

Introduction to Duel Monsters



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SHONEN JUMP
Yu-Gi-Oh!
TRADING CARD GAME

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Freshman Courses

DISCLAIMER



Welcome Duelist to the Introductory Course to Duel Monsters! In this guide we will focus on the very first steps players should take as they embark on the journey that is “Yu-Gi-Oh!”.

Players will learn what is to be expected of them, what they should expect of staff and opponents as well as the rights players have if they happen to participate in events.

Whether you have enjoyed “Yu-Gi-Oh!” in the past as a child via the Television Series or because you enjoyed the card game itself by playing on platforms such as (GBA, PC, PS, Xbox & more), we want to welcome you to the physical card game! Before you invest your time and hard earned money though, I’d like to offer some wisdom and experience with this & my other Lessons in the Duel Academy.



Table of Contents

Chapter 1: Duelist Expectations

A. Tournament Materials

B. Sportsmanship

C. Tournament Registration

D. Duel Tools



Freshman Courses

Table of Contents

Table of Contents

Chapter 2: Duel Etiquette

A. Game of Permission

B. Responsibilities

C. Clock of Destiny

D. Spectating Duels



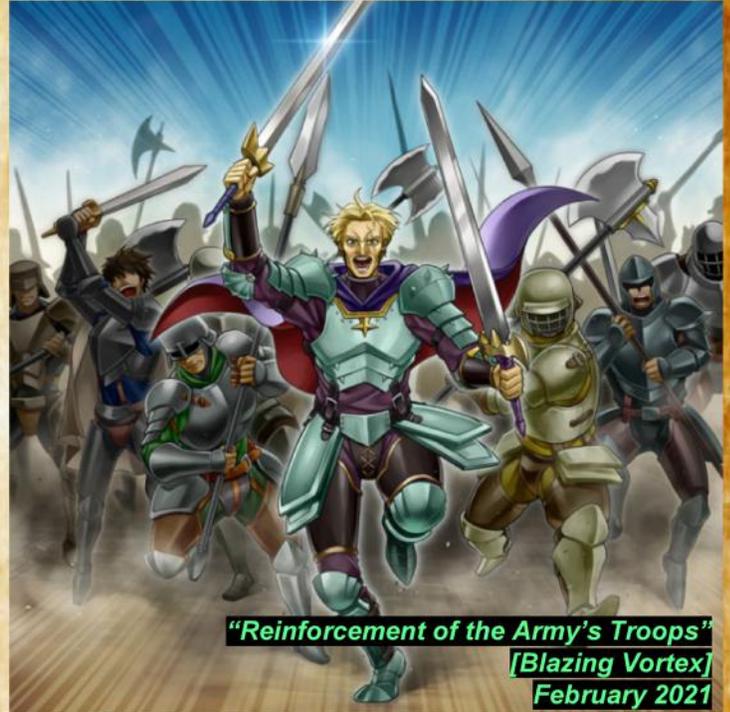
Chapter 1: Duelist Expectations

A. Tournament Materials

Before rushing the doors of your local card game shops to compete in the tournament of the day, consider making a list of things to bring along.



“Duelists are required to bring a “tournament legal Deck” according to the rules of the format they are participating in; as well as extra card sleeves, paper & pen/pencils to track scores (Life Points, Game Wins etc.), as well as any dice/tokens/coins that your Deck requires. Duelists should also consider a game mat with up-to-date zones to match the current “Master Rule” (5).”



I. Calculator Use

-  Calculators may **not** be used to **track** Life Points. You may use a calculator to **assist** with the math involved in adding or subtracting Life Points, **but you must keep a paper record of all Life Point changes to help resolve any disputes.**

II. Neuron Use

-  “Neuron” is a smartphone app issued by Konami, containing several useful Duel Functions. Duelists may use “Offline Mode” which includes a Life Point app, coin flip & dice roll function, & Camera Search feature.
-  **During a Match, Duelists must turn off Neuron’s sound effects & music.**
-  During a Match in a Sanctioned or Official Tournament, “Neuron” may be used in the “Offline Mode” to make use of Duel Functions.
-  Online functions, including News, Card Database searches (**including to confirm the text on a foreign text card**) or accessing the Forbidden & Limited List; **may not** be utilized during a Match.

Chapter 1: Duelist Expectations

B. Sportsmanship



Duelists are expected to behave in a respectful, polite manner towards **ALL** tournament attendees, including Judges, Duelists, tournament officials & spectators.

If you engage in unsporting conduct, or behavior that endangers or detracts from the event, Duelists may be penalized, up to and including being Disqualified and/or removed from the venue.

