YuGiOhJi - The Prince of the Games

Advanced strategies and hints v1.0

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## Contents

1 Advanced strategies and hints

This text contains general strategies on how one can use each single playing card in the game *YuGiOhJi - The Prince of the Games*. Furthermore, it summarises some rules for many specific interactions of various cards. This might be very convenient. Some hints appear in multiple sections, because they are relevant to several cards.

2 Card: God - Barrier

• can be searched by the on hand effect of *Incorruptible - Holy Lance*

This card can be used to tribute summon the by far strongest monster in the whole game. However, this uses up many resources and is thus not always the best idea or even possible. The whole card is rarely ever dead on the hand, since one may simply normal set it without any tributes and thus stall for a while.

• summarising: can summon the strongest monster in the game, when having enough cards to pay for, or just stalls a while by itself
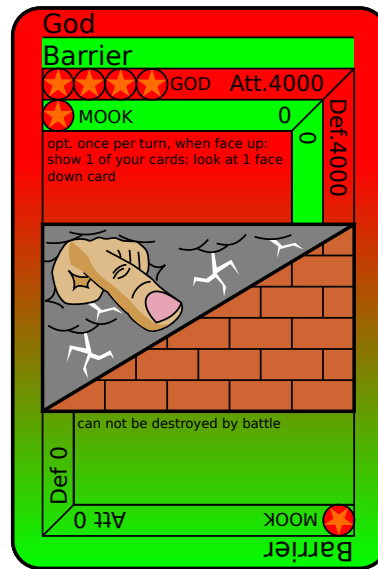
2.1 Monster: God

• This is by far the strongest monster in the whole game, when it comes to attack and defence values. It does not have active protection against effects, however can reveal other monsters, in order to avoid running into traps.
• before attacking an unknown MOOK, be sure to use the effect to reveal it first
• watch out for the effects of strong boss monsters being able to get rid of other monsters, especially *Monster Stealer*
• If this monster takes to much resources for you to summon it, you can use the same effect of *Obstacle*. However, in order to use the effect of the latter, one has to summon a monster with 0 attack in attack mode.

copyable monster effect: opt. once per turn, when face up: show 1 of your cards: look at 1 face down card

2.2 Monster: Barrier

• a good monster to stall when normal set, since indestructible by battle
• Don't underestimate the psychological effect! When setting, the opponent might very likely assume it is one of many MOOKS possessing a devastating suicidal effect triggered when destroyed (in battle) and thus maybe not attack it.
• watch out for piercing damage
• The most fatal flaw of this monster however, is the effect of *Mode Changer*. If that effect is used against Barrier and you can not negate the effect or the following attacks, you have probably lost the game, since then, all monsters will attack with full damage.
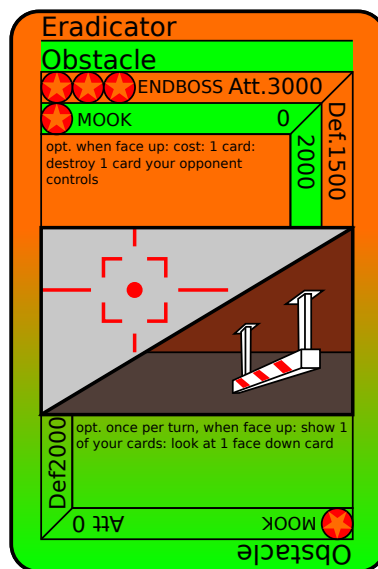
copyable monster effect: can not be destroyed by battle

3 Card: Eradicator - Obstacle

This card can be used in four different ways:
• can be used to summon one of the two strongest ENDBOSSES
• same monster can destroy monsters and equip cards by effect
• can reveal monsters after normal summoning the MOOK
• can try to stall a bit by normal setting a MOOK with 2000 defence

This is one of the best offensive cards in general. Either one defeats one of the strongest monsters in battle and destroy what's left by effect, or one tries to destroy monsters by effect first and if the opponent negated the effect, can still attack very well.

Eradicator
Obstacle
★★★ ENDBOSS Att.3000
★ MOOK   0
Def.1500
2000
opt. when face up: cost: 1 card: destroy 1 card your opponent controls

Def2000
opt. once per turn, when face up: show 1 of your cards: look at 1 face down card

Att 0   MOOK
Obstacle

3.1 Monster: Eradicator

• can be used to destroy a monster or an equip card of the opponent
• monsters not affected by this effect: *Diamond Sword*, face up *Incorruptible* as well as monsters copying their effects
• when used on an unknown face down Diamond Sword, it will be revealed, but not destroyed
• even without effect still a very powerful monster being able to take out most monsters in battle.
• in general, one of the best offensive monsters in the game

copyable monster effect: opt. when face up: cost: 1 card: destroy 1 card your opponent controls

3.2 Monster: Obstacle

• can be normal set, in order to stall using a face down monster with 2000 defence
• Don't underestimate the psychological effect! When setting, the opponent might very likely assume it is one of many MOOKS possessing a devastating suicidal effect triggered when destroyed (in battle) and thus maybe not attack it.
• can be normal summoned and then turned into defence mode by the effect of *Mode Changer*
• can be normal summoned, used to reveal a face down monster and then tributed away for an effect or summoning, in order not to have a weak monster in attack mode any more
• after that, Eradicator may summon itself from GY

copyable monster effect: opt. once per turn, when face up: show 1 of your cards: look at 1 face down card

4 Card: God Killing Spear - Lance

This card can be used to summon one of the three monsters with the most attack, but can also give a monster piercing damage, allowing to deal damage even if the attacked monsters are in defence mode. Two copies of this card can very well be used together in order summon a monster with lots of attack being able to deal a lot damage.

