



Duel Log: the complete guide

DUEL LOG

Duel Log is the personal app for Yu-Gi-Oh! players: it tracks Life Points during the duel, saves every match in the History, calculates statistics and lets you build and share Decks. It stays between you and the people you know: there are no rankings or public lists. This guide describes the app's features: where they are and how they behave.

Phone edition · October 2026

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Getting started

The nickname

It is the name other players see and search for: 3 to 20 characters, letters (including accented, Japanese, Korean and Chinese ones), numbers and the underscore. It must be unique. You change it from the profile menu, in **Account**; matches already played keep the previous name.

Installation and notifications

On the sign-in screen, **Install Duel Log** adds the app to the phone's Home Screen.

The app can alert you, even when closed, when a friend invites you to a duel or sends a friend request. Notifications are turned on from the profile menu, in **Profile**, then **Privacy**.

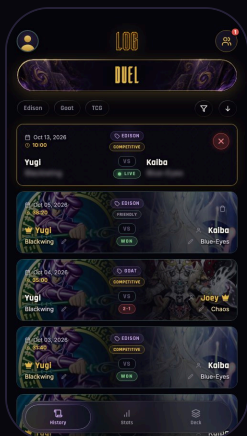
Warning: on iPhone, notifications arrive only with Duel Log installed on the Home Screen.

Updates

When a new version is released while the app is open, the **Update available** notice appears: **Update** reloads the app and reopens the screen you were on, even during a match. With the app closed or in the background, the update arrives by itself.

The History

The History lists the saved matches, newest first. Each match is a card.



The card of a match

- At the top, date and duration, the format and the **Competitive** or **Friendly** indication.
- On the left your name and your Deck, on the right your opponent's. The crown marks the winner.
- In the middle the result: **Won** or **Lost** for single games, the score for Matches.
- Next to the result there is a die. The colour shows who chose the turn order: gold for you, red for your opponent. The dots show your turn: one if you went first, two if you went second.

The decklists of the matches

A saved match stays as it was: Deck name, decklist, hashtags, group and cover are those of the moment you saved it. If you later edit or delete the Deck, the History does not change.

Tap the name of a Deck on the card to open the list of that match. **Add to my Decks** copies it among yours; this also applies to your opponent's.

Labels and hashtags

A saved match cannot be edited: result, score and lists stay as they are. What you can change, at any time, is the name under which a Deck appears in the History and its hashtags: they are used to organise the matches in the way that is most convenient and useful for you.

The pencil next to a Deck, yours or your opponent's, opens a window with two fields.

- **Label:** a name chosen by you, which appears in place of the name the Deck had been saved with in the match. The original name is not deleted: it is still visible when you open the decklist, and it comes back if you delete the label.
- **Hashtag:** the hashtags of the Deck in that match.

Label and hashtags behave differently.

- The label applies to all the matches played with the same list (same Main and Extra), including future ones. For an opposing Deck it applies among the matches against that player.
- Hashtags changed from here apply to that match only.
- The Decks in the Deck section are never changed from here.
- In the Stats, matches are gathered under the name that appears: the label, if there is one, otherwise the original name. Two names written differently count as two Decks.

Deleting a match

The trash can deletes the match. It is present only on **Friendly** matches: **Competitive** ones cannot be deleted.

Linking an opponent to an account

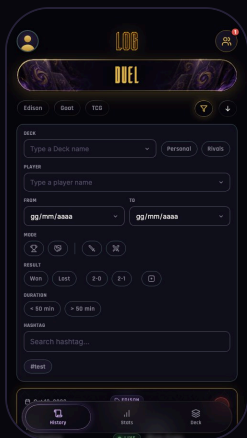
In local matches the opponent is a name typed by you. The person icon next to the name opens **Link**: choose a friend or search for a user. From then on, in all the matches with that name, tapping it opens their profile and their photo appears in the Stats. Only you see the link.

The match in progress

With an online duel open, a card labelled **Live** appears at the top of the History. Tap it to go back in; the X forfeits it, after a confirmation.

Filters

Filters are shared by History and Stats: turned on in one section, they stay on in the other.



