

# Yu-Gi-Oh! Dungeondice Monsters FAQ/Walkthrough

by shaeki

Updated to v1.50 on Jan 18, 2004

```
*-----*
|   _____   _____   _____   _____   _____   |
|  /  \  /  \  /  \  /  \  /  \  /  \  /  \  /  \  /  \  /  \  /  \  |
| /    \ /    \ /    \ /    \ /    \ /    \ /    \ /    \ /    \ /    |
| /      \ /      \ /      \ /      \ /      \ /      \ /      \ /      |
| /        \ /        \ /        \ /        \ /        \ /        \ /        |
| /          \ /          \ /          \ /          \ /          \ /          |
| /            \ /            \ /            \ /            \ /            |
| /              \ /              \ /              \ /              \ /              |
| \            / \            / \            / \            / \            / \            |
| \          / \          / \          / \          / \          / \          / \          |
| \        / \        / \        / \        / \        / \        / \        / \        |
| \      / \      / \      / \      / \      / \      / \      / \      / \      |
| \    / \    / \    / \    / \    / \    / \    / \    / \    / \    / \    |
|  \  / \  /  \  /  \  /  \  /  \  /  \  /  \  /  \  /  \  /  \  /  \  |
|   \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/  |
|
|                   _____                   |
|          ~*---|  D U N G E O N  D I C E  M O N S T E R S  |---*~  |
|                   _____                   |
|
*-----*
```

```
*-----*
| Guide: FAQ/Walkthrough      |
| Written by: shaeki          |
| Email: zonoriam@yahoo.com   |
| Version: 1.00               |
| Date Created: 01/05/04     |
| ASCII Art by: Shaeki       |
*-----*
```

```
*-----*
|             Table of Contents         |
*-----*
```

```
*-----*
| I. Introduction              |
| II. Updates/Versions        |
| III. Game Basics            |
|     -Controls                |
|     -Starting a New Game    |
|     -How to play            |
|     -Game Menu              |
| IV. Dice Guide              |
|     -Creating a Dice Pool    |
|     -Classes                 |
|     -Item Dice              |
| V. Dungeon Dice Monsters    |
| VI. Tournaments             |
| VII. Characters             |
| VIII. FAQ                   |
| IX. Credits                 |
*-----*
```

```
*-----*
| I. |           Introduction         |
*-----*
```

Hi, it's me shaeki here. This is my first FAQ I've ever created and I tried my

best to make it good. You are about to read a FAQ/Walkthrough of Yu-gi-oh!: Dungeon Dice Monsters, created by shaeki, nobody else. My FAQ/Walkthrough explains the Game Basics of Yu-gi-oh!: DMM, how to play the game, etc.

Enough talking. Let's go!

```
*-----*
| II. |           Updates/Versions |
*-----*
```

```
*-----*
|                                     |
| Version 1.00                       |
|                                     |
| Started FAQ. I won't be making updates for a long time so I |
| cannot promise anything. Note that I only make updates when |
| my FAQ has something missing, or needs more information.    |
|                                     |
| Version 1.50                       |
|                                     |
| FAQ got accepted. Yippee! Anyways I've added a Character   |
| List and fixed up few mistakes...                               |
|                                     |
| Version 1.51                       |
|                                     |
| GameFAQs and Neoseekers are both authorized to use my FAQs. |
|                                     |
*-----*
```

```
*-----*
| III. |           Game Basics      |
*-----*
```

```
*-----*
|           Controls                |
*-----*
```

```
  _
_|_|_
|_ O _| D-pad: Move
  |_|
```

( \_A\_ ) A Button: Accept

( \_B\_ ) B Button: Decline

( \_L\_ ) L Button: Open Monster Information Screen

( \_R\_ ) R Button: Alter selected monster/Revolve pieces

( \_START\_ ) Start Button: Choose form of your Summoned Die/Open Menu/Start Game

( \_SELECT\_ ) Select Button: Choose form of Summoned Die

```
*-----*
| Starting a New Game |
*-----*
```

I'm sure that you don't need help on starting a new game, since it's all very straight forward but I'll help you anyways ^-^. First of all, choose the

"Start" option on the menu screen. On the first screen, it asks you to input your name. Be creative! And voila! You have started your game. Wasn't that simple? I bet you didn't need my help at all ^0-.

```
*-----*
|       How to play       |
*-----*
```