This card is the cheaper alternative to the GOD monstes, because it has the same attack, but needs a card less to summon. Its vanishing defence value makes it risky though.
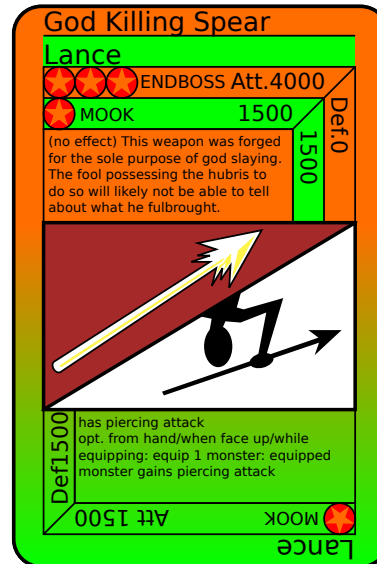
4.1 Monster: God Killing Spear

• has enough attack to take out a GOD monster in battle
• when being equipped with Sword while doing this, it can even survive that battle
• does not have to worry about getting its effects negated :-)
• using two copies of this card, you can give God Killing Spear the ability of piercing damage and thus very likely deal a lot of battle damage

copyable monster effect: (no effect)

4.2 Monster: Lance

• can equip a monster to enable piercing attacks
• recommended to be used on monsters with 3000 or more attack, in order to make full use of the effect
• when equipped with *Sword* might be able to take out most MOOKS in battle

copyable monster effect: has piercing attack

5 Card: Monster Stealer - Steep Learning Curve

This card lets you either train a weak monster until it rises above all in terms of pure attack power or, probably better, lets you summon an ENDBOSS with decent attack, being able to steal the best monster of the opponent, use its effect and attack its second strongest monster with it.

Stealing a monster is kind of expensive. However, even without the effect the monster is still relatively strong.

5.1 Monster: Monster Stealer

• can steal the strongest monster of the opponent and then attack the second strongest one with it

• can steal a monster of the opponent having a very useful effect to you at that moment

• even without its effect, or not using its effect every turn, it can still deal a lot of damage

• If you don't have access to a reveal effect and can afford the high cost, you can also steal an unknown face down monster of the opponent, such that you can not run into a trap or a high defence. This is not recommended though.

• You can only use the effect (and only once) or attack that turn - not both. Consider that, when planning the whole turn, especially the battle phase, ahead.

• Sometimes it might be better just to steal an equip card of the opponent, e.g. if it has a good effect or high enough attack. The equip monster gets special summoned to your side of the field.

• In general it is best to steal the whole summoned monster instead of just an equip card. When stealing a summoned monster, its entire equip stack follows. That means, its properties stay the same. Keep in mind, that you don't control the new equip cards. However, you can tribute the stolen monster. Then itself and all its equip cards move to the GY of their original owner. Similarly, if you return any of these cards to the hand, they move to the hand of their original owner.
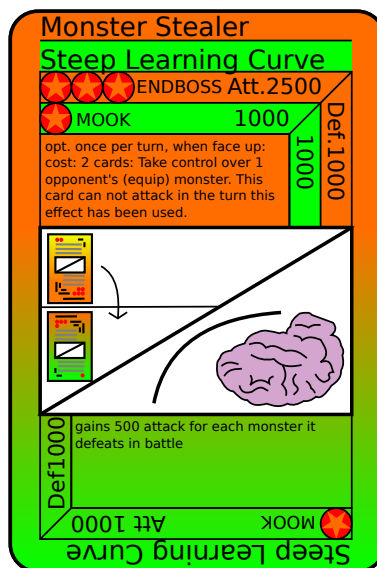
copyable monster effect: opt. once per turn, when face up: cost: 2 cards: Take control over 1 opponent's (equip) monster. This card can not attack in the turn this effect has been used.

5.2 Monster: Steep Learning Curve

• can be equipped with *Sword(s)*, in order to make its first wins easier

• has the potential to become by far the most powerful monster in the whole game, because other monsters have limits to what their attack values can rise to

copyable monster effect: gains 500 attack for each monster it defeats in battle

6 Card: Neutraliser - Skill Stealer

This might very well be the by far best card in the whole game. Use it wisely. When wasted carelessly, it may cost you the victory.

There is a bit of a mind game involved here. You have to watch out for other Neutralisers of the opponent. There are two things you can do with a summoned Neutraliser:

• You can negate an effect actively/preventively during your own turn or during the ends of main phases of the opponent or right after an equip card has been used.

• You can react in the last possible moment to negate an effect after the opponent already paid the costs for the effect.

When reacting in the last moment, your negation can not be negated. However,

if you actively/preventively choose to negate an effect out of pure paranoia, the opponent might negate your Neutraliser! That is also possible, if the opponent has Neutraliser on the hand. Furthermore, this negation used by the opponent (no matter, if on field or on hand) can not be negated! To summarise: If you have Neutraliser on the field, it is recommended to always wait until the last moment to negate an effect.

Furthermore, watch out especially for the hand trap effect of *Banisher*. It is very tempting to discard Neutraliser in order to get an effect negation basically for free, since you plan on reviving it by itself anyway. (Like all on hand effects, this negation can not be negated!) This revival can not be negated by another Neutraliser of the opponent. However, if the opponent has a Banisher on hand, then your Neutraliser will almost surely be banished, since that banishing can not be negated. Then that copy of this valuable card will be lost for the rest of the game.

One of the weak spots of Neutraliser is the following: It can be negated by getting equipped with *Bugged Upgrade* by the opponent. You can not negate that equipping. Use *Eradicator* or *Big Back Bouncer* to get rid of that equip card, or use another Neutraliser to negate it.

Furthermore, this card can also be used to copy effects much cheaper than with the effect of *Copy Cat*. However, one typically has to keep a card on the hand. Also oneself or the opponent has to have the effect already on the field.

Keep in mind that one can never copy negate effects or equip effects.

6.1 Monster: Neutraliser

• can be used to negate an effect actively / preventively of any card on the field (even face down ones) during your own turn or during the ends of phases of the opponent or after an equip effect (this negation can be negated though)

• can be used to negate an effect in the last possible moment after the opponent already paid the costs for the effect (this negation can not be negated)

• can also be used to negate the passive (i.e. non-optional) effects (typically the suicidal effects) of monsters during battle (this negation counts as a reaction and can thus not be negated)

• Whenever an effect of a card is negated by Neutraliser and is still on the field, all effects of the negated card are negated as long as it exists on the field.

