

Yu-Gi-Oh! Worldwide Edition Walkthrough

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Yu-Gi-Oh World Wide Edition-Walkthrough

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Next Update Soon!!!

-Please note that the most updated version of this FAQ is at GameFAQs, so if you are viewing it elsewhere, there may be an update available to you. Here is the link:

http://db.gamefaqs.com/portable/gbadvance/file/yu_gi_oh_wwe.txt

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0. UPDATES  
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1.0->4/27/03 The original version. Came with Introduction, Controls, Characters, Walkthrough, Unlocking the Boosters, CodeBreaker Codes, and My Decks. This was my first FAQ

1.5->5/3/03 Now includes Whats in the Booster Packs, Dark Magician through Red Eyes Black Dragon, and some Harpy Lady cards. A few fixed errors.

2.0->5/11/03 A lot more cards added to the Booster Pack Section, and a new deck added to My Decks Section. Added that there are No Gods in the game too. Also fixed a few errors about Symbol 10, and unlocking the boosters.

2.5->5/?/03 Updated the Booster Packs Section, and I added a few more areas. A Frequently Asked Questions Section, to narrow down my E-Mail size, and a How to Duel Section, because, well, quite a few people need it. I think I am about half way done now. :)

~~~~~  
I. Introduction  
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I bought Yu-Gi-Oh World Wide Edition, the day after it came out, and since then, I have completed all the tasks, and unlocked all of the booster packs. I think it is a great game, and you should have a lot of fun playing it. Now that I have said hi, lets get on to the part that you actually want to read eh.

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II. Controls  
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Here I will tell you, what each button does during a duel, and while you're looking at the Battle city map. Lets start with the Battle City Map controls:

A-This is used to select a square, and choose the options within that square. These options can include: Join a Tournament, select an opponent to duel, or move locations.

Select,L, and B-Have no function

R-Bring up the In-Game Menu

Start-Bring up language selection menu.

Now I'll tell you what the controls do, when looking at the In-Game Menu(the area were you choose to look at your trunk, or enter a password etc.)

A-Enter the highlited area of the Menu. This could be "Deck&Trunk","Misc", "Link Duel" and "Option"

B&R-Leave the In-Game Menu, and go back to the Battle City Map

L,Start,&Select-No Function

This is what each button does during a duel:

A-Allows you to draw a card in your Draw Phase, allows you to summon a monster, play or set a magic card, and activate or set a trap card. Also allows you to view your graveyard, and fusion deck, and lets you see you opponents graveyard as well. Finally lets you see what/if the card has an effect to it.

B-Allows you to cancel a chain, or decide not to chain, switch phases, and get out of the monster summon/view menu.

Start-View the Language Selection Menu

L,R,&Select-No effect

Thats about it for controls in this game, and i doubt anybody couldn't figure that out anyway right, so lets just keep on going meng.

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### III.Characters

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This game has 23 different opponents for you. Isn't that nice. Some of them you can duel right when you turn your game on, some require an event to occur before they show up, and some randomly appear until a certain event has been completed.(I will get more into this event later on)

Normal Duelists:(12)

=====

- Yami Yugi
- Seto Kaiba
- Espa Roba
- Ishizu Ishtar
- Rex Raptor
- Weevil Underwood
- Mako Tsunami
- Mai Valentine
- Joey Wheeler
- Tea Gardner (She introduces herself as Anzu Shinzaki)
- Bakura Ryou
- Trusdale

Ghouls:(6)

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- Odion
- Arkana
- Rare Hunter
- Umbra and Lunmis
- Strings
- Marik

Required event duelists:(5)

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Bandit Keith-Your total wins must be 5 more than you total losses to unlock him. So, Wins=Losses+5. You must have this for every duelist in the game, including the Ghouls, The only people who don't matter, are Duke Devlin, and Mokuba

Duke Devlin-Beat every duelist in the game at least one time

Maximillion Pegasus-Obtain a Toon World card

Mokuba Kaiba-Have at least 5 losses total.

Shadi-Beat the Phantom Pyramaid

~~~~~ IV. Starter Decks

~~~~~  
561 8636

There are 3 different decks for you to choose from when you start your game. The options are:Red, Black, and Green. Instead of copying the information from DuelMasterNG's FAQ, I will just refer you to his FAQ, seeing as how he has a more accurate and descriptive list of all the cards that are in the Starter Decks, and his will be much more accurate than mine. I do know this however:

Red Deck

++Rituals++

Magician of Black Chaos

++Fusions++

Chimera the Flying Mythical Beast++

++Tribute Monsters++

Buster Blader

Gaia the Fierce Knight

Dark Magician

Dark Magician

Summoned Skull

Dark Magician Girl

Berfomet

++Non-Tribute Monsters++

Celtic Guardian

Giant Rat

Giant Rat

Gazelle the King of Mythical Beasts

Mystical Elf

Beaver Warrior

Gaint Soldier of Stone

Giant Soldier of Stone

Silver Fang

Penguin Soldier

Kuriboh

++Magic Cards++

Change of Heart

Dark Hole

Dark Magic Ritual

De-Spell

Fissure

Giant Trunade

Graceful Charity

Monster Reborn

Multiply

Mystical Space Typhoon

Polymerization

Yami

++Trap Cards++

Backup Soldier

Ceasefire

Imperial Order

Magic Jammer

Negate Attack

Royal Decree

Seven Tools of the Bandit

Spellbinding Circle

Trap Hole

Thats all of the cards that I got in the Red Starter Deck. Here are the cards that i got in my Black Starter Deck.

++Rituals++

Magician of Black Chaos

++Fusions++

Chimera the Flying Mythical Beast++

++Tribute Monsters++

Buster Blader  
Gaia the Fierce Knight  
Dark Magician  
Dark Magician  
Summoned Skull  
Dark Magician Girl  
Berfomet  
Jinzo

++Non-Tribute Monsters++

Celtic Guardian  
Giant Rat  
Giant Rat  
Gazelle the King of Mythical Beasts  
Mystical Elf  
Sangan  
Which of the Black Forest  
Beaver Warrior  
Gaint Soldier of Stone  
Giant Soldier of Stone  
Silver Fang  
Penguin Soldier  
Slate Warrior  
Cyber Jar  
Kuriboh

++Magic Cards++

Change of Heart  
Dark Hole  
Dark Magic Ritual  
De-Spell  
Fissure  
Giant Trunade  
Graceful Charity  
Monster Reborn  
Multiply  
Mystical Space Typhoon  
Polymerization  
Yami

++Trap Cards++

Magic Jammer  
Negate Attack  
Seven Tools of the Bandit  
Trap Hole

It may be different every time, but it should look something like that, and now, the last Starter Deck, the Green Starter Deck

Green Deck

++Rituals++

Magician of Black Chaos

++Fusions++

Chimera the Flying Mythical Beast++

++Tribute Monsters++

Buster Blader  
Gaia the Fierce Knight  
Dark Magician  
Dark Magician  
Summoned Skull  
Dark Magician Girl  
Berfomet

++Non-Tribute Monsters++

Celtic Guardian  
Giant Rat  
Giant Rat  
Gazelle the King of Mythical Beasts  
Mystical Elf  
Beaver Warrior  
Gaint Soldier of Stone  
Giant Soldier of Stone  
Silver Fang  
Penguin Soldier  
Kuriboh

++Magic Cards++

Card Destruction  
Change of Heart  
Dark Hole  
Dark Magic Ritual  
De-Spell  
Fissure  
Giant Trunade  
Graceful Charity  
Monster Reborn  
Multiply  
Mystical Space Typhoon  
Polymerization  
Raigeki  
Swords of Revealing Light  
United We Stand  
Upstart Goblin  
Yami

++Trap Cards++

Magic Jammer  
Negate Attack  
Seven Tools of the Bandit  
Trap Hole

That was the cards that I got in my 3 Starter Decks, but a few cards are random, so like I said, see DuelMasterNG's FAQ if you want more details in this area. Lets keep going good chap.

~~~~~  
V. How to Duel
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OK. So you might be saying, "I got this game because my friend said it was good, BUT WHAT THE HELL IS IT." Well, calm your spirits young grasshopper, thats what this section is for. I will give you the basics if dueling, so that you dont get killed trying to summon Raigeki. That beign said, shall we

begin?

#### The Rules:

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-Each Deck must consist of at least 40 cards, and at most 60 cards.  
-A duel is between 2 people and is continued until one or more of the following things happens:

#### You Win

- a) Your opponents Life Points reach 0
- b) You get 5 pieces of Exodia in your hand
- c) Your opponent cannot draw anymore cards from his/her deck
- d) You get Destiny Board, and I-N-A-L on the field in proper order
- e) Your opponent surrenders

#### You Lose

- a) Your Life Points Reach Zero
- b) Your Opponent gets all 5 pieces of Exodia in their hand
- c) You cannot draw anymore cards from your deck
- d) Your opponent gets Destiny Board, and I-N-A-L on the field in proper order
- e) You surrender

#### You Draw

- a) Both You and your opponent's LP reach 0 at the same time
- b) Both You and your opponent get 5 pieces of Exodia in your hands
- c) You and Your opponent cannot draw anymore cards from his/her deck
- d) You and your opponent get Destiny Board, and I-N-A-L on the field in

proper order

-To win a Match, you must win 2 duels out of 3.

-Your deck must have between 40 and 60 cards.

OK Now that You know how to win, we'll get down to the actual dueling.

#### Starting a Duel

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To begin a deul, you must have a deck, which includes 40 cards, plus any Fusion Monsters you would like. You cannot have more than 3 of any card in your deck, and the following cards are restricted even more.

