# The Outcast's Wrath: A Strategic Deep Dive into the Mokey Mokey Archetype

## Section 1: The Core Quartet - Deconstructing the "Mokey Mokey" Cards

The "Mokey Mokey" archetype is one of the smallest and most peculiar in the Yu-Gi-Oh! Trading Card Game, consisting of only four dedicated cards. Its strategy is not one of attrition or control, but of a sudden, explosive burst of power, transforming its unassuming members into formidable threats. Understanding the specific function and, more importantly, the precise wording of each of these four cards is the critical first step to mastering the archetype's unique game plan.

### 1.1 Mokey Mokey: The Heart of the Matter

At the center of this enigmatic archetype is its namesake, **Mokey Mokey**. It is a Level 1, LIGHT Attribute, Fairy-Type Normal Monster with a negligible 300 ATK and 100 DEF.1 Its flavor text, "An outcast angel. Nobody knows what he is thinking at all. Sometimes he gets mad and that is dreadful," serves as a direct thematic foreshadowing of the deck's entire strategy.2

Strategically, Mokey Mokey is the lynchpin. Its low stats are irrelevant; its true value lies in three key characteristics. First, its specific name, "Mokey Mokey," is the absolute requirement to activate the deck's primary win condition. Second, its status as a Normal Monster grants it access to a powerful and extensive suite of generic support cards that are unavailable to Effect Monsters, forming the backbone of the deck's consistency.4 Finally, as a LIGHT Fairy, it fits into a broad category of synergistic support that can augment the core strategy. Every combo and deck-building choice is made with the ultimate goal of placing and protecting this specific monster on the field.

### 1.2 Mokey Mokey Adrift: The Modern Enabler

Released years after the original cards, **Mokey Mokey Adrift** is the card that elevates the strategy from a novelty to a functional concept. It is a Level 1, LIGHT, Fairy-Type Effect Monster that single-handedly provides the consistency the archetype desperately lacked.6 Its effects are twofold:

1. "You can discard this card; add 1 "Mokey Mokey" card from your Deck to your hand, except "Mokey Mokey Adrift"."
2. "This card's name becomes "Mokey Mokey" and is treated as a Normal Monster while face-up on the field or in the GY." 8

The first effect is the archetype's sole internal searcher. By discarding itself, Adrift can fetch any of the other three core cards: the essential Mokey Mokey monster, the win condition Mokey Mokey Smackdown, or the Fusion Monster Mokey Mokey King (by extension, allowing it to be revealed for cards like Fusion Reserve 9). The discard cost is also a strategic advantage, placing Adrift into the Graveyard where its second effect becomes active.

The second effect is a masterclass in card design. By becoming a Normal Monster named "Mokey Mokey" on the field and in the Graveyard, it seamlessly integrates into the deck's core plan. It can be Normal Summoned to satisfy Smackdown's condition, and once in the Graveyard, it becomes a valid target for the numerous Normal Monster revival cards the deck employs, effectively acting as three additional copies of the original Mokey Mokey for most strategic purposes.10

### 1.3 Mokey Mokey Smackdown: The Win Condition

The entire deck revolves around resolving the effect of **Mokey Mokey Smackdown**, a Continuous Spell Card.12 Its effect reads: "While a face-up "Mokey Mokey" is on your side of the field, if a Fairy-Type monster on your side of the field is destroyed, the ATK of each "Mokey Mokey" on your side of the field becomes 3000 until the end of this turn".14

This card is the mechanism for the deck's explosive One-Turn Kill (OTK) potential. The goal of every combo is to establish its two conditions: have a face-up monster named "Mokey Mokey" on the field, and then have any Fairy-Type monster (including another Mokey Mokey or even a non-Mokey Mokey Fairy) be destroyed by battle or card effect. A crucial ruling elevates this card's power: any Mokey Mokey summoned to the field *after* this effect has been triggered will also have its ATK become 3000 for the remainder of the turn.15 This allows for plays where the destruction of one monster can lead to a full board of 3000 ATK threats.

