# A Strategic Deconstruction of the Gizmek Archetype: From Engine Core to Win Condition

## Part 1: The Gizmek Blueprint: Core Component Analysis

The Gizmek archetype is a series of Machine monsters sharing two unifying characteristics: a diverse range of Attributes and Levels, and the statistical peculiarity of having an Attack (ATK) value equal to their Defense (DEF) value.1 This latter trait is the central mechanical lynchpin around which the entire archetype and its support cards are built. Far from being a mere collection of monsters, the Gizmeks are designed as a modular, synergistic engine capable of explosive offensive plays, complex board-building, and a resilient "grind game" fueled by an unconventional resource loop. To understand the whole, one must first analyze its parts.

**Table 1: Gizmek Monster Quick Reference Guide**

| **Card Name** | **Level** | **Attribute** | **ATK/DEF** | **Primary Role** | **Core Mechanic** |
| --- | --- | --- | --- | --- | --- |
| Gizmek Inaba, the Hopping Hare of Hakuto | 1 | WIND | 50/50 | Primary Starter / OTK Enabler | Summons from Hand / ATK Manipulation |
| Gizmek Naganaki, the Sunrise Signaler | 2 | LIGHT | 950/950 | Toolbox Summoner / Resource Recovery | Tributes for Deck Summon / Recovers Banished |
| Gizmek Taniguku, the Immobile Intellect | 3 | EARTH | 1450/1450 | Consistency Tool / Recursion | Stacks Deck / Revives from GY |
| Gizmek Arakami, the Hailbringer Hog | 4 | WATER | 1850/1850 | Core Extender / GY Setup | Summons from Hand / Sends from Deck to GY |
| Gizmek Yata, the Gleaming Vanguard | 5 | LIGHT | 2050/2050 | Combo Extender | Tributes for Summon / Grants Normal Summon |
| Gizmek Makami, the Ferocious Fanged Fortress | 6 | WIND | 2150/2150 | Primary Searcher / Banish Payoff | Searches from Deck / Summons with Banish Setup |
| Gizmek Uka, the Festive Fox of Fecundity | 7 | EARTH | 2250/2250 | Reactive Extender / Engine Bridge | Summons from Hand (Reactive) / Summons from Deck |
| Gizmek Orochi, the Serpentron Sky Slasher | 8 | DARK | 2450/2450 | Core Engine / Boss / Recursive Threat | Summons from Hand/GY / Removal / Banish Setup |
| Gizmek Kaku, the Supreme Shining Sky Stag | 9 | FIRE | 2750/2750 | Board Breaker / Removal | Summons from Hand (Reactive) / Equips Opponent's Monster |
| Gizmek Okami, the Dreaded Deluge Dragon | 10 | WATER | 2950/2950 | Board Wipe / Finisher | Summons from Hand (Reactive) / Destroys Extra Deck Monsters |

### The "Baby" Gizmeks (Levels 1-4): Enablers and Setup

The low-Level Gizmek monsters form the foundation of the deck's plays, acting as starters and extenders that build initial board presence and set up the Graveyard (GY) for later turns.

* **Gizmek Inaba, the Hopping Hare of Hakuto (Level 1):** As the deck's primary Normal Summon, Inaba's on-summon effect allows the player to Special Summon a Machine monster with equal ATK/DEF from their hand.1 This simple A+B interaction is the most common way to put two monsters on the field to begin Link or Xyz summoning sequences. Its second effect, usable from the GY, can be game-ending: by banishing itself, it can target one Machine monster and make its ATK/DEF equal to the combined original ATK of all qualifying Machines on the field, setting up for a decisive One-Turn Kill (OTK).1
* **Gizmek Naganaki, the Sunrise Signaler (Level 2):** Naganaki provides the archetype with a crucial "toolbox" capability. Its on-field effect allows the player to Tribute one Machine with equal ATK/DEF to Special Summon another with a lower Level directly from the Deck.1 The deliberate "Level Ladder" design of the archetype, with monsters at nearly every Level from 1 to 10, makes this effect incredibly versatile. A Level 4 monster can be exchanged for a Level 3 to stack the deck, a Level 2 for its own effect, or a Level 1 to start a Link play. Its GY effect is arguably more powerful, allowing it to be banished to add a face-down banished Machine monster back to the hand, providing a vital recovery mechanism for resources lost to effects like that of Gizmek Orochi.3
* **Gizmek Taniguku, the Immobile Intellect (Level 3):** Taniguku is a consistency piece. When Normal or Special Summoned, it allows the player to take a Machine with equal ATK/DEF from the Deck and place it on top.1 This sets up the next draw or can be combined with effects that excavate, like the archetype's Field Spell. Its GY effect facilitates board presence by banishing itself to Special Summon a qualifying Machine from the GY in Defense Position.4
* **Gizmek Arakami, the Hailbringer Hog (Level 4):** Arakami is a simple but effective extender. It can be Special Summoned from the hand for free if you already control a Machine with equal ATK/DEF.1 Its GY effect is a powerful setup tool: by banishing itself and targeting a Machine on the field, it sends a lower-Level Machine with equal ATK/DEF from the Deck to the GY, effectively acting as a themed *Foolish Burial* while also providing a minor stat boost.1