==You are not allowed more than 1 Copy of these cards==

- |                                 |                            |
|---------------------------------|----------------------------|
| -Exodia the Forbidden One       | -Ceasefire                 |
| -Left Leg of the Forbidden One  | -Premature Burial          |
| -Right Leg of the Forbidden One | -Call of the Haunted       |
| -Left Arm of the Forbidden One  | -Morphng Jar               |
| -Right Arm of the Forbidden One | -Limiter Removal           |
| -Pot of Greed                   | -Sangan                    |
| -Raigeki                        | -Magic Cylinder            |
| -Change of Heart                | -United We Stand           |
| -Dark Hole                      | -Mage Power                |
| -Monster Reborn                 | -Heavy Storm               |
| -Mirror Force                   | -Sinister Serpent          |
| -Delinquent Duo                 | -Harpies Feather Duster    |
| -Confiscation                   | -Jinzo                     |
| -Painful Choice                 | -Imperial Order            |
| -The Forceful Centry            | -Witch of the Black Forest |
| -Snatch Steal                   | -Card Destruction          |
| -Cyber Jar                      | -Swords of Revealing Light |
| -Upstart Goblin                 |                            |

==You are not allowed more than 2 copies of these cards==

- Nobleman of Crossout

- Graceful Charity
- Morphing Jar #2
- Backup Soldier

OK, now that your deck follows those restrictions, you can begin the duel.  
This is what a duel format looks like:

|                       |                         |                         |                         |                 |                         |                          |
|-----------------------|-------------------------|-------------------------|-------------------------|-----------------|-------------------------|--------------------------|
|                       |                         |                         |                         |                 |                         | Your Removed<br>Monsters |
|                       |                         |                         |                         |                 |                         | (b)                      |
| 8000 LP               |                         |                         |                         |                 |                         |                          |
| D-S-M1-B-M2-E         |                         |                         |                         |                 |                         |                          |
| Field<br>Cards        | Monster<br>Zone         | Monser<br>Zone          | Monster<br>Zone         | Monster<br>Zone | Monster<br>Zone         | Your<br>Graveyard<br>(y) |
| Fusion<br>Deck<br>(a) | Magic &<br>Trap<br>Zone | Magic &<br>Trap<br>Zone | Magic &<br>Trap<br>Zone | Magic &<br>Zone | Magic &<br>Trap<br>Zone | Your<br>Deck<br>(x)      |

- x=Amount of Cards left in your deck
- y=Amount of cards in your graveyard
- b=Amount of cards removed from the game
- a=Amount of cards in your Fusion Deck

So you start out by drawing 5 Cards. Then you enter the Phases of the duel.  
Here are the 6 Phases in order, and what happens in each.

- 1-Draw Phase: Simply Draw 1 Card, then automatically proceed to Standby Phase
- 2-Standby Phase: Here is when some card effect are activated(ex. Mirror Wall)
- 3-Main Phase 1: This is probably the most active phase. Here you can play or set magic cards, activate or set trap cards, and summon 1 monster. You can also Flip Summon, and Special Summon in this phase
- 4-Battle Phase:Here is where you do your damage. All eligible monsters can attack your opponent during this phase. You may also activate trap cards, and Quick-Play Magic Cards here.
- 5-Main Phase 2:Same thing happens as Main Phase 1 here, except that if you already summoned 1 monster, you cannot summon here. Sometimes it is strategically better to summon after you attack. An example is if your opponent has a Blue-Eyes White Dragon, and you use Change of Heart to take control for 1 turn. If you don't summon a monster, you can enter your Battle Phase, attack them with it, and then in Main Phase 2, you can Tribute it, so that they don't get it back, and you get 1 of your good monsters out.
- 6-End Phase:This is where your turn ends, and your opponent's turn begins

After you and your opponent have successfully completed each 6 phases, another round begins, and this starts again. This repeats until the duel is over.



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Now that you have started a duel, you want to know how to hit 'em where it counts. To do this, you need monster cards. Each monster has an Attack and Defense Stat. The higher the stat, the more powerful the monster is. First I will explain the Attacking area:

-To attack an opponent's monster, your monster has to be in Attack Mode. A monster in attack mode uses its Attack Stat. With a monster in attack mode, you can attack any other monster in the field. If you attack a monster in attack mode, the monster with the lower attack is destroyed, and the difference between attack is deducted from the owner of the weaker monster's Life Points. For Example:

You have a Gemini Elf in Attack Mode. This monster has 1900 attack. If you attack a Rogue Doll, which has 1600 attack, the owner of the Rogue Doll, loses 300 Life Points, and Rogue Doll is sent to the Graveyard.

-If you have a monster in attack mode, you can also attack your opponents monsters in defense mode. In this case, your attack stat is used, and their defense stat is used. If you have a higher attack than their defense, their monster is sent to the Graveyard, but no damage is done to either Life Points. For Example:

You have a Gemini Elf in attack mode, and your opponent has a Summoned Skull in defense mode. Summoned Skull has 1200 defense points, so when you attack it, it gets destroyed because it is weaker. However, he loses 0 Life Points, because his monster was in defense mode.

--The idea of Battle Damage--

Battle Damage, is damage done to your opponent during battle(hence the name). This however, is more complicated than it seems. When 1 monster attacks another, Battle Damage is done to both monsters. The monster with the least amount of damage, is the victor of that attack. Lets say you have a Dark Magician, in attack mode, and you attack your opponents Gemini Elf, in attack mode. Your DM does 2,500 Battle Damage to the Gemini Elf, and the Gemini Elf does 1,900 Battle Damage to the DM. Gemini elf receives more damage than DM, and therefore is destroyed. This is the reason why your monsters aren't destroyed when you use Waboku. Battle Damage is 0, and that means that you don't receive any damage at all. Because you didn't receive any damage, your monsters are not destroyed. I hope this clears up a few things. This also means that card effect such as Amazon Archer, Cannon Soldier, and Catapult Turtle, can still do damage to the opponent if they have a Waboku.

Monsters

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There are 4 types of monsters in this game. Ritual(Blue border), Fusion(Purple border), Effect(Red border), and Normal(Yellow Border). First I will explain each monster type.

--Normal Monsters--

These are monsters that have an Attack Stat, and a Defense Stat. They use this, and have no separate effect alone.

--Effect Monsters--

These monsters have a certain effect that must be activated by completing a certain task. These monsters also have an Attack and Defense Stat. An Example is:

Man-Eater Bug  
Insect/Effect  
Attack:450  
Defense:600

\*\* (Level 2)

Flip: Destroys 1 monster on the field (regardless of position)

A flip effect is activated by setting a monster in face down defense position, then having it turned into Face-Up Attack mode on your next turn, or by having your opponent declare an attack on the face down monster.

--Ritual Monster--

These monsters are very few, and are best use with decks made to work specifically around them. To bring these cards to the field, you must Special Summon (anyway that is not normal) them to the field, by using their specific Ritual Magic Card. You must also offer monsters whose total level is equal to that of the monster that you want to summon. Here is an example:

-Black Luster Ritual

Magic/Ritual

"This card is use to summon "Black Luster Soldier". You must also offer monsters whose total Level stars is equal to 8 or more from the field or your hand as a tribute."

-Black Luster Soldier

Warrior/Ritual

"This card is summoned with the Ritual Magic Card, "Black Luster Ritual". You must also offer monsters whose total Level stars is equal to 8 or more from the field or your hand as a tribute."

So you play the Black Luster Ritual, when you have a Black Luster Soldier in your hand, offer the set amount of Stars needed, and you get to summon the Ritual Monster. Also, since it is considered a Special Summon, you can summon a different monster that same turn.

Using Tributes

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To duel with tributes is a very easy thing to learn. When you duel with tributes, all it means is you have to sacrifice 1-3 monsters on the field to summon a more powerful monster. The reason why I say 1-3 is because you have to sacrifice (or tribute) a different number of monsters for each level that a monster may have. (eg. You have a Mechanical Chaser on the field and you want to summon Summoned Skull. Since Summoned Skull has a level of 6, you would need to tribute 1 monster on the field to summon Summoned Skull) See, tributes isn't that hard to learn, but the only way to truly understand them is to use them in battle. Almost everyone uses tributes to duel so you should know how to use them yourself!! Here is a nice chart that displays how many monsters that you must tribute per level of a monster.

Level 1-4 you tribute no monsters

Level 5-6 you tribute 1 monster

Level 7-8 you tribute 2 monsters

Level 9+ you tribute 3 monsters

Now its time to teach you how to play without tributes. Trust me, this wont take very long. Theres not much to tell!!!

Strategies and Staples

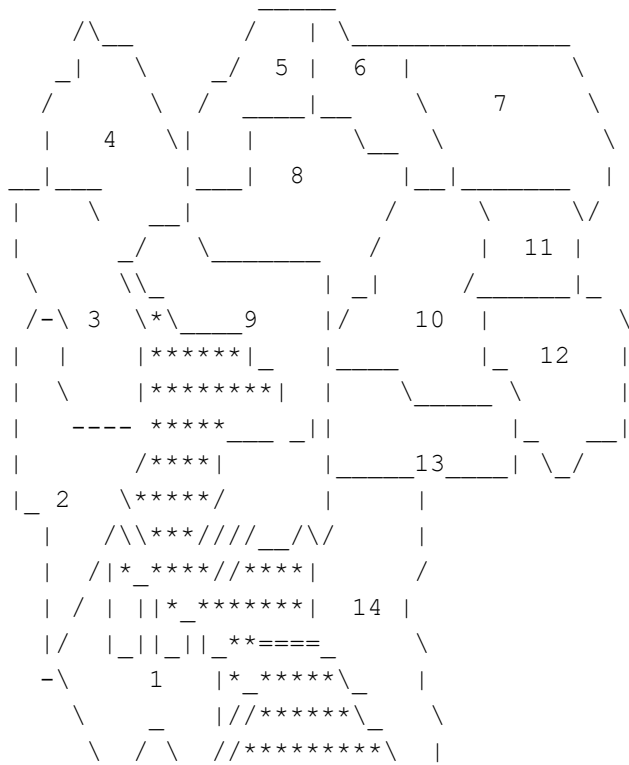
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Coming Soon...

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VI. Walkthrough
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Now, you might be wondering how I plan to write a Walkthrough for a game that doesn't really have a beginning or end. But, I plan on describing the events, and how to access them, and a whole bunch of good stuff, so here we go.

