# Expert Analysis: The Diabellstarr and Sinful Spoils TCG Consistency Engine

## I. Executive Synthesis: Defining the Premier TCG Consistency Engine

### Engine Identity and Competitive Role

The Diabellstarr/Sinful Spoils package constitutes a highly efficient, non-Normal Summon consistency and extension tool within the current Yu-Gi-Oh! TCG competitive landscape. Centered around the Level 7 DARK Spellcaster *Diabellstarr the Black Witch* 1, alongside a dedicated suite of "Sinful Spoils" Spell/Trap Cards, this engine's primary objective is to generate card advantage and circumvent the critical restriction of the player's Normal Summon for their main archetype strategy.2

The core function of the engine involves bypassing typical disruption by generating immediate momentum from a single card in hand. This package serves as a highly reliable 1-card starter or extender for any deck structured around utilizing Level 1 FIRE monsters or dark/spellcaster recursion.3 Its robust design has cemented its place as an instrumental component in the contemporary "FIRE meta," largely due to its flawless synergy with the highly successful Snake-Eye and Rescue-ACE archetypes.3

Compared to previous generic packages, such as the Adventurer or Destiny HERO - Dasher/Phoenix Enforcer engines, the Diabellstarr package offers superior long-term resource recovery, consistency, and intrinsic draw power.5 A critical structural advantage lies in

*Diabellstarr the Black Witch*'s self-Special Summon condition: it is an unclassified effect that involves sending one card from the hand or field to the Graveyard.1 Because this action does not initiate a chain, the initial summon cannot be negated by common hand traps that specifically negate an

*activation* (e.g., *Ash Blossom & Joyous Spring*). The opponent can only respond to the subsequent Trigger Effect, which sets a Spell/Trap from the deck, making the engine highly resilient to common reactive strategies.

Furthermore, the requirement to "send 1 card from your hand or field to the GY" is strategically advantageous rather than a pure cost.1 This discard requirement allows the player to selectively send a utility card, such as a starter that activates in the Graveyard (like

*Jet Synchron* or an *Infernoble Knight* material), or a face-up permanent card that triggers a follow-up effect, mitigating the apparent card disadvantage and often resulting in a net-neutral or positive card economy exchange.6

## II. Archetypal Anatomy: Detailed Card Functionality

The following defines the core component mechanics of the Diabellstarr/Sinful Spoils engine, crucial for understanding its implementation in an AI Canvas visualization tool.

### Diabellstarr the Black Witch (The Anchor)

* **Self-Special Summon (SS):** An unclassified effect allowing Special Summon from the hand by sending 1 card from the hand or field to the Graveyard.1 This effect can only be used once per turn.
* **Setting Effect:** Upon Normal or Special Summon, this monster triggers an effect to set 1 "Sinful Spoils" Spell/Trap Card directly from the Deck.1 This is the primary mechanism for accessing the rest of the engine's consistency tools and generating immediate momentum.
* **Opponent's Turn Recursion:** During the opponent's turn, if *Diabellstarr* is sent from the owner's hand or field to the Graveyard, it can Special Summon itself back to the field by discarding another card.1 This ensures guaranteed follow-up resource access or material for defensive Link plays on subsequent turns.

### WANTED: Seeker of Sinful Spoils (The Consistency Tool)

* **Primary Effect (Search):** This card is a Quick-Play Spell that adds 1 "Diabellstar" monster from the Deck or Graveyard to the hand.2 The nature of the card as a Quick-Play Spell is tactically significant, allowing it to be activated during the Draw Phase to successfully resolve the search before the opponent can use hand traps such as  
  *Droll & Lock Bird*.6
* **Secondary Effect (Recycling & Draw):** During the Main Phase, the card can be banished from the Graveyard to recycle a banished or Graveyard "Sinful Spoils" Spell/Trap (excluding itself) back to the bottom of the Deck, followed by drawing 1 card.8 This effect is fundamental to achieving card parity, often offsetting the initial card discarded for  
  *Diabellstarr*'s SS cost and translating high-utility plays into net card advantage.6

