# An In-Depth Analysis of the Modern "Watt" Archetype

## Section 1: The Watt Archetype - An Electrifying Evolution

The "Watt" archetype, a collection of LIGHT Thunder-Type monsters, has undergone one of the most dramatic strategic transformations in the history of the Yu-Gi-Oh! TCG. Initially conceived as a passive, control-oriented strategy, the archetype has been revitalized by modern support, recasting it as an explosive, Battle Phase-centric combo deck capable of executing a One-Turn Kill (OTK). Understanding this evolution is paramount to mastering its modern incarnation.

### 1.1 From Stun-Lock to High-Voltage OTK

For much of its existence, the "Watt" archetype was synonymous with a slow, attrition-based gameplay style often referred to as "Watt Stun" or "Watt Control".1 The primary win condition involved leveraging the unique protective effect of Watthopper. When two copies of Watthopper are face-up on the field, their effects create a "lock," preventing the opponent from targeting any "Watt" monsters for attacks or with card effects, as each Watthopper protects the other.2 This defensive wall would be supplemented by a heavy suite of generic stall and protection cards, such as Threatening Roar, Waboku, and Messenger of Peace, to keep the low-ATK "Watt" monsters on the field.1 While protected, monsters like Wattcobra would slowly chip away at the opponent's Life Points by attacking directly.

This strategy, while effective in its time, was inherently passive and fragile. It relied heavily on drawing the correct combination of monsters and backrow and was easily dismantled by non-targeting board removal like Dark Hole or Lightning Vortex.2 The deck's identity was one of patience and control, a stark contrast to its current form.

### 1.2 The "Age of Overlord" Renaissance

The release of the *Age of Overlord* booster set marked a pivotal turning point for the archetype, introducing a wave of support that fundamentally redefined its strategic capabilities.4 The new cards—Wattuna, Wattkyuki, and the powerhouse Continuous Spell Wattkingdom—did not merely bolster the old stun strategy; they rendered it obsolete by creating an entirely new, proactive, and aggressive game plan.6

These additions provided the deck with the three elements it critically lacked: consistency, extension, and a clear, powerful win condition. They enabled the deck to swarm the field, protect its plays, and chain multiple high-impact summons together in a single turn. This infusion of modern card design shifted the archetype's focus away from stalling and toward executing a decisive, game-ending combo.4

### 1.3 The Modern "Watt" Identity: Battle Phase Combo

The modern "Watt" strategy is a potent go-second, OTK-focused approach that uniquely weaponizes the Battle Phase.4 The deck's core game plan is to use the Battle Phase not just as a means to inflict damage, but as its primary phase for combo extension and board development. This strategic distinction is what sets "Watts" apart from nearly every other combo deck in the game.

The typical play sequence involves a series of direct attacks that trigger monster effects. These effects, in turn, facilitate Special Summons, which then lead to Synchro Summons. These new Synchro Monsters can then immediately attack, triggering their own effects to facilitate further Synchro Summons, all within the same Battle Phase.4 This creates a gameplay loop where the Battle Phase effectively functions as a "second Main Phase 1," allowing the "Watt" player to build their board and advance their game state in a way that bypasses many conventional forms of Main Phase-based interaction. This approach allows the deck to pivot between an all-out OTK and establishing a formidable control state should the initial assault fall short of victory.

## Section 2: The Main Circuit - Core Engine Analysis

The modern "Watt" engine is a compact and efficient system of interconnected parts, each with a specific role. These cards can be categorized by their function within the deck's overarching strategy: generating advantage, extending combos, and providing powerful payoffs.

### 2.1 The Generators: Starters and Enablers

These are the cards that initiate the deck's plays and provide access to the core engine pieces.

