# Strategic Analysis: The Impact of ***Doom of Dimensions*** Support on the D/D Archetype

## Strategic Assessment: The New D/D/D Corporate Mandate Post-***Doom of Dimensions***

### Executive Summary: From Glass Cannon to Resilient Engine

The release of the *Doom of Dimensions* (DOOD) booster set 1 provides a comprehensive and fundamental strategic revision for the "D/D" (Different Dimension) archetype. Historically, the D/D/D strategy has been categorized as a "glass cannon": a deck with an exceptionally high-power ceiling, capable of building formidable end boards, but one that was plagued by two profound, structural weaknesses. These were (1) inconsistent opening hands that often required specific two-to-three-card combinations to execute a full combo, and (2) an extreme vulnerability to high-impact, hand-based interruptions (colloquially "hand traps"), which could halt a combo sequence prematurely.

The DOOD support package does not merely provide an incremental power increase; it delivers a set of precision-engineered tools that directly address these historical weaknesses. The new play style, while retaining its notorious complexity 2, now possesses a new-found level of consistency and resilience. This re-contextualizes the archetype from a high-risk, high-reward "rogue" strategy into a viable and robust tournament contender.7

### Core Strategic Shifts

The new support facilitates three core strategic shifts:

1. **Shift to 1-Card Starters:** The introduction of D/D/D Zero Doom Queen Machinex fundamentally alters the deck's mathematical consistency. It functions as a reliable, one-card starter for the deck's entire combo engine, a luxury the archetype previously lacked.9
2. **In-Engine Resilience:** The addition of D/D/D Sky King Zeus Ragnarok provides an in-engine, pre-emptive negation for monster effects activated from the hand.10 This directly solves the "Nibiru problem" and insulates the deck's complex combo lines from other common hand traps.12
3. **Enhanced Recursion and Extension:** New tools, primarily D/D/D First King Clovis 14 and D/D Defense Soldier 15, create new and more efficient resource loops. This enhances the deck's mid-combo extension capability and, for the first time, provides a significant, recursive "grind game" for follow-up turns.9

## Individual Card Analysis and Strategic Role

The strategic impact of this new support is best understood by deconstructing the specific role each new card plays within the D/D/D corporate structure.

### D/D/D Zero Doom Queen Machinex (The New 1-Card Starter)

* **Card Text Analysis:**
  + **Pendulum Effect:** "During your Main Phase, if this card was activated this turn: You can place 1 'Dark Contract' Continuous Spell/Trap from your Deck face-up on your field".1
  + **Monster Effect:** "If a face-up 'D/D/D' and/or 'Dark Contract' card(s) you control... is destroyed... You can Special Summon this card, then you can destroy 1 card on the field".16
* **Strategic Role and Impact:**
  + **Primary Role (1-Card Starter):** Zero Doom Queen Machinex is the single most important card in the new support wave, serving as the lynchpin for the deck's newfound consistency. Its Pendulum Effect is a 1-card starter for the entire D/D combo. The most common and direct play line is to activate Machinex in the Pendulum Zone and use its effect to place Dark Contract with the Gate from the deck to the field.9 Gate then searches D/D Savant Kepler, which in turn searches another "Dark Contract," and the full combo sequence is initiated from a single card.9
  + **Secondary Role (Extender/Interruption):** The monster effect provides a powerful, recursive threat. It is designed to synergize with the deck's proclivity for destroying its own "Dark Contract" cards, such as via the effects of D/D/D Sky King Zeus Ragnarok or D/D Lance Soldier.7 This effect provides resource recursion (summoning itself from the Extra Deck) and potent, non-targeting removal (destroying one card on the field), making it a valuable interruption on the opponent's turn.20
* **Recommended Ratio:** **2-3 copies.**
  + Decklists analyzed almost unanimously run 2 or 3 copies.9 Three copies maximize the probability of opening this 1-card starter.23 Two copies are also common, as the card is highly searchable.9
* Second and Third-Order Implications:  
  Machinex redefines the value of the deck's existing searchers. Dark Contract with the Gate 22 and D/D Savant Kepler are no longer just combo pieces; they are now also 1-card starters because they can search Machinex. This creates a circular, self-enabling engine: Machinex 1 places Gate 9, and Gate searches Machinex. This redundancy means the deck now functionally runs 6 to 9 one-card starters (3x Gate, 3x Kepler, 2-3x Machinex), a massive mathematical leap in consistency. Furthermore, its 0 Pendulum Scale 16 provides the perfect low scale to complement high-scale monsters like D/D/D Oblivion King Abyss Ragnarok, enabling the critical Pendulum Summon of Level 1 Tuners like D/D Lamia.

