

KONAMI

SHONEN JUMP'S
Yu-Gi-Oh!

TRADING CARD GAME

ULTIMATE DUELING GUIDE



— CARD RARITY GUIDE —

Not all cards have the same rarity. Some of the coolest cards can be rarer and harder to find than others.

Normally you can tell the rarity of a card by how much and what kind of foil there is on it.

But be warned! Sometimes the rarity of a card (based on the foil) might not give a perfect indication of how hard a card is to find. Some Ultra-Rare cards are included in Starter Decks or Structure Decks, so they're actually really easy to get.

Common: A Common card has no foil title or picture. These are the most basic cards and are usually pretty easy to get.

Rare: A Rare card has a silver foil title, but that's the only foil on the card. These can be a lot harder to get than a Common card, but are still not very difficult to obtain.

Super-Rare: A Super-Rare has a foil picture, but does not have a foil title.

Ultra-Rare: An Ultra-Rare card has a foil picture and a gold foil title.

Ultimate Rare: Ultimate Rares are special foil cards where the picture is stamped or embossed with a special pattern. You can also tell an Ultimate Rare because the Attribute and Level Stars will be foil, in addition to the foil picture and gold foil title.

Secret Rare: Secret Rares have a rainbow foil title and a special streaked and sparkly texture across the foil picture.

Parallel Rare: Parallel Rare cards are coated across the entire face of the card with a shiny, glittered coating.

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— DUELING HISTORY —

Want to be a Master Duelist? Are you striving to be the new King of Games? Before you can get to the head of the game, you need to know where the game has been. There are thousands of cards and even more possible strategies, but it didn't start out that way. Read the history, and watch how the game grew over the last 5 years. Witness the cards that kept the best Duelists always thinking of newer and stronger Decks to explore!

Yugi / Kaiba Starter Decks

This is where it all started! The very first Yu-Gi-Oh! TRADING CARD GAME cards showed off some of the classic monsters of both Yugi and Kaiba.

- Blue-Eyes White Dragon – Kaiba's signature monster, the Blue-Eyes White Dragon remains the strongest Normal Monster in the game to this day.
- Dark Magician – Yugi's faithful servant, the Dark Magician could take down Kaiba's Blue-Eyes White Dragon by combining with the Spell and Trap Cards in Yugi's Deck.
- Monster Reborn – Included in both Decks, this powerful Spell Card allowed you to bring back any monster from the Graveyard, even Blue-Eyes White Dragon or Dark Magician!

TOP CARDS



Legend of Blue-Eyes White Dragon

The first booster packs for the Yu-Gi-Oh! TRADING CARD GAME featured key cards from the exciting Duels in Duelist Kingdom.

- Exodia the Forbidden One – The Unstoppable Exodia had the most powerful effect of all: if you had all 5 Exodia pieces in your hand, you instantly won! "Exodia, obliterate!"
- Raigeki – One of the most sought-after Spell Cards ever created, Raigeki's destructive power was so great that it was eventually outlawed in tournament play.
- Polymerization – This card was the only way to get your Fusion Monsters into play, so everybody was trying to get their hands on it!

TOP CARDS



— DUELING HISTORY —

Metal Raiders

As the competition at Duelist Kingdom heated up, so did the TRADING CARD GAME, with the release of Metal Raiders. As more new cards were released, theme Decks started to emerge.

- Mirror Force – This extremely powerful Trap Card is a favorite of Jaden's, but was originally used by Yugi. It destroys all of your opponent's Attack Position monsters.
- Harpie Lady Sisters – Mai's Harpie Ladies came out with a bang and were one of the easiest to Summon heavy-hitters of the time.
- Gate Guardian – Getting Gate Guardian into play without a partner is no easy task, but once it hits the field, it's almost unstoppable.



Spell Ruler

This set introduced many of the game's most powerful and recognizable Spell Cards, as well as cards used by Pegasus in his climactic Duels against Kaiba and Yugi.

- Toon World – Pegasus' favorite card (along with his Toon Monsters) is the key to a Deck that's challenging to play and build, but can come out of nowhere to win.
- Mystical Space Typhoon – Spell Ruler introduced the first Quick-Play Spell Cards, like this one. Its effect is simple but very powerful, and works well in almost any Deck.
- Axe of Despair – This mighty Axe outclassed all the other Equip Spell Cards released to date. A triple-Axe-wielding monster could plow through anything in its way!



— DUELING HISTORY —

Pharaoh's Servant

Duelists had to kick their strategies into high gear because Pharaoh's Servant added new depth to the game with a mix of the remaining Duelist Kingdom cards and the first cards seen in Battle City.

- Jinzo – One of Joey's favorite cards after he won it from Espa Roba. Jinzo is a favorite of Duelists everywhere for his Trap-stopping ability and his incredible attack power!
- Gravity Bind – This card allowed for whole new strategies, by stopping the attacks of the strongest monsters. All sorts of combo Decks were created by the release of this card.
- Call of the Haunted – First used by Bonz, and now Chazz, this Trap Card can Special Summon a monster from your Graveyard. But if it's destroyed, the monster is too.

TOP CARDS



Labyrinth of Nightmare

As Battle City raged on in the animated series, this set brought the battles to you with cards used by the Masked Duelists, Lumis and Umbra, and included Bakura's Fiendish cards, too.

- Magic Cylinder – Yugi first used this against Marik's mind-controlled puppet, Strings. It stops an attack and also inflicts lots of damage to your opponent.
- Gemini Elf – Gemini Elf became famous for being the first Level 4 monster to reach 1900 ATK without any drawbacks or risky Life Point costs.
- United We Stand – This Equip Spell Card broke the barrier set by Axe of Despair. When combined with Scapegoat, it can give a monster +4000 attack points.

TOP CARDS



— DUELING HISTORY —

Joey / Pegasus Starter Decks

The second set of Starter Decks included powerful brand new cards, and made it easier to get key cards like Red-Eyes Black Dragon, Polymerization, and Relinquished.

- Graceful Charity – First included in the Pegasus deck, and later used by Yugi, Jaden, Mai, and kids around the world, this card gives you options but requires tough choices.
- Scapegoat – Joey's most famous defensive card, the loveable Sheep Tokens it creates can really help you out of a rough spot, and create combos with card effects that need a Tribute.
- Penguin Soldier – Another great defensive card from Joey's Deck, even if the Penguin Soldier is destroyed it can return up to 2 monsters back to their owners' hands.



Legacy of Darkness

Noah's ever-elusive Spirit Monsters entered the Duel with this set, plus whole armies of Dragons, Fiends, and Warriors helped to create powerful new Decks built around a specific monster type!

- Dark Ruler Ha Des – The heavy hitter of a Fiend-based Deck, Bakura called on the power of Dark Ruler in his Shadow Game against Marik.
- Reinforcement of the Army – This card puts every Level 4 and lower Warrior in your Deck right at your fingertips, making sure you can always get the right monster for the job.
- Yata-Garasu – Given the right situation, this humble little bird could stop your opponent from ever drawing again. But with its weak stats, you could be the one eating crow.



