# Jurrac Archetype Deep Dive: Deconstructing the Dinosaur-Synchro Engine

## Section 1: Core Identity - A Strategic Metamorphosis

The Jurrac archetype, a group of FIRE Dinosaur-type monsters, has undergone a significant strategic evolution since its introduction. Initially conceived as a straightforward, battle-oriented strategy, its modern incarnation functions as a highly synergistic component within the broader and more powerful generic Dinosaur engine. This analysis reveals that the "Jurrac" name, while essential for specific card interactions, no longer accurately describes the deck's primary playstyle. Instead, the deck's power is derived from its identity as a FIRE Dinosaur combo deck, leveraging a select few Jurrac cards as potent extenders and formidable boss monsters.

### 1.1 The Original Blueprint: A Beatdown Relic

The foundational design of the Jurrac archetype was rooted in a beatdown strategy, a philosophy that has become largely obsolete in the contemporary Yu-Gi-Oh! Trading Card Game.1 The effects of its earliest members were almost exclusively contingent upon success in the battle phase. For instance,

**Jurrac Guaiba** can Special Summon another Jurrac monster from the Deck, but only after it destroys an opponent's monster by battle.2 Similarly,

**Jurrac Velo** "floats" into another Jurrac from the Deck, but its effect only triggers when it is destroyed by battle while in Attack Position.2

This reactive design, which requires interacting with opposing monsters via combat to generate advantage, is fundamentally too slow for a game state where powerful, disruption-heavy boards are often established before the first Battle Phase can even occur. The reliance on battle renders these original strategies inconsistent and vulnerable, relegating them to a relic of a past era.

### 1.2 The Modern Reality: An Engine, Not an Archetype

The strategic pivot for Jurracs came with the introduction of modern support and the concurrent rise of the generic Dinosaur engine. The contemporary "Jurrac" deck is, in practice, a Dinosaur-centric combo deck that utilizes a small, highly optimized package of Jurrac cards to enable explosive plays and establish resilient endboards.6 The deck's true identity lies in the synergy between the FIRE attribute and the Dinosaur type, which provides access to a vast pool of powerful, generic support cards that far surpass the capabilities of the original, self-contained Jurrac toolkit.1

This shift is not merely an enhancement but a complete redefinition of the deck's core mechanics. The most effective "Jurrac" builds are composed predominantly of generic Dinosaur support, with Jurrac monsters serving specific, calculated roles within a larger machine.7 The battle-focused effects of the past are entirely absent from modern combo guides, replaced by proactive effects that generate advantage through ignition effects, special summons, and graveyard manipulation.10 The inefficiency of the original battle-phase-dependent strategy created a necessity for change, and the superior power of generic Dinosaur support cards like

**Souleating Oviraptor** and **Miscellaneousaurus** provided the new, dominant framework.11 Consequently, the "Jurrac" name has become a functional misnomer; it no longer describes the deck's overarching strategy but serves as a crucial keyword that enables the powerful effects of its modern members, such as

**Jurrac Meteor** requiring a "Jurrac" Tuner.13 An attempt to construct a "pure" Jurrac deck based on its original theme is destined for failure; mastery of the deck requires the understanding that the archetype is a subordinate, albeit critical, package within a more powerful engine.

## Section 2: The Archetypal Toolkit: A Generational Divide

A granular analysis of the Jurrac cards reveals a stark dichotomy in power and design philosophy between the archetype's legacy members and its modern support. This generational gap is so pronounced that the newer cards do not merely supplement the old ones; they fundamentally replace their strategic roles, creating a small, hyper-efficient core surrounded by a host of obsolete options.

### 2.1 The Modern Core: Combo Enablers and Payoffs

The competitive viability of the Jurrac strategy rests on a handful of modern cards designed for the speed and complexity of the current game.

