



Yu-Gi-Oh!
The Hazebound Kingdom

KONAMI

INSTRUCTION BOOKLET

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NINTENDO
GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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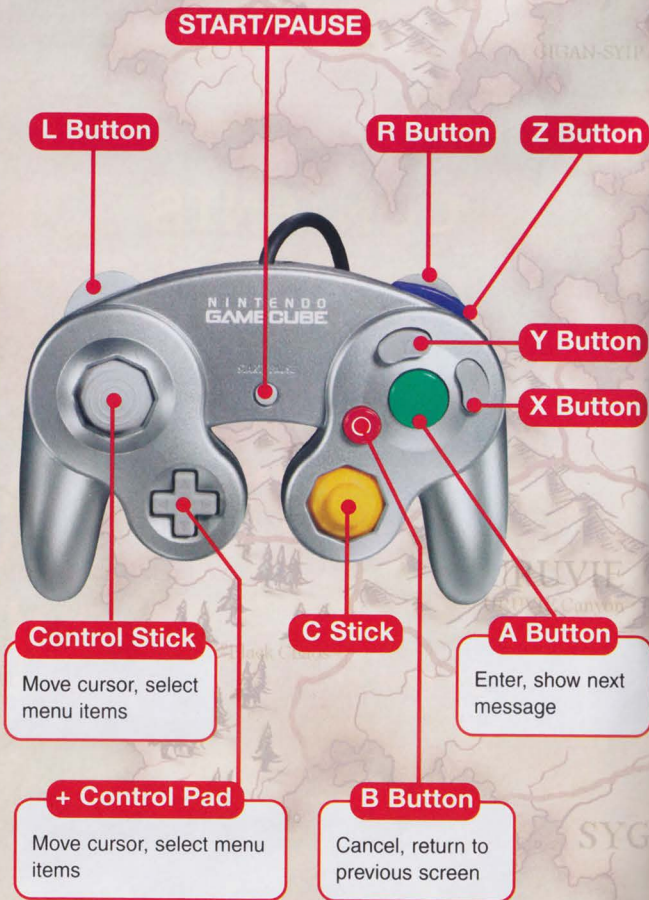
47 HINTS





USING THE CONTROLLER

Review the Nintendo GameCube™ controller buttons and their basic functions.



For more information about game controls, refer to the detailed explanations in this manual and the on-screen instructions.

GETTING STARTED

Learn how to start Game Modes from the Title Screen and how to save/load games.



Place the Game Disc and Nintendo GameCube™ Memory Card (→P.06) in the Nintendo GameCube™, close the Disc Cover and press the POWER Button to turn the power on. The opening demo starts after a few moments, followed by the Title Screen.



* Press START/PAUSE during the opening demo to end the demo and display the Title Screen.

At the Title Screen, press START/PAUSE to display the game menu. Press UP/DOWN on the + Control Pad to select a menu item and then press the A Button to enter your selection.



Starting A New Game

Start a new game.

Select [New Game] from the menu to display the Mode Menu.

Press UP/DOWN on the + Control Pad to select a Game Mode and then press the A Button to enter your selection.



STORY →P.07

Complete mission objectives in various game stages. Play as either "Yugi Mutou" or "Seto Kaiba" and tackle their two different story lines.

CHALLENGE →P.45

Fight your way through a series of consecutive monster battles.

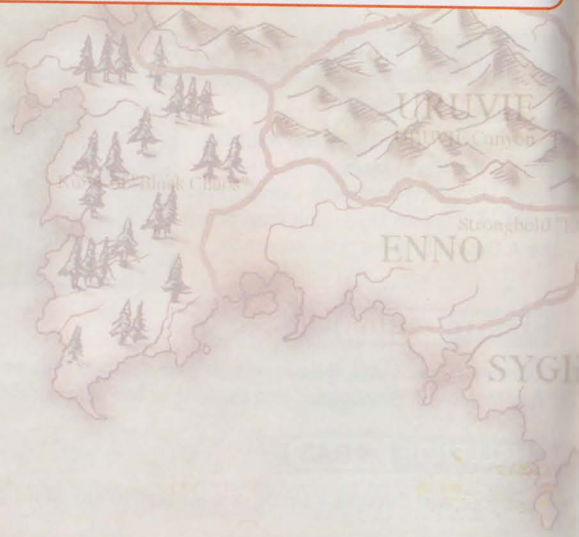
Loading A Saved Game

If you have already played in "Story Mode" and have saved data on your Memory Card, select [Load Game] to continue that saved game.

Saving Games and Memory Cards

- Insert the Memory Card into Memory Card Slot A.
- You need 3 blocks of free space on the Memory card to save game data (game progress and results). You can only save data for one game on the Memory Card. When you save data during a game, any existing game data on the Memory Card is overwritten with the new data.
- See P.11 for detailed instructions on saving game data.
- Do not remove or insert Memory Cards or press the RESET or POWER Buttons on the Nintendo GameCube™ during game play. This may erase data on the Memory Card and may cause damage to the Memory Card and/or the Nintendo GameCube™.

See the Nintendo GameCube™ Instruction Booklet for details on deleting files on the Memory Card and formatting Memory Cards.



STORY MODE

Learn how to get started in Story Mode and more about the game flow.



Starting Story Mode

After Selecting [New Game]

Character Selection

First, select either "Yugi Mutou" or "Seto Kaiba". The story is different depending on which character you choose. Press LEFT/RIGHT on the + Control Pad to select a character and then press the A Button to enter your selection.



Prologue

The prologue introduces the story. Press the A Button during the prologue to display the next message or scene.



Game Start

The game begins when the World Map appears.

The first two stages are tutorials. Pay close attention to Shimon's explanation of the game rules and game play.



After Selecting [Load Game]

Continue a previous game from your last saved position on the World Map.

Story Mode Flow

In Story Mode, you progress by completing missions on each map within a set time limit. The following items show the basic activities carried out on each map.

World Map

This screen shows a map of the world.

Briefing

An explanation of the game is given in the form of a conversation with other characters. They will explain the map objectives and your current situation. Press the A Button to display the next message.



World Map Menu

→P.10

An explanation of the game is given in the form of a conversation with other characters. They will explain the map objectives and your current situation. Press the A Button to display the next message.



