**Low Meadow Mage**

1. Select two cards, the first being any card you choose and the second being MBD. Keep in mind you must perform one fusion on the final turn of the duel, so try to throw a card that is not going to help you achieve that goal while saving the cards that will
   1. Select the guardian star “Mars” for the MBD
   2. End turn
2. Select two cards again ending with an MBD. Remember, next turn you must fuse, so keep any fusions you have while throwing cards that do not fuse
   1. Select the guardian star “Sun” for the MBD
   2. Attack the enemies face-down defense monster with whatever MBD you have that does NOT have a guardian star interaction with the enemy’s monster. For example, if the enemy has a Jupiter card on his side of the field, attack it with the MBD you put in Sun. If he has a Moon/Mercury card on his side of the field, attack it with the MBD you put in Mars. The bottom line is that you do NOT want ANY guardian star interactions throughout this duel
   3. Attack directly with the remaining MBD
3. Fuse two cards together to create a monster with at least 1000 attack. I say this so you don’t fuse something weak like Shadow Specter or Cockroach Knight.
   1. Attack his defense monster with whatever MBD you have that does not interact with the enemy’s guardian star. This is exactly like what you did last turn
   2. Attack directly with the fused monster
   3. Attack with MBD to win