

KONAMI

ENGLISH EDITION

An illustration of Yugi Muto and Seto Kaiba from the Yu-Gi-Oh! anime. Yugi is on the left, wearing his signature blue jacket and holding a card. Seto is on the right, wearing his purple and black outfit with a white scarf and holding a sword. They are set against a dark blue background with glowing light effects and a circular grid pattern.

**5th**  
**Yu-Gi-Oh!**  
TRADING CARD GAME™

**BEGINNER'S GUIDE**

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## ABOUT THE GAME

Half the fun of the Yu-Gi-Oh! TRADING CARD GAME is getting new cards to add to your Deck and make it more powerful. The cards in this Starter Deck are a great way to learn the rules of the game, and how to use amazing new Synchro monsters, but the world of Yu-Gi-Oh! is much bigger!

Booster Packs have the new cards you need to take your Duels to the next level. Even if the wrappers look the same, every pack is a surprise, because they've all got different cards in them. The rarest and most powerful cards can only be found in Booster Packs - get them before your friends do!

The cards you put in your Deck say who you are. The only way to be the best is to have the best Deck. New Booster Packs are released every few months, with your favorite cards from the Yu-Gi-Oh! TV show, plus all new ones you've never seen before!

## POWER UP YOUR DECK WITH BOOSTER PACKS

Each Booster Pack gives you new cards to make your Deck better. You can even make a whole new Deck, and share with a friend! Also look for Yu-Gi-Oh! Collector's Tins, with special Secret Rare versions of your favorite monsters!



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## NEW TO DUELING?

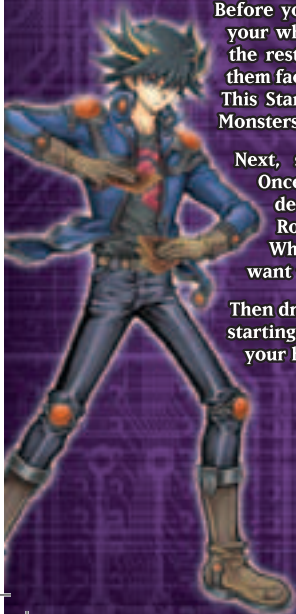
This guide is the perfect place to start. This Starter Deck is ready to play; all you need to do is grab a friend! They'll need their own Deck, too.

Each Player starts with 8000 Life Points. When a player takes damage, subtract that amount from their Life Points. If your opponent runs out of Life Points, then you win the Duel!

Before you start, make sure you separate your white Synchro Monster Cards from the rest of the cards in your Deck. Put them face-down in your Extra Deck Zone. This Starter Deck comes with 3 Synchro Monsters.

Next, shuffle your Deck really well. Once you're both ready, you have to decide who goes first. You can play Rock-Paper-Scissors or flip a coin. Whoever wins gets to choose if they want to go first or second.

Then draw your top 5 cards — this is your starting hand. You can play cards from your hand during your turn.



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## MONSTER CARDS

### KNOW YOUR MONSTERS!



Yellow Normal Monsters have a description of the monster that's just for fun, and doesn't affect the game. Orange Effect Monsters have special abilities written here, and those powers are a big help during the game!

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## PLAY YOUR MONSTERS

During your turn you can Normal Summon or Set ONE monster from your hand.

### NORMAL SUMMON



When you Normal Summon put the monster face-up on the field, like this.

### UPRIGHT = ATTACK POSITION

Attack Position monsters can attack your opponent!



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### SET



When you Set, put the monsters face-down and sideways, like this.

### SIDEWAYS = DEFENSE POSITION



Defense Position monsters protect your Life Points from attacks!

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## TRIBUTE SUMMON or SET

Monsters that are Level 5 or higher are stronger. So you have to Tribute other monsters to Normal Summon or Set them.

**YOU TRIBUTE BY SENDING A MONSTER YOU HAVE ON THE FIELD TO THE GRAVEYARD.**



If a monster is Level 5 or 6 (count the stars) it needs 1 Tribute.



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If a monster is Level 7 or higher it needs 2 Tributes.

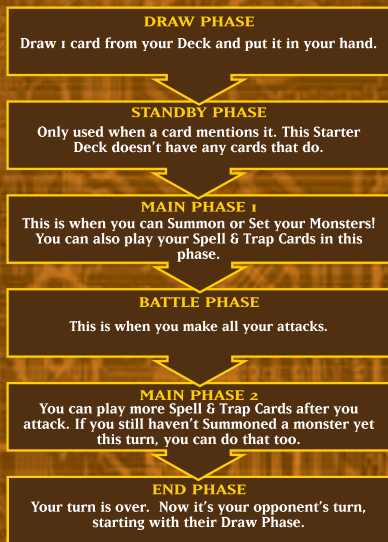


After you send the Tributed monsters to the Graveyard, Summon your high-Level monster to the field.

