REGISTER OF Yu-Gi-Oh! CONTENT CREATORS ON *YOUTUBE*

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PRONOUNCEMENT

The writer states truthfully that he compiled this final academic paper by himself without taking the results from other research in any university, in S-1, S-2, and S-3 degree and in diploma. In addition, the writer ascertains that he does not take the material from other publications or someone's work except for the references mentioned in bibliography

Semarang, 5th April 2018

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MOTTO AND DEDICATION

"Non est ad astra mollis e terris via."

"There is no easy way from the earth to the stars."

- Seneca

"When you look at people who are successful, you will find that they are not the people who are motivated, but have consistency in their motivation."

- Arsene Wenger

This thesis is dedicated to

My beloved family whose enormous uplift has got me through difficult period and

My beloved friends who helped me accomplish this final academic paper.

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TABLE OF CONTENT

ABSTRACT

Penulisan tugas akhir ini bertujuan untuk mengidentifikasi penggunaan register dan makna dari register yang digunakan oleh pembuat konten permainan kartu Yu-Gi-Oh! pada kanal *YouTube*. Data yang diperoleh berupa dialog dan monolog dalam video yang diunggah. Data ini lalu diamati secara saksama untuk mencari penggunaan register. Dengan menggunakan metode padan referensial, hasil pengamatan akan dijabarkan secara kualitatif. Dari hasil analisis, terdapat 65 kata yang dapat dikategorikan sebagai register seperti *field, board, graveyard, backrow, summon, set, activate, resolve, pay, chain link, pass, attack, attack mode, spell, trap, monster, scale, level, rank, tuner, normal monster, mandatory effect, optional effect, damage, wipe, nuke, destroy, pop, mill, dump, turn off, dig, tribute, banish, search, unclog, ditch, overlay, chain, hand trap, top-deck, meta, metagame, engine, resource, access, beatstick, body, combo, spam, free, game, burn, misplay, crash, brick, out, back to square one, interruption, miss the timing, play style, grind, mirror match, chain-blocking,* dan *floodgate*. Untuk menjabarkan kegunaannya dalam permainan, kata-kata ini lalu dibagi menjadi 3 bagian berdasarkan mekanisme permainan, efek kartu, dan situasi permainan. Makna dan penggunaan Register yang digunakan oleh pembuat konten Yu-Gi-Oh! masih dapat dikatakan cukup mendekati makna dan kegunaan aslinya meskipun ada beberapa kata yang justru memiliki makna sebaliknya.

Kata kunci: permainan kartu, *YouTube*, Yu-Gi-Oh!, sosiolinguistik, register

1. INTRODUCTION

In modern days, *YouTube* provides a lot of video contents that cover various interests for its users. People can learn a lot of things such as music, archery, engineering, magic, and cooking just by watching *YouTube* videos. The contents provided by each *YouTube* content creator may vary from one another depending on its target viewers. Bearing in mind that the contents must be understandable for the viewers, *YouTube* content creators use some already popular terms within a specific community to interact with their viewers. It makes sense if this interaction between *YouTube* content creators and their viewers results a language phenomenon.

The writer's attention is pointed towards Yu-Gi-Oh! Trading Card Game contents. These *YouTube* content creators are called yugitubers by the Yu-Gi-Oh! community. Yugitubers mainly target Yu-Gi-Oh! players, also known as duelists, due to the fact that they share similar hobby. Knowing the demand on Yu-Gi-Oh! contents, yugitubers can easily produce their videos. Yugitubers cover a wide variety of topics for their viewers to discuss such as deck strategy, card discussion, new set, market watch, tournament report, game mechanic, and duelists interview.

Yu-Gi-Oh! is a Trading Card Game developed by Konami Digital Entertainment and has gained its popularity worldwide. Konami releases a new set containing more than a hundred of cards in every three months. It means that duelists are able to continuously enhance or renew their strategies. Indonesian tends to associate Yu-Gi-Oh! Trading Card Game with children because this card

game comes from an Anime Yu-Gi-Oh! Duel Monster which people often watch during their childhood. The fact says otherwise since Yu-Gi-Oh! has complexity in its game play and is mostly played by teenagers or grown-up men.

The game's appeal comes from the fact that it is an intricate game requiring a special set of skills. It is a game of strategy where duelists constructed individual deck of cards. In the sense that this card game has more than 8500 different cards to play with, duelists have to use their knowledge of each card to construct their deck containing 40 to 60 cards in their Main Deck, 0 to 15 cards in the Extra Deck, and 0 to 15 cards in the Side Deck. Every duelist is allowed to have up to 3 copies of cards with the same name in their deck. Two players engage in a duel while using cards that represent powerful Monster Cards, magical Spell Cards, and surprising Trap Cards. The winning condition of this game is either by reducing the opponents' Life Points to zero or making them unable to draw cards from their deck. Given the fact that each card has different effects and usage, duelists often use several words associated with this card game in interacting with their opponent throughout the game, or in sociolinguistics it is called registers. It does not raise an eyebrow if the register used by yugitubers is similar to the register used by the Yu-Gi-Oh! community.

In stylistics and sociolinguistics, register refers to a variety of language defined according to its usage in social situations. The term "register" is widely used by sociolinguist for a language variety based on its use. Sociolinguists explain the concept of registers more narrowly by referring it to the use of a special vocabulary related to different occupational groups. Register is a

sociolinguistics phenomenon occurring in a certain speech community. In addition, register is also a different language variation from one another due to the peculiarities of its users. Register helps people from a certain community to interact with their companion inside their community. It does not raise an eyebrow that nowadays register becomes the identity of a community.

The writer opted to observe the register used by yugitubers in their uploaded videos because the writer currently establishes himself as a Yu-Gi-Oh! duelist in EMPERIANS Duelists Semarang and Yu-Gi-Oh! OCG Semarang. The purpose of this research is to find out the meaning of the register used by yugitubers and to compare it with the original meaning.

Register is a part of a language associated with different occupational or social groups. Register helps people to express their identity at a specific time or place as Ferguson says, 'People participating in recurrent communication situations tend to develop similar vocabularies, similar features of intonation, and characteristic bits of syntax and phonology that they use in these situations' (1994: 20).

Adi Sumartono says that register is a language user meaning device with relevant meaning and purpose to a specific language function (1993: 24). These functions include words, the use of terms and idioms, structure choice, spoken or written language and discourse style. In this definition, it says that the community must have assessments in specific topic.

Ferguson in Purnanto (2002: 21) says register is a communication situation that recurs regularly in a society (related to participants, place, communicative functions, etc.) all the time. It tends to grow and marks the different structure and use of language from the use of language in other communication situation.

