# An Expert Analysis of the Supreme King Archetype: Strategy, Combos, and Synergies

## Introduction: The Re-Emergence of the Overlord

The "Supreme King" archetype, rooted in the climactic finale of the *Yu-Gi-Oh! ARC-V* animated series, has undergone a significant transformation from a lore-centric concept to a formidable competitive force in the modern trading card game. Initially defined by its nigh-unsummonable boss monster, Supreme King Z-ARC, the archetype remained on the periphery of competitive play for years. However, with the release of powerful support cards in booster sets like *Age of Overlord*, the Supreme King has been reborn.1 It no longer functions as a singular, self-contained strategy but rather as a highly consistent and powerful Pendulum engine. This engine excels when hybridized with other archetypes, most notably "Pendulum Magicians," creating a complex, high-skill-ceiling deck capable of constructing some of the most oppressive endboards in the game.2 This report will provide an exhaustive analysis of the Supreme King cards, their intricate interactions, core combo lines, and their potent synergies with other strategies, deconstructing the mechanics that have propelled this once-niche archetype to the forefront of competitive discussion.

## Section 1: The Supreme King's Court: Core Component Analysis

To master the Supreme King strategy, one must first understand the individual roles of its key members. The deck's power does not stem from a single card but from the flawless interplay between its monsters, spells, and traps, which collectively form a cohesive and resilient engine.

### The Dragons of Domination: Main Deck Powerhouses

The engine is driven by two Level 4 Dragon monsters that generate advantage and enable explosive plays.

* **Supreme King Dragon Darkwurm**: This DARK Dragon is the undisputed heart and primary starter of the entire engine.3 Its value lies in its multiple, powerful effects. When Normal or Special Summoned, its monster effect allows the player to add any "Supreme King Gate" Pendulum Monster from the Deck to the hand, providing immediate access to crucial scale-setters or combo pieces.2 Even more critically, if Darkwurm is in the Graveyard while its controller has no monsters on the field, it can Special Summon itself for free.2 This turns utility spells like Foolish Burial and Dragon Shrine into one-card starters that place a body on the field and search a key card, all without using the Normal Summon.2 Its Pendulum Effect can establish a full Pendulum Scale by itself, but it restricts the player to Pendulum Summoning only DARK monsters for the rest of the turn, making it a powerful but situational fallback option.4
* **Supreme King Dragon Lightwurm**: The LIGHT counterpart to Darkwurm serves as a vital tuner and extender.2 As a Level 4 Tuner, it facilitates Synchro Summons. When Normal or Special Summoned, it adds a face-up "Supreme King Dragon" or "Supreme King Gate" Pendulum Monster from the Extra Deck back to the hand. Immediately after this, it allows for a Synchro or Xyz Summon of a "Supreme King Dragon" monster.4 This effect is crucial for recycling resources and extending combos. Furthermore, if a face-up Pendulum Monster is destroyed, Lightwurm can add itself from the Extra Deck to the hand, ensuring follow-up plays for subsequent turns.4 Its Pendulum Effect can even Special Summon itself during the opponent's turn under specific conditions, enabling surprise interruptions via a Synchro Summon into Supreme King Dragon Clear Wing.8

### The Gates to Power: Establishing the Pendulum Foundation

The "Supreme King Gate" monsters are the enablers, setting the Pendulum Scales that allow the deck's main strategy to unfold.

* **Supreme King Gate Magician**: This card is the critical bridge connecting the Supreme King engine to the wider "Pendulum Magician" archetype and other strategies.2 It can be Special Summoned from the hand by sending one of the four "Dimension Dragon" monsters (e.g., Clear Wing Synchro Dragon) from the hand or Extra Deck to the Graveyard, provided a "Supreme King Gate" is already in the Pendulum Zone.2 This provides a free monster on the field for Link plays *before* the Pendulum Summon. Upon being Special Summoned, it searches the deck for any card that mentions "Supreme King Z-ARC," with the specific exception of Spellcaster monsters.2 This is the primary method for accessing the archetype's game-changing trap cards. Its Pendulum Effect is equally important; it can destroy itself to place a different "Supreme King Gate" monster, typically Supreme King Gate Zero, directly from the Deck into the Pendulum Zone, instantly setting up a low scale of 0.2
* **Supreme King Gate Zero & Supreme King Gate Infinity**: These two cards are the primary targets for the search effects of Darkwurm and Gate Magician. Gate Zero provides a Pendulum Scale of 0, while Gate Infinity provides a scale of 13.2 Their purpose is almost exclusively to be placed in the Pendulum Zone to enable the Pendulum Summon of a wide range of monsters. Their own monster effects are highly situational and rarely utilized in competitive builds.3