### The "Mid-Range" Gizmeks (Levels 5-7): Extenders and Bridges

These monsters bridge the gap between the initial setup and the powerful boss monsters, often possessing unique summoning conditions or effects that extend combos.

* **Gizmek Yata, the Gleaming Vanguard (Level 5):** Yata can be Special Summoned from the hand by Tributing any Normal Summoned monster. Its key effect grants an additional Normal Summon during the Main Phase, which can unlock more complex lines of play that would otherwise be impossible.1
* **Gizmek Makami, the Ferocious Fanged Fortress (Level 6):** Makami is the archetype's most direct and powerful searcher. Upon being Normal or Special Summoned, it allows the player to discard one monster to add any monster with equal ATK/DEF from the Deck to the hand.1 This effect is critical for finding combo pieces or boss monsters. It also has an alternative summoning condition: if 6 or more of your cards are banished, it can be Normal Summoned without a Tribute, turning the deck's banishing costs into a benefit.5
* **Gizmek Uka, the Festive Fox of Fecundity (Level 7):** Uka is a key reactive card and a powerful engine component. It can Special Summon itself from the hand if the opponent Special Summons a monster from their Main Deck.1 Its second effect is what makes it so potent in hybrid strategies: upon being summoned, it can target a monster the opponent controls and Special Summon a monster with the same Attribute and equal ATK/DEF from the player's hand or Deck.4 This can be used to pull a specific Gizmek from the deck or, more commonly, to summon a non-Gizmek engine piece that shares an attribute with an opponent's monster.

### The "Boss" Gizmeks (Levels 8-10): Payoffs and Win Conditions

The high-Level Gizmeks are the deck's primary win conditions. They are powerful monsters that can be summoned with relative ease and can single-handedly control the flow of a game.

* **Gizmek Orochi, the Serpentron Sky Slasher (Level 8):** Orochi is the heart and soul of the Gizmek engine. As a Quick Effect, it can Special Summon itself from the hand or GY by banishing the top 8 cards of the Deck face-down.1 This effect makes it a persistent, recursive threat that is difficult to permanently remove. Its second effect provides targeted removal by banishing 3 cards from the Extra Deck face-down to destroy a face-up monster on the field.4 This card simultaneously fuels the banish-centric effects of other Gizmeks while serving as a powerful attacker and removal tool.
* **Gizmek Kaku, the Supreme Shining Sky Stag (Level 9):** Kaku is a specialized board-breaking tool designed to counter strategies that rely on the Extra Monster Zone. It can Special Summon itself from the hand if a monster occupies that zone.1 Its unique effect allows it to target and equip one face-up monster in the Extra Monster Zone, effectively removing a powerful opposing boss monster without destroying it.2
* **Gizmek Okami, the Dreaded Deluge Dragon (Level 10):** Okami is the archetype's ultimate punishment for opponents who over-extend. It can be Special Summoned from the hand if there are two or more monsters on the field that were Special Summoned from the Extra Deck.1 Its main effect is devastating: for the cost of 1500 Life Points, it destroys all monsters on the field that were Special Summoned from the Extra Deck, serving as a powerful field wipe that can clear an entire established board.1