First off, lets start with a map of Battle City. It may be a bit CRAPY, but it should get the job done.



\*\*=Areas that are water  
Each number represents an area of Battle City

OK, now that I have killed the name of computer art, lets continue. The main purpose of this game is to build a powerful deck, with a theme that you enjoy using. The only problem is, that to build this powerful deck of yours, you need the ingredients. These "ingredients" are the cards that make up your deck, but it is sometimes difficult to find the card you need, since you don't know where to get it. Wouldn't it be convenient, if there was a way, to get almost all of the cards in the game, build up your dueling points, and have fun building difficult decks. Well guess what, THERE IS!! What I'm referring to, is the Type Limitation Tournament. In this Tournament, you must go through a series of challenges, which consist of winning a duel by using a deck with only a certain kind of card in it. It may be Warrior, Dragon, Insect, No Magic, No Trap, and more. But the best part about this tournament, is that when you complete the challenge requiring a certain card type, YOU GET EACH KIND OF THAT CARD!!! But, you must do a series of events to unlock this challenge, and that is where this walkthrough begins.

!!!Chapter 1:Beating the Ghouls!!!  
=====

To get past your first step, on the way to every card, you must find, and defeat, 5 different "Ghouls". These "Ghouls" are really, servants to Marik,

and they go around fighting people, then taking their rarest cards. Now, as your first step, you must defeat each Ghoul at least one time.

These Ghouls are:

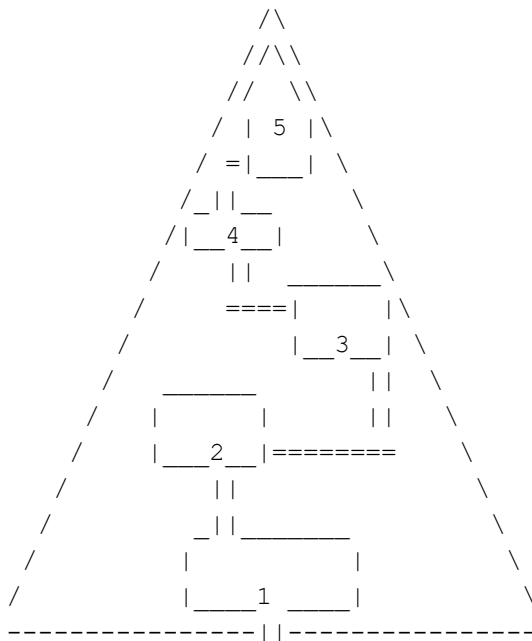
- Odion
- Arkana
- Umbra and Lumis
- Strings
- Rare Hunter

They appear at random, sometimes when you are talking to a citizen (when you select passenger as an option), or when you challenge someone to duel, they may just decide to duel you instead. They most often appear right after you hear the "Urgent Announcement" about how duelist's are being robbed or something. Anyway, after you find and beat them all a cut scene will begin. This scene begins Chapter 2.

!!!Chapter 2: Taking on the Phantom Pyramid!!!

Right after you beat the each of the Ghouls at least 1 time, you will find that Tea has been kidnapped. Well, sorta. She is being mind controlled by Marik. If you look closely, you'll notice that her eyes are purple, so thats how you know that she's being controlled. Then Tea takes you to the Phantom Pyramid.

Here is a skecthy diagram of the pyramid that you'll be dueling through.



You start in room 1, thats why I marked it room 1, get it? Ya anyway, the idea is that you have to duel your way up the chambers, until you get to room 5, there you will fight the "boss" of the Pyramiad, Mairk. In the first room, you fight Tea, but being controlled by Marik, gives her a more powerful deck too, so be careful.

This is her deck:

- ++Fusions++
- St. Joan
- ++Tribute Monsters++

Marie the Fallen One  
Marie the Fallen One

++Non Tribute Monsters++

Needle Worm  
Fire Princess  
Needle Worm  
Needle Worm  
The Unforgiving Maiden  
The Unforgiving Maiden(there may be 1 more)  
Mysterious Puppeteer

++Magic Cards++

Nobleman of Crossout  
Polymerization  
Fusion Sage  
Dark Hole  
Change of Heart  
Gravekeepers Servant  
Raigeki  
Dian Keto the Cure Master

++Trap Cards++

Shadow of Eyes  
Trap Hole  
Trap Hole  
Crush Card  
Solem Wishes  
Solem Wishes  
Enchanted Javelin

That is all of the cards that I know for sure, so just watch out, and you should take her like a piece of cake. Now that you beat Tea, should goes back to her normal state, and tells you that Joey was also kidnapped. Now go to the next chamber, and you will encounter the one of the Ghouls. Whoever you face is also random, so i can't tell you anything. Just that chambers 2, and 3 have Ghouls in them. It can be any of the Ghouls, so just be ready for anything. When you get to Chamber 4, you will encounter Joey. But you guessed it, he is being controlled also. So of course he has a souped up deck and I'll try to get the deck list for you guys.

++Tributes++

++Non-Tributes++

++Magic Cards++

++Trap Cards++

Whew, now that you've whooped his but, he becomes uncontrolled, and goes back to Battle City. Now you get to face Marik. Luck you eh? Well at least once you beat him, you're out of this place.

++Tributes++

++Non-Tributes++

Morphin Jar #2

Morphin Jar #2  
Cyber Jar  
White Magical Hat  
White Magical Hat  
White Magical Hat  
Mask of Darkness  
Mask of Darkness  
Tenderness  
Man-Eater Bug  
Man-Eater Bug  
Muka Muka  
Muka Muka  
Muka Muka  
Alligators Sword  
Magician of Faith  
Magician of Faith

++Magic Cards++  
Mystical Space Typhoon  
Dark Hole  
Raigeki  
Gravekeepers Servant  
Gravekeepers Servant  
Monster Reborn  
Snatch Steel  
Harpies Feather Duster  
Change of Heart  
Infinite Cards  
Infinite Cards

++Trap Cards++  
Torrential Tribute  
Torrential Tribute  
Torrential Tribute(Yes there is 3)  
Fairy Box  
Fairy Box  
Gravity Bind  
Gravity Bind  
Mirror Force  
Magic Cylinder  
Call of the Haunted

He has a few more cards, maybe 2 or 3, but i got decked before i could see them all, either way, that about sums it up, so it should do well enough. After the duel, Mariks other form comes out and says he'll keep his promise, then you return to the subway. Then Tea and Joey have their words with you, and you end up back at Battle City. Congratualtions on winning the Phantom Pyramaid. Now you get to complete the challenges!!!

!!!Chapter 3:Completing the Type Limitation Tournament!!!

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OK, now that you've completed the Phantom Pyramaid, look closely at the In-Game Manu, you will see 10 lights. Unless you've done anything extra, only 1 should be lit. Here is how you light up each symbol. I will tell you each one, starting from the left, and going right.

Symbol 1-a Number 10-To light this up, beat duelist in the game 10 times. This includes, the characters which have requirements, normal opponents, and the Ghouls.(They become available to duel whenever you want after beating

the Phantom Pyramiad)

Symbol 2-A think Box next to a skinny Line-To light this up, you must open every booster pack at least one time. To learn how to unlock the boosters, see the "Unlocking the Booster Packs" section. How ironic eh?

Symbol 3-A "P"-For this box to be lit, you must simply get 50,000 Duel Points

Symbol 4-a Circle-This was the toughest for me, because what you have to do is beat the weekly saturday tournament in every area of Battle City. Every week the tournament is in a new section, and you have to beat it in every section. Pretty annoying eh?

Symbol 5-Looks like a Glass(a cup sorta)-Complete the challengers tournament. That's the one, were the guy pops up and says that you have to find it, and you sometimes here about it from passengers too.

Symbol 6-Looks like a Wider Glass than symbol 5-Just beat the Kaiba Corp. Tournament(KC Cup)

Symbol 7-Looks like an "E"-I have been E-Mailed about this, and it seems that you only need to do 1 of these things, and this light will be lit. That sounded wierd, anyway, just have one of these things happen and your set. It doesn't really matter which one you do though.

-Challenge Mai, when Joey is in the same area, and Joey will step in to duel you instead, beat him

-Challenge Joey, when Mai is in the same area, and Mai will step in to duel you instead, beat her

-Challenge Seto, while Mokuba is in the same area, and Mokuba will step in, duel him instead, and beat him

-Challenge Mokuba, while Seto is in the same area, and Seto will step in, duel him instead, and beat him

-Challenge Tea, while Mai is in the same area. Mai will step in, duel her instead, and beat her.

-Challenge Mai, while Tea is in the same area. Tea will step in, duel her instead, and beat her.

-Challenge Bakura, while Marik is in the same area. Marik will step in, duel him and win.

-Challenge Marik, while Bakura is in the same area. Bakura will step in, duel him and win.

-Challenge Odion, while Marik is in the same area, and Marik will step in. Beat him in a duel.

-Challenge Marik, while Odion is in the same area, and Odion will step in. Beat him in a duel.

WHEW, WAST THAT A DIFFICULT SYMBOL. Don't worry, it gets easier for the last few symbols.

Symbol 8-Looks sort of like a card with a chipped corner-Get every card in the game(Lol maybe not so much easier)

Symbol 9-Looks like an "L"-Complete the Card Limitations Tournament(I will tell you what it is next) and unlock the No Card Limit option

Symbol 10-Looks sort of like a ball on a square-Beat the Phantom Pyramiad(OH Look, we already did that, wooohooo), to unlock the Ghouls. Than you must beat each ghoul, and each normal duelist, except Duke Devlin.

~~Type Limitation Challenge~~

What does this have to do with getting every card in the game you ask. Well, if you read Symbol 9 more carefully, you will see that it is what you need to get every card in the game. That is what the first half of this walkthrough is explaining, so lets get on with it shall we.