### The Overlord Incarnate: Supreme King Z-ARC & His Forms

The archetype's namesake, Supreme King Z-ARC, is not a traditional boss monster that the deck aims to summon through its own costly procedure. Instead, it has been repurposed into a powerful, searchable disruption tool summoned via trap cards.

* **Supreme King Z-ARC (DARK)**: The original incarnation is a Level 12 Fusion Pendulum monster with a staggering 4000 ATK and DEF.6 Its summoning condition requires one Fusion, Synchro, Xyz, and Pendulum Dragon monster, which is almost never performed legitimately.6 Its true power lies in its on-summon effect: if Special Summoned, it destroys all cards the opponent controls.6 Modern strategies use trap cards to summon Z-ARC during the opponent's turn, effectively turning its summon into a devastating board wipe.8 It also possesses formidable protection, being immune to targeting and destruction by an opponent's card effects.6
* **Odd-Eyes Arcray Dragon (LIGHT Z-ARC)**: This retrained, LIGHT version of Z-ARC serves a more utility-focused role. It is typically summoned by the effect of the trap card Miracle of the Supreme King, which tributes a DARK Z-ARC.6 Upon being Special Summoned from the Extra Deck, Arcray Dragon's primary function is to place any Pendulum Monster from the Deck into a Pendulum Zone, which can set up scales or extend plays further.6

### Spells & Traps of the Supreme King: The Overlord's Edicts

The archetype's backrow provides the consistency and high-impact disruptive power that defines its modern competitive identity.

* **Wings of Light**: A crucial Quick-Play Spell that acts as a flexible searcher. It can add any "Supreme King Dragon" or "Supreme King Gate" Pendulum Monster from the Deck to the hand.11 This provides another way to access key starters like Darkwurm or extenders like Gate Magician. If Supreme King Z-ARC is on the field, the card's effect is upgraded to allow a Special Summon instead of a search, offering immense utility.11
* **Soul of the Supreme King**: A Normal Trap that sets up a powerful two-turn play. Its first effect allows the player to pay half their Life Points to Special Summon Supreme King Z-ARC from the Extra Deck, but with its effects negated.7 This seemingly benign effect is a prelude to its devastating Graveyard effect: when the opponent activates a Spell Card or effect, this trap can be banished from the GY along with the negated Z-ARC on the field. This triggers a massive summon, bringing forth one "Pendulum Dragon," "Xyz Dragon," "Synchro Dragon," and "Fusion Dragon" monster from various locations, flooding the board and often enabling an OTK (One-Turn Kill) on the following turn.7
* **Miracle of the Supreme King**: A versatile Normal Trap that can only be activated while controlling Z-ARC. It offers a toolbox of three powerful effects, of which one can be chosen per turn: 1) destroy Z-ARC to Special Summon its LIGHT counterpart or an "Odd-Eyes" monster; 2) place a face-up Pendulum Monster from the Extra Deck into a Pendulum Zone; or 3) Set any Quick-Play Spell directly from the Deck.6 Its flexibility makes it a potent, albeit situational, card.
* **Soul of the Supreme Celestial King**: This Normal Trap is the modern, preferred method of summoning Z-ARC and is the primary search target for Supreme King Gate Magician. It allows the player to tribute one Spellcaster Pendulum Monster to Fusion Summon Supreme King Z-ARC by banishing materials from the hand, Deck, Extra Deck, field, or GY.6 This effectively turns one monster into a full board wipe, as Z-ARC's on-summon effect will resolve successfully. It is the card that single-handedly makes the Z-ARC board wipe a consistent and terrifying threat.5

## Section 2: The Engine of Domination: Search and Synergy Pathways

The competitive viability of the Supreme King engine is rooted in its incredible internal consistency. The archetype features multiple, overlapping search pathways that ensure the player can almost always access their key combo pieces. This redundancy is not an accident; it is a core design feature that makes the strategy resilient to single points of disruption and significantly increases the probability of opening a viable hand. For instance, the linchpin combo piece Supreme King Gate Magician can be added to the hand by the on-summon effect of Supreme King Dragon Darkwurm or by the Quick-Play Spell Wings of Light.6 This means that even if an opponent negates one search attempt, another card in hand can often achieve the same result, allowing the combo to proceed.

