

Duel Links Duel Room Setup Guide



Duel Room Setup Guide

IMPORTANT

All players must use the latest software version of *Yu-Gi-Oh! Duel Links*; if you have not played in a while please note that the game may take several minutes to update to the latest version. A stable internet connection is highly recommended.

Using the PVP Arena and Duel Room

- 1. Load the Yu-Gi-Oh! Duel Links app on your PC, mobile or tablet device.
 - a. If this is your first time downloading *Yu-Gi-Oh! Duel Links*, you will need to be at STAGE 4 to enter the PVP Arena. This will require playing the game for about 15 minutes. See "Accessing PVP Arena" at the end of this guide for detailed assistance.
- 2. Once logged in, select and enter [PVP ARENA]
- 3. Select [DUEL ROOM]
- 4. Select [ENTER ROOM]
- 5. Enter the Room ID provided by the Tournament Host.
- 7. Tables The OTS will provide match pairings. Each match up will be seated according to **[TABLES].** Example: Duelists at Table 1 will select **[TABLE 1]** and select **[YES]** to sign up.
- 8. Post-Match results can be seen in the [ROOM MEMBER(S)] tab at the top.
- 9. The number of rounds is determined by the number of Duelists participating in the Remote Duel Tournament.

Number of Participants	Number of Swiss Rounds
4 - 8	3 Rounds of Swiss
9 - 16	4 Rounds of Swiss
17 - 32	5 Rounds of Swiss
33 - 64	6 Rounds of Swiss
65 - 128	7 Rounds of Swiss
129 or more	7 Rounds of Swiss

See next page for detailed guide with screen shots



Accessing PVP Arena

For new accounts, the PVP Arena is accessible when you reach **STAGE 4**. You must progress through the game tutorial and Joey Wheeler introduction (this will take about 15 minutes to complete). *Note: Stages (Top left) are different than character levels (denoted in the bottom right next to the character)

Your Stage is shown at the top left by the Missions

The character's level is shown at the bottom right



Click on this Icon to see the missions you need to complete to level up

Claim the reward for the mission to progress to the next stage