Based on usage situations, Chaer states that register is a language variation according to its usage, used by a particular group of people or community in accordance with the profession and the same concern (1995: 90).

Register definition according to Wilkins in Pateda (1990: 60) is a variety of language use associated with someone's job. From this definition, we can conclude that the register is used by community to communicate within a specific situation and used by specific group of community.

This research uses descriptive qualitative approach to elaborate the register used by yugitubers. Descriptive approach is used because the writer aims to illustrate the meaning of the register used by yugitubers and to compare it with the original meaning. In this study, the writer collects the data from various popular yugitubers in North America and Australia by observing their language behaviour. The data is compiled in the form of dialogues and monologues. The writer acts solely as an observer by watching their uploaded videos from 2015 up until now and recording any relevant matters. Through observation technique, the writer is able to provide unbiased data. The population of this research is all words used by yugitubers in 8 uploaded *YouTube* videos. The writer used purposive sampling to filter the population so that the samples of this research will only be registers

mentioned in the videos. The writer used Referential Identity Method to analyse the registers used by yugitubers. It means that the writer will elaborate the relation between language and its referent by comparing the common language referent with the Yu-Gi-Oh! community referent.

2. FINDINGS & DISCUSSION

Before we analyse the register, understanding the game mechanic of Yu-Gi-Oh! itself is necessary since not knowing the game mechanic may cause confusion for those who are not familiar with this card game. The writer previously mentioned in the introduction chapter that duelists need a constructed deck to play this game.

A deck consists of Main Deck, Extra Deck, and Side Deck, although Extra Deck and Side Deck are optional. Main deck contains cards that players can access throughout the game, and Extra Deck contains Extra Deck Monster Cards that players can bring out if the condition is met; Side Deck is different because duelist cannot access it once the game started. In Yu-Gi-Oh!, duelists play three sets of game for one match, and duelist who wins two out of three games will claim the victory of the match. Side Deck contains cards that can be used as substitute cards for the Main or Extra Deck between each game. Duelists must bear in mind that this action is not permitted for the first game of the match; however, they are allowed to do so for the second and the third game.

Duelists also need Yu-Gi-Oh! game mat as the duel arena which is used to organise their cards. The game mat contains several zones, namely Main Deck

Zone, Extra Deck Zone, Main Monster Zone, Extra Monster Zone, Spell & Trap Zone, Pendulum Zone, Field Zone, and Graveyard. Each duelist's Main Deck is placed face-down on the Main Deck Zone, and the Extra Deck is also placed face-down on the Extra Deck Zone. Each player is given 5 Main Monster Zones to play their Main Deck Monsters and 5 Spell & Trap Zones to play their Spell and Trap Cards. Extra Monster Zone is used when a player wants to play their Extra Deck Monsters. Basically, each player is given one Extra Monster Zone, but a player is allowed to use the opponent's Extra Monster Zone as long as requirement is met, so a player may have two Extra Monster Zone instead of one. Pendulum Zones take the rightmost and leftmost Spell & Trap Zones out of the 5 Spell & Trap Zones. Unlike the other Spell Cards, Field Spell Cards is special as it can only be placed on the Field Card Zone.

To start the game, both players shuffle their opponent's deck and roll dice or toss a coin to decide who will play first. Duelist A, who goes first, will start the game. Then both players draw 5 cards from their respective Main Deck to their hand. The turn for duelist A consists of Standby Phase, Main Phase 1, and End Phase. During the Main Phase 1, duelist A is allowed to play his Monsters, Spell, and Trap Cards. The first turn player is not allowed to attack the opponent because there is no Battle Phase during the first turn. If duelist A decides to end the turn and moves into the End Phase, play will pass to duelist B. The duelist B's turn is different because his turn consists of Draw Phase, Standby Phase, Main Phase 1, Battle Phase, Main Phase 2, and End Phase. During the Draw Phase, the turn player must draw a card from his Main Deck. Attack declaration can be performed

during the Battle Phase. Main Phase 2 is similar to Main Phase 1. The following turn will continue in the same fashion as duelist B gets his turn.

After analysing eight uploaded videos by yugitubers, the writer would like to discuss the result of his analysis by describing the meaning of each register, and the writer suspected some words as registers. Those words are field, board, graveyard, backrow, summon, set, activate, resolve, pay, chain link, pass, attack, attack mode, spell, trap, monster, scale, level, rank, tuner, normal monster, mandatory effect, optional effect, damage, wipe, nuke, destroy, pop, mill, dump, turn off, dig, tribute, banish, search, unclog, ditch, overlay, chain, hand trap, top-deck, meta, metagame, engine, resource, access, beatstick, body, combo, spam, free, game, burn, misplay, crash, brick, out, back to square one, interruption, miss the timing, playstyle, grind, mirror match, chain-blocking, and floodgate. Some of those words are proposed by Konami as the official Yu-Gi-Oh! terminologies and can be found either in the card text or Yu-Gi-Oh! rulebook, while some are proposed by the Yu-Gi-Oh! community. Each register will be dissected so that the meaning of each register will be understandable, and the analysis will be divided into three sub-chapters based on the game mechanic, the card action, and the game state.

2.1. Register Based on Game Mechanic

The writer will start with the registers regarding the card placement in Yu-Gi-Oh!. Here, we have field, board, backrow, and graveyard. In Yu-Gi-Oh!, each duelist is provided with eight card zones as previously mentioned. Konami simply uses word field to illustrate the arena used for playing this game. The basic rule of

thumb is that Yu-Gi-Oh! is a game where two players battling each other by using their monsters to defeat the opponent; hence it requires battle field. However, the word field does not only apply to Monster Cards on the arena but also to the Spell & Trap Cards because the official Yu-Gi-Oh! rules state that a Card is considered being on the field if it is placed in the Main Monster Zone, Extra Monster Zone, Spell & Trap Zone, Pendulum Zone, or Field Spell Zone. Spell and Trap Cards, in this instance, act as the support for players to win the game. Yugitubers, on the other hand, tend to use another word choice, and that word is board.

> Data 3: "*Like SPYRAL Sleeper is much more threatening than anything else. Your turn, established a board presence and the minute they stay they just pop two cards. Like, oh wow! I'm back to square one.*"
>
> Data 27: "*This card (Jain, Twilightsworn General) can actually help you beat over any problematic monsters on the board, which is really cool, and it's a dark which is really important.*"

Different from the common sense of board game which says that board is the entire playing arena, board in Yu-Gi-Oh! is used to distinguish Monster Cards from Spell & Trap Cards as stated in data 27. The word board mainly refers to Monsters in the Monster Zones or Extra Monster Zones, and it is closely related to the presence of monsters on the field; therefore data 3 says that *SPYRAL Sleeper* is threatening because it is a Monster Card that establishes a board presence.

