

# Yu-Gi-Oh! Forbidden Memories Dark Nite Character FAQ

by YamiYugiOfDarkness

Updated to v1.2 on Dec 15, 2002

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MMr        MM          MM;      ;MM7          rMM.      XMM      M;          M
WMM MM      MX      MM      MM          MM      M0          MM          MM      M ;MMM,      M
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Mr          MM          WM      MS      MM          MM      MM      M          ;M      MB          MS      MM          MM      M
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M      MM      M7      M      WMB      MM      0MM;      SMMi      MM      @MM      MM      MMM      MM      ZM;      XMM      MMX      MM      7MZ
M      MM      MM      2M      MMMMMMMMM      SM      8M      ZM      MM          aM      MM          XM      MMMMMMMMM      MM
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MMMMMMMMMZ          MMMMMMMrMM      MM          MM          MM          MM          .MMS      MM          rMMX      MMMMMMM

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YU-GI-OH! Forbidden Memories  
 Dark Nite Guide v1.2  
 by YamiYugiOfDarkness

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- Special Thanks
- Contact Me

=====  
 Versions  
 =====

Version 1.0 12/12/02 7:37 P.M.  
 Started Guide.  
 Added Basic Way to Defeat Dark Nite.  
 Added Cards Used by Dark Nite.  
 Added Good/Rare Cards Given by Dark Nite.  
 Added Getting S-POW.  
 Added Getting S-TEC.  
 Added Duel Statistics.  
 Added Special Thanks and Contact Me.

Version 1.2 12/14/02 8:46 P.M.  
 Fixed slight error.

=====  
 Basic Way to Defeat Dark Nite  
 =====

Dark Nite is a whole lot easier to beat than Seto3. He does have awesome magic and trap cards though so don't go easy on him. If you give him the chance, he will use Dian Keto and lay down Reverse Trap that can totally burn you. If you go all out he should be defeated in 2-5 turns, as long as you get good cards.

=====  
 Cards Used by Dark Nite  
 =====

Here is how things will be written.

Card Name  
 Type  
 Level  
 Attack/Defense  
 Guardian Stars (Will always be the first one)  
 How to Defeat

-----  
 Blue-eyes White Dragon  
 Dragon  
 Level 7  
 3000/2500  
 Sun/Mars  
 How to Defeat: Use Twin-headed Thunder Dragon.

Summoned Skull  
 Fiend  
 Level 6  
 2500/1400

Moon/Pluto

How to Defeat: Use Twin-headed Thunder Dragon.

Red-eyes B. Dragon

Dragon

Level 7

2400/2100

How to Defeat: Use Twin-headed Thunder Dragon.

Gaia the Dragon Champion

Dragon

Level 7

2600/2100

Saturn/Mercury

How to Defeat: Use Twin-headed Thunder Dragon.

Cosmo Queen

SpellCaster

Level 8

2900/2450

Venus/Uranus

How to Defeat: Use Meteor B. Dragon.

Harpie's Pet Dragon

Dragon

Level 7

2000/2500

Saturn/Moon

How to Defeat: Use Twin-headed Thunder Dragon.

Meteor B. Dragon

Dragon

Level

3500/2000

Mars/Sun

How to Defeat: Use a Meteor B. Dragon with an equip.

B. Skull Dragon

Dragon

Level 8

Moon/Jupiter

3200/2500

How to Defeat: Use Meteor B. Dragon.

Thousand Dragon

Dragon

Level 7

Mars/Mercury

2400/2000

How to Defeat: Use Twin-headed Thunder Dragon.

Shadow Spell

Magic

N/A

N/A

N/A

Effect: Opponent's creatures out  
out on the field loses 1000atk/def points.

Crush Card

Magic

N/A

N/A

N/A

Effect: Destroys the opponent's creatures out on the field with 1500 or more attack points.

Raigeki

Magic

N/A

N/A

N/A

Effect: Destroys all of the opponent's creatures out on the field.

Megamorph

Equip

N/A

N/A

N/A

Effect: The creature equipped with this card gains 1000 attack/defense points.

Swords of Revealing Light

Magic

N/A

N/A

N/A

Effect: Seals off the opponent's creatures for 3 turns. Also turns face down creatures face up.

Reverse Trap

Trap

N/A

N/A

N/A

Effect: Turns Equips into Power loss.

Bad Reaction to Simmochi

Trap

N/A

N/A

N/A

Effect: Turns Recovery to Damage.

