For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

**Health precautions**

- When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

**Use and handling precautions**

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system’s wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system’s wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area gets dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

**Ejecting the disc**

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

**Storing the disc**

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

“PlayStation”, “PS” Family logo, and “PSP” are registered trademarks and “UMD” is trademark of Sony Computer Entertainment Inc. “Memory Stick Duo” and “Memory Stick PRO Duo” are trademarks of Sony Corporation.

---

**Greetings**

Thank you for purchasing Yu-Gi-Oh! GX TAG FORCE. Please read this manual before playing for a more enjoyable gaming experience. We hope you play the game how it was meant to be played. Finally, we will not provide a replacement for this instruction manual, so we ask that you keep good care of it.

**Notice**

Here at Konami Digital Entertainment, we are constantly making improvements in quality to provide our customers with safer and more enjoyable products. Due to this fact, a single product may differ slightly in certain areas depending on when it was purchased. Thank you for your understanding.

**WARNING**

The copyrights of this game belong to Konami Digital Entertainment Co., Ltd.
Set up your PSP® (PlayStation® Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Yu-Gi-Oh! GX TAG FORCE UMD™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system’s home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the \[X\] button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

**Memory Stick Duo™**

*Warning!* Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.
GAME CONTROLS

This is an explanation of the basic controls used at the Menu Screen, Deck Edit Screen, etc. Please look at each page for a detailed explanation of specific controls.

PSP® (PLAYSTATION® PORTABLE)

This is an explanation of PSP® system part names, and Menu Screen controls.

**“Field Screen” Controls**

<table>
<thead>
<tr>
<th>Directional buttons</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move / Select Category</td>
<td></td>
</tr>
<tr>
<td>Analog stick</td>
<td>Move</td>
</tr>
<tr>
<td>button</td>
<td>Display Command Menu / Confirm</td>
</tr>
<tr>
<td>button</td>
<td>Cancel / Run (with directional buttons or analog stick)</td>
</tr>
<tr>
<td>button</td>
<td>Display PDA Menu / Cancel</td>
</tr>
<tr>
<td>button</td>
<td>Talk</td>
</tr>
<tr>
<td>button</td>
<td>Move Cursor to Your Current Position</td>
</tr>
<tr>
<td>button</td>
<td>Move Cursor to Save Point</td>
</tr>
<tr>
<td>button</td>
<td>(with R button) Talk</td>
</tr>
<tr>
<td>button</td>
<td>(with D button) Narrow Search</td>
</tr>
<tr>
<td>button</td>
<td>(with F button) Item</td>
</tr>
</tbody>
</table>

**“Field Screen” Shortcut Controls**

<table>
<thead>
<tr>
<th>R button</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Talk</td>
<td>(with D button) Narrow Search</td>
</tr>
<tr>
<td>Access Map Screen</td>
<td></td>
</tr>
<tr>
<td>Duel</td>
<td>(with F button) Sort</td>
</tr>
<tr>
<td>Item</td>
<td>Return Previously Moved Card 1 Step Back</td>
</tr>
</tbody>
</table>

**“Map Screen” Controls**

<table>
<thead>
<tr>
<th>Directional buttons</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select Point</td>
<td></td>
</tr>
<tr>
<td>Analog stick</td>
<td>Select Point</td>
</tr>
<tr>
<td>button</td>
<td>Confirm</td>
</tr>
<tr>
<td>button</td>
<td>Move Cursor to Your Current Position</td>
</tr>
<tr>
<td>button</td>
<td>Move Cursor to Save Point</td>
</tr>
</tbody>
</table>

**“Edit Screen” Controls**

<table>
<thead>
<tr>
<th>Directional buttons</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move Cursor / Select Category</td>
<td></td>
</tr>
<tr>
<td>Analog stick</td>
<td>Scroll Card Explanation Text</td>
</tr>
<tr>
<td>button</td>
<td>Move Card / Confirm</td>
</tr>
<tr>
<td>button</td>
<td>Cancel / Exit Deck Edit</td>
</tr>
<tr>
<td>button</td>
<td>Display Deck Edit Menu</td>
</tr>
<tr>
<td>button</td>
<td>Change Tab</td>
</tr>
<tr>
<td>button</td>
<td>Display Help Text</td>
</tr>
<tr>
<td>button</td>
<td>Change Card Layout</td>
</tr>
</tbody>
</table>

**“Edit Screen” Shortcut Controls**

<table>
<thead>
<tr>
<th>L button</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scroll Through Lists by Page</td>
<td></td>
</tr>
<tr>
<td>Scroll Through Lists by Category</td>
<td></td>
</tr>
<tr>
<td>Reset Narrow Search</td>
<td></td>
</tr>
<tr>
<td>Move Deck Cards to Trunk / Move Trunk Cards to Deck</td>
<td></td>
</tr>
<tr>
<td>Attach / Remove Label</td>
<td></td>
</tr>
<tr>
<td>Narrow Search</td>
<td></td>
</tr>
<tr>
<td>Sort</td>
<td></td>
</tr>
<tr>
<td>Return Previously Moved Card 1 Step Back</td>
<td></td>
</tr>
</tbody>
</table>

* Pressing the L button, R button, START button, and SELECT button simultaneously will reset the game and return you to the Title Screen.

