# Expert Structural Analysis of the Argostars Archetype in the TCG

## I. Executive Summary: The Banishment Trigger Paradigm

### 1.1 Archetypal Identity: Defining the Warrior Trap Monster Strategy

The Argostars archetype establishes itself within the Trading Card Game (TCG) environment as a proactive control deck, fundamentally distinct from traditional reactive trap strategies. Its core functionality is predicated on a highly interactive relationship between a small cohort of Level 4 Warrior Main Deck monsters and an arsenal of Continuous Trap Monsters (CTMs).1 This synergy permits the rapid establishment of an immediate, resilient layer of disruption on the first turn, enabling the player to transition quickly from setting up control components to executing impactful interference.

The deck's operational style necessitates a commitment to maximizing the utility of the Spell & Trap Zone. By design, the Argostars CTMs possess dual functionality, allowing them to transform into Effect Monsters during the opponent's turn to enact powerful effects, only to subsequently revert to the safety of the backrow.2 This ability to toggle between zones is a mechanism for triggering Field Spell effects and dodging common forms of monster removal, thereby creating a highly adaptive defensive framework.

### 1.2 Core Mechanic Axiom: The Banishment Loop and Conditional Payoff

The defining principle governing the competitive function of Argostars is the *Banishment Trigger Paradigm*. The archetype mandates the relocation of its main deck Warrior monsters from the field or hand directly to the banished zone. This movement serves simultaneously as a resource cost for initiating the deck's core flow and as the necessary enabling condition for unlocking the amplified power of the disruption suite.1

For example, the cornerstone disruption card, *Argostars - Slayer Eteo*, only gains its critical non-destruction bouncing effect if an Argostars monster is already in the banished zone when *Eteo* Special Summons itself.3 Similarly, the Field Spell,

*Argostars - Home Stadium*, gains its Quick Effect negation capability under the same pre-condition.6 This structural necessity compels the pilot to execute the initial setup rapidly.

A crucial structural benefit of employing banishment as the core resource zone, rather than the Graveyard, is the resultant high resilience to generalized disruption. In contemporary TCG environments, many competitive strategies rely on preventing or punishing Graveyard interaction (e.g., *D.D. Crow*, *Called by the Grave*). By paying the resource cost upfront—usually the Normal Summon of *Argostars - Glorious Adra*—and shifting the resource to the banished zone, the deck ensures that its disruption engine remains perpetually active, immune to common forms of resource denial. This sustained advantage persists until the banished resource is deliberately recovered by a card like *Home Stadium*.7

### 1.3 Strategic Overview: Strengths, Weaknesses, and Meta Positioning

The Argostars archetype occupies a strategic niche defined by its resource recovery and layered control capabilities.

The deck's primary strengths include exceptional recursion and sustained advantage, primarily facilitated by *Argostars - Home Stadium*, which can retrieve Argostars cards from the Graveyard or banishment.7 The architecture provides a layered interruption structure consisting of bounces, targeted negations, and flexible Xyz utility. Crucially, the fundamental banishment mechanic grants inherent synergy with powerful, generic floodgates such as

*Macro Cosmos* and *Anti-Spell Fragrance*.8 These floodgates often cripple Graveyard-centric strategies but pose no structural threat to the Argostars engine, which explicitly benefits from cards being banished.

Conversely, the deck suffers from extreme fragility during the initial setup phase. The core starter, *Glorious Adra*, is entirely reliant on a Normal Summon, making it highly susceptible to standard negation tools such as *Effect Veiler* or *Infinite Impermanence*.1 Furthermore, the archetype’s in-archetype interruptions, primarily housed in the CTMs, are often overshadowed by the raw power of generic TCG staples. To reach optimal disruption output, the deck must integrate external generic Extra Deck powerhouses like

*S:P Little Knight* and *Super Starslayer TY-PHON - Sky Crisis*.9

## II. Foundational Mechanics: Card Roles and Resource Loops (Inputs)

The structural integrity of Argostars depends entirely on the precise function and interaction of three groups of cards: the Main Deck starters, the Continuous Trap Monsters, and the supporting Spells. These elements constitute the "Inputs" required to initiate the archetype's control flow.

### 2.1 Main Deck Argostars: The Engine Starters

The Main Deck monsters function as dedicated catalysts, initiating the banishment state necessary for the entire archetype to operate.