— DUELING HISTORY —

Pharaonic Guardian

This set included Marik's hideous monsters, new monsters that could change Battle Position at will, and the mysterious Gravekeepers - who would later show up to Duel on Yu-Gi-Oh! GX.

- **Helpoemer** – After its destruction, Marik used this monster's special ability to eliminate the cards in Joey's hand, one by one.
- **Necrovalley** – The key to a Gravekeeper Deck, this Field Spell Card boosts all Gravekeepers by 500 attack and defense points, and makes cards like Monster Reborn useless.
- **Don Zaloog** – The first of the Dark Scorpion Gang members, Duelists thought Don Zaloog was so cool that he got to show up personally on Yu-Gi-Oh! GX and Duel against Chazz.

TOP CARDS



Magician's Force

As Battle City came to a close, Magician's Force introduced Yugi's Ultimate Magical Swordsman: the Dark Paladin, which he used to defeat Kaiba for the last time.

- **Breaker the Magical Warrior** – Yugi used this monster against Weevil in their high risk Duel atop a moving train. It can give up a few of its attack points to destroy 1 Spell or Trap Card.
- **Dark Paladin** – Fusing Dark Magician and Buster Blader creates Yugi's supreme Fusion Monster, which gets stronger for every Dragon in the Graveyard and stops Spell Cards cold.
- **Dark Magician Girl** – Just in time for the end of Battle City, fans of the popular Dark Magician Girl could finally collect her with this set!



TOP CARDS



— DUELING HISTORY —

Dark Crisis

Full of variety and depth, Dark Crisis includes Raphael's Guardian Monsters, Noah's Deckmaster, and Titan's Archfiend monsters from Yu-Gi-Oh! GX.

- Shinato, King of a Higher Plane – With 3300 attack points, Shinato can take out almost anything, and increase your Life Points at the same time!
- D.D. Warrior Lady – The effect of this monster gives you a variety of choices, whether on attack or defense. Her versatility made her instantly popular.
- Tsukuyomi – A new Spirit Monster, Tsukuyomi's ability to flip a monster face-down is used every time he's Summoned, creating some very powerful combos with Flip Effect Monsters.



TOP CARDS



Invasion of Chaos

The Invasion of Chaos unleashed a horde of Light and Dark monsters that combined into some of the most feared and powerful entities ever created.

- Black Luster Soldier – Envoy of the Beginning – This upgraded version of Yugi's Black Luster Soldier had two powerful abilities that could crush any opponent.
- Chaos Emperor Dragon – Envoy of the End – The game-winning card that Kaiba used against Zigfried, this monster had the ability to annihilate everything in the game!
- Dark Magician of Chaos – Another upgrade of a classic Yugi monster, this enhanced Magician of Black Chaos gets you back a Spell Card and banishes any monster it defeats.



TOP CARDS



— DUELING HISTORY —

Ancient Sanctuary

Introducing new strategies to the game, Ancient Sanctuary was the starting point for many monsters that would show up later on Yu-Gi-Oh! GX, including Archlord Zerato and Spirit of the Pharaoh.

- **Enemy Controller** – Used by Kaiba against Yugi in Battle City, this Quick-Play Spell Card has two ways to control your opponent's monsters. Choose the effect that works best for you.
- **Zaborg the Thunder Monarch** – The first of the Monarch monsters, Zaborg strikes down any monster on the field when he's Tribute Summoned.
- **Dark Magic Attack** – The signature attack of Dark Magician, this Spell Card lets him destroy all Spell and Trap Cards that your opponent has in play.

TOP CARDS



Soul of the Duelist

This set introduced the "LV" monsters, who can Level Up into newer and stronger forms right from your Deck!

- **Horus the Black Flame Dragon LV6** – Immune to Spell Cards and easy to Summon, Horus can be really tough for your opponent to destroy. And he just gets stronger from here!
- **Armed Dragon LV7** – The series of monsters that Chazz won from North Academy, at its highest evolutions the Armed Dragon can destroy all of your opponent's monsters in play.
- **Ectoplasmer** – Bakura's sinister Spell Card destroys a monster every turn and inflicts damage based on its attack points. You can make a lot of different Decks based on this card.

TOP CARDS



— DUELING HISTORY —

Rise of Destiny

Mai's Harpie Deck got a makeover with this set, which included new Harpies and cards to increase their powers. It also had more LV monsters to add to the ones from Soul of the Duelist.

- The Creator – This behemoth is easy to Summon with The Creator Incarnate, is hard to destroy, and can bring back a monster from your Graveyard every turn!
- Triangle Ecstasy Spark – This powerful Spell Card stops all of your opponent's Trap Cards and makes your Harpie Lady Sisters stronger than ever.
- Silent Swordsman LV3 – Yugi proved that he could beat the Pharaoh using this card. His powers increase rapidly as he levels up.



TOP CARDS



Flaming Eternity

This set is a real animal! Beasts, Beast-Warriors, and Winged Beasts rampaged across every Duel when Flaming Eternity came out.

- Sacred Phoenix of Nephthys – The Phoenix rises from the ashes whenever it's destroyed by a card effect, coming back to the field! Then it burns away every Spell and Trap Card.
- Gearfried the Swordsman – Joey unleashed the locked-up power of Gearfried to defeat Rex Raptor's dinosaur Deck during the Waking the Dragons storyline.
- Behemoth the King of All Animals – You can Summon this monstrous creature at 2 different power levels by choosing to Tribute either 1 or 2 monsters.

TOP CARDS



— DUELING HISTORY —

The Lost Millennium

Yu-Gi-Oh! GX arrived in style with The Lost Millennium, giving fans a sneak peek of Jaden's Elemental Hero monsters from the Yu-Gi-Oh! GX TV show!

- **Winged Kuriboh** — Jaden's guide and partner can protect you too. When it's destroyed, you take no damage that turn. This has really saved Jaden's neck a few times!
- **Elemental Hero Flame Wingman** — Jaden's first Fusion Monster and one of his favorites too, Flame Wingman does extra damage to your opponent every time it destroys a monster.
- **Ancient Gear Golem** — A Duelist is only as good as his opponents, and The Lost Millennium also included Dr. Crowler's legendary Ancient Gear Golem. Mechanized Melee!



TOP CARDS



Cybernetic Revolution

Yu-Gi-Oh! GX's Zane Truesdale was the #1 Duelist at Duel Academy, and his monsters dominated this incredibly powerful set.

- **Cyber Dragon** — The mainstay of Zane's machine Deck, Cyber Dragon requires no Tribute, and since it's a Special Summon it doesn't even use up your 1 Summon per turn!
- **UFOroid Fighter** — Best friends come together! By combining their strongest cards, Jaden and Syrus made this fantastic Fusion Monster to take down the Paradox Brothers.
- **Power Bond** — Used by Zane and Syrus, Power Bond is a great way to bring out your Machine Fusion Monsters, and it doubles their attack points, too!