* Pressing the HOME button allows you to exit this game at any time.

---

**Left side view**

- HOME button
- SELECT button
- START button
- Analog stick
- WLAN switch
- SELECT button
- HOME button
- START button
- Analog stick
- WLAN switch

---

NOTE

STARTING UP

4 5

MAIN MENU

GETTING STARTED

START button

NOTE

* Pressing the L button, R button, START button, and SELECT button simultaneously will reset the game and return you to the Title Screen.

* Pressing the HOME button allows you to exit this game at any time.
The Title Screen will be displayed once the game has loaded. From there, press the START button to move on to the Title Menu.

**New Game**

Create a new file and start the game. Choose a player name with up to 8 letters in it. Highlight the letters you want to use with the directional buttons, use the button to switch character sets, and press the START button to confirm. Once you have entered the desired name, press the START button once again to go on to the Main Menu (See pages 8-11).

**Continue**

If you have a previously saved game file, you can go to the Main Menu and continue playing from where you left off.
The Main Menu is displayed after you choose a file. Select the mode you would like to play from among eight menus.

**Main Menu Selection**

Use the up and down buttons to choose, then press the button to confirm your choice.

---

**Story Mode**

In this mode you will go through the story as a student enrolled at the Duel Academy.

**Free Duel**

This mode allows you to duel freely. Choose the number of players (Single Duel = 1 on 1, Tag Duel = 2 on 2), the number of duels (Single Mode = 1 duel, Match Mode = 3 duels), and who you will duel against.

---

**Deck Menu**

Change the cards in your Deck with “Deck Edit”, and use the “Recipe Viewer” to check the Recipes you have created so far.

**Database**

Use this to view character and card information.

### Database Categories

<table>
<thead>
<tr>
<th>Category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duelist Title</td>
<td>Information on the characters you have met so far in Story Mode. Align the cursor with a character and press the button to open their detailed profile. Press the or button to change the type of list.</td>
</tr>
<tr>
<td>Card Album</td>
<td>Check the cards you have collected so far. Press the button or button to turn through pages. Pages can also be turned by selecting each category on the “Page Controls” bar.</td>
</tr>
<tr>
<td>Tutorial</td>
<td>Allows you to check the rules, controls, etc.</td>
</tr>
<tr>
<td>Duel Rankings</td>
<td>A collection of various records. The amount of categories will increase as you go through the game.</td>
</tr>
<tr>
<td>Forbidden/Limited Card List</td>
<td>View cards that are forbidden or limited during a duel.</td>
</tr>
<tr>
<td>Access Yu-Gi-Oh! Website</td>
<td>The PSP® system’s Wi-Fi function (Infrastructure Mode) allows you to connect to the internet and download card data, etc.</td>
</tr>
<tr>
<td>Download Data</td>
<td>Allows you to open card data downloaded from the Yu-Gi-Oh! Website.</td>
</tr>
</tbody>
</table>

---

**Saving Data**

In order to save your duel win/loss record, Deck contents, etc., select “Save Data” (see page 11) from the Main Menu. Also, it is possible to save your progress in Story Mode at any Save Point on the Map Screen. A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 300KB of free space is required in order to save your data.

* An additional 32KB or more of free space is required to save data that was downloaded from the Yu-Gi-Oh! Website.
Network

Use the PSP® system Wi-Fi function (Ad Hoc Mode) for a 2-player duel. Make sure the WLAN switch (see page 4) is turned ON before starting this mode.

* In order to play in “Network,” each player must have a PSP® system and his or her own copy of this game.
* This mode does not enable you to play an online battle via the internet.

Options

You can change various game-related settings here. Once setup is complete, press the button and return to the Main Menu.

Setup Categories

<table>
<thead>
<tr>
<th>Category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tutorial</td>
<td>Set the tutorial shown during Story Mode to ON or OFF.</td>
</tr>
<tr>
<td>Message Speed</td>
<td>Select from three different speeds to determine how fast the message text is displayed in Story Mode.</td>
</tr>
<tr>
<td>Sound Settings</td>
<td>Adjust the volume of voices, background music, and sound effects played during the game.</td>
</tr>
<tr>
<td>Duel Settings</td>
<td>Adjust the card animation speed during duels, and turn the following features ON or OFF: graphical effects for duelists and monsters, card activation confirmation, and auto draw during the Draw Phase.</td>
</tr>
</tbody>
</table>

Save Data

This allows you to save duel results, network results, etc. Make sure you have a Memory Stick Duo™ or Memory Stick PRO Duo™ inserted with at least 300KB of free space.