### D/D/D Sky King Zeus Ragnarok (The Hand Trap Solution)

* **Card Text Analysis:**
  + **Effect 1:** "You can target 1 'D/D' or 'Dark Contract' card you control; destroy it, also... you can conduct 1 Pendulum Summon of a 'D/D' monster(s) in addition to your Pendulum Summon...".10
  + **Effect 2 (Quick Effect):** "When your opponent activates a monster effect in the hand... You can banish 1 'D/D' monster and 1 'Dark Contract' card from your GY; negate the activation".10
* **Strategic Role and Impact:**
  + **Primary Role (Combo Enabler):** This Link-3 monster's first effect is a powerful combo accelerant. The ability to conduct a *second* Pendulum Summon during the Main Phase 10 allows the deck to swarm the field from the Extra Deck in a way that was previously impossible, leading to more complex and resource-rich end boards.28
  + **Secondary Role (Metagame-Defining Negation):** The second effect is the deck's new shield. It is a direct, in-archetype, and (most importantly) pre-emptive answer to the game's most threatening hand traps, including Nibiru, the Primal Being, Ash Blossom & Joyous Spring, and Effect Veiler.
* **Recommended Ratio:** **1 copy.**
  + The D/D/D Extra Deck is legendarily tight. Every competitive deck profile 9 runs exactly one copy, as it is a specific toolbox monster rather than a card to be summoned multiple times.
* Second and Third-Order Implications:  
  This card's existence creates entirely new combo lines specifically designed to summon it as the fifth summon. This is a profound shift in D/D play sequencing. A common line involves using Kepler (Summon 1), Copernicus (Summon 2), D/D/D Abyss King Gilgamesh (Summon 3), and a revived D/D Lance Soldier (Summon 4) to Link Summon Zeus Ragnarok as Summon 5.12  
  The implication is that the D/D player now has an active, on-field negation for hand traps *before* committing to their main combo extenders or their Pendulum Summon.7 This forces the opponent to either use Nibiru on a small, non-threatening board or have it be negated. This single interaction fundamentally de-risks the entire D/D strategy. Additionally, its first effect (to destroy a card) is the perfect enabler for D/D/D Zero Doom Queen Machinex's monster effect 16, allowing the player to destroy their own Machinex in the Pendulum Zone to trigger its summon-and-destroy effect, all while simultaneously gaining a second Pendulum Summon.

### D/D/D Wise King Solomon (The Universal Searcher)

* **Card Text Analysis:**
  + **Materials:** "2 Level 4 'D/D' monsters".34
  + **Effect:** "You can detach 1 material from this card; add 1 'D/D' card from your Deck to your hand".1
* **Strategic Role and Impact:**
  + **Primary Role (Combo Fixer/Extender):** This Rank 4 Xyz monster is the new "glue" for the archetype. The deck can easily field two Level 4 monsters (e.g., D/D Gryphon, D/D Savant Copernicus). Solomon converts this simple board presence into *any* "D/D" card in the deck.34 This allows the player to search for the exact piece they need: a starter like Machinex, an extender like Gryphon, or a tuner like Lamia.
* **Recommended Ratio:** **1 copy.**
  + This is a quintessential "toolbox" monster. It is not summoned repeatedly, but rather at a specific, often crucial, choke point in the combo to find a missing piece. All competitive decklists confirm this 1-of status.9
* Second and Third-Order Implications:  
  Solomon's true power is not in raising the deck's ceiling (the maximum power of its best hand) but in dramatically raising its floor (the minimum power of its worst hand). An opening hand with two Level 4 D/D monsters (e.g., Gryphon + Copernicus) was previously functional but not always a full combo. Now, that same hand becomes: 1) Summon Gryphon and Copernicus. 2) Overlay into Solomon.34 3) Detach, search for the exact starter or extender needed (e.g., D/D Swirl Slime or Dark Contract with the Gate). This consistency-fixing capability turns many suboptimal hands into full, uninterrupted combo boards.