* **Wattkingdom (Continuous Spell):** Arguably the single most important card in the modern deck, Wattkingdom serves as both a primary combo starter and a potent disruption tool.8 It possesses two critical effects:
  1. A continuous floodgate effect that prevents the opponent from activating the on-summon trigger effects of any monster that is Normal or Special Summoned into a column occupied by Wattkingdom or a "Watt" monster.6
  2. A once-per-turn Ignition Effect that allows the player to target a "Watt" monster they control and Special Summon another "Watt" monster with a different name directly from the Deck. This effect comes at the cost of losing Life Points equal to the summoned monster's ATK and locks the player into Special Summoning only Thunder monsters for the rest of the turn.8

The second effect is the deck's premier starter, granting immediate access to any "Watt" monster required to begin the combo. The first effect, however, introduces a significant layer of strategic depth. A skilled player must consider not only *what* to summon but also *where* to place their monsters and Wattkingdom itself. Proper column placement can preemptively negate the effects of common meta threats like Snake-Eye Ash or Kashtira Fenrir, turning a simple starter into a dynamic tool that rewards board awareness and meta knowledge.6

* **Wattrain (Normal Spell):** This spell is the deck's primary tool for consistency and generating overwhelming card advantage.4 Its effect allows the player to add "Watt" cards with different names from the Deck to their hand, up to the number of Thunder monsters with different names they control. In hybrid builds such as Watt-Spright, it is common to control three or four different Thunder monsters, enabling Wattrain to search for the entire combo (Wattkingdom, Wattcobra), an extender (Wattuna), and even a piece of interaction like Wattcancel, all from a single card's resolution.13
* **Wattcobra (Level 4 Effect Monster):** As the deck's main Normal Summon, Wattcobra is the first link in the OTK chain.1 It possesses the ability to attack the opponent directly. When it inflicts battle damage via a direct attack, its trigger effect allows the player to add any "Watt" monster from the Deck to their hand.9 This effect is used to search for the key combo extender, Wattuna, ensuring the Battle Phase combo can proceed.4

### 2.2 The Conductors: Combo Extenders and Stun Pieces

These monsters facilitate the combo, either by extending plays or by providing crucial protection and disruption.

* **Wattgiraffe (Level 4 Effect Monster):** This monster serves as the deck's built-in insurance policy. Like Wattcobra, it can attack directly. When it inflicts battle damage via a direct attack, it triggers a powerful lingering effect: the opponent cannot activate any cards or card effects for the rest of the turn.1 By leading the Battle Phase with an attack from Wattgiraffe, the "Watt" player effectively "turns off" the opponent's entire board and hand, allowing the rest of the combo to resolve without fear of interruption. This effect is critical to the OTK's success against established boards.4
* **Wattuna (Level 4 Tuner Monster):** Wattuna is the lynchpin of the Battle Phase Synchro chain.6 It can attack directly and has two key once-per-turn effects:
  1. At the end of the Damage Step, if any of your monsters inflicted battle damage to the opponent, you can Special Summon Wattuna from your hand.15
  2. When Wattuna itself inflicts battle damage via a direct attack, you can Tribute it along with one or more non-Tuner monsters from your hand or field to Special Summon a "Watt" Synchro Monster from the Extra Deck whose Level is equal to the total Levels of the Tributed monsters.12

Searched by Wattcobra, Wattuna summons itself for free and then acts as the catalyst for the Synchro climbing sequence. It is important to note that its second effect Special Summons the monster but does not perform a proper Synchro Summon, meaning the summoned monster cannot be revived from the Graveyard by cards like Monster Reborn.4

### 2.3 The Transformers: Extra Deck Payoffs

These are the powerful Synchro Monsters that serve as the ultimate goal of the "Watt" combo, providing further extension and game-winning disruption.