### 1.4 Mokey Mokey King: The Explosive Floater

The archetype's boss monster is **Mokey Mokey King**, a Level 6, LIGHT, Fairy-Type Fusion Monster.16 It requires three monsters named "Mokey Mokey" as Fusion Material and possesses a simple yet powerful effect: "When this face-up card leaves the field: You can Special Summon as many "Mokey Mokey" as possible from your GY".18

Mokey Mokey King serves as both a combo extender and a recovery tool. The act of Fusion Summoning it loads the Graveyard with three "Mokey Mokey" monsters (which can include Mokey Mokey Adrift that was on the field or in the GY). When the King is subsequently removed from the field—whether by an opponent's card, by battle, or even by one of your own card effects—it replaces itself with a swarm of the original monsters, setting up the perfect scenario to capitalize on Mokey Mokey Smackdown. However, it is important to note a critical ruling vulnerability: as a "When... you can..." optional trigger effect, Mokey Mokey King's effect can "miss the timing." This occurs if its removal from the field is not the very last action to happen in a chain, a weakness that astute opponents can exploit.19

A deeper analysis of the interaction between these core cards reveals a fundamental challenge inherent to the archetype's design. The text of Mokey Mokey Smackdown is unforgivingly specific: it requires a card with the *exact name* "Mokey Mokey" to be on the field at the moment a Fairy is destroyed. Mokey Mokey King does not meet this requirement.15 This leads to a common misconception and a critical strategic pitfall. If a player controls only Mokey Mokey King and Mokey Mokey Smackdown, and the King is destroyed, Smackdown's effect will not activate. The King is a Fairy, but no monster named "Mokey Mokey" was present at the moment of its destruction. Consequently, the three Mokey Mokeys summoned from the Graveyard will arrive on the field with their original 300 ATK. This single interaction defines the archetype's core fragility: the entire, powerful win condition is contingent upon protecting one of the game's weakest monsters. This dictates that the deck must either swarm the field to ensure at least one Mokey Mokey survives or employ protective measures to safeguard its essential, yet vulnerable, centerpiece.

## Section 2: The Engine Room - Mapping Searchers and Consistency

Given the archetype's minuscule size, its ability to function is almost entirely dependent on a carefully curated selection of generic support cards. The deck's engine room is not built from in-archetype searchers but from a diverse toolbox of cards that leverage the unique traits of Mokey Mokey and Mokey Mokey Adrift: being Normal Monsters, Level 1 monsters, and Fairy-Type monsters. Mapping these consistency tools is essential to understanding the flow of the deck's resources.

### 2.1 The Sole Internal Searcher: Mokey Mokey Adrift

As established, Mokey Mokey Adrift is the deck's premier one-card starter and consistency piece. Its ability to be discarded from the hand to search for any other "Mokey Mokey" card is the primary method of assembling the required combo pieces.8 It can find Mokey Mokey Smackdown to set up the win condition, or it can find a Mokey Mokey to provide the necessary on-field name. This flexibility makes it the most important card to see in an opening hand.

### 2.2 Leveraging the "Normal Monster" Trait

The fact that Mokey Mokey is a Normal Monster and Mokey Mokey Adrift is treated as one on the field and in the Graveyard opens up a powerful suite of support cards designed specifically for non-Effect monsters.

* **Unexpected Dai**: This Normal Spell is a premier starter. If you control no monsters, it allows you to Special Summon one Level 4 or lower Normal Monster directly from the Deck.4 This is one of the most efficient ways to get a "Mokey Mokey" on the field to satisfy Smackdown's condition without using the Normal Summon.
* **Rescue Rabbit**: This Level 4 Effect Monster can be banished from the field to Special Summon two Level 4 or lower Normal Monsters with the same name from the Deck.4 This provides an explosive board presence, instantly summoning two Mokey Mokeys, which can be used as Fusion material for Mokey Mokey King or to ensure one survives to enable Smackdown.
* **Support Spells/Traps**: Cards like Painful Decision can send one Normal Monster from the Deck to the GY to add another copy of the same name to the hand, setting up both hand and Graveyard resources.5 Link Spider can Special Summon a Level 4 or lower Normal Monster from the hand, providing an easy way to get a Mokey Mokey onto the field and into an Extra Monster Zone if needed.5 Revival cards like Swing of Memories and Tri-Wight are also essential for recovering Mokey Mokeys from the Graveyard.10

### 2.3 Leveraging the "Level 1" Trait

As Level 1 monsters, both Mokey Mokey and Mokey Mokey Adrift are targets for some of the most powerful generic searchers in the game.