This web of interactions transforms the deck from a linear combo strategy into a dynamic puzzle, where the pilot must identify the most efficient path to their endboard based on their opening hand and the opponent's potential interruptions. The following matrix provides a clear, at-a-glance reference for these crucial search and summon chains, mapping the flow of resources that fuels the Supreme King engine.

### Valuable Table: Supreme King Search & Summon Matrix

| **Card Name** | **Effect Type** | **Activation Condition** | **Target(s)** | **Source -> Destination** |
| --- | --- | --- | --- | --- |
| **Supreme King Dragon Darkwurm** | Search | On Normal/Special Summon | 1 "Supreme King Gate" Pendulum Monster | Deck -> Hand |
| **Supreme King Dragon Darkwurm** | Summon | In GY, if you control no monsters | This card | GY -> Field |
| **Supreme King Dragon Lightwurm** | Search/Recur | On Normal/Special Summon | 1 face-up "Supreme King" Pendulum Monster | Extra Deck -> Hand |
| **Supreme King Dragon Lightwurm** | Summon | After its search effect resolves | 1 "Supreme King Dragon" Synchro/Xyz | Field -> Field (Synchro/Xyz) |
| **Supreme King Gate Magician** | Search | On Special Summon | 1 card mentioning "Supreme King Z-ARC" (non-Spellcaster) | Deck -> Hand |
| **Supreme King Gate Magician** | Summon | In hand, with a "Gate" in scale | This card | Hand -> Field |
| **Supreme King Gate Magician** | Place in Scale | In Pendulum Zone | 1 "Supreme King Gate" Pendulum Monster | Deck -> Pendulum Zone |
| **Wings of Light** | Search | During the Main Phase | 1 "Supreme King" Dragon/Gate Pendulum Monster | Deck -> Hand |
| **Wings of Light** | Summon | During Main Phase, if you control Z-ARC | 1 "Supreme King" Dragon/Gate Pendulum Monster | Deck -> Field |
| **Soul of the Supreme King** | Summon | Trap activation (Pay half LP) | 1 "Supreme King Z-ARC" (effects negated) | Extra Deck -> Field |
| **Soul of the Supreme King** | Summon | GY effect (Opponent activates Spell) | Up to 4 "Dimension Dragon" representatives | Deck/Hand/ED/GY -> Field |
| **Miracle of the Supreme King** | Summon | Trap activation (Control Z-ARC) | 1 LIGHT Z-ARC or 1 "Odd-Eyes" Pendulum | Deck/Extra Deck -> Field |
| **Soul of the Supreme Celestial King** | Summon | Trap activation (Tribute Spellcaster) | 1 "Supreme King Z-ARC" | Extra Deck -> Field |

## Section 3: Assembling the Overlord: Foundational Combo Modules

The deck's lengthy and intricate combos can be best understood by breaking them down into smaller, repeatable "modules." Each module represents a fundamental sequence of plays that generates advantage and builds towards the final board state. A key strategic element of modern Pendulum decks, and this one in particular, is the focus on building a board *before* the Pendulum Summon. Older strategies were entirely reliant on the Pendulum Summon itself, making them fragile. The Supreme King engine, however, uses its monster effects to summon Link monsters like Heavymetalfoes Electrumite first, which then makes the subsequent Pendulum Summon far more powerful and resilient.17

### The Darkwurm Opening (Foolish Burial / Dragon Shrine)

This is the most common and powerful opening play available to the deck. It converts a single Spell card into significant advantage without using the Normal Summon.

