# A Strategic Analysis: The "Gouki Gameface" Engine and its Impact on the "G Golem" Archetype

## I. Executive Summary: The "Gouki Gameface" Bridge

This analysis investigates the impact of new cards from the *Doom of Dimensions* (DOOD) booster set on the "G Golem" archetype, with a specific focus on the card "Gouki Gameface."

The investigation yields several key findings. First, a critical clarification must be made regarding the user's premise: "Gouki Gameface" is not a "G Golem" card. It is, by name and effect, a "Gouki" archetype card.1 Its function is to serve as a thematic and mechanical *bridge* between the "Gouki" archetype and the "G Golem" and "Dinowrestler" archetypes.3 This support is a reference to the character Go Onizuka from the *Yu-Gi-Oh! VRAINS* anime, who utilized all three distinct strategies.

The card's primary role is that of a high-cost, high-reward payoff. Its main effect allows a player to Tribute a Link-3 or higher "Gouki" monster to Special Summon one "G Golem" (or "Dinowrestler") monster directly from the Deck or Extra Deck.1 In practice, this is used to "cheat" the "G Golem" boss monster, "G Golem Invalid Dolmen," onto the field.4

This single card fundamentally alters the "G Golem" play style. To utilize "Gouki Gameface," a duelist cannot employ a "pure" "G Golem" deck. Instead, they must adopt a "Gouki-G Golem Hybrid" build.6 This hybrid strategy uses the new, explosive "Gouki" Link-climbing engine released in *Doom of Dimensions* as its primary engine.3 The "G Golem" monsters, in this context, become the *payoff* rather than the *engine*.

This new hybrid approach significantly impacts play lines. The "Gouki" archetype is renowned for its ability to "Link climb" while generating immense card advantage, as nearly all "Gouki" monsters search for another "Gouki" card when sent from the field to the Graveyard.8 "Gouki Gameface" allows the player to cap off this resource-generating combo by summoning "G Golem Invalid Dolmen." This creates a formidable end board that features the powerful "G Golem" co-linked protection *in addition* to the +2 or +3 in-hand resources generated by the "Gouki" combo, solving the "G Golem" archetype's primary weakness of resource exhaustion.10

Finally, regarding deck-building ratios, "Gouki Gameface" is a "build-around" card. Analysis of its function and restrictions, supported by sample deck lists, concludes that it is a **3-of or a 0-of**. A duelist either commits fully to the hybrid strategy and plays three copies to maximize the probability of opening this key card 6, or they do not play it at all. Playing a single copy as a "tech" option is demonstrably suboptimal.

## II. Card Profile and Effect Analysis: "Gouki Gameface" (DOOD-EN056)

To understand the strategic implications of "Gouki Gameface," a granular analysis of its text is required. The card is a Continuous Spell, released as a Common in the *Doom of Dimensions* set.1 Its effects, costs, and restrictions are detailed below.

### Table 1: Card Profile: Gouki Gameface (DOOD-EN056)

| **Effect Component** | **Official Card Text** | **Analyst Note & Strategic Implication** |
| --- | --- | --- |
| **Effect 1 (Activation)** | When this card is activated: You can Special Summon 1 Level 4 or lower EARTH monster (Warrior, Dinosaur, or Cyberse) from your hand in Defense Position. | This is a "soft" extender. It helps to "un-brick" hands by Special Summoning a monster that could otherwise not be played. Its targets are critically aligned with the hybrid strategy: "Gouki" monsters are EARTH Warriors, "Dinowrestlers" are EARTH Dinosaurs, and "G Golem" monsters are EARTH Cyberse. This effect makes opening multiple copies of "Gouki Gameface" less punishing, as the second copy can be used as an extender. |
| **Effect 2 (Main)** | You can Tribute 1 Link-3 or higher "Gouki" monster; Special Summon 1 "Dinowrestler" or "G Golem" monster from your Deck or Extra Deck. | This is the card's entire purpose. The cost is severe: Tributing a Link-3 or higher "Gouki" monster, such as "Gouki The Powerload Ogre," which is a powerful monster in its own right. The reward is unparalleled: *cheating* a boss monster like "G Golem Invalid Dolmen" 5 directly from the Extra Deck, bypassing its normal summoning conditions (which require 2+ EARTH monsters). |
| **Restriction 1 (Use)** | You can only use this effect of "Gouki Gameface" once per turn. | This is a "Hard Once Per Turn" (HOPT) restriction specifically on the *Tribute effect*. Even if a player controls two copies of "Gouki Gameface," they can only attempt this "boss monster cheat" one time per turn. |
| **Restriction 2 (Activation)** | You can only activate 1 "Gouki Gameface" per turn. | This is a *separate* and very important HOPT on the *card's activation*. This is a key point of fragility. If the *activation* of the card (and thus its first effect) is negated by an opponent's card (e.g., "Ash Blossom & Joyous Spring," "Baronne de Fleur"), the player *cannot* activate another copy of "Gouki Gameface" that turn.1 |