### D/D/D First King Clovis (The Mid-Combo Recycler)

* **Card Text Analysis:**
  + **Materials:** "1 Tuner + 1+ non-Tuner monsters".14
  + **Effect:** "If this card is Synchro Summoned: You can target 1 of your banished 'D/D' monsters, or if a 'Dark Contract' card is on the field, you can target 1 in your GY instead; Special Summon it".14
* **Strategic Role and Impact:**
  + **Primary Role (Synchro Bridge / Extender):** As a generic Level 6 Synchro, Clovis 14 provides a crucial mid-combo bridge. Its on-summon effect is a pure combo extension, immediately replacing itself on the board by reviving another "D/D" monster. Critically, it can pull from the *banished* pile 14, which is where key resources like D/D Swirl Slime and D/D Necro Slime 40 often end up after their own effects are used.
* **Recommended Ratio:** **1 copy.**
  + Similar to Solomon, this is a 1-of combo piece designed to be summoned at a specific point in the combo sequence. This ratio is confirmed by numerous tournament-style deck profiles.23
* Second and Third-Order Implications:  
  Clovis directly competes with the older Level 6 Synchro, D/D/D Gust King Alexander, and is superior in most combo lines. Alexander requires a separate "D/D" monster to be summoned after it is on the field to trigger its revival effect. Clovis revives a monster immediately on its own summon.14 This is a vital difference in "combo security," as its effect is immediate and not reliant on a future action. The flexibility to revive from the banished zone 14 is far more valuable for recycling the "Slime" starters, making it a more reliable and powerful cog in the machine.

### D/D Defense Soldier (The Grind Game Specialist)

* **Card Text Analysis:**
  + **Effect 1:** "Target 1 'D/D' card in your Pendulum Zone; Special Summon it".15
  + **Effect 2:** "Banish 1 'D/D' monster from your GY;...your opponent cannot activate cards or effects until the end of the Damage Step".15
  + **Effect 3 (Key Effect):** "You can banish this card from your GY; add 1 'D/D' Pendulum Monster from your face-up Extra Deck or GY to your hand".15
* **Strategic Role and Impact:**
  + **Primary Role (Follow-up Resource):** The first two effects are highly situational. The *entire* reason this card is played is for its third effect.15 It is a "one-of" utility card 9 that is intentionally sent to the GY during the main combo (e.g., via D/D Savant Copernicus or D/D Gryphon). It serves as a guaranteed follow-up play. After the main combo, this card sits in the GY. On the next turn (Turn 3), it banishes itself to add back a key Pendulum Monster, most notably D/D/D Zero Doom Queen Machinex 9, to restart the entire engine.
* **Recommended Ratio:** **1 copy.**
  + This is a non-engine, non-starter "toolbox" card. Playing more than one is unnecessary, as its value is in the GY 9 and it is easily sent there. Every deck list including it runs exactly one.9
* Second and Third-Order Implications:  
  D/D/D is famously a "Turn 1" combo deck. Defense Soldier 15 is one of the few cards designed entirely for Turn 3 and beyond. It provides a recursive loop that the deck previously lacked. In a scenario where the player's board is broken, Defense Soldier in the GY means their next draw is much more likely to be "live." By banishing it 15, they can add back Zero Machinex.9 Machinex 1 can then be activated, its effect 9 used to place Gate, and the entire combo is restarted from a single card.

### D/D/D/D Dimensional King Arc Crisis (The "Going Second" Boss)

* **Card Text Analysis:**
  + **Summoning Condition:** "4 Fiend monsters (1 Fusion, 1 Synchro, 1 Xyz, and 1 Pendulum)".45
  + **Summoning Method:** "Must be... Fusion Summoned, or Special Summoned (from your face-down Extra Deck) by banishing the above cards from your field and/or GY".45
  + **Effect 1:** "If this card is Special Summoned: You can negate the effects of all face-up monsters your opponent currently controls".45
  + **Effect 2:** "Can attack all your opponent's monsters, once each".45
* **Strategic Role and Impact:**
  + **Primary Role (Situational Board-Breaker / OTK):** This card is *not* a standard Turn 1 end board piece, as its summoning condition is far too specific.45 Its role is as a "blowout" card 48 for going second or for breaking an established board on Turn 3. By banishing the required materials from the GY 45, its on-summon, board-wide monster negation is devastating.45 Its 4000 ATK 47 combined with its multi-attack effect 45 can then end the game.
* **Recommended Ratio:** **1 copy.**
  + This is the definition of a high-impact, low-frequency 1-of. It is a silver bullet for specific game states. Decklists confirm it is only ever a single copy.9
* Second and Third-Order Implications:  
  Arc Crisis 45 represents a new "ace in the hole" win condition. The deck's normal Turn 1 combo naturally fills the GY with all four required monster types (e.g., D/D/D Flame King Genghis (Fusion), D/D/D Cursed King Siegfried (Synchro), D/D/D Wise King Solomon (Xyz), and D/D Gryphon (Pendulum)). This means that after a normal Turn 1, the D/D player has already met the summoning condition for Arc Crisis in their GY. If the opponent breaks the Turn 1 board, the D/D player can untap, Special Summon Arc Crisis by banishing their GY, negate the opponent's entire board 45, and attack for game.