First of all, you choose dice for your pool. If you have just started your game, you do not need to do this, since you already have dice in your pool. Then a menu will pop up. It will something look like this:

```
_____|
| _   | | _____ | _____ | | | | | | | |
||_ | # | | _____ | | _____ | | _____ |
| _   | | | -O- | | -O- | | _____ | | -SET- |
||_ | # | | _____ | | _____ | | _____ |
| _   | | _____ |
||_ | # | _____ |
| _   | | _____ | _____ | _____ | _____ |
||_ | # | | _____ | | _____ | | _____ | | _____ |
| _   | | | -O- | | -O- | | -O- | | -GO!- |
||_ | # | | _____ | | _____ | | _____ | | _____ |
| _____ |
```

Never mind the top 2 boxes for now. Select one of the three boxes and press the A button. A box will appear. It will show you the list of monsters that you have right now. Choose one. Just pretend you chose Red Archery Girl. Remember that Red Archery Girl is a Lvl. 1 monster. You can choose two more dice monsters, but you need another Lvl. 1 monster to get Red Archery Girl, so I prefer to pick a monster that is the same level as Red Archery Girl, and the same colour. Picking the same colour as Red Archery Girl is optional, but you have a higher chance of getting the monster though. After you've chosen your three dice, select the "Go!" button and press the A button.

No you'll be taken to another screen where your three chosen dice are rolled. If you roll two summon crests, you get to choose between two monsters to summon. If you roll three summon crests, then you get to choose between three monsters to summon. Note that once you summon a monster, you cannot summon that monster again unless you have doubles.

Next step: Dimensioning the die! At the beginning of the game, the game board is completely blank. So, every time you summon a monster, you are allowed to make a 6 square path. The object of the game is to create a path leading to your opponent's die master (which is located at the very top of the screen) and to flush out your opponent's heart points. Once you summon a monster, you will have to decide how to create the path. Press the START or the R button to rotate around through many different formations of 6 square paths. Once you've chosen a 6 square path, place it on the game board. Press the A button to dimension the die.

After summoning a monster, you can choose what you want the monster to do. Move, Attack, view it's Abilities or view it's Details. The most important action is to move, so you can avoid getting attacked by a stronger monster.

```
_____|
| _   | | _____ | _____ | | | | | | |
||_ | # | | _____ | | _____ | | _____ |
| _   | | | -O- | | -O- | | _____ | | -SET- |
```

```

||_|#| |_____| |_____| |_____| | | | | | | |
|_#| |_____| |_____| |_____| |
||_|#| |_____| |_____| |_____| |
|_#| |_____| |_____| |_____| |
||_|#| | |_____| | |_____| | |_____| | |_____| |
|_#| | | -O- | | -O- | | -O- | | -GO!- | |
||_|#| | |_____| | |_____| | |_____| | |_____| |
|_____| |_____| |_____| |_____| |_____| |

```

About those two boxes at the top. The two boxes at the top will list all of your monsters in your dice pool as well, but, you can also choose crests that you need too, by pressing the down button. These two boxes are especially useful if you are low on a certain type of crest.

Attacking a monster is sometimes the only way to get to your opponents die master. Just face the monster you want to attack, select the monster that you want to attack with, and choose the "Attack" selection. The monster that you are about to attack will choose to wait or defend. If the monster's LP (Lifepoints) reaches zero, the monster will disappear.

There are only 3 ways to win a match. They are:

- destroying all three heart points from your opponent's "Die Master"
- using a code (grr...)
- summoning all four Exod. pieces

Those are ALL the ways you can win. You cannot win any other way.

Once the three heart points from your opponent's "Die Master" are destroyed, you get a new die.

If your opponent destroyed YOUR Die Master's heart points, you lose.

```

*-----*
|      Game Menu      |
*-----*

```

```

-----
|  Dice Pool  | - This is where you can customize your dice pool. The Dice
-----      Pool Menu lists all the dice you have. You can add a
                monster to your pool, view a monsters stats, etc.

```

```

-----
|  Tournament  | - This is where you can enter a tournament. Note that
-----          when you enter a tournament; you cannot withdraw from a
                battle. (other than restarting your game, of course)

```

```

-----
|  Free Duel  | - This is where you battle against characters you have
-----          battled before. You can do this anytime, to win some dice
                or/and money.