* **Jurrac Megalo:** A Level 1 Tuner that serves as a premier combo extender. It can Special Summon itself from the hand if you control any Dinosaur monster, providing an instant body for Synchro or Link plays.1 Its second effect allows the player to discard two cards, one of which must be a "Jurrac" card, to draw two new cards. This is a potent tool for improving hand quality and, critically, for setting up the Graveyard with key resources.14 Its final effect triggers upon destruction, allowing it to send any "Jurrac" monster from the Deck or Extra Deck to the Graveyard—a powerful setup mechanism often used to send  
  **Jurrac Astero** to the GY for later revival or to fuel other GY-based effects.1
* **Jurrac Stego:** The deck's most formidable one-card starter. By destroying a card on the field (typically itself), it can send a Dinosaur monster from the Deck to the Graveyard and then Special Summon "Jurrac" monsters from the Deck whose total Levels equal that of the sent monster.11 This single effect can generate multiple bodies on the field, initiating complex combos that build an entire board from a single card. This makes  
  Stego a high-priority target for opponent's interruptions.6
* **Jurrac Astero:** The deck's primary Synchro-based control piece. Upon its Synchro Summon, it sets a "Jurrac" Spell or Trap directly from the Deck or Graveyard.2 Its most powerful ability is a Quick Effect that allows it to negate an opponent's Special Summon by banishing two Dinosaur monsters from the Graveyard.2 Furthermore, it possesses a devastating disruptive effect: during the opponent's turn, it can banish itself and another "Jurrac" monster from the Graveyard to Special Summon  
  **Jurrac Meteor** from the Extra Deck, threatening a complete field wipe.2
* **Jurrac Meteor:** The ultimate board-breaking Synchro Monster. When Synchro Summoned, it destroys all cards on the field, then revives a Tuner monster from the Graveyard.13 This effect serves as a powerful reset button that can be activated during the opponent's turn via  
  Jurrac Astero's effect, dismantling an established board and leaving the opponent vulnerable.10
* **Jurrac Volcano:** A Continuous Spell that provides both protection and extension. It can protect a "Jurrac" monster from destruction by card effect by banishing a Dinosaur from the Graveyard instead.11 Its second effect allows the player to destroy a Dinosaur they control to Special Summon a "Jurrac" monster from the Deck, an effect that synergizes perfectly with the "baby" Dinosaurs like  
  **Babycerasaurus**.11
* **Jurrac Impact:** A powerful Trap Card that can be set by Jurrac Astero. If you control a Dinosaur monster with 2500 or more ATK, this card destroys all cards on the field, serving as a game-winning disruption.2

### 2.2 The Legacy Crew: Niche Roles and Obsolete Cards

In contrast to the modern core, the original wave of Jurrac monsters is largely outmoded, with only a few retaining niche utility.

* **Jurrac Aeolo:** The original Level 1 Tuner. While surpassed by Megalo, its effect to Tribute itself to revive a Level 4 or lower "Jurrac" monster from the Graveyard remains a valuable tool for extending combos or recovering resources.1 Its status as a Level 1 monster makes it a prime target for  
  **One for One**, and its 200 DEF makes it revivable by the spell card **Rekindling**.1
* **Jurrac Guaiba & Jurrac Velo:** As previously mentioned, these monsters rely on the battle phase to generate advantage.2 While too slow to function as primary starters, they can occasionally be used in go-second strategies to break boards and extend plays after an initial wave of removal.
* **Obsolete Members:** Cards such as **Jurrac Gallim**, **Jurrac Stauriko**, and **Jurrac Brachis** are effectively unplayable in a competitive environment. Their low stats and slow, battle-reliant effects are remnants of an abandoned design philosophy and have no place in the modern, high-speed combo version of the deck.1

This clear functional divide illustrates that modern support was not designed to merely supplement the old cards but to fundamentally replace their functions. A player does not choose between Stego and Guaiba as starters; Stego is the starter, and Guaiba is a fringe technological choice at best. Deck construction, therefore, is not a matter of balancing the entire archetype, but rather of identifying the small, potent core of modern cards and discarding the obsolete legacy members.

## Section 3: The Dinosaur Engine: The True Heart of the Strategy

The overwhelming power and consistency of the modern Jurrac deck are not derived from the Jurrac cards in isolation, but from their seamless integration with the generic Dinosaur support engine. Mastery of these non-archetypal cards is more critical to success than an encyclopedic knowledge of the entire Jurrac roster. This engine provides the deck with its starters, extenders, protection, and its most oppressive boss monsters.

### 3.1 The Unquestionable Core: The Four Pillars

Four specific non-Jurrac cards form the absolute foundation of the deck's strategy.