TOP CARDS



— DUELING HISTORY —

Elemental Energy

Jaden's Elemental Heroes are front and center in this set dedicated to his most popular cards. This set also introduced the sinister Dark World monsters, who unleash mayhem when discarded.

- Elemental Hero Shining Flare Wingman – One of Jaden's most powerful monsters, this combination of 3 Elemental Heroes gets stronger for every Elemental Hero in the Graveyard.
- King's Knight – One of Yugi's classic strategies was to use this, with Queen's Knight and Jack's Knight, to get 3 monsters in play! Now all 3 of these Knights can join your Deck.
- Goldd, Wu-lord of Dark World – The leader of the Dark World monsters, Goldd is easy to Summon, very powerful, and can even destroy 2 of your opponent's cards!

TOP CARDS



Jaden / Chazz Duelist Packs

The Duelist Packs make it easy to collect your favorite cards used by Jaden and Chazz, and also included new cards from Yu-Gi-Oh! GX that you can't find anywhere else.

- Elemental Hero Steam Healer – Jaden sure does play fast and loose, so a monster that gets him back Life Points is really useful. Good thing he has this in his Fusion Deck!
- Armed Dragon LV10 – With 3000 attack points, this final Armed Dragon monster can destroy just about anything. And what it can't destroy by battle, its effect can easily destroy instead.
- Ring of Defense – A favorite of Kaiba's, Chazz managed to pick one up along the way and put it in his Deck, too. Now you can also use this great defensive Quick-Play Spell Card.

TOP CARDS



— DUELING HISTORY —

Shadow of Infinity

Buried safely away underneath Duel Academy, the Sacred Beasts are some of the most powerful monsters ever imagined, and all 3 were revealed in Shadow of Infinity.

- Uria, Lord of Searing Flames – Summoned by sending face-up Trap Cards to the Graveyard, Uria can easily have 3000 attack points or more!
- Hamon, Lord of Striking Thunder – Summoned with 3 Continuous Spell Cards, Hamon causes extra damage by destroying monsters, and can shield your monsters from attack.
- Raviel, Lord of Phantasms – The leader of The Sacred Beasts is Summoned by Tributing 3 Fiends, and can devour other monsters in order to increase his own attack points.



TOP CARDS



Enemy of Justice

Aster Phoenix is one of the few Duelists to defeat Jaden, and the Destiny Heroes he used to do it are all in this set!

- Destiny Hero – Dreadmaster – The monster that Aster used to cream Jaden, Dreadmaster gets stronger for every Destiny Hero in play.
- Clock Tower Prison – The card Aster used to Summon his Destiny Hero – Dreadmaster also protected his Life Points from damage. This card makes you immune to attacks!
- HERO Flash!! – Once Jaden had the 4 components of this in his graveyard, HERO Flash!! let his Normal Elemental Heroes attack directly, ignoring his opponent's monsters.

TOP CARDS



— DUELING HISTORY —

Power of the Duelist

Jaden made a comeback after his defeat by Aster by adding Elemental Hero Neos and the power of the Neo-Spacians to his Deck. These monsters and more are included in Power of the Duelist.

- Elemental Hero Neos – The key card of Jaden's Neo-Space Deck, Elemental Hero Neos combines and combos with so many other cards, there's just too many to list!
- Neo-Spacian Dark Panther – The Neo-Spacians make up for their weak attack points with awesome effects. Dark Panther can copy whatever effect you want from your opponent!
- Elemental Hero Dark Neos – Contact Fusions like this are easy to Summon. You don't even need a Spell Card to do it. Dark Neos has the power to cancel any monster effect you want.

TOP CARDS



Cyberdark Impact

Zane's newest Cyberdark monsters are available in Cyberdark Impact. Their gruesome effects let them absorb the strength of Dragons from your Graveyard, using them to pump up their own power!

- Cyberdark Dragon – A Fusion of the Cyberdark Horn, Cyberdark Edge, and Cyberdark Keel, this monster has the potential to be the strongest one of them all!
- Cyber Esper – This card used by Chancellor Sheppard lets you see every card your opponent draws. And if you know what your opponent will do, you'll know how to stop it.
- Cyber Shadow Gardna – An example of a Trap Monster, a very special kind of Trap Card that becomes a monster just by activating it. This Trap Monster copies any monster that attacks it.

TOP CARDS



— POWER UP —

— Cyberdark Devastation Theme —

After losing to Aster Phoenix, Zane lets his dark side loose and powers up his Deck with new Cyberdark monsters. Want to harness the power of these awesome Machines yourself? First, find these wicked monsters in Cyberdark Impact booster packs, then check out this sweet favorite card list. Get ready to dominate your Duels!

Favorite Cyberdark Cards

Favorite Monsters: ----- FROM

Cyberdark Horn	----- (CDIP)
Cyberdark Edge	----- (CDIP)
Cyberdark Keel	----- (CDIP)
Blowback Dragon	----- (DR2)
Snipe Hunter	----- (CDIP)
UFO Turtle	----- (SD3)
Cyber Phoenix	----- (EOJ)
Masked Dragon	----- (DR3)
Twin-Headed Behemoth	----- (DB2)
Breaker the Magical Warrior	----- (SD6)
Sangan	----- (DB2)

Favorite Spells: ----- FROM

Overload Fusion	----- (POTD)
Graceful Charity	----- (DB2)
Heavy Storm	----- (SD09)

Mystical Space Typhoon	----- (SD09)
Nobleman of Crossout	----- (SD8)
Confiscation	----- (DB1)
Pot of Avarice	----- (EEN)
Rush Recklessly	----- (DB1)
Limiter Removal	----- (CP01)
Premature Burial	----- (SD7)
Book of Moon	----- (CP01)

Favorite Traps: ----- FROM

Cyber Shadow Gardna	----- (CDIP)
Deck Devastation Virus	----- (DR3)
Call of the Haunted	----- (SD8)

Favorite Fusions: ----- FROM

Cyberdark Dragon	----- (CDIP)
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Tips to Dark and Devastating Designs

- You need to have a Dragon-Type monster in the Graveyard to power up your Cyberdark monsters, so don't worry if a Masked Dragon gets destroyed early. It's all part of the plan!
- UFO Turtle can search out either another Dragon, or a Cyber Phoenix to protect any Cyberdark monsters you already have on the field.
- Devastate your opponent's weak monsters with Deck Devastation Virus! You can activate it with either Blowback Dragon or an equipped Cyberdark monster.
- Don't be afraid to discard a Cyberdark monster for Snipe Hunter's ability. Once you have all three parts in the Graveyard, use Overload Fusion to Summon Cyberdark Dragon!
- Cyber Shadow Gardna copies the ATK and DEF of an attacking monster. Add a surprise ATK boost from Rush Recklessly or Limiter Removal and you can destroy the attacking monster, and even hold off your opponent's attacks for a whole turn!