* **Argostars - Glorious Adra (The Primary Starter):** As a Level 4 Warrior with 1800 ATK and 1800 DEF 6,  
  *Adra* is the most critical starting piece. Its mandatory effect triggers upon Normal Summon: the card banishes itself from the field to set 2 distinct Argostars Continuous Traps directly from the Deck.1 This immediate 1-for-2 exchange defines the archetype’s speed. The consequence of this transaction—the banishment of  
  *Adra*—is the key structural component that fulfills the conditional requirement for the archetype's disruption suite, immediately transforming the nature of the subsequent trap activations.
* **Argostars - Fierce Parthe:** Also a Level 4 Warrior (1400 ATK/1400 DEF) 6,  
  *Parthe* serves primarily as a redundancy starter or a readily available Level 4 material. The deck heavily relies on Level 4 monsters for accessing powerful generic Xyz monsters, making *Parthe* a necessary component for extending plays beyond the core trap setup.9

### 2.2 Continuous Trap Monsters: The Interruption Suite

The CTMs form the defensive spine of the deck, offering dynamic disruption that shifts between the Spell & Trap Zone and the Monster Zone.

* **Argostars - Slayer Eteo (The Quick Bounce):** This Continuous Trap provides a crucial defensive layer by preventing Warrior monsters the controller controls from being destroyed by card effects while *Eteo* remains in the S/T Zone.2 Its primary offensive role is disruption: once per turn, when the opponent activates a card or effect,  
  *Eteo* can Special Summon itself as a Level 4 Warrior Effect Monster (800 ATK/800 DEF). If an Argostars monster is banished (a condition met by *Adra*'s initial activation), *Eteo* resolves with the ability to return 1 card on the field to the hand—a high-impact, non-destruction bounce.3 This effect ensures flexibility, as it carries a Quick Effect to place itself back into the S/T Zone, resetting its protective and disruptive potential for subsequent chains.2
* **Argostars - Lightning Tydeu (The Consistency and Search Engine):** *Tydeu* is fundamental for achieving competitive consistency.4 While face-up in the S/T Zone, it boosts the ATK/DEF of all Warrior monsters by 500.5 Its main purpose is resource generation: once per turn, the player can discard 1 card to Special Summon  
  *Tydeu* as a powerful Level 4 Warrior (2000 ATK/2000 DEF), and then search any Argostars card from the Deck to the hand, excluding copies of itself.4

The discard required for *Tydeu*'s activation should be understood not merely as a cost, but as an efficient resource conversion mechanism. This single action converts a piece of potentially redundant or non-essential card material (the discard) into two immediate advantages: a strong 2000 ATK Level 4 monster for Extra Deck integration, and a critical search (often used to retrieve *Home Stadium*), thereby generating hard card advantage and enabling future plays.

### 2.3 Key Spells and Archetype Support

* **Argostars - Home Stadium (Field Spell): The Glue and Negate Engine**
  + *Home Stadium* functions as the resource glue that holds the banishment loop together.7 Once per turn, by paying 1000 LP, it allows the controller to recover 1 Argostars card from the Graveyard or, critically, from the  
    **banishment zone**.6 This ability is essential for retrieving the banished starter,  
    *Adra*, ensuring the necessary resource cycle for prolonged control games.
  + Furthermore, *Home Stadium* provides a key disruption layer. Once per Chain, if a Continuous Trap activates its effect in the Monster Zone (e.g., *Eteo* or *Tydeu* activating their reset effect) while an Argostars monster is banished, the Field Spell can target 1 face-up card the opponent controls and negate its effects until the End Phase.6 This effect links directly into the CTM toggle mechanism, ensuring that the deck’s disruption is synergistic and layered.

## III. The Argostars Control Flow: Search Paths and Combo Optimization (Process)

The effectiveness of the Argostars strategy is determined by the speed and precision with which the player executes the initial resource exchange, transforming the fragile *Adra* Normal Summon into a resilient backrow presence. This process maps the conversion of initial card resources into established defensive measures.

### 3.1 Primary Search Mapping: Achieving Initial Consistency

The archetype’s internal search architecture is highly efficient and linear, designed to maximize consistency and guarantee access to the Field Spell engine.