I. Hygiene

Duelists are required to be clean when entering a tournament. Neglecting to wash or put on clean clothes contributes to an unpleasant atmosphere at the event, as the tournament can be crowded and the day, be long.

C. Tournament Registration

Pre-registering for events allows tournament organizers & Judge staff to prepare for the event. It also allows Duelists to communicate they wish to have a seat reserved for them as they wish to participate.

Air Capital Games has an online Pre-Registration process that simplifies everything & grants control in the palm of your hands. Duelists can not only pre-register, but can also view current standings, current round pairings & well as other match results right from their mobile device.



Chapter 1: Duelist Expectations

D. Duel Tools

“Download the first Yu-Gi-Oh! TCG Official Companion Application! It is packed with useful features such as tracking Life Points, transferring/editing Deck to enhance your experience, and furthermore, it is supported at official Yu-Gi-Oh! tournaments. It uses image recognition technology, so you can transfer your Deck to the app via smartphone camera by scanning maximum 20 cards at once and check the detail of each cards easily. Enjoy Yu-Gi-Oh! TCG more comfortably by using Yu-Gi-Oh! NEURON.”

Yu-Gi-Oh! NEURON Official Website :

<https://www.konami.com/yugioh/neuron/>



“We are delighted to announce the release of Yu-Gi-Oh! MASTER DUEL, bringing the iconic Yu-Gi-Oh! OCG/TCG to life in complete splendor in its digital form.

We created this game with the hope that Duelists all over the world will be able to enjoy the ultimate Dueling experience, anywhere. Taking advantage of the performance capabilities of the latest next-gen consoles, this game supports 4K resolution. This allows Duelists to clearly see the text of the cards placed on the field and enjoy the sound effects that bring them to life. With over 10,000 different cards, it would not be an exaggeration to say that the history of Yu-Gi-Oh! OCG/TCG is embodied here.

The game is free to download and play, so we recommend MASTER DUEL for new, existing, and returning Yu-Gi-Oh! players alike. We are planning various tournaments and events that Duelists of all levels can participate in, so please stay tuned for more information! We look forward to welcoming Duelists from all over the world to the grandest Dueling stage we can offer!”

Yu-Gi-Oh! MASTER DUEL Development Team

Yu-Gi-Oh! Master Duel Official Website :

<https://www.konami.com/yugioh/masterduel/us/en/>



Chapter 1: Duelist Expectations

D. Duel Tools

Certain Yu-Gi-Oh! TRADING CARD GAME Tournaments will require Duelists to fill out a Registration Form and Deck List in order to participate. You can download and print out these forms here & fill them out beforehand to take to the Tournament and save some time.



[KDE Official TRADING CARD GAME Registration Form](#)

[KDE Official Yu-Gi-Oh! TRADING CARD GAME Deck List](#)

“Hey there! I hope ol’ teach’ isn’t being too hard on ya! We here at the Wichita Duel Academy really are focused on you – the player! Our goal is to help you [Get Your Game On](#) & win those sweet prizes down at the local shops – huh? What’s that “Winged Kuriboh”? You think they are ready for more? Yeah, I think so too! Let’s head over to the next section where we talk all about how we throw down around here! I personally love to give it my all when matched up against a tough opponent, but it’s important to take time to go over proper Dueling Etiquette every now and then! Can’t afford to get rusty, so let’s get to studyin’!



Chapter 2: Duel Etiquette

A. Game of Permission

A “General Rule” to go by is that each player needs to agree on everything before moving forward. This includes attempting to change the phase to a different one, activating and resolving card effects, Battle Phase interactions & more! You may ask: “Why would I need my opponent’s permission to play MY card?” And the answer to this is simple, they may have a response to your action, whether it may be to negate the activation of the card or the effect, or to simply respond with a quick or fast effect of their own. This is explained more in-depth in the “Communication” guide in the “Freshman Courses”.



Do This



Don't Do This

I. Duelist Attitude

■ There can only be one 1st place prize winner & that may upset some Duelists. While it's natural to feel displeased in the face of defeat, a Duelist who humbles themselves & takes the time to speak with their opponent after the match – seeking advice on how to improve in the next encounter as well as sharing personal mistakes committed during the match, can only improve as a result of such conversation. Becoming too displeased will prevent self-growth for both players & can potentially negatively affect future matches in the event. A handshake or gesture of respect before and after the match is proof of a Duelist's maturity & growth within the community.

Chapter 2: Duel Etiquette

B. Responsibilities

Each Duelist is responsible for properly communicating their activity & intent at all times during a match. If the opponent is distracted, a Duelist should wait to grab their attention before continuing with the current play. This may include stating the attempted activation of a card or effect a 2nd time or re-declaring a target for an attack or effect & asking for confirmation before continuing. Be sure of each effect as what you say is final! A Duelist should declare each of these:



The Intent to End or Move Phases:
“I will move to Battle Phase. Response?”

