

# Yu-Gi-Oh! The Eternal Duelist Soul No-Monster Deck FAQ

by nlwSe

Updated to v0.1 on Apr 15, 2003

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// Yu-Gi-Oh! The Eternal Duelist Soul //  
// Gameboy Advance //  
// No-Monster Deck FAQ Version 0.1 BY nIwSe (15TH Apr 2003) //
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////////////////////////////////////  
// CONTENT //  
////////////////////////////////////  
(in Q&A format)
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Q : What're the contents in this FAQ? (I can't believe I'm asking this!)

A : Why, I'm glad you asked.

- Introduction
- Version History
- Constructing The Deck
- Strategy
- Conclusion
- Who To Contact?
- Credits

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////////////////////////////////////  
// INTRODUCTION //  
////////////////////////////////////  
(in Q&A format)
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Q : What's a No-Monster Deck?

A : It's a deck make up of only magic and trap cards.

Q : But... that's crazy! You can't win if there're no monsters to summon.

A : Oh yes, you can! That's what this FAQ is for.

Q : But... why a No-Monster Deck?

A : Let's see...

- It's fun!
- It goes against the basic deck construction guidelines.
- I'm bored.
- When you win using this deck, your ego level goes up a few notches and you get to boast about it. And when your ego goes too high up, you'll write a FAQ! ;)

Q : Ohh... I can't wait!

A : That's not a question. But anyway, there's a few things you should know before you start playing with a No-Monster Deck.

- It's a very difficult deck to play with. With this FAQ, I'll list down the generally strategy and some staple card combos. This will

get you started.

- It's difficult (but not impossible) to win against well constructed normal deck. By "normal", I meant a deck consists of monsters, magic and trap cards.

Q : Anything else?

A : Let's see...

- I assumed you know how to play the Yu-Gi-Oh! card game.
- I've only tested this deck in YGO:TEDS. I believe this deck will work just as good (or bad, depending on your point of view) in an actual card game. If anyone actually did use a No-Monster Deck in a tournament, please let me know the outcome.

Q : Finally! I thought he'll never shut up!

A : I heard that!

