

Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel Strategy Guide

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Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel Duelist Tips
& Strategy Guide
(Version 1: 2/15/2005)

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~I. Introduction~

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"Dueling is a comparison of each opponent's capacity for tactics."

Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel (hereafter referred to as YGOWWE) is basically the Battle City arc of the anime with you included as a participating duelist. At the beginning of the game, you are given a starter deck and then go out to duel the different participants. The other duelists at the Battle City tournament include:

- (Yami) Yuugi Mouto
- Joey Wheeler
- Téa Gardener
- Weevil Underwood
- Rex Raptor
- Mako Tsunami
- Trusdale (Solomon Mouto)
- Espa Roba
- Mai Valentine
- (Yami) Ryou Bakura
- Seto Kaiba
- Ishizu Ishtar

There are also duelists which you can unlock, including:

- Mokuba Kaiba (Lose five times in a row)
- Maxamillion Pegasus (Receive the card "Toon World" in a random booster)
- Bandit Keith (Beat all the non-locked characters 10 times or more)
- The members of GHOU that appeared in the anime (Receive warning of card thieves in the area from the Battle City committee. They'll appear when you try to talk to a passenger.)

The duelists here stick pretty much to the same tactics that they used in the anime, but for those of you unfamiliar, I've comprised this guide to help you be the best duelist you can be. ^^

One thing to note about all the duelists in the game is that they have all the staples (staples meaning cards everyone automatically puts in their deck due to a) power and b) strategic purposes), though some duelists have more than others. The staples include, but are not limited to:

Raigeki
Monster Reborn
Magic Jammer
Mirror Force
Dark Hole
Change of Heart
Pot of Greed

There are also some cards that only go to particular duelists, which I'll go over in their breakdown.

Now, that being said, let's start breaking things down with everyone's favorite amnesia-stricken pharaoh, Yami.

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~II. Standard Duelists~
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(Note: All level rankings are on a 1-8 star ranking, 8 being the most difficult)

Duelist: (Yami) Yugi Mouto
Difficulty level: ****
Monster Cards to look out for: Magician of Faith, Cyber Jar, Morphing Jar #2, Valkyrion the Magna Warrior, Dark Magician, Dark Magician Girl, Summoned Skull, B. Skull Dragon
Spell/Trap Cards to look out for: Raigeki, Dark Hole, Mirror Force, Magic Jammer, Monster Reborn, Harpie's Feather Duster, Magic Cylinder, Polymerization
Cards that may help: Raigeki, Anti-Raigeki, Seven Tools of the Bandit, De-Spell, Monster Reborn, Nobleman of Extermination, Nobleman of Crossout, Trap Hole, Fissure, Kunai with Chain, Dark Hole, White Hole, Mystical Space Typhoon

Yami's deck revolves around getting his most powerful monsters on the field and keeping them there via powerful Traps and Spell cards. The main monsters he tries to get out are Valkyrion the Magna Warrior (3500 ATT), but only so he can break it down into it's components, Alpha the Magnet Warrior (1400 ATT), Beta the Magnet Warrior (1600 ATT) and Gamma the Magnet Warrior (1500 ATT), for a quick kill, and the Magician of Black Chaos (2800 ATT), a Ritual monster that anyone who saw the Match of the Millennium mini-arc in the anime is familiar with. There are other powerful monsters at his disposal, such as Gemini Elf (1900 ATT), Vorse Raider (1900 ATT), Summoned Skull (2500 ATT), B. Skull Dragon (3200 ATT) and, of course, the Dark Magician (2500 ATT).

I would suggest packing in some 4-Star heavy hitters like the ones Yami boasts in order to get him down. Some choice Effect Monsters like Armed Ninja, Crimson Ninja, Witch of the Black Forest, Sangan, Giant Rat (if you have some Earth-attribute Defense monsters like I do), Mask of Darkness and a few others would help lay a hurt on his Traps and Spell cards, as well as getting you some much needed defense, Traps and Spells of your own onto the field.