These effects create what can be described as a "build-around paradox." The card's primary payoff, Effect 2, is a "combo cap-stone"—it can only be used *after* a player has successfully "Link climbed" into a Link-3 or higher "Gouki" monster. This means that, when drawn in an opening hand without the requisite combo pieces, "Gouki Gameface" is a "brick."

However, its first effect, Effect 1, is a "combo extender" that helps a player *start* their plays by putting an extra body on the field. This creates a "chicken-and-egg" scenario where the card is simultaneously a brick *and* an extender. The card's design implies the player *wants* to open it in their hand (to use Effect 1), but they cannot *use* its main effect (Effect 2) until the middle of their combo. This functional duality has led to community criticism, with some players describing the card as "weird" or "disappointing".3

## III. Baseline Strategy: The "Pure" G Golem Archetype (Pre-DOOD)

To accurately measure the impact of "Gouki Gameface," it is essential to first establish the baseline strategy of a "pure" "G Golem" deck as it existed before the *Doom of Dimensions* set.

The "G Golem" archetype is a small group of EARTH Cyberse monsters (with the notable exception of the WATER-Attribute "G Golem Crystal Heart").15 The archetype was one of the last to be imported from the *VRAINS* anime.16 Its play style is a Link-spam/beatdown strategy.18

Key Main Deck cards for the "pure" strategy include:

* **"G Golem Pebble Dog":** The deck's primary starter and searcher. When summoned, it can add or Special Summon another copy of itself from the Deck. If sent from the hand to the Graveyard (e.g., by "Cynet Mining"), it adds one "G Golem" card from Deck to hand.15
* **"G Golem Rock Hammer":** An extender that can Special Summon itself from the hand. If it is Tributed, it generates three "G Golem Tokens," providing multiple bodies for Link Summons.15

The archetype's win condition revolves entirely around its Extra Deck monsters, specifically "G Golem Crystal Heart" and "G Golem Invalid Dolmen".19

* **"G Golem Crystal Heart":** A Link-2 WATER monster. It is a crucial combo piece used to revive an EARTH Link monster from the Graveyard and establish a co-linked board.15
* **"G Golem Invalid Dolmen":** The Link-3 main boss monster.4 Its entire function is dependent on being "co-linked" (pointing to another Link monster that points back to it).

The "pure" G Golem win condition is to expend its resources to establish a board where "G Golem Invalid Dolmen" and "G Golem Crystal Heart" are co-linked.20 The payoff for this setup is powerful: a co-linked "Invalid Dolmen" makes *all* of the player's co-linked monsters unaffected by monster effects activated on the opponent's field. Furthermore, it forces all opponent's monsters that can attack to attack "Invalid Dolmen," creating a formidable "lock" on the game state.4

This strategy's primary, and often fatal, weakness is its own fragility. The "G Golem" archetype has an exceptionally small card pool, one of the smallest of all the *VRAINS* Ignis-themed decks.10 This forces "pure" builds to rely heavily on generic Cyberse extenders (like "Cynet Mining") or other small engines (such as a "Mathmech engine") to function.15 Establishing the "Invalid Dolmen" co-link is extremely resource-intensive, often consuming the player's entire hand. This leaves the player with no follow-up resources and no protection against a simple Spell or Trap card (like "Infinite Impermanence") that can dismantle their entire board.

## IV. The Necessary Engine: "Gouki" Support in Doom of Dimensions

"Gouki Gameface" was not released in a vacuum. Its release in *Doom of Dimensions* was part of a five-card wave of new "Gouki" support.3 These *other* cards are not optional; they form the necessary and powerful *engine* that a "G Golem" player *must* adopt to enable "Gouki Gameface."

### "Gouki Machine Suprex" (DOOD-EN006)

This Level 4 EARTH/Warrior/Tuner monster is the hybrid deck's new primary starter.9 Its first effect allows the player to reveal "Machine Suprex" and one other "Gouki" monster in their hand to Special Summon *both*.23 This is a massive improvement over the original "Gouki Suprex" 24, as it provides two monsters on the field for an immediate Link-2 Summon while *preserving the player's Normal Summon*.23 Like all "Gouki" monsters, if "Machine Suprex" is sent from the field to the Graveyard, the player can add one "Gouki" card from their Deck to their hand.9

This card's effect presents a critical and complex interaction. The text states: "...while you control either of those monsters, you cannot Special Summon, except 'Gouki' monsters.".3 "G Golem" monsters are *not* "Gouki" monsters. This would appear to be a direct conflict that makes a hybrid deck impossible.