### Archetypal Support

* **Sacred Scrolls of the Gizmek Legend (Field Spell):** This Field Spell serves a dual purpose. Its first effect provides consistency: once per turn, the player can excavate the top 3 cards of their Deck, add one qualifying Machine to their hand, and banish the rest face-down.2 This not only finds key monsters but also fuels the banished pile for cards like *Gizmek Orochi* and *Gizmek Makami*. Its second effect is a powerful floodgate. Each time a qualifying Machine is summoned, *Sacred Scrolls* gains a counter. While it has 10 or more counters, monster effects on the field cannot be activated unless their ATK equals their DEF, effectively acting as a one-sided *Skill Drain* against most decks.9

The design philosophy of the Gizmeks, centered on the ATK=DEF constraint, is not a limitation but a gateway. Any Machine monster from any archetype that shares this statistical property becomes a valid target for Gizmek support cards. This transforms the archetype from a self-contained strategy into a meta-engine capable of unifying a vast array of otherwise unrelated Machine monsters, making it a flexible and powerful tool for deck building.11

## Part 2: The Engine's Ignition: Internal Synergy and Resource Loops

The true power of the Gizmek archetype emerges not from its individual cards, but from their intricate interactions. They form a cohesive engine that excels at generating card advantage, swarming the field, and manipulating game zones—particularly the banished pile—in a way few other archetypes can.

### The Search & Consistency Network

A pure Gizmek deck has multiple avenues to access its key cards, ensuring a high degree of consistency.

* **Direct Searching:** *Gizmek Makami* is the most straightforward searcher, capable of adding any monster with equal ATK/DEF from the deck to the hand at the cost of a discard, making it the primary tool for finding specific combo pieces or answers.1
* **Deck Manipulation:** *Gizmek Taniguku* offers a more subtle form of consistency by placing a desired card on top of the deck, guaranteeing it for the next draw or setting it up for an excavation effect.1
* **Excavation:** *Sacred Scrolls of the Gizmek Legend* functions as a powerful draw engine. By excavating the top three cards, it provides a high probability of finding a playable monster in a dedicated build, while simultaneously loading the banished zone with the remaining cards.9
* **Toolbox Summoning:** *Gizmek Naganaki* bypasses the hand entirely, tributing a monster on the field to summon a required, lower-Level piece directly from the deck, allowing for adaptive plays in response to the game state.1

### The Summoning Chain: Swarming the Field

Gizmeks are adept at rapidly populating the field, enabling powerful Extra Deck summons. This swarming capability stems from their numerous inherent Special Summoning effects. A common opening sequence involves Normal Summoning *Gizmek Inaba* and using its effect to Special Summon *Gizmek Arakami* from the hand. Since *Arakami*'s condition (controlling a qualifying Machine) is met by *Inaba*, this simple two-card hand results in two monsters on the field, ready to be used as material for a Link-2 or Rank 1/4 Xyz monster.

This initial board can be expanded upon by the reactive summons of the high-Level Gizmeks. If an opponent establishes a board with monsters from the Extra Deck, it creates the perfect conditions to summon *Gizmek Kaku* and *Gizmek Okami* from the hand.1 The summoning of one often facilitates the other. For example, an opponent may control two Extra Deck monsters. The player can Special Summon *Kaku*, whose condition is met, and use it to equip one of the opponent's monsters. This still leaves one Extra Deck monster on the field, which may be enough to then meet the condition for *Okami*, allowing it to be summoned to destroy the remaining threat. This sequential deployment turns the opponent's strong board into the very catalyst for its own destruction.

### The Banish-Recursion Loop: The Second Resource Pool

The most unique and powerful aspect of the Gizmek strategy is its treatment of the banished zone. Where most decks view banishment as permanent removal, Gizmeks treat it as a revolving door—a secondary resource pool to be filled and exploited.