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## HOW A TURN WORKS

During a Duel, you alternate turns with your opponent.  
Each turn has 6 phases.



**The player who goes first cannot attack on their first turn.**

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## BATTLE WITH YOUR MONSTERS

Attacking is the main way to destroy your opponent's monsters and damage their Life Points.

Each of your Attack Position monsters can attack once during each of your turns.



Can Attack Once



Can Attack Once



Can't Attack

You attack with your monsters one at a time, not all at once.

1. Pick 1 monster to attack with, and
2. Use it to attack an opponent's monster (your choice).

If you attack a face-down monster, flip it face-up.



If you attack and your opponent has monsters on the field, you have to attack one of those monsters.

If your opponent doesn't have any monsters, you can attack directly! Your opponent takes damage equal to your attacking monster's ATK.

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## ATTACK POSITION <sup>s.</sup> ATTACK POSITION

Compare the attacker's ATK to the attack target's ATK. The weaker monster is destroyed. The player with the destroyed monster takes damage equal to the difference in ATK points.

A destroyed monster is placed face-up in its owner's Graveyard.

If your ATK is bigger  
Destroy the attack target  
Opponent takes damage



ATTACKER TARGET  
 $1400 \text{ ATK} > 900 \text{ ATK}$   
 $1400 - 900 = 500$   
500 Life Points Lost

If your ATK is smaller  
Destroy the attacker  
You take damage



ATTACKER TARGET  
 $1400 \text{ ATK} < 1600 \text{ ATK}$   
 $1600 - 1400 = 200$   
200 Life Points Lost

If both monsters have the same ATK  
Destroy both monsters  
No one takes damage



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## ATTACK POSITION <sup>s.</sup> DEFENSE POSITION

Compare the attacker's ATK to the attack target's DEF. Your opponent doesn't take any damage when you attack their Defense Position monster.

If your ATK is bigger  
Destroy the attack target  
No one takes damage



If your ATK is smaller  
Both monsters survive  
You take damage equal to the difference between the ATK and DEF



ATTACKER TARGET  
 $1200 \text{ ATK} < 2100 \text{ DEF}$   
 $2100 - 1200 = 900$   
900 Life Points Lost

If the ATK equals the DEF  
Both monsters survive  
No one takes damage



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## BATTLE POSITION CHANGES

The leader in a Duel can change quickly, so sometimes you'll want to change your monsters' Battle Positions.

You can change your monster's Battle Position during your Main Phase 1 or 2.



ATTACK POSITION

DEFENSE POSITION



DEFENSE POSITION

ATTACK POSITION

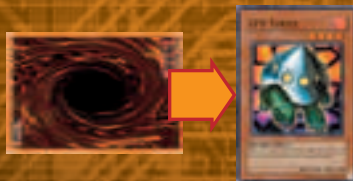
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There are 3 times when you CAN'T change your monster's Battle Position.

1. You can't change it if you Summoned or Set the monster this turn.
2. You can't change it if you already changed that monster's position this turn.
3. You can't change it if that monster attacked this turn.



If your monster is in face-down Defense Position, you can change its Battle Position to face-up Attack Position. This has a special name - It's called a Flip Summon. (You can do any number of Flip Summons in a turn, in addition to your 1 Normal Summon or Set.)



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## SPECIAL SUMMON

A Special Summon uses the effect of a Spell, Trap, or Effect Monster Card to Summon a Monster.

- There's no limit to the number of monsters you can Special Summon in a turn.
- Even if you Special Summon a monster, you still get 1 Normal Summon or Set. Special Summons are like a bonus!
- If the card's effect doesn't tell you which Battle Position to Special Summon the monster in, you can choose face-up Attack Position or face-up Defense Position.

These are some of the cards in this Deck with effects that can Special Summon monsters.



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## SYNCHRO MONSTERS

A powerful new kind of monster! Synchro monsters are Special Summoned by combining Tuner monsters with other monsters. Synchro Monsters go in your Extra Deck — they do NOT go in your Main Deck.



Synchro Monster's Level = The total Level that your Tuner and other monsters must add up to. (This monster's Level is 6.)

Synchro Materials = You need to have these monsters face-up on your side of the field before you can Special Summon this monster.