But it does pay to be cautious. Yami tends to capitalize on any chance he gets to whittle down your Life Points and he does have Magic Cylinder drifting

around in his deck, so be careful if you do manage to get a high-level destroyer on the field. Also be wary of a Magic Jammer being sprung on you if you try to play Raigeki. A Seven Tools of the Bandit would come in very handy in that scenario.

Duelist: Téa Gardner

Difficulty Level: **

Monster Cards to look out for: Fire Princess, Lady Assailant of Flames, Dancing Fairy, Marie the Fallen One, The Forgiving Maiden, St. Joan

Spell/Trap Cards to look out for: Monster Reborn, Raigeki, Dark Hole, Waboku, Fusion Sage, Polymerization

Cards that may help: Raigeki, Anti-Raigeki, Dark Hole, Nobleman of Crossout, Magic Jammer, Torrential Tribute, Trap Hole, Acid Trap Hole, Fissure, White Hole, Mystical Space Typhoon

Téa's deck is all about keeping your Life Points low and hers high, which is why she has cards like Dancing Fairy (Dancing Fairy is an Effect Monster that gives it's controller 1000 LP at each of the controller's Standby Phases as long as it's face-up on the field) and Marie the Fallen One (Also an Effect Monster, but it gives 200 LP every Standby Phase as long as it's in the Graveyard). That may get a bit worrisome if Fire Princess is on the field, as it's effect allows it's controller to deal 500 Direct Damage points to the opponent every time the controller recovers his or her Life Points.

Lady Assailant of Flames helps you more than it hurts, since when it's sent from the field to the Graveyard, the top three cards of it's controller's deck are removed from play and the opponent suffers 800 LP of damage. For three cards removed from play from my opponent's deck, that's a hit worth taking, in my opinion.

My advice is to pack in the heavy hitters and let the fairy monster-smashing begin. Max out the a few of the cards I suggested (mainly Nobleman of Crossout, as it can destroy one face-down monster and remove it and all the copies in both player's deck from play if it's an Effect Monster, Fissure and Trap Hole) and she really shouldn't give you any problems.

Duelist: Joseph "Joey" Wheeler

Difficulty Level: ***

Monster Cards to look out for: Jinzo, Morphing Jar #2, Panther Warrior

Spell/Trap Cards to look out for: Magic Arm Shield, Raigeki, Dark Hole, Magic Jammer, Scapegoat

Cards that may help: Raigeki, Anti-Raigeki, Dark Hole, White Hole, Mystical Space Typhoon, Torrential Tribute, Call of the Grave

Joey's deck is power with a hint of strategy. He'll mainly try to get out his most powerful (and annoying) monster, Jinzo, pretty quickly, which has the potential to send you spiraling into defeat in a New York minute if your deck is mainly Trap cards.

is bricked for the reference to Joey's accent

Anywho, I would suggest trying to get any monsters he gets on the field into the Graveyard as quickly as possible, since Jinzo's ability to prevent all Trap cards from being activated could really hurt your chances against him. Again, heavy-hitters are in order.

If you're like me and like to have at least one cannon-fodder shield on the field (such as Giant Soldier of Stone or Metal Guardian), White Hole (which, when activated, protects your monsters from the effect of Dark Hole) and Anti-Raigeki (Which, when activated, destroys all your opponent's monsters

instead of yours when your opponent activates Raigeki) come in real handy, but you also have to be wary of Magic Arm Shield, which allows the user to grab one of the opponent's Defense position monsters and use it to block an attack, resulting in you taking down your own Life Points or taking out your own monster.

Duelist: Weevil Underwood

Difficulty Level: *****

Monster Cards to look out for: Needle Worm, Metal Scorpion, Parasite Paracide, Morphing Jar #2, Petite Moth, Insect Queen, Perfectly Ultimate Great Moth
Spell/Trap cards to look out for: Raigeki, Dark Hole, Torrential Tribute, Swords of Revealing Light, Magic Jammer, Eradicating Aerosol Canister, Cocoon of Evolution

Cards that may help: Raigeki, Anti-Raigeki, Dark Hole, White Hole, Seven Tools of the Bandit, Robbin' Goblin, Nobleman of Crossout, Mystical Space Typhoon, Mirror Force, Magic Cylinder, Harpie's Feather Duster, Fissure, Trap Hole

Weevil's deck is mainly Insect cards, and boy, are they a pain in the butt. Just like Solomon said in the anime, the Insect-type boasts the most Effect Monsters in the game and Weevil lets you know it.

