



For Remote Dueling, we recommend the following practices to help maintain fair and friendly competition between you and your opponent.

Always Remember:

- **Place your camera so your entire field is visible.**
It looks best positioned either directly above your field or at an angle that shows your entire field.
- **Communicate with your opponent.**
Whatever is happening, let your opponent know! If you are unsure about something your opponent has said or done, ask!
- **Announce your Phases.**
“Draw Phase!” “Standby Phase!” “Main Phase!” “Battle Phase!” “Main Phase 2”, and “End Phase!”
- **Announce your actions.**
For example: “Normal Summoning **Sangan**”; “Special Summon **Cyber Dragon**”; “Activate **Mermail Abyssmegalo** effect in hand”; “Link Summon **Cross Sheep**”; “In response, I’ll activate **Ash Blossom & Joyous Spring’s** Quick Effect”; “Activate **Pot of Desire**”; “Set one card” etc.
- **Play at an appropriate, considerate pace.**
Do not play your cards so quickly that your opponent cannot keep up with what is happening.
- **Avoid unnecessary action and movement, such as frantic hand shuffling.**
- **Allow your opponent a chance to respond.**
- **Confirm to your opponent when their action is okay to resolve.**
- **Allow time for any lag or frozen video to catch up.**
We have a Pause / Play card that you can download from our website <https://www.yugioh-card.com/en/remoteduel/index.html> to communicate issues with you opponent.
- **Speak clearly and repeat yourself if needed in case your opponent doesn’t hear or understand you.**
Ask your opponent to clarify if you cannot hear or understand them.

- **Always keep your hands visible.**
- **Keep your Deck visible while searching through your Deck or Extra Deck, but be careful not to reveal any cards within.**
- **If you or your opponent's video is disconnected, freeze play until the video chat is returned to normal working order.**
- **Make sure your opponent can see how many cards you have in your hand, without revealing what is in your hand.**
Holding your cards angled towards you helps with this.

Make sure all the following areas/items are visible:

- **All Monster Zones** (including Extra Monster Zones)
- **All Spell/Trap Zones** (including Field Spell Zone)
- **Your Deck**
- **Your Graveyard**
- **Your Extra Deck**
- **Your Side Deck** (placed to the side of an Extra Monster Zone is fine)
- **Your hands** (not revealing the cards in your hand)



Example of a good play area setup with all zones visible



Use the empty space above the Graveyard for banished cards



Lighting can cause glare on your cards. Be attentive when setting up the play area to ensure your opponent can clearly see your cards, especially the Name and Artwork of the card.

Determining Columns:

Determining which column is which can be confusing with mirrored video images. Ensure both you and your opponent know which column is which prior to the start of your Match; as it is important for card effects, link arrows, and the Extra Monster Zones.

Before your Match begins: We suggest you and your opponent each indicate the **left** edge of your field. From there, indicate each Duelist's "Field Spell Zone" Column to determine the columns from left to right.

You and/or your opponent may need to adjust the camera to align the left edges of each of your fields opposite one another on the screen.



We recommend using Game Mats with zones, to help you and your opponent determine which zones and columns are which.

Labeling zones with note cards or tape is also acceptable, as long as this does not interfere with the game.

Cutting the Deck:

When cutting a Deck: Ask your opponent how many cards they would like to cut to, counting from the top of the Deck. Then, without changing the order of the cards, count to that number and cut the Deck.

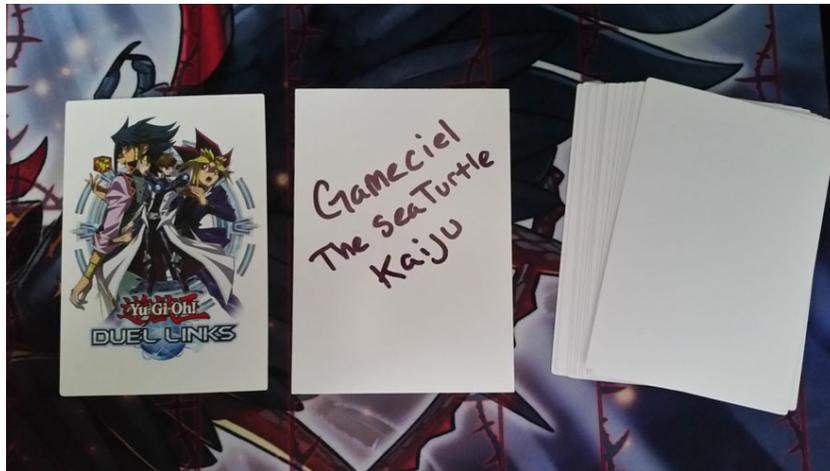
Opponents may opt instead to allow the owner of the Deck to choose where to make the cut. When doing so, try to cut the Deck about 50% of the way down to ensure a proper cut.

Changing Control of a Card:

Keep blank note cards nearby in case control of a card shifts to the opposite field.

If you would take control of one of your opponent's cards, use a note card as a placeholder for that card while it is in your control.

If you don't have note cards, then any non-game card can act as a placeholder. Avoid using actual Yu-Gi-Oh! cards or empty sleeves as placeholders as this could become confusing during gameplay.



If you would give your opponent control of one of your own cards, turn the card upside down and have it half visible on the top half of your field in the designated column to help indicate where the card is.



If you own a copy of the opponent's card, you can use that, provided it is in a **different sleeve** than your Main, Side, and Extra Deck.

Be careful not to accidentally mix these cards into your Deck or Graveyard.



If you own a copy of the opponent's card you're in control of, change the sleeve to distinguish it from cards in your Deck

Format and Time Limit

Yu-Gi-Oh! TCG Remote Duel Events are run in a best-of-three Duels format. It is possible to play more than three Duels in a Match, if Duels end in a Draw before the end of the round. Duelists will have 50 minutes each round to complete their Duels before proceeding to the End of Match Procedure.

Cards That Should Not Be Used in Remote Duel:

The following cards cannot be used for Remote Duel Events, as their effects cannot be properly resolved in a Remote Duel environment.

- Exchange**
- Amazoness Chain Master**
- Lullaby of Obedience**
- Gift Exchange**
- Yu-Jo Friendship**
- Parasite Paracide**
- Transmission Gear**