* **Souleating Oviraptor:** Widely regarded as the best Dinosaur starter in the game. On Normal or Special Summon, it offers a choice: either add any Dinosaur monster from the Deck to the hand or send any Dinosaur monster from the Deck to the Graveyard.11 This provides unparalleled flexibility for searching combo pieces or setting up the Graveyard. Its second effect, which allows it to target and destroy another Level 4 or lower Dinosaur on the field to revive a Dinosaur from the Graveyard, is the primary method for triggering the effects of the "baby" dinosaurs.7 It is justifiably considered the "heart" of the deck.7
* **Miscellaneousaurus:** An exceptionally powerful utility monster. Its first effect is a Quick Effect that can be activated from the hand by sending it to the Graveyard; for the remainder of that Main Phase, all Dinosaur monsters you control are unaffected by your opponent's activated effects.12 This provides a crucial layer of protection, ensuring that core combos can resolve through common handtraps and interruptions.19 Its second effect activates in the Graveyard, allowing it to banish itself and any number of other Dinosaurs to Special Summon a Dinosaur from the Deck whose Level equals the total number of monsters banished. This is a vital combo extender and a potent tool for follow-up plays on subsequent turns.11
* **Babycerasaurus & Petiteranodon:** These Level 2 Dinosaurs, collectively known as the "babies," are the engine's primary resource generators. When Babycerasaurus is destroyed by a card effect, it Special Summons a Level 4 or lower Dinosaur from the Deck.15 When  
  Petiteranodon is destroyed by a card effect, it Special Summons a Level 4 or higher Dinosaur from the Deck.21 They are the designated targets for destruction by cards like  
  Souleating Oviraptor and Jurrac Volcano, turning a "cost" into a significant advantage by swarming the field with monsters.

### 3.2 Consistency and Power: Spells and Bosses

Beyond the core monsters, a suite of powerful Spells and non-Jurrac boss monsters elevates the deck to a competitive level.

* **Fossil Dig:** A simple yet incredibly effective Spell Card. It allows the player to add one Level 6 or lower Dinosaur monster from their Deck to their hand. Crucially, this effect is not once per turn, making multiple copies a source of immense consistency.11
* **Ground Xeno:** This Spell searches for either a Dinosaur Tuner (like Megalo or Aeolo) or a Dinosaur Normal Monster. It then forces the player to destroy a card in their hand, a "cost" that can be turned into an advantage by destroying a "baby" dinosaur to trigger its effect.11
* **Ultimate Conductor Tyranno (UCT):** The premier boss monster for nearly all Dinosaur strategies. It can be easily Special Summoned from the hand by banishing two Dinosaur monsters from the Graveyard.22 Its Quick Effect can flip all of the opponent's monsters into face-down Defense Position, a non-targeting disruption that is incredibly difficult to counter.15 Furthermore, it can attack all monsters the opponent controls, inflicting 1000 damage if it attacks a Defense Position monster.9
* **Evolzar Laggia & Evolzar Dolkka:** These are Rank 4 Xyz monsters that serve as the deck's primary turn-one control options. Both require two Level 4 Dinosaur monsters as material, a condition easily met by the deck's engine.23  
  Laggia can detach both of its materials to negate the Normal or Special Summon of a monster or the activation of a Spell/Trap Card.24  
  Dolkka can detach one material to negate the activation of a monster's effect and destroy it, an effect it can use twice.24 These two monsters provide powerful, targeted negation that complements the broader disruption offered by the Jurrac Synchros.6

The mechanics of this engine reveal a fundamental principle of the deck's design: the Graveyard is not a discard pile, but a primary resource hub. Starters like Oviraptor and Stego are designed to deliberately send cards from the Deck to the Graveyard.11 This action is not a cost but a benefit, as it populates the Graveyard with fuel for the deck's most powerful effects. Key cards like

Miscellaneousaurus (summons from deck by banishing from GY), Jurrac Aeolo (revives from GY), and Jurrac Astero (negates by banishing from GY) are all dependent on a well-stocked Graveyard to function.2 This intentional flow of resources—from the Deck and Hand, through the Graveyard, and finally to the field or effect activation—is the central loop that drives the deck's advantage. This makes the deck highly resilient but also creates a critical vulnerability: cards and strategies that disrupt the Graveyard, such as

D.D. Crow or Bystial monsters, are the most effective counters.19

## Section 4: The Art of the Combo: From Opening Hand to Endboard

Understanding the Jurrac-Dinosaur strategy requires a practical examination of its core combo sequences. These lines of play demonstrate how a single starter or a simple two-card hand can be converted into a multi-faceted board of interruptions. The deck's strength lies not in a single, linear path, but in its ability to adapt its endboard based on the available resources.

