# A Strategic Deconstruction of the Labrynth Archetype: Mastering the Castle of Controlled Chaos

## The Labrynth Philosophy - A Castle of Controlled Chaos

The Labrynth archetype stands as a premier example of a modern control strategy in the Yu-Gi-Oh! Trading Card Game. At its core, Labrynth is a Trap-based archetype designed to systematically slow the game's tempo, creating a state where its powerful, recursive engine can out-generate the opponent's resources over several turns.1 The deck's primary objective is to establish a loop of advantage that punishes the opponent for committing resources to the board, turning their own plays into fuel for the Labrynth player's victory.

This strategy is built upon a single, unifying mechanic that permeates the design of nearly every monster in the theme: the activation of effects when "a monster leaves the field by your Normal Trap effect".1 This simple trigger condition is the heart of the deck. It transforms every Normal Trap from a simple one-for-one trade into a catalyst for a chain reaction of advantage. Whether a monster is destroyed, returned to the hand, or tributed, as long as a Normal Trap is the cause, the Labrynth engine ignites, generating card draws, special summons, and further disruption. This elevates the deck beyond a simple "stun" strategy, which merely seeks to prevent plays, into a dynamic and interactive engine that actively profits from the opponent's actions.

However, to label Labrynth as a purely reactive control deck would be to overlook its most potent and popular incarnation. The archetype presents a fascinating paradox in modern game design. While its ultimate goal is control, its most effective method of achieving that state is through proactive, combo-like sequences. Traditional control decks often rely on passively setting powerful floodgates and waiting to react to an opponent's moves.1 The "Furniture" build of Labrynth, widely considered its most competitive form, subverts this entirely.3 By utilizing the "Furniture" monsters—

Labrynth Stovie Torbie and Labrynth Chandraglier—in conjunction with Labrynth Cooclock, the deck can execute plays during the opponent's first turn, a strategy colloquially known as "Turn 0".4 This allows the Labrynth player to set up their core engine, summon boss monsters, and disrupt the opponent before their own first turn has even begun. This proactive setup is essential to establishing the reactive, controlled game state where the deck excels. This reflects a significant evolution in Yu-Gi-Oh!, where even control strategies must possess a powerful, consistent engine to establish their game plan, rather than relying solely on drawing the right defensive cards at the right time.

## The Inhabitants of the Labyrinth - The Monster Lineup

The efficacy of the Labrynth strategy is dependent on the intricate synergies between its monster lineup, which can be understood as a hierarchy of castle inhabitants, from the ruling matriarchs to the diligent servants and the enchanted furniture that enables their work.

| Monster Name | Role/Tier | Primary Trigger | Primary Effect/Payoff | Secondary/Recursive Effect |
| --- | --- | --- | --- | --- |
| **Lovely Labrynth of the Silver Castle** | Matriarch | A monster leaves the field by your Normal Trap effect. | Destroy 1 card in opponent's hand or on their field. | Target 1 Normal Trap in your GY; Set it. |
| **Lady Labrynth of the Silver Castle** | Matriarch | A Normal Trap Card is activated. | Set 1 Normal Trap with a different name from your Deck. | Special Summons itself from hand when a "Labrynth" card or Normal Trap is activated. |
| **Arianna the Labrynth Servant** | Servant | Normal or Special Summoned. | Add 1 "Labrynth" card from Deck to hand. | If a monster leaves the field by a Normal Trap, draw 1 card, then Special Summon a Fiend from hand or Set a Spell/Trap from hand. |
| **Ariane the Labrynth Servant** | Servant | Send 1 Normal Trap from hand/field to GY. | Special Summon 1 Level 4 or lower Fiend from Deck. | If a monster leaves the field by a Normal Trap, draw 1 card, then Special Summon a Fiend from hand or Set a Spell/Trap from hand. |
| **Labrynth Stovie Torbie** | Furniture | Send from hand/field to GY + discard 1 card. | Set 1 "Labrynth" Spell/Trap from your Deck. | If a monster leaves the field by a Normal Trap, Special Summon this card from the GY. |
| **Labrynth Chandraglier** | Furniture | Send from hand/field to GY + discard 1 card. | Set 1 "Labrynth" Spell/Trap from your Deck. | If a monster leaves the field by a Normal Trap, add this card from the GY to your hand. |
| **Labrynth Cooclock** | Furniture | Discard this card from hand. | Activate 1 Normal Trap the turn it was Set. | If a card is sent from hand to GY for a "Labrynth" cost, add this card from GY to hand or Special Summon it. |

### The Matriarchs (The Bosses)

At the apex of the Labrynth hierarchy are its two boss monsters, each serving a distinct but complementary role in executing the deck's game plan.