Weevil hardly ever Summons a monster straight out; he always waits. Whenever you see him Set a monster (especially when you don't have any monsters on the field), be extremely cautious. It'll almost always be an Effect Monster.

The most annoying monster he has in his deck has to be Needle Worm. This little Effect critter will make you discard the first five cards from the top of your Deck to your Graveyard when it's Flip-Summoned, which could very well throw the card you need straight into the gutter. The other really annoying critter he has is Parasite Paracide, which anyone who saw the Joey vs. Weevil mini-arc of the anime is familiar with. However, the effect it has here in the real world is a bit different.

When PP is Flip-Summoned, it's placed face-up on top of the opponent's (you) Deck and then the Deck is shuffled. When you draw PP, you immediately take 1000 LP of Direct Damage, PP is summoned face-up in Defense Mode on your side of the field, and all the monsters you summon afterward are treated as Insect-types as long as it stays face-up on the field. Needless to say, if Weevil has Insect Queen on the field at the time, he's going to keep that thing around as long as possible.

Speaking of Insect Queen, that has the potential to be a real pain in the butt too. As most people who play YGOWWE know, every time Insect Queen destroys a monster, she creates Insect Monster Tokens to boost her power. However, Insect Queen also needs a sacrifice in order to attack, which is where a card such as Cockroach Knight comes in. (Cockroach Knight is an Effect Monster that is placed back on top of the Deck whenever it is sent to the Graveyard.) So, since Insect Queen's effect gives it a 200 ATT point gain for every Insect monster on the field (including herself), she has the potential to increase her Attack to 4200 (if Parasite Paracide is on your side of the field and all your monster slots are filled), nearly as much as a Blue Eyes Ultimate Dragon. And that's not including any Equip Spell cards.

So, for all these reasons, Weevil is one of the more challenging duelists in the game. BUT, he's not undefeatable.

Raigeki and the Dark Hole/White Hole combo can rain on his bug parade fairly quickly, provided he doesn't block with a Magic Jammer, but you can always counter that with Seven Tools of the Bandit. Trust me, in that situation,

paying the 1000 LP is worth it. You can also get rid of it before he plays it with Mystical Space Typhoon (Man, I love staples.). Nobleman of Crossout can take care of any Needle Worm and Parasite Paracide troubles permanently, so try to max those out. Robbin' Goblin also provides assistance when you get at Weevil's Life Points, since it let's you make your opponent discard a card from his/her hand to the Graveyard when you deal damage to his or her Life Points.

You may be wondering why I didn't suggest adding a Graverobber to your Deck for this duel. That's because it's effect bears a lot of difference from the one Joey uses in the anime.

Graverobber's effect here in the real (and video game) world does allow you to take a Spell card from your opponent's Graveyard, but at the cost of 2000 LP upon activation and it can't be activated on your opponent's turn. So, for that reason, it's not worth it unless you're desperate.

Duelist: Mako Tsunami

Difficulty Level: ***

Monster Cards to watch out for: Legendary Fisherman, Kai-Ryushin

Spell/Trap Cards to watch out for: Umi, Tornado Wall, Torrential Tribute, Raigeki, Dark Hole, Magic Jammer

Cards that may help: Raigeki, Anti-Raigeki, Dark Hole, White Hole, Mystical Space Typhoon, Giant Trunade, Magic Jammer, Torrential Tribute, Fissure, Trap Hole, Armed Ninja, Crimson Ninja

Yup, Mako took a break from looking for his father and joined the Battle City fray with all his ocean friends. Unfortunately, they ain't the cute Disney ones.