Dian Keto the Cure Master

Magic

N/A

N/A

N/A

Effect: Heals your lifepoint by 5000.

Harpie's Feather Duster

Magic

N/A

N/A

N/A

Effect: Destroys the opponent's face down magic cards.

Tremendous Fire

Magic

N/A

N/A

N/A

Effect: Does 1000 direct damage.

Widespread Ruin

Trap

N/A

N/A

N/A

Effect: Any creature that attacks is destroyed.

He also uses various field change cards.

=====

Good/Rare Cards Given by Dark Nite

=====

Again, here is how things will be written.

Card Name

Type

Level

Attack/Defense

Guardian Stars

B. Skull Dragon

Dragon

Lv. 8

G.S. Moon/Jupiter

3200/2500

\*NOTE\* RUMORED!! UNCONFIRMED!!

Reverse Trap

Trap

N/A

N/A

N/A

Effect: Turns power ups to power loss.

\*NOTE\* RUMORED!! UNCONFIRMED!!

Dark Magic Ritual

Ritual

N/A

N/A

N/A

Effect: Sacrifice 3 creatures to summon Magician of Black Chaos.

\*NOTE\* RUMORED!! UNCONFIRMED!!

Construct of Mask

Ritual

N/A

N/A

N/A

Effect: Sacrifice 3 masked creatures to  
summon Mask of Shine and Darkness.

Magical Labyrinth

Equip

N/A

N/A

N/A

Effect: Powers up Labyrinth Wall.

Widespread Ruin

Trap

N/A

N/A

N/A

Effect: Destroys any creature that attacks.

Puppet Ritual

Ritual

N/A

N/A

N/A

Effect: Sacrifice 3 creatures to summon  
Psycho Puppet.

Electro Whip

Equip

N/A

N/A

N/A

Effect: Powers up Females.

Bright Castle

Equip

N/A

N/A

N/A

Effect: Powers up any creature.

Machine Conversion Factory

Equip

N/A

N/A

N/A

Effect: Powers up machine creatures.

Hamburger Recipe

Ritual

N/A

N/A

N/A

Effect: Sacrifice 3 creatures to summon  
Hungry Burger.

Commencement Dance

Ritual

N/A

N/A

N/A

Effect: Sacrifice 3 creatures to summon

Performance of Sword.

Harpie's Feather Duster

Magic

N/A

N/A

N/A

Effect: Destroys the opponent's face down magic cards.

=====  
Getting S-POW  
=====

Dark Nite is pretty easy to S-TEC, as long as you have the right cards. He is a magic card duelist which means he has a lot of magic and trap cards, so don't let him have any creatures out because he usually lays down magics and traps if he has a creature out.

Recommended Cards:

Meteor B. Dragon - Duel Low Meadow Mage or Jono2.

Red-eyes B. Dragon - Duel Jono2.

Meteor Dragon - Duel Low Meadow Mage

\*Note\* If you use Red - eyes, then you should use Meteor Dragon as well because when they are fused together they form Meteor B. Dragon.

Seiyaryu - Star chips. Password: 06740720. Costs 1700.

Raigeki - Magic card. Destroys every enemy creature out on the field. S-TEC Shadi.

Widespread Ruin - Trap Card. Destroys any creature that attacks.

Megamorph - Equip. Adds 1000 attack/defense points to any creature. Stec Pegasus.

Bright Castle - Equip. Adds 500 attack/defense points to any creature. Stec Pegasus, Bakura, Kaiba, or Mage Soldier.

Dragon Treasure - Equip. Adds 500 attack/defense points to any dragon. Stec Pegasus, Isis, and Kaiba.

Bad Reaction to Simmochi - Turns recovery magic cards to damage. S-TEC Bandit Keith for this card.

Curse Breaker - Cancels out Spellbinding Circle and Shadow Spell. S-TEC Low Mountain Mage and Neku.

Harpie's Feather Duster - Destroys the opponent's face down magic cards. S-TEC Pegasus, Bakura, Isis, and Kaiba.

Goblin Fan - Reflects direct damage cards back at the opponent.

=====  
Getting S-TEC  
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Dark Nite actually does fuse. He fuses when he has about 25-30 cards left usually, or when he has 15-20 cards left. Just stay alive.

Do's/Don't's

----

Lay down trap card (Acid Trap Hole or Widespread Ruin) because he uses creature destruction cards.

Don't fuse from your hand. If you have to fuse, play one creature and then the other on top of it (same with magic/equips)

Lose about 5000 lifepoints.