The formats

Above the History there is a button for each format in which you have at least one match. One tap shows only its matches, a second one shows them all again.

Press and hold a format and drag it to change the order: it also applies in the Deck section and in the Stats.

The arrow to the right of the formats reverses the order: from newest to oldest, or the opposite.

The filter panel

The funnel icon opens the panel.

- **Deck:** the name of a Deck, yours or an opponent's, as it appears in the History. **Personal** and **Rivals** limit the search to one or the other.
- **Player:** the name of an opponent.
- **From** and **To:** the period. A single date is enough.
- **Mode:** the cup for Competitive and the handshake for Friendly; the sword for Single games and the two swords for Matches. The two pairs combine: for example Competitive and Single games together.
- **Result:** **Won** or **Lost**; **2-0** and **2-1** for Matches that ended in two or three games.
- The die: who chose the turn order and who went first. Each tap moves to the next combination.
- **Duration:** **< 50 min** or **> 50 min**.
- **Hashtags:** first tap, yellow, shows only the matches with that hashtag; second, red and struck through, removes them; third, off. It considers both your hashtags and your opponent's.

Filters add up: a match appears only if it meets all of them. With at least one filter on, a yellow dot appears on the funnel and **Reset all** appears under the bar.

Hashtags

Hashtags are free keywords assigned to a Deck. They are used to tell matches apart and filter them: for example the variants of the same list, or the occasion on which you played. Only you see them.

Where they are written

- On your Decks: in the Deck editor, with the arrow next to the format.
- On saved matches: in the History, with the pencil next to the name of the Deck, yours or your opponent's.

Writing rules

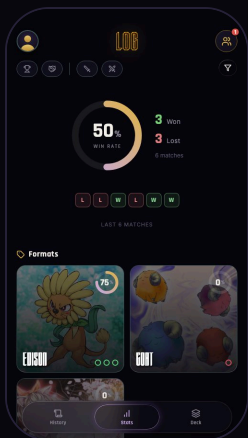
- They are separated by a space or a comma; the hash sign is optional.
- Everything becomes lowercase.
- Letters, numbers, the hyphen and the underscore are allowed. Other symbols are removed.
- A hashtag contains no spaces: #anti meta becomes two hashtags. For a single hashtag, write #anti-meta or #anti_meta.

In saved matches

The hashtags your Deck has when you play stay written in the match, even if you later change them on the Deck. From the History they can be corrected match by match, both yours and your opponent's.

The Stats

The statistics are based on the saved matches: if you edit or delete a Deck, the numbers do not change.



The overview

- The ring of the overall **Win Rate**, with matches **Won**, **Lost** and the total.
- The strip of the last ten matches: W for wins, L for losses.
- **Formats**: a tile for each, with the Win Rate and the last three results.
- **Players**: your opponents, with the Win Rate against each. If the opponent has an account, the name opens their profile.

At the top are the mode icons and the funnel, with the same filters as the History: the statistics are recalculated on the filtered matches only.

How the rankings are ordered

The rankings take into account both the win percentage and the number of matches: a Deck with 100% over two matches comes after one with 75% over twenty.

- **Best** and **Worst**: your Decks with the highest Win Rate, or the lowest.
- **Favorable** and **Tough**: the opposing Decks against which your Win Rate is highest, or lowest.
- **Most played**: only the number of matches counts.

Inside a format and inside a Deck

Tap the tile of a format to see only its statistics.



The format page

- Win Rate and latest matches of the format.
- **My Decks:** your Decks in that format, sortable by **Best**, **Worst** or **Most played**.
- **Rival Decks:** the Decks you faced, sortable by **Tough**, **Favorable** or **Most played**.
- **Players:** the opponents met in that format.

At the bottom are your formats: tap one to open its statistics.

Groups in the statistics

Decks of the same group appear in **My Decks** as a single tile, with the group name and the number of lists. The values are the sum of all of them; tapping the tile opens the list, with hashtags, matches played and Win Rate of each.

The Deck page

Tap one of your Decks to see Win Rate, latest matches, **Matchup** (the opposing Decks faced, each with Win Rate and wins-losses) and **Players**.

