

KONAMI

ENGLISH EDITION

The cover art features a young man with spiky blue and pink hair, wearing a dark suit, holding a card. He is surrounded by a large, complex, purple and gold mechanical monster with multiple arms and wings. The background is a blue hexagonal pattern with glowing energy lines. The text 'SHONEN JUMP' is above the 'Yu-Gi-Oh!' logo, which is in a stylized red font. Below it, 'TRADING CARD GAME' is written in a smaller font. The main title 'STARTER DECK' is in large yellow letters with a black outline, and 'LINK STRIKE' is in black letters on a yellow banner below it.

SHONEN JUMP
Yu-Gi-Oh!
TRADING CARD GAME
STARTER DECK
LINK STRIKE

BEGINNER'S GUIDE

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NEW TO DUELING?

- 1** This Deck and Beginner's Guide are the perfect place to start! It is ready to play; all you need to do is grab a friend! Each of you will need your own Deck.
- 2** Each Player starts with 8000 LP (Life Points). When a player takes damage, subtract that damage from their LP. If your opponent runs out of LP, then you win the Duel!
- 3** Before you start, make sure you separate your purple Fusion Monster, white Synchro Monster, black Xyz Monster and dark blue Link Monster from the rest of the cards in your Deck. Put them face-down in the spot marked "Extra Deck".
- 4** Next, shuffle your 40-card Deck really well. Once both players are ready, you need to decide who goes first (by flipping a coin, for example). The winner gets to choose if they want to go first or second. Whoever goes first can't draw or attack on their first turn, though!
- 5** Now draw your top 5 cards – this is your starting hand. Each player draws a card at the beginning of the turn, except for the first player's first turn.
- 6** After your turn, your opponent gets a turn. Then back to you again. You can only play cards from your hand during your turn (unless it says otherwise), but you can use some cards on the field, like Traps, during either player's turn!

MONSTER CARDS

KNOW YOUR MONSTERS!

Monster's Name

Monster's Attribute
(this is an EARTH monster)



Monster's Level =
the number of
stars (this is a
Level 5 monster)

Monster's
Type (this is a
Cyberse-Type
monster and an
Effect Monster)

Monster's Attack
Points (ATK) and
Defense Points
(DEF)

The Monster's Text

Yellow Normal Monsters have a description of the monster that is just for fun, and does not affect the game. Orange Effect Monsters have special abilities written here, and those powers are a big help during the game!

PLAY YOUR MONSTERS

During your turn you can Normal Summon or Set ONE monster from your hand.

NORMAL SUMMON



When you Normal Summon, put the monster face-up on the field, like this.

**UPRIGHT =
ATTACK POSITION**

Only Attack Position monsters can attack!



SET



When you Set, put the monster face-down and sideways, like this.

**SIDWAYS =
DEFENSE POSITION**



Defense Position monsters
protect your LP from
attacks!

TRIBUTE SUMMON or SET

Monsters that are Level 5 or higher are stronger. So you have to Tribute other monsters to Normal Summon or Set them.

YOU TRIBUTE BY SENDING A MONSTER YOU HAVE ON THE FIELD TO THE GRAVEYARD.



- If a monster is Level 5 or 6 (count the stars) it needs 1 Tribute
- If a monster is Level 7 or higher, it needs 2 Tributes

SPECIAL SUMMON

A Special Summon uses the effect of a Spell, Trap, or Effect Monster Card to Summon a Monster.

- There is no limit to the number of monsters you can Special Summon in a turn.
- Even if you Special Summon a monster, you still get your 1 Normal Summon or Set that turn. Special Summons are like a bonus!
- If the card's effect does not tell you which battle position to Special Summon the monster in, you can choose face-up Attack Position or face-up Defense Position.
- When you Special Summon, you can ignore the Tribute Summon rules on page 5. Instead, just follow the instructions on the card that lets you Special Summon.