— POWER UP —

— Doom from Dark World Theme —

The Elemental Energy booster introduced the Dark World monsters, an army of mysterious beings from another dimension. The most powerful of these monsters have effects that activate when they're discarded from your hand to the Graveyard. And if your opponent is careless enough to make you discard one, they'll experience firsthand the power of Dark World's revenge!

Favorite Dark World Cards

Favorite Monsters: ----- FROM

Goldd, Wu-Lord of Dark World ----- (EEN)
Sillva, Warlord of Dark World ----- (EEN)
Brron, Mad King of Dark World ----- (EEN)
Broww, Huntsman of Dark World ----- (EEN)
Beiige, Vanguard of Dark World ----- (EEN)
Sangan ----- (DB2)
Magician of Faith ----- (YSD)
Morphing Jar ----- (DB2)
Barrier Statue of the Abyss ----- (CDIP)
D.D. Warrior Lady ----- (SD5)
Breaker the Magical Warrior ----- (SD6)

Favorite Spells: ----- FROM

Dark World Lightning ----- (EEN)
Gateway to Dark World ----- (EEN)
Card Destruction ----- (SD8)

Mystical Space Typhoon ----- (SD9)
Graceful Charity ----- (DB2)
Heavy Storm ----- (SD9)
Nobleman of Crossout ----- (SD8)
Premature Burial ----- (SD7)
Confiscation ----- (DB1)
Book of Moon ----- (CP01)
Smashing Ground ----- (DR2)

Favorite Traps: ----- FROM

Deck Devastation Virus ----- (DR3)
Bottomless Trap Hole ----- (DB2)
Accumulated Fortune ----- (CDIP)
Ceasefire ----- (DB1)

Tips for a Gateway to Victory

- You can't always count on your opponent to make you discard a Dark World monster, so this Deck has lots of cards that make you discard as part of the effect. Try to save your Dark World Lightnings until you have a Goldd or Sillva to discard.
- Barrier Statue of the Abyss will prevent your opponent from Special Summoning non-DARK monsters, like Cyber Dragon, but won't stop your Dark World monsters from being Special Summoned.
- When several Dark World monsters are discarded at the same time, by the effect of Morphing Jar or Card Destruction for example, their effects form a Chain. If you can discard 3 at the same time, you can activate Accumulated Fortune as Chain Link 4 and draw 2 cards!
- Goldd, Wu-Lord of Dark World and Sillva, Warlord of Dark World's 2300 ATK is a lot, but it may not always be enough. Try to hold on to Bottomless Trap Hole and Smashing Ground to use if you opponent plays a monster with 2400 or more ATK.

— POWER UP —

— United Elemental Heroes Theme —

In the first season of Yu-Gi-Oh! GX, Jaden's Elemental Hero monsters took Duel Academy by storm! Even though each individual Hero monster seems weak on its own, their true powers can be unlocked by fusing them together with cards like Polymerization and Miracle Fusion. Each Elemental Hero Fusion Monster has its own super power that helps out in different situations. Learning which Fusion Monster is right for each situation is your key to victory

Favorite Elemental Hero Cards

Favorite Monsters: ----- FROM

Elemental Hero Avian-----	(DP1)
Elemental Hero Burstinatrix-----	(DP1)
Elemental Hero Sparkman-----	(DP1)
Elemental Hero Clayman-----	(DP1)
Elemental Hero Bubbleman-----	(DP1)
Elemental Hero Wildheart-----	(EEN)
Wroughtweiler-----	(CRV)
King of the Swamp-----	(DR2)
Sangan-----	(DB1)

Favorite Spells: ----- FROM

Skyscraper-----	(DP1)
E – Emergency Call-----	(EOJ)
R – Righteous Justice-----	(EOJ)
Polymerization-----	(DP1)
Miracle Fusion-----	(CRV)
Graceful Charity-----	(DB2)

Heavy Storm-----	(SD09)
Mystical Space Typhoon-----	(SD09)
Nobleman of Crossout-----	(SD8)
Book of Moon-----	(CP01)

Favorite Traps: ----- FROM

Hero Signal-----	(DP1)
Mirror Force-----	(DB2)

Favorite Fusions: ----- FROM

Elemental Hero Flame Wingman-----	(DP1)
Elemental Hero Thunder Giant-----	(DP1)
Elemental Hero Rampart Blaster-----	(DP1)
Elemental Hero Shining Flare Wingman-----	(CT03)
Elemental Hero Wildedge-----	(EEN)
Elemental Hero Steam Healer-----	(DP1)
Elemental Hero Wild Wingman-----	(EOJ)
Elemental Hero Mariner-----	(EOJ)

Tips to Super-Powered Strategies

- It's always a good idea to have 3 copies of every Fusion Monster you plan on playing. That way, you can Summon another copy of the same Fusion Monster even if the first one gets destroyed!
- It can be tough to Summon Elemental Hero Shining Flare Wingman because one of his Fusion Material Monsters is Elemental Hero Flame Wingman, another Fusion Monster! Fortunately, King of the Swamp can even replace the Flame Wingman in a Fusion, as long as you use Elemental Hero Sparkman as the other Fusion Material Monster.
- King of the Swamp can substitute for any of the monsters you need for a Fusion Summon, even if he's in the Graveyard. That means that you can discard King of the Swamp to the Graveyard to search your deck for Polymerization, and then remove it from play with Miracle Fusion to Summon a Fusion Monster!
- Book of Moon is an extremely useful card. Not only can you use it to switch an opponent's monster into its weaker Defense Position, but it can also be used to save one of your monsters from an attack or card effect!

— POWER UP —

— Choose Your Destiny Hero Theme —

Destiny Heroes are Aster Phoenix's most fearsome monsters. They have lots of super powers that deal with the future, so you'll always be one step ahead of your opponent! Accept your destiny and try this awesome Deck!

Favorite Destiny Hero Cards

Favorite Monsters: ----- **FROM**

Destiny Hero - Dasher ----- (POTD)
Destiny Hero - Fear Monger ----- (POTD)
Destiny Hero - Defender ----- (POTD)
Destiny Hero - Diamond Dude ----- (EOJ)
Destiny Hero - Double Dude ----- (POTD)
Destiny Hero - Dogma ----- (POTD)
Destiny Hero - Doom Lord ----- (EOJ)
Mystic Tomato ----- (DB1)
Magician of Faith ----- (YSD)
Sangan ----- (DB2)
Breaker the Magical Warrior ----- (SD6)

Favorite Spells: ----- **FROM**

Mausoleum of the Emperor ----- (POTD)
Dark City ----- (POTD)
Reinforcement of the Army ----- (SD5)

Terraforming ----- (DR1)
Graceful Charity ----- (DB2)
Mystical Space Typhoon ----- (SD09)
Nobleman of Crossout ----- (SD8)
Book of Moon ----- (CP01)
Smashing Ground ----- (DR2)
The A. Forces ----- (DB2)
United We Stand ----- (DB1)
Confiscation ----- (DB1)

Favorite Traps: ----- **FROM**

D - Shield ----- (EOJ)
Bottomless Trap Hole ----- (DB2)
Destiny Mirage ----- (POTD)

Tips to Destiny Revealed

- Destiny Hero – Dogma packs quite a punch, but requires 3 Tributes to Summon. Use Destiny Hero – Dasher and Destiny Hero – Double Dude's special abilities to keep monsters on the field for Tributes.
- Summoning big Tribute monsters is easy with Aster's favorite combo: use Terraforming to search for Mausoleum of the Emperor!
- Some of the Destiny Heroes have low stats, but The A. Forces and Dark City can help them win key battles.
- D – Shield can keep Destiny Hero – Doom Lord on the field to use his ability each turn, or let you set up a strong defense while you wait to draw your best combos!