Playing in Network

Selecting “Network” from the Main Menu will take you to the Group List Screen. This screen provides a list of players who are looking for an opponent.

Make New Group / Join Group

When selecting a group you would like to join at the Group List Screen, you will be taken to the Entry List Screen. Selecting “Make New Group” will allow you to create your own group and wait for an opponent. Once setup is complete, select “Exit Room Setup,” to advance to the Entry List Screen, and wait for an opponent.

Entry List Screen

Players who want to join a duel are listed here. If the host of a group aligns the cursor with one of those players and presses the button, that player is permitted to join the group. If the host selects “Confirm Members” at this point, a connection is established and the duel can begin.
You are a new student at Duel Academy, a training school for duelists, with the ultimate goal of winning the Tag Duel Tournament being held in three months.

**PLAYING THROUGH STORY MODE**

First you should talk to various characters on campus and duel with them to increase your Level of Trust (see page 16). After establishing a high level of trust, look for someone to partner up with for Tag Duels.

Play together with your partner against various rivals at the Tag Duel Tournament. You are awarded “GX Medals” for winning duels. Collect a lot of them and you’ll be able to advance to the finals, where your ultimate goal is to win the Championship Duel!

* If you aren’t able to find a partner once three months have passed, it’s game over.

---

**Passing the Time**

The time will pass as you move around on the Field, talk to characters, and trigger certain events. Various changes will occur depending on the time of day and what day it is.

* Time during the Tag Duel Tournament will only pass when certain events are triggered.

**Classes**

Classes are held Monday to Saturday from 8 AM to 4 PM in classrooms until the Tag Duel Tournament starts. Occasionally you can get new cards in class.

---

Your character can walk around the Duel Academy campus via Fields and Maps. The PDA Menu allows you to edit your Deck, check schedules, etc. The Command Menu allows you to perform various actions, and when you choose to duel with a character, you’ll be taken to the Duel Screen.

**Map (See page 15)**

Once you go outside of the Field you will switch to a Map. The Map allows you to enter different Fields or save your game.

**Field (See page 14)**

This is the main screen in Story Mode. You can walk around on the Field, and purchase things from the School Store (see pages 18-19).

**Command Menu (See page 16)**

Press the button when on the Field to access this menu. It allows you to talk to other characters, have duels, and perform various other actions.

**PDA Menu (See page 17)**

Access this menu by pressing the button while on the Field. It allows you to edit your Deck (see pages 22-27), etc.

**Duel (see pages 28-33)**

You can use your own Deck to battle when challenging another character to a duel.

---

* You can move around freely from 5:45 AM until 11:45 PM.
**STORY MODE / VIEWING THE SCREEN**

Your character can walk around on the Field when in Story Mode. When going outside of the Field, you are switched to a Map. From there you can move on to different areas.

**FIELD SCREEN**

Pressing the button at the Field Screen will open the Command Menu (see page 16), and pressing the button will open the PDA Menu (see page 17). During the Tag Duel Tournament, the number of GX Medals you have obtained will be shown in place of the time and number of days until the tournament.

**MAP SCREEN**

This Map is displayed when going outside of a Field. Enter various Fields throughout the Map by selecting a point you would like to go to.

- **Save Point**
  Select this point to save your progress (see page 6) in Story Mode.

- **Character**
  A face icon is displayed for the character(s) currently in this Field.

**Your Room**

You can check the Database (see page 9) by going to your room, standing in front of the computer, and pressing the button. Press the button in front of your bed to skip to the next day, or to skip to a designated time.
Open the Command Menu or PDA Menu at the Field Screen to perform various actions.

**Command Menu**

You can open the Command Menu when on a Field by pressing the ◎ button. Press the × button to exit this menu.