Below are examples of some cards in this Deck that let you Special Summon under the right conditions.



HOW A TURN WORKS

During a Duel, you alternate turns with your opponent.
Each turn has 6 phases.



- The player who goes first cannot draw during the Draw Phase of their first turn.
- The player who goes first cannot conduct their Battle Phase on their first turn.

BATTLE WITH YOUR MONSTERS

Attacking is the main way to destroy your opponent's monsters and damage their LP.

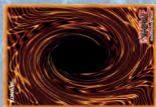
Each of your Attack Position monsters can attack once during each of your turns.



Can Attack Once



Can Attack Once



Cannot Attack

You attack with your monsters one at a time, not all at once.

1. Pick 1 monster to attack with, and
2. Use it to attack an opponent's monster (your choice).

If you attack a face-down monster, flip it face-up.



If you attack and your opponent has monsters on the field, you have to attack one of those monsters.

If your opponent does not have any monsters, you can attack directly! Your opponent takes damage equal to your attacking monster's ATK.

ATTACK POSITION vs. ATTACK POSITION

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

A destroyed monster is placed face-up in its owner's Graveyard.

If your ATK is bigger

- Destroy the other monster
- Opponent takes damage



If your ATK is smaller

- Destroy the attacker
- You take damage



If both monsters have the same ATK

- Destroy both monsters
- No one takes damage



ATTACK POSITION vs. DEFENSE POSITION

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

If your ATK is bigger

- Destroy the other monster
- No one takes damage



ATTACKER



TARGET

2100 ATK > 400 DEF
No LP Lost

If your ATK is smaller

- Both monsters survive
- You take damage equal to the difference between your ATK and their DEF



ATTACKER



TARGET

1400 ATK < 1900 DEF
 $1900 - 1400 = 500$
500 LP Lost

If the ATK equals the DEF

- Both monsters survive
- No one takes damage



ATTACKER



TARGET

2000 ATK = 2000 DEF
No LP Lost

BATTLE POSITION CHANGES

Sometimes you will want to change your monsters' battle positions.

You can change your monster's battle position during your Main Phase 1 or 2.



ATTACK POSITION



DEFENSE POSITION



DEFENSE POSITION



ATTACK POSITION

There are 3 times when you CANNOT change a monster's battle position.

1. You cannot change it if that monster was Summoned or Set this turn.
2. You cannot change it if you already changed that monster's position this turn.
3. You cannot change it if that monster attacked this turn.

FLIP SUMMON

If your monster is in face-down Defense Position, you can change its battle position to face-up Attack Position. This has a special name: It is called a Flip Summon. (You can do any number of Flip Summons in a turn, in addition to your 1 Normal Summon or Set.)

If a monster has an effect that says "FLIP", you use that effect when it is flipped face-up. (Either with a Flip Summon, or because it was attacked while face-down.)



SPELL & TRAP CARDS

You need more than just monsters to win a Duel! You also need to master the use of Spell & Trap Cards. They have powerful effects to help your monsters and stop your opponent.



HOW TO PLAY A SPELL:

1. Place the Spell from your hand to your Spell & Trap Zone.
2. Follow the instructions on the card.
3. Put the card in the Graveyard after use.

Note that some Spell Cards may remain on the field after you use them. (See Spell & Trap Card Icons on Page 15.)



You can play as many Spells as you want during your turn.



HOW TO PLAY A TRAP:

1. Set the Trap face-down in your Spell & Trap Zone.
2. Flip it up on any turn after that. **EVEN** on your opponent's turn!
3. Put the card in the Graveyard after use.



Note that some Trap Cards may remain on the field after you use them. (See Spell & Trap Card Icons on Page 15.)

Spell Cards	Trap Cards
You can play these right from your hand.	You have to Set these face-down before using them.
You can only use these during the Main Phase of your own turn.	You can use these any time and any turn, but not the turn you Set it in!
Follow the instructions on the card.	Follow the instructions on the card.
Place in the Graveyard after use.	Place in the Graveyard after use.