Team Creation

→P.12

Select the Marshals you will dispatch to complete the map objectives. Create teams by assigning three monsters to each of your Marshals.



Marshal Selection



Team Creation

Local Map

This is the screen where you maneuver your teams and complete the map objectives.

Map Clear

If you are able to satisfy the victory conditions before the time runs out, you clear that map. Successful completion of map objectives will usually earn you items and gold.



Game Over

The game is over if one or more defeat conditions occur, or if you fail to complete the map objectives before time runs out.



Moving on the Local Map → P25

Move your teams into position in either 3D Mode or Icon Mode by giving instructions to your Marshals. Battles occur when one of your teams encounters an enemy team.



3D Mode



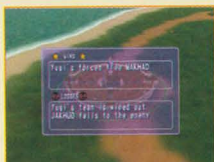
Battles



Marshal Selection

Display Victory/Defeat Conditions

First, one of the game characters will explain the map objectives. At the end of that conversation, the victory/defeat conditions for the map are displayed on the screen.





WORLD MAP

Prepare for battle before each stage in Story Mode on this screen.

First, one of the game characters will explain your current situation and the map objectives.

Now that you know what you need to do, you need to prepare for battle.

Select the following menu items by pressing the appropriate button.



World Map Screen Controls

ASSEMBLE TEAM **A Button**

Select your Marshals and the team of monsters the Marshals will lead into battle (see P.13 for details).

CONFIG **Y Button**

Display the Settings Screen. Press UP/DOWN on the + Control Pad to select a menu item and then press LEFT/RIGHT to change the setting for that item. When you have finished making changes, press the A Button to enter the new settings. Press the B Button to close the window without making changes.



SWAP MODE

Set your team's movement on the Local Map Screen after the battle has finished. (see P.24 for details).

Swap Mode ON (Default setting): The positions of the two teams in the battle are switched.

Swap Mode OFF: The losing team is transported a certain distance away from the battle location (back towards its original starting point).

SAVE Z Button

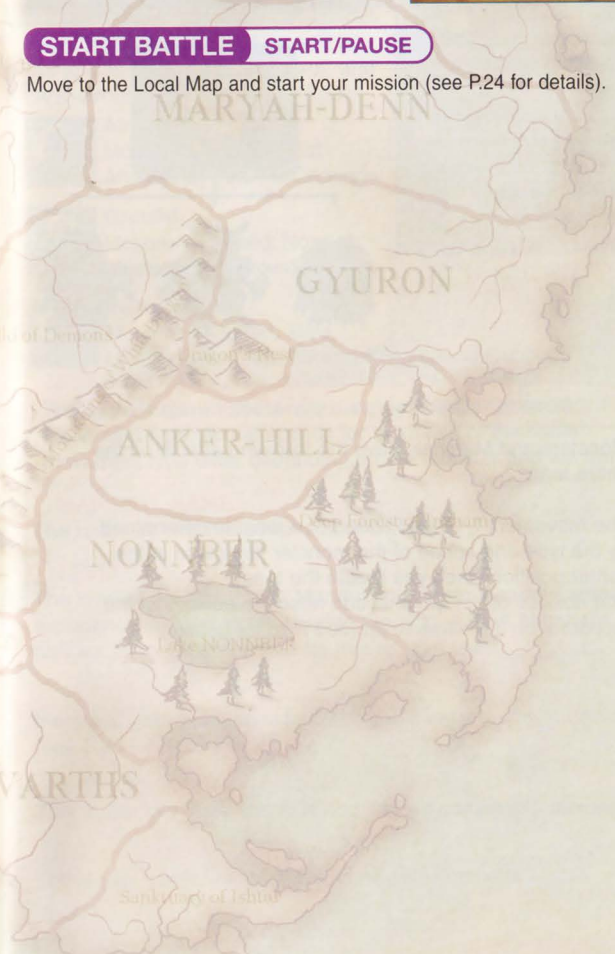
Display the Save Screen. Press the A Button to save game data. Press the B Button to close the window without saving game data.

* Any game data on the Memory Card will be overwritten.



START BATTLE START/PAUSE

Move to the Local Map and start your mission (see P.24 for details).





CREATING TEAMS

Get detailed instructions on selecting Marshals and monsters and information on controls used on the Team Creation Screen.

Teams

All game activities (moving and fighting battles) are done as a team.

A team consists of one Marshal (a character like Yugi who leads the team) and three monsters.



Relationship between Teams, Marshals and Monsters

Monsters and Marshals have the following effects on the entire team:

- The movement type and speed of a team is determined by the type and speed of the monster you place in the center position when you create the team.
- The abilities of the Marshal can raise the abilities of the monsters on the same team (see P.18 for details).

Marshals

This section explains Marshals in more detail. (The game screen to the right shows on-screen Marshal information.)

① MOVEMENT TYPE

This is the method of movement of the team. Movement type determines team "movement speed" as well as the effects of "Anti-Air Cannons" and "Anti-Ground Cannons" (see P.33).



Airborne

Movement Speed: Fast
Affected by Anti-Air Cannons



Ground

Movement Speed: Normal
Affected by Anti-Ground Cannons



Water

Movement Speed: Slow
Unaffected by Anti-Air and Anti-Ground Cannons



The speeds shown above are average speeds for each movement type. Actual speeds for monsters of the same movement type differ depending on the monster and the terrain.

② MARSHAL NAME

The name by which the Marshal is known.

③ LEVEL

The level of the Marshal. A Marshal must gain a certain amount of experience in order to move up to the next level. A Marshal's abilities increase every time he moves up a level.

④ EXPERIENCE

Marshals gain experience by defeating enemy teams in battle (see P.38 for details).

⑤ BATTLE COMMAND ABILITY

This ability increases the ATK and DEF of compatible monsters.

⑥ LIFE COMMAND ABILITY

This ability increases the LP of compatible monsters.

⑦ MOVEMENT COMMAND ABILITY

This ability increases the AP of compatible monsters.

⑧ COMPATIBILITY BALL

Each monster and Marshal has a compatibility ball. The color of this ball indicates how compatible a monster is with a particular Marshal, and vice versa. (see P.18 for details).