=====  
Duel Statistics  
=====

Duel Stats by Me

01. S-TEC Widespread Ruin
02. S-TEC Harpie's Feather Duster
03. S-POW Griffore
04. S-POW Frenzied Panda
05. S-POW Sea King Dragon
06. A-TEC Commencement Dance
07. S-POW Fiend Refraction #2
08. S-POW One Who Hunts Souls
09. S-POW Illusionist Faceless Mage
10. A-POW Hitosu-me Giant

He gives okay magic and equip cards on S-TEC. I would advise you S-TEC someone like Pegasus or Kaiba because Dark Nite is just torture to S-TEC but gives out basically the same cards as those 2 and other easier duelists.

I will add more stats on later updates. I just got tired of dueling him because he didn't give me anything good.

Duel Stats by Madpierrot20

1. S Pow - Illusionist Faceless Mage
2. S Pow -Flames Swordsman
3. S Pow -Tyhone
4. S Pow -Pale Beast
5. S Pow -Monster Tamer
6. A Pow -Garvas
7. S Pow -Flames Swordsman
8. S Pow -Flames Swordsman
9. S Pow -Blue Winged Crow
10. B Pow -Wicked Worm Beast
11. S Pow -Winged Dragon #2
12. S Pow -Air Eater
13. S Pow -Giganto
14. A Pow -Master & Expert
15. S Pow -Illusionist Faceless Mage
16. S Pow -Skull Red Bird
17. S Pow -Baby Dragon
18. A Pow -Pumpking the king of Ghosts
19. S Pow -Dark Gray
20. B Pow -Garvas



21. B Pow -Wicked Worm Beast
22. S Pow -Peacock
23. S Pow -Monstrous Bird
24. S Pow -Wing Eagle
25. S Pow -Silver Fang
26. S Pow -Illusionist Faceless Mage
27. S Pow -Mystical Sheep #2
28. S Pow -Garvas
29. A Pow -Garoozis
30. A Pow -Pumpking the king of Ghosts
31. B Pow -Baby Dragon
32. S Pow -Wing Eagle
33. A Pow -Master & Expert
34. S Pow -Punished Eagle
35. S Pow -Wolf
36. S Pow -Giganto
37. A Pow -Flames Swordsman
38. S Pow -Leogun
39. S Pow -Leogun
40. S Pow -Griffore
41. A Pow -Wicked Dragon with Ersatz Head
42. S Pow -Garvas
43. A Pow -One who Hunts Souls
44. A Pow -Mystical Sheep #1
45. A Pow -Darkfire Dragon
46. S Pow -Sword Arm of Dragon
47. A Pow -Megazowler
48. S pow -Mountain Warrior
49. A Pow -Togex
50. B Pow -Wicked Dragon With Ersatz Head

Duel Stats by BlackChaos2800

- 1-Spow Skull Red Bird
- 2-Spow Sea King Dragon
- 3-Spow Garvas
- 4-Bpow Skull Red Bird
- 5-Spow Empress Judge
- 6-Spow Mystical Sand
- 7-Spow Fusionist
- 8-Spow Togex
- 9-Spow Pendulum Machine
- 10-Spow Larvas
- 11-Spow King of Yamimakai
- 12-Spow Empress Judge
- 13-Apow Mystical Sheep #2
- 14-Spow King of Yamimakai
- 15-Apow Crow Goblin
- 16-Apow Sword Arm of Dragon
- 17-Spow Sleeping Lion
- 18-Spow Garvas
- 19-Spow Judge Man
- 20-Spow Mystical Sheep #1
- 21-Spow Faith Bird
- 22-Spow Koumori Dragon
- 23-Spow Illusionist Faceless Mage
- 24-Spow Master & Expert
- 25-Apow Megazowler
- 26-Spow Mystical Sheep #2
- 27-Spow Dice Armadillo

28-Spow Right Arm of the Forbidden One  
29-Spow Rogue Doll  
30-Spow Rogue Doll  
31-Spow Sea King Dragon  
32-Spow Monstrous Bird  
33-Spow King of Yamimakai  
34-Spow Baby Dragon  
35-Spow Blue-winged Crown  
36-Spow Monstrous Bird  
37-Spow Garoozis  
38-Spow Mystical Sheep #2  
39-Spow Koumori Dragon  
40-Spow Judge Man  
41-Spow Fusionist  
42-Spow Mountain Warrior  
43-Spow Prevent Rat  
44-Apow Crimson Sunbird  
45-Spow Megazowler  
46-Spow Crow Goblin  
47-Spow Giganto  
48-Spow Togex  
49-Spow Gyakutenno Megami  
50-Spow Togex