A row of the **Matchup** list opens the detail of that opposing Deck, split by player and by hashtag. Tapping a row takes you to the History already filtered on those matches; the X on the top bar returns to the matchup.

Cards, formats and banlist

The formats

The available formats are **Goat**, **Edison**, **HAT**, **Genesys**, **TCG** and **OCG**. **Custom** lets you use a format of your own, typed in the Deck editor.

Each format has its own Decks, its own banlist and its own statistics.

Warning: two custom formats written differently, for example "Trinity" and "Trinity 2026", are distinct and have separate statistics.

The banlist

- **TCG**, **OCG** and **Genesys**: it updates automatically.
- **Goat**, **Edison** and **HAT**: it is the format's own, built into the app.
- Custom formats: no banlist.

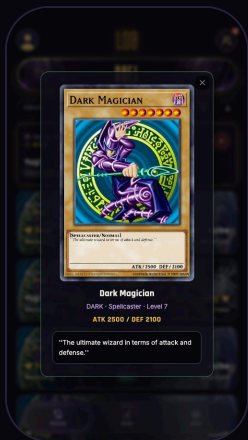
A number appears on restricted cards: 0 for Forbidden, 1 for Limited, 2 for Semi-Limited.

Genesys points

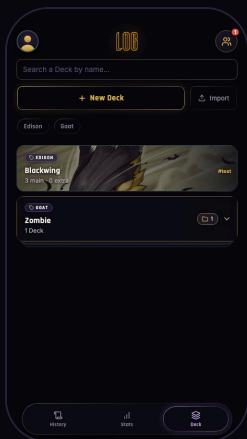
With the **Genesys** format, the **Genesys points** box appears above the list: the total out of 100 and the list of cards that have a cost. Over 100 points the Deck cannot be used in a match.

The details of a card

Throughout the app, a double tap on a card opens its details: image, name, type, ATK and DEF, effect text.



The Deck section



The list

- **New Deck** opens the empty Deck editor.
- Within a format, two Decks with the same name and the same hashtags cannot be saved.
- **Import** adds a Deck from a .ydk file, a QR code, an image or a written list: see chapter 10.
- The format buttons, at the top, filter the list.

Groups

A group gathers several lists, all of the same format. It is created from the Deck editor: the arrow next to the format opens the **Group** field.

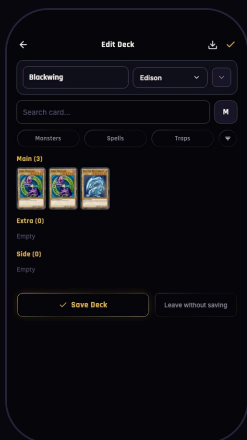
In the list the group is a card that opens and closes with a tap. In the statistics the Decks of a group are added together.

Gestures

- **Press and hold, then drag:** the Deck moves among those of its format. It is used to reorder the list and to move a Deck into or out of an open group. A whole group can be dragged too.
- **Two fingers vertically:** adjusts the framing of the cover.
- **Swipe left:** shows **Export**, **Pin** and **Delete**. **Pin** gives the Deck a golden border and brings it to the top of those of its format.

Warning: deleting a Deck does not change the History. Matches played with that Deck keep their decklist.

The Deck editor



The header

At the top are the arrow to exit, the export and the check mark that saves. Below, name and format; the arrow next to them opens **Group** and **Hashtags**.

Searching for cards

The **Search card...** field shows the results as you type. The name can be typed in the app's language or in English.

Monsters, **Spells** and **Traps** narrow the search. With **Monsters** the **Type**, **Attribute** and **Lv/Rank** menus appear. The filters also work without text and stay on between one search and the next.

Adding, moving, removing

- A tap on a result adds the card. Fusion, Synchro, Xyz and Link Monsters go to the Extra, all others to the Main.
- The **M** button next to the search shows the destination: tapped, it becomes **S** and all cards, including those of the Extra, go to the Side.
- Press and hold a card of the Deck and drag it to change its position or move it between Main, Extra and Side.
- To remove it, drag it onto the trash can at the bottom.