* **Fueling the Loop:** The primary enabler of this strategy is *Gizmek Orochi*, whose summoning effect banishes eight cards from the top of the deck.1 This is not merely a cost; it is a fundamental part of the engine's operation. This process is supplemented by *Sacred Scrolls of the Gizmek Legend*, which banishes the cards it fails to add to the hand, and generic support like *Pot of Desires*.9
* **Exploiting the Loop:** Once the banished zone is stocked, several cards can capitalize on it. *Gizmek Makami* can be Normal Summoned without a Tribute once six or more cards are banished, turning *Orochi*'s "cost" into a direct advantage.1 The true payoff, however, comes from *Gizmek Naganaki*. Its GY effect can retrieve one of the face-down banished cards and add it to the hand.3 This creates a potent resource loop:
  1. Summon *Gizmek Orochi* from the GY, banishing eight cards from the deck.
  2. Use the GY effect of a previously sent *Gizmek Naganaki*, banishing it to recover a key monster that was among the eight banished by *Orochi*.
  3. This interaction transforms *Orochi*'s high-risk cost into a calculated engine that mills the deck for fuel while simultaneously setting up targets for recovery. The player is not just losing cards; they are converting their deck into a resource that fuels their most powerful monster while generating card advantage.

## Part 3: Lines of Play: Primary Combo Sequences

Gizmek "combos" are less about rigid, memorized sequences and more about adaptive resource management. The deck's pilot must assess their hand, GY, and the opponent's board to determine the optimal line of play. The community has aptly described the pure strategy as a "beautiful mess," highlighting its non-linear and opportunistic nature.11 However, several core strategic frameworks can be identified.

### Sequence A: The Orochi OTK (Going Second)

This sequence is focused on ending the game in a single Battle Phase by leveraging the deck's ability to generate massive ATK values.

* **Objective:** Summon multiple high-ATK monsters and boost one to lethal damage levels.
* **Key Cards:** *Gizmek Orochi*, *Gizmek Inaba*, *Limiter Removal*, *Gren Maju Da Eiza*.
* **Example Line:**
  1. Begin with a method to place *Gizmek Orochi* into the Graveyard, such as using *Foolish Burial* or discarding it for the cost of *Gizmek Makami*'s search effect.5
  2. Activate *Gizmek Orochi*'s effect from the GY, banishing the top 8 cards of your Deck to Special Summon it to the field with 2450 ATK.1
  3. Normal Summon *Gizmek Inaba*. Use its effect to Special Summon another Gizmek monster from your hand, further increasing your board presence.1
  4. Activate *Gizmek Inaba*'s effect from the GY by banishing it. Target *Gizmek Orochi*. *Orochi*'s ATK and DEF will become the sum of the original ATK of all Machine monsters you control with equal ATK/DEF.1 With just two other Gizmeks on the field, its ATK can easily surpass 6000.
  5. Enter the Battle Phase. For a definitive finish, activate a Quick-Play Spell like *Limiter Removal* to double the ATK of all Machine monsters, pushing the damage well past the 8000 LP threshold.14

### Sequence B: The Link Ladder to Generic Bosses

This approach utilizes the smaller Gizmeks as efficient, disposable bodies to climb into powerful, non-archetypal Link monsters that provide disruption and protection.

* **Objective:** Convert a swarm of small Gizmeks into a formidable Extra Deck monster.
* **Key Cards:** *Gizmek Inaba*, *Gizmek Arakami*, *I:P Masquerena*, *Topologic Zeroboros*, *Accesscode Talker*.12
* **Example Line:**
  1. Normal Summon *Gizmek Inaba*. Immediately use it as Link Material to summon a Link-1 monster like *Linkuriboh* or *Relinquished Anima*.15
  2. Because you now control a Machine monster, you can use the effect of *Gizmek Arakami* in your hand to Special Summon it for free.1
  3. Utilize other extenders (e.g., *Urgent Schedule*, the GY effect of *Gizmek Taniguku*) to summon additional monsters.
  4. With multiple monsters on the field, Link Summon *I:P Masquerena*. During the opponent's turn, its Quick Effect can be used to Link Summon a disruptive monster like *Knightmare Unicorn* (to remove a card) or *Mekk-Knight Crusadia Avramax* (a difficult-to-out boss monster).16
  5. A particularly potent synergy exists with *Topologic Zeroboros*. After summoning it, you can activate *Gizmek Orochi*'s effect to summon itself. Because a monster was summoned to a zone a Link Monster points to, *Zeroboros* will trigger, banishing all cards on the field. Then, during the next Standby Phase, *Zeroboros* returns to the field with its ATK increased by the number of banished cards, creating a one-sided field wipe and a massive threat.12

### Sequence C: The "Delayed Trigger" Sacred Scrolls Lockdown (Going First)

While Gizmeks excel at going second, they can establish a formidable control board, culminating in a devastating floodgate effect that cripples the opponent's strategy.