<>Type Limitation Warriors<>

Location:Section 14

This is your first Challenge. It requires you to make a deck composed of only Warrior Monsters. Here is the deck I used:

++Tribute Monsters++

Sword Hunter

Sword Hunter

Total Defense Shogun

The Fiend Megacyber

++Non-Tributes++

Axe Raider

Axe Raider

Axe Raider

Dimensional Warrior

Goblin Attack Force

Goblin Attack Force

Goblin Attack Force

Zombrya the Dark

Zombrya the Dark

Zombrya the Dark

Gearfried the Iron Night

Gearfried the Iron Night

Gearfried the Iron Night

Dream Clown

Hayabusa Knight

Hayabusa Knight

++Magic Cards++

Axe of Despair

Axe of Despair

Change of Heart

Graceful Charity

Dark Hole

Harpies Feather Duster

Monster Reborn

Premature Burial

Raigeki

++Trap Cards++

Bell of Destruction

Call of the Haunted

Magic Cylinder

Mirror Force

Negate Attack

NEgate Attack

Torrential Tribute

Trap Hole

Waboku

This is just a quick throw away deck I put together to use on this Challenge. Chances are it won't work extremely well, but it did the job for me, so incase this Challenge is giving you some real trouble, or you need some advice for it



just take a look at this deck for some ideas and what not.

<>Type Limitation Spellcaster<>

Loaction:Section 1

This one is pretty easy also, seeing as how there are some pretty powerful Spellcasters. Gemini Elf, Kycoo the Ghost Destroyer, Maha Vailo, Dark Elf, Dark Magician, and Dark Magician Girl. Thats just a few, but as before, I'll post the deck I used to beat this Challenge.

++Tributes++

Dark Magician  
Dark Magician  
Dark Magician Girl  
Dark Magician Girl  
Dark Magician Girl

++Non-Tributes++

Dark Elf  
Dark Elf  
Gemini Elf  
Gemini Elf  
Gemini Elf  
Maha Vailo  
Maha Vailo  
Neo the Magic Swordsman  
Neo the Magic Swordsman  
Neo the Magic Sowrdsman  
Kycoo the Ghost Destroyer  
Kycoo the Ghost Destroyer  
Kycoo the Ghost Destroyer  
Magician of Faith  
Magician of Faith

++Magic Cards++

Axe of Despair  
Axe of Despair  
Change of Heart  
Graceful Charity  
Dark Hole  
Harpies Feather Duster  
Monster Reborn  
Premature Burial  
Raigeki

++Trap Cards++

Bell of Destruction  
Call of the Haunted  
Magic Cylinder  
Mirror Force  
Negate Attack  
NEgate Attack  
Torrential Tribute  
Trap Hole  
Waboku

Just like the Warrior Deck, its nothing special here. Just what i put together as soon as possible, so i could whoop them. It isn't anything you should make your In Game Deck on, but as before, if you are having trouble, just take a look at it.

<>Type Limitation Dragon<>

Location:Section 4

This Challenge might be a little bit harder, due to the fact that there aren't very many good dragon cards, that don't require a tribute. If you have trouble, which you might, because it did a little(Final Score-0 to 2300), just look at the example deck. Here it is:

++Tributes++

Blue Eyes White Dragon

Blue Eyes White Dragon

Red Eyes Black Dragon

++Non-Tributes++

Koumori Dragon

Koumori Dragon

Koumori Dragon

Blackland Fire Dragon

Blackland Fire Dragon

Blackland Fire Dragon

Winged Dragon Guardian of the Fortress #1

Winged Dragon Guardian of the Fortress #1

Winged Dragon Guardian of the Fortress #1

Fairy Dragon

Fairy Dragon

Fairy Dragon

Baby Dragon

Baby Dragon

Baby Dragon

++Magic Cards++

Axe of Despair

Axe of Despair

Change of Heart

Pot of Greed

Graceful Charity

Graceful Charity

Dark Hole

Harpies Feather Duster

Monster Reborn

Premature Burial

Raigeki

Fissure

++Trap Cards++

Bell of Destruction

Call of the Haunted

Magic Cylinder

Mirror Force

Negate Attack

Negate Attack

Torrential Tribute

Trap Hole

Trap Hole

Waboku

Waboku

Just like every other deck I post for the Limitation Challenge, this one is not anything great. It is a throw together deck that I used for this challenge only. If this becomes your dueling deck, you will be whooped by my Grandma,

who might try to attack you with Swords of Revealing Light.

<>Type Limitation Insect<>

Location:Section 6

This Challenge isn't too hard, seeing as how you can build a Perfectly Ultimate Great Moth, or Insect Queen decks, and still do perfectly fine. The only problem is that the Level 4 Monsters aren't very powerful. Either way, I figure might as well follow tradition, so here is my Insect Deck for the Limitation Challenge:

++Tributes++

Insect Queen

Insect Queen

Empress Mantiss

Empress Mantiss

++Non-Tributes++

Killer Needle

Killer Needle

Jirai Gumo (You don't need to attack, just get him out to help stall)

Jirai Gumo

Jirai Gumo

Flying Kamikiri #2

Flying Kamikiri #2

Flying Kamikiri #2

Parasite Paracide

Parasite Paracide

Needle Worm

Needle Worm

Man-Eater Bug

Man-Eater Bug

Man-Eater Bug

++Magic Cards++

Axe of Despair

Axe of Despair

Change of Heart

Graceful Charity

Dark ++Magic Cards++

Axe of Despair

Axe of Despair

Change of Heart

Graceful Charity

Dark Hole

Harpies Feather Duster

Monster Reborn

Premature Burial

Raigeki

++Trap Cards++

Bell of Destruction

Call of the Haunted

Magic Cylinder

Mirror Force

Negate Attack

Negate Attack

Torrential Tribute

Trap Hole

Waboku

Well, even though i don't feel like it is important to say this once again, this is a Throw Away deck, which I put together at the moment. Don't go after me, if it doesn't work the first time. It worked for me on the first try, so I see no reason why it shouldn't do the same for you. Even so, I think it'll make the game more fun, if you make your own deck.

<>Type Limitation Low-Level Only<>

Location:Section 11

Well, you would think that this would be difficult, but really its pretty easy. Well, you know whats coming. YOU GUESSED IT! Thats right, another sample deck just so you can see what you're doing wrong if you keep losing. So here it is:

++Non-Tributes++

Goblin Attack Force

Goblin Attack Force

Goblin Attack Force

Zombrya the Dark

Zombrya the Dark

Dark Elf

Dark Elf

Gemini Elf

Gemini Elf

Gemini Elf

Vorse Raider

Vorse Raider

Vorse Raider

Slate Warrior

Mechanical Chaser

Mechanical Chaser

Bazoo the Soul Eater

Bazoo the Soul Eater

++Magic Cards++

Axe of Despair

Axe of Despair

Change of Heart

Graceful Charity

Dark Hole

Harpies Feather Duster

Monster Reborn

Premature Burial

Raigeki

++Trap Cards++

Bell of Destruction

Call of the Haunted

Magic Cylinder

Mirror Force

Negate Attack

Negate Attack

Torrential Tribute

Trap Hole

Waboku

Whew, I am definitely not going to repeat the same thing i have said for the past million Challenges. So just read up more.

<>ATK Limitation Less than 1000<>

Location:Section 1

This may be 1 of the hardest challenges if you don't know what you're doing. I figured it might be a little hard to have all monsters with an attack of less than 1000, so I went ahead and used my Trap Deck, BUT, I will make a sample deck for all of you guys. Here it is:

++Non-Tributes++

Morphing Jar #2

Man-Eater Bug

Man-Eater Bug

Man-Eater Bug

Goddes of Whim

Goddes of Whim

Cyber Jar

Time Wizard

Needle Worm

Needle Worm

Jinzo #7

Jinzo #7

Jinzo #7

Queen's Double

Queen's Double

Ooguchi

Ooguchi

Rainbow Flower

Rainbow Flower

Penguin Soldier

Penguin Soldier

++Magic Cards++

Axe of Despair

Axe of Despair

Axe of Despair

Messenger of Peace

Messenger of Peace

Malevolent Nuzzler

Malevolent Nuzzler

Raigeki

Graceful Charity

Graceful Charity

Pot of Greed

Dark Hole

Monster Reborn

Harpies Feather Duster

Change of Heart

++Trap Cards++

Gravity Bind

Gravity Bind

Gravtiy Bind

Trap Hole

Magic Cylinders

Mirror Force

Waboku

Waboku

Neagte Attack

<Insert the usual text here> Now that you have beaten this guy, you get to do the next tournament, No monsters can have over 1000 Defense, won't that be fun!

<>Defense Limitiation Less than 1000<>

Location:Section 3

This area, would be a hard area to construct a deck around, or so I thought, until I realized that the deck we used before can work just fine here. I used it, and I wooped but, so thats what i would recommend if you are having trouble. Of course the perfect idea would be to make your own deck, so you enjoy this, but if, as always, you're having trouble, use mine for ideas, or as your deck. And I realize it might be way too much trouble for you to scroll back up, so here it is again:

++Non-Tributes++

Morphing Jar #2  
Man-Eater Bug  
Man-Eater Bug  
Man-Eater Bug  
Goddes of Whim  
Goddes of Whim  
Cyber Jar  
Time Wizard  
Needle Worm  
Needle Worm  
Jinzo #7  
Jinzo #7  
Jinzo #7  
Queen's Double  
Queen's Double  
Ooguchi  
Ooguchi  
Rainbow Flower  
Rainbow Flower  
Penguin Soldier  
Penguin Soldier

++Magic Cards++

Axe of Despair  
Axe of Despair  
Axe of Despair  
Messenger of Peace  
Messenger of Peace  
Malevolent Nuzzler  
Malevolent Nuzzler  
Raigeki  
Graceful Charity  
Graceful Charity  
Pot of Greed  
Dark Hole  
Monster Reborn  
Harpies Feather Duster  
Change of Heart

++Trap Cards++

Gravity Bind

Gravity Bind  
Gravtiy Bind  
Trap Hole  
Magic Cylinders  
Mirror Force  
Waboku  
Waboku  
Neagte Attack

OK, now that you've nailed another sucker, we can move on. We're almost done and by now you should have noticed that you have a considerable amount of cards that you normally didn't have. Thats because(As I said before) whenever you beat the challenge, requiring you to use only a certain category of cards, you get all the cards in the category. Anyway, lets keep this train on the tracks, lets get this plane in the air, lets get this card on the road, well now that I've made enough comparisons, we really should keep going eh

<>Card Limitation Effect Prohibition<>  
Location:Section 5

Here, you are allowed 0 effect monstrrs, but magic and traps are allowed, not very hard, just fill it with level 4 Beatdowns, and you should be OK. Now, the usual routine. Here is the deck I used, feel free to take any ideas, or copy the whole deck.