You can Set as many Traps as you want during your turn.

SPELL & TRAP CARD ICONS

Not all Spell & Trap Cards work exactly the same. Some have Icons that give them certain powers. To become a master Duelist, you need to be able to identify these Icons.

[SPELL CARD ☹️]

[TRAP CARD ☹️]

Continuous — These Spells and Traps stay on the field after you play them. Their effects work as long as they stay on the field.

[SPELL CARD ⚔️]

Equip — When you play an Equip Spell, choose a face-up monster. The Equip Spell stays on the field to power it up! If the monster you chose goes away, so does the Equip Spell.

[SPELL CARD ⚔️]

Quick-Play — You can play these Spell Cards from your hand during any Phase of your turn. You can also Set them and use them like Trap Cards.

[SPELL CARD ⚔️]

Field — These Spells go in your Field Zone and stay there. Each player can have 1 Field Spell Card on their own side of the field. To use another Field Spell, send your previous one to the Graveyard. Many Field Spell effects apply to BOTH players.

[TRAP CARD 🛡️]

Counter — These Traps negate the effects of other cards when used right away.

FREQUENTLY ASKED QUESTIONS

What happens after I play all the cards in my hand?
Nothing special happens. You still draw just 1 card at the start of your Draw Phase as usual, so it's important to pace yourself throughout the Duel!

What does "Activate" mean?

Activating a Spell/Trap Card means placing it face-up on the field, or flipping it face-up if it was Set. It means you are using that card's effect. Activating a monster's effect is when you declare that you are using the special ability of one of your monsters. Usually, the monster must be on the field for its effect to activate, but some special monsters may say you can activate their effects while they are in your hand or Graveyard. Monster effects that activate have a : or ; in their text, or sometimes both.

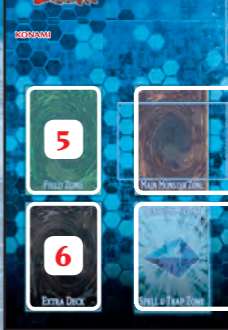


THE GAME MAT

The Game Mat helps you organize your cards during a Duel. When you use your cards you place them on the Game Mat. Different kinds of cards are placed in different Zones.

Each Duelist needs their own Game Mat; place them together while Dueling. This combined space is known as “the field.” The Game Mat contained in this product is just for your half of the field. The cards you “control” are the cards on your side of the field.

You can also Duel without using the Game Mat as long as you remember where to place the cards.



1

**Main Monster
Zone**

This is where you put your monsters when they're played. You can have up to 5 cards here. There are 3 ways to position your Monster Cards: face-up Attack Position, face-up Defense Position, and face-down Defense Position. Place the card upright for Attack Position, and sideways for Defense Position.

2

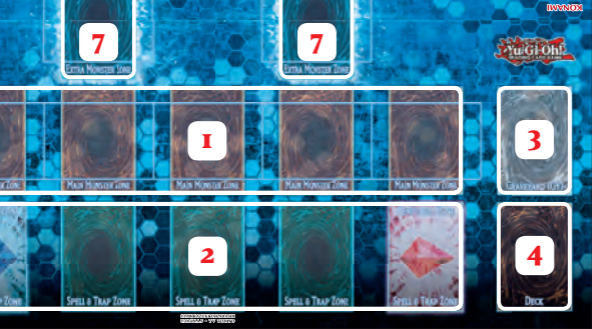
**Spell & Trap
Zone
Pendulum Zone**

This is where you put Spell & Trap Cards. You can have up to 5 cards here. You place them here face-up to activate them, or place them face-down. Pendulum Monster Cards can be activated in the leftmost and rightmost zones as Spells. This causes the zone you use to also become a Pendulum Zone for as long as the Pendulum Monster Card is there. (See page 23 for details on Pendulum Monster Cards.)