⑨ SPECIAL COMMAND ABILITY

This special ability affects entire teams. Not all Marshals have one of the special abilities listed below.

Master of the Egyptian Gods

Only teams led by a Marshal with this ability can use Egyptian God Summoning items and summon the Three Egyptian Gods.

Discount

When a team led by a Marshal with this ability is at a base, purchases from traders cost 25% less than normal.

Building

When a team led by a Marshal with this ability is at a base, building defensive equipment costs 25% less than normal.

Healing

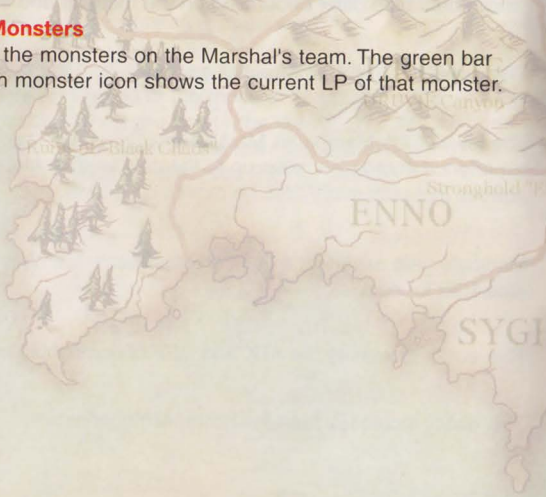
Monsters in a team led by a Marshal with this ability recover their LP twice as fast as normal when at a base.

Marine

The movement speed of a team led by a Marshal with this ability is faster than normal if the team has the movement type "Water".

⑩ Team Monsters

These are the monsters on the Marshal's team. The green bar below each monster icon shows the current LP of that monster.



Monsters

This section explains monsters in more detail. (The game screen to the right shows on-screen monster information.)

① MOVEMENT TYPE

This is the movement type of the monster. The movement type of the monster placed in the center of a team determines the movement type of the entire team (see P.13).

② MONSTER NAME

This is the name of the monster.

③ EXPERIENCE

Monsters gain experience at the end of each battle commensurate with their contributions during the battle (see P.38 for details).

④ LEVEL

The level of the monster. A monster must gain a certain amount of experience in order to move up to the next level. A monster's abilities increase when it moves to the next level and it may learn new attacks or gain special abilities.

⑤ LIFE POINTS (LP)

Life points are shown in the following format: "Current/Max". When a monster's LP reaches 0 during battle, it can no longer fight (see P.40 for details).

⑥ ATK

This is the ATTACK strength of the monster. The larger this number, the more damage the monster can inflict on enemy monsters.

⑦ DEF

This is the DEFENSE strength of the monster. The larger this number, the better the monster will be able to deflect damage from an enemy monster attack when given the [DEFEND] command.



⑧ ACTION POINTS (AP)

Action points show the number of actions a monster can take during a battle. When a monster's AP reaches 0, it will not be able to take any more actions in the battle (see P.40 for details).

⑨ COST

This is the amount of gold required to send the monster into battle (see P.19 for details).

⑩ TYPE

This is the monster type. Some items can only be used by certain types of monsters, and magic/other special effects only affect certain types of monsters.



Dragon



Spirit



Beast



Warrior



Darklands



Spellcaster



Machine

⑪ COMPATIBILITY BALL

This ball shows how compatible the monster is with a particular Marshal (see P.18 for details).

⑫ SPECIAL INFO

This lists the monster's battle arts, items and abilities. Press the L/R Buttons to view information for each category.

BATTLE ARTS

This lists the different types of monster attacks. There are two types of attacks, Normal and Special.

Attacks shown in yellow letters are Special attacks.



Normal Attack

Stand-alone normal attacks that every monster can use.

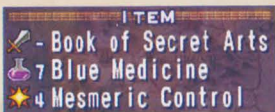


Special Attack

Special attacks that can only be used by certain monsters.

ITEM

This lists the items held by the monster. There are three types of items and they each have different effects.



Equipment Items

The special effects of these items are activated just by giving the item to the monster.



Usage Items

The special effects of this type of item are activated when the item is used in battle. The number that appears in front of the item name shows how many times the item can be used.



Magic Items

Only monsters that already have the ability to use magic can use this type of item. The special effects of this type of item are activated when the item is used in battle. The number that appears in front of the item name shows how many times the item can be used.

When the number in front of the item name reaches 0, it can no longer be used. Use the [REPLENISH ITEMS] command to restock the item (see P.35 for details).

ABILITY

This lists the special abilities of the monster. Monsters can have many different kinds of abilities. When a monster moves up a level, it may learn a new special ability.



13 TEAM MONSTERS

This shows the monster icons of other team members. The number in the lower right of the icon shows the level of that monster. The green bar below the monster icon shows the current LP of that monster.

Marshal and Monster Compatibility and its Effect on Abilities

Marshals and monsters are compatible when the colors of their compatibility balls are close. Monster abilities (LP, ATK, DEF, etc.) increase when led by a compatible Marshal.



The closer the color of the balls is, the more the monster's abilities increase.

The higher the command abilities of the Marshal are, the greater the increase.

The color of a monster's compatibility ball can change!

Assume you have a monster with a compatibility ball color that is nowhere near that of the Marshal. At first, the monster will be completely unaffected by the Marshal, but the longer they remain on the same team, the color of the monster's compatibility ball will gradually change to a color closer to that of the Marshal. If the monster distinguishes itself in battle (damaging or wiping out enemy monsters), its ball color will change even more rapidly. The more a monster contributes in battle, the sooner its ball will change to match that of the Marshal.

Select a Marshal on the Marshal Selection Screen and then select three monsters for that Marshal to lead on the Team Creation Screen. You can also equip monsters with items on the Team Creation Screen.

In Story Mode, you can only create teams and equip monsters with items when you are on the World Map. You cannot change the monsters on your teams or switch items once you begin a stage. Since you only get one shot, make it count!

Marshal Selection Screen

① TOTAL COST

This is the total amount of gold required to send all selected monsters into battle in a stage. Ten percent of this total cost is deducted from any gold you earn at the successful completion of a stage.