++Tributes++

Cosmo Queen  
Cosmo Queen  
Summoned Skull  
Summoned Skull  
Summoned Skull

++Non-Tributes++

Gemini Elf  
Gemini Elf  
Gemini Elf  
Vorse Raider  
Vorse Raider  
Vorse Raider  
Dunames Dark Witch  
Dunames Dark Witch  
Dunames Dark Witch  
Mechanical Chaser  
Mechanical Chaser  
Mechanical Chaser  
7 Colored Fish  
7 Colored Fish

++Magic Cards++

Axe of Despair  
Axe of Despair  
Change of Heart  
Graceful Charity  
Dark Hole  
Harpies Feather Duster  
Monster Reborn  
Premature Burial  
Raigeki

++Trap Cards++

Bell of Destruction  
Call of the Haunted  
Magic Cylinder  
Mirror Force  
Negate Attack  
Negate Attack  
Torrential Tribute  
Trap Hole  
Waboku

<Insert the usual text here> Well, Another one bites the dust. Wooohooo, you are almost there now. Just a little more to go. Aren't you having a blast. Just wait till the next one, and you'll have a blast.

<>Card Limitation MAGIC Prohibited<>

Well, won't this be fun. No magic cards for your deck. Well, it can be done and its not going to be extremely difficult, but your deck should have mainly beatdown monsters to rely on. Don't rely too much on traps, just use beatdown monsters, and take their LP to 0 by pure power. Here is the deck I used in case you need any help, but it's really pretty easy.

++Tributes++

Cosmo Queen  
Cosmo Queen  
Summoned Skull  
Summoned Skull  
Summoned Skull

++Non-Tributes++

Gemini Elf  
Gemini Elf  
Gemini Elf  
Vorse Raider  
Vorse Raider  
Vorse Raider  
Bazoo the Soul Eater  
Bazoo the Soul Eater  
Bazoo the Soul Eater  
Slate Warrior  
Dunames Dark Witch  
Dunames Dark Witch  
Dunames Dark Witch  
Mechanical Chaser  
Mechanical Chaser  
Mechanical Chaser  
7 Colored Fish  
7 Colored Fish  
Kycoo the Ghost Destroyer  
Kycoo the Ghost Destroyer  
Kycoo the Ghost Destroyer  
Man-Eater Bug  
Man-Eater Bug  
Man-Eater Bug  
Penguin Soldier  
Penguin Soldier

++Magic Cards++

<None Obviously>

++Trap Cards++



Bell of Destruction  
Call of the Haunted  
Magic Cylinder  
Mirror Force  
Negate Attack  
Negate Attack  
Negate Attack  
Torrential Tribute  
Trap Hole  
Trap Hole  
Waboku  
Waboku

Its not exactly your perfect Magic Free Deck, but it gets the job done. AS per all of my other decks, this one is a 1st time win. Not necessarily guaranteed to be a first round win, but it should, just because your opponents are terrible. Anyway, you are almost done with these challenges. The next one will be your last, so good luck man, and go to it! First you couldn't use magic cards, next your are limited even more! Woohoo, won't this be fun eh?

<>Card Limitation Magic and Trap Prohibited<>

Location:Section 13

Ya, thats right, 0 magic and traps means all monsters. It isn't going to be extremely difficult, but YOU CAN DO IT. Just stick to the usual all Beatdown strategy, or any other if you want to, but if you're having trouble, just take a look at my strategy.

++Tributes++

Cosmo Queen  
Cosmo Queen  
Summoned Skull  
Summoned Skull  
Summoned Skull

++Non-Tributes++

Gemini Elf  
Gemini Elf  
Gemini Elf  
Vorse Raider  
Vorse Raider  
Vorse Raider  
Bazoo the Soul Eater  
Bazoo the Soul Eater  
Bazoo the Soul Eater  
Slate Warrior  
Dunames Dark Witch  
Dunames Dark Witch  
Dunames Dark Witch  
Mechanical Chaser  
Mechanical Chaser  
Mechanical Chaser  
7 Colored Fish  
7 Colored Fish  
Kycoo the Ghost Destroyer  
Kycoo the Ghost Destroyer  
Kycoo the Ghost Destroyer  
Man-Eater Bug  
Man-Eater Bug  
Man-Eater Bug  
Penguin Soldier

Penguin Soldier  
Muka Muka  
Muka Muka  
Gearfried the Iron Night  
Gearfried the Iron Night  
Gearfried the Iron Night  
Invader of the Throne  
Sinister Serpent  
Wall of Illusion  
Wall of Illusion  
Wall of Illusion

<Insert Usual Text Here>WOoooohooo, you beat the Card Limitation Tournament. Thats right you beat it. Now go to the menu, go to "Option" and then go to Card Limitation, and turn it off. Now you can put 3 of every card you want into your deck. Though i don't, you can add a bunch of good cards x3 now. Also you will notice that the "L" is lit, on the list of Symbols. Now all that's left, is to finish lighting the symbols. Its not very hard. By now you should have these symbols lit:

Symbol 3-You probably have dueled a lot of people to get open the boosters you need, so you can complete the challenges.

Symbol 6- The KC Cup should have passed by now, but if you didn't go to it, don't worry, it does come up again

Symbol 8-You should have gotten every card, for beating every challenge

Symbol 9-Well, the whole point of the entire Walkthrough up to now, is to beat this, so if you haven't yet, I feel bad for you.

Symbol 10-You should have already done this, or else, well, I will just keep on typing, so Boo YA.

~~~~~  
VII. Unlocking the Boosters-27 OF THEM
~~~~~

Now, you need a certain card, but you don't know how to get the Booster Pack that it is in, just check here, and you'll get all you need to know. Also note that these are not the Official Names, but just whatever is on the cover. If a Monster is on the cover, I will call it whatever the monster is, if it isn't a monseter, I will describe it.

-|Dark Magician Pack|-

You don't need to do anything to get this pack, because you can open it, right when you start the game. Wooohooo

-|Mystical Elf|-

You don't need to do anything to get this pack, because you can open it, right when you start the game. Wooohooo

-|Red Eyes Black Dragon|-

You don't need to do anything to get this pack, because you can open it, right when you start the game. Wooohooo

-|Black Luster Soldier|-

You don't need to do anything to get this pack, because you can open it,

right when you start the game. Wooohooo

-|Harpy Lady|-

You don't need to do anything to get this pack, because you can open it, right when you start the game. Wooohooo

-|Gate Guardian|-

You don't need to do anything to get this pack, because you can open it, right when you start the game. Wooohooo

-|Great Moth|-

You don't need to do anything to get this pack, because you can open it, right when you start the game. Wooohooo

-|Launcher Spider|-

You don't need to do anything to get this pack, because you can open it, right when you start the game. Wooohooo

-|Blue Eyes White Dragon|-

Obtain a "Blue Eyes White Dragon" card. Simple as that.

-|Exodia|-

Just get an "Exodia the Forbidden One" card. Not too hard eh

-|Black Skull Dragon|-

All you have yo do is get a "Red Eyes Black Dragon" card.

-|Barrel Dragon|-

THIS ONE IS HARD, just kidding, all you have to do is get a "Barrel Dragon"

-|Relinquished|-

You need to get at least 5,000 Dueling Points(DP). Once you get it, you don't need to worry about going under. Once it's open, it never goes away.

-|Blue Eyes Toon Dragon|-

Get 10,000 Duel Points(DP). Once you get it, you don't need to worry about going under. Once it's open, it never goes away.

-|Buster Blader|-

Get 20,000 Duel Points(DP). Once you get it, you don't need to worry about going under. Once it's open, it never goes away.

-|Legendary Fisherman|-

You need to get at least 30,000 Dueling Points(DP). Once you get it, you don't need to worry about going under. Once it's open, it never goes away

-|The Masked Beast|-

Apparently this is gained, by completing the KC Championship, beat everyone, beat the Challenge Cup, and the Target Week.(Thanks to Joshua Fink for pointing this out)

-|Graceful Charity|-

You need to win 3 duels in a row. If you lose just once, you have to start over, but once you open it, it won't go away.

-|F-I-N-A-L|-

You have to beat the following people 10 times:Yugi, Tea, Ishizu, Mako, Espa Roba, Rex Raptor, Mai Valentine, Bakura, Joey, Kaiba, Trusdale, and Weevil.

-|Blue-Eyes Ultimate Dragon|-

Just beat the Saturday Weekly Tournament one time. Not too complicated eh?

-|Dark Magician Girl|-

Beat the Saturday Weekly Tournament 10 times, and you got this pretty lady.

-|Red Eyes Black Dragon|-

Some holy person confirmed to me tha this has a Japanese Red Eys Black Dragon on the cover. You need 30,000 Duel Points(DP) to get it.

-|Pink Millenium Puzzle|-

Apparently appears every 4th Sunday of the month. Thanks to Joshua Fink for this info.