## Impact on Play Lines: The New Combo Matrix

The new support fundamentally rewrites the D/D/D combo book, enabling lines that are both simpler to start and more resilient to interruption.

### The New Baseline: "Zero Machinex" 1-Card Full Combo

The most significant new play line is the 1-card combo enabled by D/D/D Zero Doom Queen Machinex.9

* **Example Line:**
  1. Activate D/D/D Zero Doom Queen Machinex 1 in the Pendulum Zone.
  2. Use its Pendulum Effect to place Dark Contract with the Gate from the Deck.9
  3. Activate the effect of Gate to search D/D Savant Kepler.
  4. Normal Summon Kepler.9
  5. Use the effect of Kepler to search Dark Contract with the Zero King.9
  6. Activate Zero King, using its effect to destroy Machinex in the Pendulum Zone and Special Summon a D/D/D monster (e.g., D/D/D Oblivion King Abyss Ragnarok) from the Deck.
  7. From this point, the player has multiple monsters and search cards on field, and the standard D/D/D combo proceeds to a full board.9

This line demonstrates how one card now generates the same board advantage that previously required a specific 2-card hand, illustrating the massive leap in consistency.

### The "Nibiru-Proof" Line: Integrating Zeus Ragnarok

The new support also enables combo lines specifically designed to play around Nibiru, the Primal Being by summoning D/D/D Sky King Zeus Ragnarok as the fifth summon.12

* **Example Line:**
  1. Start with D/D Savant Kepler (or Gate to search Kepler).
  2. Normal Summon Kepler (Summon 1) -> Search Dark Contract with the Gate.
  3. Activate Gate -> Search D/D/D Zero Doom Queen Machinex.
  4. Activate Machinex 1 -> Use its effect to place Dark Contract with the Zero King.9
  5. Activate Zero King -> Pop Machinex -> Special Summon D/D Savant Copernicus (Summon 2).
  6. Copernicus effect -> Send D/D Lance Soldier 7 from Deck to GY.
  7. Link Summon D/D/D Abyss King Gilgamesh using Kepler and Copernicus (Summon 3).
  8. Lance Soldier GY effect 18 -> Target Zero King and destroy it -> Special Summon Lance Soldier (Summon 4).
  9. Link Summon D/D/D Sky King Zeus Ragnarok using Gilgamesh and Lance Soldier (Summon 5).

At this stage, the D/D player has Zeus Ragnarok on the field with its hand-trap negation live.10 The combo is now safe from Nibiru 12, and the player still has their full Pendulum Summon *and* the additional Pendulum Summon from Zeus Ragnarok's effect to build the rest of their board.

### The "Second Pendulum" Extension

Zeus Ragnarok's first effect 10 significantly raises the deck's *ceiling*. By granting an additional Pendulum Summon, players can now Pendulum Summon from the Extra Deck, perform their main Link, Synchro, and Xyz plays, and then (after summoning Zeus Ragnarok and using its effect) *Pendulum Summon again*. This allows for the recovery and re-use of key monsters, leading to end boards that feature even more "D/D/D" boss monsters than before, such as ending on D/D/D Wave High King Caesar, D/D/D Cursed King Siegfried, *and* D/D/D Deviser King Deus Machinex.28

## Impact on End Boards: The New Standard of Interruption

The new support's most tangible impact is on the quality and resilience of the deck's standard Turn 1 end board.

### Pre-***Doom of Dimensions*** Board (The "Fragile" Standard)

A typical, pre-DOOD end board, while powerful, was highly linear. It generally consisted of:

* D/D/D Cursed King Siegfried (1 Spell/Trap negate)
* D/D/D Wave High King Caesar (1 monster Special Summon negate)
* D/D/D Deviser King Deus Machinex (1 monster absorb/interruption)  
  This board, while strong, had no protection against hand traps during its construction and no answer for monster effects activated in the hand.