* **Objective:** Build a board of negations while preparing *Sacred Scrolls of the Gizmek Legend* to activate its lockdown effect mid-way through the opponent's turn.
* **Key Cards:** *Sacred Scrolls of the Gizmek Legend*, *Gizmek Orochi*, and an external combo engine (e.g., those that summon *Mecha Phantom Beast Auroradon*).18
* **Example Line (Conceptual):**
  1. Activate *Sacred Scrolls of the Gizmek Legend*.
  2. Initiate a combo sequence that Special Summons multiple Machine monsters. Each summon will place a counter on *Sacred Scrolls*. The key is to end the main combo with exactly 8 or 9 counters on the Field Spell.
  3. The combo should also aim to end on a standard negate board, such as one including *Borreload Savage Dragon* or *Herald of the Arc Light*, using a non-Gizmek engine.18 Ensure *Gizmek Orochi* is in the Graveyard.
  4. Pass turn to the opponent. Use the established monster negates to disrupt their initial plays.
  5. After the opponent has committed resources and the initial negates have been used, activate *Gizmek Orochi*'s Quick Effect from the Graveyard to Special Summon it.
  6. When *Orochi* hits the field, *Sacred Scrolls* gains its 10th counter. Its floodgate effect becomes active, preventing the opponent from activating the effects of any monster on the field whose ATK does not equal its DEF, effectively shutting down their ability to recover or continue their plays.9

The architecture of the Gizmek archetype is fundamentally reactive. The summoning conditions of its most powerful members—*Kaku*, *Okami*, and *Uka*—are all contingent on the opponent's actions and board state.1 This design philosophy firmly establishes the deck as a "going-second" powerhouse, designed to dismantle an established field rather than build an unbreakable one from the start. This explains the frequent inclusion of generic board-breaking tools like Kaijus and *Lightning Storm* in competitive deck lists; they supplement the archetype's innate ability to punish opponent setups.15

## Part 4: The Final Configuration: End Board Analysis

The concept of an "end board" for a Gizmek deck is more fluid than for many contemporary strategies. Rather than a static field of omni-negates, a Gizmek end board is often a dynamic state of resources distributed across the field, Graveyard, and banished zone, poised for a decisive follow-up play.

### The OTK Board

This is the most straightforward and explosive end state for the deck. It is not designed for resilience but for immediate victory.

* **Description:** A field state focused entirely on offensive pressure, with a collection of monsters whose combined ATK exceeds the opponent's Life Points, typically 8000 or more.
* **Key Components:** This board will almost always feature *Gizmek Orochi*, its ATK massively inflated by the GY effect of *Gizmek Inaba*. It is supported by other Gizmek monsters and potentially a generic finisher like *Accesscode Talker* or *Borrelsword Dragon* to ensure the final blow connects.15
* **Strategic Profile:** This is an all-or-nothing gambit. While immensely powerful, it is vulnerable to disruption during the Battle Phase, such as from trap cards or hand traps that can remove the primary attacker.

### The Control Board

This end board prioritizes resource denial and long-term advantage over immediate aggression.

* **Description:** A resilient and oppressive board state that aims to lock the opponent out of their key strategies.
* **Key Components:** The centerpiece is an active *Sacred Scrolls of the Gizmek Legend* with 10 or more counters, creating a one-sided floodgate.9 This is supported by a recurring *Gizmek Orochi* in the Graveyard, which provides a constant threat and removal option. This setup can be augmented by generic disruptive Link monsters summoned via *I:P Masquerena*, such as *Knightmare Unicorn* for targeted removal on the opponent's turn.16
* **Strategic Profile:** This board is designed for a "grind game." It systematically dismantles the opponent's ability to play while maintaining its own recursive threats. Its strength lies in its ability to out-resource nearly any deck that relies on monster effects with unequal ATK/DEF.

### The "Resource-State" Board

This is the most nuanced and common end state for a pure Gizmek deck. It recognizes that the board is only one part of the deck's overall strength.