② MARSHAL NUMBER

The number of Marshals selected to participate in a stage is shown in the following format: "Number of Marshals participating/Maximum number of Marshals that can participate". The maximum number of Marshals that can participate differs for each stage.

It is not always necessary to send the maximum number of Marshals into battle. If you are able to clear a stage with a smaller number of Marshals, you cut your total cost and increase the amount of gold you can keep. Using fewer personnel also allows you to give those chosen Marshals and monsters more battle experience.

③ MARSHAL

This icon shows your Marshals (you only have three Marshals at the beginning of the game, but that number increases as you progress). Marshals going into battle are labeled with a [GO] mark. Marshals with a red [GO] must go into battle and Marshals with a white [GO] are those that you've selected to go into battle.

④ MARSHAL INFO

This shows detailed information about the currently selected Marshal (see P.13 for an explanation of the information on this screen).



Marshal Selection Screen Controls

Move the cursor with the + Control Pad to select a Marshal.

EDIT A Button

Move the cursor over a Marshal and press the A Button to display the Team Creation Screen, where you can create a team for this Marshal to lead (see P.21 for details about creating teams).

MARK X Button

Move the cursor over a Marshal and press the X Button to send that Marshal into battle. When you select the Marshal, a white [GO] mark appears over the Marshal. Press the X Button again to de-select this Marshal. The [GO] mark will disappear.



INFO Y Button

Move the cursor over a Marshal icon and press the Y Button to view information about the monsters on that Marshal's team. The cursor moves to the [TEAM MONSTERS] window on the left side of the screen and information is displayed about the monster selected with the cursor.

Press LEFT/RIGHT on the + Control Pad to select a monster. Press the L/R Buttons to view the different types of special info (battle arts, items and abilities).



Special Info

Press the A Button to move the cursor to the [SPECIAL INFO] area. Move the cursor over an item to display detailed information about the item and its effect in the info window on the right side of the screen.



RETURN B Button

Press the B Button to quit the Team Creation Screen and return to the World Map.

Team Creation Screen

① MARSHAL

This Marshal will lead the team currently being created.

② TEAM MONSTERS

These are the monsters on the team. Use the C Stick to change the camera angle.

③ MONSTER INFO

Detailed information about the currently selected monster (see P.15 for an explanation of monster info).



Team Selection Screen Controls

Move the cursor with the + Control Pad to select a monster.

SHIFT A Button

Add a monster to the team.

① Move the cursor over the position you want to put the monster in and press the A Button. If there is already a monster in that position, the existing monster will be replaced with the new one.



② The monster list is displayed on the left side of the screen. Highlighted monsters can be added to the team. Monsters that you do not have yet are shown with a [?] mark. Move the cursor with the + Control Pad to select a monster. Press UP/DOWN on the Control Stick to scroll through the monster list, four lines at a time.



The information displayed at the bottom right corner of monster icons indicates how the list is currently sorted. For example, if the list is sorted by level, the level for each monster is displayed in the bottom right corner of the monster icons.



Icon Info

Sort the Monster List

Press the L/R Buttons to change how the list is sorted. The highlighted item shows how the list is currently sorted.



(From left) Monster Number, Name, Type, Level, LP, ATK, DEF, AP, Compatibility Ball

In Story Mode, you can only create teams and equip monsters with items when you are on the World Map. You cannot change the monsters on your teams or switch items once you begin a stage. Since you only get one shot, make it count!

Display Secondary Information

Hold down the X Button to display secondary information about a monster in the bottom right corner of the monster icons. Press the L/R Buttons while holding down the X Button to change the type of secondary information displayed.

Displaying secondary information is useful when you want to check the DEF of monsters in a list that is currently sorted by ATK.

Display Monster Information

You can view detailed information about the monster selected with the cursor. Press the L/R Buttons while displaying this information to change the type of special information (battle arts, items or abilities) that is displayed. Press UP/DOWN on the + Control Pad to move the cursor and see more details about a particular information item.

- 3 When you have selected a monster, press the A Button to enter your selection.



Repeat steps 1-3 until you have selected three monsters for the team.

EXCEPT X Button

Remove a monster that has already been added to a team. Move the cursor over the monster you want to remove and press the X Button.

ITEM Z Button

Equip a monster with an item. Each monster can carry up to three items.

- 1 Select the monster you want to equip with the cursor and press the Z Button to display the item window.



- 2 Move the cursor to the position you want to place the item and press the A Button. If there is already an item in that position, the existing item will be replaced with the new one. The cursor will move to the item list on the left side of the screen.



Move the cursor over an item already in position and press the X Button to remove that item.

- 3 You can select highlighted items. Press UP/DOWN on the + Control Pad to select an item. Press UP/DOWN on the Control Stick to scroll through the item list in groups of 15.



- 4 When you have selected an item, press the A Button to enter your selection.



RETURN B Button

Press the B Button to quit the Team Creation Screen and return to the Marshal Selection Screen.



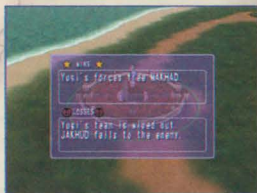
LOCAL MAP

It's time to start your mission. Give your teams directions and conquer the stage.

Stages - From Start to Finish

Victory/Defeat Conditions

Each stage begins with an explanation of the mission objectives followed by the victory/defeat conditions for the stage. The conditions for each stage are different and are only displayed at the very beginning of the stage, so take the time to read them carefully and commit them to memory.



Stage Clear

If you satisfy the victory conditions before time runs out, you succeed in clearing that stage. When you clear a stage, you may earn a bonus, which can consist of gold, items, monsters, or some combination of these.

After you clear one stage, you return to the World Map where you can save your progress and proceed to the next stage.



Game Over

If you meet one or more defeat conditions or are unable to satisfy the victory conditions before time runs out, you fail to clear the stage and the game is over. You return to the World Map and must attempt the same stage again before you can proceed to the next.

The status (level, experience, etc) of your Marshals and monsters at the end of a failed stage is carried over when you next attempt to clear that stage.



3D Mode Screen

This is the basic game screen. Your monsters move around on a 3D map.



