Credits and links

OCG Archives is the community behind the Tokyo Dome 1999 format and its Discord server. They ran 1999 Dome Resurrection I and hold the format's rules research.

Format Library records the format, its decks and its tournaments.

Yugipedia supplied the Japanese product lists, release dates and first-printing text. **YGOrganization** hosts the translated 1999 rulebook.

FIND EVERYTHING ONLINE

The card pool, one page per card, the example decks with deck codes, the Carddass vending machine and a pack opener live at **templeofra.neocities.org/yugioh-1999**.

Discord: **discord.gg/XtsgYVdu3r**

> Konami owns Yu-Gi-Oh! and every card image shown here. This is an unofficial fan booklet. It has no connection to Konami. Card text on the website is today's wording, and the 1999 wording of some cards differs.

Made by Temple of Ra, a HOUDINI Magazine site.

TEMPLE OF RA PRESENTS

Tokyo Dome 1999

THE BOOKLET

History, rules, card rulings and the card pool of the first Yu-Gi-Oh! format. Made for card shops, game tables and anyone who wants to play it.

START HERE

What this booklet covers

In August 1999 Konami held a Yu-Gi-Oh! tournament at the Tokyo Dome. Tens of thousands of people came. The card game was six months old, its rules were still changing, and the cards of that year are the ones in this format.

Tokyo Dome 1999 is a retro format that rebuilds that moment. The OCG Archives community runs it, Format Library records its decks and tournaments, and Temple of Ra keeps the card pool, the example decks and the pages this booklet comes from.

INSIDE

3 to 6	History: the event, the crowd, the timeline
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15	Running a table or a shop event
16	Credits

RUNNING IT

Play and shop events

WHERE TO PLAY

Tokyo Dome 1999 has no official client. Join the OCG Archives Discord to find opponents and ask rules questions. Format Library keeps a Tokyo Dome page with 21 decks and the tournament records. Dueling Book replays exist for 1999 Dome Resurrection I. Dueling Book may not enforce this pool or these rules, so agree both with your opponent first.

discord.gg/XtsgYVdu3r

1999 DOME RESURRECTION I

The OCG Archives community ran this double-elimination event for 16 players from January 26 to February 7, 2025. KiryuRyo won. He beat Gerhat in the Grand Finals, and both played Vanilla Beat. The 16 decks were 9 Vanilla Beat, 2 Dokurorider, 2 Harpie, 1 Virus Control, 1 UO Control and 1 Earth Beat.

PRINTING PROXIES

1. Pick a list from the website or from a deck on Format Library. Write down 40 or more cards and a Side Deck of exactly 10, or none.
2. Print each card at 100 percent scale. A card measures 59 by 86 mm.
3. Cut along the border and slide each print into a sleeve in front of a spare card.
4. Keep Life Points on paper or a calculator. Everyone starts at 8000.

Proxies are not allowed in official Konami tournaments, and no official tournaments exist for this historical, fan-run format. Printed proxies suit it. Card art belongs to Konami, so keep prints for your own table.

> **Shop checklist.** Agree four things before round one: the pool list, the Limited list (Raigeki, Dark Hole, Trap Hole), whether proxies are allowed, and that a Trap cannot be activated on the turn it is Set.

THE CARD POOL

Where the 370 cards came from

The pool has **370 cards**, and each one traces to a Japanese product. The Japanese product lists come from Yugipedia.

MAIN RELEASE	DATE	CARDS
Vol.1	1999-02-04	40
Booster 1	1999-03-01	40
Starter Box: Theatrical Release	1999-03-06	50
Starter Box	1999-03-18	50
Vol.2	1999-03-27	40
Booster 2	1999-05-25	40
Vol.3	1999-05-27	50
Booster 3	1999-07-05	40
Vol.4	1999-07-22	50
Booster 4	1999-08-26	40
Vol.5	1999-09-23	50
Booster 5	1999-10-17	40
Vol.6	1999-11-18	52
Booster 6	1999-12-01	46

The pool runs from Vol.1 through Booster 6, plus promotional cards. Booster 6 went on sale on December 1, 1999, after the Dome event, so the pool reaches past what existed on the day. Every one of the 370 cards first appeared by August 20, 1999. The numbers count cards in each product that are in the pool.

> **Three kinds of source.** Main releases are boosters, Carddass packs and the Starter Box. Promotional and event cards, such as the Dark Duel Stories promos and the Duelist Legend attendance and prize cards, are listed separately on the website. Later English printings, including the 2002 McDonald's cards, are kept apart and never counted as a card's origin.