```

```

-----
|  Link Duel  | - This is where you battle against a friend. Note that you
-----          need a link cable to battle.

```

```

-----
|    Trade    | - This is where you trade dice with a friend. Note that you
-----          need a link cable to trade.

```

-----  
| Grandpa's Shop | - This is where you can get dice from Yugi's Grandpa. You  
----- can buy dice for your pool and sell dice for money.

\*-----\*  
| IV. | Dice Guide |  
\*-----\*

There are 4 only ways to obtain dice. They are:

- buying from Grandpa's Shop
- beating other players
- trading dice with a friend
- using a code (double grr...)

Those are ALL the ways you can obtain dice. You cannot obtain dice any other way.

\*-----\*  
| Creating a Dice Pool |  
\*-----\*

This section will provide the basics for Dice Pool making.  
The type of Dice Pools that you can create are listed below...

-----  
\*-----\*  
| Beat Down |  
\*-----\*

Basically, a Beat Down pool consists monsters with a high attack range, like B. eye White Dragon or Gemini Elf. This pool also should have Level 1 monsters, just in case you can't summon Level 4 monsters. I wouldn't recommend this pool for beginners.

-----  
\*-----\*  
| Exod. Of Forbidden |  
\*-----\*

By the sound of the title, I'm sure you already know what kind of pool this is. Well, an Exod. Of Forbidden dice pool consists a lot of Exod. Of Forbidden parts (if you can't get any more Exod. parts, then one of each Exod. parts is great, but it will be harder to summon.), strong monsters to defend your Exod. parts, and weak monsters just in case you can't summon any strong monsters. So basically the purpose of this dice pool is to get all the Exod. pieces out for an instant win!

-----  
\*-----\*  
| Weenie Rush |  
\*-----\*

Basically a Weenie Rush pool consists monsters with low attack ranges. There should also be lots of Item Dice, and monsters that have abilities, like Mystical Elf (can heal monsters).

-----  
\*-----\*

```
| Zero Purpose |
*-----*
```

This dice pool has no purpose at all. This dice pool has just a bunch of dice in one pool. Recommended for beginners.

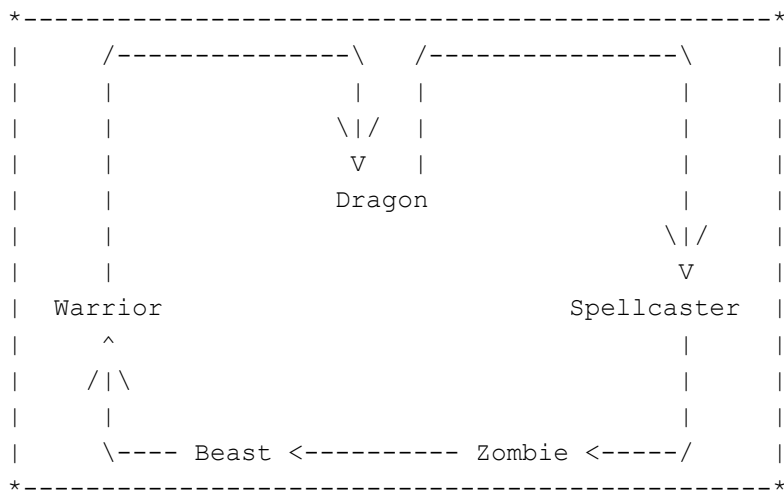
```
-----
*-----*
| Class |
*-----*
```

This dice pool consists only one class of monsters (dragon, zombie, etc.) It's sort of like the Zero Purpose pool, except consisting one class of monsters.

There are way more types of dice pools you can create, but I am not going to list them ALL down, sorry.

```
*-----*
|           Classes           |
*-----*
```

Like the card game, Dungeon Dice Monsters have classes too, but there are only five classes in the game. There's Dragon, Spellcaster, Warrior, Beast and Zombie. Also, like the card game, each type may be stronger or weaker against certain types, so it's kind of like rock, paper, scissors. Here's a little diagram if you forget the weaknesses and advantages:



Also, monster dice have a certain die colour. For example, a Spellcaster die would be grey. A blue die would be Warrior, green would be Beast, red would be Dragon, and a yellow die would be Zombie. For a more "neater list", check below...

```

*-----*
| Spellcaster ..... White |
| Warrior ..... Blue |
| Beast ..... Green |
| Dragon ..... Red |
| Zombie ..... Yellow |
*-----*
*-----*
|           Item Dice           |
*-----*

```

There are exactly 10 items dice in Yu-gi-oh!: Dungeon Dice Monsters. Like the card game, there are magic items and trap items. Some items can heal your monster (magic items) and some can destroy your monster (trap items). I've listed all the Item Dice below, and their description...