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Talk</td>
<td>Allows you to talk to a character that is near you and their information is being displayed.</td>
</tr>
<tr>
<td>Duel</td>
<td>Allows you to challenge a character to a duel after approaching him or her (the character may turn you down depending on the situation).</td>
</tr>
<tr>
<td>Items</td>
<td>Allows you to check items and Sandwiches (see page 19) currently in your possession. You can also give items or Sandwiches to a character with this command after approaching him or her.</td>
</tr>
<tr>
<td>PDA</td>
<td>Opens the PDA Menu so you can edit your Deck or check your status.</td>
</tr>
<tr>
<td>To Map</td>
<td>Exit the current Field and switch to the Map (see page 15).</td>
</tr>
</tbody>
</table>

**PDA Menu**

Pressing the ◎ button when on a Field, or by selecting “PDA” at the Command Menu will open the PDA Menu. Exit the PDA Menu by pressing the × button or the ◎ button.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deck Menu</td>
<td>Changed the cards in your Deck with “Deck Edit” (see pages 22-27), or check the Recipes (page 23) you have made so far with the “Recipe Viewer.”</td>
</tr>
<tr>
<td>Status</td>
<td>This option allows you to check the main character’s Level and Experience Points as a duelist, the number of DP and GX Medals in possession, and Win Rate so far in the game.</td>
</tr>
<tr>
<td>Email</td>
<td>Emails sent to the main character are displayed in a new order. Use the up and down buttons to select an email, then press the ◎ button to open and read it.</td>
</tr>
<tr>
<td>Schedule</td>
<td>Check the main character’s schedule. Press the ◎ or ◎ button to cycle through each month.</td>
</tr>
<tr>
<td>Options</td>
<td>Change various game-related settings (see page 11).</td>
</tr>
<tr>
<td>Exit Game</td>
<td>Exit Story Mode and return to the Title Screen. If you have not saved your game at a Save Point (see page 15) on the Map Screen when selecting this option, your data will be lost, so be careful.</td>
</tr>
</tbody>
</table>

**Level of Trust**

When talking to certain characters, dueling with them, giving them items, etc., their “Level of Trust” will change in respect to you. This “Level of Trust” is extremely important when selecting a character to be your partner in the tournament (however, some characters will want to be your partner if you have fulfilled certain conditions - even if the Level of Trust has not gone up).

Get on friendly terms with a character, and something might happen to show that your Level of Trust has increased.

**DP and Duelist Level**

You will earn “Duel Points” (DP) when dueling with other characters. Use DP to purchase new cards or Sandwiches at the School Store (see pages 18 and 19). You will get “Duel Points” whenever you win a duel. Once you have reached a certain amount of DP, your “Duelist Level” will increase. As your Level gets higher, you’ll be able to purchase a wider variety of Card Pack types at the School Store.
Use your DP (see page 17) at Duel Academy’s School Store to purchase Card Packs and Sandwiches.

**BUYING CARD PACKS**

A certain amount of cards that can be used during duels are in each Card Pack (you won’t know what’s inside the Card Pack until it has been opened). When talking to the clerk selling Card Packs, you will be able to buy them in the order below.

**Select a Type of Card Pack**

Select the type of Card Pack you would like to purchase at the “Buy Card Pack” screen. Pressing the \( \times \) button without buying anything will take you back to the Field Screen.

**Selecting a Card Pack**

Use the directional buttons to highlight a Card Pack you want to buy in the case, press the \( \square \) button to spend your DP, and you will buy the Card Pack. After you have finished selecting all the Card Packs you want, press the \( \times \) button to return to the “Buy Card Pack” Screen.

**Opening Card Packs**

Press the \( \times \) button at the “Buy Card Pack” Screen, and the Card Packs will be opened in order at the Open Screen. Pressing the \( \square \) button at this point will allow you to open all Card Packs at once, and pressing the \( \times \) button will speed up the opening process.

**Checking the Cards You Bought**

After opening your Card Pack(s), a list of cards you bought will be shown. When pressing the \( \square \) button at this screen, you can view card details, attach Labels, or Sort (see page 26) the cards. Once you have checked over the cards, press the \( \times \) button to return to the “Buy Card Pack” Screen.

**BUYING SANDWICHES**

Sandwiches can be given to other characters by selecting “Items” (see page 16) from the Command Menu. Talk to the clerk selling Sandwiches to buy them. If you select “Yes” when asked if you want to buy a Sandwich, various types of Sandwiches will appear. Press the \( \square \) button at just the right time to stop on a Sandwich you want.
You’ll be able to get into the Lab once you have advanced far enough in the game. You can use various functions there with things such as the Password Machine and Rental Counter.

**Renting / Returning Cards**

When talking to the staff member and selecting “Yes,” a list of rentable cards will be displayed along with the “Rental” Tab (see page 23).

If you find a card you’d like to rent, select it with the directional buttons and press the button. Doing this will move the selected card into your Rental Tab. You can also select a card from your Rental Tab and return it to the Lab with the button.

**Entering a Password**

Select numbers with the directional buttons, then press the button to confirm your choice. Select “ENTER” once the password has been entered. Use “” to delete a single number, and use “” to delete all inputted numbers.

**Card Converter**

Put 10 or more cards from your Trunk into this machine, and it will convert them into a card for you.