3

**Graveyard
(GY)**

When Monster Cards are destroyed, and when Spell & Trap Cards are used, they're sent face-up to this space. The contents of both players' Graveyards are public knowledge, and your opponent can look through yours at any time during the Duel. The order of the cards in the Graveyard should not be changed. Graveyard is shortened in the card text to "GY".



4

Deck

Your Deck is placed face-down in this space. You draw cards from here to add to your hand. If a card effect requires you to reveal cards from your Deck, or look through it, shuffle it and put it back in this space afterwards.

5

Field Zone

Special Spell Cards called Field Spell Cards are played here. Each player can have 1 Field Spell Card on their own side of the field. To use another Field Spell, send your previous one to the Graveyard. Field Spell Cards do not count towards the 5-card limit of your Spell & Trap Zone.

6

Extra Deck

Place your Extra Deck face-down in this space. You can look at the cards in your own Extra Deck during the game. During a Duel, Extra Deck Monsters may be Summoned to the field from here using special methods. Pendulum Monster Cards that would be sent from the field to the Graveyard are placed face-up here.

7

Extra Monster
Zone

This is where you put your monsters that are Summoned to the field by special methods from the Extra Deck, like Link Monsters and Fusion Monsters. Normally, each player can only use 1 of these zones. A monster placed in this zone does not count towards the 5-monster limit of your Main Monster Zone.

LINK MONSTERS



A Link Monster is a new kind of monster with the ability to increase the number of monsters you can Summon from your Extra Deck. In addition to the 1 Extra Monster Zone you can usually use, you can also Summon monsters from the Extra Deck to any of your Main Monster Zones that has a Link Monster's red arrow pointing to it.

Link Arrows - A Link Monster can apply its effects on cards or zones that its lit-up, red Link Arrows point to. When a Link Monster's red arrow points to a monster, those monsters are "linked". When two Link Monsters have red arrows that point at each other, they are "co-linked".

Link Materials - These are the Link Materials you need to Summon this Monster. Use this "recipe" printed here to Link Summon this monster.

LINK Rating - This is the number of Link Arrows that monster has and the number of monsters needed to Summon it.



HOW TO LINK SUMMON

- 1** Check the materials of the Link Monster you want to Summon.
- 2** During your Main Phase, declare that you are Link Summoning, send a number of face-up monsters from your field to the Graveyard equal to the Link Rating of that Link Monster. They must also match the material requirements listed in the monster's "recipe" written on the card.
- 3** Place the Link Monster from your Extra Deck in the Extra Monster Zone, or one of your Main Monster Zones that another Link Monster is pointing to.



If 2 Extra Monster Zones are available, you can choose either one to Summon your monster.

If there is a Link Monster already on the field, you can Link Summon a monster in one of your zones it points to.

LINK MONSTER BONUSES

Special Summon to the Main Monster Zones

Monsters Summoned from the Extra Deck normally have to go in the Extra Monster Zone. But Link Monsters open up more zones for you to use, because every Main Monster Zone that a Link Monster points to can also be used to Summon monsters from your Extra Deck. Monsters that started in the Extra Deck, but later end up in the Graveyard (or are banished) and are Summoned from there, also go in the Main Monster Zones (and don't need a Link Monster to point to them).



Link Monsters already on the field make great material!

Normally, 1 monster equals 1 Link Material. But when you use a Link Monster as material for another Link Summon, you can count it as either 1 monster, or as a number of monsters equal to its Link Rating. For example, if you want to Summon a Link 3 monster that requires 2 or more materials in its "recipe", you can either use 3 monsters (each counts as 1 material) or else a Link 2 Link Monster (counts as 1 or 2 materials) and a second monster (counts as 1 material).



MORE ABOUT LINK MONSTERS

Link Monsters have no DEF and cannot ever be in Defense Position. They can't be changed to Defense Position by a card effect. They can't even be flipped into face-down Defense Position.