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////////////////////////////////////  
//                               VERSION HISTORY                               //  
////////////////////////////////////  
(in Q&A format)
```

Q : What's in v0.0?

A : v0.0 finished on 20th Feb 2003, was never officially released.

Q : What's in v0.1?

A : v0.1 finished on 15th Apr 2003, is the one you're reading now.

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////////////////////////////////////  
//                               CONSTRUCTING THE DECK                               //  
////////////////////////////////////  
(in Q&A format)
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Q : What're the cards I need to construct a No-Monster Deck?

A : Before you start, you'll need to understand the basic structure of a No-Monster Deck. Basically, the cards you need falls into 5 main categories.

The categories are 1) Direct Damage

- any card that deals direct damage

2) Time Stall

- any card that stall time.
- this can be sub-categorise into

a) Monster Destroy

- any card that destroys monster(s) on the playing field

b) Damage Prevent

- any card that prevents deduction from your total LP

c) LP Increase

- any card that increases your total LP

3) Magic/Trap Destroy

- any card that destroys magic and trap cards on the playing field

#### 4) Monster Control

- any card that let you take control of your opponent's monster

#### 5) Card Draw

- any card that put card(s) from your deck into your hand

Q : So you mean that as long as a magic/trap card satisfies the requirements of any of the categories, I can use it in my deck?

A : Correct!

Q : Can I start constructing the deck now?

A : No, not yet. I'll explain the function of each category. After you understand how the categories work, you'll be in a better position to judge how you want your deck to turn out.

#### Direct Damage

- Required in deck.
- Without Direct Damage cards, you can't inflict any damage to your opponent's LP. If you can't inflict damage to your opponent's LP, you can't win a duel. Yes, I know, there're other ways to win. But trust me, the other 2 ways won't work with a No-Monster Deck.

#### Time Stall

- Required in deck.
- Basically, to stall time so that you can (hopefully) draw the card you need.
- This is further break down into 3 sub-categories:

##### a) Monster Destroy

- + Required in deck.
- + Removed monster(s) from the playing field so that no monster can do battle. This is to stall your opponent from attacking until you draw the cards you need.

##### b) Damage Prevent

- + Required in deck.
- + Stop your LP from decreasing. This only prevents direct damage calculated from battles.

##### c) LP Increase

- + Good to have but not necessary in deck.
- + Up your LP so that hopefully, you can survive another turn.

#### Magic/Trap Destroy

- Good to have but not necessary in deck.
- Mainly used to destroy any magic/trap cards set by your opponent. Because you're playing with magic/trap cards, you do not want your opponent to counter your cards.

#### Monster Control

- Required in deck.
- Since you have no monster to summon, you cheat by taking control of your opponent's.

#### Card Draw

- Good to have but not necessary in deck.
- Once you played a few duels with this deck, you'll find that cards in your hand run out pretty quickly.

Q : Time is important to me. Could you just list down the deck?

A : Say the magic word.

Q : Please?

A : Here you go. Please note that the cards are taken from YGO!TEDS and I've only listed cards that I considered to be the best available for each category.

=====  
Direct Damage  
=====

+-----+

|magic card|

+-----+

- Chain Energy
- Black Pendant
- Final Flame
- Hinotama
- Ookazi
- Restructer Revolution
- Toll
- Tremendous Fire

+-----+

|trap card|

+-----+

- Bell of Destruction
- Ceasefire
- Just Desserts

=====  
Time Stall  
=====

-----  
Monster Destroy  
-----

+-----+

|magic card|

+-----+

- Dark Hole
- Fissure
- Raigeki

+-----+

|trap card|

+-----+

- Mirror Force
- Trap Hole
- Widespread Ruin

-----  
Damage Prevent  
-----

+-----+

|magic card|

+-----+

- Swords of Revealing Light

+-----+

|trap card|

- +-----+
- Negate Attack
- Waboku

-----  
LP Increase  
-----

- +-----+
- |magic card|
- +-----+
- Dian Keto the Cure Master

=====  
Magic/Trap Destroy  
=====

- +-----+
- |magic card|
- +-----+
- Harpie's Feather Duster
- Mystical Space Typhoon

=====  
Monster Control  
=====

- +-----+
- |magic card|
- +-----+
- Change of Heart
- Monster Reborn
- Snatch Steal

=====  
Card Draw  
=====

- +-----+
- |magic card|
- +-----+
- Graceful Charity
- Painful Choice
- Pot of Greed

Q : Err... you didn't hear me right. I said time is important to me. Could you just list down the deck?

A : Why you sneaky little fellow. OK, use this deck as an example. Please feel free to modify it around to suit your playing style.

Please note that I didn't use all the cards I've listed down. This is because I want to keep the number of cards (not counting duplicate ones) to a minimum.

- Final Flame X 3
- Hinotama X 3