### Post-***Doom of Dimensions*** Board (The "Layered" Standard)

The new, optimized end board is objectively superior in every metric. A typical board now includes 9:

1. D/D/D Cursed King Siegfried (Spell/Trap negate)
2. D/D/D Wave High King Caesar (Monster Special Summon negate)
3. D/D/D Deviser King Deus Machinex (Monster absorb/interruption)
4. **D/D/D Sky King Zeus Ragnarok** (Hand trap / monster-effect-in-hand negate) 10
5. Set D/D/D Headhunt (Searchable trap card providing a monster negate + steal) 9

The number of interactions has increased from approximately three to five.9 More importantly, the *quality* and *breadth* of the interactions have expanded. The deck now possesses "interaction diversity," with a dedicated answer for nearly every major card type and activation location (Field, GY, and Hand).

An opponent cannot simply activate a powerful Spell like Dark Ruler No More, as Siegfried can negate it. They cannot easily resolve an on-field monster effect, as Deus Machinex or Headhunt can stop it. They cannot rely on a hand trap during their own turn, as Zeus Ragnarok can negate it. This forces the opponent to have multiple, specific, and varied board-breaking cards to successfully play the game.

## Integration and Recommended Ratios

The integration of the new cards is precise, with specific ratios dictated by their function.

### Recommended Ratios Table

| **Card Name** | **Deck Location** | **Recommended Quantity** | **Primary Strategic Role** | **Supporting Data** |
| --- | --- | --- | --- | --- |
| **D/D/D Zero Doom Queen Machinex** | Main Deck | **2-3** | **Core Starter / Extender.** 1-card combo enabler; places any "Dark Contract" from deck.1 | 9 |
| **D/D Defense Soldier** | Main Deck | **1** | **Utility / Recovery.** GY effect recycles Pendulum monsters (e.g., Machinex) for follow-up.9 | 9 |
| **D/D/D Sky King Zeus Ragnarok** | Extra Deck | **1** | **Combo Enabler / Negation.** Provides a second Pendulum Summon and negates hand traps.10 | 22 |
| **D/D/D Wise King Solomon** | Extra Deck | **1** | **Searcher / Combo Piece.** Converts two Level 4s into any "D/D" card.34 | 23 |
| **D/D/D First King Clovis** | Extra Deck | **1** | **Extender / Recovery.** Level 6 Synchro 14 that recycles banished/GY D/D monsters mid-combo.14 | 23 |
| **D/D/D/D Dimensional King Arc Crisis** | Extra Deck | **1** | **Situational Boss Monster.** Board-breaker; provides mass monster negation.45 | 23 |

### The Rationale Behind the Ratios

* **Main Deck (Starters vs. Utility):** The ratio disparity in the Main Deck is key. Zero Doom Queen Machinex is run at 2-3 because it is a *primary starter* 23; the deck is designed to open with it or a card that searches it. Conversely, D/D Defense Soldier is a 1-of because it is a *non-engine utility piece*.21 Its value is in the GY, not the hand 9, and it is easily searchable or sent to the GY by other combo pieces.
* **Extra Deck (The "Toolbox" Limit):** The D/D/D Extra Deck is one of the most resource-intensive in the game, requiring multiple Fusion, Synchro, Xyz, and Link monsters to function. There is no physical space for more than one copy of these new Extra Deck monsters. They are not "spam" cards; they are "toolbox" targets, each summoned for a highly specific purpose: Solomon 34 finds a piece, Clovis 14 recycles a piece, Zeus Ragnarok 10 protects the combo, and Arc Crisis 45 ends the game.

## Concluding Assessment

The new "D/D" support from *Doom of Dimensions* is a resounding success. It provides a master-class in archetype design, addressing the deck's fundamental flaws with surgical precision rather than generic, power-creeping effects.

