# Celestial Navigation: An Exhaustive Strategic Analysis of the Ursarctic Archetype

## Introduction: The Celestial Bears and the Art of Negative Synchro

The Ursarctic archetype stands as a unique and ambitious design within the Yu-Gi-Oh! Trading Card Game. A WATER-attribute strategy centered around Synchro Monsters, it eschews the traditional method of level addition. Instead, it employs a novel summoning mechanic based on level subtraction, a concept reminiscent of the "Dark Synchro" summoning featured in the *Yu-Gi-Oh! 5D's* anime.1 This approach defines the archetype's strategic identity as a resource-intensive, control-oriented combo deck. Its primary goal is to establish a formidable floodgate against Extra Deck-reliant strategies while leveraging a suite of hand-based interruptions to dictate the flow of the duel, often during the opponent's own turn.4

However, this unique power comes at a significant cost. The archetype is built upon a central design challenge: inherent card disadvantage. Nearly every Main Deck monster requires the player to Tribute another high-level monster from their hand to be Special Summoned, resulting in an immediate '$ -1 $' in card economy for each monster brought to the field.6 This constant tension between establishing a board presence and maintaining hand advantage is the fundamental puzzle that a pilot must solve to achieve victory.

This design leads to a strategic approach that few other archetypes can claim: the "Turn 0" philosophy. All Main Deck Ursarctic monsters possess Quick Effects that allow them to be Special Summoned from the hand during either player's Main Phase.8 Their secondary effects, which provide various forms of disruption, trigger upon this summon.11 This means a player going second can use their opening hand to actively dismantle an opponent's primary combo before their own first turn even begins. This capability transforms the deck from a linear "go-first" strategy into a flexible and reactive one, where combo pieces double as hand traps, demanding a high level of strategic foresight from its user.

## Chapter 1: The Ursarctic Constellation - Core Roster Analysis

The effectiveness of the Ursarctic strategy hinges on the precise and synergistic deployment of its celestial bear units. Each monster, from the Main Deck squadron to the Extra Deck commanders, plays a distinct and vital role.

### The Main Deck Squadron (The "Mik" and "Mega" Bears)

The core of the Main Deck is composed of two groups of monsters: the Level 7 "Mik" bears (non-Tuners) and the Level 8 "Mega" bears (Tuners). They are all united by a shared summoning condition that defines the archetype's rhythm and cost. As a Quick Effect, a player can Tribute one other Level 7 or higher monster from their hand to Special Summon an Ursarctic monster from their hand. This effect also restricts the player from Special Summoning monsters without a Level (i.e., Xyz and Link Monsters) for the remainder of the turn, a critical deck-building constraint.8

The dual nature of these monsters—as proactive combo pieces for your own turn and reactive hand traps for the opponent's—creates a complex resource management puzzle. A skilled pilot must constantly evaluate whether a monster in hand is better used to advance their own game state or to disrupt the opponent's. Committing too many resources to building a board can leave the player with no interruptions, while being too passive can result in a board that is too weak to survive. This decision-making process, weighing the value of each "bear" in real-time against the opponent's strategy, is the hallmark of an expert Ursarctic duelist.

#### The Non-Tuners (Level 7 "Mik" Bears)

* **Ursarctic Mikpolar:** The deck's premier starter and the most crucial one-card enabler. When Special Summoned, it allows the player to add any "Ursarctic" monster from their Deck to their hand. This effect is the primary means of assembling the necessary pieces for a full combo.10
* **Ursarctic Miktanus:** The recovery specialist. Upon being Special Summoned, it targets an "Ursarctic" monster in the Graveyard and adds it back to the hand, helping to refuel the hand for further plays or to recover key pieces for the next turn.8
* **Ursarctic Mikbilis:** The extender. When Special Summoned, it permits an additional Special Summon of an "Ursarctic" monster from the hand. This facilitates swarming the field to build into the Extra Deck more efficiently.8