Limits and warnings

- Three copies of the same card: it is the only limit that cannot be exceeded.
- Main over 60 cards, Extra or Side over 15, copies beyond the format's banlist: allowed, with a warning.
- The 40-card minimum is not checked.

A Deck that breaks the rules can be saved, but not used in a match: the app shows what to correct.

The cover

The cover is the artwork of a card: if you do not choose one, it is the first of the Main. To change it, open the card's details and choose **Use as Deck icon**.

Importing a Deck

Import, in the Deck section, offers four ways. In all of them you enter the **name** and the **format** of the Deck, both required; then the Deck editor opens with the Deck not yet saved. There you check it, correct it and save it; if you leave without saving, the Deck is not added.

The four ways

- **.ydk file**: the simulators' format. Alternate artworks become the original one.
- **Scan QR**: reads the QR codes generated in the app, scanned or uploaded from a screenshot.
- **From an image**: reads the cards from an image of a Deck, recognising them by their artwork. It works with the image exported from Duel Log and with a screenshot of another app or of a simulator. At the end it shows how many cards it recognised.
- **Type or paste the list**: three boxes, Main, Extra and Side, with one card per line: the name or the code, with the quantity in front (for example "3 Cyber Dragon"; without a quantity it counts as one copy). Names are accepted in every language of the app. At the bottom there is a box for pasting the text of a .ydk file (the list of codes it contains) or a YDKE code. Lines with a card that is not recognised turn red: they can be corrected, or the Deck can be imported without those cards.

From an image

- The first time it is chosen, a short demonstration shows how it works. **Don't show again** hides it from then on.
- Main, Extra and Side are told apart by the layout of the image. A card that ends up in the wrong part can be moved in the Deck editor.
- Sharp screenshots are read in full. In a photograph of a screen some cards may not be recognised: they are added in the Deck editor.
- Photographs of physical cards are not read.
- The image stays on the device: it is neither sent nor saved.

From a link

Opening the link of a Deck shows its list: **Add to my Decks** saves it among your own.

Exporting and sharing

The export opens from the Deck editor or by swiping the Deck left.

The exports

- **YDK:** the file for simulators.
- **PDF:** the list, followed by the cards at real size, nine per A4 sheet.
- **Image:** the whole Deck in a single image.
- **Link:** to send. Whoever opens it sees the list in Duel Log and can save it.
- **QR code:** to be read by another device.

The link after a change

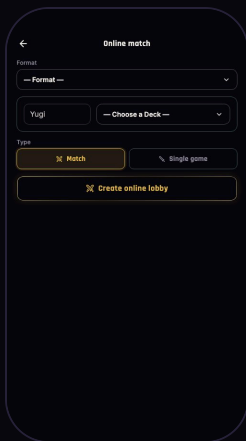
The link shows the list as it was when created. After a change to the Deck it must be shared again: the app creates another one.

The online duel: setting up the Lobby

The online duel is played by two, each from their own app: each player manages their own Life Points.

Creating the Lobby

1. Tap **DUEL**, then **Create**.
2. Choose **Competitive** or **Friendly**.
3. Choose **Format**, Deck and **Type**. The format is required: to play without a Banlist, use a custom format. Online the Deck is required for both players, in Competitive and in Friendly matches, and must comply with the rules: Main from 40 to 60 cards, Extra and Side up to 15, and the format's Banlist respected (with a custom format there is no Banlist to respect). The list shows the Decks of the chosen format: a Deck without a format must first be opened in the Deck editor to give it one.
4. Tap **Create online lobby**.



Match is best of three games, **Single game** is one game only.

Competitive or Friendly

The choice cannot be changed once the match has started.

- **Competitive** matches are played only online, are saved automatically for both players, count toward the Win Rate of the public profile and cannot be deleted.
- **Friendly** matches are played online or locally (chapter 14), stay in your personal statistics and can be deleted. At the end of the match each player decides whether to save it.

Letting your opponent in

Once the Lobby is created, the **Invite your opponent** window appears with the Lobby's QR.

- **QR:** your opponent taps **DUEL**, then **Join**, and scans it.
- **Invite a friend:** choose who to send the invitation to.
- **Share link:** sends the Lobby link. Whoever receives it opens it, or uses **Paste the link**.
- **Save image:** saves the Lobby's QR as an image, to send remotely. Whoever receives it uses **Upload a screenshot of the QR**.