The new play style is significantly more resilient and, most importantly, far more consistent. The deck's reliance on specific 2-card hands has been

mitigated by the introduction of a powerful 1-card starter in D/D/D Zero Doom Queen Machinex.9 Its lethal vulnerability to hand traps has been patched by the in-engine protection of D/D/D Sky King Zeus Ragnarok.7

While the deck's complexity remains a significant barrier to entry 2, this new support provides a stable and powerful foundation. It rewards pilot mastery with a strategy that is now more than capable of executing its corporate takeover of the competitive metagame.8

#### Geciteerd werk

1. DOOM OF DIMENSIONS | Card Search Results - View as Gallery | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=1&sess=1&pid=2000001528000&rp=99999>
2. [DOOD/TCG] Doom of Dimensions Full Set List + Rarity Gallery : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1nhpcs3/doodtcg_doom_of_dimensions_full_set_list_rarity/>
3. YuGiOh Doom of Dimensions Price Guide | Yu-Gi-Oh DOOD - PriceCharting, geopend op november 9, 2025, <https://www.pricecharting.com/console/yugioh-doom-of-dimensions>
4. Doom of Dimensions | YuGiOh - TCGplayer, geopend op november 9, 2025, <https://www.tcgplayer.com/search/yugioh/doom-of-dimensions>
5. WE'RE SO BACK! D/D/D DECK PROFILE + COMBO TUTORIAL (post doom) - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=J8ahhZ1hwmo>
6. Is This The NEXT Best Deck?? D/D/D Breakdown + Combo Guide - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=8ayqyW0WhXQ>
7. What are your thoughts on the new D/D/D support? : r/masterduel - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/masterduel/comments/1klqtj2/what_are_your_thoughts_on_the_new_ddd_support/>
8. How Good is D/D/D Post Doom of Dimensions? (Deck Profile + Combo) - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=vwz-P2LfG7c>
9. D/D/D post DODI w/ combos (May 2025) by TheFizio - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/deck/3raL6r>
10. D/D/D Sky King Zeus Ragnarok | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=21815>
11. OCG: DODI - D/D | Master Duel Meta, geopend op november 9, 2025, <https://www.masterduelmeta.com/articles/news/may-12-2025/DODI>
12. Which card in your opinion is better for their deck? : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1klsady/which_card_in_your_opinion_is_better_for_their/>
13. The Best Archetype Support Cards in Doom of Dimension - TCG Rocks, geopend op november 9, 2025, <https://tcgrocks.com/article/the-best-archetype-support-cards-in-doom-of-dimension->
14. D/D/D First King Clovis | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=21804>
15. D/D Defense Soldier | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=21768>
16. D/D/D Zero Doom Queen Machinex - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/card/ddd-zero-doom-queen-machinex>
17. D/D/D Zero Doom Queen Machinex | How to obtain, Decks & Tournament Usage Statistics, geopend op november 9, 2025, <https://www.yugiohmeta.com/cards/D%2FD%2FD%20Zero%20Doom%20Queen%20Machinex>
18. [OCG] VJump Reveal - Doom of Dimension Cover Theme: "D/D/D" : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1kkibzw/ocg_vjump_reveal_doom_of_dimension_cover_theme_ddd/>
19. [Doom of Dimensions] New "D/D/D" Cards : r/masterduel - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/masterduel/comments/1kkidsb/doom_of_dimensions_new_ddd_cards/>
20. The Best Selling Cards From Doom of Dimensions - TCG Rocks, geopend op november 9, 2025, <https://tcgrocks.com/article/the-best-selling-cards-from-doom-of-dimensions>
21. \*PERFECT\* DDD Deck Profile October 2025 - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=uphfaVq4mC0>
22. D/D/D Combos Post Doom of Dimensions|EDOPRO| Replays + Decklist ✔️ - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=lQ6LjOizLjM>
23. Deck D/D/D Post Doom of Dimensions | MDPRO3 | Replays & Decklist ✔️ - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=r_xXXTSmU98>
24. D/D/D/D/D/D/D/D Deck 2025 - Yu-Gi-Oh! Dueling Nexus - Free Yu-Gi-Oh! Online Game, geopend op november 9, 2025, <https://duelingnexus.com/blog/d-d-d-d-d-d-d-d-deck-2025/>
25. DDD deck | Yu-Gi-Oh! Deck Recipe Details, geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?cgid=8b3657c0785af21a7d5f41f3581bfcd1&dno=38&request_locale=en>