#### The Tuners (Level 8 "Mega" Bears)

* **Ursarctic Megatanus:** A potent monster disruption tool. When Special Summoned, it can target a face-up monster the opponent controls and change it to face-down Defense Position, effectively a built-in "Book of Moon" that can stop combos.11
* **Ursarctic Megapolar:** The Spell and Trap removal unit. When Special Summoned, it targets and destroys one of the opponent's Spell or Trap cards, clearing the way for your plays or removing a problematic floodgate.9
* **Ursarctic Megabilis:** A Graveyard disruption piece. Upon being Special Summoned, it can target a card in the opponent's Graveyard and banish it, a crucial interruption against GY-reliant strategies.9

### The Extra Deck Commanders (The Synchros)

The Ursarctic Extra Deck monsters are summoned not by adding levels, but by subtracting them. These powerful bosses are the ultimate payoff for the archetype's demanding playstyle.

* **Ursarctic Polari (Level 1):** The absolute lynchpin of the entire strategy, often described as the "bread and bone" of the deck.14 It is Special Summoned from the Extra Deck by sending one Tuner and one non-Tuner from the field to the GY whose Levels have a difference of 1 (typically a Level 8 "Mega" bear and a Level 7 "Mik" bear).15 Upon being summoned, it activates the Field Spell Ursarctic Big Dipper directly from the Deck. Its second effect allows the player to Tribute a Level 7 or higher monster to Special Summon an "Ursarctic" monster from the Graveyard, providing essential recovery and extension.16
* **Ursarctic Septentrion (Level 7):** The primary boss monster and the deck's main win condition. It is summoned by sending a Level 8 or higher Tuner and a non-Tuner Synchro Monster with a Level difference of 7 to the GY (almost always a Level 8 "Mega" bear and the Level 1 Ursarctic Polari).11 Its devastating continuous effect negates the effects of all face-up monsters without a Level (Xyz and Link monsters) that were Special Summoned from the Extra Deck.11 This powerful floodgate is the deck's primary tool against the modern meta.3 Additionally, when the opponent Special Summons a monster, Septentrion can search for any "Ursarctic" card from the Deck once per turn.11
* **Ursarctic Grand Chariot (Level 7):** The archetype's dedicated removal and protection specialist. Summoned using the same method as Septentrion, its effect upon being Special Summoned allows it to target and destroy up to two other cards on the field, providing a powerful board-clearing option.9 It also possesses a Quick Effect to protect your "Ursarctic" cards from targeting effects by Tributing a monster from your hand or field to negate the activation.9
* **Ursarctic Polar Star (Level 1 Synchro Tuner):** The card that elevated the archetype to new heights. While summoned like a regular Synchro Monster, its critical effect allows the player to Tribute one Level 8 "Ursarctic" monster from the hand or field to Special Summon a Level 7 "Ursarctic" Synchro Monster from the Extra Deck, ignoring its summoning conditions.18 This effect is the key to unlocking the deck's most oppressive end board. The introduction of Polar Star fundamentally changed the deck's ceiling. Before its release, Septentrion was a powerful but singular threat. Polar Star's ability not only cheats out a Level 7 Ursarctic Synchro but also grants it an additional, crippling effect: "your opponent cannot activate the effects of monsters special summoned from the extra deck that have a level".18 When Polar Star is used to summon Septentrion, their effects combine to form a near-impenetrable lock. Septentrion's innate ability negates monsters *without* a Level (Xyz, Link), while the effect granted by Polar Star prevents the activation of effects from monsters *with* a Level (Synchro, Fusion, Pendulum). The result is a one-sided lockdown that prevents the opponent from activating the effects of any monster Special Summoned from their Extra Deck, transforming the deck's end board from merely disruptive to potentially game-winning.18

### The Drytron Connection (The Ursatrons)

* **Ultimate Bright Knight Ursatron Alpha:** This monster serves as a bridge between the Ursarctic and Drytron archetypes and is arguably the deck's most powerful extender. It can Special Summon itself from the hand if you control another "Ursarctic" or "Drytron" monster. When summoned this way, it searches any "Ursarctic" or "Drytron" Spell/Trap from the Deck, providing direct access to the deck's most powerful enablers, Ursarctic Departure and Ursarctic Radiation.11
* **Ultimate Flagship Ursatron & Ursarctic Drytron:** A Fusion monster and its dedicated spell. While thematically linking the two archetypes, these cards are generally considered unviable due to a fundamental mechanical clash between the archetypes' core summoning restrictions, which will be detailed later in this report.8

## Chapter 2: Navigational Charts - Archetypal Spells & Traps

To fuel their resource-intensive strategy, the Ursarctics rely on a powerful suite of Spell and Trap cards designed to provide consistency, manage resources, and recover from the brink.