• When a summoned monster is equipped with cards and then gets negated, it can not use any of its own effects. However, it still gains all possible boosts and additional effects of all non-negated equip cards, it is equipped with. So watch out. That's why, sometimes it might be better to negate equip cards instead of the summoned monsters.

• Even if the opponent negated the effects of this monster forever, it is still a very powerful monster and can take out most monsters in battle.

• can also be used to cancel the unwanted effects of your own monsters, *Exhausted Executioner* and *Reckless Rusher*

• If it has to be, then Neutraliser can even tribute itself to negate an effect.

• When purely thinking about card advantage, one should always negate in the last
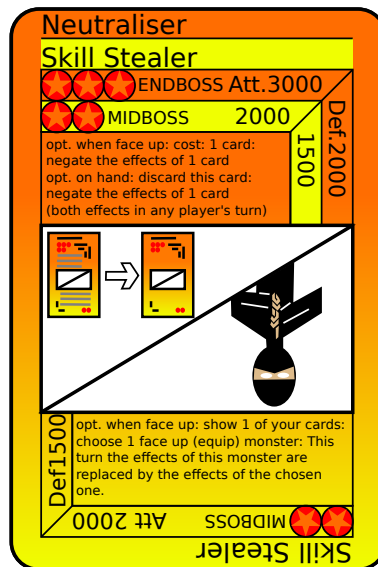
moment, when the opponent wants to use one of the most expensive effects (the one of *Monster Stealer* or the search effect of *Card Grabber* or the special summoning of an ENDBOSS), because the opponent pays two cards and does not get the effect while oneself pays only one card.

• Look at the general strategies about how to use the whole card, for more details on Neutraliser

copyable monster effect: (no copyable effect)

6.2 Monster: Skill Stealer

• can return itself to the hand and be reused, by copying the effects of *Reckless Rusher* or *Big Back Bouncer*

• can turn into Neutraliser by copying the effects of *Demon* and then tributing copied Demon

• can copy the protection of *Incorruptible* (ignores its equip cards, while doing so)

• by first discarding a card with a copyable effect for the effect of Copy Cat, then reviving the discarded monster (by *Necromancer* or by itself), and then coyping its effect using Skill Stealer, you have the effect of that monster three times on the field

• Look up the "copyable monster effect" part of the card informations in order to see the part of the effect text that can be copied by Copy Cat and Skill Stealer.

• can only copy the original effect printed on the card, not necessarily the current effect of the monster

copyable monster effect: opt. when face up: show 1 of your cards: choose 1 face up (equip) monster: This turn the effects of this monster are replaced by the effects of the chosen one.

7 Card: Copy Cat - Card Grabber

This card can be used mainly in three different ways:

• can be used to summon a MIDBOSS being able to use the same effect as another monster for one turn (except for equip and negate effects)

• can be normal summoned and search out any card from the deck for the high cost of two cards ("search effect")

• can be normal summoned and get any card from your deck to your GY for the cost of one card ("milling effect")

The search and milling effect make this card potentially one of the key cards in this game. However, especially the search is very expensive. When the opponent negates it one will have a disadvantage, when it comes to the number of accessible cards.

Copy Cat
Card Grabber

MIDBOSS   Att.2000

MOOK   1000

Def.1000

1000

opt. when face up: discard 1 card: this turn the effects of this monster are replaced by the effects of 1 monster of the discarded card

Def1000

opt. when face up: cost: 2 cards: search out 1 card
opt. when face up: cost: 1 card: put 1 card from your deck to the graveyard

MOOK   Att 1000

Card Grabber

7.1 Monster: Copy Cat

• can return itself to the hand and be reused, by copying the effects of *Reckless Rusher* or *Big Back Bouncer*

• can turn into Card Grabber by copying the effects of *Demon* and then tributing another Demon
• can copy the protection of *Incorruptible* (ignores its equip cards, while doing so)
• by first discarding a card with a copyable effect for the effect of Copy Cat, then reviving the discarded monster (by *Necromancer* or by itself), and then coyping its effect using Skill Stealer, you have the effect of that monster three times on the field
• Look up the "copyable monster effect" part of the card informations in order to see the part of the effect text that can be copied by Copy Cat and Skill Stealer.
• can only copy the original effect printed on the card, not necessarily the current effect of the monster
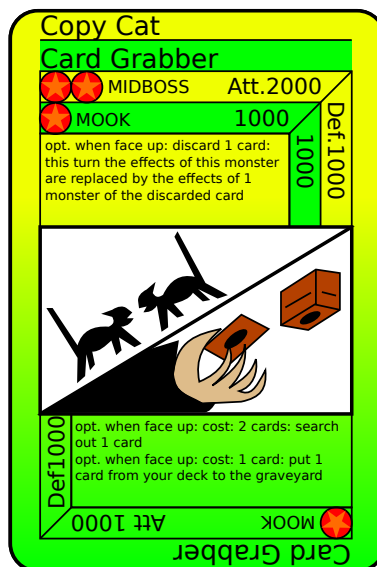
copyable monster effect: opt. when face up: discard 1 card: this turn the effects of this monster are replaced by the effects of 1 monster of the discarded card