Mako's deck has some small fries, but the big guns are huge and easy to get on the field. His main openers are 7 Colored Fish and Giant Red Seasnake, both with 1800 ATT. Pretty powerful for something served with coleslaw and hush puppies at Long John Silvers. But the real trouble spawns from Mako's trademark Umi/Legendary Fisherman combo. When Umi is on the field, it gives all Fish and Aqua monsters a power boost, which is bad in itself. However, it gets worse when Legendary Fisherman is on the field, since, when Umi is on the field at the same time, LF isn't affected by any Monster, Spell, or Trap attacks. So, basically, he's Superman and Aquaman combined. Don't forget about Tornado Wall, either, which, as long as Umi is on the field, reduces all monster attacks made by the opponent to 0. Mako does have holes in his seemingly rock-solid defense, though, and you have plenty of cards that can lay a hurt on him.

You could follow in Joey's footsteps and use Giant Trunade to send all the Spell and Trap cards from the field to their respective player's hands and get rid of it that way (which is the most effective and less card consuming way) or you could go the long way and MST (Mystical Space Typhoon) them off the field. Once Legendary Fisherman and Tornado Wall are out of the way, you should have no problems sending Mako packing.

Duelist: Rex Raptor

Difficulty Level: ***

Monster Cards to watch out for: Blue Eyes White Dragon, Red Eyes Black Dragon, Serpent Knight Dragon

Spell/Trap Cards to watch out for: Magic Jammer, Raigeki, Dark Hole, Swords of Revealing Light

Cards that might help: Raigeki, Anti-Raigeki, Fissure, Trap Hole, Dark Hole, White Hole, Magic Jammer, Seven Tools of the Bandit

Remember how Joey was when he first started dueling? All about power and had hardly any Spell or Traps in his Deck? That's Rex here.

Rex focuses on power in his Deck, his usual opener being either his trademark Two-Headed King Rex, Crawling Dragon #2 (both with 1600 ATT) or Vorse Raider (1900 ATT). If you let him get enough monsters on the field, he'll bring out either his Red Eyes (2400 ATT) or his Blue Eyes (3000 ATT). Maybe both. So, just try to get all his monsters off the field as soon as possible.

Max out the basic Traps (Trap Hole, Acid Trap Hole) and Fissure, and just make sure to guard yourself any Raigeki attacks (making sure to set one up yourself) and Rex shouldn't pose any problems.

Duelist: (Yami) Ryo Bakura

Difficulty Level: *****

Monster Cards to look out for: Earl of Demise, Dark Necrofear, Morphing Jar #2

Spell/Trap Cards to look out for: Gravekeeper's Servant, Destiny Board,

Spirit Messages "I", "N", "A", and "L", Mirror Force, Magic Jammer,

Necrovalley, Mystical Space Typhoon

Cards that may help: Raigeki, Anti-Raigeki, Mystical Space Typhoon,

Magic Jammer, Seven Tools of the Bandit, Giant Trunade, The Eye of Truth,

Harpie's Feather Duster

Yami Bakura provides a decent challenge to see how well you can deal with dueling under pressure and on the verge of tossing your GBA out the window after having card after card thrown in the Graveyard.

His favorite Spell card, Gravekeeper's Servant, makes the opponent discard one card off the top of his or her deck every time you launch an attack on the user's monsters or make a Direct Attack. This disturbs anyone's strategy right out, as it can toss a vital card straight into the Graveyard. Once he gets this card on the field, he'll mainly Set all his monsters so he can just sit back and watch you deck. (Decking is a card game term. When a player runs out of cards to draw from his or her deck, it's called decking. If that happens to you, you're usually declared the loser.)

There's also the case of him having the Destiny Board combo in his deck.

The Destiny Board combo is basically the Trap version of Exodia. The player activates the Trap card "Destiny Board" which allows the user to put down one Spirit Message Trap card at the end of each of their turns. If all the cards are placed down on the field in their proper order, the user is declared the winner automatically. However, if at any time any of the Spirit Message cards or Destiny Board are destroyed, all the cards are destroyed.

Keeping that in mind, Spells and Counter Traps are a must when fighting Yami Bakura. Max out everything you can while keeping a decent amount of monsters in your deck and play to win. He's most definitely not a duelist to be taken lightly.