* **Wattkyuki (Level 8 Synchro Monster):** Wattkyuki is the bridge in the Synchro chain. It can attack directly, and upon inflicting battle damage, its effect allows the player to shuffle one "Watt" Tuner from the Graveyard and one face-up non-Tuner Thunder monster they control back into the Deck. If they do, they can Special Summon another "Watt" Synchro Monster from the Extra Deck (except another Wattkyuki).12 Typically summoned by Wattuna's effect, Wattkyuki attacks and then "tags out," recycling key resources like Wattuna and transforming itself into the deck's primary control tool, Wattchimera.
* **Wattchimera (Level 6 Synchro Monster):** This is the devastating end-piece of the main combo line. It can attack directly, and when it inflicts battle damage, it triggers an effect that places one random card from the opponent's hand on top of their Deck.9 This is a particularly powerful form of hand disruption, as it effectively forces the opponent to skip their next Draw Phase; they will simply re-draw the same card that was returned to their deck, leaving them with no new resources to mount a counterattack.4

### 2.4 Fuses and Resistors: Situational and Legacy Support

While the modern OTK strategy is highly focused, several other "Watt" cards have situational utility or are important for understanding the archetype's history.

* **Floaters (Wattdragonfly & Wattfox):** These monsters activate when destroyed by an opponent's card. Wattdragonfly Special Summons a "Watt" monster from the Deck, while Wattfox imposes a powerful lockdown, preventing the opponent from activating cards or effects for the rest of the turn.12 Their reliance on opponent interaction makes them slower and less proactive than the core engine pieces.
* **Watthopper:** The cornerstone of the old "Watt-lock" strategy.2 While the lock is still technically achievable, it is too slow, fragile, and inconsistent for the modern competitive environment and conflicts with the proactive OTK game plan.
* **Wattcancel (Counter Trap):** A searchable Counter Trap that can negate the Normal or Special Summon of a monster by discarding one "Watt" monster.9 It is a viable piece of interaction that can be searched by Wattrain, providing the deck with a much-needed defensive tool, particularly when forced to go first.14

### Table: Core "Watt" Engine Quick Reference

| **Card Name** | **Card Type** | **Level/Rank** | **Primary Function** | **Key Interaction** |
| --- | --- | --- | --- | --- |
| Wattkingdom | Continuous Spell | N/A | Combo Starter & Disruption | Special Summons any "Watt" from Deck; negates on-summon effects in its column. |
| Wattrain | Normal Spell | N/A | Consistency & Card Advantage | Searches multiple "Watt" cards based on the number of Thunder monsters controlled. |
| Wattcobra | Effect Monster | 4 | Combo Initiator & Searcher | Attacks directly to search Wattuna, the primary combo extender. |
| Wattgiraffe | Effect Monster | 4 | Combo Protection | Attacks directly to prevent the opponent from activating cards or effects for the turn. |
| Wattuna | Tuner Monster | 4 | Combo Extender & Synchro Catalyst | Special Summons itself from hand, then tributes monsters to summon a "Watt" Synchro. |
| Wattkyuki | Synchro Monster | 8 | Synchro Extender | Attacks directly, then recycles resources to summon another "Watt" Synchro. |
| Wattchimera | Synchro Monster | 6 | Finisher & Control | Attacks directly to place a card from the opponent's hand on top of their Deck. |

## Section 3: The OTK Blueprint - Core Combo Lines and End Boards

The modern "Watt" deck revolves around a precise and explosive combo sequence executed primarily during the Battle Phase. Mastering this line is essential for unlocking the deck's full potential.

### 3.1 The Standard "Watt" OTK Line (The 6000+ Damage Combo)

This sequence demonstrates the deck's ability to generate a massive damage output and end with a powerful piece of disruption, all within a single turn.