① CURSOR

Use the Control Stick to move the cursor. Use the Selection Circle displayed beneath the cursor to select teams and bases. Once selected, you can give commands or view information about the selected teams or bases (see P.27 for details).



Selection Circle

Change the Size of the Selection Circle

Press the X Button to change the size of the Selection Circle. If you zoom out from the map in 3D Mode, both the cursor and team information becomes quite small and it can be difficult to select teams with the cursor. In this case you can enlarge the Selection Circle to make it easier to select teams and bases.



② CLOCK & TIME LIMIT

The clock in the upper right corner of the screen shows the time in the game world and works just like a regular clock. Every time the big hand makes a full circle, it means one hour has passed. One hour of game time is shorter than one hour in real time. The bar beside the clock shows the time limit for the stage. As time progresses, the bar gets shorter and shorter until the time limit is reached and the bar disappears completely. The time limit for each stage is different and the speed with which the bar gets shorter also differs depending on the stage.

Tracking Game Time

Just like in the real world, each day in the game world consists of 24 hours (24 rotations of the big hand). In addition to the clock, you can use changes in the scenery to track the time of day.



Noon



Morning - Evening



Night

③ TEAM

The monster in the center position of the team is displayed on the map as the team moves on the field. To help distinguish between friend and foe, a green circle is displayed around friendly teams and a red one around enemy teams.

④ BASES

Bases consist of buildings or groups of buildings like castles and towns. A green circle is displayed around friendly bases, a red one around enemy bases and a yellow one around neutral (neither friend nor foe) bases.

⑤ STAGE MAP

This is a map showing the entire stage. The following icons are displayed on the map:



Friendly Teams



Enemy Teams



Bases



Cursor

3D Mode Screen Controls

Move Camera C Stick

You can change the position of the camera. The camera can be lifted up or down 90 degrees and moved left or right 360 degrees around the cursor position.

Zoom In/Out L/R Buttons

Press the L Button to zoom in and the R Button to zoom out from the cursor position.

Pause START/PAUSE

Pause the game.

Game time continues to progress even if you take no action, so remember to pause the game if you are not going to be actively playing for an extended period.

Toggle Icon Mode Z Button

Toggle the screen between 3D Mode and Icon Mode.

Icon Mode makes it easier to view the positions of friendly and enemy teams and bases (see P.28 for details).



Move Cursor Control Stick

Use the Control Stick to move the cursor. Move the Selection Circle over a team or base and press the A Button to give commands and the Y Button to view information.

Select a Friendly Team

Press the Y Button to view detailed information. Press the A Button to move teams (see P.34 for details about moving teams).

Select a Friendly Base

Press the A or Y Buttons to view base commands and detailed information about the base. The base commands allow you to issue various orders (see P.31 for more information about bases).

Select Enemy Teams or Bases and Neutral Bases

Press the A or Y Buttons to view detailed information.



Icon Mode Screen

The Icon Mode shows the complete stage map and makes it easier to determine the positions of teams and bases. You can also move teams on the Icon Mode Screen.



① STAGE MAP

This is a map showing the entire stage. The following icons are displayed on the map:



Friendly Teams



Enemy Teams



Bases



Cursor

② INFO ICONS

Press LEFT/RIGHT on the + Control Pad to move the cursor and select an icon. The following icons are displayed on the map:



Friendly Teams



Enemy Teams



Bases

③ ICON LIST

A list of selected Info Icons is displayed. For example, if you select [P], a list of icons for Marshals from friendly teams is displayed. Press UP/DOWN on the + Control Pad to move the cursor and select icons.

Some icons are displayed in a special way.

Wiped Out Teams

Icons of teams that have been wiped out flash red.

Main Base

The icon of the designated main base is marked with an [R]. Friendly bases are displayed in green and enemy bases are displayed in red.



④ SELECTED UNIT

Shows the unit (teams and bases) selected from the Icon List, along with its current position on the map.

Units that have been wiped out are removed from the map, so they will not appear.

⑤ SELECTED UNIT INFO

Shows information about the selected unit.

Team Info

Shows basic information about the Marshal and monsters in the unit.



Base Info

Shows the equipment at the base and whether or not there is a trader at the base.



Icon Mode Screen Controls

Show Info Y Button

Shows detailed information about the selected unit. When this information about the team is displayed, press the Y Button again to view detailed information about the monsters on the team. Press LEFT/RIGHT on the + Control Pad to select monsters. Press the L/R Buttons to view different types of special information.

Focus R Button

Press the R Button on the 3D Mode Screen to move the cursor to the selected unit.

Pause START/PAUSE

Pause the game.

Toggle 3D Mode Z Button

Toggle the screen between Icon Mode and 3D Mode.

Directing Team Movement

You can direct friendly team movements on the Icon Mode Screen. However, you can only move teams to the current location of another team, or the base in which they are currently stationed.

1 First, press LEFT/RIGHT on the + Control Pad to select the [P] command from Info Icons. Press UP/DOWN on the + Control Pad to select a team on the Icon List to move and press the A Button.



2 Next, press LEFT/RIGHT on the + Control Pad to select the [C] command from Info Icons. Press UP/DOWN on the + Control Pad to select a destination on the Icon List and press the A Button. The team will move after you press the A Button.



Bases

This section explains bases in more detail. (The game screen to the right shows on-screen base information.)

① BASE MARK

Base types are displayed in different colors.



Friendly



Enemy



Neutral

② BASE NAME

The name of the base.

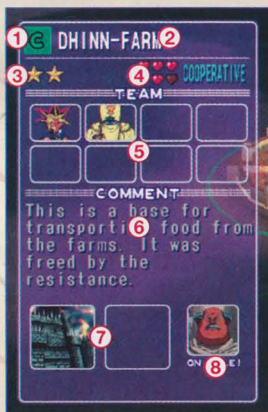
③ BASE SIZE

The name of the base.

Base Merits

Bases offer the following merits. These merits increase with the size of the base.

- When fighting at friendly bases, the abilities of friendly monsters increases. When attacking enemy bases, the abilities of enemy monsters are higher than normal. The effect of the base on monster abilities increases with the size of the base.
- When friendly teams take over an enemy or neutral base, you earn gold. In general, larger bases have more gold for you to win.



