

Yu-Gi-Oh! Dungeondice Monsters FAQ

by Eternimus

Updated to v1.0 on Jan 9, 2004

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Yu-Gi-Oh: Dungeon Dice

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1 - Legalities:

Ok you know the drill. You wanna use this, give me a holler.
VizirofChaos@yahoo.com Course some people already got an ok.

Gamefaqs.com
Neoseeker.com
www.freewebs.com/evilgamer7

I really don't care if you use it or not, but hey it's still cool to
know where this is going, ya know?

Keldon

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2 - Foreword:

It is thoroughly impossible to make a complete walkthrough for this  
because so much is randomized. Even who wins and loses in the tournaments, and  
who you can/will fight. Instead I will include in this some info to make your  
victories as painless as possible. Along with a few personal decisions of mine  
and my own personal strategy.

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3 - Controls:

Main Menu (Outside of tournaments)

D-Pad: Move highlight
A Button: Make Selection
B Button: Unused
Start: Make Selection
Select: Unused
L Button: Unused
R Button: Unused

Any Menu Selection except Tournaments:

D-Pad: Move highlight
A Button: Make Selection
B Button: Return to Main Menu
Start: Make Selection
Select: Unused
L Button: Dice Status
R Button: Unused

Any Battle/Tournament

D-Pad: Move highlight
A Button: Make Selection
B Button: Cancel Selection
Start: Open options menu
Select: Change block shape when placing monster
L Button: Dice Status
R Button: Change block direction when placing monster

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4 - Characters:

Here is a list and small bio on the characters you will meet in this game. There are more, I'll add em as I find em. These bios are DIRECT FROM THE GAME. I didn't make any of this up. Konami did.

Yugi Muto: A compassionate boy who deeply loves games from his heart. In tandem with Dark Magicians he has been known to invoke miracles.

AD Archie: A rookie assistant TV Director who was hired only 6 months ago. He plays with total desperation as his job hinges on winning.

Beluga: One of Yugi's classmates. An unpleasant jerk who has an annoying habit of showing off virtual pets he raised on portable game systems.

Fortuno: A self-proclaimed "psychic seer of the future." In reality he has no psychic ability. He's just a teenager with overactive hormones

Fender Shriell: Domino High School's resident karaoke master. He occasionally holds all-night live karaoke sessions that elicit screams from listeners.

Bakura: A compassionate game loving boy who transferred into Yugi's class. He possesses the mysterious Millennium Ring.

Tristan Taylor: His macho playing style emphasizes vigorous power and zesty spirit. He will take on all challengers fairly, without trickery.

The Greendale Zompile: Lint Greendale in full cosplay mode as a Zompile. Completely immersed in his role as a hero he is much bolder than usual.

Stringer: A gifted and capable player of games. However he has no love of games and uses them for nefarious ends.

Johnny Steps: A dancer who competed for top honors against Tea Gardner. Before facing tea he was the number one dancer.

Game Show Producer: One of ZTV's broadcast producers. He is entirely consumed by boosting viewer ratings through faked shows.

Thug B: One of a menacing trio of grungy youths who tricked Lint Greendale into helping their criminal undertakings.

Cedric: Tristan Taylor's baby nephew, and an admirer of Seto Kaiba. He is also a precocious infant who hits on Tea Gardner

Tick-Tock: A treacherous player who instigates dangerous card games. Noone has witnessed his real face.

Miss Madusa: A Domino High School teacher. Although beautiful she has a nasty reputation as "Lynn, the Expelling Witch." She tends to slather on makeup.

Lint Greendale: A weak-willed and docile classmate of Yugi. He idolizes comic book super heroes.

Damien Draco: One of Yugi's classmates. He broke the seal that locked in the mystical powers of the legendary Dragon Card.

Nibbles: One of Yugi's classmates. Has a morbid fear and hatred of Yo-yo's after a sound thrashing by an attacker using the toy.

Feng Long: Boasts an unblemished winning record as a street fighter, by relying on dirty tricks. He's also a huge fan of a legendary martial artist.

Andrea: An exuberant rookie fighter. While she often makes strange playing decisions she can be explosively tough if her technique meshes.

Diana: A female fighter who has wild mood swings from extreme boldness to weak willed timidity. She tends to battle at her own pace throughout.