- Ookazi X 3
- Tremendous Fire X 3
- Bell of Destruction X 2
- Ceasefire X 1

Just Desserts X 3  
Dark Hole X 1  
Fissure X 2  
Raigeki X 1  
Mirror Force X 1  
Widespread Ruin X 2  
Harpie's Feather Duster X 1  
Mystical Space Typhoon X 2  
Swords of Revealing Light X 2  
Negate Attack X 2  
Waboku X 3  
Change of Heart X 1  
Monster Reborn X 1  
Snatch Steal X 1  
Painful Choice X 1  
Pot of Greed X 1

Deck Size = 40 cards

Q : In the actual card game, new cards are being released. How can I use those new cards?

A : Simply, just make sure that the new cards fall into one of the categories.

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////////////////////////////////////  
//                               STRATEGY                               //  
////////////////////////////////////  
(in Q&A format)
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Q : OK, I have constructed the deck. So how should I play?

A : Just played a few games first to get a rough feel for the deck.

After a few duels...

Q : I got trashed. Any strategies?

A : Hey! I never say it's simple. You'll need to understand how each card works before I'll explain the strategies. Here's some pointers for some of the cards.

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Direct Damage

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+-----+

|Chain Energy|

+-----+

- Be careful when playing this card as the 500 LP penalty applies to both you and your opponent.

+-----+

|Black Pendant|

+-----+

- Equip this card to an opponent's monster and destroy the monster within the same turn.

- Set the card (don't activate) on your side of the playing field.

Then

1) Destroy the card yourself by using Mystical Space Typhoon.

or

2) Wait for the opponent to destroy the card.

+-----+

|Final Flame|

+-----+

- Play the card as soon as you have it.

+-----+

|Hinotama|

+-----+

- Play the card as soon as you have it.

+-----+

|Ookazi|

+-----+

- Play the card as soon as you have it.

+-----+

|Restructer Revolution|

+-----+

- Play the card as soon as you have it as long as your opponent has cards in his hand. Don't bother about the number of cards.

+-----+

|Toll|

+-----+

- coming soon...

+-----+

|Tremendous Fire|

+-----+

- If your LP is in the high range, play the card as soon as you have it.  
- If your LP is in the low range, forget about playing this card unless playing this card will reduce your opponent's LP to 0.

+-----+

|Bell of Destruction|

+-----+

- coming soon...

+-----+

|Ceasefire|

+-----+

- coming soon...

+-----+

|Just Desserts|

+-----+

- This card works best if the opponent has set/summoned a lot of monsters. If the opponent has summoned monsters, you'll need to use the Damage Prevent cards to stall any damage done to you.

=====  
Monster Destroy  
=====

+-----+

|Dark Hole|

+-----+

- coming soon...

+-----+

|Fissure|  
+-----+  
- coming soon...

+-----+  
|Raigeki|  
+-----+  
- coming soon...

+-----+  
|Mirror Force|  
+-----+  
- coming soon...

+-----+  
|Trap Hole|  
+-----+  
- coming soon...

+-----+  
|Widespread Ruin|  
+-----+  
- coming soon...

=====  
Magic/Trap Destroy  
=====

+-----+  
|Harpie's Feather Duster|  
+-----+  
- coming soon...

+-----+  
|Mystical Space Typhoon|  
+-----+  
- coming soon...

=====  
Damage Prevent  
=====

+-----+  
|Swords of Revealing Light|  
+-----+  
- coming soon...

+-----+  
|Negate Attack|  
+-----+  
- coming soon...

+-----+  
|Waboku|  
+-----+  
- coming soon...

=====  
LP Increase



=====  
+-----+  
|Dian Keto the Cure Master|  
+-----+

- Play the card as soon as you have it.

=====  
Monster Control  
=====

+-----+  
|Change of Heart|  
+-----+

- coming soon...

+-----+  
|Monster Reborn|  
+-----+

- coming soon...

+-----+  
|Snatch Steal|  
+-----+

- coming soon...

=====  
Card Draw  
=====

+-----+  
|Graceful Charity|  
+-----+

- coming soon...

+-----+  
|Painful Choice|  
+-----+

- coming soon...

+-----+  
|Pot of Greed|  
+-----+

- Play the card as soon as you have it.

////////////////////////////////////  
// CONCLUSION //  
////////////////////////////////////  
(in Q & A format)

Q : Any last words?

A : No-Monster Deck is not a powerful deck. It's just a nice diversion style of playing. You'll most probably lose to a human opponent. But you'll find yourself winning a few matches in YGO:TEDS due to the buggy AI.

Don't take this deck too seriously. Have fun!

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////////////////////////////////////  
//                               WHO TO CONTACT?                               //  
////////////////////////////////////
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(in Q & A format)

Q : How do I contact you?

A : Send queries/comments/corrections/doubts to keipinsu@hotmail.com

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////////////////////////////////////  
//                               CREDITS                               //  
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(in Q & A format)

Q : Anyone you'll like to credit? \*hint hint\*

A : None at this moment.