— POWER UP —

— Dinosaur Rampage Theme —

Dinosaurs are a force to be reckoned with! They're huge, powerful and ready to take big bites out of your opponent's Life Points! This Deck is full of gigantic Dinosaurs, along with plenty of ways to get them onto the field. You'll fight fast and hard, relying on your monsters' brute strength to smash everything in your way. There are lots of combos you can play that your opponent won't see coming, so use those strategies to make your Deck even more devastating!

Favorite Dinosaur Cards

Favorite Monsters: ----- FROM

Ultimate Tyranno-----	(SDog)
Super Conductor Tyranno-----	(SDog)
Black Ptera-----	(SDog)
Gilasaurus-----	(SDog)
Hydrogeddon-----	(SDog)
Hyper Hammerhead-----	(SDog)
Black Stego-----	(SDog)
Sabersaurus-----	(SDog)
Sangan-----	(DB2)

Favorite Spells: ----- FROM

Jurassic World-----	(SDog)
Tail Swipe-----	(SDog)
Rush Recklessly-----	(DB1)

Fairy Meteor Crush-----	(DB1)
Terraforming-----	(DR1)
Brain Control-----	(SD7)
Graceful Charity-----	(DB2)
Mystical Space Typhoon-----	(SDog)
Nobleman of Crossout-----	(SDB)
Heavy Storm-----	(SDog)

Favorite Traps: ----- FROM

Fossil Excavation-----	(SDog)
Hunting Instinct-----	(SDog)
Volcanic Eruption-----	(SDog)

Tips to Make Your Opponents Extinct

- Ultimate Tyranno has a mighty big ATK, and it's going to attack each of your opponent's monsters one after the other, so equip it with Fairy Meteor Crush. Now it can crush those Defense Position monsters and still inflict damage at the same time.
- When you Tribute Black Ptera for Super Conductor Tyranno's effect, you'll inflict 1000 damage, and Black Ptera will come right back to your hand so you can use it again on your next turn!
- Use Hunting Instinct with Gilasaurus and Special Summon 2 monsters in the same turn!
- With Jurassic World on the Field all your Dinosaurs becomes stronger. Your Level 4 Sabersaurus becomes strong enough to destroy a Level 5 Cyber Dragon.
- If your opponent is overpowering you, use Volcanic Eruption to wipe out everyone's cards and reset the field.
- With Fossil Excavation you can discard a giant Dinosaur from your hand and then just Special Summon it right to the field! Because it's a Special Summon, you don't need any Tributes.
- If you do need to Tribute Summon a Dinosaur, use your opponent's monsters! Take control of one with Brain Control, and use it as one of the Tributes for your ferocious Dino.

— POWER UP —

— Vehicroid Rage Theme —

Run your opponents off the road with a fleet of Syrus's Vehicroid monsters! The Vehicroids have lots of powerful effects, high attack and defense points, and they're all Machines, so you can do some major damage with Limiter Removal. By controlling the Battle Positions of all the monsters on the field, the Vehicroids can be kings of the road.

Favorite Vehicroid Cards

Favorite Monsters: ----- FROM

Drillroid	(CRV)
Submarineroid	(POTD)
Gyroid	(CRV)
Steamroid	(CRV)
Jetroid	(CRV)
Jinzo	(DB1)
Asura Priest	(DB2)
D.D. Warrior Lady	(SD5)
Breaker the Magical Warrior	(SD6)

Favorite Spells: ----- FROM

Enemy Controller	(DR2)
Graceful Charity	(DB2)
Vehicroid Connection Zone	(POTD)
Limiter Removal	(DB1)
Premature Burial	(SD7)

Heavy Storm	(SD09)
Mystical Space Typhoon	(SD09)
Book of Moon	(CP01)
Nobleman of Crossout	(SD8)

Favorite Traps: ----- FROM

Supercharge	(POTD)
Sakuretsu Armor	(SD8)
Dust Tornado	(SD8)
Call of the Haunted	(SD8)
Ceasefire	(DB1)
Magic Cylinder	(SD6)

Favorite Fusions: ----- FROM

Super Vehicroid Jumbo Drill	(POTD)
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Tips to Rule the Road

- Play your Jetroids face-up, so when they're attacked you can activate Trap Cards like Supercharge and Sakuretsu Armor from your hand.
- Combine Enemy Controller with Drillroid, and even the strongest monster becomes an easy target.
- When attacking with Steamroid, it gains +500 ATK, then you can activate Limiter Removal in the Damage Step, giving it a grand total of 4600 attack points!
- Don't waste your Trap Cards when Gyroid is being attacked, since soaking up attacks is what he's built for! Instead, save them to stop monsters that attack your Steamroid or Drillroid.
- Jetroid and Steamroid both have a high 1800 defense points. If they're attacked, you can always use Book of Moon to change them to Defense Position.
- Save your Steamroids in your hand in case you face a big monster. Until then, attack with your other Vehicroids, like Submarineroid, to keep dishing out damage without risking your monsters.

— POWER UP —

— Alien Invasion Theme —

It's an alien invasion! Alien monsters specialize in weakening your opponent's monsters, or even letting you take them over! Lots of Aliens put A-Counters on monsters. Just put a coin or something on the card to keep track of A-Counters. Then other Alien cards let you use those A-Counters for effects. A-Counters also make your opponent's monsters weaker when they battle with an Alien!