* **One for One**: This powerful Spell Card requires you to send one monster from your hand to the Graveyard as a cost to Special Summon any Level 1 monster from your Deck.21 This provides an excellent way to summon Mokey Mokey or Adrift while simultaneously setting up the Graveyard.
* **Where Arf Thou?**: If you already control a Level 1 monster, this Spell allows you to add another Level 1 monster from your Deck to your hand.21 It is a strong extender that helps assemble multiple Mokey Mokeys for a Fusion Summon or to build a wider board.

### 2.4 Leveraging the "Fairy" Trait

While there are fewer direct searchers for Mokey Mokey based on its Fairy typing, this trait is crucial for integrating synergistic engines and support cards.

* **Generic Support**: Continuous Spells like Valhalla, Hall of the Fallen can Special Summon a Fairy from the hand if you control no monsters, saving the Normal Summon.22 Celestial Transformation is a Quick-Play Spell that can do the same at the cost of halving the monster's ATK and destroying it during the End Phase, which can even be used to proactively trigger Mokey Mokey Smackdown.22
* **Archetypal Support**: The "Agent" engine, particularly The Agent of Mystery - Earth, can search for other "Agent" monsters, which are all Fairies that can be used to trigger Smackdown.9

To provide a clear, at-a-glance reference for how to access the core pieces of the Mokey Mokey strategy, the following matrix outlines the deck's key consistency tools.

| Card Name | Card Type | Cost / Condition | Target(s) | Summons/Adds From | Destination | Strategic Role |
| --- | --- | --- | --- | --- | --- | --- |
| Mokey Mokey Adrift | Monster Effect | Discard this card | 1 "Mokey Mokey" card | Deck | Hand | Primary Starter / Searcher |
| Unexpected Dai | Normal Spell | Control no monsters | 1 Level 4 or lower Normal Monster | Deck | Field | Primary Starter |
| Rescue Rabbit | Monster Effect | Banish this card from field | 2 Level 4 or lower Normal Monsters | Deck | Field | Explosive Extender |
| One for One | Normal Spell | Send 1 monster from hand to GY | 1 Level 1 monster | Deck | Field | Primary Starter / Extender |
| Where Arf Thou? | Normal Spell | Control a Level 1 monster | 1 Level 1 monster | Deck | Hand | Combo Extender |
| Painful Decision | Normal Spell | Send 1 Normal Monster to GY | 1 Normal Monster with same name | Deck | Hand | Setup / Searcher |
| Fusion Reserve | Normal Trap | Reveal 1 Fusion Monster | 1 listed Fusion Material | Deck | Hand | Searcher / Recovery |
| Valhalla, Hall of the Fallen | Continuous Spell | Control no monsters | 1 Fairy monster | Hand | Field | Extender |

## Section 3: The Smackdown Strategy - Core Combo Lines and Win Conditions

The strategic playbook for Mokey Mokey is centered entirely on achieving a swift and decisive victory through Mokey Mokey Smackdown. The deck's combos are not about building an unbreakable board of negations but about assembling the precise conditions for an OTK. This requires a proactive approach, as waiting for an opponent to act is often too slow and unreliable.

A critical element of the deck's function is its ability to trigger Mokey Mokey Smackdown on its own terms. Relying on an opponent to destroy a Fairy monster in battle surrenders all tempo and control. For the deck to function as an OTK strategy, the player must be able to destroy one of their own monsters during their Main Phase. This necessitates the inclusion of a "self-destruction engine"—cards that can destroy your own monsters as part of their cost or effect. Cards like Dark Hole, Torrential Tribute, or archetype-specific cards from engines like Fire King, Unchained, or Scrap are not just options; they are essential components for proactively enabling the win condition.23

### 3.1 Combo 1: The Foundational Smackdown OTK

This is the most direct application of the deck's strategy, aiming to clear the opponent's board and attack for lethal damage with a single, empowered Mokey Mokey.