-|Pink Millenium Eye(Trap Selection)|-

Get over 500 cards in your trunk.(If you did the Limitation Challenge, you should have this completed)

-|Green Millenium Eye(Magic Slection)|-

Get over 1000 cards in your trunk.(If you did the Limitation Challenge, you should have this completed)

-|Purple Millenium Puzzle(Rare Selection)|-

Get over 541 DIFFERENT cards.(If you did the Limitation Challenge, you should have this completed)

-|Gold Millenium Eye|-

This only appears after you beat the second person in your Target Week challenge. If you beat anybody else, in a duel that isn't a part of the Target Week, it won't appear.(Thanks to someone on the Boards for pointing this out).

~~~~~  
VIII. Code Breaker Codes
~~~~~

Note, in case people can't tell, you read the codes from left to right, top to bottom. And this is for CODEBREAKER. Code Breaker is an actual cheat device. Its not some random name that doesn't really matter. You need an actual CodeBreaker for these to works, so dont E-Mail me, telling me the code doesn't fit in the password section. Whew.

Enable Code:

000055C9 000A  
100896E0 0007

Start with 10,000 LP:

72015BE8 0001  
82018FE4 2710

Inifnite LP:

82018FE4 1F40

Always start 1st:

3202036E 0000

Maximum Duel Points:

82013D7C FFFF

Unlock the option to take off Card Limit:

32013D88 000F

Every monster attacks directly for 5000 damage:

8201816E 1388

Hold Select+Up for an Instant Win:

74000130 03BB

82019D48 0000

Press Select+Down to access Draw Phase:

74000130 037B

32015BE8 0002

Free Ritual Summons:

32017B21 0000

Press Select+R, to summon a Fusion Monster:

74000130 02FB

32017B00 0001

74000130 02FB

32017B12 000D

74000130 02FB

32017B20 007F

73004474 0002

32017B20 007E

74000130 02FB

82017B18 9D1D

74000130 02FB

82017B1A 0803

74000130 02FB

820179C0 024F

74000130 02FB

32017FB8 0000

No Sacrifice(Put the pointer over the card you want to summon, press L, then go to Summon, and hold R, then press A):

74000130 02FE

8201AB08 0000

D0000020 0200

8201AB0C C601

Opponent Attacks do 0:

82018162 0000

All Cards in Trunk(When you are looking at the Battle City map, hold select, then press R, then, while holding select, enter the Trunk Menu. Now your current deck will be empty, but your trunk will be full of 3 of every card):

74000130 03FA

42011C2C 0003

0000043A 0004

74000130 02FB

42013CE6 0000

00000004 0002

74000130 02FB

42013C28 0000

0000005F 0002

Unlock every Booster(except the one that only appears after a Tournament):

7201F8BC 0001

3201F91C 001A

7201F8BC 0001  
3201F8EA 0007  
7201F8BC 0001  
3201F8EC 0008  
7201F8BC 0001  
3201F8EE 0009  
7201F8BC 0001  
3201F8F0 000A  
7201F8BC 0001  
3201F8F2 000B  
7201F8BC 0001  
3201F8F4 000C  
7201F8BC 0001  
3201F8F6 000D  
7201F8BC 0001  
3201F8F8 000E  
7201F8BC 0001  
3201F8FA 000F  
7201F8BC 0001  
3201F8FC 0010  
7201F8BC 0001  
3201F8FE 0011  
7201F8BC 0001  
3201F900 0012  
7201F8BC 0001  
3201F902 0013  
7201F8BC 0001  
3201F904 0014  
7201F8BC 0001  
3201F906 0015  
7201F8BC 0001  
3201F908 0016  
7201F8BC 0001  
3201F90A 0017  
7201F8BC 0001  
3201F90C 0018  
7201F8BC 0001  
3201F90E 0019  
7201F8BC 0001  
3201F910 001A

Well, that should be enough to satisfy your urge to enhance the gaming experience, so for now, thats all the codes I have. Hope you enjoy them!

~~~~~  
IX. My Decks
~~~~~

Well, I might as well let you know, since I wrote this FAQ, at least this way you can see my decks. I have quite a few, but I will only post my favorites.

Magic Cards

=====

- Change of Heart
- Giant Trunade
- Giant Trunade
- Graceful Charity
- Graceful Charity
- Ground Collapse
- Ground Collapse

Ground Collapse  
Mask of the Accursed  
Mask of the Accursed  
Mask of the Accursed  
Messenger of Peace  
Messenger of Peace  
Monster Reborn  
Nightmare's Steel Cage  
Nightmare's Steel Cage  
Nightmare's Steel Cage  
The Dark Door  
The Dark Door  
The Dark Door  
Multiply  
Multiply  
Pot of Greed  
Raigeki

#### Trap Cards

=====

Ceasefire  
Crush Card  
Crush Card  
Crush Card  
Gravity Bind  
Gravity Bind  
Gravity Bind  
Just Deserts  
Just Deserts  
Solem Wishes  
Solem Wishes  
Solem Wishes  
Mirror Force  
Magic Thorns  
Magic Thorns  
Waboku  
Waboku  
Widespread Ruin  
Widespread Ruin  
Bell of Destruction  
Imperial Order

#### Monsters

=====

Kuriboh(Crush Card)  
Kuriboh  
Kuriboh  
Fire Princess  
Fire Princess  
Fire Princess

#### Sinister Serpent

The idea is to stall and protect with Magic/Trap cards, and hit them with either Fire Princess+Solem Wishes, or Magic Thorns, plus Stall cards, so they have to discard at the end of their turn. It works well, Kuriboh to use Crush Card, and Dark Door+Sinister Serpent equals infinite protection. Anyway, this is the deck I use for fun, and its very fun to use.

---

Here is a deck, if you want to make a record of Highest Attack you have achieved. It is an Hourglass of Courage Deck, and I achieved a total attack power of 22,000! IT was major ownage. The idea is to get out HoC, and equip it to death. 1 UWS with 5 monsters, 1 Mage Power, with 3 other magic/traps(this 1, UWS, and 3 more) and 3 axes. Put as many equips as u can, before it doubles its attack, because i think, that the more power it has before you double it, the more it will have in the long run. Not totally sure about it, because either way i cant seem to pass my record score, so if anyone figures it out, they can tell me. So here is it:

++Non-Tributes++

Hourglass of Courage  
Hourglass of Courage  
Hourglass of Courage  
Hoshinengen  
Hoshinengen  
Shining Fairy  
Shining Fairy  
Maha Vailo  
Maha Vailo  
Dunames Dark Witch  
Dunames Dark Witch  
Wall of Illusion  
Wall of Illusion  
Cyber Jar  
Magician of Faith  
Magician of Faith  
Witch of the Black Forest  
Sangan  
Sangan

++Magic Cards++

Swords of Revealing Light  
Graceful Charity  
Graceful Charity  
Iron Cage of Nightmare  
Iron Cage of Nightmare  
Iron Cage of Nightmare  
Dark Hole  
Raigeki  
Monster Reborn  
Pot of Greed  
Axe of Despair  
Axe of Despair  
Axe of Despair  
Change of Heart  
United We Stand  
Mage 32

++Trap Cards++

Waboku  
Waboku  
Waboku  
Negate Attack  
Negate Attack  
Negate Attack  
Magic Cylinder  
Mirror Force



Mirror Wall

Mirror Wall

Pretty straight forward, plenty of traps and magic to protect your HoC before it doubles itself, and plenty of equip power, to do some major damage. The only problem with this deck, is that its susceptible to traps. Throw in some 7 tools, and Magic Jammers if you want. Its really fun to use.

---

Now here is my serious deck. Its The Masked Beast (Masked Hellraiser) Deck.

Ritual Monsters

=====

The Masked Beast

The Masked Beast

The Masked Beast

Non-Tribute Monsters

=====

Witch of the Black Forest

Wall of Illusion

Wall of Illusion

Senju of the Thousand Hands

Senju of the Thousand Hands

Senju of the Thousand Hands

Sonic Bird

Sonic Bird

Sonic Bird

Vorse Raider

Vorse Raider

Vorse Raider

Cyber Jar

Magician of Faith

Magician of Faith

Magician of Faith

Magic Cards

=====

Curse of the Masked Beast

Curse of the Masked Beast

Curse of the Masked Beast

Change of Heart

Dark Hole

Graceful Charity

Graceful Charity

Harpies Feather Duster

Mask of the Accursed

Mask of the Accursed

Monster Reborn

Pot of Greed

Premature Burial

Trap Cards

=====

Call of the Haunted

Light of Intervention

Light of Intervention

Magic Cylinder

Magic Jammer

Magic Jammer

Seven Tools of the Bandit

## Seven Tools of the Bandit

### Mirror Force

Idea, is basically to get out two Masked Beasts, and whoop them with those. Beatdown is a backup option, but not really the useful, because the only Beatdown I have, is Vorse Raider. Either way I have won without summoning Masked Beast, but I have also summoned Masked Beast in 3 turns too. Its a powerful deck, which I like to use. Try out whatever deck you like, and I guarantee it will make the game a lot more fun.

~~~~~

X. Whats in the Boosters

~~~~~

So, you need to find your card. If your searching for a specific card, the best way to find a card, is to press CTRL+F, then type the full name, or part of the name of the card you want. Then press search, and you should get it on the screen. Also, the way I made this list is by opeining each booster pack 25 times. I wrote down every card I got, and added got a list from that. That means that some cards might not be listed. I will do my best though. Also, the Gate Guardian Pieces have been said to be in the Gate Guardian pack, which makes sense, but as I haven't found it by myself yet, I did not post it. If you are looking for it, check its pack. Same with Exodia, if u want the pieces, check its pack.

\*\*\* means that its a rare in that pack.

