# A Strategic Deconstruction of the Clear World Archetype

## The Clear World Philosophy: An Archetypal Overview

The "Clear World" archetype stands as a unique and methodical control strategy within the Yu-Gi-Oh! Trading Card Game. Unlike archetypes that seek to overwhelm the opponent with a barrage of summons and negations, Clear World operates on a more insidious principle: it weaponizes the very attributes of the opponent's monsters, turning a fundamental game mechanic into a debilitating floodgate. The deck's entire philosophy revolves around establishing an oppressive, one-sided board state that systematically dismantles the opponent's ability to play the game, ultimately achieving victory through attrition and strategic lockdown.

### The Core Concept: Weaponizing Attributes

At the heart of the archetype lies its namesake Field Spell, Clear World.1 This card imposes a continuous, debilitating effect on each player based on the attributes of the monsters they control. These penalties are severe and target core aspects of gameplay 3:

* **LIGHT:** The player must play with their hand revealed, providing perfect information to the opponent.
* **DARK:** If the player controls two or more monsters, they cannot declare an attack, effectively neutralizing aggressive strategies.
* **EARTH:** During the Standby Phase, the player must destroy one of their own face-up Defense Position monsters.
* **WATER:** During the End Phase, the player must discard one card, eroding hand advantage.
* **FIRE:** During the End Phase, the player takes 1000 damage, putting them on a strict clock.
* **WIND:** The player must pay 500 Life Points to activate any Spell Card, taxing their resources.

The strategic genius of the archetype is that its own monsters are completely immune to these effects. While all "Clear" monsters are DARK Attribute, they share a crucial line of text: "You are unaffected by the effects of 'Clear World'".4 This transforms the symmetrical nature of the Field Spell into a powerful, one-sided weapon. The Clear World player's goal is to force the opponent to operate under these harsh restrictions while they themselves play unhindered.

This design is a clever and necessary adaptation of the archetype's original concept from the *Yu-Gi-Oh! GX* anime. In the source material, the "Clear" monsters were unique in that they possessed no attribute at all, thus naturally bypassing the effects of Clear World.7 A direct translation of an "attribute-less" monster would be mechanically problematic within the established rules of the TCG, likely requiring a fundamental change to the game's core systems. Instead, the game's designers opted for a more elegant solution. By assigning all "Clear" monsters the DARK attribute, they could benefit from the game's vast pool of DARK-specific support cards. To replicate their intended immunity, the designers gave each monster the continuous effect that renders them unaffected by the Field Spell. This decision was not merely a workaround; it fundamentally defined the archetype's competitive identity as a floodgate strategy, where the player is uniquely exempt from the symmetrical lock they impose on the game state.

### Strategic Identity: Control, Stun, and Attrition

The Clear World archetype is the epitome of a "stun" or "floodgate" deck.7 Its primary game plan is not to execute a complex combo to end the game in a single turn, but rather to establish a passive yet powerful board lock that slowly grinds the opponent out of resources. The deck's win condition is methodical, often achieved by locking the opponent's monster effects, preventing them from attacking, and supplementing this control with steady burn damage over multiple turns.8 This patient, disruptive playstyle forces opponents to find highly specific answers to the deck's interlocking pieces, often while their own strategies are severely hampered by the effects of Clear World.

## The Core Components: Card-by-Card Analysis

The Clear World archetype is compact, with each card playing a highly specialized and indispensable role in assembling the deck's signature lock. Understanding the precise function of each component is crucial to mastering the strategy.

### The Linchpin: Clear World

As the central engine piece, Clear World dictates the flow of the duel. Its power lies in its versatility to punish virtually any deck, as every monster possesses an attribute. In the modern game, the most impactful effects are typically the DARK and WATER penalties. The DARK restriction can single-handedly shut down "go-wide" strategies that rely on building a large board to attack for game, while the WATER penalty systematically strips cards from the opponent's hand, reducing their options over time.3 The LIGHT effect provides invaluable strategic information, allowing the Clear World player to anticipate and play around the opponent's hand traps and key combo pieces. While the FIRE, EARTH, and WIND effects are more situational, they contribute to the overall pressure, creating a multi-faceted assault on the opponent's resources.

