

Yu-Gi-Oh! Duel Links™ Card Trader Guide by ACG
(Updated as of Nov 2020)

Disclaimer: If you are on Mobile, switch to Print Layout or the guide will look horrible.

Hello, welcome to my guide on the Yu-Gi-Oh! Duel Links Card Trader! This guide is designed to help you find and buy good cards from the Card Trader!

Just to go over some basics for those that are brand new (if you aren't you can skip this section and go to Card Trader Card Choices.):

Q&A

Location

Q: Where is the Card Trader Located?

A: The Card Trader is located outside of the card shop in any given world as seen below, like the picture on the **left**. His Icon looks like the picture in the **middle**. Do not confuse him for the **EX Jewel Event Trader as seen on the right** who is normally found in front of the Gate:



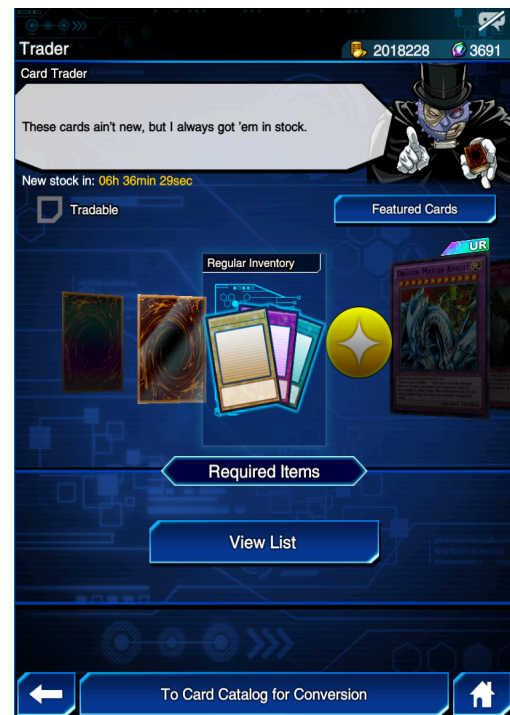
Q: I can't find the Card Trader outside the Card Shop!? Where is he?

A: You will unlock access to the Card Trader as soon as you reach Stage 7 in Duel Monsters world (The starting world).

Normal & Rotating Card Stock

Q: I can't find a card that my online source says is in the card trader! Where is it?!

A: There can be a few reasons for this: First is the **Rotating Card Stock**. This stock of cards found right as you open the Card Trader is a temporary selection of cards from a small pool that will change **every 8 hours**. This 8 hour timer **only starts when you open the card trader**. If a card is there but you cannot afford it, don't worry! The card will eventually cycle back into the selection over time! To check if the card you are looking for is a part of the rotating card stock, click or tap on **Featured Cards**. An example of the Rotating Card Stock is found **below on the left**:



Another reason you might not be finding the card(s) you are trying to get is they might be within the **Regular Card Stock**. This Set of cards **does not rotate and are always available** but you may only buy one card from its stock **every 8 hours**. To reach the Normal Inventory simply slide/drag to the left until you see a trio of generic cards, like on the image **above on the right**.

Currencies

Q: What are all these funny looking currencies the Card Trader is asking for?

A: The currencies in Duel Links are vast and sometimes confusing, so let's go over them real quick, we will just focus on the ones that the Card Trader is involved in:

Card Rarity Based:



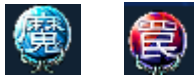
UR SR R

Card Attribute Based:



Dark Light Earth Water Fire Wind

Card Type Based:



Spell Trap

Universal Currency:



Gold

Special Currency:



Generic Gate Key



Skill Chips

Currencies Cont.

Q: How do you obtain these currencies?

A: There are a few ways to obtain them. One is simply dueling, anything counts! AI, PvP, Vagabond, Events, it doesn't matter! Just duel and you will randomly end up pulling some of these Jewels, Keys and Gold. This **does not apply to skill chips though**.