If the word board applies to Monster Cards on the field, what word is used to describe Spell & Trap Cards on the field? The answer is backrow, and it is pretty self-explanatory because Spell & Trap Cards Zones are placed behind Monster Cards while on the field.

Data 61: "*with Dimensional Barrier essentially solidifying itself as a staple this format, a lot of players are starting to test with other <u>backrow</u> removal like Night Beam, Cosmic Cyclone, and Twin Twisters pretty much being the go-to, but at this point does it really matter which <u>backrow</u> disruption you choose?*"

In data 61, *Dimensional Barrier* is a name of Trap Card. It means that it must be played on the Spell & Trap Zones. The yugituber also mentioned several cards such as *Night Beam*, *Cosmic Cyclone*, and *Twin Twisters* that are used mainly to deal with the threat of *Dimensional Barrier*. Although Main Deck Zone and Extra Deck Zone are placed in the same row as Spell & Trap Zones, Main Deck and Extra Deck are not considered as <u>backrows</u>. Field Spell Zone is also considered as <u>backrow</u> even if it is not placed in the same row as Spell & Trap Zones. It implies that <u>backrow</u> refers to the card placed on the Field Spell Zone, Spell & Trap Zones, and Pendulum Zones.

Now, what happens if cards on the <u>field</u> are no longer in play? The game mechanic of Yu-Gi-Oh! states that destroyed cards will be sent to the <u>graveyard</u>. In real world, graveyard is a burial ground, but this is not the case in Yu-Gi-Oh!.

Data 40: "*You can activate Brilliant Fusion to basically <u>dump</u>, you know, Garnet and also Trick Clown to the <u>graveyard</u> to special <u>summon</u> of course your Seraphinite, so what's going to happen now since Trick Clown was sent to the <u>graveyard</u>, you can activate Trick Clown's effect to pay a thousand life points to special <u>summon</u> Trick Clown itself,*"

Data 43: "*Babycerasaurus reads: if this card is <u>destroyed</u> by a card effect and sent to the <u>graveyard</u>, special <u>summon</u> a dinosaur.*"

It might make more sense that graveyard is a burial ground because the defeated monsters will go there. However, in Yu-Gi-Oh! cases, <u>graveyard</u> is more of a place where duelists put their cards that are no longer in play or <u>destroyed</u> rather than a burial ground, as seen in data 43. Cards in the <u>graveyard</u> normally can no

longer be used, but they can be recovered later with card effect. Data 40 mentioned *Performage Trick Clown* that has useful ability to summon itself when it is sent to the graveyard. What can be implied is that graveyard refers to a place which is used to store not only already destroyed cards but also useful cards.

Now that we get the idea of the Yu-Gi-Oh! playing field, we move on to the next stage; which is how duelists play their cards. There are three basic types of cards in Yu-Gi-Oh!. Those cards are Monster card, Spell card, and Trap card. Pendulum Monster Card can be considered as a Monster Card while in the Monster Card Zone and can be considered as a Spell Card while face-up in the Pendulum Zone. There are two methods of playing Monster Card, and Konami uses the words summon and set as the official Yu-Gi-Oh! terminologies for these instances.

> Data 9: "*He (Shunsuke Hiyama) could just attack with both monsters and just win. He summons Alternative Dragon, puts everything in attack mode in case of Gorz, and they're going to game two.*"
>
> Data 13: "*I think he (Eric Christensen) got a White Stone actually. I Think he may have top decked a White Stone which he sets.*"
>
> Data 12: "*Well, maybe Anti-Spell Fragrance can help him (Eric Christensen), but then he'd better set Soul Charge and all that stuff too. So, he set everything. I thought he was setting one card.*"

The difference between summoning monster and setting a monster is just a matter of card placements. Summoning monsters does not mean that a duelist makes the monsters appear in real-life form like in the common use of the word itself because it will be frightening. Summoning refers to playing Monster Cards face-up as shown in the video for data 9 when Shunsuke Hiyama placed his *Alternative Dragon* face-up in the Monster Zone. His action was depicted as summoning a

monster by the yugituber. When Eric Christensen placed his *White Stone* face-down horizontally, the yugituber described this action as <u>setting</u> a monster, as shown in data 13. Spell & Trap Cards can also be placed face-up or face-down in the Spell & Trap Zones. Playing a Spell Card face-up is considered as <u>activating</u> a Spell Card, while playing a Spell Card face-down is considered as <u>setting</u> a Spell Card. Trap card is unique because it must be <u>set</u> first and cannot be activated until the next turn. In data 12, Eric Christensen played his Spell Card face-down; therefore, his action is considered as <u>setting</u> Spell Cards. In this case, <u>set</u> specifically refers to playing the cards face-down. While a card is set, the card information such as attack point, defence point, card name, or card text is unknown to the opponent.

The other examples of register based on game mechanic are <u>resolve</u>, <u>pay</u>, <u>chain link</u>, <u>pass</u>, <u>attack</u>, <u>attack mode</u>, <u>spell</u>, <u>trap</u>, <u>monster</u>, <u>scale</u>, <u>level</u>, <u>rank</u>, <u>tuner</u>, <u>normal monster</u>, <u>mandatory effect</u>, <u>optional effect</u>, <u>damage.</u>

2.2. Register Based on Card Action/Effect

With so many cards duelists have at their disposal, it is worth remembering that each card has different ability called Card Effect. The writer now will take a look at the words <u>wipe</u>, <u>nuke</u>, <u>destroy</u>, and <u>pop</u> as examples. In general Yu-Gi-Oh! terminologies proposed by Konami, those four words actually mean <u>destroy</u>. Destruction effect is one of the most common effects found in Yu-Gi-Oh!. The wording <u>destroy</u> does not necessarily mean that the cards being affected will be damaged physically as in its common use, but it means that the cards will be removed from its current location to the <u>graveyard</u>. However, the

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Yu-Gi-Oh! community, or in this case, yugitubers tried to distinguish the destruction level which certain cards have by using different words to express it.