Joey Wheeler: An enigma with untold potential. His constantly evolving skills and recklessly unpredictable strategy defy all logic and convention.

Vemon B: A juvenile thug who robs victims of rare Air Muscle basketball shoes. He carries out his misdeeds at the command of Scorpion Shoes's owner.

Weevil Underwood: A boy who commands a terrifying army of insects. In particular his great moth attack is powerful to the point of terror.

Charlie Gale: A ferocious former green beret colonel from the U.S.A. He is a deadly expert in guerilla tactics.

Bickford Gage: A former SWAT sniper squad leader. A crack sharp shooter, he unflinchingly nails targets at incredible distances.

Mako Tsunami: A seafaring specialist turned dice player. He participates in tournaments so that he may buy a sonar-equipped boat with his winnings.

Grandpa: Yugi's grandfather and a genius level gamer. In his younger days, he gained legendary status for never losing a single battle.

Duke Devlin: The Very creator of this game. He is a tragic figure who is driven only by his desire to avenge his father's demise.

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5 - The Dice:

In this game you use 6 sided dice that change depending on what you're aiming for. If you try to summon a monster, the summon sides are more abundant, if you are trying for movement the movement sides are more abundant, you get the idea. That is the element that makes this game so hard. What you can do is randomized instead of you choosing. WARNING: In Yu-Gi-Oh card games you deal with heavy hitters. Thousands of points in defense and damage. Just a heads up. Not here. Highest damage I've seen so far is a 50 point creature. But since your health (the hearts) are increments of ten that's ok.

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#### 6 - Explanation of the roll:

You get move points and such when you roll a move tile, but you can only summon a critter when you roll two of the same level of the monster you are trying to get. For example Pumpkin King of Ghosts is a level 3 creature. 30 hps 20 attack, 30 def. You have to roll two \*'s with a 3 in them in the same roll to bring him out. Of course, that is much easier said than done. Summoning creatures is the only time you need to roll two of the same. Any attack, movement, spell, ect. you keep whenever you roll it. Which is very cool. And helpful.

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7 - General Gameplay Tips:

1) Levels are important!!!

If you set more creatures of the same level you have a drastically increased chance of rolling what is needed to summon them.

2) Plan your block placement very carefully!!!

It's a computer, so it has a basic AI algorithm. It will build as it sees fit. What insures your victory is how you build to avoid his strong monsters and go straight for the die master.

3) Don't hesitate to sacrifice placing monsters!!!

If you are short on any sort of points, try and roll for them instead of a monster. Since you need points for simply everything, having no attack or defend points will slit your own throat.

4) It's cool to gang up!!!

If you can get more than one critter to the die master, do it. Since no matter what it takes 3 hits to kill the die master, more creatures means he's hit more, making your victory much much faster.

5) Ever played tetris? Now's a good time to start!!!

Since you can change the shape of your blocks and the direction they face it's a good idea to make it difficult to let your opponent build. Remember each block you place has to touch a previous one. If they can't place blocks then they get no monsters.

6) Replace your level 1's ASAP!!!

A few lv 1's have useful abilities like the mystic elf, but all in all it's wiser to have level 2's so you can roll your summon much faster. Yes it's possible it's easier to summon the lv 1's but if you have all lv 2's you never have to watch the level when you summon. If you can

replace to all lv 3's hey even better. In all actuality this is more of a preference than a tip. Mix and match to whatever suits you better.

7) Remember what beats what!!!

Each of the monster types gets a bonus to another type. a +10 is given when you fight something you excel at. The chart is as follows.

Fiend loses to Spellcaster (Skull loses to Blue Hood)
Spellcaster loses to Dragon (Blue Hood loses to Dragon Head)
Dragon loses to Warrior (Dragon Head loses to Human Head)
Warrior loses to Beast (Human Head loses to Bear Head)
Beast loses to Fiend (Bear Head loses to Skull)

Remember when you fight something you're weak to that's a -10 to your attack. Not a good idea. Unless you are very powerful.

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8 - Gameplay:

Dice Pool - This is where you see what dice you have, change the dice you are carrying and so on. Make sure whenever you can improve your dice to do so.

