TEMPLE OF RA PRESENTS

Tokyo Dome 1999

QUICK RULES

The Yu-Gi-Oh! card game as Japan played it in 1999. One sheet of paper, eight panels, built for card shop counters and game tables.

PANEL 2

What this format is

Tokyo Dome 1999 recreates the first months of the Yu-Gi-Oh! card game as Konami sold it in Japan. Konami held its Duelist Legend tournament at the Tokyo Dome on August 26, 1999. Players today use a pool of 370 Japanese cards from that year.

Konami never published the format as one rule set. The OCG Archives Resurrection Project rebuilds it as a playable format.

DIFFERENT FROM TODAY

- Each player starts at 8000 Life Points.
- The first player skips the first draw. Nobody attacks on turn 1.
- Hand size has no limit.
- A Trap cannot be activated on the turn it is Set.
- A battle has one calculation. There is no Damage Step and no Chain.*

* The format applies this reading. No 1999 source states it directly.

PANEL 3

Setup and the turn

Each player needs a Deck of 40 cards or more. Shuffle, draw 5 cards and start at 8000 Life Points. A Duel ends at 0 Life Points.

ONE TURN

1. **Draw Phase.** Draw 1 card. The player going first skips this draw on turn 1.
2. **Main Phase.** Normal Summon or Set 1 monster. Set or play Spell and Trap Cards.
3. **Battle Phase.** Optional. Each monster attacks once. Attacks begin on turn 2.
4. **End Phase.** Keep every card in hand. Nobody discards.

Empty Deck. A player who must draw from an empty Deck ends the Duel. The player with more Life Points wins.

Exodia. The head was the Dome prize pull on August 26. Winning with five pieces did not exist before August 1999.

PANEL 4

Summoning and battle

SUMMONING

Normal Summon or Set 1 monster per turn. A Level 4 or lower monster needs no Tribute. Level 5 or 6 needs 1 Tribute. Level 7 or higher needs 2. At most 5 monsters.

BATTLE

Two Attack Position monsters compare ATK. The higher one destroys the lower one, and the difference hits 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. Higher ATK destroys the defender with no damage. Lower ATK destroys nothing, and the attacker's controller takes the difference. A face-down defender flips first. A player with no monsters on the field 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.

Summoned Skull is Level 6. Tribute 1 monster to Normal Summon it.

PANEL 5

Spells and Traps

Set a Spell or Trap face-down, or play it. No cap applies per turn. A player controls at most 5 Spell and Trap Cards.* Only one Field Spell is active, and the newest replaces the old one.*

A Trap cannot be activated on the turn it is Set.

Traps stay. A Trap stays on the field after activation unless its own text destroys it.

Trap Hole's 1999 text destroys Trap Hole itself. It leaves after use. Dragon Capture Jar, Ultimate Offering and Kunai with Chain carry no such text and stay.

EXAMPLE

Ana Sets Trap Hole and cannot use it that turn. Jun Summons Summoned Skull (2500 ATK) on his turn. Ana activates Trap Hole, and the Skull is destroyed.

* The format applies this reading. No 1999 source states it directly.

Trap Hole answers a monster with 1000 or more ATK.

PANEL 6

Decks and the Limited list

BUILDING A DECK

- Main Deck: 40 cards or more.
- Side Deck: exactly 10 cards, or none.
- Copies: at most 3 of any card across Main Deck and Side Deck together.
- Between Duels of a Match, swap cards from the Side Deck. The Main Deck stays at 40 or more.

LIMITED LIST

A Limited card may appear once across Main Deck and Side Deck together. Format Library names this list "July 1999". It limits three cards:

> **Raigeki. Dark Hole. Trap Hole.**
>
> No card is Forbidden or Semi-Limited. Fissure has no limit.

PANEL 7

Find decks and players

CARD POOL AND DECKS
templeofra.neocities.org/yugioh-1999

The pool list, example decks and rulings live here.

OCG ARCHIVES DISCORD
discord.gg/XtsgYVdu3r

Join to find opponents and ask rules questions.

FORMAT LIBRARY

formatlibrary.com keeps a Tokyo Dome page with a deck archive and tournament records.

PROXIES

Print proxies at 100 percent scale. A card measures 59 by 86 mm. Konami tournaments ban proxies, and none exist for this historical fan format, so proxies suit it.

Running a shop event? Settle the pool list, the Limited list and proxies with your players before round one.

PANEL 8

Credits

OCG Archives. The community behind the Tokyo Dome 1999 format and its Discord server.

Format Library. The format record, deck archive and tournament records.

Yugipedia. Card data and first-printing text.
YGOrganization. The translated 1999 rulebook.

Card images show today's card text. The 1999 wording of some cards differs.

> Konami owns Yu-Gi-Oh! and every card image shown here. This is an unofficial fan zine. It has no connection to Konami.

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templeofra.neocities.org/yugioh-1999