### Original Sinful Spoils - Snake-Eye (The Bridge)

* **Primary Effect (Summon):** This Normal Spell card requires the player to send 1 other face-up card they control to the Graveyard to Special Summon 1 Level 1 FIRE monster from the hand or Deck.9 This is the crucial pivot point, linking the generic Diabellstarr package to specific Level 1 FIRE-focused archetypes (Snake-Eye, Rescue-ACE).4 The most frequent cost for activation is sending the face-up  
  *Diabellstarr* itself, simultaneously setting up *Diabellstarr*'s recursion effect for the opponent's turn.
* **Secondary Effect (Recycle & Search):** When banished from the Graveyard, this card can target 1 "Snake-Eye" or "Diabellstar" monster in the Graveyard, add 1 Level 1 FIRE monster from the Deck to the hand, and then place the targeted monster on the bottom of the Deck.9 This effect provides exceptional late-game recycling and grinding power, replacing a banished resource with a searched starter.

### Sinful Spoils of Betrayal - Silvera (The Interaction Tool)

* **Primary Effect (Negation):** This Normal Trap card sends 1 "Diabellstar" monster from the hand or face-up field to the Graveyard as cost to target and negate the effects of 1 face-up card on the field.11 By using  
  *Diabellstarr* as cost, the card provides an interaction point while simultaneously positioning *Diabellstarr* for its opponent's turn recursion.
* **Secondary Effect (Protection):** When the opponent activates a card or effect in response to a "Diabellstar" monster effect or a "Sinful Spoils" S/T Card/Effect activation, this card can be banished from the Graveyard to negate that opponent's effect.11 This essential layer of protection shields the primary combo pieces (e.g., ensuring  
  *Original Sinful Spoils* resolves against targeted negation).13

## III. Inter-Archetype Resource Mapping and Search Logic

The strategic strength of the Diabellstarr engine is rooted in its highly consistent search chains, providing two primary 1-card starters that lead to maximum field presence and resource generation.

### Primary Search Chains (The Golden Path)

The engine can begin with either *WANTED: Seeker of Sinful Spoils* or *Diabellstarr the Black Witch* itself.

* **Path A: WANTED Initiation:** This is typically the most robust starting line. The player activates the Quick-Play Spell *WANTED* to search *Diabellstarr*.2  
  *Diabellstarr* is then Special Summoned by discarding a card, subsequently using its Trigger Effect to set *Original Sinful Spoils - Snake-Eye* from the Deck.3 The use of  
  *Original Sinful Spoils* then sends *Diabellstarr* to the Graveyard to summon the deck's primary Level 1 FIRE starter, effectively transitioning seamlessly into the chosen archetype's combo.6
* **Path B: Diabellstarr Initiation:** If *Diabellstarr* is the only starter, it is Special Summoned immediately, setting *WANTED: Seeker of Sinful Spoils*.1 The set  
  *WANTED* is then activated to search a second *Diabellstarr* or retrieve the initial copy if it was used in a subsequent Link/Synchro play. This path prioritizes resource access for the following turn and ensures high card quality throughout the duel.

### The Sinful Spoils Toolbox Selection

The selection of which "Sinful Spoils" card to set with *Diabellstarr*'s effect is a crucial decision based on the current gamestate and deck composition.

1. **Consistency/Combo Target:** Setting *Original Sinful Spoils - Snake-Eye* is the default choice for immediate combo extension. It acts as the direct pathway into the Level 1 FIRE monster utility pool, which includes powerful starters such as *Rescue-ACE Hydrant* or *Jet Synchron*.3
2. **Disruption Target (Going First):** Setting *Sinful Spoils of Betrayal - Silvera* is preferred when the primary goal is disruption, particularly if the main archetype already has sufficient Normal Summon combo potential. Although a Normal Trap (requiring activation on the subsequent turn), it provides a persistent negation effect and sets up *Diabellstarr* for its Turn 3 recursion via its cost.11

The optimal sequencing of *WANTED*'s Graveyard effect is critical to maximizing card parity. The player should utilize the banish-for-draw/recycle effect *after* *Diabellstarr* has left the field (typically sent by *Original Sinful Spoils*).6 This sequence allows the initial discard cost for Diabellstarr's summon to be offset by the draw from

