# An Expert Analysis of the B.E.S. Archetype: TCG Mechanics, Search Consistency, and Hybridization Strategies

The B.E.S. (Big.E.S.p.A.C.E. Ship) archetype in the Yu-Gi-Oh! TCG presents a unique challenge, historically characterized by a fundamental contradiction in its core design. Originating in the mid-2000s, this Machine-type theme, derived from the *Gradius* video game series, centers on large beatstick monsters that maintain field presence through a counter system. Modern competitive application mandates a complete reconstruction of this system, relying entirely on efficient Field Spell access and synergy with highly consistent external Machine archetypes, transforming the strategy from a counter-based slow attrition deck into a potent hybrid control or board-breaking threat.

## I. Foundational Principles of the B.E.S. Archetype: Mechanistic Analysis

The effectiveness of B.E.S. is dependent on two core cards: the Field Spell **B.E.F. Zelos** and the Continuous Spell **Boss Rush**. Understanding the historical flaws these cards address is essential to appreciating the current build requirements.

### 1.1. The Historical Core: The Counter Paradox

Early B.E.S. monsters, such as **B.E.S. Covered Core** and **B.E.S. Tetran**, were designed as high-Level monsters (Level 5 or higher) intended to be Tribute Summoned.1 Upon Normal Summon, they gained a specified number of counters. These counters were the monster's lifeblood: each time the monster battled, it lost a counter, and if it could not remove a counter, it was destroyed at the end of the Damage Step.1 This mechanic encouraged slow, deliberate gameplay focused on protecting the monster's limited counters.

However, the archetype's signature card, **Boss Rush**, immediately introduced a mechanical conflict. **Boss Rush** explicitly states that the player "cannot Normal Summon or Set".3 Its primary benefit is providing endless recursion: during the End Phase of a turn where a B.E.S. monster or a "Big Core" was destroyed and sent to the Graveyard, the player can Special Summon a new B.E.S. or Big Core from the Deck.3

This dynamic created an untenable choice: either use slow Tribute Summons to gain counters and durability, or activate **Boss Rush** to gain rapid board presence from the Deck, but forgo the counters needed for survival.1 The B.E.S. system was fundamentally non-functional because the primary resource engine (Boss Rush) prevented the primary survival mechanic (Normal Summon counter placement) from being utilized.

The solution to this critical design flaw arrived with legacy support. Newer B.E.S. monsters, notably **B.E.S. Big Core MK-2**, **B.E.S. Big Core MK-3**, and **B.E.S. Blaster Cannon Core**, were printed with effects that grant them counters (specifically 3 counters) upon **Special Summon**.2 This modification ensures that when

**Boss Rush** summons a replacement monster from the Deck during the End Phase, that new monster arrives with its necessary survival counters, integrating the two halves of the archetype seamlessly. This shift directs the deck's primary focus toward Special Summon saturation and perpetual board presence via the **Boss Rush** loop, rather than slow, defensive counter management.

### 1.2. Archetypal Support: The Zelos/Rush Engine

The true modern viability of B.E.S. rests on the strength of the Field Spell **B.E.F. Zelos**. This single card serves as the engine starter, the search utility, and the primary source of protection, making it mandatory for every contemporary B.E.S. strategy.

Upon activation, **B.E.F. Zelos** provides immediate engine access by adding one **Boss Rush** directly from the Deck to the hand.2 This ensures that activating the Field Spell instantly sets up the continuous recursion loop.

Furthermore, **Zelos** grants profound passive protection to all B.E.S. monsters controlled by the player: they gain a 500 ATK/DEF boost, cannot be targeted by the opponent’s card effects, and cannot be destroyed by the opponent’s card effects.2 This combination of protection is highly specialized and strategically powerful. Since a vast array of common TCG removal and negation relies on either targeting or destruction (e.g., standard Link monster effects or popular hand traps), Zelos forces the opponent to commit premium resources, such as non-targeting banishment, shuffling effects, or Tributing, to interact with the B.E.S. monsters. This makes the B.E.S. board unusually resilient against standard interaction, turning the protection effect into a core strategic asset that must be maintained.

Finally, Zelos addresses the high-Level nature of the B.E.S. monsters by providing a crucial unclogging effect: once per turn, the player can Special Summon one B.E.S. monster from their hand.2 This ability bypasses the need for Tribute Summons (which are often restricted anyway by Boss Rush) and immediately fields a high-ATK threat, ready to be used for Rank or Link Summons, or simply as a powerful beatstick.