If your opponent has a monster in the Extra Monster Zone, it's still a monster they control so you can't attack directly. You have to battle and destroy all their monsters first, including the one in the Extra Monster Zone.

If you take control of your opponent's monster in the Extra Monster Zone, it moves to your Main Monster Zone. When it goes back to your opponent, it goes to their Main Monster Zone, not the Extra Monster Zone.

As long as the materials meet the requirements of the Link Monster you want to Summon, you can use a Token or Trap Card that is treated as a monster as the Link Material.

Remember that when you Link Summon, you need to meet 3 goals:

- The amount of materials you use matches the Link Rating (Link Monsters count as 1 OR their own Link Rating).
- The number of materials you use meets the number specified in the materials line or "recipe".
- The materials match any other requirements in the materials line (such as only Effect Monsters, or only a specific Type of monster).

PENDULUM MONSTER CARDS



Pendulum Monster Cards are a unique kind of card that blurs the line between Monsters and Spells! They can be Summoned as monsters to attack or defend, or you can activate them as Spell Cards in your Pendulum Zones to activate extra special abilities and allow you to Pendulum Summon!

Pendulum Effect - When you play this card as a Spell Card in your Pendulum Zone, this is its effect. Some Pendulum Monster Cards may not have Pendulum Effects.

Pendulum Scale - Pendulum Scale is a number that determines which monsters you can Special Summon during a Pendulum Summon. The Pendulum Scale of this card is 1.

Monster Effect - When you play this card as a regular Monster Card, this is its effect. Some Pendulum Monster Cards may not have monster effects.



HOW TO PENDULUM SUMMON

1

During your Main Phase, activate Pendulum Monster Cards as Spell Cards in your leftmost and rightmost Spell & Trap Zones. These Spell & Trap Zones also become Pendulum Zones.

2

After you have one in each Pendulum Zone, once per turn during your Main Phase, declare that you're Pendulum Summoning.

3

Check the Pendulum Scales on the sides of your 2 Pendulum Monster Cards, then Special Summon as many monsters as you want from your hand and as many face-up Pendulum Monsters from your Extra Deck, whose Levels are in between those Pendulum Scales.



You can Special Summon monsters with Levels 2, 3, 4, 5, 6 and 7.



Whenever one of your Pendulum Monster Cards on the field (regardless of which Zone it is in, or even if it is a monster or not) would be sent to the Graveyard, place it face-up on your Extra Deck instead. You can Pendulum Summon it back to the field later! Monsters Pendulum Summoned from the Extra Deck must be Summoned to the Extra Monster Zone or your Main Monster Zone pointed to by a Link Monster.

XYZ MONSTERS



Xyz Monsters (pronounced "ik-seez") are a powerful kind of monster! You can Summon an Xyz Monster whenever you control monsters that are the same Level. Xyz Monsters start in your Extra Deck, not in your Main Deck, and wait for you to call them into action.

Materials needed for an Xyz Summon

Xyz Monster's Rank -
This is the Rank of your Xyz Monster. Xyz Monsters have Ranks instead of Levels. Stronger Xyz Monsters have higher Ranks. This is a Rank 4 Xyz Monster.

Xyz Materials -
These are the Xyz Materials you need to Summon this monster. You use 2 Level 4 Monsters as the Xyz Materials to Summon this monster. Xyz Materials must be face-up before you can use them.



HOW TO XYZ SUMMON

Xyz Summoning is your cool and easy way to Special Summon Xyz Monsters from your Extra Deck. Here's how to do it!

- 1** Choose an Xyz Monster from your Extra Deck that you have the right Xyz Materials for. The Xyz Materials should be face-up on your field.
- 2** During your Main Phase, declare that you are Xyz Summoning and stack the Xyz Materials on top of each other.
- 3** Take the Xyz Monster from your Extra Deck and put it on top of the stacked Xyz Materials in the Extra Monster Zone in face-up Attack or Defense Position.