1. Activate Dragon Shrine or Foolish Burial to send Supreme King Dragon Darkwurm from the Deck to the Graveyard.2
2. With no monsters on the field, activate Darkwurm's Graveyard effect to Special Summon itself.3
3. Upon being summoned, Darkwurm's monster effect activates, searching the deck for Supreme King Gate Magician and adding it to the hand.5  
   This two-step module establishes a monster on the field (a material for a Link Summon) and adds a key extender to the hand, setting the stage for the rest of the combo.

### The Gate Magician Extension

This module leverages the searched Supreme King Gate Magician to generate another "free" monster on the field, enabling access to powerful Link-2 monsters.

1. Activate a "Supreme King Gate" monster (often Supreme King Gate Zero, placed by Gate Magician's own Pendulum effect) in a Pendulum Zone.5
2. Activate the effect of Supreme King Gate Magician in the hand. By sending a "Dimension Dragon" monster (e.g., Clear Wing Synchro Dragon) from the Extra Deck to the Graveyard, it Special Summons itself.2
3. Upon summon, Gate Magician's monster effect activates, searching for a Z-ARC trap card like Soul of the Supreme Celestial King.5  
   This sequence provides another body for a Link Summon and searches for a powerful piece of disruption, all before the Pendulum Summon has been conducted.

### The Electrumite Advantage Loop

This module revolves around Heavymetalfoes Electrumite, a generic Link-2 monster that is arguably the most important card for any competitive Pendulum strategy. It is the deck's primary engine for generating card advantage and is a critical choke point for opponents.

1. Link Summon Heavymetalfoes Electrumite using two Pendulum monsters (e.g., Darkwurm and Gate Magician). Its on-summon effect activates, sending a key Pendulum Monster like Astrograph Sorcerer from the Deck to the face-up Extra Deck.5
2. Activate Electrumite's second effect, targeting and destroying a card in your Pendulum Zone (e.g., Double Iris Magician) to add Astrograph Sorcerer from your Extra Deck back to your hand.18
3. This single action triggers a chain of advantageous effects: Electrumite allows you to draw one card. The destroyed Double Iris Magician triggers its effect, searching a "Pendulumgraph" card from the Deck. Crucially, Astrograph Sorcerer's effect triggers in the hand, Special Summoning itself and searching for another copy of the destroyed Double Iris Magician.18  
   This sequence, known as the "Electrumite loop," turns a single activation into a Special Summon, two searches, and a draw, generating an overwhelming resource advantage that fuels the rest of the combo. Successfully resolving this loop is often synonymous with winning the game, and conversely, preventing it is the opponent's primary objective.17

## Section 4: The Path to Absolute Power: Full Combo Lines & Endboards

By combining the foundational modules, the Supreme King deck can execute devastatingly long and effective combos from simple two-card hands. The ultimate goal is not to end on a board of "Supreme King" monsters, but rather to use the Supreme King engine as a hyper-consistent delivery system for the best generic boss monsters in the game. The "Supreme King" cards are the fuel and the chassis, but the final product is an assembly of powerful Synchro, Xyz, and Link monsters from across the game's card pool.5 This makes the strategy a prime example of a "Pendulum Soup" deck, where the most efficient engine is used to summon the most powerful generic threats.3

### The Core Combo: Dragon Shrine + Supreme King Dragon Lightwurm

This detailed combo demonstrates the deck's full potential, turning two cards into a board with at least five points of interaction.5