### Engine Starters and Consistency Tools

* **Ursarctic Departure:** The primary search spell and a cornerstone of the deck's consistency. By discarding one card, it allows the player to add two "Ursarctic" monsters from the Deck to their hand.10 While this is a neutral exchange in raw card advantage, it provides the perfect setup by searching for the exact pieces needed for a combo. Its secondary effect allows it to be banished from the Graveyard to substitute for the Tribute cost of an "Ursarctic" monster's effect. However, this effect is critically restricted: it cannot be used on the same turn it was sent to the Graveyard, a significant balancing factor that prevents overly explosive plays and necessitates careful resource management.10
* **Ursarctic Radiation:** The economic engine and the very heart of the deck's ability to compete. This Continuous Spell is activated by placing 7 counters on it. Each time an "Ursarctic" monster is Special Summoned from the hand or Extra Deck, one counter is removed to allow the player to draw one card.8 This effect is the sole in-archetype method of recouping the inherent "$ -1 $" cost of the main deck monsters' summoning mechanic.6 The card's importance cannot be overstated; resolving it is often a prerequisite for a successful combo. The debate among players over running two versus three copies highlights a key deck-building tension: maximizing the odds of opening this crucial card versus the risk of drawing redundant copies.23

### Field Presence and Recovery

* **Ursarctic Big Dipper:** The archetype's Field Spell. Its first effect provides a crucial resource management tool, allowing the player to banish a Level 7 or higher "Ursarctic" monster from their Graveyard instead of Tributing from the hand or field for an effect's cost, once per turn.8 It also accumulates counters each time a monster is Special Summoned. If an "Ursarctic" Synchro Monster is on the field, the player can remove 7 or more counters from Big Dipper to take control of an opponent's monster, a powerful but situational effect.8
* **Ursarctic Slider:** A Quick-Play Spell that serves as the deck's primary revival tool. It targets one "Ursarctic" monster that is banished or in the Graveyard and Special Summons it.8 This is a key extender for follow-up plays or for recovering a crucial monster that was used as a cost or destroyed.
* **Ursarctic Quint Charge:** The archetype's Trap Card. It allows the player to Tribute two "Ursarctic" monsters to Special Summon an "Ursarctic" Synchro from the Extra Deck whose Level is equal to the difference between the Levels of the Tributed monsters.8 While its effect can be powerful, it is generally considered too slow for competitive play and is often categorized as a "win-more" card that is less effective than the deck's proactive Spell cards.13

## Chapter 3: Mapping the Stars - Interaction and Resource Pathways

To master the Ursarctic archetype, one must understand the intricate web of interactions that allows the deck to search, recover, and disrupt. This section breaks down these pathways in a format designed for clear visualization.

### The Search and Recovery Web

The deck's consistency relies on a chain of searching and recycling effects that turn single cards into full combos.

* **Primary Searchers (Accessing the Deck):**
  + Ursarctic Departure is the main initiator. By discarding one card, it provides access to both Ursarctic Mikpolar and any other required "Ursarctic" monster from the Deck.10
  + Ursarctic Mikpolar, upon being Special Summoned, searches for any other "Ursarctic" monster, extending the combo.12
  + Ultimate Bright Knight Ursatron Alpha, when Special Summoned by its own effect, searches for a crucial Spell card like Ursarctic Departure or Ursarctic Radiation.11
  + Ursarctic Septentrion provides follow-up searches during the opponent's turn whenever they Special Summon a monster, allowing you to search for any "Ursarctic" card, including Spells and Traps.11
* **Recovery Tools (Accessing GY/Banished):**
  + Ursarctic Miktanus retrieves an "Ursarctic" monster from the Graveyard to the hand upon being Special Summoned.10
  + Ursarctic Polari can Tribute a high-level monster to either add to hand or Special Summon an "Ursarctic" monster from the Graveyard.16
  + Ursarctic Slider is a direct Special Summon from either the Graveyard or the banished zone.10
  + Ursarctic Big Dipper allows a monster in the Graveyard to be used as a substitute for a Tribute cost from the hand or field.16
  + Ursarctic Departure can be banished from the Graveyard on a subsequent turn to fulfill a Tribute cost.10