### The Monsters: A Division of Labor

The "Clear" monsters function as a cohesive unit, each designed to execute a specific part of the overall game plan.

#### Clear Phantom (The Starter)

Clear Phantom is the deck's most important combo starter and consistency tool. Its effect allows a player to discard two cards from their hand (including itself) to add two cards from the Deck to the hand: Clear World or any Spell/Trap that mentions it.5 This effect, while a net zero in card advantage on its own, is the primary mechanism for assembling the core Spell cards needed to establish the lock. Its ability to search for any Spell/Trap that mentions the Field Spell is a future-proofed design that ensures it can access any new support the archetype might receive. Its secondary effect, which destroys an opponent's monster if Clear Phantom itself is destroyed, provides a small amount of reactive disruption.11

#### Clear Cube (The Enabler)

Clear Cube is the critical bridge between the initial setup and the final board lock. Its first effect grants an additional Normal Summon for a monster that mentions Clear World, which is almost exclusively used to Tribute Summon the archetype's boss monster, Clear Vicious Knight, in a single turn.5 This circumvents the slow, turn-by-turn setup typical of older Tribute Summon-focused decks. Its second effect provides resilience; if it is removed from the field by an opponent's card, it allows the player to Special Summon any monster that mentions Clear World directly from the Deck.7 This floating effect can punish an opponent for attempting to disrupt the combo, potentially summoning Clear Vicious Knight or another key piece for free.

#### Clear Vicious Knight (The Boss Monster)

Clear Vicious Knight is the centerpiece of the deck's end board and its primary win condition. It possesses three powerful effects that work in concert to lock down the opponent. First, it can be Tribute Summoned by Tributing only one monster that mentions Clear World, a condition made trivial by Clear Cube.5 Second, it gains ATK equal to the highest original ATK among all monsters the opponent controls, allowing it to become a formidable threat that can scale to overcome the opponent's own boss monsters.7 Its third and most devastating effect prevents the opponent from activating the effects of any Special Summoned monsters on the field that have less ATK than Clear Vicious Knight.7 As its own ATK scales upwards, this effect becomes a one-sided Skill Drain that can neutralize entire boards, making it the anchor of the archetype's stun strategy.

#### Clear Rage Golem (The Finisher)

While Clear Vicious Knight establishes control, Clear Rage Golem is designed to end the game. When Normal or Special Summoned, it allows all monsters that mention Clear World to attack the opponent directly for that turn.5 This provides a clear path to victory once the opponent's board has been neutralized by the lock. Furthermore, when it inflicts battle damage, it inflicts an additional 300 damage for each card in the opponent's hand, punishing players who have been unable to commit their resources to the board due to the ongoing stun effects.7

#### Clear Vice Dragon (The Alternative Boss)

Clear Vice Dragon serves a different role as a dedicated board-breaker and resilient threat. Its primary effect is offensive: when it attacks an opponent's monster, its ATK becomes double the ATK of the attack target during damage calculation only.4 This allows it to destroy virtually any monster in battle, regardless of its original ATK. Its second effect provides protection, allowing the player to discard one card to prevent it from being destroyed by an opponent's card effect.14 It functions as a powerful tool for removing a single, problematic monster that the Vicious Knight lock may not be able to handle.

### The Support: Clear Wall

Clear Wall is the amplifier that elevates the archetype's strategy from a nuisance to a near-impenetrable lock. This Continuous Spell has three distinct and powerful effects.4 First, while Clear World is on the field, it can search for any monster that mentions Clear World once per turn, providing crucial access to combo pieces like Clear Cube or Clear Vicious Knight. Second, it grants all monsters that mention Clear World complete immunity to destruction by battle, and the player takes no battle damage from those battles. This makes the board incredibly difficult to remove through conventional attacks.