7.2 Monster: Card Grabber

• The milling effect of this card can be used basically for free, when discarding an ENDBOSS one wanted to revive by its own effect.
• Theoretically, one can even get the expensive search effect for free, when discarding two ENDBOSSES when planing on reviving them later by their own effects. One probably just runs out of cards to be able to pay for that. Furthermore, keep in mind that a revival can be negated by the opponent. This makes this monster kind of risky to use.
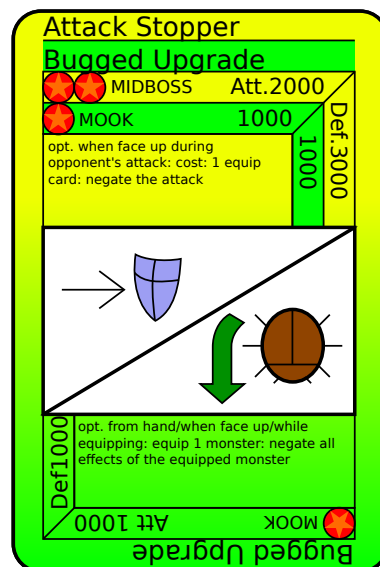
copyable monster effect: opt. when face up: cost: 2 cards: search out 1 card
opt. when face up: cost: 1 card: put 1 card from your deck to the graveyard

8 Card: Attack Stopper - Bugged Upgrade

This card can be used mainly in three different ways:
• can be used to summon or set the MIDBOSS with the by far highest defence
• in less likely case one can spare an equip card, same monster can negate an attack
• can equip any monster to negate their effects as long as it is equipping and not negated itself

The strength of the card lies in the fact that one can always re-equip other monsters and temporarily negate all their effects. This re-equipping can be used as often as one wants during a turn. This temporary negation is very versatile. One can get rid of unwanted effects of own monsters. One can make opponent's monsters easier targets. One can just keep it on a strong monster that does not need its effect, pass it on and eventually tribute it for another effect. This is a good card for a defensive and a very good card for a tricky playing style.

Attack Stopper
Bugged Upgrade
MIDBOSS   Att.2000
MOOK   1000
opt. when face up during opponent's attack: cost: 1 equip card: negate the attack
Def.3000
1000

opt. from hand/when face up/while equipping: equip 1 monster: negate all effects of the equipped monster
Def1000

MOOK
Att 1000
Bugged Upgrade

8.1 Monster: Attack Stopper

• even negated equip cards, although seemingly useless, can be used as tribute for the effect of Attack Stopper

• your equip cards equipping other monsters can be used as tribute as well

• natural candidates for tributes for this effect: *Shield* equipping Attack Stopper, your negated equip cards, *Demon*, Bugged Upgrade equipping a *Reckless Rusher*

• Even without you controlling any equip cards, Attack Stopper has still one of the highest base defence values in the whole game and thus should be summoned in defence mode.

• If you don't have or want to use any equip cards, you may as well tribute set this monster. Then you can not use its effect, as long as it is face down, but without equip cards, you can not use it anyway. However, if the opponent attacks it, you will likely reflect a lot of battle damage, because of the high defence value.

• This strategy can even be improved by equipping the face down Attack Stopper with a Shield. Then it can still not use its effects, but the reflected battle damage will be even higher.

• Attack negations can not be negated in the last moment. However, the effects of a summoned Attack Stopper can be negated preventively.

copyable monster effect: (no copyable effect)

8.2 Monster: Bugged Upgrade

• can be used to temporarily get rid of unwanted effects of the opponent

• "temporarily", because the opponent might negate this card by the multiple effects of the card *Neutraliser - Skill Stealer* (so watch out!)

• "temporarily" also, because you can make up your mind about what is the most unwanted effect and negate that one instead by re-equipping

• can even be used to negate effects of face down monsters preventively

• If you tribute a monster and save this equip card, by equipping another one of your own monsters, you can still use the effects of all of your monsters. You just have to re-equip your monsters in between.

• If you are afraid the opponent might negate an effect that you can only use during your own turn anyway, you might equip it with Bugged Upgrade. Until you maybe re-equip another monster with it in the next turn, the opponent can not the negate the effect, since it is already negated. (The opponent might negate the equip card and the monster one after another though.)

• can also be used to cancel the unwanted effects of your own monsters, *Exhausted Executioner* and Reckless Rusher

• while doing that, can be used to pay the cost for the effect of Attack Stopper (not being equipped with a working Bugged Upgrade itself, of course)

copyable monster effect: (no copyable effect)

9 Card: Big Attack Stopper - Sword

This card can be used in three different ways:

• can be used to summon an ENDBOSS with decent attack being able to negate an attack by tributing any own card from anywhere

• can be discarded to end a battle phase of the opponent entirely, thus dodging potentially many game deciding attacks

• can equip a monster to give it a small but sometimes crucial attack boost

• all in all a versatile card for offensive as well as defensive playing styles - probably useful in any deck

9.1 Monster: Big Attack Stopper

• better and more expensive version of Attack Stopper
• "better" in the sense that it is more flexible in how to pay the costs for negating an attack (any card instead of equip cards only)
• You can keep this card on hand and discard it, when the opponent wants to attack with all its powerful monsters in order to win the game. This way you can survive one more turn.
• Attack negations can not be negated in the last moment. However, the effects of a summoned Big Attack Stopper can be negated preventively.
• If it has to be, then Big Attack Stopper can even tribute itself to negate an attack.

copyable monster effect: (no copyable effect)
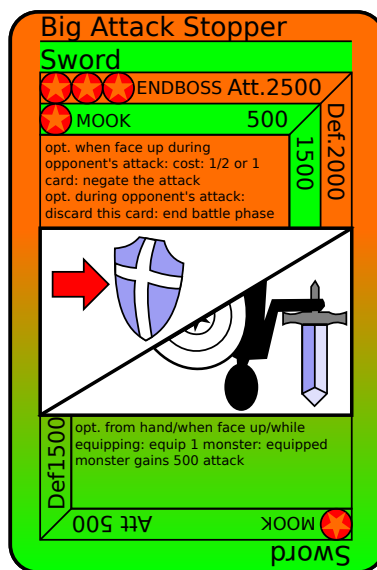
9.2 Monster: Sword

• can equip a monster to increase its attack by 500
• when equipped itself with another Sword might be able to take out most MOOKS in battle

copyable monster effect: (no copyable effect)

10 Card: Diamond Sword - Shield

This card can be used in three different ways:
• can be used to summon a monster indestructible by effect (not by battle though)
• can be used to summon a relatively strong MOOK
• can equip a monster to increase its defence drastically