Duelist: Espa Roba

Difficulty Level: **

Monster Cards to look out for: Jinzo, Morphing Jar #2

Spell/Trap Cards to look out for: Magic Jammer, Mirror Force, Raigeki,

Dark Hole, Light of Intervention, Shadow of Eyes

Cards that may help: Raigeki, Anti-Raigeki, Mirror Force,

Mystical Space Typhoon, Magic Cylinder, Trap Hole, Fissure,

Harpie's Feather Duster

Espa is one of the weaker duelists at the tournament, but he can be annoying

at times with his Trap cards.

Shadow of Eyes automatically flips any monsters that you may put in face-down Defense Mode into face-up Attack Mode, but any effects that the monster may have aren't activated, so if it happens to be a Magician of Faith or a Mask of Darkness, it's pretty much wasted and you can expect to lose some Life Points shortly, unless you have a Trap card waiting in the wings.

Light of Intervention also throws a wrench in the workings of Flip-Effect Monsters, since when it's activated, no Monster cards can be played face-down.

It's in your best interest to get all the Spell and Trap cards that Espa plays off the field as soon as possible. The same with his monsters. Other than that, he's pretty much a pushover.

Duelist: Mai Valentine

Difficulty Level: ****

Monster Cards to watch out for: Harpie Lady, Cyber Harpie, Harpie's Brother, Harpie Lady Sisters, Harpie's Pet Dragon

Spell/Trap Cards to watch out for: Rising Air Current, Mountain, Elegant Egotist, Cyber Shield, Electro-Whip, Shadow of Eyes, Aqua Chorus, Harpie's Feather Duster, Raigeki, Torrential Tribute, Dark Hole, Swords of Revealing Light, Mirror Force, Mirror Wall

Cards that may help: Raigeki, Anti-Raigeki, World Suppression, Dark Hole, White Hole, Mirror Force, Harpie's Feather Duster, Just Desserts, Monster Reborn, Magic Cylinder

Mai is all about the Harpies, which provides for some extremely strategic dueling on her part.

She'll mainly start out with her Cyber Harpie (1800 ATT), which is a major upgrade from her regular Harpie Lady (1200 ATT). It's effect allows it to be treated as a regular Harpie Lady, however, which can give you some trouble later. Harpie's Brother also gives her another powerful 4-Star monster, as he also boasts an 1800 for Attack Power.

She'll try to get her Harpie Lady Sisters on the field via Elegant Egotist as soon as possible and keep building up her Harpie army to bring out the big gun, Harpie's Pet Dragon (2000 ATT). This big beauty gets a 300 ATT point bonus for each Harpie Lady on the field. Once you factor in that a player can have up to three copies of one card (meaning three Harpie Lady Sisters) plus a nother Harpie Lady (bringing the count to ten) plus the attack bonus from Rising Air Current (300), that adds up to a 3300 Attack point bonus, bringing Harpie's Pet Dragon's power to a whopping 5300, enough to blast a Blue Eyes Ultimate Dragon with points to spare.

Also be wary of Aqua Chorus, a Trap card that gives a 500 ATT and DEF point bonus to all monsters that share the same name.

Lucky for you, beauties like Dark Hole, Raigeki and Anti-Raigeki were made.

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Those cards as well as MST, Giant Trunade and Harpie's Feather Duster will take the wind from beneath her Harpie's wings in a jiffy, so be sure to stock as many of those in your Deck as possible. Also, try to get some 5 and 6-Star (as well as 4-Star) heavy hitters (like Summoned Skull) in your deck and you shouldn't have a problem taking Mai out of the picture.

Duelist: Trusdale (Solomon Muto)

Difficulty: *

Monster Cards to look out for: Blue Eyes White Dragon
Spell/Trap Cards to look out for: Raigeki, Dark Hole, Trap Hole,
Monster Reborn, Magic Jammer
Cards that may help: Raigeki, Anti-Raigeki, Dark Hole, White Hole, Fissure,
Magic Cylinder

Solomon is basically a training dummy for all the duels you'll face in the future, but that doesn't mean you should take him too lightly. He'll mainly try to take you out with the basics, but just stay on your toes and you should be fine.

