

Yu-Gi-Oh! Video Game U.S. Wild Card Tournament 2004

Thursday, July 22, 2004 at Comic-Con International 2004 in San Diego, CA

Rules & Instructions

Please see Official Rules for complete details. Official Rules are available at:
<http://www.konami.com/yugiohtournament2004/finals>

Qualification for Signing Up

1. You must live in the U.S.
2. You must have a GameBoy® Advance and a Yu-Gi-Oh! World Championship Tournament 2004 GameBoy Advance cartridge. Be sure to bring them with you on Tournament day!
3. If you are a minor, your parent or legal guardian must be present when you sign up July 22.

Please note: If you are a minor and you win, your parent or legal guardian must be present to sign the necessary paperwork by 7/23/04, prior to the U.S. Finals (please see the Official Rules for full details).

How to Sign Up

Online – Beginning July 8

1. Beginning on July 8, go to www.konami.com/yugiohtournament2004/register and follow the online registration instructions. Online registration ends on July 19 at 6:00 p.m. PT.
2. Print and sign the registration and release form. If you are a minor, have your parent or legal guardian sign the form. You must bring this form with you to the Tournament and present it at check-in, or your space will be given to someone else.
3. Go to the Konami booth between 10 and 11 a.m. on July 22 to check-in. If you don't check in by 11 a.m., your space may be given to someone else.

On-Site – July 22

1. Limited spaces available - first come, first served!
2. Go to the Konami booth at Comic-Con between 10 a.m. and 12 p.m. on July 22 and fill out and sign a registration and release form. Your parent or legal guardian will need to do this if you are a minor.

The Tournament!

1. Arrive at the Konami Booth between 12 and 12:30 p.m.... or you may lose your space! The Tournament will begin at or around 1:00 p.m.
2. The Tournament will be 120 minutes long and will be run in *Battle Royal* format.
3. We will provide link cables.
4. Tournament staff will match you up with another Duelist for the first duel, based on the Duelist Number that we'll give you. From then on, you'll look for someone else who has finished his or her duel. The Tournament staff will help to pair everyone up as the Tournament continues.

Game Play

1. You will be given 10 Star Chips to begin. You and your opponent agree on the number of Star Chips that you'll risk for each duel. Be sure to show each other that you have that number of Star Chips. If you can't agree, the number of Star Chips for that duel will be 4, or if one of you has less than 4, the number of Star Chips you have left.
2. On your Duelist Card, enter your opponent's Duelist Number and the number of Star Chips you've both agreed to for that duel. Each duelist may check the other's card.
3. Conduct your duel and determine the winner according to the Instruction Booklet that came with your World Championship Tournament 2004 game cartridge.
4. If at any time during a duel, a duelist suspects a rule violation or discrepancy, he or she must raise his/her hand to call for the Tournament Judge. Tournament Judge's ruling is final.
5. At the end of the duel, the losing duelist has the option to check the Deck of the winner if he or she thinks the Deck did not abide by the rules.
6. The losing duelist gives the winner the agreed upon number of Star Chips and each duelist notes the outcome of the duel on his or her Duelist Card.

7. When the duel is over, Star Chips exchanged and win noted, both duelists stand up to look for a new opponent and begin another duel in the same manner. Tournament staff will assist. You cannot duel against the same duelist twice in a row.
8. Any duelist who has no Star Chips left is out of the Tournament, must turn in his/her Duelist Card and leave the play area.
9. Once 120 minutes are up, any unfinished battle becomes invalid, no Star Chips are exchanged and no win is recorded.
10. The **Tournament Winner** is the duelist with the most Star Chips at the end of 120 minutes!
11. The Tournament winner's Star Chips will be verified; his/her win percentage will be calculated and noted on the winner's Duelist Card. The winner's number of "Win VS. CPU" will also be noted on the card. The Tournament Judge will keep all Duelist Cards.