1. **Starter Access:** The player first prioritizes drawing or searching for *Argostars - Glorious Adra*. Since *Adra* is a Warrior, generic support such as *Reinforcement of the Army* ensures high accessibility.12
2. **Backrow Setup & Banishment:** *Adra* is Normal Summoned and banishes itself to set 2 CTMs. The standard configuration prioritizes setting *Argostars - Slayer Eteo* (for immediate disruption) and *Argostars - Lightning Tydeu* (for immediate searching).1
3. **Engine Search:** *Tydeu* is activated by discarding a card, Special Summoning itself, and then performing the search effect, typically adding *Argostars - Home Stadium* to the hand.4
4. **Global Negation and Recursion:** *Home Stadium* is activated. This step completes the core setup, placing the essential negation resource on the field and establishing the ability to retrieve the banished *Adra* in subsequent turns.7

### 3.2 Step-by-Step Combo Sequence: The Adra Starter Line

The following sequence represents the optimal path for establishing the core control architecture on Turn 1:

* **Initial Condition:** *Argostars - Glorious Adra* in hand.
* **Step 1: Resource Commitment & Banishment Trigger:** Normal Summon *Argostars - Glorious Adra*. Activate its effect: banish *Adra* to set *Argostars - Slayer Eteo* and *Argostars - Lightning Tydeu* from the Deck.1 The critical status—an Argostars monster in the banished zone—is now active.
* **Step 2: Consistency Generation & Field Presence:** Activate *Argostars - Lightning Tydeu* (cost: discard 1 card). Special Summon *Tydeu* (2000 ATK/DEF) and search *Argostars - Home Stadium*.4
* **Step 3: Global Negation Setup:** Activate *Argostars - Home Stadium*.
* **Step 4 (Extender Phase):** The Level 4 body of *Tydeu* is then utilized. Depending on the remaining cards in hand, *Tydeu* can be combined with another Level 4 monster (such as a set generic Trap Monster like *Shapesister* or *Apophis the Swamp Deity* 8) to Xyz Summon critical utility cards like  
  *Time Thief Redoer* or *Argostars - Adventurous Arion*.6 Alternatively, if a Link-2 line is pursued, a Link Summon into  
  *I:P Masquerena* or another Link utility monster prepares for defensive plays during the opponent's turn.
* **End State Setup:** The player concludes the turn with *Home Stadium* active, *Slayer Eteo* set, and a strategic monster presence, ready to execute interruptions during the opponent’s Standby Phase or Main Phase 1.

### 3.3 Mid-Combo Interactivity and Chain Linking

A significant strength of Argostars is its intrinsic defensive design, which allows for layered interruption and protection against common single-instance negation effects through smart chain construction.

The deck capitalizes on the mandatory activation of its cards to construct a chain that shields the most crucial effects. Consider an opponent initiating their combo (Chain Link 1).

**Mechanism of Layered Disruption:**

1. **Opponent Action:** Opponent activates a card/effect (CL1).
2. **Primary Disruption:** The Argostars player activates *Argostars - Slayer Eteo* (CL2), Special Summoning itself. Since *Adra* is banished, *Eteo* gains the effect to return 1 card on the field to the hand (bounce).3
3. **Negation Trigger Setup:** The Argostars player activates *Eteo*'s inherent Quick Effect (CL3) to place itself back into the Spell & Trap Zone.2
4. **Secondary Disruption:** *Argostars - Home Stadium* (CL4) activates, triggered by the resolution of a Continuous Trap Monster effect in the Monster Zone, to negate a face-up card the opponent controls.6

This precise sequencing creates a highly resilient defensive stack. A single negation from the opponent (e.g., *Ash Blossom* or *Effect Veiler*) can only negate one link within this stacked chain, leaving the other critical disruptions (the bounce and the negation) to resolve successfully. This structural layering converts a potentially vulnerable sequence into a robust defense against common disruption strategies.

## IV. Endboard Architectures and Interruption Layers (Outputs)

The ultimate objective of the Argostars combo flow is to generate an endboard that provides multiple, resilient, and non-destruction forms of interruption, utilizing both archetypal tools and generic TCG staples.

### 4.1 Core Endboard Profile (Turn 1): Evaluating Interruptions

A successful Argostars Turn 1 deployment typically yields the following minimum layers of interruption:

* **Layer 1: Non-Targeting Bounce:** 1x *Argostars - Slayer Eteo*, set in the backrow and ready to trigger a Quick Effect bounce upon the opponent's first activation. This bounce is non-destruction and non-targeting, making it difficult for many decks to manage.3 The card immediately resets itself, preserving its functionality for subsequent turns.
* **Layer 2: Soft Negation:** 1x *Argostars - Home Stadium*, active on the field, capable of resolving a Quick Effect negation on a face-up card, triggered by the CTMs.6
* **Layer 3: Generic Xyz Utility:** A Rank 4 Xyz Monster, such as *Time Thief Redoer* or *Argostars - Adventurous Arion*.6  
  *Redoer* provides additional Quick Effect removal or resource manipulation, based on its attached materials.
* **Layer 4: Follow-up and Recursion:** The banishment status is maintained, and *Home Stadium*'s per-turn recursion is now online, guaranteeing the retrieval of the banished *Adra* or another Argostars piece in the following Standby Phase.7

