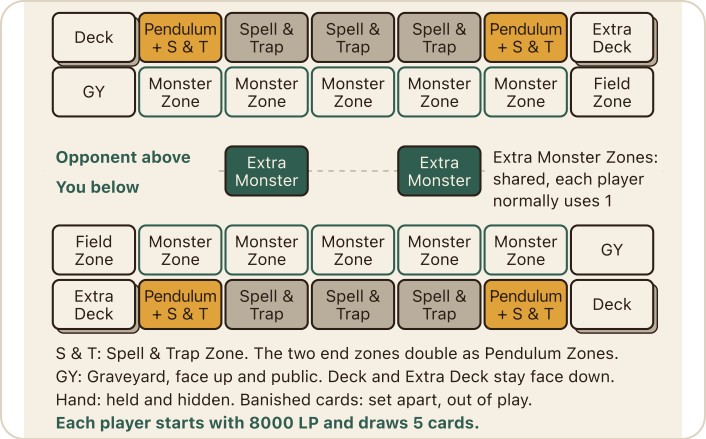
THE LUDARIUM · TEACH SHEET

Teach Yu-Gi-Oh! TCG in ten minutes

2 players · Store events give each best-of-three match a 50-minute round · Ages 6 and up

The goal: Drop your opponent's Life Points from 8000 to 0 before they do it to you.



On your turn

1. Draw Phase: draw 1 card. The first player skips this on turn one.
2. Standby Phase: resolve any card that says Standby Phase.
3. Main Phase 1: one Normal Summon or Set, plus Special Summons, Spells, and Set cards.
4. Level 5 or 6 needs 1 Tribute; Level 7 or higher needs 2.
5. Battle Phase: each Attack Position monster may attack once. Not on the Duel's first turn.
6. Main Phase 2: same as Main Phase 1, for anything you have left.
7. End Phase: discard down to 6 cards in hand.

Three tips for your first game

1. Set Traps early; they cannot be activated the turn you Set them.
2. Ask before you resolve: your opponent may respond with a Chain.
3. Link and Pendulum from the Extra Deck need the Extra Monster Zone or a Link Arrow.

Setup

1. Each player brings a 40 to 60 card Deck and an Extra Deck of up to 15.
2. Shuffle your Deck; you may shuffle or cut your opponent's.
3. Place Decks and Extra Decks face down in their zones.
4. Rock-paper-scissors or a coin flip; the winner chooses first or second.
5. Both players start at 8000 LP and draw 5 cards.

Scoring

- ATK beats ATK: destroy it, and the loser takes the difference.
- Equal ATK: both monsters are destroyed, no damage.
- ATK beats DEF: destroy it, no damage to anyone.
- ATK below DEF: the attacker's controller takes the difference.
- No monsters on their side: attack directly for full ATK.

Game end: You win when your opponent hits 0 LP, cannot draw when they must, or a card says you win. Both at 0 together is a draw.

Free course: theludarium.com/academy/yugioh/

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