1. Activate Dragon Shrine, sending Odd-Eyes Arc Pendulum Dragon and then Supreme King Dragon Darkwurm to the GY.
2. Activate Darkwurm's GY effect to Special Summon itself.
3. Darkwurm's effect searches for Supreme King Gate Magician.
4. Place Gate Magician in the Pendulum Zone. Activate its effect, destroying itself to place Supreme King Gate Zero from the Deck into the Pendulum Zone.
5. Normal Summon Supreme King Dragon Lightwurm.
6. Lightwurm's effect adds the Gate Magician from the face-up Extra Deck back to the hand.
7. Activate Gate Magician's effect in hand, sending Clear Wing Synchro Dragon from the Extra Deck to the GY to Special Summon itself.
8. Gate Magician's effect searches for Soul of the Supreme Celestial King.
9. Link Summon Heavymetalfoes Electrumite using Gate Magician and Darkwurm.
10. Electrumite's effect sends Astrograph Sorcerer to the Extra Deck.
11. Activate Electrumite's effect, destroying Supreme King Gate Zero to add Astrograph Sorcerer to hand.
12. Astrograph Sorcerer's effect activates, Special Summoning itself and searching for another Supreme King Gate Zero. Electrumite's effect lets you draw 1 card.
13. Link Astrograph Sorcerer and Electrumite into Promethean Princess, Bestower of Flames.
14. Activate Promethean Princess's effect to Special Summon Electrumite from the GY.
15. Activate Electrumite's effect, destroying Lightwurm in the Pendulum Zone to add Astrograph Sorcerer from the Extra Deck to hand.
16. Astrograph Sorcerer's effect activates, Special Summoning itself and searching for another Lightwurm. Electrumite's effect lets you draw 1 card.
17. Link Astrograph Sorcerer and Electrumite into Exceed the Pendulum.
18. Exceed the Pendulum's effect adds Darkwurm from the Extra Deck to hand.
19. Place the new Lightwurm in the empty Pendulum Zone, completing the scales.
20. **Pendulum Summon 5 Monsters**: From the Extra Deck: Astrograph Sorcerer, Supreme King Gate Magician, Lightwurm. From the Hand: Lightwurm, Darkwurm.
21. Synchro Summon Borreload Savage Dragon using a Lightwurm (Tuner) and Darkwurm. Its effect equips Promethean Princess from the GY, giving it one omni-negate.5
22. Xyz Summon Odd-Eyes Absolute Dragon using Astrograph Sorcerer and Gate Magician.
23. Link Summon I:P Masquerena using Odd-Eyes Absolute Dragon and a Lightwurm.
24. The Odd-Eyes Absolute Dragon sent to the GY triggers its effect, Special Summoning Odd-Eyes Vortex Dragon from the Extra Deck, which provides a second omni-negate.5
25. Exceed the Pendulum's effect can Special Summon a monster like Astrograph Sorcerer from the GY.
26. Set Soul of the Supreme Celestial King and end the turn.
27. During the opponent's turn, I:P Masquerena can be used to Link Summon a powerful disruption like S:P Little Knight or Apollousa, Bow of the Goddess (using itself and the monsters revived by Exceed the Pendulum), providing multiple monster negates.5

This sequence establishes a formidable endboard featuring multiple omni-negates, monster effect negations, and a potential full board wipe, showcasing the deck's incredibly high power ceiling.

## Section 5: Forging Alliances: Archetypal Synergies

The Supreme King cards are not an archetype in the traditional sense, but rather a modular engine whose identity is defined by its partner. Its value lies in the efficiency of its individual pieces, allowing them to be slotted into various strategic shells to solve different problems, such as bolstering consistency, providing extension, or offering a surprise high-impact trap.

### The Premier Partnership: Pendulum Magicians

The most common and synergistic pairing is with the "Pendulum Magician" archetype.2 The Magicians provide a suite of excellent Pendulum monsters whose effects often trigger upon destruction, creating perfect synergy with Heavymetalfoes Electrumite.

* Harmonizing Magician, when Pendulum Summoned, Special Summons another "Magician" from the Deck, providing instant material for a Synchro or Xyz Summon.3
* Double Iris Magician, when destroyed, searches for a powerful "Pendulumgraph" Spell or Trap card.3
* Purple Poison Magician, when destroyed, can destroy any face-up card on the field, providing valuable removal.2  
  This synergy, where the Supreme King engine provides the consistency to start the plays and the Magicians provide the extenders and advantage generation for the Electrumite loop, creates the deck's most powerful known variant.

