT, ENTER YOUR BATTLE PHASE AND ATTACK CHIRON WITH VISAS STARFROST. CHIRON IS DESTROYED,

PLAYER X LOSES ANOTHER 300 LP, AND STARFROST GAINS 900 ATK, BRINGING HIM TO 3000! BUT SINCE ONE OF PLAYER X'S CARDS WAS JUST DESTROYED, PLAYER X CAN ATTACH A MATERIAL TO ZEUS FROM THE HAND, DECK, OR EXTRA DECK. PLAYER X CAN LOOK THROUGH THE DECK AND PICK ANY CARD TO ATTACH TO ZEUS!



2100 ATK > 1800 ATK
300 LP LOST

OH NO! THAT MEANS I WON'T KNOW THE ORDER OF CARDS ANYMORE, BECAUSE AFTER YOU TAKE SOMETHING FROM YOUR DECK, YOU ALWAYS HAVE TO SHUFFLE IT AFTERWARDS. THAT'S THE RULES! SO THIS WILL BE THE LAST TURN OF THIS TEACHING DUEL!



GRAB NEEDLE CEILING FROM YOUR DECK AND ATTACH IT TO ZEUS. THEN SHUFFLE YOUR DECK. IT'S A MYSTERY FROM NOW ON!



IT'S STILL PLAYER S' TURN, SO ENTER MAIN PHASE 2 AND PLAY FISSURE TO DESTROY ZEUS! BUT SINCE ZEUS HAS 2 MATERIALS, YOU STILL HAVE TIME TO ACTIVATE ITS QUICK EFFECT, TOO! THIS IS CALLED A CHAIN, AND IS A MORE ADVANCED RULE.



ZEUS WIPES THE FIELD (AGAIN) AND SENDS STARFROST TO THE GY, BUT IS THEN DESTROYED BY FISSURE. THE FIELD IS EMPTY! BUT YOU EACH HAVE 1 LAST CARD IN YOUR HANDS.



THAT'S IT FOR THIS TEACHING DUEL! I HOPE YOU BOTH HAD AS MUCH FUN AS I DID!



WHAT NEXT?



* **BUILD YOUR OWN DECK. THE BEST THING ABOUT PLAYING IS THAT YOU GET TO BUILD YOUR OWN DECK, WITH ANY CARDS YOU WANT! YOU HAVE TO HAVE AT LEAST 40 CARDS IN YOUR DECK, AND NO MORE THAN 60. YOUR EXTRA DECK CAN HAVE UP TO 15 CARDS.**

* **YOU CAN USE THE CARDS FROM THIS BOX, BUT ALSO TRADE FOR CARDS WITH OTHER DUELISTS, AND GET OTHER CARDS FROM OTHER DECKS AND BOOSTER PACKS YOU CAN FIND IN STORES. THERE'S A WHOLE UNIVERSE OF MONSTERS, SPELLS, AND TRAPS WAITING TO BE DISCOVERED!**

EACH TURN HAPPENS IN 6 PHASES:

1. DRAW PHASE (DRAW A CARD)
2. STANDBY PHASE (SOME CARDS WILL REFER TO THIS, BUT USUALLY IT'S NOT USED)
3. MAIN PHASE 1 (THIS IS WHERE YOU PLAY CARDS)
4. BATTLE PHASE (WHERE YOU ATTACK)
5. MAIN PHASE 2 (ANOTHER CHANCE TO PLAY CARDS)
6. END PHASE

READY TO LEARN MORE? SCAN THE QR CODE OR VISIT WWW.YUGIOH-CARD.COM/EN/FORBEGINNERS AND WATCH THESE TEACHING VIDEOS TO LEVEL UP YOUR GAME.



HERE'S A HANDY CHART SHOWING EVERY POSSIBLE BATTLE OUTCOME!

KEEP THIS HANDY DURING YOUR DUELS.

ATTACK POSITION VS ATTACK POSITION

ATTACKER'S ATK > DEFENDER'S ATK

- DEFENDER IS DESTROYED.
- DEFENDING PLAYER LOSES LP EQUAL TO THE ATK DIFFERENCE.



1800 - 1500 = 300
300 LP LOST

ATTACKER'S ATK = DEFENDER'S ATK

- BOTH MONSTERS ARE DESTROYED.
- NO LP CHANGE.



NO LP LOST

ATTACKER'S ATK < DEFENDER'S ATK

- ATTACKER IS DESTROYED.
- ATTACKING PLAYER LOSES LP EQUAL TO THE ATK DIFFERENCE.



2500 - 1800 = 700
700 LP LOST

ATTACK POSITION VS DEFENSE POSITION

ATTACKER'S ATK > DEFENDER'S DEF

- DEFENDER IS DESTROYED.
- NO LP CHANGE.



1800 - 1600 DEF
NO LP LOST

ATTACKER'S ATK = DEFENDER'S DEF

- NEITHER MONSTER IS DESTROYED.
- NO LP CHANGE.



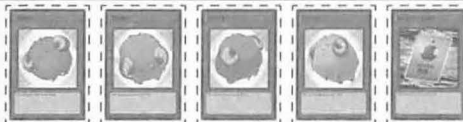
NO LP LOST

ATTACKER'S ATK < DEFENDER'S DEF

- NEITHER MONSTER IS DESTROYED.
- ATTACKING PLAYER LOSES LP EQUAL TO THE DIFFERENCE.



2000 - 1800 = 200
200 LP LOST



YOU CAN CUTOUT THESE TOKENS TO USE.