Skip to content

Yu-Gi-Oh! Trading Card Game

Yu-Gi-Oh! Trading Card Game (abbreviated to Yu-Gi-Oh! TCG) is a collectible card game based on the Yu-Gi-Oh! manga series by Kazuki Takahashi. It was released by Konami in Japan in October 1999 and in English-speaking territories in March 2002. The game is played with specially designed cards featuring monsters, spells, and traps, and has been released in numerous languages.

Gameplay

Each player begins with a 4000 life point total and a deck of at least 40 cards. Players take turns drawing cards and playing monsters, spells, and traps to reduce their opponent's life points to zero. Monsters are played face-up in attack position or face-down in defense position. Spells and traps are played face-down and remain hidden until activated.

Summoning

Monsters are normally summoned by tributing one monster for each level above four. Special summoning allows monsters to be summoned without tribute under certain conditions. Fusion summoning combines two or more monsters into a stronger one.

Battle

During the battle phase, attacking monsters engage defending monsters. The monster with the lower attack power is destroyed, and its controller loses life points equal to the difference. If both monsters have equal attack power, both are destroyed.

Card types

- Monster cards
- Spell cards
- Trap cards

Reception

The game has been widely popular since its release, with millions of cards sold worldwide. Critics have praised its accessibility and depth, though some have criticized the frequent release of new sets.

See also

- Duel Monsters
- Konami
- Kazuki Takahashi