Another, and more reliable way to obtain them is through **Card Conversion**, which we can go over right now!

TIP: If you need specific attribute Jewel Types quickly and have a large pile of old R and N Rarity Tickets, convert them to the corresponding attribute you need (Earth monsters will make earth jewels etc.)

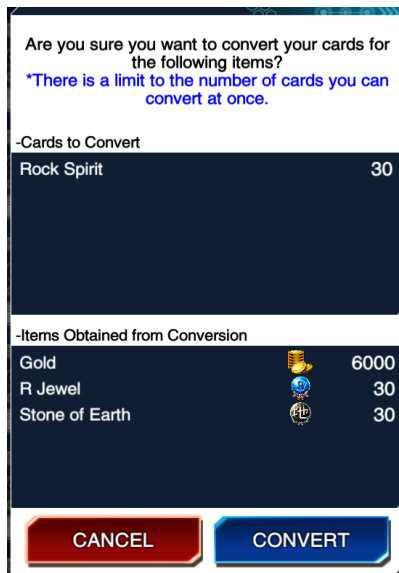
Card Conversion

Q: What is Card Conversion? What purpose does it serve?

A: Card Conversion is a wonderful tool that lets you take a card that you own more than 3 copies of (since decks cannot have more than 3 copies of a card, extras are useless) and convert it into the currencies we talked about earlier. For an example, I will use Rock Spirit, a card I own a lot of copies of, as shown below:



I do not need 99 copies of Rock Spirit, so (at least) 96 of them are completely useless and wasted. This is where Card Conversion comes in. I can convert copies of Rock spirit into **Useable Resources** for something in the Card Trader!



As you can see, through normal Card Conversion I am able to convert **up to 30 cards at a time manually** and turn them into Gold, R Jewels and Stones of Earth in this case!

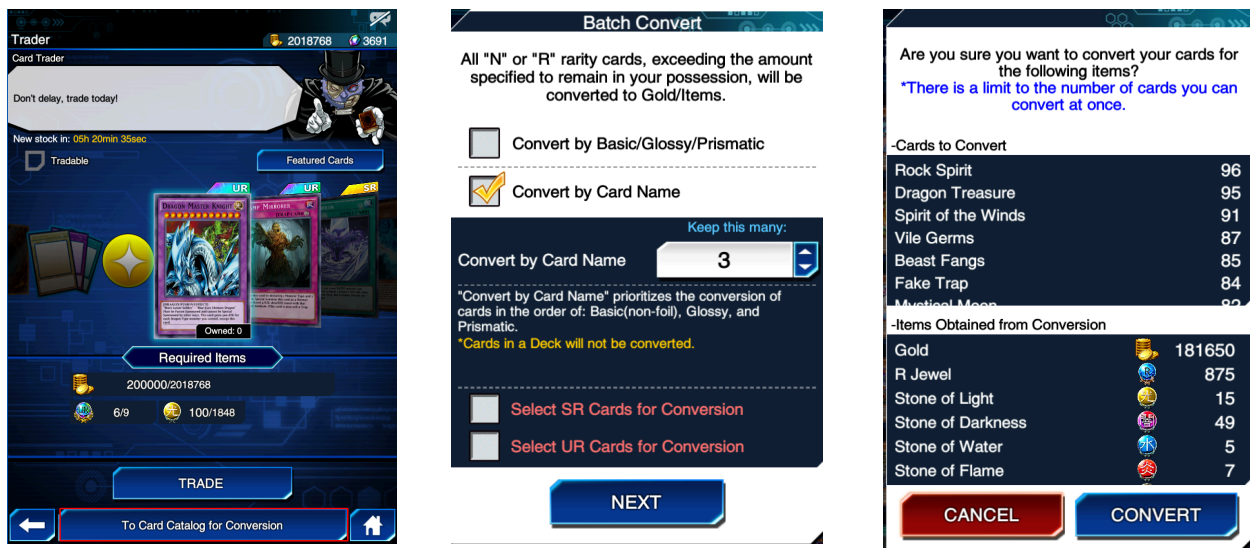
Cards will always convert into Resources based on their Card type, Rarity and Attribute. So in the example above, Rock spirit gives Gold, R jewels (its R rarity) and stones of earth as its Earth attribute.