Stand in front of the Card Converter, press the button to open the menu, and select “Convert Cards.” First select cards from your Trunk that you want to convert. Once you have selected all of them, press the button, and the cards will be converted.

* A single conversion will only give you 1 card, no matter how many cards you put into the machine.

* You can only rent up to 3 cards at once, but it’s possible to rent up to 3 cards of the same Type.
The Deck can be edited freely by swapping cards held in “tabs.” Tabs are where cards have been stored. They are divided into two types of “Trunk” and three types of “Deck” for a total of 5 tab types.

The 5 Tab Types

<table>
<thead>
<tr>
<th>Tab</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deck</td>
<td>This is the standard Deck used in duels. It includes all cards except for Fusion Cards.</td>
</tr>
<tr>
<td>Side Deck</td>
<td>When you choose to play a Match Duel (a best of three duel) in Free Duel (see page 8) or Network Mode (see page 10), cards from the Side Deck can be swapped with cards in your normal Deck for the second and third duels.</td>
</tr>
<tr>
<td>Fusion Deck</td>
<td>This Deck is entirely made up of Fusion Monster Cards.</td>
</tr>
<tr>
<td>Trunk</td>
<td>Cards which are not in your Deck are stored here. Newly acquired cards are also added to the Trunk.</td>
</tr>
<tr>
<td>Rented Cards</td>
<td>Cards borrowed from the Rental Counter (see page 20) are stored in this Trunk. It only appears when you are actually renting any cards. When cards are in this tab, an icon is not displayed to show that they are currently being rented (see page 22).</td>
</tr>
</tbody>
</table>

What's a Recipe?

When saving a combination of cards within the Deck, Side Deck, and Fusion Deck, it is called a “Recipe.” If you compile a Deck you like, just open the Deck Edit Menu’s “Deck & Recipe Menu,” then select “Save Recipe.” Once you have saved a Recipe, you can call it up at anytime by selecting “Load Recipe,” and you can check it using the “Recipe Viewer.”

Selecting “Deck Menu” → “Deck Edit” from the Main Menu (see page 8) or PDA Menu (see page 17) enables you to edit your Deck.
A Deck is edited by repeatedly going through the following steps.

**Select a Tab**
First of all, select a tab containing the card you are looking for. Press the button to change the tab being displayed.

**View / Search for Cards**
Press the button to open the Deck Edit Menu (see pages 26-27). Here you can do various things, such as viewing the details of a selected card, making your search easier by sorting cards into certain lists, and running a Narrow Search.

**Move Cards**
Use the directional buttons to select a card to move, then press the button.

Select a tab to move the card to with the right and left buttons, then press the button to confirm your choice.
Pressing the button at the Deck Edit Screen will take you to the Deck Edit Menu. Here you can view detailed card explanations, sort cards into lists, etc.

### Card Details
"Card Details" and “Attach / Remove Label” can only be used for a card that is currently selected.

### Attach / Remove Label
Allows you to attach or remove a Label from the currently selected card. If a Label is attached to a card, you can choose to show or hide that card by selecting “Label Display Settings” from the Search Menu.

### Search Menu
Allows you to search for specific cards or sort them into lists.

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sort</strong></td>
<td>Sort cards into various different orders. Press the right directional button to switch back and forth between ascending and descending order.</td>
</tr>
<tr>
<td><strong>Narrow Search</strong></td>
<td>Run a search for cards fulfilling certain conditions. Your Narrow Search can be reset with the “Reset Narrow Search Results” command (see page 27).</td>
</tr>
<tr>
<td><strong>Text Search</strong></td>
<td>Allows you to search for certain cards containing a key word. Align the cursor with the space, press the button, and enter the desired text at the “Text Input Screen” (see page 7), then select “Run Search” to begin the search. If you align the cursor with the space, then press the down button, you are able to select from key words that were previously entered.</td>
</tr>
<tr>
<td><strong>Label Display Settings</strong></td>
<td>Choose to hide or show only those cards in your Trunk with Labels attached to them.</td>
</tr>
</tbody>
</table>

### Deck & Recipe Menu
Perform various Deck & Recipe-related tasks such as changing the Deck Name, saving Recipes, etc. (See page 23)

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Load Recipe</strong></td>
<td>Load from Recipes saved up to this point, or the Recipe being used by a character.</td>
</tr>
<tr>
<td><strong>Save Recipe</strong></td>
<td>Save the current Deck as a Recipe.</td>
</tr>
<tr>
<td><strong>Reset Deck</strong></td>
<td>Return the Deck to how it was before it was edited.</td>
</tr>
<tr>
<td><strong>Empty Deck</strong></td>
<td>Return all the cards in your Deck to your Trunk.</td>
</tr>
<tr>
<td><strong>Edit Deck Name</strong></td>
<td>The Text Input Screen is displayed, and you are able to change the name of your Deck.</td>
</tr>
</tbody>
</table>

### Change Screen Layout
Allows you to change the layout of the Deck Edit Screen.

### Reset Narrow Search
If you have performed a Narrow Search for cards at the Search Menu, this function allows you to reset the conditions and display all cards again.