### 4.2 Generic Extra Deck Synergy Deep Dive

Due to the archetype's reliable access to Level 4 monsters (*Tydeu*, *Parthe*, and the CTMs once Special Summoned), the Extra Deck is crucial for bolstering the disruption density.

* **S:P Little Knight:** This card is essential for maximizing disruption efficiency through banishment. If the Argostars player can successfully utilize an initiator like *I:P Masquerena* or another Link monster to summon *S:P Little Knight*, the resulting chain provides high-impact removal.13 The initial effect of  
  *S:P* to banish a card on the field upon successful Link Summon, followed by its Quick Effect interruption during the opponent’s turn, constitutes a powerful, layered banishment removal that synergizes perfectly with the archetype’s operational philosophy concerning the banished zone.
* **Super Starslayer TY-PHON - Sky Crisis:** This Rank 12 Xyz Monster serves as the deck's primary reactive counter-play when forced to navigate established opposing boards.11  
  *TY-PHON* possesses a unique summoning condition: it can be Xyz Summoned during the turn or turn after the opponent Special Summons 2 or more monsters from the Extra Deck, using a single monster on the field with the highest ATK as material.11 Since  
  *Tydeu* provides a readily accessible 2000 ATK body, Argostars can easily utilize this monster to access *TY-PHON*. Once summoned, *TY-PHON* provides a non-destruction bounce and, crucially, negates the effects of all monsters with 3000 or more ATK, neutralizing many established boss monsters.15

The structural reliance on these powerful generic options underscores a critical element of the Argostars strategy: the archetype’s function is not merely to win with its own effects, but to generate the necessary Level/Link infrastructure to deploy the best disruptive cards available in the contemporary TCG meta.

Table IV: Interruption Resilience Summary

| **Disruption Layer** | **Removal Type** | **Speed** | **Targeting/Destruction** | **Resilience/Vulnerability** |
| --- | --- | --- | --- | --- |
| Slayer Eteo Bounce | Return to Hand (Bounce) | Quick Effect (CL2/3) | Non-targeting, Non-destruction | Highly resilient, conditional on Banishment status 3 |
| Home Stadium Negate | Effect Negation | Quick Effect (CL4) | Targets face-up cards | Vulnerable to backrow removal, but chain-blocks *Eteo* 6 |
| S:P Little Knight | Banishment | Quick Effect (CL1) | Targets (on field) | Generic power staple, provides non-Graveyard removal 13 |

## V. Hybrid System Analysis: Inter-Archetype Integration

While the Argostars core engine provides robust control features, its fragility on the initial Normal Summon necessitates integration with external engines to achieve a higher competitive floor. The most potent pairings compensate for the archetype's fundamental weaknesses or enhance its existing backrow density.

### 5.1 Argostars / Fiendsmith Hybrid: The Anti-Hand Trap Buffer

The primary structural weakness of a pure Argostars build is its singular reliance on *Argostars - Glorious Adra* for the initial banishment trigger.10 If this Normal Summon is negated or removed, the turn fails, resulting in minimal endboard disruption.1

The Fiendsmith engine provides a reliable solution by acting as a substantial buffer against hand traps. This engine utilizes Spell activation (*Fiendsmith Tract*) and non-Normal Summon plays (e.g., using *Fabled Lurrie* for recursive discards and Special Summons) to establish powerful generic Link Monsters such as *Fiendsmith's Requiem* and *Muckraker from the Underworld*.17

The combination strategy involves using the Fiendsmith line first. This high-ceiling, generic engine forces the opponent to commit their critical hand traps (e.g., *Ash Blossom*, *Effect Veiler*, *Nibiru*) to prevent the Fiendsmith setup from reaching its maximum output (which can include *Caesar* or *S:P Little Knight* on its own).16 Once the opponent has expended their critical early interruptions, the Argostars player then proceeds with the Normal Summon of

*Adra*. This structural sequencing converts the inherently fragile Argostars starter into a protected payoff, ensuring the successful resolution of the deck’s core mechanism. This strategy is also efficient regarding resource management, as the Fiendsmith line often generates bodies that can be used later by Argostars for Xyz or Link plays, maximizing overall card advantage.