**Lovely Labrynth of the Silver Castle** is the deck's primary offensive tool and the anchor of its resource-denial strategy. Her first continuous effect is a powerful layer of protection, preventing the opponent from responding to your Normal Trap activations with monster effects, effectively shielding your plays from common hand traps like Ash Blossom & Joyous Spring.6 Her other two effects are the engine's main payoff: she can Set a Normal Trap from the Graveyard, and when a monster leaves the field due to your Normal Trap, she can either destroy a card on the opponent's field or, more devastatingly, destroy a random card in their hand.2 This ability to convert every interaction into hand disruption is what allows Labrynth to cripple an opponent's long-term plans, making her essential for closing out games.2

**Lady Labrynth of the Silver Castle** is the defensive cornerstone and primary setup tool. She can Special Summon herself from the hand whenever a "Labrynth" card or Normal Trap is activated, making her incredibly easy to deploy on either player's turn.2 Her most crucial effect triggers when any Normal Trap is activated: she allows you to Set another Normal Trap with a different name directly from your deck.2 This transforms her into a walking toolbox, capable of searching for the perfect "silver bullet" trap for any given situation, such as

Dimensional Barrier to shut down Extra Deck strategies or Eradicator Epidemic Virus to decimate an opponent's hand.3 Furthermore, while you control any Set card, she is immune to being targeted or destroyed by your opponent's card effects, making her a resilient and formidable presence on the board.2

### The Servants (The Searchers & Extenders)

Supporting the matriarchs are the servants, who ensure the engine runs smoothly by providing consistency and card advantage.

**Arianna the Labrynth Servant** is the deck's most important starter. Upon being Normal or Special Summoned, she can search for any "Labrynth" card from the deck, providing immediate access to whatever piece is missing to start the engine—be it a "Welcome" trap, a piece of Furniture, or one of the boss monsters.2 Her secondary effect triggers when a monster leaves the field via a Normal Trap, allowing you to draw a card and then either Special Summon a Fiend from your hand or Set a Spell/Trap from your hand.2 An opening hand with Arianna is almost always a path to a full setup.7

**Ariane the Labrynth Servant** serves as a secondary extender. Her primary effect allows you to send a Normal Trap from your hand or field to the Graveyard to Special Summon a Level 4 or lower Fiend monster from your deck.2 While summoned less frequently than her counterpart, Ariane enables specific combo lines, such as turning a Set trap you no longer need into an on-field Arianna for a search, or loading the Graveyard with a key trap like

Transaction Rollback for later use.3

### The Animated Furniture (The Enablers)

The foundation of the archetype's proactive plays is the "Furniture"—monsters that appear as enchanted castle objects and facilitate the deck's setup.

**Labrynth Stovie Torbie** and **Labrynth Chandraglier** are the core setup tools. Both share a Quick Effect: you can send them from your hand or field to the Graveyard and discard one other card to Set any "Labrynth" Spell or Trap directly from your deck.2 This is the primary method for setting

Big Welcome Labrynth on Turn 0. Their true power, however, lies in their recursion. When a monster leaves the field via a Normal Trap, Stovie Special Summons itself from the Graveyard, while Chandraglier adds itself back to the hand.2 This constant recycling fuels the deck's unparalleled grind game.

**Labrynth Cooclock** is the accelerator that makes the Turn 0 strategy possible. By discarding itself from the hand while you control a "Labrynth" monster, it allows you to activate a Normal Trap on the same turn it was Set.2 This bypasses the inherent slowness of Trap Cards. After a Furniture monster sets a trap during the opponent's turn, Cooclock enables its immediate activation, kickstarting the entire engine and establishing an interactive board before the opponent can commit to their main strategy.3

## The Castle's Architecture - Key Spells & Traps

While the monsters drive the engine, the archetype's spells and traps form the very structure of its game plan, providing the initial summons and amplifying the power of every other card.