* **Objective:** Summon one Mokey Mokey, activate Mokey Mokey Smackdown, destroy another Fairy monster you control, and attack for 3000 damage.
* **Example Requirements:** Unexpected Dai, any Fairy monster for Normal Summon (e.g., The Agent of Creation - Venus), Mokey Mokey Smackdown, a self-destruction card (e.g., Dark Hole), and a revival card (e.g., Monster Reborn).
* **Sequence:**
  1. **Condition:** Your opponent controls at least one monster, and you control no monsters.
  2. Activate Unexpected Dai to Special Summon one Mokey Mokey from your Deck.
  3. Activate the Continuous Spell Mokey Mokey Smackdown.
  4. Normal Summon your other Fairy monster (e.g., The Agent of Creation - Venus). Your field now consists of Mokey Mokey and Venus.
  5. Activate Dark Hole. All monsters on the field are destroyed.
  6. At the moment of destruction, Mokey Mokey Smackdown's condition is met: a face-up "Mokey Mokey" was on your field when a Fairy-Type monster (Venus, and Mokey Mokey itself) was destroyed. Its effect resolves, making the ATK of all your Mokey Mokeys become 3000 for the turn, even though they are now in the Graveyard.
  7. Activate Monster Reborn, targeting the Mokey Mokey in your Graveyard.
  8. **End State:** Special Summon the Mokey Mokey. Because Smackdown's effect lingers for the entire turn, the newly summoned Mokey Mokey will have 3000 ATK, ready to attack an empty field for a potential OTK.

### 3.2 Combo 2: The King's Gambit

This more advanced combo utilizes Mokey Mokey King to swarm the field with multiple empowered monsters, aiming for an overwhelming multi-attack OTK.

* **Objective:** Use Mokey Mokey King's floating effect in conjunction with Mokey Mokey Smackdown to summon a board of 3000 ATK monsters.
* **Example Requirements:** Mokey Mokey Smackdown, one Mokey Mokey on the field, two additional Mokey Mokey (or Adrift) in hand, Polymerization, and a way to destroy Mokey Mokey King.
* **Sequence:**
  1. **Condition:** You have Mokey Mokey Smackdown and one Mokey Mokey on the field.
  2. Activate Polymerization, using the Mokey Mokey on the field and the two from your hand as material to Fusion Summon Mokey Mokey King.9
  3. **Result:** Your field now consists of Mokey Mokey King and Mokey Mokey Smackdown. Your Graveyard contains three "Mokey Mokey" monsters.
  4. Use a card effect to destroy Mokey Mokey King (e.g., activate Scrap Dragon, targeting the King and an opponent's card).
  5. **Chain Link 1:** Mokey Mokey King's effect triggers upon leaving the field.18
  6. **Simultaneously:** Mokey Mokey Smackdown's trigger condition is met. Although the King itself is not named "Mokey Mokey," the Mokey Mokey used as Fusion Material was on the field when the King (a Fairy monster) was summoned, and the King (a Fairy) is now being destroyed. A more reliable way to trigger this is to ensure another Mokey Mokey remains on the field. For this combo to work as intended, you must have a separate Mokey Mokey on the field when the King is destroyed. Let's adjust the sequence for clarity and accuracy.
* **Revised Sequence:**
  1. **Condition:** You have Mokey Mokey Smackdown and two Mokey Mokeys on the field (e.g., via Rescue Rabbit).
  2. Activate Polymerization, using one Mokey Mokey on the field and two from hand/GY to summon Mokey Mokey King. You still control one Mokey Mokey.
  3. Use an effect to destroy Mokey Mokey King.
  4. Smackdown triggers because a Mokey Mokey was on the field when the King (a Fairy) was destroyed. The ATK of all your Mokey Mokeys becomes 3000 for the turn.
  5. Mokey Mokey King's effect triggers, Special Summoning up to three Mokey Mokey from your Graveyard.
  6. **End State:** You control your original Mokey Mokey plus the three revived ones. All four now have 3000 ATK, presenting 12000 potential battle damage.