> Data 65: "*I definitely want to highlight this because a lot of pure Zoodiac players especially are starting to play Pianissimo over My Body As A Shield, but it is kind of player preference at this point as to which one they like because a card like My Body As A Shield can protect you from an entire <u>board</u> <u>wipe</u>, but Pianissimo only protects one of your monsters from that <u>board</u> <u>wipe</u>.*"
>
> Data 4: "*It's just amazing, like Interrupted Kaiju Slumber. I can't even begin to talk about Slumber right now. It <u>nukes</u> the <u>board</u> for one, and then it gives you a high-level monster.*"
>
> Data 3: "*Like SPYRAL Sleeper is much more threatening than anything else. Your turn, established a <u>board</u> presence and the minute they stay they just <u>pop</u> two cards. Like, oh wow! I'm back to square one.*"

The word <u>destroy</u> has very a general usage in Yu-Gi-Oh! because the effect can be applied to cards in hand, <u>field</u> or <u>deck</u>; while <u>wipe</u>, <u>nuke</u>, and <u>pop</u> only apply specifically to cards on the <u>field</u> as shown in data 65, 4, and 3. This brings us to the point where yugitubers used words such as <u>wipe</u> and <u>nuke</u> for cards that have higher destruction level or cards that have an effect of removing more than two cards from the <u>field</u> as seen in data 65 and data 4. <u>Nuke</u> which refers destroying or attacking with nuclear weapon is an informal military term. Nuclear weapon is able to bring destruction on a massive scale in real-world, so it makes sense if duelists relate the word <u>nuke</u> to cards that have ability to clear battle field for duelist to take advantage of. The word <u>wipe</u> has similar usage to word <u>nuke</u> because they both mean destroying multiple cards. In real-world, word <u>wipe</u> refers to disposable cloth for cleaning. The correlation between the real-world application and Yu-Gi-Oh! application for word <u>wipe</u> is that it is used for clearing the <u>board</u> from the opponents' threat. Different from words <u>wipe</u> and <u>nuke</u>, the

word pop is used for cards that have lower destruction level or an effect of removing up to two cards from the field as shown in data 3. In dictionary, word pop refers to making light explosive sound or making things appear; but the word pop has a completely different meaning in Yu-Gi-Oh! because it has nothing to do with making sound and has the exact opposite meaning of making thing appear.

The words dump and mill are graveyard-related effects because those words are used to express an action of sending cards from deck to the graveyard.

> Data 40: "*You can activate Brilliant Fusion to basically dump, you know, Garnet and also Trick Clown to the graveyard to special summon your Seraphinite, so what's going to happen now since Trick Clown was sent to the graveyard, you can activate Trick Clown's effect to pay a thousand life points to special summon Trick Clown itself.*"
>
> Data 33: "*Charge of the Light Brigade basically helps you mill your entire deck and gets you access into any Lightsworn monster that you need directly from your deck to your hand.*"

Both of them have similar meaning in Yu-Gi-Oh!. However, word dump and mill have different usage; the former is used when a player chooses the cards that he wants to send to the graveyard as shown in the data 40, while the later, on the other hand, is used when a player sends any number of random cards from the top of his Main Deck to the graveyard. Data 33 demonstrates this snippet through cards named *Charge of the Light Brigade*. In real-world application, dump refers to disposing rubbish or unwanted material. Considering the purpose of graveyard in Yu-Gi-Oh! as the place to put no longer used cards, this might make more sense; however duelists have certain purposes when sending specific cards from the deck to the graveyard. Some cards have more useful effects while in the graveyard, or it can be said that dump means sending useful cards to the graveyard

to utilise their graveyard effect, just as previously mentioned regarding *Performage Trick Clown* in data 40. The word mill is often found in wheat industries, and it means grinding something in a mill engine. The sole purpose of milling cards from deck to the graveyard is to thin the deck and to collect card resources in the graveyard because, again, some cards are more useful while in the graveyard.

The other examples of register based on card action/effect are turn off, dig, tribute, banish, search, unclog, ditch, overlay, chain.

2.3. Register Based on Game State

A lot of things might happen during the duel; sometimes, duelists might be able to pull off their optimal game plan and end the turn with established board, while some duelists might suffer from having dead cards in hand or might face problematic cards restricting them from making any moves. If duelists are able to summon a lot of monsters to the field, it means that they are spamming monsters.

> Data 31: "*One Gofu, it's a one-card Decode Talker. If you're going second and open up Gofu, you pretty much are in a great position where you will freely spam your extra deck, which is really cool.*"

Spam is very popular among internet users because they often experience the issue of getting the same annoying message repeatedly. If we look closely to word spam in dictionary, spam refers to sending the same message indiscriminately. In data 31, it is mentioned that *Gofu* is a card which lets a player generate more monsters onto the field. In Yu-Gi-Oh!, spam is closely related to established board; it is a condition when a duelist is able to overwhelm the opponent with

monsters on the <u>field</u>. Having an established <u>board</u> is very threatening for the opponents as if it were telling that the opponents must deal with the <u>board</u> or lose the game.

If a duelist is able to <u>spam</u> the <u>field</u> with his monsters, it means that his deck is able to flow smoothly. This is the main reason that certain cards, which nip the opponents' deck in the bud, are needed. In Yu-Gi-Oh!, these cards are called <u>floodgates</u>. <u>Floodgate</u> is used to slow down the opponents continuously each turn with the hope that it will prevent them from gaining advantages over the other players.

> Data 66: "*I do want to mention a couple other examples where the cards (Eternal Nightmare) could be good. Outside of Pendulums, this is kind of anti-<u>floodgate</u> cards in itself, so you could use this to counter cards like Anti-Spell Fragrance, Vanity's Emptiness, and any <u>floodgate</u> you might run into. This is a really good way to answer it.*"

In data 66, the yugituber mentioned <u>floodgate</u> cards, like *Anti-Spell Fragrance* and *Vanity's Emptiness* while explaining an anti-<u>floodgate</u> card. *Vanity's Emptiness* is a card that prevents both players from <u>summoning</u> monsters, while *Anti-Spell Fragrance* prevents both players from <u>activating</u> spell cards. The literal meaning of <u>floodgate</u> is a gate used to exclude water by opening or closing it. The direct correlation between the literal meaning and Yu-Gi-Oh! meaning is that <u>floodgate</u> controls the flow of the game. In Yu-Gi-Oh!, floodgates are cards that duelists have to deal with if they want their deck to flow smoothly.

There are also moments when a duelist has unplayable cards in his hand and ends up losing the game. This situation is called <u>brick</u>. The term <u>brick</u> actually

has nothing to do with a material used to build a construction as in its common use, but it is quite popular among Android phone users especially when their phone can no longer be used due to software failure, and this terminology can be found in dictionary.

> Data 10: "*Oh no! He has double Anti-Spell Fragrance, Soul Charge. Oh My God! This is terrible. He <u>bricked</u> twice. This is just RIP USA. I'm sorry. He'd better draw something good off that Upstart....*
>
> Data 16: "*I mean you just got to feel for him because it's not like he's made any misplays or anything. He just literally opens with the <u>brickiest</u> of the <u>brick</u> hand. Like, you never want to open with double Anti-Spell.*"

In data 10 and 16, the yugituber used this word to express his frustration after seeing Eric Christensen lost the World Championship finals because in this scenario Eric did not have any playable cards in his hand. This situation might occur because of inappropriate deck building or simply running out of luck. The same also goes to Android phone when it is not properly handled.