• all in all a good card for stalling

10.1 Monster: Diamond Sword

• does not have to fear the destruction effects of *Eradicator* and *Suicide Commando*
• The similar monster Incorruptible is a lot better protected, but can not get its attack and defence values increased.
• The similar monster Slick Rusher is as well protected as Incorruptible, at least while it is defeating a monster.
• In many offensive playing styles one may want to attack with all three monsters (*Incorruptible*, Diamond Sword, and *Slick Rusher*), if one fears possible suicidal effects of face down monsters.
• better equip with Sword or Shield, since can still be taken out in battle

copyable monster effect: can not be destroyed by effect

10.2   Monster: Shield

- can equip a monster to increase its defence by 1000
- when equipped itself with Sword might be able to take out most MOOKS in battle
- can be used as a tribute for the effect of *Attack Stopper*

copyable monster effect: (no copyable effect)
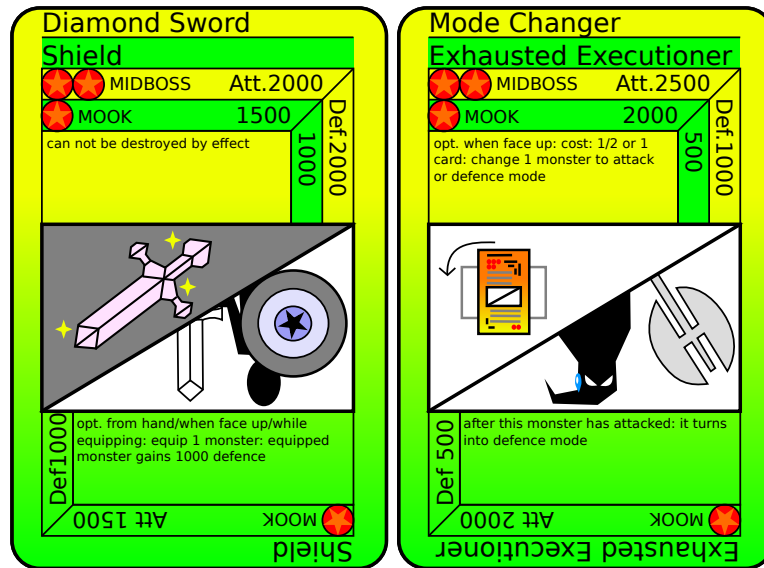
11   Card: Mode Changer - Exhausted Executioner

This card can be used in two ways:

- can be used to summon a relatively strong monster being able to change the mode of monsters, turning them into a weaker or stronger battle state
- can be used to summon one of the two strongest MOOKS, turning itself into defence mode after attacking

- using two copies of this card, the MOOK can attack and afterwards can be turned back into attack mode

11.1   Monster: Mode Changer

- can be used to turn monsters of your opponent with high attack into defence mode, so that they can be taken out in battle more easily
- can be used to turn your own monsters with low defence into attack mode, so that they can not be taken out in battle so easily
- natural targets for that: almost all monsters

copyable monster effect: opt. when face up: cost: 1/2 or 1 card: change 1 monster to attack or defence mode

11.2   Monster: Exhausted Executioner

- as long as the opponent doesn't have piercing attack, a good option for attacking when running low on life points, since contrary to all other monsters, Exhausted

Executioner protects your life points after it attacked

• when equipped with *Sword*, might be able to take out most MIDBOSSES in battle

• its often unwanted effect can be cancelled out by equipping it with *Bugged Upgrade* or using the effects of *Neutraliser* on it

• when cancelling its effect using Bugged Upgrade, the latter can actually be reused after the battle phase to negate another effect (e.g. an own Reckless Rusher)

• is one of the two best targets for the effect of *Burner* in order to inflict 2000 burn damage

• If you have another copy of this card, you can use the effect of Mode Changer on Exhausted Executioner after it attacked. Then in each turn after that you can attack with Exhausted Executioner and afterwards in main phase 2 you can use your one ordinary mode change per turn to change Exhausted Executioner back into attack mode.

copyable monster effect: after this monster has attacked: it turns into defence mode

12 Card: Slick Rusher - Reckless Rusher

This card can be used in three different ways:

• can be used to summon a relatively strong monster being immune to everything (except negation), in the moment it wins against other monsters

• can be used to summon one of the two strongest MOOKS, returning itself to hand at the end of the turn

• can be used once to search out: *Necromancer - Back Bouncer*, *Big Back Bouncer - Banisher*, *Big Banisher - Burner*, or *Big Burner - Suicide Commando* from the deck

• all in all a card for dodging effects and simply attack well while also being a versatile searcher
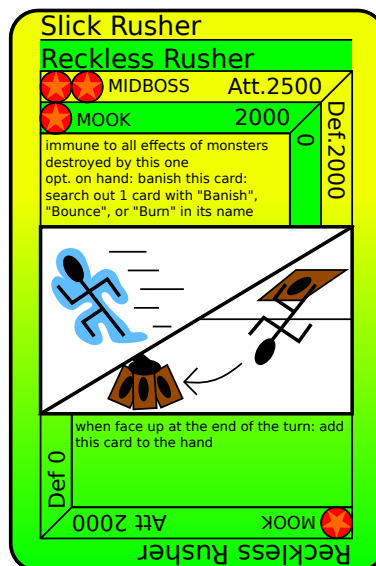
12.1 Monster: Slick Rusher

• can run over any monster without having to fear any effects that trigger during or after battle

• The similar monster Incorruptible has this ultimate protection effect even as long as it is face up, but can not get its attack and defence values increased.

• The similar monster Diamond Sword can be boosted, but is way less protected.