Card Conversion Cont.

Q: I own WAY more than 30 extra copies of cards though! That will take forever to convert! Isn't there a faster way?

A: Yes! You can do what is called a **Batch Conversion**. A Batch Conversion is similar to a normal Card Conversion but you are able to Convert cards En Masse. I'll demonstrate how right now!

To start a Batch Conversion you can head into the Card Trader and Tap/Click **“To Card Catalog For Conversion”** as seen **below on the left**.



You will then see your Card Catalog. In the **top right** corner of your screen you should see **“Batch Convert”**, tap that and a menu will pop up as seen in the **middle picture**. You can now Convert much larger amounts of cards at once, and the game will make sure to get rid of the piles of N and R rarity cards you don't want or need! As you can see in the picture **above and to the right** I am now converting a massive amount of cards into a ton of resources I can use at the Card Trader!

You can use the Batch Conversion menu to determine the following:

How many copies of those cards you want to keep, if any.

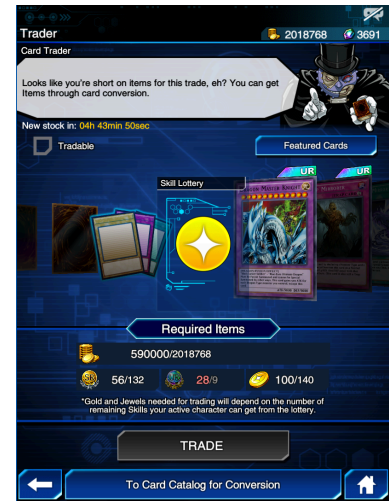
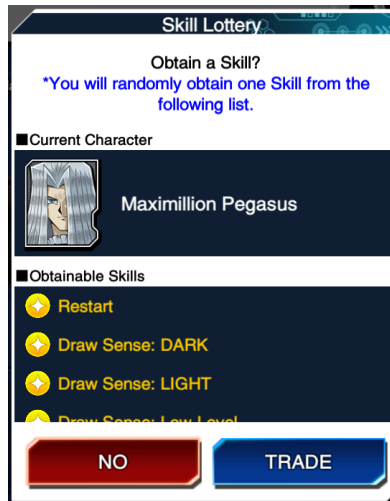
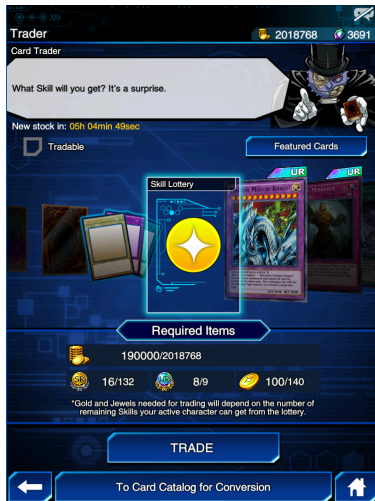
If you want to convert extra copies of SR and UR cards.

Convert them based on Non-foil, Glossy or Prismatic.

Skill Lottery

Q: What are skill chips? We haven't gone over those yet! What are they used for?

A: Skill Chips are used for the **Skill Lottery** located in the Card Trader. The Skill Lottery is directly **in between the Regular and Rotating Card Stocks** as seen in the picture **below to the left**. The skill Lottery can be used once every **8 hours**. You are capped out at **300 Skill Chips**, any extra obtained will be deleted so make sure to spend them if you can.



The Skill Lottery will let you trade Skill Chips, SR Jewels, UR Jewels and Gold into a **Randomly selected skill for the character you have equipped when you perform the lottery**. To see what skills the character you have equipped can obtain, tap/click on the yellow icon in the **center of the screen**, as shown in the **middle picture above**.