| **Card Name** | **Activation Requirement** | **Target Acquired** | **Target Location** |
| --- | --- | --- | --- |
| Ursarctic Departure | Discard 1 card | 2 "Ursarctic" monsters | From Deck to Hand |
| Ursarctic Mikpolar | On Special Summon | 1 "Ursarctic" monster | From Deck to Hand |
| Ultimate Bright Knight Ursatron Alpha | On Special Summon via its own effect | 1 "Ursarctic" or "Drytron" Spell/Trap | From Deck to Hand |
| Ursarctic Septentrion | Opponent Special Summons a monster | 1 "Ursarctic" card | From Deck to Hand |
| Ursarctic Miktanus | On Special Summon | 1 "Ursarctic" monster | From GY to Hand |
| Ursarctic Polari | Tribute 1 Level 7+ monster | 1 "Ursarctic" monster | From GY to Hand or Field |
| Ursarctic Slider | Activate Spell | 1 "Ursarctic" monster | From GY/Banished to Field |
| Ursarctic Big Dipper | Fulfilling a Tribute cost | 1 Level 7+ "Ursarctic" monster | From GY (banished as cost) |
| Ursarctic Departure (GY Effect) | Fulfilling a Tribute cost | N/A (Substitutes cost) | From GY (banished as cost) |

### The Interruption Matrix

The archetype's control aspect comes from its ability to disrupt the opponent at multiple stages of their turn, using both hand-based and on-field effects.

* **Hand-Based Monster Interruptions (The "Mega" Bears):** These are the deck's "Turn 0" tools, usable during the opponent's Main Phase.
  + Against On-Field Monsters: Ursarctic Megatanus changes a monster to face-down Defense Position.11
  + Against Spells/Traps: Ursarctic Megapolar destroys a Spell or Trap.11
  + Against the Graveyard: Ursarctic Megabilis banishes a card from the opponent's GY.11
* **On-Field Interruptions (The Synchros):** Once established, the Extra Deck monsters provide powerful, lingering threats.
  + Against Extra Deck Monsters (No Level): Ursarctic Septentrion provides continuous negation of Xyz and Link monsters.11
  + Against Extra Deck Monsters (With Level): Ursarctic Septentrion summoned via Ursarctic Polar Star prevents the activation of Fusion, Synchro, and Pendulum monster effects.18
  + Against Targeting Effects: Ursarctic Grand Chariot can Tribute a monster to negate a targeting card or effect.9
  + Against Any On-Field Card: Ursarctic Grand Chariot can destroy up to two cards on the field when it is Special Summoned.9

## Chapter 4: Assembling the Fleet - Core Combo Lines and End Boards

Executing the Ursarctic strategy requires memorizing key combo sequences that efficiently convert hand resources into a powerful end board.

### Baseline Combo: The Two-Bear Launch

This is the fundamental combo of the archetype, demonstrating the core play sequence.

* **Requirement:** Ursarctic Mikpolar + any other Level 7 or higher monster in hand.
* **Steps:**
  1. Activate the Quick Effect of Ursarctic Mikpolar in your hand, Tributing the other Level 7+ monster to Special Summon Mikpolar.
  2. Upon summon, Mikpolar's trigger effect activates, allowing you to search your Deck for a Level 8 "Mega" bear, such as Ursarctic Megatanus, and add it to your hand.
  3. You now have a Level 7 non-Tuner (Mikpolar) and a Level 8 Tuner (Megatanus) on the field. Send both to the Graveyard to Special Summon Ursarctic Polari from the Extra Deck.15
  4. Polari's on-summon effect activates, placing Ursarctic Big Dipper directly from your Deck into your Field Zone.16
  5. Activate Polari's second effect. Instead of Tributing a monster, use the effect of Big Dipper to banish a Level 7+ "Ursarctic" monster (like the Mikpolar in your GY) as the cost to Special Summon the Megatanus from your GY.16
  6. With the Level 1 Synchro non-Tuner Polari and the Level 8 Tuner Megatanus on the field, send both to the GY to Special Summon your primary boss monster, Ursarctic Septentrion.

