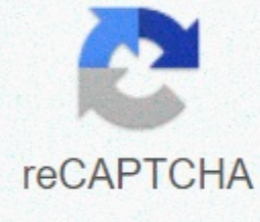




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Yugioh forbidden memories speedrun route

youtube.com/watch?... Yu-Gi-Oh! Prohibited memories | Speedrunning Guide [Completed 7/29/2015, edited 12/31/2016]Written by GFC_ -----Resensity table-----1. Beginnings1a. Optional Jono 1 Unlock2. World Competition3. Farm 23a. Isis Farming Tips3b. Mage soldier farming tips4. Magicians 5. Last 66. Notes, tips and information7. Card drop/line explanation8. Useful Links9. Availability, then, interested in running Yu-Gi-Oh! Forbidden memories. Nice! Interest in this game has been growing very fast, so completing this guide has become a personal priority for me recently. I started writing this at the end of 2013, but stopped after holding 2 stages because the interest in the game was at an all-time low. However, the last 12 hour speedrun challenge and recently run this game performed by Mergy in esa, PLUS the summer race I organized in full swing FM is more active than it has ever been. Keep in mind that parts of this guide were created in 2013, so some irrelevant information may seem strange. Now that you're out of the way, let's go. First of all, if you haven't guessed watching either SSBMstuff, Elven, or even myself to run this game, it's almost entirely decided by RNG. RNG stands for random number generator and how a game deals with randomness. RNG is the same as luck; good RNG means good luck and bad RNG is bad luck. If you plan to finish this game, you need a good RNG, period. But just because you get good RNG doesn't mean you know what to do with it. Hell, you might not even know how good RNG looks in the game. That's why I'm writing this guide. -----Syes [1.] ----- the first part of the game (and it doesn't suck, does it?) on the title screen. The timing starts when the New Game comes in on the title screen and ends when the card won from Nitemare appears (immediately after You WIN!). So you press the new game, type a name (usually only press X once to put in an A, then press start to make the cursor go directly towards the End, so you can continue). Something very important to this game and the thumb that holding space automatically skips the text. However, to skip it is a little too slow for my taste. The quickest way to skip text is to hold the square and hold the square and hold the X mash. This scrolls the text as quickly as possible. When the game really starts, Simon Muran will talk to you. Keep holding space and mashing X, even if the option is created so that he gives you to stay or run away (the cursor is already what we want). As the screen fades, you want to go to the store or whatever the fuck it's called in the bottom right corner. An interesting note when the screen fades when Simon talks to you and before it fades into the area screen, you can move the cursor directly to the screen fades and select the shop (right once, down once) before the Fades. If you do this correctly, the animation that is played jumps out when you usually select an area. It's a few seconds faster, no big deal. Anyway, you're going to this guy's house to see your deck. When you're there, choose Build Deck. What you're looking for in the starting deck. Running is a big factor. You need to start with at least raigeki and the following mounting cards: Beast FangsInlvigationDragon TreasureDark EnergyHorn of light If you board both, you can begin the run. However, look through the deck. Notice how many, if any, dragons and thunder are there. These are the two most important types of cards; The more, the better. Usually when you go to the world record does not start when you do not have the raigeki, equip and have at least 1 dragon and 1 thunder. However, if the rest of the deck is good, it may be acceptable to start with just the two spells. The deck is still considered worthy without dragons or thunder. If you have an abundance of beast/pyro types or female/rock types, you can also be solid because these cards make useful early game mergers. Use the verdict in choosing the board, but do not start without raigeki and can be used to equip, ever. -----Selectable Jono 1 Unlock [1a.]