* **Starting Hand Requirement:** Wattkingdom + any "Watt" monster, or a card like Wattrain that can search for them.
* **Step 1: Setup (Main Phase 1)**
  1. Activate Wattkingdom.
  2. Normal Summon Wattcobra.
  3. Activate the effect of Wattkingdom, targeting Wattcobra, to Special Summon Wattgiraffe from the Deck.
* **Step 2: Initiate Lockdown (Battle Phase)**
  1. Enter the Battle Phase. Declare a direct attack with Wattgiraffe. This inflicts 1200 damage.
  2. **Trigger:** Upon inflicting battle damage, Wattgiraffe's effect resolves, preventing the opponent from activating any cards or effects for the remainder of the turn.
* **Step 3: Search and Extend (Battle Phase)**
  1. Declare a direct attack with Wattcobra. This inflicts 1000 damage.
  2. **Trigger:** Upon inflicting battle damage, Wattcobra's effect resolves. Add Wattuna from the Deck to your hand.
  3. **Trigger:** Because a monster you control inflicted battle damage, the effect of Wattuna activates in the hand. Special Summon Wattuna to the field.
* **Step 4: First Transformation (Battle Phase)**
  1. Declare a direct attack with Wattuna. This inflicts 800 damage.
  2. **Trigger:** Upon inflicting battle damage, Wattuna's effect resolves. Tribute Wattuna (Level 4 Tuner) and Wattgiraffe (Level 4 non-Tuner) from the field. Special Summon Wattkyuki (Level 8) from the Extra Deck.
* **Step 5: Second Transformation (Battle Phase)**
  1. Declare a direct attack with Wattkyuki. This inflicts 1600 damage.
  2. **Trigger:** Upon inflicting battle damage, Wattkyuki's effect resolves. Shuffle Wattuna from your Graveyard and Wattkyuki from your field into the Deck/Extra Deck. Special Summon Wattchimera (Level 6) from the Extra Deck.
* **Step 6: The Finisher (Battle Phase)**
  1. Declare a direct attack with Wattchimera. This inflicts 1400 damage.
  2. **Trigger:** Upon inflicting battle damage, Wattchimera's effect resolves. Place one random card from the opponent's hand on top of their Deck.

This entire sequence operates as a highly efficient, self-contained resource loop. Cobra generates the extender (Tuna), which then converts existing board presence (Giraffe) into an Extra Deck threat (Kyuki). Kyuki then recycles the initial extender and itself to produce the final disruptive payoff (Chimera). Each step directly enables the next, creating an explosive chain of events. However, this also reveals the combo's linearity; a single well-timed interruption on a key trigger point, such as negating Wattcobra's search or Wattuna's summon, can cause the entire sequence to collapse.

### 3.2 Damage Calculation and Win Condition

The base combo line described above inflicts a total of **6000 damage**.4 To achieve a full 8000 damage OTK, a small, supplementary attack boost is required. This can be achieved through generic support cards like the Link Monster Hip Hoshiningen, which boosts all LIGHT monsters by 500 ATK, or even the in-archetype Equip Spell Wattcube.4 With a card like Hip Hoshiningen on the field, the total damage output of the main combo is easily pushed well over the 8000 Life Point threshold.

### Table: The OTK Damage Calculation

| **Step** | **Attacking Monster** | **Damage Dealt** | **Cumulative Damage** | **Effect Triggered** |
| --- | --- | --- | --- | --- |
| 1 | Wattgiraffe | 1200 | 1200 | Opponent cannot activate cards/effects. |
| 2 | Wattcobra | 1000 | 2200 | Search Wattuna; Special Summon Wattuna. |
| 3 | Wattuna | 800 | 3000 | Tribute Wattuna + Wattgiraffe to summon Wattkyuki. |
| 4 | Wattkyuki | 1600 | 4600 | Shuffle resources to summon Wattchimera. |
| 5 | Wattchimera | 1400 | 6000 | Place 1 random card from opponent's hand on top of their Deck. |

### 3.3 Pivoting to a Control End Board

In scenarios where an OTK is not possible—either due to the opponent's Life Point total, board presence, or an imperfect starting hand—the "Watt" deck can pivot to a powerful control strategy.

* **Alternative End Board 1: The Chimera Lock:** The most common pivot is to simply end the turn after successfully resolving Wattchimera's effect. This leaves the opponent with one fewer card in hand and forces them to skip their next Draw Phase, severely hampering their ability to recover and mount a counter-offensive.4
* **Alternative End Board 2: Thunder Dragon Colossus:** After completing the Battle Phase combo, the player can proceed to Main Phase 2. Because all "Watt" monsters are Thunder-Type, it is possible to use the effect of a monster like Thunder Dragon Fusion or tribute a Thunder monster to Special Summon Thunder Dragon Colossus.4 This establishes a powerful floodgate that prevents the opponent from adding cards from their Deck to their hand except by drawing them. When combined with the Wattchimera hand-rip, this creates a suffocating control state that is often insurmountable.