### The Welcome Mat: Welcome Labrynth & Big Welcome Labrynth

The two "Welcome" Normal Traps are the lifeblood of the Labrynth archetype. Resolving one of them is the primary goal of nearly every opening play, as they are the main catalysts for summoning monsters from the deck and triggering the entire suite of monster effects.

|  | Welcome Labrynth | Big Welcome Labrynth |
| --- | --- | --- |
| **On-Activation Effect** | Special Summon 1 "Labrynth" monster from your Deck. | Special Summon 1 "Labrynth" monster from your Hand, Deck, or GY, then return 1 monster you control to the hand. |
| **Post-Activation Restriction** | You can only Special Summon Fiend monsters from the Deck and Extra Deck until the end of your next turn. | None. |
| **Graveyard Effect** | If a monster leaves the field by a Normal Trap effect, you can Set this card from your GY (cannot be activated this turn). | Banish this card from your GY; return 1 Fiend you control to the hand. If you control a Level 8 or higher Fiend, you can target and return 1 card your opponent controls instead. |
| **Strategic Application** | The primary engine starter, directly accessing any Labrynth monster from the deck to begin combos. Its recursion provides long-term value. | A highly versatile tool for extension, disruption, and protection. The bounce effect can dodge targeted effects, reset Arianna for another search, or, via its GY effect, remove an opponent's card from the field. |

The choice between these two traps is a critical decision point. Welcome Labrynth is the most direct engine starter, but its Fiend-lock is a notable restriction.2

Big Welcome Labrynth offers immense flexibility. Its ability to summon from the Graveyard provides recursion, and its mandatory bounce effect is a powerful utility tool that can be used both offensively and defensively.2

### The Labyrinth Itself: Labrynth Labyrinth

The archetype's Field Spell, Labrynth Labyrinth, is a potent force multiplier that enhances both the archetype's own traps and the generic ones it employs. It possesses two powerful effects 10:

1. When you activate a Set "Welcome Labrynth" Normal Trap (which includes Welcome Labrynth, Big Welcome Labrynth, and the less common Farewelcome Labrynth), you can add an additional effect at resolution: "...destroy 1 card on the field".6
2. When you activate a non-"Labrynth" Normal Trap Card, you can Special Summon one Fiend monster from your hand or Graveyard.6

The strategic implications are immense. The first effect turns your primary engine starters into removal, generating an immediate two-for-one in card advantage and triggering all of your other Labrynth monster effects.6 The second effect provides recursion and helps maintain board presence. For example, after activating a generic trap like

Infinite Impermanence, Labrynth Labyrinth can revive a Lady Labrynth from the Graveyard, ensuring your engine remains active and ready to respond on the following turn.14

## Assembling the Board - Core Combo Lines & The Resource Loop

Understanding the individual cards is the first step; mastering their application in seamless combo sequences is what separates a novice from an expert Labrynth player. The deck is capable of establishing a formidable presence from just one or two cards, often before its own turn begins.

### Opening Gambits (1 & 2-Card Starters)

* **Arianna Normal Summon:** The deck's most common and effective opening. Normal Summon Arianna the Labrynth Servant, use her effect to search for Big Welcome Labrynth, Set the trap, and pass the turn. This simple play establishes an on-turn interaction that can summon a key monster and trigger its effects.8
* **Furniture + Discard:** An alternative that saves the Normal Summon. Activate the effect of Labrynth Stovie Torbie or Labrynth Chandraglier in hand, sending it and one other card to the Graveyard to Set Big Welcome Labrynth from the deck. This achieves a similar board state to the Arianna line but preserves the Normal Summon for a powerful follow-up play.

### The "Turn 0" Offensive

The deck's most feared capability is its ability to build a board during the opponent's first turn. This is achieved through the synergy between the Furniture monsters and Labrynth Cooclock.

A representative combo line might look like this, starting with Stovie Torbie and Cooclock in hand:

1. During the opponent's Draw or Standby Phase, activate Stovie Torbie's effect. Send it and discard another card from hand to Set Big Welcome Labrynth directly from the Deck.
2. During the opponent's Main Phase, activate Cooclock's effect, discarding it. This allows Big Welcome Labrynth to be activated this turn.
3. Activate Big Welcome Labrynth. Its effect will Special Summon a monster, for instance, Lovely Labrynth of the Silver Castle from the deck, and return a monster on your field (if any) to the hand.
4. Upon resolution, because a monster left the field via a Normal Trap effect (the monster summoned by Big Welcome is immediately returned to the hand), multiple effects trigger. Lovely Labrynth can destroy a card in the opponent's hand or on their field, and Stovie Torbie can Special Summon itself from the Graveyard.7
5. If Lady Labrynth was also in hand, she could have chained her effect to the activation of Big Welcome Labrynth to summon herself, and her other effect would then trigger, allowing you to set another powerful Normal Trap like Destructive Daruma Karma Cannon from the deck.

This sequence, executed before the opponent has even established their board, can result in multiple interruptions, a boss monster on the field, and a significant depletion of the opponent's resources.