• In many offensive playing styles one may want to attack with all three monsters (*Incorruptible*, *Diamond Sword*, and Slick Rusher), if one fears possible suicidal effects of face down monsters.

copyable monster effect: immune to all effects of monsters destroyed by this one

12.2 Monster: Reckless Rusher

• when equipped with Sword, might be able to take out most MIDBOSSES in battle

• its often unwanted effect can be cancelled out by equipping it with *Bugged Up-*

grade or using the effects of *Neutraliser* on it

• can use its effect to return itself to the hand and let its card be used in another way in the next turn (either for a search, or to summon a stronger monster)

• reusing cards this way can also be done with the monsters *Copy Cat* and *Skill Stealer* by copying the effects of this card

• is one of the two best targets for the effect of *Burner* in order to inflict 2000 burn damage

copyable monster effect: when face up at the end of the turn: add this card to the hand

13   Card: Incorruptible - Holy Lance
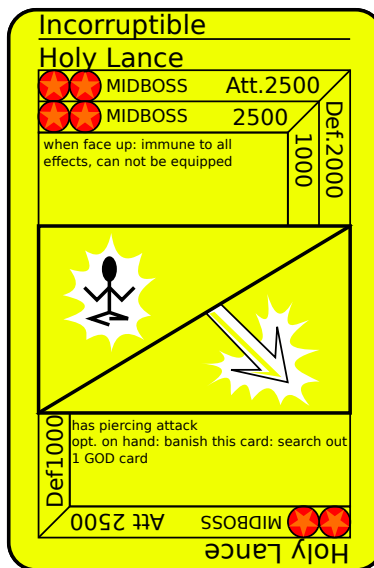
This card can be used in three different ways:

• can be used to summon a relatively strong monster being immune to everything

• can be used to summon a relatively strong monster having piercing attack, allowing to win without having to defeat all monsters of the opponent first

• can be used once to search out either *God - Barrier* or *Demon God - Demon* from the deck

• all in all a good card against opponents, who want to stall using weak MOOKS

13.1   Monster: Incorruptible

• has the best protection effect in the whole game: immune to all effects, when face up (even immune to negation)

• should never be set, because its effects can only be negated, while being face down

• unfortunately, its values can not be increased by equip monsters

• The similar monster Diamond Sword can be boosted, but is way less protected.

• The similar monster Slick Rusher can be boosted, and is almost as well protected as Incorruptible, at least while it is defeating a monster.

• In many offensive playing styles one may want to attack with all three monsters (Incorruptible, *Diamond Sword*, and Slick Rusher), if one fears possible suicidal effects of face down monsters.

• Not being able to be equipped means that you can not equip it with an additional monster while it still has its effects (face up, not negated). However, it stays equipped with all its current equip cards. It doesn't get boosts by these equip cards, if it has its effects. The only things that you can choose it for, while having its effects, is copying its effects as well as tributing it for paying costs.

• Its attacks can not be negated!

• can not be pierced through, if in face up defence mode

• is versatile in the sense that, if you don't need protection, but attack power, can be set, then equipped with *Bugged Upgrade* as well as other equip monsters, boosting its values, like Sword, can then be turned into attack mode, by mode changer

Incorruptible
Holy Lance
MIDBOSS   Att.2500
MIDBOSS   2500
when face up: immune to all effects, can not be equipped
1000   Def.2000
Def.1000
has piercing attack
opt. on hand: banish this card: search out 1 GOD card
MIDBOSS   Att 2500
Holy Lance

• even more versatile: instead of summoning (or after returning it with use of *Big Back Bouncer*), can be used to search out a GOD card

copyable monster effect: when face up: immune to all effects, can not be equipped

13.2   Monster: Holy Lance

• can be used to attack an unequipped MOOK to deal battle damage for sure
• recommended to negate or at least reveal any face down MOOK, before doing that
• *Copy Cats* and *Skill Stealers* may copy its effect to attack a phalanx of face down MOOKS, if the opponent has few life points left, in order to try to win in a risky way.
• even without its effect, can take out most MIDBOSSES (with them in attack mode most of them in mutual annihilation though)
• instead of summoning (or after returning it with use of Big Back Bouncer), can be used to search out a GOD card

copyable monster effect: has piercing attack

14   Card: Necromancer - Back Bouncer

• can be searched by the on hand effect of *Slick Rusher - Reckless Rusher*

This card can be used in two ways:
• can be used to summon a relatively strong monster having the ability to revive weak monsters
• can be used to normal set a monster with a suicidal effect, allowing to get rid of attacking monsters for a turn

• a useful card for most decks to recycle resources and many effects

14.1   Monster: Necromancer

• can revive monsters serving as damage dealers later on in the battle phase
• can be used to special summon monsters serving as tributes for a tribute summon
• can be used to summon monsters serving as tributes for the effect of *Big Burner*
• can use its effect, to revive another copy of itself
• Always keep in mind, that you never get a revival effect fully for free. You can not discard/tribute/unequip the exact same monster you want to revive! You have to have a valid target for the effect already in your GY before paying the costs for the effect. That is why you need multiple copies of cards for the loops described further below.
• Fun fact: There is a loop: If you have two copies of the same equip monster (one equipping, one in GY), then you can pay, revive, equip, and again pay, revive ... that equip monster.
• Fun fact: There is another loop: If you have two copies of the same MIDBOSS (one summoned or on hand, one in the GY), then you can tribute/discard, revive, again tribute, revive ... that monster for free.
• Loops can be used to reset monster properties, like negated effects. When equipped with *Bugged Upgrade* by the opponent, the latter will lose that equip card when tributing the equipped monster.
• can be used to revive a Demon in face up defence mode to get around a restriction

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in the *Demon God - Demon*-combo in order to effectively summon Demon God in attack mode in one turn

copyable monster effect: opt. when face up: cost: 1/2 card: spec. sum. 1 MOOK from your GY
opt. when face up: cost: 1 card: spec. sum. 1 MIDBOSS from your GY

14.2 Monster: Back Bouncer

• can get rid of the monster attacking this one by using its suicidal effect (triggered, when defeated in battle)
• this suicidal effect affects even *Diamond Sword* (indestructible by effect)
• thus recommoned for normal setting it
• when equipped with *Sword* might be able to take out most MOOKS in battle

copyable monster effect: when destroyed in battle: If the monster that destroyed this one is still on the field, add the monster that destroyed this one to the hand.