### 4.1 Foundational One-Card Combo: Jurrac Stego

The most explosive opening play available to the deck begins with a single copy of **Jurrac Stego**.6

1. **Normal Summon** Jurrac Stego.
2. **Activate** the effect of Jurrac Stego, targeting itself for destruction.
3. As part of the effect, **send** a high-level Dinosaur monster from the Deck to the Graveyard. A common target is the Level 10 **Xeno Meteorus**.
4. **Special Summon** "Jurrac" monsters from the Deck whose total Levels exactly equal the Level of the monster sent to the Graveyard (in this case, 10). A standard combination is **Jurrac Megalo** (Level 1), **Jurrac Dino** (Level 3), and two other Level 3 Jurrac monsters.
5. With four monsters on the field, including two Tuners, you can now perform a series of Synchro and Xyz Summons. For example, you can use a Level 3 Jurrac and Jurrac Dino to Synchro Summon a Level 6 monster, then use the remaining Level 3 and Level 1 Megalo to make two Level 4 monsters for an Xyz Summon of **Evolzar Dolkka** or **Laggia**. The remaining monsters can then be used to Synchro Summon **Jurrac Astero**.

This single card generates the material necessary to establish a board with multiple forms of negation.

### 4.2 Potent Two-Card Combos

While the one-card Stego combo is powerful, the deck's consistency comes from its numerous two-card combinations.

* **Souleating Oviraptor + Babycerasaurus:** This is the classic Dinosaur combo.7
  1. **Normal Summon** Souleating Oviraptor. Activate its effect to add a Dinosaur from Deck to hand.
  2. **Activate** Oviraptor's second effect, targeting Babycerasaurus in your hand or on your field to destroy it.
  3. Babycerasaurus's effect triggers, allowing you to **Special Summon** a Level 4 or lower Dinosaur from your Deck (e.g., another Level 4 non-Tuner).
  4. Oviraptor's effect resolves, allowing you to **Special Summon** a Dinosaur from your Graveyard in Defense Position.
  5. This sequence easily results in two Level 4 Dinosaur monsters on the field, ready to be overlaid into **Evolzar Laggia** or **Evolzar Dolkka**.
* **Souleating Oviraptor + Jurrac Megalo:** This combination provides immediate access to both Tuner and non-Tuner monsters.10
  1. **Normal Summon** Souleating Oviraptor and use its effect to search or send a Dinosaur to the GY.
  2. Since you now control a Dinosaur, you can use the effect of Jurrac Megalo in your hand to **Special Summon** it.
  3. You now have a Level 4 non-Tuner and a Level 1 Tuner on the field, enabling a Level 5 Synchro Summon or providing bodies for other plays.
* **Ground Xeno + Dinosaur:** This combo leverages Ground Xeno's search and destruction effects.6
  1. **Activate** Ground Xeno, adding a Dinosaur Tuner (e.g., Jurrac Megalo) from your Deck to your hand.
  2. As part of the effect, **destroy** the other Dinosaur monster in your hand. If this monster is Babycerasaurus or Petiteranodon, its effect will trigger, starting a chain of Special Summons.

### 4.3 The Endboard: A Flexible Toolbox of Disruption

Unlike decks with rigid combo lines leading to a singular, predetermined endboard, the Jurrac-Dinosaur strategy excels at creating a flexible array of interruptions. The diversity of its starters and extenders allows the pilot to adapt the final board state to the specific hand drawn and the anticipated matchup.10 This adaptability is a key strength, but it also raises the deck's skill ceiling, requiring strategic decision-making rather than rote memorization. The pilot must constantly assess whether a monster effect negate from

Dolkka is more valuable than a broader omni-negate from Laggia, or if the threat of a board wipe from Astero into Meteor is the optimal path.

The following table outlines sample endboards and their strategic functions, illustrating the deck's adaptable nature.

| Starting Hand Example | Resulting Endboard | Strategic Value / Key Interruptions |
| --- | --- | --- |
| Jurrac Stego | Jurrac Astero + Evolzar Dolkka + Set Jurrac Volcano | 1 Special Summon Negate, 2 Monster Effect Negates, Destruction Protection. |
| Souleating Oviraptor + Babycerasaurus | Evolzar Laggia + Ultimate Conductor Tyranno + Miscellaneousaurus in GY | 1 Omni-Negate (Summon/Spell/Trap), Mass face-down disruption, Main Phase protection. |
| Ground Xeno + Jurrac Megalo | Jurrac Astero + Baronne de Fleur + Set Jurrac Impact | 1 Special Summon Negate, 1 Omni-Negate, Potential Board Wipe. |
| Oviraptor + Miscellaneousaurus | Jurrac Astero (threatening Meteor) + UCT | 1 Special Summon Negate, Opponent's turn Board Wipe threat, Mass face-down disruption. |

## Section 5: Advanced Strategy and Competitive Outlook

Synthesizing the deck's mechanics, combo potential, and core engine reveals a strategy with a high skill ceiling and significant competitive potential. Success requires not only executing combos but also mastering resource management, understanding key vulnerabilities, and adapting deck construction to the metagame.