### 1.3. B.E.S. Monster Analysis (The Arsenal)

The choice of B.E.S. monsters dictates the deck's overall strategy, focusing heavily on those that benefit from Special Summon mechanics. The archetypal lineup contains key cards whose utility extends beyond simple beatdown, specifically enabling Rank 8 Xyz plays or providing targeted backrow disruption.

Table I: Key Modern B.E.S. Monster Utility

| **B.E.S. Monster** | **Level/Type** | **Key Effects** | **Modern Utility** |
| --- | --- | --- | --- |
| B.E.S. Big Core MK-3 | Level 8 / LIGHT Machine | Gains 3 counters upon Special Summon. Cannot be destroyed by battle. | Primary boss monster for Boss Rush recursion. Essential Level 8 material for Xyz plays (e.g., Hope Harbinger Dragon). |
| B.E.S. Blaster Cannon Core | Level 8 / FIRE Machine | Gains 3 counters upon Special Summon. Quick Effect: Remove 1 counter to destroy a face-up Spell/Trap. | Non-destruction backrow removal. Excellent Rank 8 material. |
| B.E.S. Big Core MK-2 | Level 6 / FIRE Machine | Gains 3 counters upon Special Summon. Can be Normal Summoned without Tribute if no monsters are controlled. | Flexible Level 6 material for Rank 6 Xyz or Link fodder. |
| B.E.S. Tetran | Level 6 / WIND Machine | Gains 2 counters upon Normal Summon. Once per turn: Change 1 opponent’s face-up Attack Position monster to Defense Position. | Backrow interaction (Reddit suggested use) and flexible Level 6 material.6 |

## II. Establishing Consistency: Search Paths and Setup Combos

The consistency of B.E.S. is its main weakness and the factor that necessitates running the deck as a hybrid. Because the entire engine relies on drawing **B.E.F. Zelos**, the deck is typically padded with every available Field Spell searcher, effectively sacrificing initial card economy to guarantee access to the core engine.

### 2.1. The B.E.F. Zelos Search Chain

Accessing the Field Spell is the single highest priority in the deck's setup phase. Multiple redundant search paths are employed to achieve this consistency:

1. **Direct Search Spells:** **Terraforming** is a generic Spell that directly searches any Field Spell, including Zelos, though it is currently limited in TCG play.8
2. **Monster Search:** **Planet Pathfinder** is a Level 4 monster that can be Normal Summoned and then Tributed to search any Field Spell.6 While consuming the turn’s Normal Summon, which is often crucial before Boss Rush activates its restriction, Pathfinder provides an extra copy of Zelos search utility.10
3. **Trap Utility:** **Metaverse** is a Trap Card that allows the player to either add a Field Spell from the Deck to the hand or immediately activate it from the Deck.6 Metaverse is critical when going first, allowing the player to search and activate Zelos during the opponent’s turn as a defensive reaction or to maintain the engine if the first copy is destroyed.

Once **B.E.F. Zelos** is accessed and activated, the chain of events accelerates:

* **Zelos Activation (Search):** Activating Zelos immediately triggers its effect, adding **Boss Rush** from the Deck to the hand.2
* **Boss Rush Activation:** The player sets or activates **Boss Rush**, locking the player into Special Summons for the rest of the duel.3
* **Hand Unclogging/Initial Threat:** The player uses Zelos’s once-per-turn Special Summon to deploy a B.E.S. monster, ideally a high-counter threat like **B.E.S. Big Core MK-3** or **B.E.S. Blaster Cannon Core**, establishing the first resilient presence on the board.2

The necessity of running three copies of Zelos, one copy of Terraforming, and several copies of supporting searchers (Metaverse, Planet Pathfinder) demonstrates the high card commitment required to ensure the engine is online. This inherently dictates that the remaining deck space must be dedicated to powerful, low-interaction engines that can capitalize on the robust protection provided by Zelos, such as the Machina control shell or the Kaiju aggression package.

### 2.2. The Optimal Opening Sequence (Zelos Setup)

A consistent opening line focuses on maximizing resource generation before **Boss Rush** restricts gameplay.