## Section 4: High-Voltage Hybrids - Synergies with Other Archetypes

While the pure "Watt" engine is potent, its true competitive strength is realized when integrated with other archetypes. The compact and efficient nature of the "Watt" combo package allows it to function as a powerful win condition within more resilient and versatile deck shells.

### 4.1 Primary Synergy: Watt-Spright

The most successful and competitively viable "Watt" variant is the Watt-Spright hybrid. This build leverages the natural synergy between the Level 2 "Watt" monsters and the formidable "Spright" engine to create a deck that is both consistent and incredibly powerful.4

* **Wattkingdom as a Spright Starter:** The synergy begins with Wattkingdom. Its effect can be used to Special Summon a Level 2 "Watt" monster, such as Wattdragonfly or Wattfox, directly from the Deck.13 This provides the necessary Level 2 body on the field to begin the entire Spright combo line, effectively making Wattkingdom a one-card starter for one of the game's most powerful engines.25
* **Spright as a Protection Engine:** The primary weakness of the pure "Watt" OTK is its fragility. The Spright engine masterfully addresses this vulnerability. By establishing monsters like Spright Red (a monster effect negate) and Spright Carrot (a Spell/Trap negate), the deck can protect its key "Watt" combo pieces from hand traps and other forms of disruption, ensuring the OTK can resolve successfully.26
* **Wattrain's Exponential Power:** In a Watt-Spright build, Wattrain's power is amplified significantly. It is trivial to establish a board of multiple Thunder monsters (e.g., Spright Blue, Spright Jet, and a "Watt" monster summoned by Wattkingdom). This allows Wattrain to resolve for three, four, or even more searches, gathering every necessary combo piece and piece of interaction in a single, devastating move.13

This combination creates a truly symbiotic relationship. The Spright engine provides the consistency, resilience, and interaction that the pure "Watt" strategy desperately needs. In return, the "Watt" engine offers an explosive, non-linear OTK that can close out games in a way that pure Spright often struggles to. The Wattgiraffe-protected combo can bypass established boards that would otherwise stymie a typical Spright deck, providing a unique and powerful win condition that elevates both archetypes beyond their individual capabilities.

### 4.2 Secondary Synergies: Thunder Dragons, Kaijus, and Generic Support

Beyond Spright, the "Watt" engine has natural affinities with several other archetypes and generic strategies.

* **Thunder Dragons:** As previously noted, the universal Thunder typing of the "Watt" monsters makes Thunder Dragon Colossus an easily accessible and powerful end board piece. This synergy allows the deck to pivot from an OTK strategy to a floodgate-based control strategy with ease.22
* **Kaijus:** As a go-second OTK deck, "Watts" benefit immensely from the Kaiju engine. Kaijus provide an unconditional, non-targeting out to any problematic monster the opponent controls. By tributing an opponent's boss monster, the Kaijus clear the way for the "Watt" monsters to attack directly and initiate their game-winning combo.22
* **Hunder Family:** An older but still functional synergy exists with the "Hunder" family of monsters, such as Thunder Sea Horse, Mahunder, and Pahunder.1 These cards excel at swarming the field with Level 4 LIGHT Thunder monsters, which can facilitate Xyz Summons or provide bodies for the "Watt" combo. However, this engine has been largely outclassed in power and efficiency by the modern Spright engine.

## Section 5: Deck Building and Strategic Considerations

Constructing and piloting a "Watt" deck requires a clear understanding of its strategic goals, strengths, and weaknesses. Deck building choices should be tailored to maximize the consistency of the core OTK while including tools to handle the modern competitive landscape.

### 5.1 Sample Decklists

Two primary builds represent the modern "Watt" strategy: a focused OTK version and the more resilient Spright hybrid.