### Undo Previous Move
Allows you to undo the previous card move and puts the card back in its original tab.
Dueling Rules

Duels in this game follow the rules as explained in the “New Expert Rules” of Yu-Gi-Oh! Duel Monsters. For a detailed explanation of the rules, read the Help Text provided during a duel.

Help Text During a Duel

Press the START button during a duel to access the Help Text. An explanation concerning the current phase, etc. will be displayed. Use the up and down buttons to scroll through the explanation text. Also, pressing the button will display a Table of Contents, and you are able to choose from a list of topics for a more detailed explanation of the rules. Press the START button again to exit the Help Text.

Starting a Duel

A game of Rock, Paper, Scissors is played to determine who attacks first. So you must select a Rock, Paper, or Scissors card. Once it has been determined who will go first, the first 5 cards are automatically drawn from the hand, and the duel starts.

Information Window

Information is shown here for a card aligned with the cursor.

Card Illustration
The card’s type is indicated by the color of its frame.

ATK and DEF

Icons
These icons indicate the card’s Attribute, Type, Effect, etc. (See page 25)

Level

Card Explanation
Use the analog stick to scroll through this text.
**Dueling / Duel Controls**

Open the Command Menu during a duel to perform various actions.

### Command Menu

Align the cursor with a card from your hand or on your side of the field, press the button, and the Command Menu will be displayed. Press the up and down buttons to select an option, then press the button to confirm your choice.

The menu displayed will differ depending on the selected card’s Type, the current Phase, etc.

* When aligning the cursor with a card that offers a special Command Menu selection, such as Summon, Special Summon, Activate Effect, etc., an icon for that menu will be displayed.

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Draw</strong></td>
<td>Draw 1 card from your Deck during the Draw Phase. You can press the button to draw.</td>
</tr>
<tr>
<td><strong>Summon</strong></td>
<td>Summon a Monster Card from your hand, then place it on the Monster Card Zone in face-up Attack Position.</td>
</tr>
<tr>
<td><strong>Special Summon</strong></td>
<td>Use the effect of a Fusion Monster, Ritual Monster, Spell Card, Trap Card, or Effect Monster to place a monster on the Monster Card Zone.</td>
</tr>
<tr>
<td><strong>Flip Summon</strong></td>
<td>Flip a face-down Defense Position monster to face-up Attack Position.</td>
</tr>
<tr>
<td><strong>Set</strong></td>
<td>Set a card from your hand on your side of the field in face-down Defense Position if it’s a Monster Card, or face-down if it’s a Spell or Trap Card.</td>
</tr>
<tr>
<td><strong>Activate Effect</strong></td>
<td>Activate Spell &amp; Trap Cards on the field, or the effect of an Effect Monster. Also, when selecting a Spell Card from your hand, you can place that card face-up on the field and immediately activate its effect.</td>
</tr>
<tr>
<td><strong>Change to Face-Up Attack Position</strong></td>
<td>Change a monster from face-up Defense Position to face-up Attack Position.</td>
</tr>
<tr>
<td><strong>Change to Face-Up Defense Position</strong></td>
<td>Change a monster from face-up Attack Position to face-up Defense Position.</td>
</tr>
<tr>
<td><strong>Attacking</strong></td>
<td>Attack with a monster during the Battle Phase (monsters which can be used for attacking will have an attack icon attached to them). If your opponent has monsters on his/her side of the field, select a target to attack.</td>
</tr>
<tr>
<td><strong>Show Details</strong></td>
<td>Allows you to see detailed card information.</td>
</tr>
<tr>
<td><strong>Surrender</strong></td>
<td>This option is shown when selecting the Deck Zone during your own turn. It allows you to forfeit the game - ending it partway through. However, the “Surrender” option can only be selected from your 10th turn and beyond.</td>
</tr>
<tr>
<td><strong>Display Card List</strong></td>
<td>This option is shown when selecting your Graveyard, the Removed Cards area, or the Fusion Deck Zone. It allows you to see a list of the cards in the selected area at that time (See page 32).</td>
</tr>
</tbody>
</table>

### Dueling

Press the button to access the Duel Menu to proceed to the next phase or to change options.