### The Melodious Chorus

A notable rogue strategy combines the Supreme King engine with the "Melodious" archetype.20 The Melodious monsters focus on Fusion Summoning and establishing powerful lock effects, such as preventing the opponent from targeting or destroying them.22 The Supreme King engine provides a consistent way to assemble the necessary monsters for these plays and can help the deck play through disruption. However, a strategic tension exists, as many Melodious cards lock the player into summoning only LIGHT or Melodious monsters, which can conflict with the DARK-centric Supreme King cards. A skilled pilot must carefully navigate these restrictions to leverage the strengths of both engines.22

### The Dinomorphia Gambit

Perhaps the most unconventional partnership is with the trap-heavy control deck "Dinomorphia".24 The Dinomorphia strategy revolves around paying half of their Life Points to activate powerful trap cards, aiming to reduce their LP to a very low total to enable the floodgate effect of their boss monster, Dinomorphia Rexterm.25 The synergy here comes almost exclusively from the trap card Soul of the Supreme King. Dinomorphia players can include a small package of this trap and its Extra Deck targets. Activating Soul of the Supreme King immediately halves their Life Points, accelerating their primary game plan. Furthermore, the trap's Graveyard effect provides an explosive, unexpected swarm of powerful Dragon monsters that can steal games, complementing Dinomorphia's otherwise slow, control-oriented playstyle.26

## Section 6: Strategic Imperatives & Counter-Play

The Supreme King Pendulum strategy is a high-power combo deck with very clear and exploitable weaknesses. Its competitive nature is a constant tug-of-war between its own explosive potential and the opponent's ability to disrupt its critical choke points. The deck is not invulnerable; rather, its strength lies in its ability to build layers of redundancy and extension to brute-force its combos through an expected level of interaction. This makes player skill and matchup knowledge exceptionally important for success.

### Strengths: The Path to Victory

* **High Power Ceiling**: The deck is capable of producing some of the most oppressive endboards in Yu-Gi-Oh!, often featuring five or more distinct points of negation and interruption that can completely lock an opponent out of the game.16
* **Consistency and Redundancy**: With multiple one and two-card starters (Dragon Shrine, Darkwurm, Wings of Light) and overlapping search effects, the deck is highly consistent at accessing its core combo lines.2
* **Resilience**: The ability to establish Link monsters and generate advantage *before* the Pendulum Summon allows the deck to play through one or two well-placed hand traps, a feat many other combo decks cannot achieve.17

### Weaknesses & Choke Points: The Overlord's Achilles' Heel

* **Critical Choke Points**: The deck's reliance on Heavymetalfoes Electrumite is its greatest weakness. A single, well-timed hand trap like Ash Blossom & Joyous Spring, Infinite Impermanence, or Effect Veiler targeting Electrumite can often end the turn on the spot.17
* **Vulnerability to Floodgates**: As a Pendulum deck, it is inherently weak to cards that shut down Spell effects, such as Anti-Spell Fragrance.17 Because it performs numerous searches, Droll & Lock Bird is also exceptionally effective at stopping its combos.17
* **Graveyard Dependence**: The primary starter combo involving Darkwurm relies on the Graveyard. Cards that prevent GY effects, such as Dimension Shifter or Bystial monsters, can severely hinder the deck's opening plays.

### Piloting and Counter-Play

When piloting the deck, the primary goal going first is to navigate the opponent's disruption to resolve the Electrumite loop and establish the full endboard. This often involves baiting out interruptions with less critical plays before committing to the most important effects.16 Going second requires a different approach, relying on powerful board-breaking cards like Dark Ruler No More or leveraging the Z-ARC traps offensively to wipe the opponent's field before starting one's own combo.3

To counter the strategy, an opponent must identify and disrupt the key choke points. Prioritizing the negation of Heavymetalfoes Electrumite is paramount. Siding in cards like Droll & Lock Bird or back-row removal for the Pendulum Scales is also highly effective. Understanding that the duel is often decided by whether the Supreme King player can successfully protect their turn-one combo is the key to defeating this powerful and complex archetype.