#### Duel Stats by DeathXI

2 x 491 Peacock  
3 x 029 Mountain Warrior  
2 x 248 Master and Expert  
1 x 423 Dice Armadillo  
2 x 011 Sword Arm of Dragon  
1 x 090 Gyakutenno Megami  
2 x 003 Hitotsu Me Giant  
5 x 577 Crow Goblin  
2 x 468 Queen Bird  
1 x 188 Synchar  
2 x 189 Fusionist  
3 x 255 Prevent Rat  
1 x 419 Giganto  
3 x 472 Air Eater  
2 x 099 Pumpking the King of Ghosts  
2 x 061 Wolf  
5 x 042 Illusionist Faceless Mage  
1 x 483 Garvas  
2 x 594 Rose Spectre of Dunn  
2 x 085 King of Yamamakai  
1 x 481 Burglar  
2 x 627 Nekogal #2  
2 x 629 Armored Rat  
3 x 186 Fiend Refraction #2  
1 x 526 Neck Hunter  
3 x 79 MegaZowler  
3 x 582 Dark witch  
1 x 044 Rogue Doll  
2 x 597 Pale Beast  
1 x 068 Garoozis  
2 x 636 Blue Winged Crown  
4 x 298 Wicked Dragon with the Eratz Head  
1 x 121 Sleeping Lion  
1 x 465 Punished Eagle

1 x 464 Wing Eagle  
 1 x 296 One Eyed Shield Dragon  
 1 x 571 Black Dragon Jungle King  
 1 x 552 Winged Dragon #2  
 3 x 575 Ancient one of the Deep Forest  
 3 x 031 Koumori Dragon  
 2 x 113 Dark Gray  
 1 x 039 Curse of Dragon  
 1 x 033 JudgeMan  
 1 x 466 Skull Red Bird  
 2 x 023 The Wicked Worm Beast  
 1 x 443 Sea King Dragon  
 2 x 040 Dragon Piper  
 2 x 528 Togex  
 1 x 168 DarkFire Dragon  
 1 x 531 Mystical Sand  
 1 x 047 Torike  
 1 x 026 Battle Ox  
 1 x 642 Mystical Sheep #1  
 1 x 467 Crimson Sunbird  
 1 x 200 Petit Dragon

=====  
 Special Thanks  
 =====

Special Thanks to ASSI Gen for creating the ASCIIIs.  
 Special Thanks to Madpierrot20 for duel stats.  
 Special Thanks to BlackChaos2800 for duel stats.  
 Special Thanks to DeathXI for duel stats.

=====  
 Contact Me  
 =====

ONLY CONTACT ME IF YOU HAVE DUEL STATS, FOUND ERRORS, OR ANYTHING ELSE ABOUT  
 THIS FAQ. DON'T CONTACT ME ASKING HOW TO S-TEC, WHERE TO GET SOME CARDS, OR  
 ANYTHING THAT HAS NOTHING TO DO WITH THIS FAQ. I HAVE RECEIVED ENOUGH MAIL THAT  
 ASKS THE SAME THING!!

E-Mail: [Newyorkcoolboy624@yahoo.com](mailto:Newyorkcoolboy624@yahoo.com)  
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 Aim: [ADudeFarAway](#)  
 YIM: [Newyorkcoolboy624](#)  
 Websites: [www.geocities.com/duelmasteryamiyugi/](http://www.geocities.com/duelmasteryamiyugi/)  
           [www.geocities.com/newyorkcoolboy624/](http://www.geocities.com/newyorkcoolboy624/)  
 Message Board: [Http://nydude.conforums.com](http://nydude.conforums.com)

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 MM          2MM                          XMMMMMMX      MM          ZMMMMMM,      M          M  
 MMr      MM                          MM;      ;MM7          rMM.      XMM      M;          M  
 WMM  MM      MX      MM          MM          MM      M0          MM          MM      M ;MMM,      M  
 aMMMM      M0      MM          MX          MM          iM          @M      MM7      MMM      M  
 MM      MS      MM          MX      MMMMMM      MM          iM          @M      M,      MM      M  
 M@      M7      MM  MMMMM      MM          MM      MM  MMMMM      MM          MM      MS      MM      M  
 MM      M8      MM          ,MM          MMM      MM          2MM          .MM      MS      MM  
 MW      8MMMMBMM          ZMMMMMM  MM      MW          WMMMMMMr      MS      MM      M