### Dark Magician Pack

=====

Air Marmot of Nefariousness  
Blue Eyes White Dragon\*\*\*  
Candle of Fate  
Curtain of the Dark Ones  
Dark Armor  
Dark Gray  
Dark Hole\*\*\*  
Dark Magician\*\*\*  
Eyearmor  
Fiend's Hand  
Firegrass  
Fire Reaper  
Fissure\*\*\*  
Gaia the Fierce Knight\*\*\*  
Haniwa  
Hitodenchak  
Hitotsu-Me Giant  
Hourglass of Life  
Kagemusha of the Blue Flame  
Kaminarikozou  
Kurama  
LaLa Li-oon  
Mammoth Graveyard  
Meotoko  
Nemuriko  
Petit Dragon  
Petit Angel  
Power of Kaishin  
Raigeki\*\*\*  
Red Medicine  
Secretarian of Secrets

Silver Fang  
Sparks  
The Drdek  
The Furious Sea King  
Trap Hole\*\*\*  
Tomozaurus  
Wicked Mirror  
Winged Cleaver

Mystical Elf Pack

=====

Armaill  
Blue-Eyes Silver Zombie  
Claw Reacher  
Curse of Dragon\*\*\*  
De-Spell  
Dragoness the Wicked Knight  
Dorover  
Enchanted Mermaid  
Final Flame\*\*\*  
Golbins Secret Remedy  
Hard Armor  
Karbonala Warrior  
Kumootoko  
Larvas  
Laser Cannon Armor\*\*\*  
M-Warrior #1  
M-Warrior #2  
Man Eater  
Mavelus  
Meda Bat  
Mystical Elf\*\*\*  
One-Eyed Shield Dragon  
Solitude  
Spirit of the Harp  
Stone Armadiller  
Supporter in the Shadows  
Terra the Terrible  
The Bewitching Phantom Thief  
Tyhone  
Uraby  
Vile Germs\*\*\*  
Wood Remains  
Zombie Warrior

Red Eyes Black Dragon

=====

Akhiron\*\*\*  
Anthrosaurus  
Armored Starfish  
Armed Ninja  
Barox  
Beaver-Warrior  
Binding Chain  
Darkworld Thorns  
Dragon Treasure  
Drooling Lizard  
Eldeen  
Electro-Whip  
Fireyarou

Flower Wolf  
Follow Wind  
Frenzied Panza  
Gaia the Dragon Champion\*\*\*  
Ganigumo  
Giant Soldier of Stone  
Gravedigger Ghoul  
Hane-Hane\*\*\*  
Kamakiriman  
Lesser Dragon  
Man-Eater Bug\*\*\*  
Metal Dragon  
Misairuzame  
Mystical Moon  
Pot of Greed  
Rare Fish  
Red Eyes Black Dragon  
Sand Stone  
Silver Bow and Arrow  
Sleeping Lion  
Skelengel  
Skull Red Bird  
Skull Stalker  
Spike Seadra  
Steel Ogre Grotto #1  
Succubus Knight  
The Wandering Doomed  
Tripwire Beast  
Whitty Phantom  
Wretched Ghost of the Attic

Harpie Lady

=====

Ancient Lizard  
Ancient Lizard Warrior  
Ancient Elf  
Barrel Lily  
Bottom  
Breath of Light\*\*\*  
Crawling Dragon  
D. Human  
Dark Assailant  
Deepsea Shark  
Destroyer Golem  
Dokuroizo the Grim Reaper  
Doma the Angel of Silence  
Electric Lizard  
Eradicating Aerosol\*\*\*  
Fiend Reflection #1  
Flame Viper  
Great Bill  
Ground Attacker Bugroth  
Harpie Lady  
Harpie Lady Sisters\*\*\*  
Hunter Spider  
Kaminari Attack  
Kattapillar  
Kojikocy  
Mask of Darkness\*\*\*  
Mega Thunderball

Morinphen  
Nekogal #1  
Ocubeam  
Ogre if the Black Shadow  
Petit Moth  
Rock Ogre Grotto #1  
Stain Storm\*\*\*  
Steel Scorpion  
Tao the Chanter  
Tongyo  
Trakadon  
Trent  
Water Girl  
Water Omotics  
Winged Dragon Guardian of the Fortress #1

Gate Guardian

=====

Acid Crawler  
Anti-Raigeki\*\*\*  
Armored Rat  
Armored Zombie  
Bio Plant  
Big Eye  
Blast Juggler  
Black Skull Dragon\*\*\*  
Change of Heart\*\*\*  
Crow Goblin\*\*\*  
Dark Rabbit  
Dark Shade  
Disk Magician  
Empress Judge  
Feral Imp  
Hibikime  
Hyo  
Hyosube  
Jinzo #7  
Killer Needle  
Leogon  
Leghul  
Magical Ghost  
Master and Expert  
Masked Sorcerer  
Mystic Lamp  
Ooguchi  
Pale Beast  
Queen's Double  
Roaring Ocean Snake  
Rose Spectre of Dunn  
Rainbow Flower  
Soul Release  
Snakeyashi  
The Thing that Hides in the Mud  
The Cheerful Coffin\*\*\*  
Toad Master  
Tribute to the Doomed\*\*\*z  
Unknown Warrior of Fiend  
Yaibo Robo  
White Magical Hat  
Wing Egg Elf

Great Moth

=====

Baby Dragon\*\*\*

Battle Steer

Blackland Fire Dragon

Bladefly\*\*\*

Blue-Winged Crown

Bolt Escargot

Burglar

Cyber Commander

Dark Magician\*\*\*

Dice Armadillo

Dragon Piper

Fiend Kraken

Flame Cerebrus

Giant Scorpion of the Tundra

Giltia the Dark Knight

Giga-tech Wolf

Gokibore

Great White

Guardian of the Labyrinth

Griffore

Horn Imp

Horn of Heaven\*\*\*

Ice Water

Kageningen

Kanikabuto

Lady of Faith

Laughing Flower

Lord of Zemina

Muka Muka\*\*\*

Musician King

Nekogal #2

Niwatori

Nightmare Scorpion

Polymerization

Protector of the Throne

Punished Eagle

Prisman

Rainbow Marine Mermaid

Sangan

Sea King Dragon

Shovel Crusher

Star Boy\*\*\*

Tenderness

Thousand Dragon\*\*\*

Torike

Violent Rain

Witch of the Black Forest

Launcher Spider

=====

7 Colored Fish

Akieiksu

Ancient Tool

Arlownay

Arma Knight

Black Dragon Jungle King

Block Attack

Catapult Turtle\*\*\*  
Crazy Fish  
Cyber Saurus  
Cyber Soldier  
Dark Elf  
Dark Chimera  
Fiend Sword  
Gatekeeper  
Germ Infection\*\*\*  
Giganto  
Ghoul With an Appetite  
Hero of the East  
Kuriboh\*\*\*  
Labryinth Tank  
Lava Battleguard  
Launcher Spider  
Monstrous Bird  
Mushroom Man #2  
Mystic Horseman  
Pendelum Machine  
Rabid Horseman  
Royal Guard  
Saber Slasher  
Saggi the Dark Clown  
Shield and Sword\*\*\*  
Sword of Deap-Seated  
Togex  
Toon Alligator  
The Immortal of Thunder  
The Unhappy Maiden  
Thunder Dragon  
Twin Headed Thunder Dragon\*\*\*  
Waterdragon Fairy  
Zanki

Black Luster Soldier  
=====  
Beastly Mirror Ritual  
Black Luster Soldier  
Chakra  
Fiend's Mirror  
Fortress Whale  
Fortress Whale's Oath  
Javelin Beetle  
Javelin Beetle Pact  
Novox's Prayer  
Resurrection of Chakra  
Skull Guardian  
Super War-Lion  
War-Lion Ritual  
Zera Ritual  
Zera the Mant

Blue Eyes White Dragon  
=====  
Aqua Madoor\*\*\*  
Basic Insect  
Blue Eyes White Dragon\*\*\*  
Beast Fangs  
Book of Secret Arts

Celtic Guardian\*\*\*  
Charubin the Fire Knight  
Dark Gray  
Dark King of the Abyss\*\*\*  
Darkfire Dragon  
Dissoleverock  
Dragon Capture Jar  
Flame Ghost  
Flame Manipulator  
Fiend Reflection #2  
Fire Grass  
Forest\*\*\*  
Fusionist  
Green Phantom King  
Hinotama  
Hinotama Soul  
Hitotsu-Me Giant  
Kagemusha of the Blue Flame  
King Fog  
Kurama  
Legendary Sword  
Mammoth Graveyard  
Masaki the Legendary Swordsman  
Monster Egg  
Mystical Sheep #2  
Nemuriko  
Petit Angel  
Power of Kaishin  
Ray and Temperature  
Red Medicine  
Remove Trap  
Root Water  
Silver Fang  
Skull Servant  
Sparks  
The Furious Sea King  
Trap Hole\*\*\*  
Trial of Nightmare\*\*\*  
Turtle Tiger\*\*\*  
Twu-Mouther DarkRuler  
Two-Pronged Attack  
Umi\*\*\*  
Violet Crystal

Exodia

=====

Armored Starfish  
Armed Ninja  
Armaill  
Beaver Warrior  
Curse of Dragon\*\*\*  
Darkworld Thorns  
Dragoness the Wicked Knight  
Drooling Lizard  
Enchanting Mermaid  
Final Flame  
Fireyarou  
Flower Wolf  
Frenzied Panda  
Giant Soldier of Stone



Goblin's Secret Remedy  
Gravedigger Ghoul  
Hane-Hane\*\*\*  
Hard Armor  
Karbonola Warrior  
Lesser Dragon  
Man-Eater Bug\*\*\*  
Man Eater  
Meda Bat  
Metal Dragon  
Misairuzame  
Monster Reborn\*\*\*  
M-Warrior #1  
M-Warrior #2  
Mystical Elf\*\*\*  
Mystical Moon\*\*\*  
One-Eyed Shield Dragon  
Pot of Greed  
Reaper of the Cards\*\*\*  
Red Eyes Black Dragon\*\*\*  
Right Lef of the Forbidden One\*\*\*  
Sand Stone  
Silver Bow and Arrow\*\*\*  
Skull Red Bird  
Spirit of the Harp  
Steel Ogre Grotto #1  
Stop Defense\*\*\*  
Succubus Knight  
Terra the Terrible  
Tripwire Beast  
Tyhone  
Uraby  
Witty Phantom