Duelist: Ishizu Ishtar
Difficulty Level: ***
Monster Cards to watch out for: Hysterical Fairy
Spell/Trap Cards to look out for: Swords of Revealing Light,
Torrential Tribute, Mirror Force, Magic Jammer, Raigeki
Cards that may help: Raigeki, Anti-Raigeki, Trap Hole, Fissure, Magic Cylinder
Mirror Force, Dark Hole, White Hole, Nobleman of Crossout,
Nobleman of Extermination, World Suppression

Ishizu is pretty much what Tea would be if she upped her game a little.

She provides a decent challenge, but is fairly easy if you have the right cards and some decent heavy hitters. She should be taken care of in no time.

And saving the best of the normal duelists for last...

Duelist: Seto Kaiba
Difficulty Level: *****
Monster Cards to look out for: Cyber-Stein, Blue Eyes White Dragon,
Blue Eyes Ultimate Dragon, Cyber Jar, Morphing Jar #2
Spell/Trap Cards to look out for: Megamorph, Magic Cylinder, Mirror Force,
Magic Jammer, Harpie's Feather Duster, Raigeki, Dark Hole
Cards that may help: Raigeki, Anti-Raigeki, Dark Hole, White Hole, Trap Hole,
Fissure, United We Stand, Sword of Dragon's Soul, Magic Cylinder,
Seven Tools of the Bandit, Mystical Space Typhoon, Hane-Hane, Dream Clown,
Crimson Ninja

Get ready for a wild ride when you duel the CEO of Kaiba Corp. It's gonna be a little bumpy.

Kaiba is the hardest regular duelist in the game, being the one that uses the most strategy. He mainly tries to get his Blue Eyes Ultimate Dragon on the field as quickly as possible, and has Cyber-Stein in order to help him.

When Cyber-Stein is Summoned, it's controller can offer a whopping 5000 Life Points in order to Summon one Fusion Monster from his or her Fusion Deck. After getting the BEUD on the field, he then (if he has the card on him) attaches Megamorph, an Equip magic card that has one of two effects: If the user's Life Points are higher than those of their opponent's, the equipped monster's original Attack power is halved. However, if the user's Life Points are lower than that of the opponent's, the monster's original Attack power is doubled. That gives him a 9000 Attack point behemoth on his side, with very few things that can stop it. Luckily, you already have a few handed to you at the start of the game, such as Raigeki, Dark Hole, and a few others. You can also pull out a Dragon Capture Jar and shift it to Defense mode to try and take it out that way.

Don't think that you'll be able to just spring traps and spells on Kaiba, though. He'll usually have a few Traps and Spell cards waiting in the wings

for you, so be prepared for a hectic duel.

I would suggest trying to stick in a lot of heavy hitters to contend with Kaiba's, because he has a lot of them. He also has a few choice effect monsters like Cyber Jar and Morphing Jar #2 that can really mess up a nicely laid barrage of pain on your side. Be sure to have some choice Spell cards that can take out his bigger baddies like Fissure and Trap Hole, but I would also suggest maxing out Seven Tools of the Bandit in your Deck. Trust me, you're going to need them.

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III. Unlockable Duelists
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After meeting a few expectations (like the ones I mentioned above), you'll unlock a few new duelists to take on. Here's a breakdown for them, starting with the easiest...

Duelist: Mokuba Kaiba
Difficulty Level: *
Monster Cards to watch out for: Time Wizard
Spell/Trap Cards to watch out for: None
Cards that may help: Raigeki, Anti-Raigeki, Trap Hole, Fissure, Magic Jammer, Horn of Heaven

You'll be able to duel Mokuba after being beaten five times in a row and for good reason. He's a pick-me-up duelist. In other words, a punching bag.

Mokuba never Sets monsters and he never changes his monsters to Defense mode, leaving him wide open to a full assault by your monsters. He hardly ever plays Trap cards, either.

His monsters are just as much of a joke as his dueling is. The most powerful monster that I've seen him use is Kanan the Swordmistress (1400 ATT), which is really not that powerful at all. More than likely, the weakest monster in your deck would be enough to send him reeling.