Medical Aid Kit..... Restores 2 Hearts to a monster.  
 Exploding Disc..... Removes 2 Hearts from a monster.  
 Time Machine..... Returns monster to its last location.  
 Energy Disc..... Raises a monsters attack by 20.  
 Trap Bandit..... Destroys 1 Trap crest in own pool.  
 Declaration of Despair..... Destroys Magic crest in own pool.  
 Gluminizer..... Doubles Movement Costs for all.  
 Resurrection Scroll ..... Resurrects 1 destroyed ally.  
 Warp Vortex..... Moves monster to another vortex.  
 Crater Creator..... Destroys all within dungeon.

```
*-----*
| V. | Dungeon Dice Monsters |
*-----*
```

Here is a list of all the Dungeon Dice Monsters that you can find in the game. Well, enjoy!

```
*-----*
| Legend |
|
| ATK = Attack |
| DEF = Defence |
| LP = Lifepoints |
| LVL = Level |
| TYPE = Monster class |
|
| DR. = Dragon |
| SP. = Spellcaster |
| WR. = Warrior |
| BST. = Beast |
| ZOM. = Zombie |
| FL. = Flying |
*-----*
```

-----  
 -A-

Aqua Madoor.....|ATK: 10 |DEF: 20 |LP: 10 |LVL: 1 |TYPE: SP. |

-----  
 -B-

B. eye Ultimate Dragon...|ATK: 50 |DEF: 40 |LP: 50 |LVL: 4 |TYPE: DR. |  
 B. eye White Dragon.....|ATK: 40 |DEF: 30 |LP: 50 |LVL: 4 |TYPE: DR. and FL. |  
 B. Skull Dragon.....|ATK: 40 |DEF: 40 |LP: 40 |LVL: 4 |TYPE: DR. and FL. |  
 Baby Dragon.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: DR. and FL. |  
 Battle Ox.....|ATK: 20 |DEF: 20 |LP: 20 |LVL: 2 |TYPE: BST. |  
 Barrel Dragon.....|ATK: 30 |DEF: 30 |LP: 40 |LVL: 4 |TYPE: DR. |  
 Battle Steer.....|ATK: 20 |DEF: 20 |LP: 20 |LVL: 2 |TYPE: BST. |  
 Battle Warrior.....|ATK: 20 |DEF: 10 |LP: 20 |LVL: 1 |TYPE: WR. |  
 Black Luster Soldier...|ATK: 40 |DEF: 30 |LP: 50 |LVL: 4 |TYPE: WR. |  
 Blast Lizard.....|ATK: 10 |DEF: 10 |LP: 20 |LVL: 2 |TYPE: BST. |  
 Beautiful Headhuntress..|ATK: 10 |DEF: 10 |LP: 30 |LVL: 3 |TYPE: WR. |  
 Beaver Warrior.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: BST. |

-----

-C-

Castle of D. Magic.....	ATK: 10	DEF: 20	LP: 20	LVL: 2	TYPE: SP.	
Celtic Guardian.....	ATK: 20	DEF: 10	LP: 10	LVL: 2	TYPE: WR.	
Clown Zombie.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: ZOM.	
Cocoon Of Evolution.....	ATK: 10	DEF: 40	LP: 20	LVL: 2	TYPE: BST.	
Crocozaurus.....	ATK: 30	DEF: 20	LP: 50	LVL: 4	TYPE: BST.	
Curse Of Dragon.....	ATK: 20	DEF: 20	LP: 20	LVL: 3	TYPE: DR. and FL.	