HISTORY

Duelist Legend in Tokyo Dome

Konami held **Duelist Legend in Tokyo Dome** (遊戯王デュエルモンスターズII 闇界決闘記 決闘者伝説 in TOKYO DOME) at the Tokyo Dome on **August 26, 1999**. The tournament ran from August 1 to August 26. It was meant to crown a champion for the Game Boy game Dark Duel Stories and a champion for the card game.

Some summaries give July 1999. July 1 is the date of the invitation cards handed out at a promotional event that announced the tournament.

> **Why "July 1999"?** Format Library dates the format August 25, 1999 and names its list "July 1999". The tournament began on August 1, with regional qualifiers first and the Dome event on August 26. The list in force when it began is the July one, so players call the format the July 1999 format.

THE FIRST NATIONAL TOURNAMENT?

Two Japanese sources call it the first national tournament for the card game. An earlier one, the Yu-Gi-Oh! Duel Monsters National Tournament, ran from February 1 to 21, 1999 and gave out a Kanan the Swordmistress attendance card and prize cards headed by Black Luster Soldier. The Dome counts as first only if the February event is treated as a video game contest.

HISTORY

Before the Dome

Konami's card game began on **February 4, 1999** with Vol.1. Bandai had sold its own Yu-Gi-Oh! card game since September 1998 and kept releasing sets into March 1999.

Carddass vending machines sold the Booster line, one pack at a time. Booster 1 came out on March 1. The Starter Box followed on March 6 in theaters and on March 18 in stores. It shipped a Life Points calculator.

TWO RULE SETS IN SIX MONTHS

The **Official Rules** arrived with the Starter Box. The **Expert Rules** arrived on May 5, 1999 with the Official Guide Starter Book and added Tribute Summons, Flip monsters and Effect monsters. The first-turn, hand-size, deck-out and side-deck rules in this format come from the earlier Official Rules and stayed in force until the New Expert Rules.

The manga was still running in Weekly Shonen Jump, where Kazuki Takahashi drew it from September 1996 to March 2004.

Older players describe shop-to-shop house rules and arguments over cards such as Ultimate Offering.

CARD RULINGS

Flip, Harpie and Ritual

SWORDS OF REVEALING LIGHT

The Vol.2 printing reads: all enemy monsters cannot attack for 3 turns, and monsters face-down at the time of use are turned face-up. The format counts the 3 turns from the opponent's turn, following a later printing. The 1999 text does not say whether a Flip effect fires when Swords turns a monster face-up.

MAN-EATER BUG

The Vol.3 printing reads: when Man-Eater Bug's position becomes face-up, destroy 1 monster on the field. It triggers when the Bug is flipped by an attack or a Flip Summon. The target may be face-up or face-down, following a later printing.

HARPIE LADY CARDS

Elegant Egotist (Vol.4, July 22, 1999) reads: when 1 or more Harpie Lady is on the field, you can put Harpie Lady or Harpie Lady Sisters from your hand or Deck onto the field. Harpie Lady Sisters can be put onto the field only by that effect. The term Special Summon did not exist yet.

DOKURORIDER

Dokurorider can only be Ritual Summoned with Revival of Dokurorider. The player Tributes monsters from the field or hand whose Levels total 6 or more. A Level 6 Summoned Skull covers the cost alone.

MIRROR FORCE AND BOTTOMLESS TRAP HOLE

Both fall outside the pool. Mirror Force first appears in Vol.7 (January 27, 2000) and Bottomless Trap Hole in Mythological Age (November 29, 2001).

CARD RULINGS

Traps and costs

Card text on the website is today's wording. The readings below come from the first Japanese printings.

DRAGON CAPTURE JAR

The Starter Box printing reads: Dragon monsters are in Defense Position as long as this card is on the field, and cannot attack. It stays on the field. Today's text says Dragons cannot change position. That is a different effect.

ULTIMATE OFFERING

A Trap Card from Booster 3 (July 5, 1999): by paying 500 Life Points per monster, you can Summon a monster in addition to your normal Summon. It stays, so each extra monster costs another 500. Today's text limits it to certain phases. The 1999 text states no phase and the format applies none.

KUNAI WITH CHAIN

First printed as a Dark Duel Stories promo (July 8, 1999): you can change an attacking opponent monster to Defense Position, once only. Also, one of your monsters gains 500 ATK. It has no destroy-itself text and stays.