For some Synchro Monsters you can't just use any Tuner, but a special one that would be named here.

For example, "Junk Warrior" needs "Junk Synchron" as its Tuner.



Look for "Tuner" next to the monster's Type.

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## SYNCHRO SUMMON

Synchro Summoning is a new way to Special Summon powerful Synchro Monsters.

### To Synchro Summon:

1. Have a Tuner monster and 1 or more non-Tuner monsters face-up on the field.
2. Make sure the Levels of the monsters you want to use add up exactly to the Level of the Synchro Monster you want to Summon. (You don't have to use all your monsters)



3. Send the Tuner and the other monsters you are using to your Graveyard.
4. Special Summon the Synchro Monster from your Extra Deck!



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## SPELL & TRAP CARDS

Monsters can't win a Duel alone. You need to master the use of Spell & Trap Cards. They have powerful effects to help your monsters and stop your opponent.



### HOW TO PLAY A SPELL:

1. Play the Spell from your hand.
2. Follow the instructions on the card.
3. Put the card in the Graveyard after use.

You can play as many Spells as you want during your turn.



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### HOW TO PLAY A TRAP:

1. Set the Trap face-down on the field.
2. Flip it up on any turn after that.  
EVEN on your opponent's turn!
3. Put the card in the Graveyard after use.



You can Set as many Traps as you want during your turn.

Spell Cards	Trap Cards
You can play these right from your hand.	You have to Set these face-down before using them.
You can only use these during the Main Phase of your own turn.	You can use these any time and any turn, but not the turn you Set in!
Follow the instructions on the card.	Follow the instructions on the card.
Place in the Graveyard after use.	Place in the Graveyard after use.

## SPELL & TRAP CARD ICONS

Not all Spell and Trap Cards work exactly the same. Some have Icons that give them certain powers. To become a master Duelist, you need to be able to identify these Icons.



**Continuous** — These Spell and Trap Cards stay on the field after use and their effect is permanent. You only put these in the Graveyard if a card effect destroys them.



**Equip** — Pick a monster when you play these Spell Cards, and equip it with this card. The Equip Spell Card stays on the field as long as that monster does.



**Quick-Play** — You can play this Spell Card like a Spell or like a Trap. So you can play it according to the rules for either one.



**Field** — These go in the special Field Card Zone and stay there. When you play a Field Spell Card, destroy any Field card that is already on the field.



**Counter** — These Traps can negate the effects of other cards when used right away.

## BUILDING YOUR OWN DECK

Half the fun of the game is building your Deck. Your Deck says who you are, and the cards you put in it will decide if you've got a fighting chance. Building good Decks takes practice, but here are some tips to get you started.

- Your Deck can have between 40 and 60 cards in it. Try and stay close to the 40 card minimum. If you put in too many cards you'll never draw your best ones when you need them.
- Monster Cards should make up about half of your Deck. Make the other half Spell and Trap Cards. You can only Normal Summon once per turn, so if your Deck is all monsters, only a few will get used.
- Your Extra Deck can have up to 15 cards in it. It's best to fill it with a variety of Synchro or Fusion Monsters.
- Pick cards that work together. You'll start to find that cards are stronger when used in combination.
- You can only have 3 copies of a card in your Deck. Some powerful cards have even tighter restrictions. Read on to find out more.
- Most importantly, be ORIGINAL! Find your own cool moves and have fun making your own Deck.

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## ACCELERATE YOUR GAME

Now you know enough to get started, so find a friend and start shuffling those Decks! There's more to Dueling though, and you can learn about it all at

[www.yugioh-card.com](http://www.yugioh-card.com)

Enter the Game Play section of the website to find:

- An online demo of how to play
- Answers to frequently asked questions (FAQ)
- A list of powerful Limited Cards (cards you can only have 1 of in your Deck)



The best way to learn is to get into the action! Enter the Wanna Duel? section of the website and search for official programs and tournaments near you.

For new players, check out the Hobby League and Sneak Previews sections.

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Consult [www.wannaduel.com/rules](http://www.wannaduel.com/rules) for details, and more!

FOR FURTHER INFORMATION ON  
THE Yu-Gi-Oh! TRADING CARD GAME,  
PLEASE VISIT

[www.yugioh-card.com](http://www.yugioh-card.com)

OR

IN NORTH AMERICA CONTACT  
UPPER DECK AT (800) 873-7332

IN AUSTRALIA CONTACT  
UPPER DECK AT 1 (800) 007 609

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CONTACT UPPER DECK AT [ude@upperdeck.com](mailto:ude@upperdeck.com)

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