## Section 4: Building the Kingdom - Synergistic Engines and Support Structures

A pure "Mokey Mokey" deck, consisting of only its core cards and generic staples, lacks the power and resilience to function effectively. Its success hinges on the integration of external engines that can supplement its strategy, provide alternative win conditions, and generate the necessary resources for its explosive combos.

### 4.1 The Agent Engine: A Natural Ally

Perhaps the most synergistic partner for Mokey Mokey is "The Agent" archetype, a group of LIGHT Fairy monsters.9

* **Core Component:** The Agent of Creation - Venus is the centerpiece of this engine. By paying 500 Life Points, it can Special Summon one Mystical Shine Ball from the hand or Deck. This effect can be used up to three times per turn. Mystical Shine Ball is a Level 2, LIGHT, Fairy, Normal Monster.
* **Synergy:** Venus provides an incredible amount of resources. The Shine Balls serve as multiple Fairy bodies that can be destroyed to trigger Mokey Mokey Smackdown. They can be used as Link material for powerful generic monsters like Protector of The Agents - Moon or Celestial Knightlord Parshath.9 They also fulfill the "Normal Monster" requirement for cards like Link Spider.
* **Additional Support:** The Agent of Mystery - Earth acts as a searcher for Venus, increasing the engine's consistency. The boss monsters, Master Hyperion and Majesty Hyperion, provide non-destruction removal and a powerful offensive presence, giving the deck a solid Plan B if the Smackdown OTK is disrupted.9

### 4.2 The Normal Monster Package: Speed and Power

This approach forgoes complex synergies in favor of raw speed, focusing on turbo-charging the deployment of Mokey Mokey itself.

* **Core Components:** This build maximizes copies of Rescue Rabbit and Unexpected Dai.4 It also includes revival spells like Swing of Memories and Tri-Wight.10
* **Strategy:** The goal is to swarm the field with Mokey Mokeys as quickly as possible. An opening hand with Rescue Rabbit can immediately put two on the field. Unexpected Dai provides a free summon to start plays. The revival spells ensure that even if the initial wave of monsters is destroyed, they can be brought back from the Graveyard to try again. This build is highly aggressive and aims to overwhelm the opponent before they can establish a defense.

### 4.3 The Fairy Toolbox: Protection and Control

For a slower, more deliberate strategy, a control-oriented build can be constructed using generic Fairy support.

* **Core Components:** This variant relies on the Field Spell The Sanctuary in the Sky and cards that treat their name as such, like the Continuous Trap Fallen Sanctuary.9
* **Synergy:** While The Sanctuary in the Sky is on the field, any battle damage a player would take from a battle involving their Fairy monster becomes 0. This makes it much safer to leave a 300 ATK Mokey Mokey on the field in Attack Position. Furthermore, this Field Spell enables the powerful Counter Trap Divine Punishment, which can negate the activation of a Spell, Trap, or monster effect and destroy it.9 This package aims to protect the essential Mokey Mokey from threats, buying time to assemble the Smackdown combo pieces for a guaranteed OTK.

### 4.4 The Self-Destruction Toolbox: Enabling the Trigger

As previously established, the ability to proactively destroy one's own monsters is paramount. Several engines excel at this, providing benefits beyond simply triggering Smackdown.

* **Fire King Engine:** The Field Spell Fire King Island has an effect to destroy one monster in your hand or field to add a "Fire King" monster from your Deck to your hand. This can destroy a Fairy in hand to trigger Smackdown while also searching for a resource.
* **Unchained Engine:** The "Unchained" monsters have effects that trigger when they are destroyed by a card effect, typically allowing them to Special Summon another "Unchained" monster from the Deck. This allows a player to destroy an Unchained monster, trigger Smackdown, and replace the destroyed monster, maintaining board presence.
* **Generic Tech Cards:** For decks that do not wish to commit to a full engine, single cards can serve this purpose effectively. Scrap Dragon is a Level 8 Synchro monster that can, once per turn, target one card you control and one card your opponent controls and destroy them. This provides targeted removal while simultaneously triggering Smackdown. Zoodiac Barrage can destroy any face-up card you control to Special Summon a "Zoodiac" monster from the deck, which can then be used for Xyz or Link plays.23

## Section 5: The Final Board State - Defining the Mokey Mokey Endboard

Unlike many modern strategies that aim to build a complex board of interruptions on their first turn, the Mokey Mokey archetype has a very different and highly polarized concept of a successful "endboard." Its identity as a "go-second" OTK deck fundamentally shapes its goals and measures of success.