### Advanced Combo I: The Deep Sea Dive (Atlantean/Diva Engine)

This engine is widely regarded as one of the most effective ways to play the deck, as a single Normal Summon can generate enough advantage to bypass the archetype's inherent inconsistency.6

* **Requirement:** Deep Sea Diva in hand.
* **Steps:**
  1. Normal Summon Deep Sea Diva. Activate its effect to Special Summon Neptabyss, the Atlantean Prince from your Deck.25
  2. Activate the effect of Neptabyss, sending Atlantean Dragoons from your Deck to the Graveyard as cost.
  3. This triggers two effects simultaneously. Neptabyss's effect resolves, adding another copy of Atlantean Dragoons from your Deck to your hand. The Atlantean Dragoons sent to the GY also triggers, adding a different Sea Serpent monster (like Lappis Dragon) from your Deck to your hand.
  4. At this point, you have Deep Sea Diva (Level 2 Tuner) and Neptabyss (Level 1 non-Tuner) on the field. These can be sent to the GY to Special Summon Ursarctic Polari. The cards added to your hand provide the necessary high-level monsters to Tribute for your Ursarctic summons, all generated from a single Normal Summon.

### Advanced Combo II: The Driver's Seat (Righty/Lefty Engine)

This engine offers a more compact, one-card path to Polari that uses the Normal Summon but requires fewer non-archetypal cards than the Atlantean engine.22

* **Requirement:** Righty Driver in hand.
* **Steps:**
  1. Normal Summon Righty Driver.
  2. Its effect triggers, Special Summoning Lefty Driver from the Deck.27
  3. You now have Righty Driver (Level 1 Tuner) and Lefty Driver (Level 2 non-Tuner) on the field.
  4. Send both monsters to the Graveyard to Special Summon Ursarctic Polari. This is an extremely efficient method for establishing your core enabler.

### The Ideal End Board

The optimal turn-one board for an Ursarctic deck establishes a multi-layered lock designed to completely stifle the opponent's strategy.

* **The Extra Deck Lock:** The centerpiece is Ursarctic Septentrion, summoned using the effect of Ursarctic Polar Star. This combination negates the effects of non-Level Extra Deck monsters and prevents the activation of effects from Level-having Extra Deck monsters.18
* **The Resource Engine:** Ursarctic Radiation active on the field, ready to generate card advantage by allowing you to draw a card for each subsequent "Ursarctic" monster you summon during the opponent's turn.22
* **The Theft Threat:** Ursarctic Big Dipper on the field with at least 6-7 counters, posing the threat of stealing an opponent's monster should they commit to a Special Summon.8
* **Hand Interruptions:** One or two "Mega" bears remaining in hand, ready to be deployed as Quick Effect disruptions to pick apart any plays the opponent might attempt outside of their Extra Deck.5

## Chapter 5: Galactic Alliances and Rivalries - External Synergies and Matchups

The Ursarctic archetype, due to its high costs and specific needs, rarely functions in a pure form. Its success often depends on its synergy with external engines and its positioning within the broader competitive metagame.