There are some other examples of register based on game state, an those are <u>hand trap</u>, <u>top-deck</u>, <u>meta</u>, <u>metagame</u>, <u>engine</u>, <u>resource</u>, <u>access</u>, <u>beatstick</u>, <u>body</u>, <u>combo</u>, <u>free</u>, <u>game</u>, <u>burn</u>, <u>misplay</u>, <u>crash</u>, <u>out</u>, <u>back to square one</u>, <u>interruption</u>, <u>miss the timing</u>, <u>playstyle</u>, <u>grind</u>, <u>mirror match</u>, and <u>chain-blocking</u>.

3. CONCLUSION

From the data analysis, the writer is able to draw a conclusion that words <u>field</u>, <u>board</u>, <u>graveyard</u>, <u>backrow</u>, <u>summon</u>, <u>set</u>, <u>activate</u>, <u>resolve</u>, <u>pay</u>, <u>chain link</u>, <u>pass</u>, <u>attack</u>, <u>attack mode</u>, <u>spell</u>, <u>trap</u>, <u>monster</u>, <u>scale</u>, <u>level</u>, <u>rank</u>, <u>tuner</u>, <u>normal monster</u>, <u>mandatory effect</u>, <u>optional effect</u>, <u>damage</u>, <u>wipe</u>, <u>nuke</u>, <u>destroy</u>, <u>pop</u>, <u>mill</u>, <u>dump</u>,

turn off, dig, tribute, banish, search, unclog, ditch, overlay, chain, hand trap, top-deck, meta, metagame, engine, resource, access, beatstick, body, combo, spam, free, game, burn, misplay, crash, brick, out, back to square one, interruption, miss the timing, playstyle, grind, mirror match, chain-blocking, and floodgate are considered as registers due to the fact that those words are depicted in different fashion from their original meanings. However, some words are still closely linked to their original meaning. Due to the nature of this game, which is derived from battling creatures, magical enhancement, and nifty battle tricks; it makes a lot of sense if Konami proposes some terminologies from respective domain as the official Yu-Gi-Oh! terminologies. For this instance, monster must be summoned onto the field for battle and buried in the graveyard when it is destroyed; spell must be activated, and trap must be set beforehand. Yu-Gi-Oh! community and yugitubers, on the other hand, tend to use more modern terminologies due to the familiarity: for example, board, wipe, backrow, nuke, pop, mill, spam, brick, and floodgate; those words are derived from various domains such as internet, architecture, military, and industries. Some words such as pop, brick, and dump have a completely disjointed referent from their common uses.

The previously mentioned words are the most commonly used ones within Yu-Gi-Oh! community. The topic being discussed in this analysis only covers Yu-Gi-Oh! on the surface level because there are still a lot of aspects to evoke as the game and language evolve; therefore, further research must be conducted.

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ATTACHMENT

Dialogues and Monologues of Yugitubers' Videos

Video 1

Data 1:

Kaiju (archetype name) is like a different approach to where you're dealing with consistent board establishment like *SPYRAL* (archetype name), right? They're going to end up with a board no matter what.

Data 2:

A hand trap won't help, right? The hand trap is there just to prevent you from playing, so I think I wanted to approach and be concerned more about board establishment because the decks that I'm worried about do that consistently.

Data 3:

I felt like I think I would almost rather deal with the board establishment because I'll see that more often. Like *Sleeper* is much more threatening than, like, anything else. Your turn, established a board presence, and the minute they stay they just pop two cards. Like, oh wow! I'm back to square one.

Data 4:

It's just amazing, like *Slumber* (*Interupted Kaiju Slumber*), I can't even begin to talk about *Slumber* right now. It nukes the board for one, and then it gives you a high-level monster.

Video 2

Data 5:

Alright, there's a free *Blue-Eyes* (*Blue-Eyes White Dragon*), and man that field is. Oh! This is pretty big man. He already has game on board technically. When I say game on board, I mean, if Eric doesn't respond, he can literally just kill him with those two monsters. This is not a great situation.

Data 6:

He can't use *Veiler* because there's nothing to *Veiler*, and he can't use *Silver's Cry* because that's a *Blue-Eyes* card, or at least that's a card that summons, like you know, *Blue-Eyes* from the grave or whatever like normal monster.

Data 7:

Alright, it's not looking so good. He needs to top deck, like, *White Stone*. God! I think he just top deck another *Card of Consonance*. Oh my goodness! Oh man! USA RIP. This is not good. He might just set and pass.

Data 8:

He can just literally put both monsters in attack mode, and just kill him. Keep in mind. He had *Twin Twisters* as well, so that's just game. He has game on board.

Data 9:

He could just attack with both monsters and just win. He summons *Alternative Dragon* (*Blue-Eyes Alternative White Dragon*), puts everything in attack mode in case of *Gorz* (*Gorz, the Emissary of Darkness*), and they're going to game two.

Data 10:

Oh no! He has double *Anti-Spell Fragrance, Soul Charge*. Oh My God! This is terrible. He bricked twice. This is just RIP USA. I'm sorry. He'd better draw something good off that *Upstart* (*Upstart Goblin*).

Data 11:

He drew *Alternative* (*Blue-Eyes Alternative White Dragon*) or is that *Spirit Dragon* (*Dragon Spirit of White*)? This is like the worst thing possible. This hand is so damn bricky. I think I just got to call this.

Data 12:

Well, maybe *Anti-Spell Fragrance* can help him, but then he'd better set *Soul Charge* and all that stuff too. So, he set everything. I thought he was setting one card.

Data 13:

I think he got a *White Stone* (*White Stone of Ancient*) actually. Think he may have top decked a *White Stone* which he <u>sets</u>.

Data 14:

Alright, it looks like he may have gotten a copy of *Sage* (*Sage with Eyes of Blue*) as his top deck, and I think that he <u>summoned</u> it, and that thumbs up was a probably Eric Christensen saying "you got the effect. It's good".

Data 15:

He doesn't attack. Is he gonna go after the *Anti-Spell*? Maybe it is like, "alright this is annoying. I'm just going to get rid of this card". It's targeting a random card. It's *Soul Charge*. There goes your <u>set</u> card, Man.

Data 16:

I mean you just got to feel for him because it's not like he's made any <u>misplays</u> or anything. He just literally opens with the <u>brickiest</u> of the <u>brick</u> hand. Like, you never want to open with double *Anti-Spell Fragrance*.

Data 17:

I think they're just asking him about the <u>set</u> cards. Alright, it looks like *Card of Consonance* was just <u>set</u>.

Data 18:

He wants to <u>crash</u> his *Stone* into *White Spirit Dragon.* Ok! He takes a bunch of <u>battle damage</u>, but at least he gets a card in the <u>graveyard</u>.