#### Geciteerd werk

1. Supreme King Dragon Product List - Yu-Gi-Oh! OCG SAMURAI, geopend op oktober 30, 2025, <https://en.yugioh-list.com/searches/collect/648>
2. The OCG Meta Guide To Supreme King Magicians - TCGplayer, geopend op oktober 30, 2025, <https://www.tcgplayer.com/content/article/The-OCG-Meta-Guide-To-Supreme-King-Magicians/fcfa13dd-999e-4966-92ab-1188d7d8f504/>
3. In-Depth Supreme King Magician Guide - Yu-Gi-Oh! Master Duel Meta, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/articles/guides/supreme-king-nekoresi>
4. Supreme King Dragon Card List(All Cards) | Yu-Gi-Oh! OCG SAMURAI, geopend op oktober 30, 2025, <https://en.yugioh-list.com/searches/dtl/648>
5. Supreme King Deck from Chai | Master Duel Meta, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/top-decks/wcs-regional-qualifiers-win-streaks/june-2024/supreme-king/chai/ckm1t>
6. Supreme King Z-ARC | Card Details | Yu-Gi-Oh! Neuron(TRADING ..., geopend op oktober 30, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=12953&request_locale=en>
7. YuGiOh Archetype: Supreme King - Yu-Gi-Oh! Card Guide, geopend op oktober 30, 2025, <https://www.yugiohcardguide.com/archetype/supreme-king.html>
8. Supreme King Clear Wing in archtype? : r/yugioh - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/yugioh/comments/17wxa9l/supreme_king_clear_wing_in_archtype/>
9. Supreme King Melodious (Z-ARC) | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 30, 2025, <http://www.db.yugioh-card.com/yugiohdb/member_deck.action?cgid=aa3620458b677fc872481790abf59ed0&dno=255&request_locale=en>
10. Supreme King Z-ARC - Maximum Crisis - YuGiOh - TCGplayer.com, geopend op oktober 30, 2025, <https://www.tcgplayer.com/product/131156/yugioh-maximum-crisis-supreme-king-z-arc>
11. Wings of Light | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 30, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=19190&request_locale=en>
12. Wings of Light - cardcluster, geopend op oktober 30, 2025, <https://cardcluster.com/card/wings-of-light>
13. Wings of Light | Matrix Cards and Games Singles Store - TCGplayer, geopend op oktober 30, 2025, <https://matrixcardsllc.tcgplayerpro.com/catalog/yugioh/age-of-overlord/wings-of-light/520492>
14. Soul of the Supreme King | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 30, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=17261&request_locale=en>
15. Supreme king z arc : r/Yugioh101 - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/11jthcm/supreme_king_z_arc/>
16. Supreme King Deck from Adagio | Master Duel Meta, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/top-decks/master-v/july-2024/supreme-king/adagio/-Gimi>
17. How is Supreme King? : r/Yugioh101 - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/1ki4fzn/how_is_supreme_king/>
18. SUPREME KING Z-ARC | EASY GUIDE & DECKLIST! - YouTube, geopend op oktober 30, 2025, <https://www.youtube.com/watch?v=gM8MvSy5A9k>
19. Supreme King Decks 2025 - cardcluster, geopend op oktober 30, 2025, <https://cardcluster.com/decks/supreme-king>
20. Supreme King Melodious is BACK! (Deck Profile UPDATE) - YouTube, geopend op oktober 30, 2025, <https://www.youtube.com/watch?v=No3ib2T50j4>
21. Supreme King Melodious Deck Breakdown | Guides, Decks & Usage Statistics, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/tier-list/deck-types/Supreme%20King%20Melodious>
22. i'm having major issues building melodious and learning its combo : r/Yugioh101 - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/1gevonp/im_having_major_issues_building_melodious_and/>
23. Supreme King Melodious Deck from Ioannisgosu - Yu-Gi-Oh! Master Duel Meta, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/top-decks/master-i/november-2024/supreme-king/ioannisgosu/Bwis6>
24. 1Dinomorphia + Supreme King's Soul Deck 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 30, 2025, <https://duelingnexus.com/blog/1dinomorphia-supreme-kings-soul-deck-2025/>
25. Dinomorphia Supreme king | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 30, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&cgid=94228117b701a0bd5c26178cac472ae0&dno=10&request_locale=en>
26. Any advice on my Dinomorphia Deck? : r/yugioh - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/yugioh/comments/1jkcblz/any_advice_on_my_dinomorphia_deck/>
27. Dinomorphia Deck from drain - Yu-Gi-Oh! Master Duel Meta, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/top-decks/win-streaks/january-2024/dinomorphia/drain/uiyhb>
28. Is this a good end board for a pend mag/supreme king deck? : r/masterduel - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/masterduel/comments/1irmpa6/is_this_a_good_end_board_for_a_pend_magsupreme/>
29. Is Zarc deck good? : r/Yugioh101 - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/1h4hyn0/is_zarc_deck_good/>