* **Description:** A seemingly modest board of one or two monsters that is backed by a fully loaded Graveyard and a strategically managed banished pile.
* **Key Components:** The field may only have one or two monsters for defense or to enable Link plays. The true power lies in the Graveyard, which contains *Gizmek Orochi* ready to be summoned, along with the GY effects of *Gizmek Naganaki* (for recovery), *Gizmek Taniguku* (for revival), and *Gizmek Arakami* (for GY setup).1
* **Strategic Profile:** This board state is deceptive. An opponent might underestimate a field of a single monster, not realizing that the Gizmek player has access to a recursive boss monster, a recovery tool, and a revival effect, all available at a moment's notice. The goal is not to prevent the opponent from playing entirely, but to survive their turn and then leverage this superior resource state to overwhelm them on the subsequent turn. This defines the Gizmek end board not as a final destination, but as a launchpad for the next offensive wave.

## Part 5: Forging Alliances: External Synergies and Hybrid Builds

While a "pure" Gizmek deck is viable, the archetype's true competitive potential is realized when its engine is integrated with other strategies. Its core mechanics are so flexible that they can be used to support a wide variety of other decks, particularly those that share the Machine typing or benefit from a high volume of banished cards.11

### The Banish-Beatdown Engine

This is one of the most common and effective hybrid strategies, focusing on using the Gizmek banishing effects to power up other monsters.

* **Partners:** *Gren Maju Da Eiza*, *Eater of Millions*, *Pot of Desires*.12
* **Synergy:** *Gizmek Orochi*'s effect to banish 8 cards from the deck and *Sacred Scrolls*' effect to banish excavated cards serve as the primary fuel source.1 Each activation dramatically increases the ATK of *Gren Maju Da Eiza*, which gains 400 ATK for each banished card, quickly turning it into a game-ending threat. *Eater of Millions* and *Pot of Desires* further accelerate this process, creating a simple yet brutally effective beatdown strategy.

### The Machine Conglomerate

The Gizmeks' status as Machine monsters with equal ATK/DEF makes them a universal support engine for a vast number of other Machine archetypes.

* **Partners:** Orcust, Machina, Therion.14
* **Synergy:**
  + **Orcust:** Gizmeks provide easy access to DARK Machine monsters like *Gizmek Orochi*, which are essential for starting Orcust combos. A Gizmek monster can be used to Link Summon an Orcust monster, sending the required pieces to the GY and kickstarting the entire Orcust engine.23
  + **Machina:** The Gizmek engine excels at putting high-Level Machine monsters onto the field. These can be used as tribute fodder for powerful Machina monsters or to meet the summoning conditions for bosses like *Machina Ruinforce*, which requires banishing Machines from the GY.16
  + **Therion:** *Therion "King" Regulus* is a powerful Machine monster that can equip itself from the GY to another Machine to provide an omni-negate.14 A Gizmek deck provides a high density of Machine targets for Regulus, making it easy to establish this powerful form of disruption. *Gizmek Makami* can even search for *Regulus*, as it is a monster whose ATK equals its DEF.

### The Going-Second Toolbox

To complement their inherent reactive design, Gizmeks are frequently paired with generic "going-second" cards that specialize in breaking established boards.

* **Partners:** Kaiju monsters, *Urgent Schedule*, *Lightning Storm*.14
* **Synergy:** Kaiju monsters tribute an opponent's monster for their summon, removing a problematic threat without triggering destruction effects. This also provides a monster on the opponent's field with a specific Attribute, which can be exploited by *Gizmek Uka* to summon a corresponding monster from the deck. *Urgent Schedule* is a powerful spell that summons two Machine monsters from the deck if the player controls no monsters, a common scenario when going second, providing instant board presence to begin dismantling the opponent's field.14

Ultimately, the Gizmek archetype has transcended its initial design to become a staple engine for the entire Machine monster type. Its ability to provide consistency (*Makami*, *Scrolls*), extension (*Arakami*), recursion (*Orochi*), and a versatile toolbox (*Naganaki*) makes it a valuable addition to any Machine-based strategy. Much like the "Invoked" engine for Fusion decks, the Gizmek engine serves as a universal support system, cementing its identity as one of the most flexible and potent engines in the modern game.

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