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Show Details</strong></td>
<td>Allows you to see detailed card information.</td>
</tr>
<tr>
<td><strong>Change Phase</strong></td>
<td>Proceed to the next phase. When the Phase Menu is displayed, use the right button or left button to select a phase to move to, then press the button to confirm your choice. Also, pressing the button during a duel will display the Phase Menu, so you can also change phases like this.</td>
</tr>
<tr>
<td><strong>Options</strong></td>
<td>Allows you to change various game-related settings (See page 11).</td>
</tr>
<tr>
<td><strong>Help</strong></td>
<td>Displays Help Text (see page 28) for the duel.</td>
</tr>
</tbody>
</table>

---

**Yu-Gi-Oh! Website**
Confirming an Activation

An activation confirmation message will be shown when it is possible to activate a Quick-Play Spell, Trap Card, etc. on the field. If there is a card on the field you would like to activate at this time, select “YES,” select the card, and activate its effect. Even if there isn’t any card you can activate at this time, holding down the button at the end of your turn or during your opponent’s turn will display the activation confirmation message. You can check the cards in your hand and on the field during that time.

* You can also hold down the button to skip the activation confirmation.

Card Condition Icons

These icons indicate the condition and current location of each card.

- Graveyard
- Removed
- Fusion
- Cannot Special Summon
- Hand
- Deck
- Effect Negated
- Fusion Material
- Temporarily Removed Monster
- Temporarily Removed Card

Confirming an Activation

An activation confirmation message will be shown when it is possible to activate a Quick-Play Spell, Trap Card, etc. on the field. If there is a card on the field you would like to activate at this time, select “YES,” select the card, and activate its effect. Even if there isn’t any card you can activate at this time, holding down the button at the end of your turn or during your opponent’s turn will display the activation confirmation message. You can check the cards in your hand and on the field during that time.

* You can also hold down the button to skip the activation confirmation.

Tag Duels

Other than 1 on 1 “Single Duels,” this game also offers 2 on 2 “Tag Duels.” The rules are basically the same as those used in a Single Duel, but Tag Duels have 4 people using a single field, and players can change places in tag team fashion.

Deck

Your Deck is used in both Single Duels and Tag Duels. Each player uses the Deck they compiled for dueling. However, a player is allowed to use a card Set on the field by their partner during their own turn, and a player is also allowed to use a monster summoned to the field by their teammate as a Tribute or as Fusion Material.

Turns and Players

Only one player per team is allowed to select the Command Menu, activate Traps in response to the opponent’s actions, etc. during a single turn. Once you and your opponent have each taken a single turn, and your opponent’s turn has ended, your next turn will be controlled by the other player on your team. For example, when playing a Tag Duel with the combinations shown below, the players will switch as shown in the chart.

<table>
<thead>
<tr>
<th>Turn Count</th>
<th>Active Teams</th>
<th>Players on Team 1</th>
<th>Players on Team 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Team 1</td>
<td>Player A</td>
<td>Player C</td>
</tr>
<tr>
<td>2</td>
<td>Team 2</td>
<td>Player A</td>
<td>Player D</td>
</tr>
<tr>
<td>3</td>
<td>Team 1</td>
<td>Player B</td>
<td>Player D</td>
</tr>
<tr>
<td>4</td>
<td>Team 2</td>
<td>Player B</td>
<td>Player C</td>
</tr>
<tr>
<td>5</td>
<td>Team 1</td>
<td>Player A</td>
<td>Player C</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

* Life Points are combined from each of the players on a team.

* If a card’s effect happens to affect a hand or Deck during the duel, it will affect the player who is playing at that time.

* When using the PSP® Wi-Fi function (Ad-Hoc Mode) to play a tag duel with another player, the remaining players will be played by the CPU.
Use the PSP® system's Wi-Fi function (Infrastructure Mode) to connect to the internet and download card data.
* Refer to the PSP® system manual for more details on Infrastructure Mode.

**DOWNLOADING PRECAUTIONS**

Please note the following points before connecting to the internet and using the Yu-Gi-Oh! Website.

- Downloaded data can only be used with “Yu-Gi-Oh! Duel Monsters GX TAG FORCE.”
- Before using the Yu-Gi-Oh! Website, make sure to turn the PSP® system’s WLAN switch ON, and do not turn it OFF until finished.
- No user registration or fees are required to use the Yu-Gi-Oh! Website. However, a separate fee may have to be paid to your internet service provider when connecting to the network.
* Refer to the PSP® system manual for more details on Infrastructure Mode.

**Required Devices and Environment**

Other than a PSP® system and UMD™ of this game, the following devices and environment are required to use the Yu-Gi-Oh! Website. Please read the instruction manual for each device before use.

**Memory Stick Duo™ or Memory Stick PRO Duo™**
At least 300KB of free space is required to save game data. An additional 32KB or more of free space is required to save downloaded data.