The **QR** button in the counter reopens the window.

Joining a Lobby

1. Tap **DUEL**, then **Join**.
2. Scan the Lobby QR, or use **Upload a screenshot of the QR** or **Paste the link**.
3. Choose the Deck and tap **Join the duel**. The same rules apply as for the player who creates the Lobby: the Deck is required and must comply with the rules.

The invitation sent by a friend with **Invite** appears at the top, with **Accept**.

The Deck stays hidden

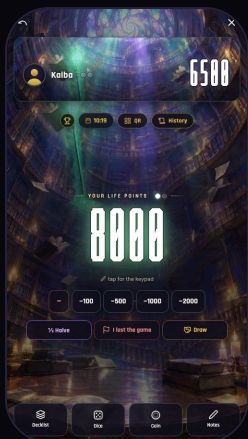
During the match neither player sees the other's Deck. Once the match is saved, the two decklists enter the History of both.

Deciding who starts

With both players in the Lobby, the app asks **Who won?. Roll the die** and **Flip the coin** perform a throw that both see.

The winner taps **I decide** and chooses **Go first** or **Go second**. In Matches, from the second game on, the loser of the previous game chooses.

The counter



The screen

- At the top your opponent with photo, background and Life Points.
- In the centre your Life Points. At 2000 or less they turn red.
- In Matches, the dots next to the names count the games won.
- The match timer starts automatically at the beginning of the duel and is the same for both.
- By tapping the timer, either player stops it: it turns grey and stays stopped for both until one of them taps it again. The time with the timer stopped does not count toward the saved duration.

Each player changes only their own Life Points. Your opponent's update in real time.

Changing Life Points

- Quick changes: the 100, 500, 1000 and 2000 buttons. The button with the sign switches them from subtraction to addition.
- Keypad: tap your Life Points, choose – or +, type the amount and press **Confirm**.
- $\frac{1}{2}$ **Halve**: brings your Life Points to half.
- The back arrow at the top left undoes one change at a time. The undo appears in the **History**, visible to both.

The tools

- **History**: all the Life Points changes, game by game. Both players see it.
- **Decklist**: your list in play. Only you see it.
- **Dice** and **Coin**: both see the throw and the result.
- **Notes**: free notes on the match. Only you see them.

Ending a game

- **I lost the game** (**Lose** in single games): after the confirmation, the game is awarded to your opponent.
- Life Points at zero: the app asks for confirmation. **Cancel** restores the previous value.
- **Draw**: sends your opponent a draw proposal. If they accept, the game is replayed.

In Matches, when a game ends the winner and the score appear; **Next game** brings Life Points back to 8000. Whoever reaches two games wins.

Saving

- Competitive: it is saved automatically in the History of both.
- Friendly: each player chooses between **Save to history** and **Don't save**. The two choices are independent.

The saved match contains format, result, duration, the two decklists, who chose the turn order and who went first in each game.

Leaving and connection

The X at the top right offers **Leave (resume later)**, which leaves the match open at the top of the History, and **Forfeit match**, of which your opponent is notified.

If the connection drops or the app closes, on reopening you return to the duel with the Life Points unchanged.

The local match

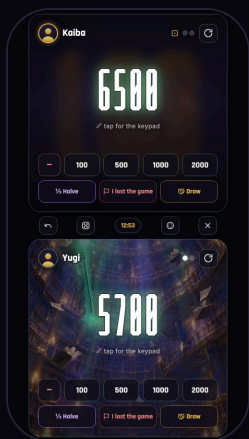
Friendly matches can also be played locally: on a single phone, from which the Life Points of both players are managed.

Setting up the match

1. Tap **DUEL**, then **Create** and **Friendly**.
2. At the top choose **Local match**: your opponent's box opens under yours.
3. Choose **Format**, your Deck and **Type**. The format is required; your Deck is not.
4. Type your opponent's name. As you type, the app suggests the opponents already in your History. If the name is the nickname of a user, the match stays linked to their account: their photo, frame and background appear in the counter.
5. Tap **Create local lobby**.