Its third effect is the most powerful. While the player controls a Level 7 or higher monster that mentions Clear World (such as Clear Vicious Knight or Clear Vice Dragon), Clear Wall forces the opponent to suffer from *all six* of Clear World's negative effects simultaneously, regardless of the attributes they actually control.6 This is the final piece of the lock, ensuring that the opponent is crippled by every possible penalty the Field Spell can offer.

| **Card Name** | **Card Type** | **Primary Role** | **Key Function** |
| --- | --- | --- | --- |
| Clear Phantom | Effect Monster | Combo Starter | Discards to search core Spell cards (Clear World, Clear Wall). |
| Clear Cube | Effect Monster | Combo Enabler | Provides an additional Normal Summon to facilitate a Tribute Summon. |
| Clear World | Field Spell | Core Engine | Applies attribute-based penalties to both players. |
| Clear Wall | Continuous Spell | Engine Amplifier | Searches monsters, provides battle protection, and applies the full lock. |
| Clear Vicious Knight | Effect Monster | Primary Win Condition | Acts as a scalable, one-sided floodgate against monster effects. |
| Clear Rage Golem | Effect Monster | Secondary Win Condition | Enables direct attacks and inflicts burn damage to close out the game. |
| Clear Vice Dragon | Effect Monster | Alternative Win Condition | Serves as a powerful board-breaker capable of destroying any monster in battle. |

## Constructing the Lock: Core Combos and the Ideal End Board

The primary objective of the Clear World deck is to consistently and efficiently assemble its three-card lockdown. This involves a specific sequence of plays that leverages the archetype's internal search capabilities to turn a simple two-card hand into a formidable board state.

### The Ideal End Board

The optimal end board for a Clear World deck consists of three key cards working in unison: a Tribute Summoned Clear Vicious Knight, an active Clear World Field Spell, and an active Clear Wall Continuous Spell.8 This setup creates multiple layers of disruption that severely restrict the opponent's options:

1. **Monster Effect Negation:** Clear Vicious Knight prevents the opponent from activating the on-field effects of their Special Summoned monsters, provided their ATK is lower than the Knight's. Since the Knight's ATK scales with the opponent's strongest monster, this often blankets their entire board.7
2. **Total Attribute Lockdown:** With a Level 7 monster on the field, Clear Wall forces the opponent to endure all six negative effects of Clear World at once. This means their hand is revealed, their attacks are restricted, they are forced to discard, they take burn damage, and they must pay Life Points to use Spells.6
3. **Battle Immunity:** Clear Wall also ensures that Clear Vicious Knight and any other "Clear" monsters cannot be destroyed by battle, forcing the opponent to rely on non-battle removal effects, many of which may be negated by the Knight itself.5

### The Primary Combo Line: Phantom + Discard Fodder

The most consistent and fundamental combo in the deck requires only two cards in the opening hand: Clear Phantom and any other card to use as discard fodder.5

* **Starting Hand:** Clear Phantom + 1 other card.
* **Step 1:** Activate the effect of Clear Phantom from the hand. Discard both Clear Phantom and the second card as cost.
* **Step 2:** The effect resolves, allowing you to add both Clear World and Clear Wall from your Deck to your hand.
* **Step 3:** Activate the Field Spell, Clear World.
* **Step 4:** Activate the Continuous Spell, Clear Wall.
* **Step 5:** Upon its successful activation, the on-field effect of Clear Wall can be used. Since Clear World is on the field, you can add one monster that mentions it from your Deck to your hand. Add Clear Cube.
* **Step 6:** Use your Normal Summon for the turn on Clear Cube.
* **Step 7:** Activate the on-field effect of Clear Cube to gain an additional Normal Summon for a monster that mentions Clear World this turn.
* **Step 8:** Use this additional Normal Summon to Tribute Clear Cube and summon Clear Vicious Knight from your hand.

This sequence successfully establishes the full three-card lock from a simple two-card investment, demonstrating the deck's explosive setup potential when its opening hand is optimal.