CRUSH CARD VIRUS

Also a Dark Duel Stories promo. Tribute 1 DARK monster with 1000 or less ATK and the card itself. Destroy the opponent's monsters with 1500 or more ATK on the field, in the hand, and drawn within 3 turns. The 1999 text does not say whose turns count. The format counts the opponent's turns, following the clearer wording of a later reprint.

TRAP HOLE

The Vol.1 text reads: when the opponent summons a monster with 1000 or more ATK onto the field, destroy Trap Hole and 1 of those monsters. The format lets it answer a Flip Summon too, following the later wording.

HISTORY

The day at the Dome

HOW MANY PEOPLE CAME

The figures disagree. One fan historian estimates more than 40,000. A footnote in the same article gives 55,000 inside the Dome plus about 10,000 turned away, and credits the numbers to a Konami announcement. A second article puts capacity near 50,000 and the crowd above 60,000. A blogger who says he competed recalls about 40,000.

EXODIA

Premium Pack went on sale at the tournament on August 26. It held 10 cards, one Secret Rare and nine Ultra Rares, and carried the first Japanese printing of **Exodia the Forbidden One**. The four limbs were already out: Left Leg in Vol.3, Right Leg in Vol.4, and the two arms in Dark Duel Stories guide-book promos.

The head was the prize pull of the tournament. When the tournament ended, Exodia became playable and a new era began. The rule for winning with all five pieces did not exist before August 1999, and that is part of why this format is interesting.

ON THE BRINK OF A RIOT

The next day ITmedia ran a story headed **暴動寸前**, "on the brink of a riot". Only one sales point existed. Sales slipped by about two hours and were then cancelled. Riot police were reportedly sent in, and two accounts describe heat illness and thousands still protesting near midnight. Fan historians call it 東京ドームの乱, the Tokyo Dome disturbance.

THE TOURNAMENT DID NOT FINISH

Only the first and second qualifying rounds were played in the Dome. Organizers announced the postponement at about 6 p.m. Regional qualifiers followed elsewhere. The prize cards, Blue-Eyes Ultimate Dragon, Meteor Black Dragon and Firewing Pegasus, were distributed on December 5, 1999. Attendees with proof could order Premium Pack by mail, and Premium Pack 2 shipped in December.

HISTORY

Timeline

1996-09-14	The Yu-Gi-Oh! manga begins in Weekly Shonen Jump
1998-09	Bandai releases its own Yu-Gi-Oh! card game
1999-02-01 to 21	Duel Monsters National Tournament
1999-02-04	Vol.1, the first Konami set
1999-03-06	Starter Box in theaters (stores March 18)
1999-05-05	Expert Rules arrive
1999-07-01	Invitation cards for the Dome tournament
1999-07-08	Dark Duel Stories releases
1999-08-01	Tournament begins
1999-08-26	Duelist Legend in Tokyo Dome, Premium Pack and Booster 4
1999-08-27	ITmedia headline 暴動寸前
1999-12-01	Booster 6
1999-12-05	Tournament prize cards distributed
2025-01-26 to 02-07	1999 Dome Resurrection I, run by OCG Archives

The accounts of the 1999 event name no winner and print no decklist.

THE LIST

The Limited list

Tokyo Dome 1999 limits three cards to one copy per Deck, Main Deck and Side Deck together. No card is Forbidden or Semi-Limited. The ordinary maximum is 3 copies. Format Library names the list "July 1999".

CARD	JAPANESE NAME	FIRST PRINTING
Raigeki	サンダー・ボルト	Starter Box: Theatrical Release, March 6, 1999
Dark Hole	ブラック・ホール	Vol.1, February 4, 1999
Trap Hole	落とし穴	Vol.1, February 4, 1999

Raigeki destroys every monster your opponent controls. Dark Hole destroys every monster on the field. Trap Hole destroys one monster with 1000 or more ATK when it is Summoned.

WHEN DID THE LIST START?

The exact day is not settled. Fandom dates the first list to July 1999 and says it was posted on July 8, with no source shown. A Japanese fan history argues the first official list was announced on the day of the Dome event, August 26, and names the same three cards. The three cards are the same in every source that names them.

HOW LONG DID THE LIMITS LAST?

Trap Hole was unrestricted by the February 2000 list. Raigeki and Dark Hole stayed Limited for years, and Raigeki became Forbidden in March 2004. Fissure has no limit in this format.

RULES

Traps, empty Decks and the Side Deck

9. TRAPS STAY ON THE FIELD

A Trap stays on the field after activation unless its own text says to destroy it. Trap Hole's 1999 text names itself as a card to destroy. It leaves after use. Dragon Capture Jar, Ultimate Offering and Kunai with Chain carry no such text and stay.