④ COOPERATION LEVEL

The number of hearts shows how cooperative the base is with the player's forces. The more cooperative a base is, the greater the number of hearts displayed.

LP Recovery and Cooperation

Monsters recover LP lost during battles while resting at bases. While the team is at a base, the LP of all monsters recover a little bit at a time. Monsters recover LP faster when they rest at very cooperative bases.

⑤ STATIONED TEAMS

Marshal icons are displayed for teams stationed at the base. The icons are arranged from upper left to lower right, beginning with the first Marshal that was stationed at the base.

⑥ COMMENT

This is a short comment about the base (game settings).

⑦ EQUIPMENT

This lists the equipment at the base. Use the base command [EQUIPMENT] to build new equipment (see P.35 for details).



Barricade

Barricades increase the ATK and DEF of friendly monsters during battles at the base.



Trade Union

Trade unions guarantee that there is always at least one trader at the base.



Watch Tower

Towers double the range of Anti-Air and Anti-Ground cannons.



Healer

The presence of a healer speeds up LP recovery and allows you to use the [HEALING] base command.



Supply Unit

The presence of a supply unit allows you to use the [REPLENISH ITEMS] base command.



Anti-Air Cannon

Anti-Air Cannons can inflict damage on any airborne monsters that enter your weapon range.



Anti-Ground Cannon

Anti-Ground Cannons can inflict damage on any ground-moving monsters that enter your weapon range.

Anti-Air and Anti-Ground Cannons

When the cursor is placed over a **Weapon Range** base with Anti-Air or Anti-Ground Cannons, a circle is displayed around the base. This shows the range of the weapons. You will be able to attack any monster within that range.



Once you use your Anti-Air or Anti-Ground Cannons, you must wait a short while before you can use them again. When the red bar displayed below the Equipment icon in the base information is full, you can fire the weapons again.



⑦ TRADER

Traders travel from one base to another on the field, so they are rarely in one place for very long. When a trader is at the base, the trader icon is highlighted and "ON SALE!" is displayed below the icon. You can buy items with the [TRADER] base command when a trader is present.



ON SALE!

Base Commands

Move the cursor over a base that has friendly teams and press the A Button to display the base commands. Available commands are highlighted. Select a command and press the A Button to enter your selection.



Team Order

Order teams to move.

- 1 Select the team you want to move. The cursor moves to the Marshal icon of a stationed team. Select the team and press the A Button.



- 2 Move the cursor to the place you want the team to move to on the 3D Mode Screen and press the A Button.



- 2 The base commands appear again. To order other teams to move, repeat steps 1~2. When you have finished issuing movement orders, press the B Button and the teams will start moving into position.

Ordering Teams on the Field to Move

You can also order teams on the field to move, or give teams that are already moving orders to move to a new location.

- 1 Move the cursor over a team on the field and press the A Button.
- 2 Move the cursor over the location you want to send the team and press the A Button to start the team moving towards that location.

Equipment

You can add various types of equipment to bases (see P.32). You can add up to two pieces of equipment to each base, but adding equipment costs gold.

- 1 Press LEFT/RIGHT on the + Control Pad to move the cursor where you want to add the equipment. (If there is already equipment at that location, that equipment will be replaced). Press UP/DOWN on the + Control Pad to select the type of equipment you want to add.
- 2 Press the A Button to display a confirmation window. Press the A Button again to add the equipment.



Replenish Items

If a base has a "Supply Unit", you can use this command to replenish items that you have used in battle. However, it costs gold to replenish items.

- 1 First, select a team and press the A Button. Next, select a monster and press the A Button. The cursor moves to the monster items column.
- 2 To replenish only one item, select the item and press the A Button. To replenish more than one item, select multiple items with the X Button and press the A Button when you have finished selecting items.
- 3 Press the A Button again when the confirmation window is displayed to replenish the item(s).



Trader

When a trader is at the base, you can use this command to buy items. (You can have up to 512 items.)

You cannot equip your monsters with items immediately after you buy them in that stage. After you complete the stage and return to the World Map, you can equip your monsters with the items during team creation.

Select an item from the list of items available for purchase and press the A Button.

Press the A Button again when the confirmation window appears to complete the purchase.



Current Number of Items

Healing

When a "Healer" is at the base, you can use this command to help monsters damaged in battle recover LP. This too requires a certain amount of gold.

The [Healing] command can even be used to recover LP for monsters with LP=0 that are currently unable to fight.

- 1 First, select a team and press the A Button. The cursor moves to the Team Monsters icon.



- 2 To heal only one monster, select the monster and press the A Button. To heal more than one monster, select multiple monsters with the X Button and press the A Button when you have finished selecting all the monsters you want to heal.



- 3 Press the A Button again when the confirmation window appears to start the LP recovery of your monster(s).

BATTLES

Get detailed instructions on battle flow, rules and controls.



Battle Flow and Rules

Battle Start

The following conditions signal the start of a battle on the local map:

- When a friendly team encounters an enemy team on the field
- When a friendly team attacks a base where an enemy team is stationed, or when an enemy team attacks a base where a friendly team is stationed



When teams encounter each other on the field, get ready to rumble!

The battle begins with a display of all the monsters and Marshals participating in the battle.

If there is more than one team stationed at a base, the first team to fight in battle is the team that was last stationed at the base.



Battle

A battle is a fight between two teams, each of which has three monsters (see P.40~44 for details about the battle screen and controls).

Turns

- All monsters are given a turn to take an action. The order is determined automatically for both enemy and friendly monsters at the start of the battle. Each monster can take one action per turn. Monsters continue to take turns throughout the battle.



- Give orders to your monsters during their turn by using the appropriate buttons.
- Your monster's AP decreases depending on the orders you have issued. When a monster has used all of its AP, it cannot take any further action during that battle.
- Your monster's LP decreases when it suffers damage from an attack or from special effects. When a monster's LP reaches 0 and it can no longer fight, it is removed from the field.

Victory & Defeat

- If the LP of all monsters reaches 0, that team loses.
- If a team decides to retreat, the remaining team wins.
- If the AP for all monsters on both teams reaches 0 and both teams still have monsters on the field, scores are compared to decide the winner. The team with the higher score wins. (Scores are calculated based on the actions taken during battle.)