Data 19: He just can't do anything, and he wanted to get his *White Stone* or his *Ancient Stone* in the <u>grave</u>, but he's not able to do that because of *Cycle Reader*.

Video 3

Data 20:

You guys know that pure *Lightsworn* (archetype name) in today's <u>metagame</u> is not really too compatible. It's still really good if you're able to draw *JD*

(*Judgment Dragon*) as quickly as possible, but there's a lot of card in the deck that's able to help you <u>mill</u> cards and actually help you get <u>access</u> to *Minerva* (*Minerva, the Exalted Lightsworn*) as quickly as possible.

Data 21:

This deck is actually very fun to play with actually if you were able to <u>mill</u> cards like *Wulf* (*Wulf, the Lightsworn Beast*) and *Felis* (*Felis, Lightsworn Archer*).

Data 22:

You guys know how powerful *JD* is. If you control four more monsters with different names in the <u>graveyard</u>, you're able to special <u>summon</u> this card from your hand. One, it's a 3000 <u>beatstick</u>, and two it just <u>nukes</u> the entire <u>board</u>. Getting rid of <u>backrows</u> and also problematic monster on the <u>field</u>, *Jugdment Dragon* has no problem of doing so.

Data 23:

And next off for the sacking aspect of the deck, triple *Wulf*, you guys know that if this card gets <u>milled</u> to the graveyard off cards like *Minerva*, *Judgment Dragon*, or any card effects, cards like *Foolish Burial*, it gets to special <u>summon</u> the 2100 <u>body</u> from the <u>graveyard</u> which helps you get access into *Minerva* and also helps you get <u>access</u> to *Omega* if you already have cards like *Raiden* on the <u>field</u> which is really cool so triple *Wulf*.

Data 24:

Next off, you know your single-handedly one of the best normal <u>summons</u> of the deck, triple *Raiden the Hand of the Lightsworn*. You know. You <u>mill</u> two cards during the <u>main phase</u>, and you <u>mill</u> two cards during the <u>end phase</u>. That's a total of <u>milling</u> four cards to <u>graveyard</u> in one turn which is amazing, and it's also a <u>tuner</u> which helps you get access into your *Omega*.

Data 25:

Next off for your other sacking aspect of the deck is a double *Felis Lightsworn Archer*. Same effect as *Wulf*, you know, if you <u>mill</u> *Felis* off a monster effect

you'll be able to special summon *Felis* from the graveyard , and she has amazing ability as well to actually destroy any problematic monster on the field by using her effect to tribute itself; destroy the card and then you mill three cards to the graveyard.

Data 26:

It's another name in the graveyard, and also if this card is sent to the graveyard, the extra mill can actually very beneficial, and sometimes I would actually sack her effect by just milling additional cards, more cards like *Wulf* and *Felis*, which is pretty awesome as well, and it's also another name for *Judgment Dragon* in the graveyard.

Data 27:

Last but not least for our new addition to the deck, I'm actually playing one *Jain Twilightsworn General*. *Jain* actually has an amazing effect where you're just able to banish *Lightsworn* monster from the graveyard or in your hand to target one monster on the field; it loses the attack by 300 for each level, so this card can actually help you beat over any problematic monsters on the board which is really cool, and it's a dark which is really important.

Data 28:

People play *Lyla* before. People play *Lyla* because it's a searchable out to floodgates and things like that. Well, you have *Ryko* now. It's essentially the exact same thing, but *Ryko* can hit monsters and also hit spell & trap cards without having to target any of them which is really cool.

Data 29:

Next one, I play of course one *Heroic Challenger Thousand Blades*, this is for the combo, one *Performage Trick Clown* for the combo as well. This engine right here when you draw *Ophrys Scorpio*, you literally get rid of the entire engine to the graveyard within one turn which is really cool.

Data 30:

Next, I play of course one *Fairy Tail – Snow*. This card is absolutely amazing, one of the best interruption cards of the deck, and you know it's really good when you mill it, or if you already have *Trick Clown* in your hand, you can also send *Fairy Tail - Snow* to the graveyard off *Brilliant Fusion* which is really good as well.

Data 31:

One *Gofu* (*Blackwing - Gofu the Vague Shadow)*, it's a one-card *Decode Talker*. If you're going second and open up *Gofu*, you pretty much are in a great position where you will freely spam your extra deck, which is really cool.

Data 32:

You know. You're playing so many level fours in the deck, and if you happen to draw *Wulf*, that's okay. You can go *Goblindbergh* and summon *Wulf*. It's actually helped you unclog your hand. That way, you can access the rank four XYZ quicker.

Data 33:

There are no spell cards that are bad. Whichever spell cards you open up, you're pretty much in a good position. You open up *Charge of the Light Brigade*. *Charge* basically helps you mill your entire deck and gets you access into any *Lightsworn* monster that you need directly from your deck to your hand, so triple *Charge*.

Data 34:

Triple *Solar Recharge* helps you dig deeper into your deck as well, and sending your dead *Wulfs* and also *Felis* to the graveyard is also really good.

Data 35:

Foolish Burial helps dump your *Fairy Tail*, your *Wulf* and also sends cards to the graveyard like a *Trick Clown* and also *Heroic Challenger Thousand Blade* as well.

Data 36:

Extra deck very standard, you play of course double *Minerva* (*Minerva, the Exalted Lightsworn*), right here very powerful card. You want to open up this card as quickly as possible to send your resources to the grave.

Data 37:

Scarlight Red Dragon Archfiend helps you get rid of the entire board and potentially even game your opponent with the life point burning.

Data 38:

You normal summon *Ophrys Scorpio*, activate *Ophrys Scorpio*'s effect to ditch the monster that you have to the graveyard, any monster, special summon *Darlingtonia Cobra* directly from the deck.

Data 39:

Now, what we're going to do is overlay this two to the extra monster zone to summon *M-X-Saber Invoker*, Activate *Invoker*'s effect to detach an XYZ material to the graveyard to special summon *Heroic Challenger Thousand Blades* directly from the deck, so you have these two cards right now.

Data 40:

Now what I'm going to do is activate *Brilliant Fusion*. You can activate *Brilliant Fusion* to basically dump, you know, *Garnet* and also *Trick Clown* to the graveyard to special summon of course your *Seraphinite*. So what's going to happen now since *Trick Clown* was sent to the graveyard, you can activate *Trick Clown*'s effect to pay a thousand life points to special summon *Trick Clown* itself,

Data 41:

Once you pay a thousand life points, *Heroic Challenger Thousand Blades* can activate its effect to special summon itself from the graveyard, so now you have two level four monsters on the board.