-----

-D-

Dancing Elf .....	ATK: 20	DEF: 10	LP: 10	LVL: 1	TYPE: WR.	
Dark-Eyes Illusionist...	ATK: 10	DEF: 10	LP: 10	LVL: 4	TYPE: SP.	
Dark Magician.....	ATK: 40	DEF: 20	LP: 30	LVL: 4	TYPE: SP.	
D. Magician Girl.....	ATK: 20	DEF: 10	LP: 20	LVL: 3	TYPE: SP.	
Dragon Piper.....	ATK: 0	DEF: 10	LP: 10	LVL: 1	TYPE: SP.	
Dokurorider.....	ATK: 20	DEF: 20	LP: 20	LVL: 3	TYPE: ZOM.	

-----

-E-

Exod. of Forbidden.....	ATK: 20	DEF: 20	LP: 20	LVL: 4	TYPE: SP.	
-------------------------	---------	---------	--------	--------	-----------	--

-----

-F-

Faceless Mage.....	ATK: 20	DEF: 30	LP: 10	LVL: 3	TYPE: SP.	
Feral Imp.....	ATK: 10	DEF: 20	LP: 10	LVL: 2	TYPE: SP.	
Fiend's Mirror.....	ATK: 10	DEF: 10	LP: 10	LVL: 2	TYPE: SP.	
Flame Swordsman.....	ATK: 20	DEF: 20	LP: 20	LVL: 2	TYPE: WR.	
Flying Penguin.....	ATK: 10	DEF: 10	LP: 10	LVL: 2	TYPE: BST.	

-----

-G-

Gaia The Dragon Champion	ATK: 40	DEF: 30	LP: 40	LVL: 4	TYPE: DR. and FL.	
Gaia The Fierce Knight..	ATK: 40	DEF: 20	LP: 40	LVL: 4	TYPE: WR.	
Gate Guardian.....	ATK: 40	DEF: 40	LP: 50	LVL: 4	TYPE: WR.	
Gator Dragon.....	ATK: 10	DEF: 10	LP: 10	LVL: 2	TYPE: DR.	
Gemini Elf.....	ATK: 40	DEF: 10	LP: 1	LVL: 3	TYPE: SP.	
Giant Flea.....	ATK: 20	DEF: 10	LP: 10	LVL: 1	TYPE: BST.	
Giant Rock Soldier.....	ATK: 10	DEF: 30	LP: 20	LVL: 2	TYPE: SP.	
Great Moth.....	ATK: 30	DEF: 30	LP: 40	LVL: 3	TYPE: BST. and FL.	

-----

-H-

Hane-Hane.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: BST.	
Harpie Lady.....	ATK: 10	DEF: 10	LP: 20	LVL: 2	TYPE: BST.	
Harpie Lady Sisters.....	ATK: 20	DEF: 10	LP: 10	LVL: 1	TYPE: BST.	
Hitotsu-Me Giant.....	ATK: 20	DEF: 10	LP: 10	LVL: 1	TYPE: BST.	

-----

-I-

-----

-J-



Jellyfish.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: BST. |  
Jinzo.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 3 |TYPE: WR. |  
Jirai Gumo.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: BST. |

-----  
-K-

Kanan The Swordmistress.|ATK: 20 |DEF: 10 |LP: 10 |LVL: 2 |TYPE: WR. |  
Karbonal Warrior.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: WR. |  
Kazejin.....|ATK: 30 |DEF: 30 |LP: 30 |LVL: 4 |TYPE: SP. |  
Killer Needle.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: BST. |  
Knight of Twin Swords...|ATK: 10 |DEF: 10 |LP: 30 |LVL: 2 |TYPE: WR. |  
Koumori Dragon.....|ATK: 10 |DEF: 20 |LP: 20 |LVL: 2 |TYPE: DR. and FL. |  
Kuriboh.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: SP. |

-----  
-L-

Larvae Moth.....|ATK: 20 |DEF: 20 |LP: 20 |LVL: 1 |TYPE: SP. |  
L Arm of Forbidden.....|ATK: 10 |DEF: 0 |LP: 10 |LVL: 3 |TYPE: SP. |  
L Leg of Forbidden.....|ATK: 10 |DEF: 0 |LP: 10 |LVL: 3 |TYPE: SP. |  
Lord of D.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 2 |TYPE: SP. |