Favorite Alien Cards

Favorite Monsters: ----- FROM

Alien Warrior	(POTD)
Alien Grey	(POTD)
Alien Hunter	(POTD)
Alien Mother	(POTD)
Cosmic Horror Gangi'el	(POTD)
Alien Skull	(POTD)
Alien Mars	(CDIP)
Night Assailant	(DR2)
Slate Warrior	(SD8)
Sangan	(DBi)

Favorite Spells: ----- FROM

Brain Control	(SD7)
Graceful Charity	(DB2)
Heavy Storm	(SD09)
Mystical Space Typhoon	(SD09)
Swords of Revealing Light	(SD7)

Nobleman of Crossout	(SD8)
Lightning Vortex	(SD09)
Premature Burial	(SD7)
Book of Moon	(CPOi)
Corruption Cell "A"	(CDIP)

Favorite Traps: ----- FROM

Ceasefire	(DBi)
Sakuretsu Armor	(SD8)
Call of the Haunted	(SD8)
Brainwashing Beam	(POTD)
Crop Circles	(POTD)

Out of This World Tips

- Use Crop Circles when your opponent would use a card to destroy your monster. That way you get a new Alien monster instead! Turn any Level 4 monster into an Alien Warrior, Alien Hunter, or Alien Skull. It can also turn 1 Alien into the same Alien. They just can't be destroyed!
- If Night Assailant is sent from your hand to the Graveyard (like with Lightning Vortex or Graceful Charity), then you can get an Alien Grey or Slate Warrior back from your Graveyard.
- Use Ceasefire and Swords of Revealing Light to flip your opponent's monsters face-up. Then you can put A-Counters on them and take them over with Brainwashing Beam.
- Take over your opponent's monsters with Brain Control or Brainwashing Beam, then use them to Tribute Summon Alien Mother or Cosmic Horror Gangi'el.
- Save your Corruption Cell "A" cards for maximum use with Alien Mother or Alien Mars.
- Book of Moon will let you re-use Alien Grey, Night Assailant, or Slate Warrior's Flip Effects.
- Look for a new Alien card that will let you put A-Counters on monsters whenever you want. Even during your opponent's turn!

— POWER UP —

— Neo-Spacian Contact Theme —

In the new season of Yu-Gi-Oh! GX, Jaden suffered a crushing defeat at the hands of pro Duelist Aster Phoenix and his Destiny Hero monsters. In order to power up his Deck for the rematch of the century, Jaden called upon the denizens of Neo Space for help. Elemental Hero Neos and the Neo-Spacians can combine through Contact Fusion to form even more powerful monsters without the need for Polymerization!

Favorite Neo-Spacian Cards

Favorite Monsters: ----- FROM

Elemental Hero Neos	----- (CT03)
Neo-Spacian Dark Panther	----- (POTD)
Neo-Spacian Flare Scarab	----- (POTD)
Neo-Spacian Aqua Dolphin	----- (POTD)
Elemental Hero Wildheart	----- (EEN)
Hero Kid	----- (SOI)
Warrior Lady of the Wasteland	----- (SD5)
Exiled Force	----- (SD5)
Sangan	----- (DB2)

Favorite Spells: ----- FROM

Neo Space	----- (POTD)
E – Emergency Call	----- (EOJ)
O – Oversoul	----- (EOJ)
Fake Hero	----- (POTD)
Lightning Vortex	----- (SD09)

Graceful Charity	----- (DB2)
Pot of Avarice	----- (EEN)
Heavy Storm	----- (SD09)
Mystical Space Typhoon	----- (SD09)
Terraforming	----- (DR1)
Book of Moon	----- (CP01)

Favorite Traps: ----- FROM

Miracle Kids	----- (SOI)
Mirror Force	----- (DB2)
Ceasefire	----- (DB1)
Call of the Haunted	----- (SD8)

Favorite Fusions: ----- FROM

Elemental Hero Aqua Neos	----- (POTD)
Elemental Hero Flare Neos	----- (POTD)
Elemental Hero Dark Neos	----- (POTD)

Neo-Combos

- There are lots of great combos you can pull off with Hero Kid. Special Summon one from your Deck with Warrior Lady of the Wasteland, then Summon the rest from your Deck as well. Now with 1 move you have all the Tribute monsters you need to Summon Elemental Hero Neos! In addition, each Hero Kid is an Effect Monster, so each one will let you deal an extra 500 damage when you activate your Ceasefire!
- Normally you would only be able to use the special ability of Hero Kid once per duel. However, if you use the Spell Card Pot of Avarice to return your Hero Kids to your Deck, you can Special Summon them all over again with another Warrior Lady of the Wasteland.
- Sometimes you just don't have the monsters you need to Tribute for Neos. When that happens, discard Neos to the graveyard with Graceful Charity or Lightning Vortex and then Special Summon him back to the field with O – Oversoul or Call of the Haunted!
- Always make sure to read your cards carefully before you play them. Knowing what all your cards do will make sure you never encounter any nasty surprises. Remember when Jaden Dueled Aster and Elemental Hero Aqua Neos returned to his Fusion Deck in the middle of his rematch? Don't get caught by surprise! Neo Space will stop that from happening.