### The "Resource-as-Interaction" Loop

The long-term win condition of Labrynth is a self-sustaining, positive feedback loop where every interaction generates more resources than it consumes. This fundamentally separates it from traditional control decks, which often trade their resources to deplete the opponent's. A Labrynth player actively profits from their opponent's plays.

Consider a scenario where the Labrynth player controls Lovely Labrynth, Arianna, has Stovie Torbie in the Graveyard, and activates a trap like Destructive Daruma Karma Cannon.

1. The trap resolves, removing one or more of the opponent's monsters. This is the initial interaction, a nominal one-for-one trade.
2. This single event, however, satisfies the trigger condition for multiple Labrynth monsters simultaneously.1
3. Lovely Labrynth triggers, allowing the player to destroy another card on the field or a random card in the opponent's hand.
4. Arianna the Labrynth Servant triggers, allowing the player to draw a card.
5. Labrynth Stovie Torbie triggers, Special Summoning itself from the Graveyard.2

The result is that a single trap card has not only handled the opponent's on-field threat but has also generated a +3 in advantage (a destroyed resource, a drawn card, and a new monster on the field). The opponent is caught in a strategic bind: committing monsters to the board directly fuels the Labrynth player's resource engine, while failing to do so allows the Labrynth player to attack directly with their powerful Fiend monsters.3

### Defining the "End Board"

Unlike combo decks that aim to create a static, unbreakable board of monster negates, a Labrynth "end board" is a dynamic and flexible state of potential.14 Its strength is not measured in the number of negations but in the layers of interaction and guaranteed follow-up it represents. A typical end board consists of:

* A "Matriarch" (Lady or Lovely) on the field to provide disruption or search capabilities.
* A resource generator like Arianna to ensure card flow.
* Two to four Set cards, typically including a "Welcome" trap to continue the engine and a powerful generic trap searched by Lady.
* "Furniture" monsters in the hand or Graveyard, poised for recursion to fuel the next turn's plays.

The power of this board lies in its ability to adapt and respond to nearly any threat, generating overwhelming advantage through the resource loop.15

## Allies & Armaments - Synergies and Tech Choices

Labrynth is not merely a pure archetype; it is a flexible engine that can integrate a wide array of powerful generic cards and even entire other archetypes to enhance its strategy.

### Potent Alliances (External Engines)

The Labrynth archetype has evolved significantly since its release, transforming from a dedicated trap deck into a premier platform for generic Fiend-type support. The Fiend-only Special Summoning restriction imposed by Welcome Labrynth was once a minor drawback; now, it is a synergistic pathway that enables the inclusion of other powerful Fiend engines.2 This has shifted the deck's identity from simply a "Trap Deck" to a more encompassing "Fiend Control Deck."

Engines like "Unchained" and "Fiendsmith" have become common partners. Unchained monsters such as Unchained Soul of Sharvara and Unchained Soul Lord of Yama provide additional removal, recursion, and access to powerful Link monsters, and their destruction-based effects synergize well with the Labrynth game plan.17 More recently, the "Fiendsmith" engine has seen significant play, offering a consistent method for summoning multiple Fiend bodies to facilitate Link plays and providing access to its own powerful boss monster,

Fiendsmith Desirae.8 This adaptability ensures that Labrynth's viability is tied not just to its own support but to the broader pool of Fiend support in the game, making it exceptionally resilient to meta shifts and future-proof.17

### The Generic Trap Toolbox

A Labrynth player's skill is often reflected in their choice of generic Normal Traps, as the deck's ability to search, set, and recycle them makes this selection a critical part of deckbuilding.

* **Destructive Daruma Karma Cannon:** A staple choice, this trap provides mass, non-targeting removal by flipping all monsters face-down and then sending all face-up monsters to the Graveyard. It clears entire boards and easily triggers Labrynth effects.15
* **Ice Dragon's Prison:** An incredibly versatile trap that can banish a monster from the opponent's Graveyard and, if successful, banish a monster with the same Type from their field.20
* **Dogmatika Punishment:** Offers simple destruction while also sending a monster from the Extra Deck to the Graveyard, such as Elder Entity N'tss for an additional destruction or Garura, Wings of Resonant Life for a draw.18
* **Transaction Rollback:** A recent and powerful addition. By paying half your Life Points, this trap copies the effect of a Normal Trap in your Graveyard. This serves as a vital countermeasure to an opponent's Ash Blossom on your "Welcome" traps and enables potent combos, such as activating the effect of Eradicator Epidemic Virus without needing to tribute a monster.3