### 5.2 Argostars / Eldlich Hybrid: Maximizing Backrow Density

The Argostars and Eldlich archetypes share a strategic focus on Continuous Trap Monsters (CTMs) and persistent backrow control, making them highly synergistic.18

The Eldlich engine contributes stability, grind potential, and a resilient boss monster, *Eldlich the Golden Lord*.18 This hybrid compensates for the pure Argostars deck's need for sheer backrow volume. The Eldlich supporting Traps, such as

*Conquistador of the Golden Land*, *Huaquero of the Golden Land*, and general CTMs like *Apophis the Swamp Deity* and *Statue of Anguish Pattern*, fill out the backrow slots effectively.8 These Eldlich Trap Monsters count toward the necessary Trap density and support protective measures like

*Imperial Custom*.8

The tactical value of this pairing lies in redundancy. If the opponent successfully neutralizes the Argostars banishment engine, the deck retains a fully functional, highly resilient backup plan (Eldlich) that leverages the exact same card type (CTMs) necessary for the primary Argostars structure. This ensures the deck maintains a prolonged, resource-intensive control strategy throughout the duel.

## VI. Structural Vulnerabilities and Competitive Outlook

### 6.1 Choke Points and Hand Trap Vulnerability

The competitive viability of Argostars is hampered by specific structural choke points that opponents can exploit:

1. **Normal Summon Dependency:** The reliance on *Argostars - Glorious Adra* as the sole reliable turn 1 starter means that the Normal Summon is the deck's primary vulnerability.1 If  
   *Adra* is negated upon summon, the critical banishment trigger fails, preventing the necessary 1-for-2 backrow setup and crippling the turn.10 This vulnerability necessitates the inclusion of insulating engines, such as Fiendsmith, to divert opposing resources.
2. **Mass Spell/Trap Removal:** Since the core disruption (*Eteo* bounce, *Home Stadium* negate, and any generic floodgates) resides in the Spell & Trap Zone, the deck is highly susceptible to mass removal effects like *Harpie's Feather Duster* or *Lightning Storm*. Maintaining *Imperial Custom*, which prevents the CTMs from being destroyed by card effects, is critical for survival in such matchups.8
3. **Extra Deck Restriction:** Given that Argostars relies heavily on generic Link and Xyz monsters (*S:P Little Knight*, *TY-PHON*, *Time Thief Redoer*) for flexible utility and high-impact removal 9, restrictions imposed by cards like  
   *Dimensional Barrier* naming 'Link' or 'Xyz' can severely limit the deck's capacity to pivot into its disruption toolbox.

### 6.2 Floodgate Integration and Optimization

A substantial competitive advantage for Argostars stems from its unique interaction with powerful global floodgates.

The deck's foundational reliance on the banishment zone for resource management makes it uniquely suited to utilizing cards that disrupt Graveyard-centric play. *Macro Cosmos* and *Dimensional Fissure* are highly effective floodgates that send cards directly to the banished zone instead of the Graveyard.9 Since Argostars actively seeks to banish its own core resources (

*Adra*, *Parthe*), these floodgates are essentially one-sided, crippling the vast majority of current meta decks that utilize the Graveyard for recursion or activation, while leaving the Argostars Banishment Trigger Paradigm fully operational. This self-synergy with disruptive environment modifiers defines the archetype’s control specialization.

### 6.3 Conclusions and Competitive Assessment

The Argostars archetype is a sophisticated, technologically dense control strategy that achieves competitive viability through careful construction and synergy exploitation.

The deck’s core strength lies in its ability to master resource recycling and conditional, layered disruption. The strategic design of its CTMs, particularly the chain-blocking capabilities derived from *Slayer Eteo* and *Home Stadium*, ensures that the resulting interruptions are resilient against single instances of negation. The highest level of competitive efficacy is achieved only when the deck successfully mitigates its critical Normal Summon fragility by incorporating insulating engines, such as the Fiendsmith line, and when it capitalizes on the game-altering control offered by one-sided floodgates like *Macro Cosmos*.9

Argostars functions optimally as a highly disruptive Turn 1 controller, capable of establishing a recurring resource loop and resilient backrow threats. Its future success in the TCG meta will hinge on its continued ability to integrate the most powerful generic Link and Xyz options to address threats that its in-archetype tools cannot reliably handle.

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