Video 4

Data 42:

The new rule states; when multiple cards are <u>activated</u> simultaneously: if effects of Spell Speed 1 cards, like Trigger Effects, are activated at the same time, they will be resolved in a special <u>Chain</u>. This <u>Chain</u> is made starting with the turn player's <u>mandatory effects</u>. If there is only 1 effect, that will be <u>Chain Link</u> 1. If there are 2 or more effects, the turn player builds the <u>Chain</u> starting with their <u>mandatory effects</u>, in any order. Then the opponent continues the <u>chain</u> with their <u>mandatory effects</u> in any order. Afterwards, the turn player adds their <u>optional effects</u> in any order, and finally the opponent adds their <u>optional effects</u> in any order. This is kind of a mouthful, so let's break this down piece by piece. First off, what's the difference between a <u>Mandatory Effect</u> and an <u>Optional Effect</u>? A Mandatory Effect pretty self-explanatory is an effect that if the trigger requirement is met you must <u>resolve</u> the effect, so this is a card for example *Babycerasaurus*.

Data 43:

Babycerasaurus reads: if this card is <u>destroyed</u> by a card effect and sent to the <u>graveyard</u>, special <u>summon</u> a dinosaur. Now, this is not <u>optional</u>, so if you don't have dinosaurs in your deck, you still have to <u>search</u> and attempt to <u>activate</u> the effect, and if you don't have anything, you actually have to show your opponent that you don't have any targets.

Data 44:

An <u>optional effect</u> is something very simple like *Zoodiac Ratpier*. *Zodiac Ratpier* reads: when this card is Normal <u>Summoned</u>, you can send one *Zoodiac* card from your deck to the <u>graveyard</u>.

Data 45:

Basically, what is this boiled down to with these new rule changes? Well, the biggest thing is that now it doesn't matter how or when your cards hit the

graveyard or when they meet their trigger requirements more specifically in terms of how you're building your Chain.

Data 46:

If you're remembering the not too distant past, *Burning Abyss* was a deck that actually had a lot of chain links because of the way there is so much milling in the way certain cards hit the graveyard, a lot of different applications like that.

Data 47:

One of the biggest things was if you had a burning abyss monster, let's say *Graff*, underneath your *Dante*, and you use the effect of *Dante* to detach the *Graff* and mill 3 cards.

Data 48:

Now, let's say on that mill, you hit something like a *Cir* and a *Farfa*. Under the old TCG rules, *Graff* actually had to be chain link 1 because of the fact that it technically met its trigger requirement first by hitting the graveyard before the *Cir* and the *Farfa* did, and then subsequently the *Cir* and the *Farfa* could be stacked in any chain order you would like, but the *Graff*, no matter what, had to be chain link 1.

Data 49:

Another example would be *Shaddoll*, rest in peace *El Shaddol Construct*. If you use something like *Shaddoll Fusion* or *El Shaddoll Fusion* and you send, let's say, *Shaddoll Squamata* and some other light monster to the graveyard, you would summon *El Shaddoll Construct*.

Data 50:

Well, the thing is, because the *Squamata* hit the graveyard before *El Shaddol Construct* hit the board, *Squamata* would actually have to be chain link 1 and *El Shaddoll Construct* would have to be chain link 2.

Data 51:

El Shaddoll Construct pretty much had to be at the tail end of the <u>chain</u> because all the monsters that hit the <u>graveyard</u> for its summoning condition pretty much had to <u>resolve</u> first because they met their trigger requirement before *El Shaddoll Construct* hit the <u>board</u>, meeting its requirement when it's <u>summoned</u>. Again, this is a huge change because now if *Shaddolls* were still <u>meta</u>.

Data 52:

Another big example and this was actually just last year in *Monarch* format, monarchs had this issue where if you tribute <u>summon</u> an *Ehther* for *Edea*, what would happen was *Edea* would be forced to be <u>chain link</u> 1 in this instance. *Ehther* would be <u>chain link</u> 2, but the problem with this is if you made *Ehther* chain link 2 and you summoned *Kuraz The Light Monarch* (because *Kuraz* the light monarch is "when this card is summoned" effect, and *Edea* was still in chain link 1), *Kuraz* would actually <u>miss the timing</u> because of the fact that there was still the <u>chain resolving</u>. Because *Kuraz* has a 'when' instead of an 'if', you won't get the opportunity to <u>activate</u> *Kuraz* to <u>pop</u> cards and draw cards as a result of this.

Data 53:

This kind of gave *Monarch* players some really annoying times because they had to decide between <u>activating</u> the effect of *Edea* when it hits the <u>graveyard</u> to bring back a card back to their hand or using their *Kuraz* to <u>pop</u> cards and draw cards when they should have realistically had both at their disposal.

Video 5

This is an interview of Billy Brake who won YCS Bochum. Letter I represents the Interviewer, and letter B represents Billy Brake.

Data 54:

I: Yeah for us Americans is totally different <u>playstyle</u>, language barrier, the culture barrier.

B: Yeah Americans were just trying to, like, win like that and open up with big <u>boards</u> and stuff. Here, they actually want to play Yu-Gi-Oh and <u>grind</u> it out and think.

Data 55:

B: Two *Mystical Space Typhoons* for going second, you used on your own *Combination* to search. It's good against *Paleozoic*, so you keep it <u>set</u>, and you can <u>chain</u> it when they try to bring their guys back from <u>grave</u>, to <u>destroy</u> their *Strikes* and stuff very solid card.

Data 56:

B: I play one *Grampulse*. Sometimes you can make it turn one with *Rescue Rabbit* to <u>pop</u> your *Combination*. I didn't make it at all this weekend, but he's a really solid card.

Data 57:

B: And then my last one was *Cairgorgon the Antiluminescent Knight*. I went with him as my fifteenth because *Paleozoics* can have a really tough time if you make him into their <u>backrows</u>. They can't really target anything because you just change it all even if they use *Opabinia*'s effect or the other one that <u>destroys</u> monsters, you can still change the target even though they're unaffected by monster effect, so this card is really good for against *Paleozoic*, and sometimes against *ABC* if you have two fours and they have *ABC Dragon Buster*.

Data 58:

B: Side deck, I sided two *Amorphage Sloth*. This is for mainly going first against any deck that uses XYZ like *ABC* because they can't really do anything. It's

like *Vanity's Fiend*. If they do deal with it, you can still clear their <u>board</u> and then pendulum <u>summon</u> it back out.

Data 59:

B: One *Psy-Blocker*, this is mainly for *Darklords* or *Vanity's Fiend* deck, so you just <u>summon</u> it and <u>turn it off</u>.