### The Floodgate Question

An alternative build focuses less on the resource loop and more on a hard stun strategy by employing powerful continuous traps, or "floodgates".3 Cards like

Skill Drain, Summon Limit, Rivalry of Warlords, and Anti-Spell Fragrance can single-handedly win games against unprepared opponents.1

Skill Drain is particularly effective, as many of the key Labrynth monster effects activate in the hand or Graveyard, allowing the deck to continue functioning while the opponent's on-field monster effects are negated.1 However, these cards are unsearchable by the Labrynth engine, making this strategy powerful but potentially inconsistent.1

## Navigating the Meta - Matchups and Counter-Strategies

Piloting Labrynth successfully in a competitive environment requires a deep understanding of not only your own deck's strengths and weaknesses but also those of the top meta contenders.

### Strengths & Choke Points

The deck's primary strengths are its exceptional grind game, its unique ability to play proactively on the opponent's turn, its flexibility in searching for specific answers, and its resilience to board-clearing effects due to its Graveyard recursion.3 However, this flexibility comes at the cost of a significant point of fragility. The entire engine, from the resource loop to the Turn 0 plays, is funneled through the successful resolution of its "Welcome" traps.

This creates a highly exploitable choke point that skilled opponents will relentlessly target. As one analysis notes, "Welcome Labrynth might as well have a big neon 'use Ash Blossom on me' sign".25 A single, well-timed negation on a "Welcome" trap can halt the Labrynth player's turn entirely, leaving them with a single Set card and no engine online. This inherent vulnerability has been a major driver of innovation in Labrynth deckbuilding. The widespread adoption of cards like

Transaction Rollback is a direct response to this weakness, providing a way to bypass the negation by copying the negated trap's effect from the Graveyard.3 A Labrynth player's success often hinges on their ability to protect this crucial interaction.

### Matchup Analysis

* **Favorable Matchups:** Labrynth generally excels against decks that rely on building large boards of monsters with on-field effects, as these boards provide ample targets for the Labrynth player's traps, fueling their resource engine.
* **Unfavorable Matchups:**
  + **Fire King:** This is a notoriously difficult matchup. Labrynth's main form of removal is destruction, which is precisely what triggers the effects of the Fire King monsters, allowing them to gain advantage from your plays.23
  + **Tearlaments:** Decks with heavy Graveyard interaction that can also play on both player's turns can often overwhelm Labrynth's more methodical pace. Tech cards that inhibit the Graveyard are essential.23
  + **Unchained:** Similar to Fire King, Unchained monsters benefit from being destroyed by card effects, turning Labrynth's standard removal into a liability.26

The key to navigating these difficult matchups is adapting the trap lineup. Against decks that are immune or benefit from destruction, non-destruction removal like Compulsory Evacuation Device or Ice Dragon's Prison becomes critical.26

### Side Decking Philosophy

The side deck is where a Labrynth player customizes their trap toolbox to counter specific meta threats.

* **Going First:** The side deck is often used to bring in powerful "blowout" traps like Dimensional Barrier, Anti-Spell Fragrance, or specific "Virus" traps that can end the game on their own if the opponent cannot answer them.14
* **Going Second:** When forced to go second, players will side in board-breaking cards like Evenly Matched and additional hand traps like Droll & Lock Bird or Nibiru, the Primal Being to prevent the opponent from establishing an insurmountable board.1
* **Key Techs:** Cards like Artifact Lancea or Imperial Iron Wall are crucial against banish-heavy strategies 27, while  
  Bystial monsters provide both disruption against LIGHT and DARK Graveyard decks and bodies for Link plays.14

## Conclusion

The Labrynth archetype is a masterclass in modern control deck design, blending reactive disruption with proactive, engine-based setup. Its core identity revolves around a self-sustaining resource loop, where every interaction with the opponent's board generates a net positive in card advantage. This "Resource-as-Interaction" model places opponents in an unwinnable position, where developing their own game plan actively strengthens the Labrynth player's position.

While it possesses a critical choke point in the resolution of its "Welcome" traps, the archetype has continually evolved to protect this vulnerability, integrating new support like Transaction Rollback and entire Fiend-based engines to enhance its consistency and power. Its transformation into a flexible "Fiend Toolbox" platform suggests a long-term competitive viability, as its potential will grow with every new piece of generic Fiend support released. To master Labrynth is to master the art of controlled chaos—understanding when to be patient and reactive, and when to unleash a proactive flurry of traps to seize control of the duel before the opponent even has a chance to play.

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