### Synergistic Engines: A Comparative Analysis

The choice of a non-archetypal engine is the most significant deck-building decision for an Ursarctic player. Each option offers a different balance of consistency, power, and resilience.

| **Engine Name** | **Core Cards** | **Pros** | **Cons** |
| --- | --- | --- | --- |
| **Deep Sea / Atlantean** | 3x Deep Sea Diva, 2-3x Neptabyss, the Atlantean Prince, 2-3x Atlantean Dragoons | Highest power ceiling; generates immense card advantage; one-card starter (Diva) 25 | Vulnerable to hand traps on the Normal Summon; requires running several engine-specific cards that can be dead draws ("garnets") 25 |
| **Righty / Lefty Driver** | 3x Righty Driver, 2x Lefty Driver | Very compact engine; one-card starter (Righty); fewer potential bricks than the Diva engine 22 | Lower power ceiling than Diva; still reliant on the Normal Summon; provides less raw advantage 27 |
| **Icejade** | 3x Icejade Ran Aegirine, 1x Icejade Tremora, 1-2x Icejade Cradle | Provides additional WATER-based extension and disruption; strong attribute synergy; can help play through interruptions 27 | Can be complex to pilot; may not be as explosive as the Diva engine; engine pieces can conflict with hand resource needs 27 |

### The Drytron Paradox

Thematically, the Ursarctic and Drytron archetypes are presented as sibling strategies. Both are based on constellations (Ursa Major/Minor and Draco, respectively), and they share powerful support cards like Ultimate Bright Knight Ursatron Alpha and the fusion spell Ursarctic Drytron.19 However, despite this thematic link, there is a fundamental and irreconcilable mechanical clash between them.

The core gameplay of Drytron revolves around its monsters' effects to Special Summon themselves from the hand or Graveyard. Activating these effects locks the player into only Special Summoning monsters that *cannot* be Normal Summoned or Set for the rest of the turn.20 Conversely, the core gameplay of Ursarctic involves Special Summoning its Main Deck monsters from the hand, all of which *can* be Normal Summoned or Set. These two summoning restrictions are mutually exclusive. Using a Drytron effect prevents the summoning of main deck Ursarctic monsters for the turn, and vice-versa. This conflict makes a functional hybrid deck nearly impossible to construct, relegating their shared support to a curious case of thematic design overriding practical application.22

### Navigating the Meta

* **Strengths:** The deck is exceptionally potent against strategies that are heavily reliant on Link and Xyz monsters. Ursarctic Septentrion provides a continuous, non-activated floodgate that is difficult for these decks to overcome without dedicated Spell-based removal.3 The addition of the Polar Star combo extends this strength to Fusion and Synchro-based strategies as well, making the deck a formidable anti-meta choice.18
* **Weaknesses:** The deck's primary vulnerability lies in its reliance on a fragile board of monster effects. Common board-breaking Spells such as Dark Ruler No More, Forbidden Droplet, and Lightning Storm can dismantle the Septentrion lock with ease, as they do not rely on monster effects.6 Furthermore, the deck's high resource cost makes it susceptible to hand traps like Ash Blossom & Joyous Spring if it does not open with an extender or a way to protect its initial search. Despite the power of its engines, the deck can still suffer from inconsistency, opening with hands full of high-level monsters but no way to start its plays.6

## Conclusion: The Ursarctic Verdict - A Rogue Contender's Potential

The Ursarctic archetype is the epitome of a "rogue" deck—a high-risk, high-reward strategy that trades consistent performance for a uniquely powerful win condition. Its strengths are undeniable: a one-of-a-kind playstyle, the potential for a nearly unbreakable Extra Deck lock, immense draw power through Ursarctic Radiation, and the rare ability to execute "Turn 0" disruptions. When its combos are assembled, it can shut down even the most dominant meta strategies.

However, these strengths are perpetually held in check by profound weaknesses. The archetype is defined by its punishingly high resource costs, a critical reliance on unsearchable Continuous Spells to maintain card advantage, and a significant fragility in the face of common board-breaking cards and well-timed hand traps.6 It is not, and likely never will be, a meta-defining strategy due to these inherent inconsistencies.

The final verdict is that Ursarctic is a deck for the dedicated specialist. In the hands of a skilled pilot who has mastered its intricate resource management, memorized its complex combo lines, and can accurately predict an opponent's plays, it possesses a devastating anti-meta toolkit. It is a deck that rewards deep game knowledge and strategic foresight above all else, offering a challenging but immensely satisfying path to victory for those willing to navigate its celestial charts.

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