15 Card: Big Back Bouncer - Banisher

• can be searched by the on hand effect of *Slick Rusher - Reckless Rusher*

This card can be used in three different ways:
• can be used to summon a relatively strong monster having an active effect, allowing to get rid of unwanted cards of the opponent (at least temporarily)
• can be used to normal set a monster with the best suicidal effect, allowing to get rid of attacking monsters for good
• can be kept on hand to negate an opponent's special summoning from graveyard
The last of these three uses is arguably the best. Since this card can hand trap negate any special summoning from GY (either of MOOKS and MIDBOSSES by Necromancer or of END-BOSSES by themselves), might be one of the best cards in the whole game.
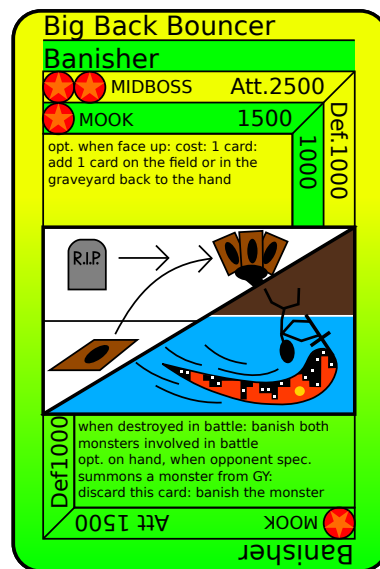
Use the effects of Big Back Bouncer very carefully. Returning cards of the opponent back to the hand, will get rid of them for one turn. However, the opponent will most likely use them again next turn. Even more: If negated cards (or the monsters being the weaker lower monster on their card) are returned, then you are probably helping the opponent. Don't carelessly return cards to the hand that will then become hand traps! This concerns *Big Attack Stopper - Sword*, Big Back Bouncer - Banisher, and especially *Neutraliser - Skill Stealer*. You have to keep in mind that, when returning summoned monster, you return the ignored other half of the card as well. This is an additional twist not known to other card games.
When using the effect of Big Back Bouncer to return used up hand traps and other useful cards in your own GY to the hand though, you can not do much wrong.

15.1 Monster: Big Back Bouncer

• can be used to get rid of powerful monsters of the opponent
• can be used to get rid of unknown face down monsters of the opponent, in order to avoid running into a trap
• can be used to return own monster cards or equip cards back to the hand to reuse them in another way
• can be used to recycle monsters from graveyard, especially when one can not revive them otherwise
• The last strategy might even be very useful, when used on Neutraliser. The latter can revive itself, however might get hand trapped by a Banisher on the hand of the opponent. (This effect may get negated by Neutraliser, but at least one doesn't lose the own Neutraliser from the GY.)
• can use its effect to return itself back to the hand becoming a valuable hand trap
• might technically also be used to return a card in the opponent's GY back to the opponent's hand, although probably not very useful

copyable monster effect: opt. when face up: cost: 1 card: add 1 card on the field or in the graveyard back to the hand

15.2 Monster: Banisher

• can get rid of the monster attacking this one by using its suicidal effect (triggered, when defeated in battle)
• this suicidal effect affects even *Diamond Sword* (indestructible by effect)
• this suicidal effects gets rid of cards of the opponent for the rest of the game
• thus recommended for normal setting it
• when equipped with Sword might be able to take out most MOOKS in battle
• instead of summoning Banisher, it is even more recommended keeping it on the hand as a hand trap being able to negate summonings from GY
• Big Banisher on field and Banisher on hand are a good combination. The first can preventively banish monsters from the opponent's graveyard. The latter can do it in the last moment, when they are about to be summoned. But neither has the effects of the other.
• When purely thinking about card advantage, one should most often negate special summonings of ENDBOSSES from GY, since the opponent has to pay two cards for that and does not get the summoning while oneself only loses one card.

copyable monster effect: when destroyed in battle: banish both monsters involved in battle

16 Card: Big Banisher - Burner

• can be searched by the on hand effect of *Slick Rusher - Reckless Rusher*

There are three major things you can do with this card:
• can be used to summon a relatively strong monster defeating monsters in battle for good, such that they can not be revived
• same monster can preventively get rid of monsters the opponent might revive later
• can be used to summon a monster having the ability to help you winning the game without attacking at all

All in all, this card is a good support for slower and indirect playing styles. However, its attack and defence values are not too bad either.

16.1   Monster: Big Banisher

• running over opposing monsters with this one, lets you gain card advantage by banishing the defeated monsters making the cards inaccessible to the opponent for the rest of the game

• when being equipped with two *Swords*, it might be able to defeat all ENDBOSSES, thus banishing them right away without having to pay for its optional effect

• can use any own card (hand/summoned/ equipping/GY) as cost to preventively banish a monster in the GY of your opponent

• Since all ENDBOSSES are arguably the best monsters in this game (in respect to effects and attack values) and can also revive themselves from GY, it is very recommended to use the effect of Big Banisher to preventively banish them from GY.