> **EXAMPLE**
> Ana activates Dragon Capture Jar. It stays on the field. Jun's Blue-Eyes White Dragon sits in Defense Position and cannot attack for as long as the Jar remains.

10. EMPTY DECK

A player who must draw from an empty Deck ends the Duel. The player with more Life Points wins. The translated rulebook does not address a tie in Life Points.

> **EXAMPLE**
> Jun has 3200 Life Points and Ana has 1500. Ana's Deck is empty at her Draw Phase. The Duel ends and Jun wins.

11. SIDE DECK

A player brings either no Side Deck or exactly 10 cards. Cards swap between Duels of a Match, and the Main Deck must stay at 40 or more.

> **EXAMPLE**
> Ana loses Game 1 to Jun's Dragon-heavy Deck. She swaps three cards from her 10-card Side Deck for three Main Deck cards. Her Main Deck remains 40 cards.

Exodia. This format has no Exodia win. That rule did not exist before August 1999. The four limbs are plain monsters here.

RULES

Starting and the first turn

1. HOW A DUEL STARTS

Each player starts at 8000 Life Points with a Deck of at least 40 cards and draws 5 cards. A Duel ends when a player reaches 0 Life Points. A Deck and Side Deck together may hold at most 3 copies of any card.

> **EXAMPLE**
> Jun shuffles a 40-card Deck, starts at 8000 and draws five cards. Ana does the same.

2. THE FIRST TURN

The player going first skips the draw. No monster attacks on the first turn of the Duel. Attacks begin on turn 2.

> **EXAMPLE**
> Jun goes first. He holds his five cards, Normal Summons Celtic Guardian (1400 ATK) and ends the turn without attacking.

3. DRAWING

Every turn starts with a Draw Phase and the active player draws one card. The first player's first turn is the exception.

> **EXAMPLE**
> Ana's first turn comes second. She draws one card and holds six.

4. HAND SIZE

There is no limit. A player keeps every card at the End Phase and discards nothing. The six-card limit came with the New Expert Rules.

> **EXAMPLE**
> Jun ends a turn holding nine cards. He keeps all nine.

Summoning and battle

5. SUMMONING

Normal Summon or Set one monster per turn. A Level 4 or lower monster needs no Tribute. A Level 5 or 6 monster needs one Tribute. A Level 7 or higher monster needs two. A player controls at most 5 monsters.

> **EXAMPLE**
> Ana Tributes Mystical Elf (Level 4) to Normal Summon Summoned Skull (Level 6, 2500 ATK). Blue-Eyes White Dragon (Level 8) would need two Tributes.

6. BATTLE

Each monster attacks once per Battle Phase, and the Battle Phase is optional. Two Attack Position monsters compare ATK. The higher monster destroys the lower one, and the difference goes to the loser's Life Points. Equal ATK destroys both with no damage.

An attacker facing a Defense Position monster compares its ATK to the DEF. A higher ATK destroys the defender with no damage. A lower ATK destroys nothing and the attacker's controller takes the difference. A face-down defender is flipped face-up first. A player with no monsters takes a direct attack.

> **EXAMPLE**
> Summoned Skull (2500) attacks Celtic Guardian (1400) in Attack Position. The Guardian is destroyed and its controller loses 1100 Life Points. Giant Soldier of Stone (1300) then attacks a face-down Mystical Elf (2000 DEF). The Elf is flipped, survives, and the attacker's controller loses 700.

Damage and Spells and Traps

7. NO DAMAGE STEP

A battle has one calculation. The attack is declared, a face-down target is flipped, the numbers are compared and the result applies at once. This format has neither a Damage Step nor a Chain.

> **EXAMPLE**
> Jun attacks a face-down Mystical Elf with Summoned Skull. The Elf is flipped, 2500 beats 2000 DEF, the Elf is destroyed and no damage is dealt. Nothing else happens between the declaration and the result.

8. SPELL AND TRAP CARDS

A player may Set a Spell or Trap face-down or play it. The Expert Rules removed the Official Rules cap of one Spell and one Trap per turn. **A Trap cannot be activated on the turn it is Set.** A player controls at most 5 Spell and Trap Cards, and only one Field Spell is active at a time, with the newest replacing the old.

> **EXAMPLE**
> Ana Sets Trap Hole on her turn and cannot use it then. On Jun's turn he Summons Summoned Skull (2500 ATK, above the 1000 threshold). Ana activates Trap Hole and the Skull is destroyed.