But he does have a bit of an ace up his sleeve with Time Wizard. When Time Wizard is Summoned, the controller flips a coin. If they call the result right, all the monsters on the opponent's side of the field are destroyed. If they call it wrong, all the monsters on the controller's side of the field are destroyed and an amount equal to half of all the monsters that were destroyed's total ATT points are subtracted from the controller's Life Points. So, he has the potential of hurting himself, but he has the potential of hurting you, too. A well-placed Horn of Heaven or even an Eatgaboon would cancel out any fears of him, though.

Duelist: Maxamillion Pegasus
Difficulty Level: *****
Monster Cards to look out for: Summoned Skull, Red Archery Girl, Toon Summoned Skull, Toon Mermaid, Toon Blue Eyes White Dragon, Thousand Eyes Idol, Relinquished, Thousand Eyes Restrict
Spell/Trap Cards to look out for: Toon World, Black Illusion Ritual, Bell of Destruction, Numinous Healer, Magic Jammer, Mirror Wall, Raigeki, Dark Hole, Magic Cylinder
Cards that may help: Dark Hole, White Hole, Nobleman of Extermination, Raigeki, Anti-Raigeki, Magic Cylinder, Seven Tools of the Bandit, Magic Jammer, Harpie's Feather Duster, Solemn Wishes, Robbin' Goblin, Tremendous Fire, Armed Ninja, Crimson Ninja, Magician of Faith, Mask of Darkness

Pegasus is about on the same level as Kaiba, if not above it. He's a very clever tactician and he rarely ever lays down a card that's not part of his overall scheme.

Just like in the Match of the Millennium arc in the anime, Pegasus' main angle is to get Toon World and all his Toon monsters out on the field as soon as possible. Unlike the anime, however, attacking with Toon monsters and getting Toon World itself out costs some hefty Life Points. Toon World costs 1000 Life Points in order to activate and every time a Toon monster attacks, the controller has to fork over another 500. Fortunately for Pegasus, he has a little beauty of a Trap card in his Deck under the name of "Numinous Healer."

Numinous Healer gives it's controller 1000 Life Points whenever they take a hit, plus a bonus 500 LP if there are any other Numinous Healers in their Graveyard. That being the case, Pegasus has the potential of regaining the LP he lost to activate Toon World automatically.

Now, you may be thinking that it's not all that great to have monsters that cost 500 LP to attack every turn. But the beauty of Toon monsters is this. If the opponent doesn't have any Toon monsters on the field, Toon monsters are allowed to make a Direct Attack on the opponent's Life Points. That can mean serious trouble quick, fast and in a hurry if you don't have any of those monsters in your Deck. (It is also noteworthy that the monster "Toon Alligator" is not counted as a Toon monster.)

With major heavy hitters at his disposal like Toon Summoned Skull and Toon Blue Eyes White Dragon, both with the attack power of the "real-life" counterparts, that means problems galore if you don't have the right cards in your Deck to nip them in the bud.

There is also the worry of another of his Trap cards, this one called "Bell of Destruction." Bell of Destruction, when activated, allows the user to select one monster on the field to destroy, then deals Direct Damage equal to the attack power of the destroyed monster to both player's Life Points. After a barrage from Toon monsters, that also equals bad times, especially if you (or he, sometimes) happen to have a very beefed up monster on the field, as he usually picks the one with the highest attack power. (I personally learned that lesson when he sprung that particular card on me when I had a Meteor B. Dragon with an Axe of Despair and a United We Stand attached to it.)

I would suggest getting all his Spell and Trap cards off the field via Harpie's Feather Duster as soon as possible, unless you want your Life Points to go plummeting off the side of a cliff a la Wile E. Coyote. Magic Jammers and Seven Tools of the Bandits also work wonders, but STotB does cost Life Points to activate, which is why I suggested sticking in a Trap card called Solemn Wishes, which gives the user 500 LP every time they draw a card. His Toon monsters aren't nearly as hard to get off the field as they were for Kaiba in the anime, so a nice Raigeki or Dark Hole/White Hole combo would work very nicely.

That's all the information I have at the moment, but more will be added when I have more time. Thank you for reading and happy dueling! ^^

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~IV. Legal Information~
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and Konami Computer Entertainment 2003.

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~V. Personal Information~
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