26. The Dark Doomed Duke Of Demolition Is Here To Fulfill The Obligations Of The Contact You Signed Three Seconds Ago, To Take More Than Just Your House (DDD For casual) : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1nzyp1a/the_dark_doomed_duke_of_demolition_is_here_to/>
27. D/D/D Sky King Zeus Ragnarok - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/card/ddd-sky-king-zeus-ragnarok>
28. D/D/D Count Surveyor 1.5 card combo w/ new support : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1kl6nmj/ddd_count_surveyor_15_card_combo_w_new_support/>
29. DDD | Yu-Gi-Oh! Deck Recipe Details, geopend op november 9, 2025, [https://www.db.yugioh-card.com/yugiohdb/member\_deck.action?cgid=8d5645895ea420d608bf48ec48ea3205&dno=](https://www.db.yugioh-card.com/yugiohdb/member_deck.action?cgid=8d5645895ea420d608bf48ec48ea3205&dno)
30. D/D/D for Regionals | Yu-Gi-Oh! Deck Recipe Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?cgid=9b1347a2edb6a662aa6a288d1abefe6f&dno=105&request_locale=en>
31. D/D/D (post DOM) (June 2025) by AdrienSphinx - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/deck/5gBgen>
32. D.D.D Deck Jimmis 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op november 9, 2025, <https://duelingnexus.com/blog/d-d-d-deck-jimmis-2025/>
33. Deck DDD Post Burst Protocol | MDPRO3 |Replays & Decklist ✔️ - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=7fxUMIqnjo0>
34. D/D/D Wise King Solomon | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=21809>
35. D/D/D Wise King Solomon - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/card/ddd-wise-king-solomon>
36. Legacy of the Duelist - Yu-Gi-Oh! Card - Dueling Nexus, geopend op november 9, 2025, <https://duelingnexus.com/browse/cards/88851326-Legacy-of-the-Duelist>
37. D/D/D First King Clovis - YGO Cards - Cardmarket, geopend op november 9, 2025, <https://www.cardmarket.com/en/YuGiOh/Cards/DDD-First-King-Clovis>
38. D/D/D First King Clovis | How to obtain, Decks & Usage Statistics | Master Duel Meta, geopend op november 9, 2025, <https://www.masterduelmeta.com/cards/D%2FD%2FD%20First%20King%20Clovis>
39. D/D/D First King Clovis - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/card/ddd-first-king-clovis>
40. In-Depth Guide to D/D/D | Master Duel Meta, geopend op november 9, 2025, <https://www.masterduelmeta.com/articles/guides/d-d-d-depth-guide-shadowedge>
41. D/d/d Deck - October 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op november 9, 2025, <https://duelingnexus.com/blog/d-d-d-deck-october-2025-2/>
42. geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=21768#:~:text=You%20can%20activate%201%20of%20these%20effects%3B&text=Target%201%20%22D%2FD%22,Pendulum%20Zone%3B%20Special%20Summon%20it.&text=Banish%201%20%22D%2FD%22,end%20of%20the%20Damage%20Step.>
43. D/D Defense Soldier | How to obtain, Decks & Usage Statistics | Master Duel Meta, geopend op november 9, 2025, <https://www.masterduelmeta.com/cards/D%2FD%20Defense%20Soldier>
44. D/D/D Deck - October 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op november 9, 2025, <https://duelingnexus.com/blog/d-d-d-deck-october-2025/>
45. D/D/D/D Dimensional King Arc Crisis | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=21801>
46. D/D/D/D Dimensional King Arc Crisis | How to obtain, Decks & Usage Statistics, geopend op november 9, 2025, <https://www.masterduelmeta.com/cards/D%2FD%2FD%2FD%20Dimensional%20King%20Arc%20Crisis>
47. D/D/D/D Dimensional King Arc Crisis - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/card/dddd-dimensional-king-arc-crisis>
48. [BPRO] OCG Times - "Topologic Blaster Dragon" : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1o8zp3h/bpro_ocg_times_topologic_blaster_dragon/>
49. D/D/D (September 2025) by VanDTEs - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/deck/5g7A2r>
50. Will alfred finally break ddd? : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1nyxl9m/will_alfred_finally_break_ddd/>
51. D/D/D | EASY GUIDE & DECKLIST! (NEW SUPPORT) - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=H6jNSLqXvLk>
52. New D/D/D Spreadsheet post Doom of Dimensions support : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1kwmlvd/new_ddd_spreadsheet_post_doom_of_dimensions/>
53. Yugioh Singles - Bea DnD Games, geopend op november 9, 2025, <https://www.beadndgames.co.nz/collections/yugioh-singles>