— Dark Revelation volume 3 —

- DR3-EN001 Charcoal Inpachi
 DR3-EN002 Neo Aqua Madoor
 DR3-EN003 Skull Dog Marron
 DR3-EN004 Goblin Calligrapher
 DR3-EN005 Ultimate Insect LV1
 DR3-EN006 Horus the Black Flame Dragon LV4
 DR3-EN007 Horus the Black Flame Dragon LV6
 DR3-EN008 Horus the Black Flame Dragon LV8
 DR3-EN009 Dark Mimic LV1
 DR3-EN010 Dark Mimic LV3
 DR3-EN011 Mystic Swordsman LV2
 DR3-EN012 Mystic Swordsman LV4
 DR3-EN013 Armed Dragon LV3
 DR3-EN014 Armed Dragon LV5
 DR3-EN015 Armed Dragon LV7
 DR3-EN016 Horus' Servant
 DR3-EN017 Red-Eyes B. Chick
 DR3-EN018 Malice Doll of Demise
 DR3-EN019 Ninja Grandmaster Sasuke
 DR3-EN020 Rafflesia Seduction
 DR3-EN021 Ultimate Baseball Kid
 DR3-EN022 Mobius the Frost Monarch
 DR3-EN023 Element Dragon
 DR3-EN024 Element Soldier
 DR3-EN025 Howling Insect
 DR3-EN026 Masked Dragon
 DR3-EN027 Mind on Air
 DR3-EN028 Unshaven Angler
 DR3-EN029 The Trojan Horse
 DR3-EN030 Nobleman-Eater Bug
 DR3-EN031 Enraged Muka Muka
 DR3-EN032 Hade-Hane
 DR3-EN033 Penumbral Soldier Lady
 DR3-EN034 Ojama King
 DR3-EN035 Master of Oz
 DR3-EN036 Sanwitch
 DR3-EN037 Dark Factory of Mass Production
 DR3-EN038 Hammer Shot
 DR3-EN039 Mind Wipe
 DR3-EN040 Abyssal Designator
 DR3-EN041 Level Up!
 DR3-EN042 Inferno Fire Blast
 DR3-EN043 Ectoplasmer
 DR3-EN044 The Graveyard in the Fourth Dimension
 DR3-EN045 Two-Man Cell Battle
 DR3-EN046 Big Wave Small Wave
 DR3-EN047 Fusion Weapon
 DR3-EN048 Ritual Weapon
 DR3-EN049 Taunt
 DR3-EN050 Absolute End
 DR3-EN051 Spirit Barrier
 DR3-EN052 Ninjitsu Art of Decoy
 DR3-EN053 Enervating Mist
 DR3-EN054 Heavy Slump
 DR3-EN055 Greed
 DR3-EN056 Mind Crush
 DR3-EN057 Null and Void
 DR3-EN058 Gorgon's Eye
 DR3-EN059 Cemetery Bomb
 DR3-EN060 Hallowed Life Barrier
 DR3-EN061 Woodborg Inpachi
 DR3-EN062 Mighty Guard
 DR3-EN063 Bokoichi the Freightening Car
 DR3-EN064 Harpie Girl
 DR3-EN065 The Creator
 DR3-EN066 The Creator Incarnate
 DR3-EN067 Ultimate Insect LV3
 DR3-EN068 Mystic Swordsman LV6
 DR3-EN069 Silent Swordsman LV3
 DR3-EN070 Nightmare Penguin
 DR3-EN071 Heavy Mech Support Platform
 DR3-EN072 Perfect Machine King
 DR3-EN073 Element Magician
 DR3-EN074 Element Saurus
 DR3-EN075 Roc from the Valley of Haze
 DR3-EN076 Sasuke Samurai #4
 DR3-EN077 Harpie Lady 1
 DR3-EN078 Harpie Lady 2
 DR3-EN079 Harpie Lady 3
 DR3-EN080 Raging Flame Sprite
 DR3-EN081 Thestalos the Firestorm Monarch
 DR3-EN082 Eagle Eye
 DR3-EN083 Tactical Espionage Expert
 DR3-EN084 Invasion of Flames
 DR3-EN085 Creeping Doom Manta
 DR3-EN086 Pitch-Black Warwolf
 DR3-EN087 Mirage Dragon
 DR3-EN088 Gaia Soul the Combustible Collective
 DR3-EN089 Fox Fire
 DR3-EN090 Big Core
 DR3-EN091 Fusilier Dragon, the Dual-Mode Beast
 DR3-EN092 Dekoichi the Battlechanted Locomotive
 DR3-EN093 A-Team: Trap Disposal Unit
 DR3-EN094 Homunculus the Alchemic Being
 DR3-EN095 Dark Blade the Dragon Knight
 DR3-EN096 Mokey Mokey King
 DR3-EN097 Serial Spell
 DR3-EN098 Harpies' Hunting Ground
 DR3-EN099 Triangle Ecstasy Spark
 DR3-EN100 Necklace of Command
 DR3-EN101 Machine Duplication
 DR3-EN102 Flint
 DR3-EN103 Mokey Mokey Smackdown
 DR3-EN104 Back to Square One
 DR3-EN105 Monster Reincarnation
 DR3-EN106 Ballista of Rampart Smashing
 DR3-EN107 Lighten the Load
 DR3-EN108 Malice Dispersion
 DR3-EN109 Tragedy
 DR3-EN110 Divine Wrath
 DR3-EN111 Xing Zhen Hu
 DR3-EN112 Rare Metalmorph
 DR3-EN113 Fruits of Kozaky's Studies
 DR3-EN114 Mind Haxorz
 DR3-EN115 Fuh-Rin-Ka-Zan
 DR3-EN116 Chain Burst
 DR3-EN117 Pikeu's Circle of Enchantment
 DR3-EN118 Spell Purification
 DR3-EN119 Astral Barrier
 DR3-EN120 Covering Fire
 DR3-EN121 Space Mambo
 DR3-EN122 Divine Dragon Ragnarok
 DR3-EN123 Chu-Ske the Mouse Fighter
 DR3-EN124 Insect Knight
 DR3-EN125 Sacred Phoenix of Nephthys
 DR3-EN126 Hand of Nephthys
 DR3-EN127 Ultimate Insect LV5
 DR3-EN128 Silent Swordsman LV5

— Dark Revelation volume 3 —

- DR3-EN129 Granmarg the Rock Monarch
 DR3-EN130 Element Valkyrie
 DR3-EN131 Element Doom
 DR3-EN132 Maji-Gire Panda
 DR3-EN133 Catnipped Kitty
 DR3-EN134 Behemoth the King of All Animals
 DR3-EN135 Big-Tusked Mammoth
 DR3-EN136 Kangaroo Champ
 DR3-EN137 Hyena
 DR3-EN138 Blade Rabbit
 DR3-EN139 Mecha-Dog Marron
 DR3-EN140 Blast Magician
 DR3-EN141 Chiron the Mage
 DR3-EN142 Gearfried the Swordmaster
 DR3-EN143 Armed Samurai - Ben Kei
 DR3-EN144 Shadowslayer
 DR3-EN145 Golem Sentry
 DR3-EN146 Abare Ushioni
 DR3-EN147 The Light - Hex-Sealed Fusion
 DR3-EN148 The Dark - Hex-Sealed Fusion
 DR3-EN149 The Earth - Hex-Sealed Fusion
 DR3-EN150 Whirlwind Prodigy
 DR3-EN151 Flame Ruler
 DR3-EN152 Firebird
 DR3-EN153 Rescue Cat
 DR3-EN154 Brain Jacker
 DR3-EN155 Gatling Dragon
 DR3-EN156 King Dragoon
 DR3-EN157 A Feather of the Phoenix
 DR3-EN158 Poison Fangs
 DR3-EN159 Spell Absorption
 DR3-EN160 Lightning Vortex
 DR3-EN161 Meteor of Destruction
 DR3-EN162 Swords of Concealing Light
 DR3-EN163 Spiral Spear Strike
 DR3-EN164 Release Restraint
 DR3-EN165 Centrifugal Field
 DR3-EN166 Fulfillment of the Contract
 DR3-EN167 Re-Fusion
 DR3-EN168 The Big March of Animals
 DR3-EN169 Cross Counter
 DR3-EN170 Pole Position
 DR3-EN171 Penalty Game!
 DR3-EN172 Threatening Roar
 DR3-EN173 Phoenix Wing Wind Blast
 DR3-EN174 Good Goblin Housekeeping
 DR3-EN175 Beast Soul Swap
 DR3-EN176 Assault on GHQ
 DR3-EN177 D.D. Dynamite
 DR3-EN178 Deck Devastation Virus
 DR3-EN179 Elemental Burst
 DR3-EN180 Forced Ceasefire
 DR3-EN181 Elemental Hero Avian
 DR3-EN182 Elemental Hero Burstinatrix
 DR3-EN183 Elemental Hero Clayman
 DR3-EN184 Elemental Hero Sparkman
 DR3-EN185 Winged Kuriboh
 DR3-EN186 Ancient Gear Golem
 DR3-EN187 Ancient Gear Beast
 DR3-EN188 Ancient Gear Soldier
 DR3-EN189 Millennium Scorpion
 DR3-EN190 Ultimate Insect LV7
 DR3-EN191 Lost Guardian
 DR3-EN192 Hieracosphinx
 DR3-EN193 Criosphinx
 DR3-EN194 Moai Interceptor Cannons
 DR3-EN195 Megarock Dragon
 DR3-EN196 Dummy Golem
 DR3-EN197 Grave Ohja
 DR3-EN198 Mine Golem
 DR3-EN199 Monk Fighter
 DR3-EN200 Master Monk
 DR3-EN201 Guardian Statue
 DR3-EN202 Medusa Worm
 DR3-EN203 D.D. Survivor
 DR3-EN204 Mid Shield Gardna
 DR3-EN205 White Ninja
 DR3-EN206 Aussa the Earth Charmer
 DR3-EN207 Eria the Water Charmer
 DR3-EN208 Hiita the Fire Charmer
 DR3-EN209 Wynn the Wind Charmer
 DR3-EN210 Batteryman AA
 DR3-EN211 Des Wombat
 DR3-EN212 King of the Skull Servants
 DR3-EN213 Reshef the Dark Being
 DR3-EN214 Elemental Mistress Doriado
 DR3-EN215 Elemental Hero Flame Wingman
 DR3-EN216 Elemental Hero Thunder Giant
 DR3-EN217 Card of Sanctity
 DR3-EN218 Brain Control
 DR3-EN219 Gift of the Martyr
 DR3-EN220 Double Attack
 DR3-EN221 Battery Charger
 DR3-EN222 Kaminote Blow
 DR3-EN223 Doriado's Blessing
 DR3-EN224 Final Ritual of the Ancients
 DR3-EN225 Legendary Black Belt
 DR3-EN226 Nitro Unit
 DR3-EN227 Shifting Shadows
 DR3-EN228 Impenetrable Formation
 DR3-EN229 Hero Signal
 DR3-EN230 Pikeru's Second Sight
 DR3-EN231 Minefield Eruption
 DR3-EN232 Kozaky's Self-Destruct Button
 DR3-EN233 Mispolymerization
 DR3-EN234 Level Conversion Lab
 DR3-EN235 Rock Bombardment
 DR3-EN236 Grave Lure
 DR3-EN237 Token Feastevil
 DR3-EN238 Spell-Stopping Statute
 DR3-EN239 Royal Surrender
 DR3-EN240 Lone Wolf