### 5.1 Mastering the Grind Game: The GY is Your Second Hand

Advanced play hinges on the meticulous management of the Graveyard as a secondary resource pool. The decision of which Dinosaurs to banish for the effects of Miscellaneousaurus or Ultimate Conductor Tyranno is critical. A skilled pilot will banish less crucial monsters while preserving key names like Souleating Oviraptor or combo pieces in the Graveyard for follow-up plays or revival. This foresight allows the deck to maintain pressure over multiple turns and recover from board wipes, leveraging the Graveyard to rebuild its field presence and continue disrupting the opponent.

### 5.2 Identifying Choke Points: How to Beat Jurrac-Dino

The deck, while explosive, has well-defined points of vulnerability that can be exploited by a knowledgeable opponent.

* **Primary Choke Points:** The most effective point of interaction is often the first Normal Summon. Negating the effect of **Jurrac Stego** or **Souleating Oviraptor** can stop a combo before it begins.6 Handtraps like  
  **Ash Blossom & Joyous Spring** are highly effective against the deck's searchers, such as Fossil Dig, Ground Xeno, and, crucially, the Graveyard effect of Miscellaneousaurus, which summons from the Deck.6
* **Hard Counters:** The deck's most profound weakness is its reliance on the Graveyard. Cards that banish key pieces from the Graveyard, such as **D.D. Crow** targeting a Miscellaneousaurus before it can activate its second effect, can be devastating.19 Broader anti-Graveyard floodgates like  
  **Abyss Dweller** or strategies that banish cards systemically will severely cripple the deck's ability to function. Floodgates that prevent Special Summoning are also highly effective.

### 5.3 Deck Building Philosophy: Core Ratios and Tech Choices

A competitive Jurrac-Dinosaur build is centered around a consistent core engine, with flexible slots for technological choices tailored to the expected field of opponents.

* **Core Ratios:** Most builds will maximize the consistency of their engine by playing three copies of Souleating Oviraptor, Miscellaneousaurus, Babycerasaurus, and Fossil Dig.27 The new Jurrac starters and extenders,  
  Stego and Megalo, are also typically run at maximum copy counts.
* **Tech Choices:** The remaining slots are dedicated to "tech" cards. This includes a package of powerful handtraps like Ash Blossom & Joyous Spring and Infinite Impermanence to disrupt opponents when going second.7 Board-breaking cards such as  
  Kaiju monsters or Lightning Storm can also be included to handle established fields.19 Some variants may even incorporate small alternative engines, such as the Scrap engine, to access different combo lines and Extra Deck monsters.27

### 5.4 Final Verdict: Strengths, Weaknesses, and Potential

The modern Jurrac-Dinosaur deck is a formidable strategy with a clear set of strengths and weaknesses that define its place in the competitive landscape.

* **Strengths:** The deck possesses an incredibly high power ceiling, capable of executing one-card combos that generate overwhelming board states. Its endboards are flexible and can be adapted to counter a wide variety of opposing strategies. The Graveyard-centric nature of its plays provides significant resilience, allowing it to recover and maintain pressure even after its on-field monsters are removed.
* **Weaknesses:** Its greatest strength is also its most significant vulnerability. The deck is extremely susceptible to any form of Graveyard disruption. It can also be stopped by well-timed handtraps on its key Normal Summons if it does not open with Miscellaneousaurus for protection. When forced to go second against multiple negations without access to its powerful board-breaking tools, the deck can struggle to establish a foothold.
* **Competitive Outlook:** Jurrac-Dinosaur stands as a potent "rogue" to Tier 2 strategy, fully capable of achieving success at high levels of play, including regional top finishes.28 Its performance is heavily influenced by pilot skill, deep matchup knowledge, and the prevalence of Graveyard-hate strategies within the broader metagame. It is a complex, rewarding deck that offers explosive power to those who can master its intricate lines of play.

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