* **Template 1: Pure "Watt" OTK:** This build dedicates nearly all of its deck space to the core "Watt" engine and powerful go-second board-breaking cards. The goal is singular: resolve the OTK combo. Main Deck slots are filled with multiple copies of key starters (Wattcobra, Wattkingdom, Wattrain) and cards like Lightning Storm, Harpie's Feather Duster, and Evenly Matched to clear the opponent's board and ensure direct attacks are possible.
* **Template 2: "Watt-Spright" Control/Combo:** This is the more competitively robust variant.13 It combines the core "Watt" OTK package (Wattcobra, Wattgiraffe, Wattuna, Wattkingdom) with a standard Spright engine (Spright Blue, Spright Jet, Spright Starter, Gigantic Spright). This build is far more versatile, capable of establishing a powerful board of interruptions when going first or breaking an opponent's board and executing the OTK when going second.

### 5.2 Advanced Tech Choices and Side Decking

A well-constructed Side Deck is crucial for adapting the "Watt" strategy to different matchups.

* **Board Breakers:** As a primarily go-second deck, having access to a wide array of board-breaking cards is essential. Beyond the mainstays, cards like Kaijus and Lava Golem are excellent for removing indestructible or untargetable monsters.1
* **Hand Traps:** While the deck wants to maximize its engine, a small suite of high-impact hand traps like Ash Blossom & Joyous Spring, Infinite Impermanence, and Nibiru, the Primal Being is necessary to survive going first or slow the opponent down enough to mount a comeback.
* **Side Deck Strategy:** The Side Deck should focus on shoring up the deck's inherent weaknesses. This includes cards to counter heavy backrow decks (e.g., Cosmic Cyclone, Red Reboot), graveyard-reliant strategies (e.g., Dimension Shifter, which has surprisingly good synergy with the Spright variant) 27, and floodgate-heavy decks.

### 5.3 Mastering the Current: Strengths and Weaknesses

A comprehensive understanding of the archetype's pros and cons is key to piloting it effectively.

* **Strengths:**
  + **Explosive OTK Potential:** The ability to inflict over 6000 damage and rip a card from the opponent's hand in a single Battle Phase is an immense and often unexpected threat.
  + **Unique Threat Axis:** By executing its primary combo during the Battle Phase, the deck can play around many common forms of Main Phase-based interaction and disruption.
  + **Built-in Protection:** Wattgiraffe provides a powerful, un-chainable lockdown that protects the entire combo sequence, allowing it to resolve through established boards.
* **Weaknesses:**
  + **Fragility and Linearity:** The core OTK combo is linear. If a key chokepoint—such as the summon of Wattuna or the attack of Wattgiraffe—is successfully negated, the entire sequence can fall apart.
  + **Battle Phase Dependency:** The deck is almost entirely reliant on its Battle Phase. Cards and effects that prevent attacks (e.g., Threatening Roar) or skip the Battle Phase entirely can shut the deck down for a turn.
  + **Low Individual Monster Stats:** The "Watt" monsters are individually weak and have low ATK values. They rely completely on their ability to attack directly and their triggered effects to function; they cannot hold their own in battle against most modern monsters.

## Conclusion

The "Watt" archetype stands as a testament to the transformative power of modern legacy support. Once relegated to the fringes of casual play as a slow and passive stun deck, it has been reborn as a dynamic and explosive OTK strategy with a high skill ceiling. The introduction of Wattkingdom, Wattuna, and Wattkyuki has given the archetype a clear, consistent, and potent win condition that uniquely weaponizes the Battle Phase.

While the pure OTK build is formidable, the archetype's peak competitive viability is found in its synergy with the Spright engine. This hybrid deck is a powerful fusion of consistency, resilience, and explosive potential, with each engine covering the weaknesses of the other. The Watt-Spright deck is a potent rogue contender capable of catching opponents by surprise with its unconventional threat axis and its ability to pivot seamlessly between combo, control, and an overwhelming OTK. For duelists looking to master a unique and rewarding strategy, the modern "Watt" archetype offers an electrifying experience.

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