In the Event of a Tie

1. A single elimination playoff will be held.
2. Duelists will be paired based on a ranking of each duelist's win percentage for the day. The highest ranked duelist duels the lowest ranked duelist, the second highest ranked duelist duels the second lowest ranked duelist, and so on. In the event of an uneven number of duelists in the tiebreaker, the highest ranked duelist will receive a bye for the first round.
3. Single-elimination duels continue until one duelist remains – **the Tournament Winner!**

General Rules

1. Duelists may not give, receive, buy, sell or otherwise exchange Star Chips except at the completion of duel according to the number agreed upon before the duel.
2. No outside parties, including parents, guardians, or friends can disturb duelists, provide advice or leak information to duelists at any time.
3. Altered Decks may not be used; Decks must be built according to the instructions found below and can also be found at: www.konami.com/yugiohtournament2004/finals
4. If a duelist's batteries die during a duel, that duelist will automatically lose the duel.
5. If there is a link cable disconnection, the Judge can rule to restart the duel or can deem that the duelist who caused the disconnection loses the duel.
6. The Tournament Judge's ruling is final. He or she has the power to disqualify a duelist from the Tournament.

The Prizes!

❖ Tournament Winner

- ✓ Will compete in the Yu-Gi-Oh! Video Game U.S. Finals the next day, Friday July 23 at the same location
- ✓ July 24-26, 2004 trip for you and a guest (must be parent or legal guardian if winner is a minor) to the Yu-Gi-Oh! World Wide Tournament in Anaheim, CA including bus trip from San Diego, CA to Anaheim, CA, hotel for 3 days/2 nights, air transportation from Anaheim, CA to winner's home, \$150 spending money
Note: Air transportation provided only if winner does not reside within 100 miles of Anaheim, CA
- ✓ One Kanon The Swordmistress Card Yu-Gi-Oh! Trading Card Game card
- ✓ One Yu-Gi-Oh! 2004 Tournament Coin

❖ All Tournament Participants

At the end of the Tournament, all Tournament participants will receive a Yu-Gi-Oh! Wild Card Tournament Participation Gift Pack! This gift pack includes:

- ✓ One Yu-Gi-Oh! Power of Chaos: Yugi the Destiny Limited Edition Box for PC CD-ROM
- ✓ One Sengenjin Yu-Gi-Oh! Trading Card Game card
- ✓ One Mini Strategy Guide for Yu-Gi-Oh! World Championship Tournament 2004
- ✓ One GameBoy Advance Link Cable

Deck Building

Duelists Decks must contain at least 40 but no more than 60 cards (Not including non-Fusion Monster Cards). The Fusion Deck can consist of no more than 20 Fusion Monster Cards, but is not necessary to duel. Duelist Decks may not have more than 3 copies of the same card in any Main Deck. Duelists Decks may also only have 1 copy of Limited Cards and 2 copies of Semi-Limited Cards from the following list at any time. Note: Duelists Decks may not have any Prohibited Cards.

Prohibited Cards

Mirage of Nightmare
Delinquent Duo
Imperial Order
Painful Choice
Change of Heart
Cyber Jar
Raigeki
Helpoemer
Jinzo
Mirror Force
Gearfried the Iron Knight
Exiled Force
Harpie's Feather Duster
Ring of Destruction
Fiber Jar
Reckless Greed
Dark Ruler Ha Des
Burning Land
Fairy Box
Yata-Garasu

Limited Cards

Royal Decree
Confiscation
Heavy Storm
Sinister Serpent
Mystic Tomato
Sangan
Witch of the Black Forest
Torrential Tribute
The Forceful Sentry
Negate Attack
Snatch Steal
Pot of Greed
Mystical Space Typhoon
Monster Reborn
United We Stand
Ceasefire
Card Destruction
Graceful Charity
Upstart Goblin
Premature Burial
Widespread Ruin
Swords of Revealing Light
Exodia the Forbidden One
Left Leg of the Forbidden One
Left Arm of the Forbidden One
Right Leg of the Forbidden One
Right Arm of the Forbidden One
Dark Hole
Magic Cylinder
Mage Power
Call Of The Haunted

Semi-Limited Cards

Morphing Jar #2
Nobleman of Extermination
Nobleman of Crossout
Morphing Jar