-----  
-M-

Magician Dragon.....|ATK: 20 |DEF: 10 |LP: 40 |LVL: 3 |TYPE: DR. |  
Magician of Black Chaos.|ATK: 40 |DEF: 30 |LP: 40 |LVL: 4 |TYPE: SP. |  
Man Eater Bug.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: BST. |  
Mammoth Graveyard.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: BST. |  
Metal Guardian.....|ATK: 10 |DEF: 20 |LP: 20 |LVL: 2 |TYPE: SP. |  
Metalzoa.....|ATK: 30 |DEF: 30 |LP: 20 |LVL: 2 |TYPE: SP. |  
Meteor B. Dragon.....|ATK: 40 |DEF: 20 |LP: 30 |LVL: 4 |TYPE: DR. and FL. |  
Meteor Dragon.....|ATK: 30 |DEF: 30 |LP: 30 |LVL: 3 |TYPE: DR. and FL. |  
Mighty Mage.....|ATK: 30 |DEF: 20 |LP: 50 |LVL: 4 |TYPE: SP. |  
Millennium Shield.....|ATK: 0 |DEF: 40 |LP: 10 |LVL: 3 |TYPE: WR. |  
Mushroom Man.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: BST. |  
Mystical Elf.....|ATK: 10 |DEF: 20 |LP: 20 |LVL: 1 |TYPE: SP. |  
Mystic Horseman.....|ATK: 20 |DEF: 10 |LP: 40 |LVL: 2 |TYPE: BST. |  
Mystic Lamp.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: SP. |

-----  
-N-

-----  
-O-

Orgoth The Rentless....|ATK: 20 |DEF: 20 |LP: 30 |LVL: 3 |TYPE: WR. |

-----  
-P-

Parrot Dragon.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: DR. and FL. |  
Pendulum Machine.....|ATK: 20 |DEF: 30 |LP: 20 |LVL: 3 |TYPE: SP. |  
Penguin Soldier.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: BST. |  
Perfectly Ultimate.....|ATK: 40 |DEF: 40 |LP: 50 |LVL: 4 |TYPE: BST. and FL. |  
Petit Dragon.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: DR. |  
Pumpking The King of Ghosts:

-----  
-Q-

-----  
-R-

Rabid Horseman.....	ATK: 30	DEF: 20	LP: 40	LVL: 3	TYPE: BST.	
Red Archery Girl.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: WR.	
Red-Eyes B. Dragon.....	ATK: 40	DEF: 20	LP: 30	LVL: 4	TYPE: DR. and FL.	
R. eye B. M. Dragon.....	ATK: 40	DEF: 40	LP: 40	LVL: 4	TYPE: DR. and FL.	
Relinquished.....	ATK: 0	DEF: 0	LP: 30	LVL: 1	TYPE: SP.	
R Arm of Forbidden.....	ATK: 10	DEF: 0	LP: 10	LVL: 3	TYPE: SP.	
R Leg of Forbidden.....	ATK: 10	DEF: 0	LP: 10	LVL: 3	TYPE: SP.	
Rock Ogre Grotto #1.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: SP.	
Rogue Doll.....	ATK: 30	DEF: 20	LP: 20	LVL: 3	TYPE: SP.	
Ryu-Kishin.....	ATK: 10	DEF: 10	LP: 10	LVL: 2	TYPE: SP.	
Ryu-Kishin Powered.....	ATK: 30	DEF: 20	LP: 20	LVL: 2	TYPE: SP.	

-----  
-S-

Saggi The Dark Clown....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: SP.	
Sangan.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: SP.	
Sanga Of The Thunder....	ATK: 30	DEF: 30	LP: 30	LVL: 4	TYPE: SP.	
Shadow Specter.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: ZOM.	
Skelengel.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: WR.	
Slot Machine.....	ATK: 20	DEF: 20	LP: 30	LVL: 3	TYPE: SP.	
Strike Ninja.....	ATK: 20	DEF: 10	LP: 20	LVL: 3	TYPE: WR.	
Stuffed Animal.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: WR.	
Suijin.....	ATK: 30	DEF: 30	LP: 30	LVL: 4	TYPE: BST.	
Summoned Skull.....	ATK: 40	DEF: 20	LP: 40	LVL: 4	TYPE: SP.	
Swamp Battleguard.....	ATK: 20	DEF: 20	LP: 20	LVL: 3	TYPE: WR.	