Battle End

When the battle is over, you are awarded a certain amount of experience and then you return to the field map.

Gaining Experience

Based on the outcome of and actions taken during a battle, Marshals and monsters gain experience. When they gain a certain amount of experience, they move up a level.



- Marshals only gain experience when their team wins a battle. The more damage a Marshal is able to inflict on the enemy team, the greater the amount of experience he stands to gain.
- Monsters always gain experience based on their contributions during the battle, regardless of whether their team wins the battle or not. (Monsters gain the most experience when they deliver a final blow to an enemy monster in battle.) Monsters on the winning team usually gain more experience than those on the losing team.

Team Position on the Field

A team's position on the field before and after a battle changes depending on the outcome. If a team was completely wiped out, that team will disappear completely from the field.

① When the Teams Meet on the Field

Swap Mode ON:

- The winning team switches positions with the losing team and begins moving again toward its original destination.
- When a team loses based on battle scores, it switches positions with the opposing team and is immobilized for five seconds. (While immobile, the team cannot engage in battle even if it is discovered by an enemy team.) After five seconds, the team once again begins moving towards its destination.



Immobilized for 5 seconds!

Swap Mode OFF:

- The winning team begins moving again from the location of the battle towards its original destination.
- When a team loses based on battle scores, it is transported a certain distance away from the battle location (back towards its original starting point) and is immobilized for five seconds. After five seconds, the team once again begins moving towards its destination.

② When You Attack an Enemy Base

- Even if you defeat a team at an enemy base by wiping out the other team or by achieving a higher score, if there is another enemy team still stationed at the base, your team is transported to a location away from the base. The team then begins moving towards the base again.
- If you wipe out the enemy team and there are no other enemy teams at the base, you take control of the base.
- If you lose based on scores, your team is transported to a location away from the base and immobilized for five seconds. After five seconds, your team begins moving towards the base again.

③ When an Enemy Attacks Your Base

- If you win outright or lose the battle based on your score, your team remains at the base.
- If your team is wiped out and there are no other friendly teams at the base, the enemy team takes control of the base.

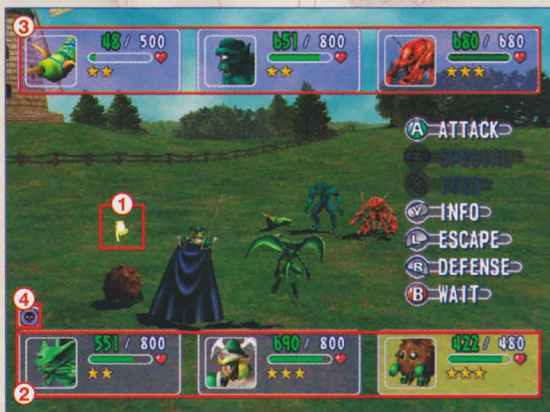
Will I Ever See my Team Again?

When a team is completely wiped out, it is removed from the field. However, after five hours of game time, the team reappears in your main base, ready for more orders.

When a team is wiped out on a stage that has no main base, that team cannot return until you complete the stage.

Battle Screen Details

Monsters fight battles in teams of three.



① CURSOR

The cursor appears over each monster when it is that monster's turn.

② FRIENDLY TEAM STATUS WINDOW

You can bring up a status window for each monster on your team. (The order of the windows is the same as the order of the monsters on the field.)



Life Points (LP)

This shows the monster's LP. LP decreases each time the monster suffers damage. When it reaches 0, the monster is unable to fight and is removed from the field. LP numbers are displayed as follows: "Current/Max". The green bar is a visual representation of those numbers.



Action Points (AP)

AP represents the number of actions a monster can take during battle. It decreases by different amounts depending on the orders given to the monster. When it reaches 0, the monster is unable to take any further actions.

③ ENEMY TEAM STATUS WINDOW

You can display a status window for each monster on the enemy team. The information in the window is the same as that for the Friendly Team Status window.

④ STATUS ICONS

Items and special abilities can affect the status of monsters. When a monster's status is affected, one of the following icons is displayed to indicate the monster's new status.



Poisoned

The poison decreases the monster's LP each turn.



Paralyzed

The monster skips its turn as long as it is paralyzed.



Confused

The monster can perform the [ATTACK] command and nothing else.



Blinded

The monster's attacks are less likely to hit the enemy and the enemy is more likely to dodge the attack.



Natural Healing

The monster's LP increases automatically each turn.



A Barrier

When a monster with this barrier is attacked, the barrier reduces the ATK strength of the attacking monster by 100 points.



B Barrier

When a monster with this barrier is attacked, the attacking monster suffers damage equal to half of its ATK strength.



C Barrier

When a monster with this barrier is attacked, the damage it suffers is cut by 50%.

Length of Status Changes

The effects of a status change last for a certain number of turns before they wear off and the monster returns to normal status. The number of turns a status change is effective depends on the type of status change, and the same status change may affect two monsters differently. Both items and monster special abilities can be used to cancel the effects of a status change.

Battle Controls

Battle Commands

When their turn comes around, press one of the buttons listed to give commands to monsters on your team. (Available commands are highlighted.) Different commands require different amounts of AP.



Attack A Button Cost: 1 AP

Order a monster to attack one enemy monster. Select one of the "Normal Attacks" listed in the "BATTLE ARTS" section of the monster's detailed information.

After pressing the A Button, press the A, X or Y Button to confirm the attack and select the enemy monster you want to attack.



Special Z Button Cost: 2 AP

Order a monster with special abilities to use a special attack. These special abilities are often extra powerful attacks that target all enemy monsters, or provide all friendly monsters with a power-up of some kind. Select one of the "Special Attacks" listed in the "BATTLE ARTS" section of the monster's detailed information.

* Although most special attacks target entire teams, some special attacks can be used against a single monster. To target just one monster with a special attack, select the target monster using the same procedure outlined above for the [ATTACK] command.

Item X Button Cost: 1 AP

Order a monster to use either a usage or magic item.

After pressing the X Button, press the A, X or Y Button to select an item.