However, the "Gouki" play style has always revolved around immediately using summoned monsters as Link Material.8 The intended play line, therefore, is a high-skill maneuver:

1. Activate "Machine Suprex," Special Summoning it and its partner (e.g., "Gouki Headbatt"). The player is now locked into "Gouki" monsters.
2. *Immediately*, the player Link Summons a "Gouki" Link monster (like "Gouki Sheik Ogre") using "Machine Suprex" and "Headbatt" as material.
3. "Machine Suprex" and "Headbatt" are now in the Graveyard. Since the monsters applying the "Gouki" lock are *no longer face-up on the field*, the lock is *broken*.8
4. The player is now free to Special Summon "G Golem" monsters or any other Cyberse/EARTH monster for the rest of the turn. Bypassing this restriction is fundamental to the hybrid deck's function.

### "Gouki Sheik Ogre" (DOOD-EN050)

This Link-2 monster, which requires two "Gouki" monsters as material, is the engine's core.27 Its effect triggers when a "Gouki" monster is added from the Deck to the hand (which, as noted, happens *every time* a "Gouki" is used as Link Material). When this occurs, "Sheik Ogre" allows the player to Special Summon "Gouki" monsters with different Levels from their hand.27 This effect, reminiscent of the powerful "Isolde, Two Tales of the Noble Knights" 30, turns the "Gouki" search effects into *more* Special Summons, allowing the player to rapidly "Link climb" into Link-3 and Link-4 monsters.

### "Gouki Dragon Ogre" (DOOD-JP041)

This Level 6 Synchro monster provides an alternate, albeit more convoluted, path to the deck's new Spell card.3 If Synchro Summoned (e.g., by using the Level 4 Tuner "Gouki Machine Suprex" + a Level 2 "Gouki"), "Dragon Ogre" allows the player to add one "Gouki" *Spell* from their Deck to their hand.3 This can search either "Gouki Gameface" or the powerful extender "Gouki Re-Match".8 While this line is viable, it is resource-intensive and often less efficient than simply drawing "Gouki Gameface," leading some in the community to find it "confusing".3

## V. The Role and Impact of "Gouki Gameface" on "G Golem" Strategy

The introduction of the "Gouki Gameface" and its associated engine fundamentally redefines the "G Golem" archetype. It forces a new deck identity: the **"Gouki-G Golem Hybrid"**.6

In this new strategy, "Gouki Gameface" *poaches* the "G Golem" boss monster. The "G Golem" archetype is transformed from a weak, "pure" deck into a potent *payoff* for a "Gouki" engine. The "G Golem" Main Deck monsters like "Pebble Dog" and "Rock Hammer" are demoted to secondary extenders, viable targets for "Cynet Mining" 15 or to be Special Summoned by the first effect of "Gouki Gameface" itself.1

The deck's goal is no longer the arduous, resource-draining "pure" Link climb into "Invalid Dolmen".20 The *new* goal is to:

1. Use the "Gouki" engine ("Machine Suprex," "Sheik Ogre") to Link climb.
2. Generate card advantage by searching "Gouki" cards at each step.
3. End on a Link-3 or Link-4 "Gouki" monster, such as "Gouki The Powerload Ogre".6
4. Activate "Gouki Gameface" and Tribute that "Gouki" monster.
5. Special Summon "G Golem Invalid Dolmen" from the Extra Deck *for free*, bypassing its summoning conditions.

The strategic value of this exchange is best understood by analyzing the "G Golem" monsters that can be summoned by "Gouki Gameface's" second effect.