-----  
-T-

The 13th Grave.....	ATK: 0	DEF: 10	LP: 10	LVL: 2	TYPE: ZOM.	
The Snake Hair.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: ZOM.	
Thousand Dragon.....	ATK: 30	DEF: 20	LP: 20	LVL: 2	TYPE: DR.	
Thousand-Eyes Restrict..	ATK: 10	DEF: 10	LP: 10	LVL: 4	TYPE: SP.	
Time Wizard.....	ATK: 0	DEF: 10	LP: 10	LVL: 1	TYPE: SP.	
Three-Legged Zombies....	ATK: 20	DEF: 10	LP: 10	LVL: 1	TYPE: ZOM.	
Thunder Ball.....	ATK: 10	DEF: 10	LP: 10	LVL: 3	TYPE: SP.	
Twin-Headed Dragon.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: ZOM.	
Twin-headed Thunder Dragon:						
	ATK: 20	DEF: 20	LP: 20	LVL: 3	TYPE: DR.	

-----  
-U-

-----  
-V-

-----  
-W-

Witch's Apprentice.....	ATK: 10	DEF: 10	LP: 10	LVL: 1	TYPE: SP.	
-------------------------	---------	---------	--------	--------	-----------	--

Winged Dragon #1.....|ATK: 10 |DEF: 10 |LP: 20 |LVL: 2 |TYPE: DR. and FL. |

-----  
-Y-

Yaranzo.....|ATK: 10 |DEF: 10 |LP: 20 |LVL: 2 |TYPE: ZOM. |

-----  
-Z-

Zoa.....|ATK: 30 |DEF: 20 |LP: 20 |LVL: 3 |TYPE: SP. |

Zombie Warrior.....|ATK: 10 |DEF: 10 |LP: 10 |LVL: 1 |TYPE: ZOM. |

\*-----\*  
| VI. | Tournaments |  
\*-----\*

There are a total of 13 Tournaments that you can compete. They are all listed below...

\*-----\*  
| Lunch Selects Cup |  
\*-----\*

The Lunch Selects Cup is the easiest tournament of all.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

\*-----\*  
| Black Crown Cup |  
\*-----\*

The Black Crown Cup is next tournament that you can enter. It's hard, but it's not that hard.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

\*-----\*  
| Gammon Preliminaries |  
\*-----\*

Spend your time making your Dice Pool better before you enter this tournament because this tournament is real tough.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

\*-----\*  
| Domino Tournament |  
\*-----\*

Two words: Be prepared. This tournament is very hard. Spend your time making your Dice Pool better before you enter this tournament. Also, this is the only tournament where you can find Jill, the dog. I didn't know dogs can play DDM!

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
| Japan Rep Tournament |
*-----*
```

I found this tournament very hard to beat. Spend your time making your Dice Pool better before you enter this tournament. This is optional though. Just try and try and hope to win!

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
| World Championship |
*-----*
```

The last tournament in this set. Pegasus, Kaiba, and some other hard-to-beat dudes might challenge you in this tournament. To unlock this tournament, you need to beat all the other tournaments of this set.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
-----
*-----*
|Pharaoh's Treasure Cup|
*-----*
```

Welcome to a new beginning. It almost feels like you started the game over, doesn't it? Well, the Pharaoh's Treasure Cup isn't very hard, but I can get tough, so I suggest trying free mode and altering your Dice Pool a little bit before you enter this tournament.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
|Anubis's Disciple Cup |
*-----*
```

This can get tough at times, but you can make it. It's really not that hard.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
| Dominator's Holy War |
*-----*
```

No, a war has not started, it's just the name of the tournament. It's a Holy War anyways, so nothing to be afraid of. So anyways, stay calm. It can get tough at times, but you can make it. It's just a game anyways.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
|   King's Title Cup   |
*-----*
```

The King's Title Cup is not "too" hard. You can make it...