1. **Consistency Check:** The player must utilize a resource that doesn't conflict with **Boss Rush**'s Normal Summon restriction later in the turn, such as **Terraforming**, or use the Normal Summon early via **Planet Pathfinder**.
2. **Zelos Activation:** Activate **B.E.F. Zelos**. Chain Link 1 (CL1): Zelos effect resolves, searching **Boss Rush**.2
3. **Engine Lock-in:** Activate **Boss Rush**. The restriction prohibiting Normal Summons and Sets is now active.3
4. **Initial Special Summon:** Use Zelos's Special Summon effect to summon **B.E.S. Big Core MK-3** from hand. MK-3 gains 3 counters (4 total due to Zelos placing an additional counter upon summon).2
5. **End Phase Preparation:** The board is established with a resilient, protected, 3000 ATK (with Zelos boost) Level 8 body. If this monster is destroyed during the opponent's turn, the **Boss Rush** recursion loop is initiated, guaranteeing a free Special Summon from the Deck during the End Phase.3

## III. B.E.S. Hybrid Strategy A: Kaiju Aggression (Going Second OTK)

The Kaiju engine offers the most direct and explosive path to victory for B.E.S., leveraging the deck’s high attack values and ability to turn mass destruction into a resource advantage. This variant excels when going second, focusing on eliminating opponent interruptions and pressing for an immediate game win.

### 3.1. Mechanical Synergy of B.E.S. and Kaiju

The Kaiju cards are crucial board-breaking tools because their core mechanic—Tributing an opponent's monster to Special Summon the Kaiju—is fundamentally non-targeting and non-destruction.4 This is one of the few methods that completely bypasses the protective effects of

**B.E.F. Zelos**, making Kaijus a universal answer to established boss monsters.

The strategic interaction centers on **Interrupted Kaiju Slumber (IKS)**. IKS destroys all monsters on the field and then summons a Kaiju to each side.4 If the B.E.S. player already had a B.E.S. monster on the field (perhaps one summoned earlier via Zelos or Boss Rush), its destruction by IKS guarantees the End Phase trigger of

**Boss Rush**.4 Thus, IKS transforms from a generic board wipe into a direct resource-generating tool for the B.E.S. strategy.

### 3.2. Combo Line: Interrupted Kaiju Slumber (IKS) and Boss Rush OTK

The goal of this combo line is to wipe the opponent's threats, establish a favorable combat scenario, and ensure a persistent threat for the next turn via Boss Rush.

1. **Board Clearance (Optional):** Use smaller Kaiju monsters (e.g., **Gameciel, the Sea Turtle Kaiju**) to Tribute critical opponent monsters.4
2. **Mass Destruction and Trigger:** Activate **Interrupted Kaiju Slumber (IKS)**. All monsters are destroyed. IKS then Special Summons a Kaiju to the opponent's field (ideally a weaker one like Gameciel, 2200 ATK) and a high-ATK Kaiju to the B.E.S. player's field (e.g., **Jizukiru, the Star Destroying Kaiju**, 3300 ATK).4 Critically, this destruction ensures the  
   **Boss Rush** End Phase effect is armed.
3. **Field Optimization:** If not already active, activate **B.E.F. Zelos** and then **Boss Rush**.
4. **OTK Setup:** Use Zelos’s Special Summon effect to deploy a second high-Level B.E.S. monster from hand (e.g., **B.E.S. Blaster Cannon Core**).
5. **Damage Execution:** The B.E.S. player attacks the opponent's weak Kaiju (Gameciel, 2200 ATK). With Zelos active, Blaster Cannon Core has 3500 ATK. If **Limiter Removal** (a classic Machine staple) is activated, the total damage output is significantly amplified, allowing for an easy lethal push of over 8000 damage.4

### 3.3. Endboard Analysis (Kaiju Variant)

The Kaiju variant's primary "Endboard" is the conclusion of the battle phase resulting in an OTK. If the opponent survives or if the B.E.S. player must go first, the Level 8 monsters generated by the theme (**B.E.S. Big Core MK-3** and high-Level Kaijus like **Jizukiru**) provide powerful Rank 8 Xyz options.

Table II: Kaiju Variant Strategic Goals and Endboard

| **Game State** | **Key Resource** | **Endboard Goal** | **Example Card(s)** |
| --- | --- | --- | --- |
| Going Second (OTK Success) | Limiter Removal, IKS | Successful lethal damage and activation of Boss Rush trigger. | N/A (Game Concluded) |
| Going First (Control Setup) | B.E.S. MK-3 (Lvl 8), Jizukiru (Lvl 8) | Rank 8 Control Xyz with Spell Negation. | **Number 38: Hope Harbinger Dragon Titanic Galaxy** 8 |
| Interrupted Combo | Boss Rush | Guaranteed recursion of a fresh B.E.S. monster during the End Phase. | **B.E.S. Blaster Cannon Core** or **B.E.S. Covered Core** (for defense) 3 |

## IV. B.E.S. Hybrid Strategy B: Machina Control (Going First Defense)

The Machina engine provides the ideal pairing for a more control-oriented B.E.S. strategy, mitigating the archetype’s consistency issues while providing a resilient defensive infrastructure. This hybrid excels when playing first, aiming to establish a difficult-to-break board.