### Table 2: "Gouki Gameface" Payoff Targets

| **Target Monster** | **Type** | **Official Effect (Summary)** | **Strategic Value via "Gouki Gameface"** |
| --- | --- | --- | --- |
| **G Golem Invalid Dolmen** | Link-3 Cyberse/EARTH | 2+ EARTH monsters. Co-linked monsters are unaffected by opponent's *monster effects*. Opponent's monsters *must attack* this card. | **This is the primary target.** Summoning it this way is vastly superior to its "pure" summon. A player can summon "Invalid Dolmen" via "Gameface," then use the "Gouki Re-Match" they searched during their "Gouki" combo to Special Summon "G Golem Crystal Heart" *into* its co-linked zone.5 This *instantly* activates the powerful protection lock, something "Gouki" decks previously had no access to. |
| **G Golem Dignified Trilithon** | Link-3 Cyberse/EARTH | 2+ EARTH monsters. Once per turn, can Special Summon 1 EARTH monster from your GY to a zone it points to, in Defense Position. | This is the **combo-oriented** target. A player would summon "Trilithon" if they are *not* finished with their combo. They can Tribute their "Gouki" Link-3, summon this, and then use its effect to revive a "Gouki" monster (like "Machine Suprex") from the GY to continue Link climbing into an even bigger monster. "Invalid Dolmen" is the "end board" choice; "Trilithon" is the "combo" choice. |
| **G Golem Stubborn Menhir** | Link-2 Cyberse/EARTH | 2 EARTH monsters. Can Special Summon itself from GY if a "G Golem" is Special Summoned to a zone it points to. | This is **not** a primary target. Its value is in its Graveyard effect. "Invalid Dolmen" is superior in every way as the initial payoff from "Gouki Gameface." |

## VI. Impact on Play Lines and End Boards

The "Gouki-G Golem" hybrid strategy creates entirely new and more resilient combo lines. The following sample play line demonstrates the deck's new path to its end board.

Sample Play Line

(Required Hand: "Gouki Machine Suprex" + "Gouki Headbatt" + "Gouki Gameface")

1. Activate the effect of "Gouki Machine Suprex" in hand, revealing "Gouki Headbatt." Special Summon *both* monsters.9
   * *Board:* "Machine Suprex" + "Headbatt"
   * *Game State:* Locked into Special Summoning "Gouki" monsters.3
2. *Immediately* Link Summon "Gouki Sheik Ogre" (Link-2) using "Machine Suprex" and "Headbatt" as material.27
   * *Board:* "Sheik Ogre"
   * *Game State:* The "Gouki" lock is *broken*, as the monsters applying it are now in the Graveyard.8
3. A chain forms (as both materials were sent to the GY). Chain Link 1: "Gouki Machine Suprex" effect.9 Chain Link 2: "Gouki Headbatt" effect.8
4. Resolve the chain: Add "Gouki Re-Match" (Spell) and "Gouki Twistcobra" (Monster) from the Deck to the hand.
5. Activate the ignition effect of "Gouki Sheik Ogre." Since "Gouki" monsters were just added to the hand, Special Summon "Gouki Twistcobra" from the hand.27
   * *Board:* "Sheik Ogre" (Link-2) + "Twistcobra"
6. Link Summon "Gouki The Powerload Ogre" (Link-4) using "Gouki Sheik Ogre" and "Gouki Twistcobra" as material.6
7. A new chain forms. Chain Link 1: "Gouki Sheik Ogre" GY effect. Chain Link 2: "Gouki Twistcobra" GY effect.
8. Resolve the chain: Add two more "Gouki" cards (e.g., "Gouki Suprex," "Gouki Octostretch") from the Deck to the hand.
   * *Board:* "Gouki The Powerload Ogre" (Link-4)
   * *Hand:* "Gouki Gameface," "Gouki Re-Match," + 2 other "Gouki" monsters
9. Activate the Continuous Spell "Gouki Gameface".1 The first effect to Special Summon from hand is optional.
10. Activate the *second effect* of "Gouki Gameface": Tribute "Gouki The Powerload Ogre" (a Link-4 "Gouki" monster).1
11. Special Summon "G Golem Invalid Dolmen" (Link-3) from the Extra Deck.5
    * *Board:* "G Golem Invalid Dolmen"
12. Activate the "Gouki Re-Match" (Spell) that was searched in Step 4. Special Summon "Gouki Machine Suprex" and "Gouki Headbatt" from the Graveyard.26
13. Link Summon "G Golem Crystal Heart" (Link-2) using "Machine Suprex" and "Headbatt," summoning it to a zone that "Invalid Dolmen" points to.19

### End Board Analysis

This combo line results in a profound transformation of the "G Golem" end board.

* **Pre-DOOD "Pure G Golem" End Board:** "G Golem Invalid Dolmen" + "G Golem Crystal Heart" (co-linked). To achieve this, the player has *expended all resources* and likely has zero cards left in hand.20
* **Post-DOOD "Gouki-G Golem" End Board:** "G Golem Invalid Dolmen" + "G Golem Crystal Heart" (co-linked). This is the *exact same* "G Golem" boss monster setup. *However*, the player also has **two "Gouki" monsters in hand** (from Step 8) for follow-up plays on their next turn.

