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Yu-gi-oh power of chaos yugi the destiny best deck

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Power of chaos: Yugi The Destiny - + 1 coachtrainer16.6 KB10/11/200522.6K47This direct adaptation of the explosively popular trading card game is designed to introduce new players to Yu-Gi-Oh and spark a veteran duel with intelligent, realistic competition. The textbook teaches recruits about all the basic plays, rules and strategies of the card game, including advancing turns, spells, invocations, honors and more. Once they have mastered the basics, players can duel against Yugi himself, in the hope of winning new cards and improving their virtual decks. Map artworks in the game are recreated directly from real trading cards, to improve the authenticity of computer simulation. I consider myself pretty smart when it comes to games ... whether it's table RPG, card games, board games, or of course video games. Over the years of playing finely tuned strategies in Warhammer 40k, Magic: The Gathering and even Pokemon card games, I really haven't seen too much to confuse me anymore. That's where Yu-Gi-Oh comes in. I have a 9-year-old who, and played it for years, and through all the video game versions and the attempts he made to show me how everything works, I still didn't understand it. Well, Konami let Yu-Gi-Oh go! Power of chaos: YUGI DESTINY for PC, and thanks to him, now not only can I play Yu-Gi-Oh, but beat it and time or two. First of all, I still don't fully understand the thinking behind the huge title game because I can sum it all up in one word ... Tutorial. Basically, Yu-Gi-Oh (Let's have an understanding that from this point on at the beginning I think about the video game so I don't have to type all 500 title characters, OK?) offers an in-depth guide to help learn everything you need to know how to play. You'll learn about hit points, attacking and defending numbers, all four turn stages (draw, battle, secondary, end), magic and trap cards, and even everything about building your own deck yourself and what it takes to do it. Once you make a tutorial (or skip it if you already know how to play), you can play either one match or tournament style match to play (best two out of three with sideboard changes allowed) against Yu-Gi I start learning the game and trying my own abilities in full at the match without relaxing the difficulty or any difficulty setting to facilitate. While this may seem like a bad thing, it actually turned out to be a big plus. Yu-Gi ended up playing with almost identical cards as I had, and while I was getting you know what stomped on me, it was actually great to teach me some good strategies to use and how to play one possible card with another to start carrying an opponent. After about four times a good beat, I finally started turning the tables on Yu-Gi and starting to beat him with my own strategies. Now, while it works well, and the game is a great learning tool, there are a few things that I felt really kind of hurt the game overall. For starters, you can learn all about building a deck and how many cards you can use, but you can't use any of them useful information for some time. Up front, you are given only 40 deck tabs with one fusion card, and you have to earn new cards (one per win) by beating Yu Gi over and over and over again ... which brings me to my other game problem. While it was great to be able to sit down and play against (and win) one of the most popular tv cartoon heroes going with a young audience today, he also repeated himself very much watching my spiky rival jump over and over again using the same cards and tactics over and over again. There is absolutely no multiplayer (online, LAN or hotseat) or the ability to change the opponents and deck styles you play against, so things can get boring after the first few hours of playing. Part of magic card game fun that you can exchange cards and play various opponents and their decks, but not here. Be prepared for long, lonely games of only one player against Yu-Gi until you no longer play him. Graphically, the game has a good thing going for it in the cards and a great job that was done making sure that you not only look like real cards, but also contained all the information or text on them, as well as so it felt like you were really playing a card game. The field will also change colors to reflect certain universal spelling cards playing on grass or a dark vortex to help you know which group of monsters will benefit from the effect of the played card. On the other hand, Yu Gi tends to appear way, way too often in my opinion, and he will usually show his face after every move you make that tends to be a little uncomfortable after a while. The sound in Yu-Gi-Oh was nothing to write home in any way, and if you don't get tired of the same music songs they play over and over again, you'll almost certainly get the squeezed hearing of Yu Gi not only popping up after every move you make, but also deems it necessary to provide some kind of commentary every time it appears. He also tends to repeat these comments over and over again, so he's willing to mock or say what a big attack you've only made multiple times while your ears bleed. All in all, I'm not trying to be too critical of the game because for everything I've seen, it's designed to be geared towards the start of Yu-Gi-Oh players to help learn how to play and how to stack strategies and play different abilities on cards... and I can leave saying I actually did it after playing. Old school players will probably get bored with it quickly, but as a hint to you kids out there... This could be a great sock for mom or dad if you're trying to get them to play with you, but keep getting it would, but I don't understand. Gameplay:Thanks to a handy dandy tutorial, I can now say that I understand how to play the Yu-Gi-Oh card game, and I know how to build my own decks along with side and fusion decks, plus how the playing field works. On the other hand, there are no additional cards to experiment with the forwards, and building your own deck or even locker will not come into play until you beat Yu-Gi at least 10 - 15 times. In addition, the lack of opponents and decks or multiplayer ability tends to get a little boring after a few hours of playing. Graphic: The cards are made perfectly, down to the most unusual details. The backgrounds also looked nice, but Yu-Gi felt the need to appear over and over again every time he or I played the card. After a while, I kept hitting the spacebar, escaping, or anything I could find just to try and get it off the screen. Sound:If you don't get tired of listening to repeated music that starts starts You'll probably quickly get tired of hearing Yu-Gi-Oh popping and tossing out some taunts or complaining about 'what am I going to do now', since he feels the need to follow each of his gigs with a comment or two. Difficulty: For the first time, I can honestly say 'medium' Yu-Gi-Oh game. After learning how to play, win or lose is of course determined by 50% of your strategy, but 50% by drawing cards. A great hand can prove a victory even if the strategy sometimes fails. Concept:Yu-Gi-Oh for beginners is a great idea. I really wish I could take my newfound skills against online opponents or be able to build my own deck forward though. I liked the baby steps while studying, but I don't like it when it seems like it's doing children's steps for the next three days of playing. All in all:Really, this game is the best way I can recommend someone to learn to play. This is a good purchase for anyone who wants to play a card game but doesn't really know or understand how. Veteran players are likely to tire of it after a few days because you can't really do anything with changing cards or making decks until after a long period of winning, and playing against what seems like the same cards over and over again can get boring. This is a great idea and formula to use, but hopefully next time it will allow for the construction of the front deck and the game of opponents to make this really a completely valuable experience. The people who took down Yu-Gi-Oh! The power of chaos: Yugi's fate has also taken over:Yu-Gi-Oh! Power of chaos: Kaiba revenge, Yu-Gi-Oh! Power of Chaos: Joey Passion, Warcraft 3: Reign of Chaos, Zeus: Master of Olympus, StarCraft, Worms Armageddon, Forts Worms: Under Siege, Warhammer: Dark Omen Omen

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