**Broadband Network Connection**
ADSL, CATV, or FTTH network connection is required. A separate contract with your internet service provider is also required for connection.

**Peripherals needed when connecting via broadband.**
You’ll need a network device such as an ADSL modem, along with the cable required for peripheral connection, etc.

**WLAN Access Point**
You’ll need a WLAN access point that is compatible with the PSP® system’s Wi-Fi capabilities. For security reasons, we recommend that you set the appropriate SSD and WEP keys.

**Computer, etc.**
At times you may need a computer when setting up the system’s WLAN access point. Refer to the device attachment’s instruction manual for details concerning how to set up a WLAN access point.

**Examples of Network Connection**
Connection and setup methods may differ depending on the network device being used.

- Connect to the internet through an Access Point.
- ADSL Modem, etc.
- Internet Circuit
- Computer
- Access Point
Turn the PSP® system’s WLAN switch ON, then go to “Database” (see page 9) from the Main Menu and select “Yu-Gi-Oh! Website.” You will then be taken to the “Network Setup Screen.”

You’ll need different settings for each WLAN access point you plan to use. Use the chart below to decide which type of method you would like to use when setting up the network.

First Time Network Connection?

Yes

- Use a WLAN access point compatible with auto setup.

No

- Use a network setup compatible with a WLAN access point you have previously set up.

Auto Setup

Yes

Manual Setup Preset

No

Selecting Auto Setup

Select a type of Auto Setup that’s compatible with the type of WLAN access point you are going to use, then follow the instructions on the screen. After saving the settings, you will be taken to the Network Connection Screen. If too many settings are being saved, and you can’t save anything new as a result, return to the previous screen, select “Manual Setup / Preset,” and delete any unnecessary settings.

* AOSSTM (AirStation One-Touch Secure System) is an auto setup system developed by BUFFALO INC. which allows you to easily perform WLAN setup and security with the touch of a button.

* AOSSTM is a trademark of BUFFALO INC.

Selecting Manual Setup

You are able to perform network setup manually when selecting “Establish New Connection.” Please refer to the “Network Setup” page in the PSP® system instruction manual for setup-related information.

Once you have saved the settings, you will be taken to the Network Connection Screen.

Using Preset

Please select a network setup compatible with your own WLAN access point when using previously created network settings.

Connecting to the Network

Select network settings to use for connection. If you are able to successfully connect to the network, the Download Menu (see page 38) will be displayed. If confirmation is required via ID or password when connecting, the Confirmation Screen will be displayed.

* Aterm is a registered trademark of NEC Corporation.

* “RakuRaku Musen Start” is a registered trademark of NEC AccessTechnica, Ltd.
You can download Recipes, Forbidden / Limited Card lists, and cards via the Download Menu.

**Recipes / Forbidden / Limited Card Lists**
Follow the instructions on screen, select a list or Recipe you would like to download, then press the A button to confirm your choice. Recipes or lists you have downloaded will automatically be added to the game data.

**Cards**
Follow the instructions on screen, select the card(s) you would like to download, then press the A button to confirm your choice. In order to use the card(s) once downloaded, you must go back to the Main Menu and open it.

---

If you are unable access the website, run a connection test to see whether or not you have successfully connected to the network. To do this, go to “Settings” from the PSP® system’s home menu, select “Network Settings,” then select “Infrastructure Mode.” Align the cursor with the network setting currently in use, then press the A button. Finally, select “Connection Test” and perform the test.

**Connection Test Results**
If you are still unable to access the website after a successful connection has been confirmed, service may be temporarily down, or may have ended. Please check the official website (http://www.konami.jp/yugioh/) to confirm the service situation. If the test results show you have not established a connection, please review the following points.

- **Check the content of your network settings.**
  Thoroughly look over the content of your network settings (see pages 36-37).

- **Check device settings**
  Check over your WLAN access point and network device settings. In some cases a MAC Address and port settings may be required. The PSP® system’s MAC Address can be found by going to “Settings” from the PSP® system’s home menu, then selecting “System Settings,” and “System Information.”
  A “TCP: 80” port is used for this game.

- **Move to an area with strong reception**
  If positioned too far away from the WLAN access point, or an obstacle is blocking reception, you may not be able to establish connection.

- **Change Power Save Settings**
  If you are frequently disconnected from the network, select “Settings” from the PSP® system's home menu, select “Power Save Settings,” and change “WLAN Power Save” to OFF.

*If you are still unable to connect after confirming the points above, please send an inquiry to our Customer Service Department. Make sure to include the condition, device being used, setup contents, any error messages, etc. in your inquiry in order to thoroughly inform us of the symptoms.*
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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687, from 9:00 am to 5:30 pm PST, Mon-Fri.

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1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don’t worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

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