### 4.1. Mechanical Synergy of B.E.S. and Machina

The integration is natural due to shared classification: all B.E.S. monsters are Machines, and many are EARTH Attribute, aligning perfectly with the core support of the Machina archetype.9

The key synergy is built around redundant recursion loops:

1. **Consistency:** **Machina Redeployment** is a Normal Spell that offers significant consistency by allowing the player to discard one card (or a Machina card) to search two Machina cards with different names from the Deck.13 This provides superior access to necessary Machina component monsters like  
   **Machina Gearframe**, **Machina Fortress**, and **Machina Citadel**.15
2. **Dual Recursion:** The Machina boss monster, **Machina Citadel**, possesses the ability to Special Summon itself from the Graveyard whenever a face-up EARTH Machine monster is destroyed by battle or card effect.16 This self-revival mirrors and compounds the  
   **Boss Rush** mechanic.9 If the opponent destroys a B.E.S. monster (which is often EARTH Machine), the destruction simultaneously triggers  
   **Boss Rush** (setting up an End Phase summon) and triggers the self-revival of **Machina Citadel**. This interaction creates a deeply persistent and difficult-to-clear anti-destruction control shell, forcing the opponent to rely almost exclusively on non-destruction banishing or bouncing effects to clear the board.

### 4.2. Combo Line: Machina Redeployment Engine Integration

The Machina engine typically focuses on establishing **Machina Fortress** and **Machina Citadel** before pivoting to the B.E.S. setup.

1. **Engine Start:** Activate **Machina Redeployment**. Discard one card (potentially a B.E.S. monster or a high-Level Machina like **Citadel** itself to set up the graveyard) to search **Machina Gearframe** and **Machina Fortress**.13
2. **Initial Field Presence:** Normal Summon **Machina Gearframe**. Gearframe's effect adds a high-Level Machina, such as **Machina Citadel** or **Machina Ruinforce**, to the hand.15
3. **Establishing Control:** Special Summon **Machina Fortress** from the hand by discarding Machina Citadel and one other Machine monster (or two Machines).15 This places Citadel in the Graveyard, ready for revival upon destruction.
4. **B.E.S. Integration:** The player then uses search cards (**Planet Pathfinder**, **Metaverse**) to activate **B.E.F. Zelos** and search **Boss Rush**.
5. **Final Threat:** Use Zelos’s Special Summon to deploy **B.E.S. Big Core MK-3**.

### 4.3. Endboard Analysis (Machina Variant)

The objective of the Machina B.E.S. variant is to establish multiple layers of passive protection and reactive disruption by Turn 1.

The typical Turn 1 endboard is designed for resilience and negation:

1. **Zelos/Rush Engine:** **B.E.F. Zelos** and **Boss Rush** are active, protecting the B.E.S. beatsticks from targeting and destruction, and enabling end-of-turn recursion.
2. **Machine Bosses:** **Machina Citadel** is established (often in the Graveyard for immediate Quick Effect revival/disruption upon an opponent's action) and potentially a **Machina Fortress** on the field.16
3. **Negation/Control:** Two Level 8 monsters (**B.E.S. Big Core MK-3** and often a leftover Level 8 Machina or a machine material) are used to Xyz Summon **Number 38: Hope Harbinger Dragon Titanic Galaxy**, providing mandatory Spell negation.8
4. **Link Extension:** If resources allow, the remaining material is used to summon generic Link staples such as **Apollousa, Bow of the Goddess** or **Black Luster Soldier - Soldier of Chaos**, adding monster effect negation or non-destruction removal.16

This final board is highly sticky; any attempt by the opponent to destroy the protected B.E.S. monsters results in a negative outcome for the opponent, triggering both the immediate self-revival of Citadel and the guaranteed replacement summon from Boss Rush in the End Phase.

## V. Visualization Framework: Structuring B.E.S. for the AI Canvas

The structure of the B.E.S. archetype, relying heavily on sequential searches followed by conditional branching (Going First/Going Second), is highly suitable for visual representation using a decision flowchart or an AI canvas mapping strategy. This visualization method breaks down the complex hybrid strategy into clear, logical steps and decision nodes.

### 5.1. Translating Deck Strategy into a Flowchart

The flowchart begins with the initial assessment of the game state and leads directly to the core consistency checks.