However, the deck's reliance on this specific sequence reveals its greatest strategic vulnerability. The entire game plan is funneled through the successful resolution of Clear Phantom's effect. This creates a predictable and easily targeted choke point for any opponent familiar with the matchup. A single, well-timed hand trap, such as Ash Blossom & Joyous Spring, can negate the search effect of Clear Phantom, leaving the Clear World player with no Spells in hand and a severe card disadvantage from the discard cost. This single point of failure is so critical that it dictates the entire deck-building philosophy. A player must either dedicate significant deck space to protective cards like Called by the Grave or Crossout Designator to force the combo through, or they must incorporate a powerful, self-sufficient secondary engine that can serve as a "Plan B" should the primary Clear Phantom line be disrupted.16 This inherent fragility is the primary driver behind the prevalence of hybrid Clear World builds.

## Expanding the World: Synergies and Hybrid Builds

To mitigate the deck's inherent fragility and increase its overall power ceiling, players often integrate the core "Clear" package with other synergistic engines. These hybrid builds provide alternative win conditions, increase resilience, and offer more dynamic lines of play.

### The Discard Engine: Danger!

The "Danger!" archetype has a natural and powerful synergy with Clear World. Clear Phantom requires a player to discard two cards as a cost to activate its effect. Normally, this is a steep price, but Danger! monsters turn this cost into a significant advantage.17 Each Danger! monster has an effect that triggers if it is discarded, typically allowing it to Special Summon itself to the field and provide an additional benefit, such as drawing a card. By discarding a Danger! monster alongside Clear Phantom, a player can search for their core Spells while simultaneously putting a free body on the field. This monster can then be used as tribute fodder for Clear Vicious Knight, bypassing the need for Clear Cube entirely and accelerating the setup of the lock. The shared DARK attribute of most Danger! monsters also aligns well with the core archetype.18

### The Fusion Engine: Shaddoll

The "Shaddoll" archetype offers a more control-oriented hybrid build. While there is a crucial point of anti-synergy to note—Clear Phantom discards for *cost*, which does not trigger the effects of "Shaddoll" monsters—a more subtle interaction exists with the Field Spell itself.17 If the opponent controls a WATER monster, Clear World forces them to discard a card during their End Phase. This is a discard by card *effect*, which will trigger the graveyard effects of any "Shaddoll" monster discarded this way. A Clear World Shaddoll deck aims to establish a multi-layered control board, using El Shaddoll Winda to restrict Special Summons while Clear World and Clear Vicious Knight handle other threats.19 The deck can also use Shaddoll Fusion to send monsters from the deck to the graveyard, providing access to the powerful floating effects of cards like Shaddoll Beast or Reeshaddoll Wendi.19

### The Resilience Engine: Horus

The "Horus" engine provides unparalleled resilience and a steady stream of tribute fodder. The engine revolves around King's Sarcophagus, a Continuous Spell that allows the player to send Horus monsters from the deck to the graveyard. Each of the four main Horus monsters can then Special Summon itself from the graveyard as long as King's Sarcophagus is on the field.21 These monsters are difficult for the opponent to remove permanently and do not require a Normal Summon, leaving it available for Clear Cube. They serve as an excellent, recurring source of tributes for Clear Vicious Knight and provide a powerful standalone "Plan B" that can control the board through their own effects if the "Clear" strategy is disrupted.22

### The Attrition Engine: Kashtira

The "Kashtira" engine offers another source of free special summons and supplementary control. Key monsters like Kashtira Fenrir and Kashtira Unicorn can be Special Summoned from the hand if the player controls no monsters, providing an immediate Level 7 body on the field.24 This not only provides an instant tribute for Clear Vicious Knight but also immediately enables the full lockdown effect of Clear Wall. The inherent strategy of the Kashtira archetype—banishing cards from the opponent's deck and Extra Deck while locking their monster zones—complements the resource-denial plan of Clear World, creating a particularly oppressive board state for the opponent to overcome.26

