

NAME OF BONUS

KCP

HOW TO OBTAIN

DECK CONSTRUCTION BONUSES

1 Copy per Card deck	5	Deck contains no more than one copy of any card.
Limited Attribute Deck	5	Deck only contains cards of one monster attribute.
Limited Type Deck	5	Deck only contains cards of one monster type.
No Effect Monsters Deck	5	Deck contains no effect monsters.
No Forbidden Cards Deck	5	Deck contains no forbidden cards.
No Limited/Semi-limited Cards Deck	5	Deck contains no limited or semi-limited cards.
No Monsters Deck	5	Deck contains no monsters.

BATTLE CIRCUMSTANCE BONUSES

All Monster Card Zone Bonus	5	Fill all 5 monster zones at least once.
Battle Damage Only Bonus	5	Win having inflicted only battle damage, no effect damage.
Effect Damage Only Bonus	10	Win having inflicted only effect damage, no battle damage.
Exactly 0 LP Bonus	10	Final damage must be equal to opponent's remaining LP.
Extremely Low Deck Bonus	10	Win with zero cards remaining in your deck.
Extremely Low LP Bonus	50	Win with less than 100 LP remaining.
Low Deck Bonus	5	Win with less than 10 cards remaining in your deck (but not 0).
Low LP Bonus	5	Win with less than 1000 LP remaining (but more than 99).
No Damage Bonus	5	Win without taking any LP damage.
No More Cards Bonus	10	Win by deck out (opponent has no cards left to draw).
No Special Summon Bonus	3	Win without performing any special summons.
No Spell Cards Bonus	5	Win without activating any spell cards (can still set spells).
No Trap Cards Bonus	5	Win without activating any trap cards (can still set traps).
Over 20000 LP Bonus	10	Have over 20000 LP at least once.
Quick Finish Bonus	10	Win before the end of turn 5 (regardless of turn order).
Reversal Finish Bonus	5	Win having started the turn with lower LP than opponent.
Same Card Bonus	5	Have three cards with the same name on the field at least once.

BATTLE ACTION BONUSES

Chain Bonus	2 * #	Chain effects. (min. 3)
Deck Destruction Bonus	2 * #	Force opponent to discard from their deck. (min. 5)
Destroy by Effect Bonus	2 * #	Destroy opponent monsters with card effects. (min. 3)
Destroy in Battle Bonus	2 * #	Destroy opponent monsters with battle damage. (min. 3)
Fusion Summon Bonus	3 * #	Perform fusion summons. (min. 2)
Hand Destruction Bonus	2 * #	Force opponent to discard from their hand. (min. 5)
LP Differential Bonus	Varies	Large difference between your and opponent's LP. (min. 4000)
Luck Bonus	7 * #	Succeed with coin flips.
Max ATK Bonus	# / 1000	Highest ATK value on your field. (min. 3000)
Max Damage Bonus	# / 1000	Highest battle damage dealt. (min. 3000; to monsters and/or player)
Max Reflected Damage Bonus	# / 250	Highest battle damage reflected from Defense position. (min. 3000)
Removed from Play Bonus	2 * #	Remove opponent's cards from play. (min. 5)
Return to Hand Bonus	2 * #	Return opponent's field cards to their hand. (min 5)
Ritual Summon Bonus	3 * #	Perform ritual summons. (min. 2)
Spell Card Bonus	#	Activate spell cards. (min. 15)
Spell Counter Bonus	2 * #	Earn spell counters for meeting card conditions. (min. 5)
Trap Card Bonus	2 * #	Activate trap cards. (min. 15)
Tribute Summon Bonus	3 * #	Perform tribute summons. (min. 2)
Union Bonus	3 * #	Equip or unequip Union monsters. (min. 2)