Data 60:

B: I played the third *Mystical Space Typhoon* for going second against *Anti-Spell* decks for the most part and sort of <u>backrow</u> heavy decks. I played two *Typhoons* also for *Anti-Spell* but mainly for the <u>mirror match</u>. This card is probably the best in the *Metalfoe* <u>mirror match</u> because a lot of people <u>scale</u>, <u>scale</u>, and they're <u>popping</u> all their stuff, and they end with the last <u>scale</u> with no cards in hand, and you just hit it with the *Typhoon*.

Video 6

Data 61:

With *Dimensional Barrier* essentially solidifying itself as a staple this format, a lot of players are starting to test with other <u>backrow</u> removal like *Night Beam, Cosmic Cyclone,* and *Twin Twister* pretty much being the go-to, but at this point does it really matter which <u>backrow</u> disruption you choose?

Data 62:

Today, I'm bringing you a video discussing the effectiveness and the problem with <u>backrow</u> removal that the game is currently facing.

Data 63:

The biggest issue right now with <u>backrow</u> removal is essentially one card and that card is *Dimensional Barrier*, and the reason why *Dimensional Barrier* is the biggest problem is because *Dimensional Barrier* is a <u>chainable</u> trap and basically <u>chainable</u> *Vanity's Emptiness*.

Video 7

Data 63:

Pianissimo is a quick-play spell that essentially bestows protection from destruction at the cost of turning the attack and defence value of the monster being targeted down to one hundred. This fills the same role as the card like *My Body As A Shield.*

Data 64:

The difference here is that *Pianissimo* has a bit more flexibility because *My Body As A Shield* is a little bit narrow in the types of cards it can hit. Sure, it can hit very similar cards in the same way as *My Body As A Shield.*

Data 65:

I definitely want to highlight this because a lot of pure *Zoodiac* players especially are starting to play *Pianissimo* over *My Body As A Shield*, but it is kind of player preference at this point as to which one they like because a card like *My Body As A Shield* can protect you from an entire board wipe, but *Pianissimo* only protects one of your monsters from that board wipe.

Video 8

Data 66:

I do want to mention a couple other examples where the cards (*Eternal Nightmare*) could be good. Outside of *Pendulums*, this is kind of anti-floodgate cards in itself, so you could use this to counter cards like *Anti-Spell Fragrance, Vanity's Emptiness*, and any floodgate you might run into. This is a really good way to answer it. Now, is it (*Eternal Nightmare*) better than something like *Mystical Space Typhoon, Cosmic Cyclone*, or *Twin Twisters*? It is probably not since those are all quick-play spell cards and they do not have to target face up cards.

APPENDICES

Access (v,n) get certain card(s) into play either on the field, in hand, or in graveyard

Activate (v) use a card or effect

Attack (v) declare a battle with a monster

Attack Mode (n) monster in vertical face-up position

Back to Square One (adj) return the playing field to its original state

Backrow (n) card(s) in the Spell/Trap/Field Zone

Banish (v) remove card(s) out of the game

Beatstick (n) monster with high attack points (normally difficult to get over)

Board (n) card(s) in the Monster Zone

Body (n) monster with high attack/defence points (normally used to block attack or defend)

Brick (v) have unplayable cards in hand; (n) card that is useless without other cards; useless card

Burn (v) reduce a player's life points through card effect

Chain (v) respond the activation of a card or effect with other cards or effect

Chain-Blocking (n) prevent the opponent from responding the activation of a card or effect

Chain Link (n) the sequence of activating card in response to other cards activation

Combo (v) play a combination of cards in one turn in order to make powerful field

Crash (v) declare a battle on an opponent's monster whose attack point is equal or higher for certain purpose

Damage (v) reducing a player's life points either by battle or effect

Destroy (v) remove a card from its current location to the graveyard

Dig (v) make an effort to get valuable cards from the deck into the hand

Ditch (v) send card(s) from hand to the graveyard

Dump (v) send specific card(s) from deck to the graveyard

End Phase (v,n) pass the turn to the next player

Engine (n) a combination of cards that work well together and make the deck flow smoothly

Field (n) the game arena which consists of Main Monster Zone, Extra Monster Zone, Spell/Trap Zone, Field Zone, and Pendulum Zone

Floodgate (n) card(s) used to prevent the opponent's deck from flowing smoothly

Free (adj) gain card advantage effortlessly

Game (v, n) reducing the opponent's life points to zero

Graveyard (n) place to put no longer used cards

Grind (v) both players fight hard to win the game

Hand Trap (n) monster card(s) whose effects are to disrupt the opponent's gameplay and can be activated from hand

Interruption (n) disrupt the opponent's gameplay

Level (n) total number of stars in the Monster Card(s) and normally indicates the power of the monster itself

Main Phase (n) phase in which a turn player may perform normal summon or change battle position

Mandatory Effect (n) effect that must be activated regardless the state of the game

Meta (n) the most popular and powerful deck(s) in a certain point of time

Metagame (n) the shape of the most popular and powerful deck(s) in a certain point of time

Mill (v) send any number of random cards from the top of the deck

Mirror Match (n) two players facing-off with similar deck

Misplay (n) make less optimal play during the game

Miss the timing (v) unable to activate card or effect in response to other card activations

Monster (n) card(s) representing creature used to battle the opponent

Normal Monster (n) monster card(s) with no special ability

Nuke (n) removing cards from the field on a massive scale

Optional Effect (n) effect that can be activated when the activation requirement is met

Out (n) card(s) used to deal with the opponent's threat

Overlay (v) stack two or more monster cards on the field to bring out XYZ Monster(s)

Pass (v) end the turn

Pay (v) use the life points to activate a card or effect

Playstyle (n) player preference as to how they want to play the game

Pop (v) destroying up to two cards on the field with card effect

Rank (n) total number of stars in the XYZ Monster Card(s) and normally indicates the power of the monster itself

Resolve (v) apply the effect of activated card

Resource (n) useful card that is available during the game

Scale (v) activate Pendulum Monster as a Spell Card in the Pendulum Zone; (n) card(s) in the Pendulum Zone

Search (v) get certain card(s) from the deck to one player's hand or field

Set (v) place a card face-down onto the field

Spam (v) have multiple threatening monsters on the field

Spell (n) green-coloured card used to aid the player during the game

Summon (n) place monster card(s) onto the field face-up

Top Deck (n) the most popular deck(s) at a certain point of time; the first top card in a stack of card; (v) draw one card from the top of the deck

Trap (n) purple-coloured card normally used to disrupt the opponent

Tribute (v) sacrifice monster(s) or card(s) for certain purpose

Tuner (n) Monster Card required to bring Synchro Monster into play

Turn Off (v) make active card(s) inactive

Unclog (v) make useless card(s) more useful

Wipe (v) removing multiple cards on the field on a massive scale