— SET ABBREVIATIONS —

- AST — Ancient Sanctuary
 BPT — Collector's Tin Series 2002/2003
 CDIP — Cyberdark Impact
 CMC — Capsule Monster Coliseum (Video Game)
 CP01 — Champion Pack 1
 CRV — Cybernetic Revolution
 CT1 — Collector's Tin Series 2004
 CT2 — Collector's Tin Series 2005
 CT03 — Collector's Tin Series 2006
 DB1 — Dark Beginning 1
 DB2 — Dark Beginning 2
 DBT — Destiny Board Traveler (Video Game)
 DCR — Dark Crisis
 DDS — Dark Duel Stories (Video Game)
 DL1 through DL10 — Duelist Leagues 1 through 10
 DMG — Duel Master's Guide
 DOD — The Dawn of Destiny (Video Game)
 DOR — The Duelists of the Roses (Video Game)
 DP1 — Duelist Pack Jaden Yuki
 DP2 — Duelist Pack Chazz Princeton
 DPK — Duelist Pack Special Edition
 DR1 — Dark Revelation Volume 1
 DR2 — Dark Revelation Volume 2
 DR3 — Dark Revelation Volume 3
 EDS — The Eternal Duelist Soul (Video Game)
 EEN — Elemental Energy
 EEN-ENSE — Elemental Energy Special Edition
 EHC1 or EHC2 — Elemental Hero Collection
 EOJ — Enemy of Justice
 EP1 — Exclusive Pack 1
 FET — Flaming Eternity
 FL1 — Forbidden Legacy
 FMR — Forbidden Memories (Video Game)
 GSE — GX Special Edition
 GX1 — GX Duel Academy (Video Game)
 HL1 through HL03 — Hobby League 1 through Hobby League 3
 IOC — Invasion of Chaos
 IOC-SE — Invasion of Chaos Special Edition
 JMP or JUMP — Shonen Jump magazine insert or promotion
 LOB — Legend of Blue-Eyes White Dragon
 LOD — Legacy of Darkness
 LON — Labyrinth of Nightmare
 MC1 — Master Collection Volume 1
 MC2 — Master Collection Volume 2
 MDP2 — McDonald's Pack 2
 MFC — Magician's Force
 MOV — Yu-Gi-Oh!: The Movie Cards
 MP1 — McDonald's Pack 1
 MRD — Metal Raiders
 NTR — Nightmare Troubadour (Video Game)
 PCJ — Power of Chaos: Joey the Passion (Video Game)
 PCK — Power of Chaos: Kaiba the Revenge (Video Game)
 PCY — Power of Chaos: Yugi the Destiny (Video Game)
 PGD — Pharaonic Guardian
 POTD — Power of the Duelist
 PSV — Pharaoh's Servant
 PT1 — Pharaoh Tour 1
 RDS — Rise of Destiny
 RDS-ENSE — Rise of Destiny Special Edition
 ROD — Reshuf of Destruction (Video Game)
 SD1 — Structure Deck Dragon's Roar
 SD2 — Structure Deck Zombie Madness
 SD3 — Structure Deck Blaze of Destruction
 SD4 — Structure Deck Fury from the Deep
 SD5 — Structure Deck Warrior's Triumph
 SD6 — Structure Deck Spellcaster's Judgment
 SD7 — Structure Deck Invincible Fortress
 SD8 — Structure Deck Lord of the Storm
 SD09 — Structure Deck Dinosaur's Rage
 SD09-ENSS — Structure Deck Dinosaur's Rage Special Set
 SD1-ENDE & SD2-ENDE — Structure Deck Deluxe Edition
 SDD — Worldwide Edition: Stairway to the Destined Duel (Video Game)
 SDJ — Starter Deck Joey
 SDK — Starter Deck Kaiba
 SDP — Starter Deck Pegasus
 SDY — Starter Deck Yugi
 SJC or SJCS — Shonen Jump Championship prize card
 SKE — Starter Deck Kaiba Evolution
 SOD — Soul of the Duelist
 SOI — Shadow of Infinity
 SOI-ENSE — Shadow of Infinity Special Edition
 SP1, SP2, SP02 — Sneak Preview cards
 SRL — Spell Ruler
 SYE — Starter Deck Yugi Evolution
 TFK — The Falsebound Kingdom (Video Game)
 TKN1 — Token Card
 TLM — The Lost Millennium
 TLM-ENSE — The Lost Millennium Special Edition
 TP1 through TP8 — Tournament Packs 1 through 8
 TSC — The Sacred Cards (Video Game)
 WC4 — World Championship Tournament 2004 (Video Game)
 WC5 — 7 Trials to Glory: World Championship Tournament 2005 (Video Game)
 WC6 — Ultimate Masters: World Championship Tournament 2006 (Video Game)
 YMA — Yu-Gi-Oh!: The Movie Ani-Manga
 YSD — Yu-Gi-Oh! TRADING CARD GAME Starter Deck
 YSD-ENS — Yu-Gi-Oh! TRADING CARD GAME Starter Deck Special Edition



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