If there is a Link Monster on the field, you can Xyz Summon a monster in one of your zones it points to.



When an Xyz Monster tells you to “detach” a material, take one of the stacked Xyz Material cards beneath your Xyz Monster and put it in the Graveyard.

SYNCHRO MONSTERS



Synchro Monsters are placed in the Extra Deck, separate from the Main Deck. You can Special Summon a powerful Synchro Monster to the field in an instant just by using the Levels of your monsters. They can be Synchro Summoned from the Extra Deck by sending 1 face-up "Tuner" monster and any number of face-up non-Tuner monsters from your field to the Graveyard, when the sum of all their Levels is exactly equal to the Level of the Synchro Monster.

TUNER MONSTERS FOR SYNCHRO SUMMON



In order to Synchro Summon a Synchro Monster, you need 1 Tuner (look for "Tuner" next to its Type). The Tuner monster and other face-up monsters you use for the Synchro Summon are called Synchro Materials. The sum of their Levels is the Level of Synchro Monster you can Summon.

HOW TO SYNCHRO SUMMON

1

During your Main Phase, you can declare a Synchro Summon when the combined total Levels of 1 face-up Tuner monster and any number of other face-up monsters you control are equal to the Level of the Synchro Monster you want to Synchro Summon.

2

After double-checking the Level of the Synchro Monster you want, send the face-up Synchro Materials from your field to the Graveyard.

3

After sending the Synchro Materials from the field to the Graveyard, take the Synchro Monster from your Extra Deck and play it in the Extra Monster Zone in face-up Attack or Defense Position.

If there is a Link Monster on the field, you can Synchro Summon a monster in one of your zones it points to.

LEVEL 3

LEVEL 2

LEVEL 5



Tuner



Non-Tuner Monster



Synchro Summon!

FUSION MONSTERS



Fusion Monsters are also placed in your Extra Deck (not in your Main Deck). They are Summoned by using the specific monsters listed on the card (called Fusion Materials) combined with a Summoning card like Polymerization. They usually have special abilities and very high Attack Points as well. Since Fusion Summons require specific cards, be sure and include those necessary cards in your Main Deck!

HOW TO FUSION SUMMON

1 If you have all the Fusion Materials listed on the Fusion Monster Card, in the places specified on your Summoning card, you can activate your Summoning card by placing it in your Spell & Trap Zone.

2 Send the Fusion Materials to the Graveyard, then take the appropriate Fusion Monster from your Extra Deck and play it in the Extra Monster Zone in either face-up Attack or Defense Position.

3 Finally, place your Summoning card in the Graveyard. (If another card effect causes your Fusion Materials to be sent to a place other than the Graveyard when your Summoning card resolves, send them to that other place, but the Fusion Summon still happens anyway.)



Polymerization

If there is a Link Monster on the field, you can Fusion Summon a monster in one of your zones it points to.

RITUAL MONSTERS



Ritual Monsters are special monsters that are Special Summoned with a specific Ritual Spell Card, along with a required Tribute. Ritual Monster Cards are placed in the Main Deck and cannot be Summoned unless you have all the proper cards together in your hand or on the field. Ritual Monsters generally have high ATK and DEF and some have special abilities, just like Fusion Monsters.

HOW TO RITUAL SUMMON

1 When you have a Ritual Spell Card, along with the matching Ritual Monster Card, in your hand, along with the required Tribute (as listed on the Ritual Spell Card), you can activate the Ritual Spell Card, placing it in the Spell & Trap Zone.

2 If the activation of the Ritual Spell Card is successful, Tribute monsters by sending them from your hand or the field to the Graveyard. The Ritual Spell Card will list the required amount to Tribute.

3 After sending the Tributed monsters to the Graveyard, play the Ritual Monster Card in your Main Monster Zone in either face-up Attack or Defense Position. Finally, place the Ritual Spell Card in the Graveyard.



Ritual Spell Card

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