This demonstrates the true impact of the "Gouki Gameface" engine. It allows the deck to build the *exact same "G Golem" end board* it previously strived for, but it does so while *simultaneously* generating +2 or +3 in-hand resources. The "Gouki" engine provides the recursion and resource generation 8 that the "G Golem" archetype has always inherently lacked.10

## VII. Deck Ratios and Build Recommendations: One-of or Three-of?

This analysis concludes by directly addressing the optimal play ratio for "Gouki Gameface" in a "G Golem" strategy. The card's function dictates its ratio, leaving no room for a "tech" or "toolbox" approach.

### The "0-of" Option (The "Pure" Player)

A "pure" "G Golem" deck, such as one focused on "Cynet Mining" or a "Mathmech" engine 15, *cannot* play "Gouki Gameface." The deck does not run "Gouki" monsters, meaning it has no way to summon the Link-3 or higher "Gouki" monster required to pay the Tribute cost for "Gameface's" main effect.1 For a "pure" "G Golem" player, this card is unusable.

### The "1-of" Option (The "Toolbox" Player)

This build would involve running a small "Gouki" package, specifically "Gouki Machine Suprex" (Tuner) and "Gouki Dragon Ogre" (Synchro) 3, with the sole intention of using "Dragon Ogre" to *search* a single copy of "Gouki Gameface".8

This strategy is demonstrably weak and inefficient. As noted by community analysis, this line is "confusing".3 It requires the player to commit significant resources to a Synchro Summon *just* to search "Gameface," and the player *still* needs to build a *separate* Link-3+ "Gouki" monster to Tribute for "Gameface's" effect. This "combo" involves too many independent, fragile steps for a minimal payoff.

### The "3-of" Option (The "Committed Hybrid" Player)

This build *fully commits* to the "Gouki-G Golem Hybrid" strategy. This is the approach reflected in competitive and community-built deck lists, which run **3 copies** of "Gouki Gameface".6

The logic for this ratio is sound. "Gouki Gameface" is a "build-around" card. The entire deck is constructed to *enable* its effect. Therefore, the player is not *searching* it as a "1-of" toolbox option; they are *relying* on opening it or a way to get to it. Playing three copies maximizes the probability of seeing this "cap-stone" card.

Critically, its "build-around paradox" (detailed in Section II) makes playing three copies resilient. The card has a HOPT on *activation* and a HOPT on the *use of Effect 2*.1 This means a second copy drawn is *not* a dead "brick." It can still be activated (assuming the first was not negated) to use its *first effect* (Special Summon from hand) as a simple extender. This redundancy makes playing 3 copies the optimal and recommended ratio.

**Expert Recommendation:** "Gouki Gameface" is a **3-of or a 0-of**. There is no strategic middle ground. If a "G Golem" player wishes to utilize this new support, they must accept that their deck is *no longer* a "pure" "G Golem" deck. It is a "Gouki" deck that features "G Golem" monsters. In that hybrid build, **"Gouki Gameface" is played at 3 copies.**

## VIII. Final Assessment: A Viable Niche or a Flawed Concept?

"Gouki Gameface" is an unorthodox card that has been met with skepticism from portions of the player base. Some have called it a "bad card" 8 or "weird" 3, citing its high cost and the perceived awkwardness of its effects.

This criticism stems from the card's "parasitic" design. "Gouki Gameface" does *not* fix the inherent problems of the "G Golem" archetype.10 Instead, it *poaches* the "G Golem" archetype's *only* significant payoff 5 and makes it a tool for the "Gouki" archetype. This is part of a larger design theme in *Doom of Dimensions* to merge Go Onizuka's three anime archetypes—"Gouki," "Dinowrestler," and "G Golem"—into one cohesive, if "weird," strategy.3

"Gouki" players may see Tributing their "Gouki The Powerload Ogre" (which is already a powerful boss monster) 8 as a "side-grade" at best. "G Golem" players, in turn, are forced to dilute their deck with a massive, 15-20 card "Gouki" engine.

**Final Verdict:** "Gouki Gameface" does not make "G Golem" a tiered, competitive deck. What it *does* accomplish is the creation of a *brand new, distinct hybrid deck* ("Gouki-G Golem").6 For the "G Golem" loyalist, this hybrid build *is* the new support, and it is a *significant* upgrade over the "pure" version.

It successfully provides the "G Golem" strategy with the one thing it has always lacked: **resource generation and resilience**.8 The play lines are complex—requiring the duelist to navigate the "Gouki" lock 8—and the core concept is unorthodox, but it successfully transforms the "G Golem" play style. It evolves the archetype from a fragile, "pure" build into an explosive, resource-looping "Gouki" combo deck that finishes on one of the most resilient co-linked end boards in the game.

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