



SPEED DUEL

Your Speed Duel Starter Deck contains 3 Speed Duel Decks. You can play these Decks as they are, or combine cards from each to build your own Deck the way you want. If this is your first time playing the Yu-Gi-Oh! TRADING CARD GAME, this Dueling Guide will teach you the basics. You can also find the complete rulebook online at <http://www.yugioh-card.com/en/rulebook>

DESTINY MASTERS



YUGI MOTO



MAXIMILLION PEGASUS



ISHIZU ISHTAR

DUELISTS OF TOMORROW



SETO KAIBA



JOEY WHEELER



MAI VALENTINE

GAMEMAT



STANDARD RULES FOR SPEED DUELING!

- Each player begins with 4000 LP (Life Points). If your LP hit zero, you lose!
- If you have Fusion Monsters (purple cards), like **Thousand Dragon**, place them in the Extra Deck zone.
- Your Deck needs to contain between 20 and 30 cards. Your Extra Deck, if you have any Fusion Monsters, can be between 0 and 5 cards.
- Shuffle the cards in your Deck together before the Duel (but not your Extra Deck).
- You can't have more than 3 copies of the same card in your Deck.
- Each player chooses 1 Skill Card before the Duel and places it face-down in front of them.
- Flip a coin at the start. The winner gets to choose to go first or second. If you go first, don't draw a card on your first turn.
- Each player draws the top 4 cards from their Deck for their starting hand.

The Duel is played in turns. At the start of your turn, draw a card. Then you can Set Traps, play Spells, and Summon a monster, in any order. After all that, you can attack. When you are done attacking, your turn ends, and now it's your opponent's turn.

During your turn, you can Normal Summon 1 monster from your hand, in Attack Position (upright), or Set 1 monster face-down in Defense Position (sideways). Count the monster's Level Stars when you Summon it. If it has 4 or less Level Stars, then you can just Summon or Set it. If it has more than 4 Stars, you need to Tribute a monster you already have in play first, by sending it to the Graveyard. You need to Tribute 1 monster to Summon or Set a Level 5 or 6 monster, or Tribute 2 monsters to Summon or Set a Level 7 or higher monster. If a card effect says to Special Summon a monster, you don't need to Tribute unless the card effect says to. Also, Special Summons are "free" so they don't take up your 1 regular Normal Summon/Set during your turn, and can even sometimes be done during your opponent's turn!

Monsters with yellow borders have no special abilities, but are good at battling. Monsters with orange borders have special abilities – just follow what the card says. Monsters with blue borders, like **Relinquished**, cannot be Summoned except by using the Spell explained on the monster.

You can play Spells right from your hand to the Spell & Trap Zone. Just follow the card directions. If it's a Field Spell Ⓢ, place it in the Field Zone. If a Spell or Trap has an Equip Ⓡ or Continuous Ⓞ symbol, it stays in play in the Spell & Trap Zone. All other Spells and Traps go to the Graveyard after you do what the card says.

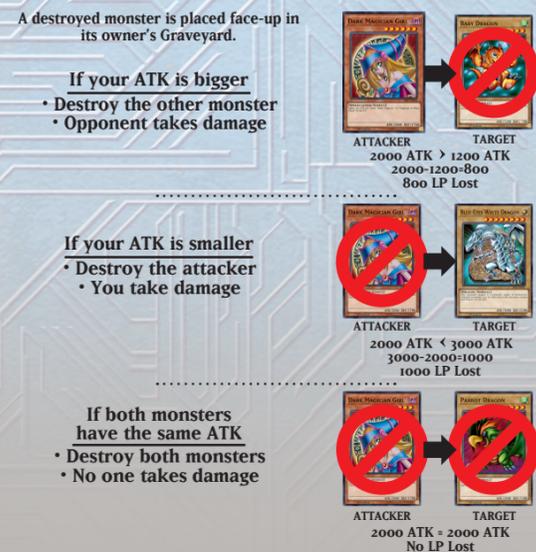
Traps are not played face-up during your turn. Instead, you Set Traps face-down in your turn. Then on any turn after that (yours OR your opponent's turn), you can flip them face-up and use their effect, then send them to the Graveyard. This lets you do a surprise move!

Each of your Attack Position monsters can attack once per turn. Pick a monster for it to attack, or if your opponent has no monsters, you can attack their LP directly. Subtract your monster's ATK points from your opponent's LP. If you battle an opponent's monster, refer to the chart on the right to see what happens! If you attack a face-down monster, flip it face-up, and if it survives the battle, it stays face-up.

These are just the basics. You can find out some more cool moves, and learn about advanced things like Quick-Play Spells Ⓢ by reading the full rulebook online at <http://www.yugioh-card.com/en/rulebook>

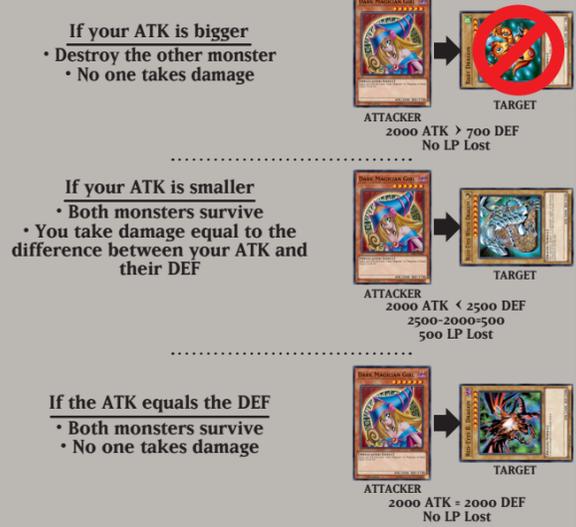
ATTACK POSITION vs. ATTACK POSITION

Compare the attacker's ATK to the other monster's ATK. The weaker monster is destroyed. The player with the destroyed monster takes damage equal to the difference in Attack Points.



ATTACK POSITION vs. DEFENSE POSITION

Compare the attacker's ATK to the other monster's DEF. Your opponent does not take any damage when you attack their Defense Position monster.



CHOOSE YOUR SKILL WISELY, IT WILL HAVE A HUGE IMPACT ON THE DUEL!

Skill Cards are chosen before the start of the Duel. You choose 1 Skill Card and place it face-down before the Duel starts (so the character's name is showing). It might say that you can flip it face-up at the start of the Duel. If it does not, then the instructions on the hidden side of the card will tell you when you can activate it by flipping it face-up. When you do, just follow the instructions on the card.



Flip your Skill over to activate it



Skill Cards should be a secret from your opponent until you use them, so don't let them see what the card is when you set up at the start of the Duel!

CARDS LEGAL FOR SPEED DUELING

Speed Duels are played with a carefully selected set of cards. For Speed Duels, you should only use cards with the Speed Duel watermark on them.



You can use all your Speed Duel cards when you play the full Yu-Gi-Oh! TRADING CARD GAME, and put them in your Decks, except for Skill Cards. They can only be used in Speed Duels!