Gold Millenium Eye

=====

Call of the Haunted  
Clown Zombie  
Dark Necrofear  
Flame Cerebrus  
Flame Viper  
Jinzo #7  
Karate man  
Kazejin  
Spellbinding Circle  
Tentacle Plant  
The Shadow Who Controls the Dark  
The Wretched Ghost of the Attic  
Torike  
Vishwar Randi

Yu-Gi-Oh Weekly

=====

Abyss Flower  
Air Eater  
Battle Warrior  
Battle Ox  
Beaked Snake

Berfomet\*\*\*  
Big Insect  
Bone Mouse  
Boo Koo  
Boulder Tortoise  
Celtic Guardian\*\*\*  
Copycat\*\*\*  
Dark Plant  
Dark Titan of Terror  
Dharma Clown  
Dig Beak  
Doron  
Droll Bird  
Dryad  
Dunames Dark Witch  
Fairywitch  
Fiend Kraken  
Fire Eye  
Frog the Jam  
Fungi of the Musk  
Garvas  
Gate Deeg  
Grappler  
Graveyard and the Hand of Invitation  
Great White  
Gyakutenno Megami  
Happy Lover  
Invader From Another Dimension  
Job-Change Mirror  
Judge Man\*\*\*  
Kageningen  
Korogashi  
Koumori Dragon  
Krokodilus  
LaNoon  
Leo Wizard  
Lisark  
Little D  
Lucky Trinket  
Madjinn Gunn  
Makiu\*\*\*  
Man-Eating Plant  
Mechaleon  
Mech Mole Zombie  
Megazowler  
Metal Guardian  
Midnight Fiend  
Millenium Golem\*\*\*  
Monsturtle  
Mountain Warrior  
Mushroom Man  
Mystery Hand  
Mystical Capture Chain  
Neck Hunter  
Necrolancer the Time Lord  
Orion the Battle King  
Pendelum Machine\*\*\*  
Phantom Ghost  
Phantom Dewan  
Prevent Rat

Rainbow Marine Mermaid  
Ryu-Kishin  
Spirit of the Winds  
Sword Arm of Dragon  
Sword of Dark Destruction\*\*\*  
Synchar  
Tentacle Plant  
Temple of Skulls  
That Witch Feeds on Life  
The Shadow Who Controls the Dark  
The Snake hair  
Thousand Dragon\*\*\*  
Trap Master  
Vermillion Sparrow  
Weather Control\*\*\*  
White Dolphin  
Wilme  
Wolf  
Wood Clown  
Yamatano Dragon Scroll  
Zarigun

Cards you get from beating a Ghoul if they challenged you

=====  
Barrel Dragon  
Black Luster Soldier  
Black Skull Dragon  
Catapult Turtle  
Crush Card  
Dark Magician Girl  
Exodia the Forbidden One  
Fortress Whale  
Harpie Lady Sisters  
Insect Queen  
Jinzo  
Magician of Black Chaos  
Panther Warrior  
Red Eyes Black Dragon  
Ryu-Kishin  
The Snake Hair  
Torrential Tribute  
Total Defense Shogun\*\*\*  
The Snake Hair

KC Cup Cards When You Win

=====  
Change of Heart  
Swords of Revealing Light  
The Stern Mystic  
Witch of the Black Forest

Limitation Challenge Cards

=====  
Dark Magic Ritual  
Dark Necrofear  
Manga Ryu-Ran  
Mystical Sand  
Numinous Healer

~~~~~  
XI.What's Coming in Future Updates

~~~~~  
In future versions of this FAQ, I plan to obviously clean up any mistakes that I find, or that are E-Mailed to me. I also hope to be able to make a list of the cards that come in each Booster Pack. I may also include a Character Deck list. Would anyone use this? Just email me if you would.

~~~~~  
XII.Character Deck FAQ
~~~~~

Well, I got quite a bit of E-Mails about this, and apparently it would be useful, so here it is.

Character Decks:

\*\*\*\*\*Yugi Muto\*\*\*\*\*

++Rituals++2

Magician of Black Chaos  
Magician of Black Chaos

++Tributes++9

Valkyrion the Magnet Warrior  
Valkyrion the Magnet Warrior  
Summoned Skull  
Summoned Skull  
Dark Magician  
Dark Magician  
Dark Magician Girl  
Dark Magician Girl  
Dark Magician Girl

++Non-Tributes++15

Gamma the Magnet Warrior  
Overdrive  
Beta the magnet Warrior  
Beta the Magnet Warrior  
Beta the Magnet Warrior  
Alpha The Magnet Warrior  
Alpha the Magnet Warrior  
Alpha the Magnet Warrior  
Gamma the Magnet Warrior  
Gamma the Magnet Warrior  
Gamma the Magnet Warrior  
Gemini Elf  
Gemini Elf  
Gemini Elf  
Cyber Jar  
Magician of Faith  
Magician of Faith

++Magic Cards++9

Harpies Feather Duster  
Dark Magic Ritual  
Dark Magic Ritual  
Dark Hole  
Raigeki  
Monster Reborn  
Snatch Steal  
Change of Heart

Swords of Revealing Light

++Trap Cards++3

Magic Cylinder

Mirror Force

Call of the Haunted

\*\*\*\*Joey\*\*\*\*

++Fusion Deck++

Alligator Sword Dragon

Black Skull Dragon

++Tributes++4

Summoned Skull

Summoned Skull

Summoned Skull

Jinzo

Red Eyes Black Dragon

++Non-Tributes++21

Goblin Attack Force

Goblin Attack Force

Goblin Attack Force

Zombrya the Dark

Zombrya the Dark

Zombrya the Dark

Gearfried the Iron Knight

Gearfried the Iron Knight

Gearfried the Iron Knight

Axe Raider

Axe Raider

Axe Raider

Alligator's Sword

Alligator's Sword

Alligator's Sword

Madjinn Gunn

Ground Attacker Bugroth

Panther Warrior

Krokodilus

Baby Dragon

Time Wizard

++Magic Cards++11

Change of Heart

Swords of Revealing Light

Dark Hole

Raigeki

Snatch Steal

Graceful Charity

Graceful Charity

Monster Reborn

Polymerization

Polymerization

Fusion Sage

++Trap Cards3

Magic-Arm Shield

Magic-Arm Shield

Mirror Force

I know that there is only 39 non-fusion monsters, so I am missong 1, but oh well.

~~~~~  
XIII. Frequently Asked Questions
~~~~~

OK, I've been getting a lot of e-mails of questions that everybody should know, but since its been getting asked a lot, I will post the question, and the answer, right here.

-Question: Can I get the God Cards?

Answer:NO, it is not possible, they are not in the game, dont ask!

-Question: How do I summon the High-Level/Really Strong Cards?

Answer: You have to triIBUTE for them, depending on what level they are, read the How to Duel section for more details.

-Question: Can you make me such and such deck theme?

Answer:No, I'm sorry, but i really dont have the time to be making decks all day.

-Question: What Booster Pack is such and such card in?

Answer: If it isn't already in the Booster Pack section, I DON'T KNOW! It is a long and bothersome process to find every card in the game, so if I haven't figured it out yet, I don't know! If you want to e-mail me a pack that you know already, feel free to do so, and you will get proper credit. Just make sure you have every card there, because i won't do that pack if you send it to me.

-Question: Were is the Challenge Cup?

Answer: It is in a completely random location which is different for everyone. Don't ask because, well, I don't know.

-Question: Were is the KC Cup?

Answer: It is in Sector 9 of the ASCII Map i made.

-Question: How do I use the CodeBreaker Codes?

Answer: YOU NEED A CODEBREAKER! You are not supposed to put them were you put card passwords. You need to buy a peripheral which is about 30 dollars at a store, and use that.

-Question: Which cards come in the box when you buy the game?

Answer: Sinister Serpent, Harpies Feather Duster, and Valkyrion the Magna Warrior

-Question: If I lost in the Phantom Pyramaid, can i get back?

Answer: Yes! Just do that same thing you did the first time, beat each ghouL once, in a random match were they challenge u for your rare cards, and you will go back again.

-Question: When I duel Duke Devlin, my game freezes up, why?

Answer: The dice cards in this game are very glitchy. Duke uses a gamble style deck, so he is chock-fulla dice cards, and often causes the game to freeze, your game isn't bad, and ur GBA is working fine, its the terrible job Konami did with glitches in this game.

-Question: Can I have more than 1 deck at a time?

Answer: Nope.

~~~~~  
XIV. Contacting Me
~~~~~

If you wish to ask me anything, send me an E-Mail to this adress:  
Nickv360@yahoo.com If you ask me anything that is in the FAQ, or something I  
plan on including, I will delete your E-Mail, without an answer, so make sure  
you read the FAQ well before you E-Mail me. Any flaming will also be deleted.  
I don't mind if you point out typos to me, but have at least 4 or 5 per E-Mail,  
because sending me an E-Mail for 1 misspelled word is sort of ridiculous. Any  
praise will also be accepted. Also, don't ask if the god cards are in the game  
because you can't use them. YOU CAN'T USE THE GOD CARDS, AND THEY'RE NOT IN  
THE GAME, SO DON'T ASK. You can also send me an E-Mail if you want to  
compliment my ASCII type map of Battel City, it took a while.

~~~~~  
XV. Copyright
~~~~~

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expressed written consent of the author. It may not be reproduced on any  
website, without the expressed written consent of me, the author. If you want  
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If I find out that you have used this without permission, in an illegal way,  
serious action will be taken, which could mean legal procedures, so be nice and  
ask if you want to use this.

~~~~~  
XVI. Thanks & Credit
~~~~~

I would like to thank the academy, and all....Woops wrong speech, anyway,  
thanks to these dudes:

Knighthawk, for helping to find out how to unlock most of the boost packs.

Gamer012, for providing information, on the Phantom Pyramaid, and the Symbols  
on the In-Game Menu.

CMGSCCC (Code Breaker website), for supplying those wicked(ya i just said wicked  
so what) codes for your codebreaker.

To everyone who supplied information to me that wasn't mentioned(Especially in  
E-Mails).

And to all you guys for reading this FAQ!!!