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
|Millennium Kingdom Cup|
*-----*
```

You're almost done the "Reverse" set. This one isn't that hard, but you might face some of the "Yu-gi-oh" T.V. characters, so watch out.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
|   Last Holy War Cup   |
*-----*
```

Another war? No. This is the last tournament of the "Reverse" set. You should put your strongest monsters in your Dice Pool if you haven't already. This tournament is very hard, so try obtaining some strong dice before you enter this tournament.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
-----
*-----*
|   Dark Carnival   |
*-----*
```

Welcome to a new beginning. Prepare to enter the "Dark" set, aka: The Shadow Realm. Be afraid. Be VERY afraid.

This tournament is very hard. Try playing Free Mode for a little bit before entering this tournament.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
| Corridor of the Dead |
*-----*
```

There are a lot of cheerful names in this set. CORRIDOR OF THE DEAD?!?!? WHAT

THE HECK?!?!? Well, anyways, Rare Hunters appear now, so be careful.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
|Sacrificial Guillotine|
*-----*
```

Don't you just hate the name? Well, like all the tournaments in the "Dark" set, this one is very hard too. So be afraid. You'll probably lose on your first try, but that's okay.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
| Coliseum of The Dead |
*-----*
```

The person who created this game must've liked death a lot. Coliseum of The Dead. \*shudders\* This one is hard too, so watch out.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
| The Last Judgement |
*-----*
```

This one is the hardest tournament of all, since it's the last tournament. Yami Yugi appears now, but he isn't as hard as you think. Dark Magician is his strongest monster, but I bet you'll beat him before he even uses his Dark Magician to attack.

Note that only 16 people will enter the tournament (including you) and you only get to play 4 challengers. The contestants are random, which means that they won't necessarily come in the order you got last time.

```
*-----*
| VII. | Characters |
*-----*
```

Here's the list of characters you can find in the game.  
Bios and dice pools will might come in the future...

- Yami Yugi
- Yugi Muto
- Joey Wheeler
- Tristan Taylor
- Tea Gardner
- Bakura
- Mai Valentine
- Duke Devlin
- Seto Kaiba
- Maximillion Pegasus
- Mako Tsunami

Espa Roba  
Weevil Underwood  
Rex Raptor  
Bonz  
Bandit Keith  
The Puppeteer  
Panik  
Para  
Dox  
Seeker  
Arkana  
Strings  
Lumis  
Umbra  
Shadi  
Yami Bakura  
Ishizu Ishtar  
Marik Ishtar  
Idion  
Sindin the Clown  
Grandpa  
Mokuba Kaiba  
Demitrius the Bully  
AD Archie  
Director Lucius  
Lint Greendale  
Fender Shrill  
Jackpot  
Fortuno  
Kreiger  
Miss Madusa  
Melody  
Scorpion Shoes owner  
Venom A  
Venom B  
Venom C  
Diesel Kane  
Kane Minion A  
Kane Minion B  
Kane Minion C  
Kane Minion D  
Kane Minion E  
Kane Minion F  
Curator Adriel Wainwright  
Professor Jeremy Harrison  
Beluga  
The Greendale Zompire  
Thug A  
Thug B  
Thug C  
Egger Baldwin  
Feng Long  
Cedric  
Charlie Gale  
Bickford Gage  
Snipes Crosshair  
Kaiba's Butler  
Chopman  
Yugi's Mother  
Anton Periwig

Game Show Producer  
Stringer  
Tick-Tock  
Damien Draco  
Nibbles  
Mr Titus  
Serenity Wheeler  
Croquet  
Kemo  
Jonny Step  
The Merchant  
Paradox  
Norman  
Lloyd  
Roger  
Andrea  
Diana  
Paul  
Ryan  
Jill  
Doris

\*-----\*  
| VIII. |                      FAQ |  
\*-----\*

Q: How do you earn money?

A: Beat people to earn money. There is no other way to get money other than using a Gameshark code. But codes are only for cheap people, right?

Q: How the heck does Yami Yugi summon Dark Magician with only one Level 4 dice?

A: I don't want to depress any Yami Yugi fans out there, but Yami Yugi actually cheats to get Dark Magician out. Heart of the cards. Give me a break.

Q: Can I put -insert something that's part of my FAQ- on my FAQ?

A: Email me first, and we'll work something out.

Q: Does anyone actually ask you these questions?

A: Be quiet. Actually, a friend of mine actually asked me this question, so there!

\*-----\*  
| IX. |                      Credits                      |  
\*-----\*

FAQ Written by Shaeki (zonoria@yahoo.com)

Konami - the one who published the game

GameFAQs - inspired me to make FAQs

-GameFAQs and Neoseekers are authorized to use my FAQs. FAQs cannot be used  
without permission.-

\*-----\*  
FAQ Written by Shaeki, nobody else. Please don't steal or copy any information  
here, without asking for permission. Thank you.

"Bye, I hope you come again!" - Shaeki