Tournament - This is where all the fun is. The various tournaments you can play naturally expand the more you play. Whenever you complete a tournament more options are available to you. You can see which tournaments you beat by looking here too. The ones you complete have a trophy on their names.

Free Duel - This is where you can practice. All the people you have played previously are here, and you can play em over and over.

Link Duel - Battle a buddy? Go for it. You need to link up two games, though.

Trade - Another buddy option, this time trading dice you have spare. A good way to improve your pool, as well.

Grandpa's Shop - Just as the name suggests this is a shop where you can buy more dice. The selections here improve with the tournaments you beat as well.

When you roll the dice there are many things that come up depending on what you set. You can set monsters to try and roll that level, or you can set specific icons to attempt and get what you want.

The Icons are...

Arrow - Movement crest. Allows your monsters to move. The movement varies with the monster. ie how many points ittakes to move a single space.

Crossed Swords - Attack crest. Gives points to let your monsters attack your opponent's monsters. Remember, no points all you do is shake your opponent monster's hand.

Shield - Guard Crest. Gives points to block attacks from your opponent. Very useful for slowing down oppnent's advance.

Pentagram - Spell Crest. Some monsters have effects that use these to activate.

Sectioned circle - Trap crest. Some monsters have effects that use these to activate.

Each of these crests give you one point unless otherwise specified on the die.

Monsters each have a certain movement type available to them.

Flying: Lets you rise above other monsters and items and float over them.

Burrowing: The monster tunnels beneath the ground, same benefits as flying.

Walking: Your monster ambles along aimlessly.

Flying monsters can only be attacked by flying monsters, which is where a feral imp comes in handy. He prevents all flying. Archers can also hit flying.

Burrowing monsters can be hit by whatever, they just can move under stuff.

Walking monsters are big targets to everything, with no benefits.

#### Tournament Rewards:

Lunch Selects 100g

Black Clown 150g

Gammon Preliminaries 200g

Domino Tournament: 250g

Japan Rep Tournament: 300g

World Tournament: 400g

There you go. Play through as many times as you like, because there are alot more dice and alot more opponents to fight. If I find anything useful I'll add it here later. Oh and in case you were wondering, here is my dice pool. (The one I had when I beat the game)

Koumouri Dragon Lv2, 20 hp, 10 at, 20 def

Curse of Dragon Lv3, 20 hp, 20 at, 20 def flying

Meteor Dragon Lv3, 30 hp, 30 at, 30 def flying

Swamp Battleguard Lv2, 20 hp, 20 at, 20 def

Celtic Guardian Lv2, 20 hp, 20 at, 10 def,

Kanan the Swordmistress Lv2, 10 hp, 20 at, 10 def

Beautiful Headhuntsress Lv3, 20 hp, 10 at, 10 def

Battle Steer Lv2, 20 hp, 20 at, 20 def

Battle Ox Lv2, 20 hp, 20 at, 20 def

Mystic Horseman Lv2, 40 hp, 20 at, 10 def

Pumpkin the King of Ghosts Lv3, 30 hp, 20 at, 30 def

Ryu-Kishin Lv2 10 hp, 10 at, 10 def

Feral Imp Lv2 10 hp, 10 at, 20 def

Rogue Doll Lv3 20 hp, 30 at, 20 def

Pendulum Machine Lv3 20 hp, 20 at, 30 def

Now obviously this is not a set-up for a long and drawn out battle. This set is for quick battles. Usually I can pull out some monsters and be in the opposing Die Master's face real fast. It works, believe me. But as I said, this is all simply to taste. And one last side note, each monster has different things on their die which can be checked by when you select your dice in your pool look at the 6 symbols in the lower right corner of the screen. That can make a huge difference in your game play. Watch for it.

That about does it for this YuGiOh game. It's simple once you get used to the setup. I can usually run through the whole game in about an hour now. Maybe two. It may seem frustrating at first, but practice makes perfect!

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Thanks to:

Konami for This and other Yugioh games.

ICCE Japan for working with Konami

My brother Chris for the use of the game, and a tip that pressing "A" at the top of the screen when the dice are there increases the chance of getting what you like

And of course I would like to thank Myself. I couldn't have done it without me.

The characters and names in this guide are copyrighted to their respective owners.

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Enjoy your game!

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