----- If you read this whole guide and decide who is trying another farm 1 spot, try Jono 1. You open him up by going to the duel, skipping Teana's lines, watching the scenes, and fighting him and Seto 1. You can also farm Villager 3 (a new trend lately) if you want. After talking to Teana, instead of going out, talk to someone else. 3 is the old fuck. -----World Tournament [2.] ----- Now if you already have a good deck, leave the screen and leave the store. Go back to the palace and Simon will gum up more. He's going to ask you if you want to duel. Reduce. Then he asks you to go up to your room. Accept. You can not just mash X here, you need to change the cursor here. Cutscenes game. Space and X-mashing here. Some options are created, don't worry about them as the right option is already selected, so keep the mash. In the end, Heishin will fight tii. The Heishin duel is about losing as fast as we can. The game doesn't progress until you lose with it. So play the card face down and let him shit on it. Then play another bad card and try to attack whatever you've been playing. You're going to do more damage. Let's keep going until you're dead. ☺☺ If there are 1 dragon and 1 thunder on board, it is possible (but not at all likely) to defeat Heishin 1. If he plays weak cards (under 3,300) and happens to be able to draw cards to get a two-headed Thunder Dragon and equip it, he could possibly win. The reason is that Heishin 1 can throw very useful early playing cards, such as Nekogal #2 or Mystical Sand. If you can beat him, you can only Fight it anyway. So all of a while, you have to lose. Just thought I'd share that useful little info, though.☺☺ After you've lost your Heishin, you'll ask if you want to crush the puzzle. You're going to have to take the cursor down to say yes. After this many cutscenes as soon as possible. After all, you're going to be at the world competition. Save. Rex---desired rank: A/S POWUseful Drops: Dragon Zombie, Crawling Dragon #2, Wicked Dragon with the Ersatz Head, Electric Snake, Oscillo Hero #2, Mountain, Beast Fangs (BCD POW)Watch out: Clown Zombie (1350 mite) Rex is a very simple guy to beat. Just use this duel to get used to early mergers. 1800 is the most common. Usually cards with 900 or more attacks are enough to beat Rex. Try A or S POW on it because you have a decent chance of winning some good cards. However, if you get BCD POW, you can win Beast Fangs. Winning Beast Fangs is absolutely incredible to happen on the run, but rarely happens because the odds are so low. After defeating Rex in the campaign, save and go back to the title screen and choose Free Duel. This is now Farm 1 section. Choose rex and start beating him over and over again. I usually stop breeding Rex when I have 50 star chips. This allows you to buy a dragon and an electric one. Once you've received 50, buy these two cards (check out the notesection of the codes) and continue your campaign. Weevil----- Desired Rank: A/S POWUseful Drops: Blackland Fire Dragon, Tripwire BeastWatch Out For: Jirai Gumo (2200 atk) Another simple duel. There should be no question if you don't pull out the Jirai Gumo, in which case just try to do a twin head (after which Rex farming, you can definitely do it). Other good cards to start with or to beat the Gumo include Flame Cerberus on Mars or Cyber Soldier on Mars (for protection). You can play some neptunes, but you'll be fine. Beat him, save him, keep going. Mai--- Desired Rank: A/S POWUseful Drops: Koumori Dragon, Darkfire Dragon, Bolt Escargot, The Immortal of Thunder, Invisible Wire (BCD)Watch Out For: Dark Elf (2000 atk) Again a simple duel. Don't let it fuse, it could be wrong. Flame Cerberus and Mystic Sand shine here. Things like Garvas and B. Dragon Jungle King are usually enough. Hit him, save him. Bandit Keith----- desired Rank: BCD POWUseful Drops: Dragon ZombieWatch Out For: Zoa (2600 atk) Bandit Keith can fuck over sometimes. Usually his cards are stronger than the last people you fought. He can melt some dirty shit together. Take care of yourself, and you'll be fine. Again, 2000+ cards are what you want to try to throw out here. Beat him, and backup here is optional. After he beat Keith, you eat a scene with Shadi. Hold the mash and the duel begins. Shadi--- desired rank: BCD POWUseful Drops: Hero #2, Dragon Zombie, Yamatano Dragon Scroll, Lala Li-on, Petit Dragon, Dragon, Umi, Beast FangsWatch Out For: Psychic Lappa Shadi is the ass, don't worry about it. Rarely will you play a card over 1000 atk. Hit him, save him and move on. Bakura-----