The amount of currencies the Skill Lottery will use **increases drastically the less skills the character has available to obtain**. So for example, my Maximillion Pegasus is the equipped character in the **Left and Middle pictures**. I have a decent amount of skills left to unlock on him, so the Skill lottery only costs a small amount of resources. The picture on the **right side** however costs drastically more resources since my equipped Weevil Underwood has much less skills left to unlock.

Card Trader Card Choices

Highest Priority (META Relevant Cards)



Kiteroid



Chaos Hunter

Kiteroid and Chaos Hunter are currently the 2 most relevant cards to come from the Card Trader and both have significant impact in the META.

Kiteroid being able to discard itself from hand to block the damage from a direct attack and THEN being able to repeat the same effect by banishing itself from the Graveyard is nothing to laugh at. Kiteroid should always be played around if reasonable to do so and is currently Limit 2 due to how long it can drag games out, where at worst case its a 2 time block, at best case its an entire Pot of Greed in value, do not underestimate this card. This is found in the **Rotating Card Stock**.

Chaos Hunter has become an amazing cheap anti-META tech for some decks to battle high banish METAs. Being a monster that can special summon itself on the opponent's turn by discarding 1 card you can set up your own graveyard for future plays while denying your opponent's ability to banish cards at all, all while being on a solid 2500 atk body. It is not something seen in every deck but is something to consider for decks that can afford the discard. This is found in the **Normal Card Stock**.

Archetype Based Picks: Highest Priority, Rotating Stock

These cards will be Sorted by their respective Archetypes, should 100% be purchased if playing their respective archetype and are all located within the **Rotating Card Stock**:



Dark Magician



Triamid



Spellbooks



Aromage



Aromage



Aromage

Archetype Based Picks: Mid-level Priority, Rotating Stock

These Cards are all **optional choices** based on player preference and are **not mandatory** for their respective archetypes. As before all of these are from the **Rotating Stock**:



Aromage



Aromage



WATER/Shark



Dark Magician



Dark Magician



Aromage

Archetype Based Pick: Low Priority, Rotating Stock

These cards are either considered extremely niche, meme, filler or for roleplay based decks only. Do not prioritize any of these if you have better options.



Exodia



Cubics



Crystal Beasts



Blue-Eyes

Generic Picks: Low Priority, Rotating Stock

These picks are generally for use as extremely niche tech, Deck/Extra Deck filler, farming only. Prioritize these only if you have nothing better.



Archetype Based Picks: High Priority, Normal Stock

These cards will be Sorted by their respective Archetypes, should 100% be purchased if playing their respective archetype and are all located within the **Normal Card Stock**:



Aromage



Magnets



Despacito



Red-Eyes



Counter-Fairies

Archetype Based Picks: Mid-Level Priority, Normal Stock

These Cards are all **optional choices** based on player preference and are **not mandatory** for their respective archetypes. As before all of these are from the **Normal Stock**:



WATER/Shark

Archetype Based Picks: Low Priority, Normal Stock

These cards are either considered extremely niche, meme, filler or for roleplay based decks only. Do not prioritize any of these if you have better options.



Blue-Eyes



HEROS



Gravekeepers



Thundras



Darklords



Elemental HEROS

Generic Picks: High Priority, Normal Stock

These cards are the most universal generic cards found in decks, but might not necessarily be META in nature. Budget options as replacements for META cards may show up from here on out.



Generic Picks: Mid-Level Priority, Normal Stock

These Cards are either based on **optional preference** or are **unique in use of a single or at most two decks**. Take these if you do not have better options or are in need of one of these cards specifically.



Generic Picks: Low Priority, Normal Stock

These Cards are at best meme or filler cards that should be used only temporarily and switched out for anything better ASAP:



Generic Picks: Meme Tier, Negative Priority, Normal Stock

This card should not be bought under any circumstance. Absolute worst of the worst.



Diamond Dire Wolf