* If the effects of the item target just one monster, select the target monster using the same procedure outlined above for the [Attack] command.



Monster Fusion

Use a [FUSION] item to combine two or three of your monsters into one super-powerful monster. Note that not all monsters can combine with all others.

- 1 Use the [FUSION] item.
 - 2 If you are combining three monsters, fusion occurs automatically as long as the fusion conditions (all monsters required for that particular fusion are on the team and no monster has an LP of 0) are satisfied. If you are combining two monsters, you will need to select the target monsters for fusion. Select the monsters using the appropriate buttons.
 - 3 If fusion is successful, the monsters used in the fusion disappear and the new fusion monster appears on the field with max LP and AP.
- If you try to use fusion with two monsters that cannot be combined, the fusion will fail. Both monsters will be unaffected, but you will have wasted the item.
 - The fusion effect ends at the end of the battle if the fusion monster is still alive. The monsters used to create the fusion monster return to normal. The LP of these monsters is reset to the state it was in prior to fusion.
 - If the fusion monster's LP reaches 0, the LP for all monsters used in the fusion becomes 0 and none of the monsters will be able to fight.

Info Y Button Cost: 0 AP

View detailed information about a monster. Press the Y Button to switch between information about your monsters and enemy monsters.

Press LEFT/RIGHT on the + Control Pad to select a monster. Press the L/R Buttons to display different types of special information (Battle Arts, items, abilities).

Press the A Button to move the cursor to the Special Info area and display detailed information about items, attacks, etc. on the right side of the screen. Press UP/DOWN on the + Control Pad to move the cursor.



Retreat L Button Cost: All remaining AP

Forfeit the battle and order all monsters to retreat. You may not always be able to retreat successfully, but having a lot of AP increases your chances. (If you are unable to retreat successfully, your monsters will stay on the battlefield with 0 AP.)

Defend R Button **Cost: 1 AP**

Order a monster to take up a defensive position. This helps reduce damage from enemy attacks. (The [DEFEND] command is most effective for monsters that already have high DEF abilities.)

Wait B Button **Cost: 0 AP**

Order a monster to skip its turn. Use this command when you want to have the monster do nothing and conserve AP.

Other Controls

This section covers the other controls you can use during battle to change the screen display.

Display Scores START/PAUSE

Hold START/PAUSE down to display the battle scores. Scores may be used to determine the winner of a battle (see P.38 for more details).

**Change Camera Angle** + Control Pad

Press UP/DOWN on the + Control Pad to move the camera up or down to one of three different angles. Press LEFT/RIGHT on the + Control Pad to move the camera left or right to one of ten angles.

Zoom In/Out Control Stick

Press UP on the Control Stick to zoom in; press DOWN on the Control Stick to zoom out.

Display/Hide Enemy Status Window C Stick

Press UP on the C Stick to hide the enemy status window and DOWN on the C Stick to display the window.



CHALLENGE MODE

Challenge yourself to a series of battles from "Story Mode".



Start by selecting from 20 different Marshals and 150 monsters. Select the Marshal of your choice, assemble your team and fight your way through a series of consecutive battles.

Starting Challenge Mode

Select Challenge Level

Select one of the five levels of difficulty and press the A Button. The level of difficulty affects the Marshals and monster levels.



Select Character

Select either "Yugi Mutou" or "Seto Kaiba" and press the A Button. Some Marshals can only be selected by "Yugi" and others only by "Kaiba".



Select Marshal & Create Team

Select a Marshal and create your team. Equip your monsters with items. The game controls are the same as those used in "Story Mode". Refer to Pgs.12 to 23 for details.



When you have created your team, press START/PAUSE on the Marshal Selection Screen to begin your challenge.

Challenge Battles

A challenge consists of seven consecutive battles. You must win all seven battles to clear the challenge. If you lose a battle, your challenge ends and you must start at the beginning of the challenge again.

The battle rules and controls are essentially the same as those used in "Story Mode". Refer to Pgs.37 to 44 for details.



Special Rules in Challenge Mode

Monster status (decreased LP from damage, used items, etc.) does not change from one battle to the next. In other words, if you win the first battle, your monsters will start the second battle with the exact same status they had at the end of the first battle. The only exception is AP. Monsters begin each battle with maximum AP.

Your total score is displayed at the end of the challenge.

After the score is displayed, you are returned to the Marshal Selection Screen.

CONGRATULATIONS!	
SCORE	
BATTLE 1	12522
BATTLE 2	12814
BATTLE 3	12844
BATTLE 4	15118
BATTLE 5	17612
BATTLE 6	22000
BATTLE 7	22015
TOTAL	117021

HINTS

Want to master the game? Remember these hints.



Create Teams with a Tactical Role in Mind

The monsters you put in a team determine the team's characteristics. A team focused on ATK strength tends to have monsters with lower LP and DEF. A team like that might pack a powerful punch, but repeated fights on the frontline will wear the monsters out and make them highly vulnerable. On the other hand, a team comprised of monsters with high LP tends to lack the AP and ATK strength required to finish off enemy teams completely. Instead of a decisive victory, these teams are often subject to judgment based on battle scores. However, a team with good staying power might be perfect to protect castles and towns. Decide on a tactical role for a team before you create it and you'll find that your teams will be more effective.

Explore the Field

Certain areas on the field belongs to monsters. These monsters remain hidden until you stumble into their territory. You'll know you are trespassing because the monsters will attack you! If you are able to defeat these monsters, they will often be so impressed with your strength that they'll offer to fight for you. Of course, you might also run into a monster so strong that it will send your monsters running with their tails between their legs.

Take out Your Enemy's Defenses

It is not easy to do a lot of damage to an enemy monster that has been given the [DEFEND] command. Not only is the enemy monster able to lessen the damaging effects of your attacks, there is also a greater chance that your attack will miss altogether. However, all you need to do is cause one point of damage with the [ATTACK] battle command (Normal Attacks only) to a defending enemy monster to knock it out of its defensive position. The enemy Marshal might have thought his monster was safe after giving the order to [DEFEND], but now that you have knocked it out of its defensive position, you can cause some serious damage. You cannot knock an enemy monster out of its defensive position with Special Attacks or by using items, even if you do manage to cause damage.

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