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CARD ACTIVATION BONUSES

Blasting the Ruins	5	Activate 'Blasting the Ruins' trap card at least once.
Blue-Eyes Ultimate Dragon	20	Fusion summon 'Blue-Eyes Ultimate Dragon' at least once.
Dark Sage	30	Summon 'Dark Sage' card at least once.
Dark Scorpion Combination	10	Activate 'Dark Scorpion Combination' trap card at least once.
Elemental Burst	10	Activate 'Elemental Burst' trap card at least once.
Exodia Necross	30	Summon 'Exodia Necross' card at least once.
Fuh-Rin-Ka-Zan	5	Activate 'Fuh-Rin-Ka-Zan' trap card at least once.
Gate Guardian	30	Summon 'Gate Guardian' card at least once.
Mega Ton Magical Cannon	5	Activate 'Mega Ton Magical Cannon' spell card at least once.
Metalzoa	10	Summon 'Metalzoa' at least once.
Mokey Mokey King	20	Fusion summon 'Mokey Mokey King' at least once.
Obelisk the Tormentor	20	Tribute summon 'Obelisk the Tormentor' card at least once.
Ojama Delta Hurricane!!	10	Activate 'Ojama Delta Hurricane!!' spell card at least once.
Ojama King	20	Fusion summon 'Ojama King' at least once.
Perfectly Ultimate Great Moth	30	Summon 'Perfectly Ultimate Great Moth' at least once.
Red-Eyes Black Metal Dragon	10	Summon 'Red-Eyes Black Metal Dragon' at least once.
Slifer the Sky Dragon	20	Tribute summon 'Slifer the Sky Dragon' card at least once.
The Law of the Normal	10	Activate 'The Law of the Normal' spell card at least once.
The Winged Dragon of Ra	20	Tribute summon 'Winged Dragon of Ra' card at least once.
Valkyrion the Magna Warrior	30	Summon 'Valkyrion the Magna Warrior' card at least once.
Wall Shadow	10	Summon 'Wall Shadow' card at least once.
XYZ Dragon Cannon Bonus	20	Summon 'XYZ Dragon Cannon' card at least once.

WIN CONDITION BONUSES

Destiny Board Finish Bonus	100	Auto-win by completing the Destiny Board.
Egyptian God Finish Bonus	5	Final damage must be caused by an Egyptian God card.
Exodia Finish Bonus	50	Auto-win by having all five Exodia cards in your hand.
Final Countdown Finish Bonus	50	Auto-win by allowing Final Countdown to finish.
Last Turn Finish	50	Auto-win by defeating opponent's monster with Last Turn.
Opponent's Turn Finish Bonus	10	Win during your opponent's turn.
Yata-garasu Finish Bonus	5	Auto-win at start of opponent's turn when they are under the effect of Yata-Garasu, with no cards in hand or on the field.

OTHER BONUSES

Clear Bonus (Advanced)	150	Clear an advanced puzzle at the shop
Clear Bonus (Beginner)	50	Clear a beginner puzzle at the shop
Clear Bonus (Intermediate)	100	Clear an intermediate puzzle at the shop
Draw Game Bonus	61	Consolation bonus for a draw (both player's LP = 0 at same time).
Duelist Bonus	Deck XP	Bonus KCP equal to the deck XP of the opponent.
Level Up Bonus	300	Gain a level.
Match Game Bonus	30	Match game bonus (best 2 of 3 duels). Tournaments only.
Network Duel Bonus	10	Duel in a wireless match with another person.
New Bonus	50	Achieve a bonus for the first time (stacks for multiple bonuses).
Shadow Game Bonus	30	Reward for winning a shadow game (if you lose, game over).
Turn Bonus	# of turns	Consolation bonus for duels ended in a loss or draw.

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RAW LIST OF BONUSES

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Battle Damage Only Bonus	5	Win having inflicted only battle damage, no effect damage.
Blasting the Ruins	5	Activate 'Blasting the Ruins' trap card at least once.
Blue-Eyes Ultimate Dragon	20	Fusion summon 'Blue-Eyes Ultimate Dragon' at least once.
Chain Bonus	2 * #	Chain effects. (min. 3)
Clear Bonus (Advanced)	150	Clear an advanced puzzle at the shop
Clear Bonus (Beginner)	50	Clear a beginner puzzle at the shop
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Dark Sage	30	Summon 'Dark Sage' card at least once.
Dark Scorpion Combination	10	Activate 'Dark Scorpion Combination' trap card at least once.
Deck Destruction Bonus	2 * #	Force opponent to discard from their deck. (min. 5)
Destiny Board Finish Bonus	100	Auto-win by completing the Destiny Board.
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Egyptian God Finish Bonus	5	Final damage must be caused by an Egyptian God card.
Elemental Burst	10	Activate 'Elemental Burst' trap card at least once.
Exactly 0 LP Bonus	10	Final damage must be equal to opponent's remaining LP.
Exodia Finish Bonus	50	Auto-win by having all five Exodia cards in your hand.
Exodia Necross	30	Summon 'Exodia Necross' card at least once.
Extremely Low Deck Bonus	10	Win with zero cards remaining in your deck.
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Final Countdown Finish Bonus	50	Auto-win by allowing Final Countdown to finish.
Fuh-Rin-Ka-Zan	5	Activate 'Fuh-Rin-Ka-Zan' trap card at least once.
Fusion Summon Bonus	3 * #	Perform fusion summons. (min. 2)
Gate Guardian	30	Summon 'Gate Guardian' card at least once.
Hand Destruction Bonus	2 * #	Force opponent to discard from their hand. (min. 5)
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(created by Lancet Jades; www.evermoreforums.com)