

KONAMI

ENGLISH EDITION



## Starting Your Duel & How A Turn Works

Play a game of *Rock-Paper-Scissors* or flip a coin to see who goes first. The winner gets to choose to go first or second.

Each of you starts with 8000 Life Points. If your opponent runs out of Life Points, you win!  
You each start with 5 cards in your hand.

The player who goes first cannot attack on the first turn.

During a Duel, you alternate turns. Each turn has 6 Phases:

**Draw Phase** — Draw 1 card from your Deck.

**Standby Phase** — This phase is only used when a card talks about it.

**Main Phase 1** — This is when you can Summon or Set your Monsters!  
You can also play your Spell and Trap Cards in this phase.

**Battle Phase** — This is when you make all your attacks.

**Main Phase 2** — You can play more Spell & Trap Cards after you attack.  
If you haven't Summoned a monster yet this turn, you can do that too.

**End Phase** — Your turn is over. Now it's your opponent's turn, starting with their Draw Phase.

# MONSTER CARDS

Know Your Monsters!

**Monster's Name** — ELEMENTAL HERO BLADEDGE

**Monster's Attribute** (This is an EARTH Monster)

**Number of Stars** =  
Monster's Level  
(This is a Level 7 Monster)

**Monster's Type** (This is a Warrior-Type Monster)

**Monster's Text**  
**WARRIOR / EFFECT**  
 During battle between the attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent's Life Points.

**Monster's Attack Points (ATK) and Defense Points (DEF)** — ATK/2600 DEF/1800

# DURING YOUR TURN YOU ARE ALLOWED ONE:

## Normal Summon



When you Normal Summon, the Monster is placed face-up like this.

UPRIGHT = ATTACK POSITION

Attack Position lets the Monster attack your opponent!



## Set



When you Set, the Monster is placed face-down and sideways like this.

SIDEWAYS = DEFENSE POSITION

**OR**



Defense Position lets the Monster protect your Life Points!

**STRONGER MONSTERS NEED TRIBUTES**

**TO BE NORMAL SUMMONED OR SET**



***Tribute Summon OR Set***



If a Monster is level 5 or 6 (remember to count the stars) it needs one Tribute.



If a Monster is level 7 or higher it needs 2 Tributes.

## FLIP SUMMON & SPECIAL SUMMON

### Flip Summon

- You can flip a face-down Defense Position monster into face-up Attack Position!
- You can't Flip Summon a monster the same turn you Set it.



- If the monster has a FLIP Effect, it will activate.

### Special Summon

A Special Summon uses the effect of a Spell, Trap, or Effect Monster Card to Summon a monster. If the card effect doesn't tell you which Battle Position to Summon in, you can choose face-up Attack Position or face-up Defense Position.

## HOW TO BATTLE WITH YOUR MONSTERS

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



CAN ATTACK ONCE



CAN ATTACK ONCE



CAN'T ATTACK!

When it's time to attack, attack with your monsters one at a time, not all at once!

- Pick 1 Monster to attack with
- Use it to attack 1 opponent's Monster



If you attack a face-down monster, flip it face up. If it has a FLIP effect, read the card and do what it says.



Life  
Points

If you attack and your opponent has monsters, you have to attack the monsters.

If your opponent doesn't have monsters, you can attack their Life Points directly!

## ATTACK POSITION VS. DEFENSE POSITION

If your ATK is bigger than their DEF:

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



ATTACKER

TARGET

If your ATK is smaller than their DEF:

You lose Life Points equal to the difference. Losing Life Points during battle like this is called "Battle Damage".



ATTACKER

TARGET

1600 ATK < 2000 DEF  
2000 - 1600 = 400  
400 Life Points Lost

If your ATK is the same as the opponent's DEF:

Nothing happens.



ATTACKER

TARGET

## ATTACK POSITION VS. ATTACK POSITION

If your ATK is bigger than the opponent's ATK:

Your opponent's monster is destroyed. Your opponent takes Battle Damage equal to the difference between the 2 monsters' ATKs.



ATTACKER

TARGET

1600 ATK > 1500 ATK  
1600 - 1500 = 100  
100 Life Points Lost

If your ATK is smaller than the opponent's ATK:

Your attacking monster is destroyed! You take Battle Damage equal to the difference between the 2 monsters' ATKs.



ATTACKER

TARGET

1600 ATK < 2400 ATK  
2400 - 1600 = 800  
800 Life Points Lost

If your ATK is the same as the opponent's ATK:

Both monsters are destroyed. Neither player takes Battle Damage though.



ATTACKER

TARGET

# BATTLE POSITION CHANGES

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



## 3 Times When YOU CAN'T Change Your Monster's Battle Position



You can't change it if you Summoned or Set the monster this turn.



You can't change it if you already changed that same card's position already this turn.



You can't change it if that monster attacked this turn.

# SPELL CARDS



1. You can play Spell Cards from your hand.
2. Follow the instructions on the card.
3. Put the card in the Graveyard after use.



These special Spell Cards stay on the field when activated!  
Field Spell Cards go in the special Field Spell Card Zone!



CONSULT THE FULL RULEBOOK FOR DETAILS, AND MORE!

# TRAP CARDS



1. Set face-down on the field.
2. Flip it up on any following turn.
3. Put the card in the Graveyard after use.





## Playing Spell & Trap Cards

SPELL CARDS	TRAP CARDS
You can activate right from your hand	Have to be Set face-down before activating
Can only activate during the Main Phase of your own turn	Can activate during any phase of either player's turn, if appropriate (but not in the same turn you Set it!)
Follow the instructions on the card	Follow the instructions on the card
Place in the Graveyard after use	Place in the Graveyard after use

**Now You're  
Ready to Duel!  
Get Your Game On!**



For the full rules of Yu-Gi-Oh! TRADING CARD GAME,  
GO TO [www.yugioh-card.com](http://www.yugioh-card.com) AND MASTER THE GAME!

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# Notes

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FOR FURTHER INFORMATION ON  
THE Yu-Gi-Oh! TRADING CARD GAME,

PLEASE VISIT

[www.yugioh-card.com](http://www.yugioh-card.com)

OR

IN NORTH AMERICA CONTACT  
UPPER DECK AT (800) 873-7332

IN AUSTRALIA CONTACT  
UPPER DECK AT 1 (800) 007 609  
OR

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