### 5.1 The Going-Second "Glass Cannon" Endboard

The ideal and intended endboard for a Mokey Mokey deck is the victory screen. The strategy is a quintessential "glass cannon": it focuses all of its resources into a single, overwhelming turn with the goal of winning the duel on the spot. A successful turn culminates in an opponent's empty field being attacked by one to three Mokey Mokey monsters, each boasting 3000 ATK.

This end state is not designed to be passed back to the opponent. If the OTK attempt fails—due to an opponent's disruption, a miscalculation, or insufficient damage—the Mokey Mokey player is typically left in a catastrophic position. Their board will consist of a few 300 ATK monsters, their hand will be depleted, and they will have few, if any, resources to survive the opponent's next turn. The deck's final board state is binary: either victory, or a fragile field on the brink of defeat.

### 5.2 The Suboptimal "Going-First" Endboard

The Mokey Mokey archetype has almost no proactive, disruptive plays, making it an exceptionally poor choice for going first. Lacking in-archetype negates, floodgates, or interruptions, its options are severely limited. A typical going-first board might consist of a single Normal Summoned Mokey Mokey alongside several set Spell and Trap cards.

If using the Fairy Toolbox engine, a player might end on The Sanctuary in the Sky with a set Divine Punishment.9 This provides a single point of interaction but is highly vulnerable to any form of Spell/Trap removal. Without this specific setup, the deck can do little more than set a monster and hope to survive. This profound weakness reinforces the deck's identity as a dedicated going-second strategy that aims to break an established board rather than create one of its own.

## Section 6: Strategic Vulnerabilities and Matchup Considerations

While the Mokey Mokey archetype possesses a unique and surprisingly potent OTK, it is plagued by numerous vulnerabilities that define its status as a casual, "rogue" strategy rather than a competitive contender. Its linear game plan and reliance on specific, fragile cards create several critical points of failure.

### 6.1 The Central Point of Failure: Mokey Mokey Smackdown

The entire deck's offensive power is channeled through a single Continuous Spell card. This makes the strategy exceptionally vulnerable to any form of Spell and Trap removal. A single Cosmic Cyclone, Harpie's Feather Duster, or Knightmare Phoenix can dismantle the deck's win condition before it can ever be used. Furthermore, the combo pieces required to set up Smackdown are susceptible to common hand traps and effect negation. An Ash Blossom & Joyous Spring on a searcher like Mokey Mokey Adrift or an Infinite Impermanence on an enabling monster like The Agent of Creation - Venus can halt the deck's momentum completely.

### 6.2 The "Mokey Mokey" Dependency

As analyzed previously, the deck's reliance on keeping a monster with the specific name "Mokey Mokey" on the field is a massive liability. This 300 ATK Normal Monster is a magnet for any form of monster removal. Generic board wipes like Raigeki or Dark Hole, or targeted destruction effects, can easily remove the lynchpin of the strategy, rendering Mokey Mokey Smackdown inert.15 While swarming the field with multiple copies can mitigate this risk, it requires significant resources that the deck does not always have.

### 6.3 Matchup Theory: An Uphill Battle

In the context of the broader competitive landscape, the Mokey Mokey archetype faces a severe uphill battle. Against modern meta decks capable of establishing multiple monster negations, omni-negates, and other forms of powerful disruption on their first turn, the linear and fragile combos of Mokey Mokey have very little chance of success. The deck lacks the recursion, resilience, and non-linear paths necessary to play through a well-established interactive board.

Its most favorable matchups are against slower, battle-focused decks that lack significant disruption. Strategies that rely on building up large monsters without inherent protection are prime targets for a sudden Smackdown-fueled OTK. Ultimately, the archetype is best understood not as a tool for competitive tournaments, but as a fun and challenging puzzle for dedicated deck-builders. It offers the satisfaction of turning one of the game's most unassuming creatures into a game-ending threat, capable of catching any unprepared opponent completely by surprise with the dreadful wrath of an outcast angel.

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