| **Engine Name** | **Core Synergy** | **Strength** | **Weakness/Conflict** |
| --- | --- | --- | --- |
| **Danger!** | Turns Clear Phantom's discard cost into a net advantage by Special Summoning monsters. | Explosive, board-swarming potential that accelerates the primary combo. | High variance due to the random nature of the Danger! discard mechanic. |
| **Shaddoll** | Utilizes Clear World's WATER penalty to trigger "Shaddoll" graveyard effects. | Strong grind game and resource advantage through fusion and floating effects. | The primary starter, Clear Phantom, has direct anti-synergy as it discards for cost. |
| **Horus** | Provides a recurring engine of self-reviving monsters for consistent tribute fodder. | Extremely high resilience to board wipes and removal; strong standalone presence. | Heavily reliant on protecting its own key spell, King's Sarcophagus. |
| **Kashtira** | Offers free Level 7 Special Summons that enable the Clear Wall lock and provide tribute fodder. | Powerful standalone threats that add an extra layer of control and resource denial. | Can be resource-intensive and may conflict with Extra Deck plays if not managed carefully. |

## Strategic Considerations and Counter-Play

While the Clear World archetype can establish a formidable lock, it is not without its weaknesses. Understanding its paths to victory, its critical vulnerabilities, and how an opponent will seek to dismantle its strategy is essential for any aspiring pilot.

### Win Conditions: The Path to Victory

The archetype has several distinct paths to victory, depending on the game state and deck build.

* **Primary Win Condition:** The most common path is to establish the full Vicious Knight + Clear World + Clear Wall lock. From this position, the player can patiently wait as the opponent's resources are depleted by the constant penalties. The game is typically closed out by summoning Clear Rage Golem to attack directly for massive damage.8
* **Secondary Win Condition:** In situations where the opponent has a single, overwhelmingly powerful monster that Vicious Knight cannot overcome, Clear Vice Dragon can be summoned. Its effect allows it to destroy any monster in battle, clearing the way for other monsters to attack and win the game.27
* **Tertiary Win Condition:** In hybrid builds, the secondary engine often serves as an alternative win condition. If the "Clear" engine is stopped, a player can pivot to winning with the sheer power of the Horus monsters or the zone-locking and banishing effects of the Kashtira engine.

### Critical Vulnerabilities: The Achilles' Heel

The deck's focused strategy comes at the cost of several key vulnerabilities.

* **Spell & Trap Removal:** The entire lock is contingent on two Spell cards (Clear World and Clear Wall) that possess no inherent protection. A single Harpie's Feather Duster, Lightning Storm, or even a well-timed Cosmic Cyclone can shatter the board state, leaving the Clear World player exposed and with few resources to recover.9
* **Combo Choke Points:** As previously analyzed, the deck is exceptionally vulnerable to hand traps. Ash Blossom & Joyous Spring on Clear Phantom's search effect or Infinite Impermanence on Clear Cube's additional summon effect can halt the main combo before it even begins.16
* **Lack of Recovery:** A pure Clear World deck invests nearly its entire hand into establishing its initial board. If this board is broken, the deck has very limited capacity to recover and re-establish the lock in a timely manner. This fragility is the primary reason why hybrid builds are considered more competitively viable.

### How to Beat Clear World: The Opponent's Playbook

An informed opponent will not try to play through the Clear World lock; they will focus all their efforts on preventing it from ever being established or on dismantling it with efficient removal.

* **Priority 1: Disrupt the Setup.** The opponent's first and most important goal is to stop the initial combo. This means saving key hand traps like Ash Blossom & Joyous Spring or Effect Veiler specifically for Clear Phantom or Clear Cube. Stopping the search or the additional summon is the most effective way to win the game on the spot.
* **Priority 2: Remove the Spells.** If the lock is successfully established, the opponent's focus must shift to removing Clear World or Clear Wall. Since these are the sources of the lockdown effects, their removal will dissolve the entire board state and free the opponent to use their own cards.
* **Priority 3: Utilize Non-Monster Effect Removal.** Clear Vicious Knight only negates *activated* monster effects on the field. It does not stop continuous effects, nor does it prevent monsters from being used as material for a Link, Synchro, or Xyz Summon. An opponent can use their monsters to summon a card like Knightmare Unicorn to remove Clear Wall or Divine Arsenal AA-ZEUS - Sky Thunder to wipe the entire field. Furthermore, powerful Spell cards that do not target, such as Dark Ruler No More or Evenly Matched, can bypass the Knight's protection and break the board wide open.

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