Your opponent's Deck is entered once the match is saved, from the History: the pencil next to their Deck opens name, image and hashtags. The image is chosen among the card artworks.

The local counter



At the start of the first game the app asks **Who decides?: Roll the die and Flip the coin** help to settle it. Tap the name of the player who decides, then **Go first** or **Go second**. In the following games the loser of the previous one chooses.

Each player has a square box with name, Life Points, quick changes, keypad, **½ Halve**, **I lost the game** and **Draw**. After the draw is confirmed the game is replayed.

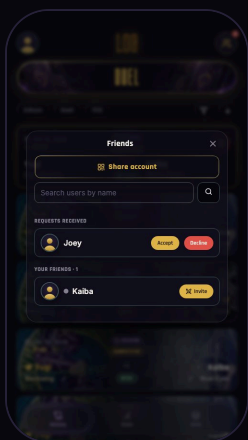
- The button at the top right of the box rotates it 90° clockwise.
- Pressing and holding a box lifts it: dragged onto the other, the two swap places.
- The tools shared by the two players are undo, die, timer, coin and exit. The timer stops and restarts with a tap. They sit between the two boxes; with the phone held horizontally, on the edge.

Saving

- At the end of the match the app asks whether to save it: **Save to history** or **Don't save**. **Cancel** returns to the game just ended.
- The saved match contains format, result, duration, your Deck, your opponent's name and Deck, who chose the turn order and who went first in each game.
- If you do not type the name of the opposing Deck, the match does not enter any matchup.
- If your opponent is linked to an account, their photo, frame and background appear in the counter. The match is still saved only in your History.
- If the app is closed, on reopening the match resumes from where it was.

Friends

The icon with the people at the top right opens the **Friends** window. A number on the icon signals incoming requests.



Adding a friend

- **Search users by name**, then **Add** next to the player.
- **Share account** shows the QR of your profile and the **Share link** button: whoever scans the QR or opens the link can add you with **Add to friends**.

Incoming ones are under **Requests received**.

Online status

Next to each friend there is a dot: green if online, light blue if in a match, red if offline, grey if they chose not to show their status.

Inviting to a duel

Invite next to a friend opens the Lobby setup and sends them the invitation. If you already have a Lobby open and waiting, the invitation applies to that one.

Another player's profile

A player's name or photo opens their profile, with the numbers of their competitive matches. From here you send a friend request, start a duel with **Duel** and block the player with **Block user**.

After the block, friend requests and invitations can no longer be exchanged; any existing friendship is removed. The block is lifted from **Profile**, **Privacy**, **Blocked users**.

Your profile

Your photo at the top left opens the profile.



What it shows

The photo with the frame, the nickname and the numbers of your competitive matches: they are the same ones other players see. The three lines at the top left open the menu.

Photo, background and frame

Tap your photo to change it and to choose background and frame among those available.

The chosen background is also the setting of the counter: during the duel it is behind your Life Points, while your opponent's appears in their band.

Your data

On the account and on the device

Profile, Decks, matches, friends and the order of Decks and formats are saved on the account and available on any device, after signing in.

Only the language, the choices in **Settings** and the local match in progress stay on the device.

What others see

Of the profile, the nickname, photo, frame, background and the numbers of competitive matches are visible. Statistics, Decks and friendly matches are private. A Deck is visible only to whoever receives its link or its QR, or to whoever plays against you an online match that gets saved.

Frequently asked questions

Notifications do not arrive

On iPhone they arrive only with Duel Log installed on the Home Screen. If the permission was denied, it is turned back on from the phone's settings.

The statistics look incomplete

A filter is on: the yellow dot on the funnel signals it.

Reset all removes it.

A Lobby link opens the browser

On iPhone this happens when it is opened outside the installed app. Copy the link, then in the app tap

DUEL, **Join** and **Paste the link**.

The app restarts from the History

It happens after five minutes of inactivity.

Deleting the account

It is deleted from **Account**. Within 7 days, by signing back in, the request can be cancelled.

Reporting a problem

It is reported from **Info & support**, under **Feedback**.