• Big Banisher on field and Banisher on hand are a good combination. The first can preventively banish monsters from the opponent's graveyard. The latter can do it in the last moment, when they are about to be summoned. But neither has the effects of the other.
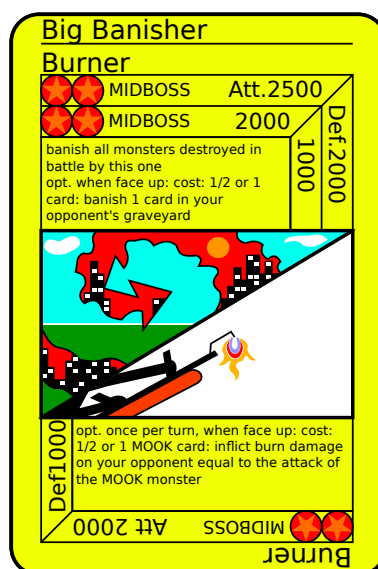
copyable monster effect: banish all monsters destroyed in battle by this one
opt. when face up: cost: 1/2 or 1 card: banish 1 card in your opponent's graveyard

16.2   Monster: Burner

• can use any own card (hand/summoned/equipping/GY) as tribute for its effect, as long as the card contains a MOOK with non-zero attack

• can use targets twice: once by discarding/tributing and then again by banishing from graveyard

• can banish the used up targets for the effect of Big Burner to inflict even more burn damage

• the two best targets for the effect of Burner: *Exhausted Executioner*, *Reckless Rusher*

copyable monster effect: opt. once per turn, when face up: cost: 1/2 or 1 MOOK card: inflict burn damage to your opponent equal to the attack of the MOOK monster

17   Card: Big Burner - Suicide Commando

• can be searched by the on hand effect of *Slick Rusher - Reckless Rusher*

This card can be used in two ways:
• can be used to summon a monster having the ability to win you the game without

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attacking at all, as long you can summon enough monsters
• can be used to normal set a monster with a suicidal effect, allowing to get rid of almost any attacking monster

• might very likely be the crucial card at the end of a game to finish of your opponent

17.1 Monster: Big Burner

• the effect of *Necromancer* can be used to summon possible tributes for the effect of Big Burner
• when controlling many strong monsters, you may be able to win by attacking with all of them, and then, after the battle phase, tributing them for the effect of Big Burner
• However, this is a risky strategy. If you almost win after having tributed most monsters and then the opponent negates Big Burner, then you are left with hardly anything and might lose next turn.
• That's why it is recommended to tribute your weak monsters first for the effect of Big Burner

copyable monster effect: opt. when face up: tribute another summoned monster: inflict burn damage to your opponent equal to the attack of the tributed monster

17.2 Monster: Suicide Commando

• can get rid of the monster attacking this one by using its suicidal effect (triggered, when defeated in battle)
• thus recommoned for normal setting it
• can be discarded as cost for the effect of Burner (then Big Burner can revive itself from GY)

copyable monster effect: when destroyed in battle: destroy the monster that destroyed this one

18 Card: FLAKship - Napalm

This card can be used in two ways:
• can be used to summon a monster with a lot of attack and defence for its relatively small costs
• can be used to normal set a monster with a suicidal effect, allowing to deal a bit burn damage

• very suitable for a simple offensive playing style

18.1 Monster: FLAKship

• has the best attack and defence values of all MIDBOSSES
• because of high defence and no effect, recommended for setting face down

• does not have to worry about getting its effects negated :-)

copyable monster effect: (no effect)

18.2 Monster: Napalm

• can be normal set, in order to become a trap for the opponent to run into and deal burn damage

copyable monster effect: when destroyed (by battle or effect): inflict 1000 burn damage to the player who controls the monster that destroyed this one
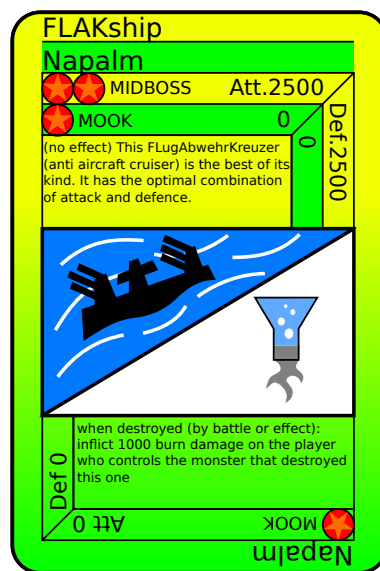
19 Card: Demon God - Demon

• can be searched by the on hand effect of *Incorruptible - Holy Lance*

This card can be used to summon a monster with a lot of attack, using up many tributes. When used only this way, the card *God - Barrier* should better be used instead. However, this card can also be used to effectively summon a GOD in a quicker, but more risky way. Furthermore, multiple copies of this searchable card can be used as a support for summoning GOD monsters in general.

The main combo of this card involves two copies of it and can easily summon two of its lower monsters in one turn, then can tribute one of them to turn the other one into the upper monster of this card. Because of effect restrictions, this upper monster will be in its weaker defence mode. That makes it more risky. The challange of this card is to use the effects of other monsters in order to get around these restrictions:
• the effect of *Mode Changer* can be used to turn Demon God into attack mode and attack right away
• after getting a copy of this card into the graveyard (e.g. by paying the cost for an effect or summoning), the effect of *Necromancer* can be used to get around the restrictions, by special summoning Demon from GY into defence mode and use its

cheat change effect, by tributing another Demon to get Demon God in attack mode

19.1 Monster: Demon God

• does not have to worry about getting
its effects negated :-)

• Using the effects of two Demons and us-
ing up one normal summon, one can turn
a Demon into Demon God. This Demon
God - Demon-combo does technically not
count as a summoning.

• when effectively "summoned" this way
in defence mode by the effects of Demon,
can be equipped with Shield to make it
less vulnerable

• the effect of Mode Changer can also be
used to finally turn Demon God into at-
tack mode

copyable monster effect: (no effect)

19.2 Monster: Demon

• If you have not normal summoned yet this turn, two copies of this card can be
used for a combo to effectively get one Demon God on the field in defence mode.
Mode Changer might then be used to turn it into attack mode.

• This effect of Demon can be copied by other monsters, in order to turn into other
monsters. However, one still has to tribute at least one original Demon as cost for
the effect.

• can be used to equip a monster with it, then special summon it, and can then
serve as one of three tributes for the summoning/setting of *God* or Demon God

• can be used as a tribute for the effect of *Attack Stopper*

• can be used as a tribute for the effects of *Big Burner* and *Burner* (both also right
after another) to inflict 1000 burn damage each time

copyable monster effect: opt. once per turn: when face up: tribute all of your other
Demons (at least 1): cheat change this card