**Start Node:** The Duel Begins.

1. **Decision Diamond 1 (Game State):** "Did the player win the coin flip?"
   * **YES (Go First):** Focus on establishing the Machina Control Endboard. Priority: Redeployment/Gearframe -> Zelos/Boss Rush.
   * **NO (Go Second):** Focus on Board Breaking/OTK. Priority: Kaiju Slumber/Evenly Matched -> Zelos/Boss Rush.
2. **Decision Diamond 2 (Consistency Check):** "Access to B.E.F. Zelos (Zelos, Terraforming, Pathfinder, Metaverse)?"
   * **YES:** Action Node: Activate Zelos (Search Boss Rush). Proceed to Strategic Choice.
   * **NO:** Action Node: Activate Draw Power (e.g., **Pot of Extravagance** or **Celestial Observatory**).6 Recalculate Draw.
3. **Decision Diamond 3 (Strategic Choice):** "Target for immediate removal required?" (Only applicable Going Second)
   * **YES (Single Threat):** Action Node: Use Kaiju tribute or **Ultimate Slayer**.18
   * **YES (Multiple Threats):** Action Node: Activate **Interrupted Kaiju Slumber** or **Evenly Matched**.4

### 5.2. Utility Card Integration as Decision Nodes

Critical utility cards used in the B.E.S. hybrid variants serve as key decision points that require immediate commitment of resources from the Extra Deck or hand.

#### Ultimate Slayer Decision Node:

The inclusion of powerful, unanswerable removal like **Ultimate Slayer** requires careful decision-making regarding the Extra Deck utility monster to send.18

* **Decision Diamond:** "What is the opponent's strongest monster type (Fusion, Synchro, Xyz, Link)?"
  + **Path 1 (Need Damage/Draw):** Send **Garura, Wings of Resonant Life** (Fusion) for draw power.19
  + **Path 2 (Need Quick Removal):** Send **Elder Entity N’tss** (Fusion) to destroy a secondary opponent card.17
  + **Path 3 (Need Shuffle):** Send **Wind Pegasus @Ignister** (Synchro) to shuffle an opponent's card into the Deck.17

#### Boss Rush Loop Node:

This defines the crucial End Phase maintenance step that ensures persistent field presence.

1. **Pre-requisite Node:** A B.E.S. or Big Core monster was destroyed this turn.
2. **Terminal Node (End Phase):** Boss Rush resolves, Special Summoning 1 B.E.S. from the Deck (Action: Select the appropriate B.E.S. monster based on the current board needs, e.g., **B.E.S. Covered Core** for high DEF or **B.E.S. Big Core MK-3** for Rank 8 setup).

Table III: B.E.S. Decision Flowchart Nodes

| **Flow Component** | **Symbol** | **Purpose in B.E.S. Strategy** |
| --- | --- | --- |
| Start/End | Oval | Duel start or definitive endboard established. |
| Process | Rectangle | Sequential actions (e.g., Zelos searches Boss Rush). |
| Decision | Diamond | Conditional choice (e.g., Going First/Second; Consistency check). |
| Data/Resource | Parallelogram | Input or output of key resources (e.g., Hand, Graveyard setup). |

## VI. Conclusion and Competitive Context

The B.E.S. archetype has successfully evolved from a mechanically flawed legacy theme into a viable rogue strategy through the indispensable support of **B.E.F. Zelos** and the adoption of robust Machine hybrid engines.

### 6.1. Strengths and Weaknesses of the Modern B.E.S.

The archetype’s most significant strategic advantage is the layer of protection provided by **B.E.F. Zelos**—non-targeting, non-destruction immunity, combined with a high attack ceiling. This passive protection enables B.E.S. to operate effectively in competitive environments dominated by destruction and targeting-based removal.

Crucially, the Machina integration enhances this resilience by creating two parallel, self-sustaining recursion loops: **Boss Rush** ensures constant replacement of B.E.S. threats from the Deck, while **Machina Citadel** ensures constant self-revival from the Graveyard upon the destruction of any Machine. This redundancy creates a board state that heavily penalizes common removal strategies, forcing opponents to utilize costly, specialized banishment or bouncing effects.

However, the strategy retains key vulnerabilities. The absolute dependency on **B.E.F. Zelos** means the deck is highly susceptible to generic Field Spell disruption, such as **Ghost Ogre & Snow Rabbit** or **Cosmic Cyclone**, which remove the necessary protection layer and halt the crucial Boss Rush search.2 Furthermore, the archetype commits substantial resources (multiple search cards and engine pieces) just to achieve the necessary consistency, demanding that the remaining cards provide highly efficient pay-offs (e.g., OTK potential or multiple negations).

Overall, B.E.S. functions optimally as a highly specialized rogue strategy that operates most successfully in the "anti-meta" space. It maximizes the punishment against opponents whose decks rely heavily on targeting and destruction, offering a unique playstyle that prioritizes resilient beatdown and field endurance over complex negation stacks.

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