Costs / Activation Requirements:
“I will pay 1,000 LP to activate this card”

Searching the Deck for a Card:
“This card adds / Special Summons from the Deck. Is the that good?”

Restrictions placed upon a Duelist:
“This card prevents adding from Deck to hand.” /
“Cards sent from the field to the GY are banished.”

Ordering & Resolving Chain Links:
“I ordered my Chain Link – CL1: Sangan, CL:2 Dotscaper. So I will Sp.Summon & then Search.”

Calling for a Judge when needed:
“I’m not sure how this resolves. Let’s get a judge to help out.” / “I suspect cheating etc. Judge!”



II. Respect Your Opponents Possessions

■ Continuing the focus of “Game of Permission”; it is incredibly important to ask before physically touching any items not your own. This includes but is not limited to: **Cards, Playmats, Field Centers, Tokens, Dice**, etc. You should never assume your opponent is comfortable with touching their property before asking permission beforehand & doing so may result in a penalty.

Chapter 2: Duel Etiquette

C. Clock of Destiny

Duelists are expected to play at a "reasonable speed" regardless of how difficult an in-game situation may have them in. While there is not a set length of time allotted for each players' action or turn, it is accepted that after 20-30 seconds of inactivity (not moving the "Game-state" forward), a Duelist may prompt their opponent to make a play. Duelists are allowed up to (3) minutes to perform all Side Deck actions – to include card selection & shuffling.



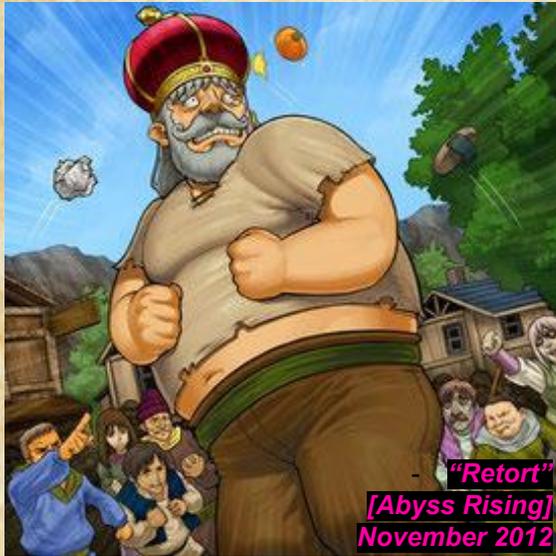
III. Bribery | Random Outcome

- **Bribery:** "The outcome of a Match may **not** be influenced by any outside incentives or additional prizes or compensation."
- **Random Outcome:** "Duelists or Tournament Officials may **not** randomly determine an outcome of a Match, before or after, such as flipping a coin or rolling a dice to determine the winner."



Chapter 2: Duel Etiquette

D. Spectating Duels

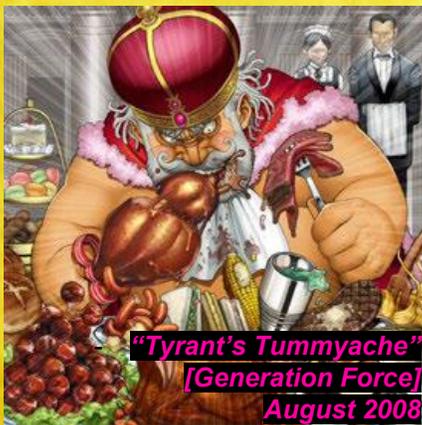


Spectating at an event is a **privilege, not a right**, for tournament attendees. It is a spectator's duty to remain neutral while observing game play, and to make sure their presence does not disrupt the event. *A Duelist who has completed their Match & chooses to spectate are subject to these rules.*

- At the discretion of the Head Judge, spectating of a tournament may be **limited** or **restricted**.

Spectators must abide by the following rules:

- Spectators should not speak to or communicate in any way with Duelists who are currently engaged in a match.
- If a spectator notices any violation of game play rules or Tournament Policy, they must alert a tournament official immediately.
- Spectators must be prepared to move if their presence blocks judge access, throughways, fire exits, or any other paths identified by tournament staff.
- Spectators will be asked to move if their presence is distracting to any of the Duelists. If a judge or tournament official instructs a spectator to move, they must comply.



IV. Food Consumption & Phone Use

- Duelists may **not** eat or drink on tournament tables, including in-between rounds. Water [etc.] may be kept with you, but containers must have lids and cannot be kept on the table.
- Smartphones may be used only for the offline functions of Neuron, but Duelists may not text, talk, access the internet or look at files on their device.