*WANTED*'s secondary effect. The overall resource exchange, which results in a Level 7 body, a Level 1 monster, a draw, and a recycled S/T, generates massive momentum from a single initial card. Furthermore, the engine reliably provides a Level 7 monster (*Diabellstarr*) and a Level 1 monster (via *Original Sinful Spoils*), a highly potent combination that facilitates the Synchro Summon of the generic, yet universally powerful, Level 10 Synchro Monster *Baronne de Fleur*.5

Table 1: Diabell Engine Search and Resource Mapping (For AI Canvas)

| **Component** | **Card Type / Timing** | **Activation Cost** | **Primary Effect/Search Result** | **Resource Utility / Follow-Up** | **Snippet Reference** |
| --- | --- | --- | --- | --- | --- |
| Diabellstarr the Black Witch | Monster (Unclassified SS) | Send 1 card (Hand/Field) to GY | SS Diabellstarr, Sets 1 "Sinful Spoils" S/T from Deck | Level 7 body, Opponent's Turn Recursion | 1 |
| WANTED: Seeker of Sinful Spoils | Quick-Play Spell | Activation from Hand | Adds 1 "Diabellstar" monster (Deck/GY) to Hand | Banish from GY: Recycle 1 "Sinful Spoils" + Draw 1 | 2 |
| Original Sinful Spoils - Snake-Eye | Normal Spell | Send 1 face-up card you control to GY | Special Summons 1 Level 1 FIRE monster (Hand/Deck) | Banish from GY: Searches Level 1 FIRE + Recycles Diabellstar/Snake-Eye monster | 9 |
| Sinful Spoils of Betrayal - Silvera | Normal Trap | Send 1 "Diabellstar" monster (Hand/Field) to GY | Negates 1 face-up card on the field | Banish from GY: Negates opponent's effect responding to Diabellstar/Sinful Spoils activation | 11 |

## IV. Flowchart-Ready Combo Analysis: Core Lines

The following sequences demonstrate the step-by-step process of the Diabellstarr engine, designed for precise visualization in the Gemini AI Canvas function.

### Single-Card Combo: WANTED: Seeker of Sinful Spoils (Generic Baronne Line)

This sequence focuses on maximizing generic Link and Synchro utility by employing *Jet Synchron* as the Level 1 FIRE target to achieve the highly disruptive *Baronne de Fleur*.

| **Step #** | **Card Activated/Summoned** | **Action (Cost  Effect)** | **Purpose/Outcome** | **AI Canvas Node Label** |
| --- | --- | --- | --- | --- |
| 1 | WANTED: Seeker of Sinful Spoils | Activate (Quick-Play) | Add Diabellstarr the Black Witch (Deck) to Hand 6 | Search Phase (Initiate) |
| 2 | Diabellstarr the Black Witch | Special Summon (Unclassified Effect) | Send 1 card (Hand, preferably Jet Synchron) to GY  SS Diabellstarr (Lvl 7) 1 | Engine Initialization (Lvl 7 Body) |
| 3 | Diabellstarr the Black Witch | Activate Effect (Upon SS) | Sets Original Sinful Spoils - Snake-Eye from Deck 3 | Primary Setup (Bridge Card) |
| 4 | Original Sinful Spoils - Snake-Eye | Activate (Normal Spell) | Send Diabellstarr (Field) to GY  SS Jet Synchron (Lvl 1 Tuner) (Deck) 7 | Engine Pivot (Lvl 1 Tuner) |
| 5 | WANTED: Seeker of Sinful Spoils | Activate GY Effect (During Main Phase) | Banish WANTED  Recycle Original Sinful Spoils  Draw 1 Card 8 | Advantage Generation (+1 Card) |
| 6 | Jet Synchron (in GY) | Activate Effect | Send 1 card (Hand) to GY  SS Jet Synchron (Lvl 1) [Implied Use] | Extender (Re-Use Tuner) |
| 7 | Link/Synchro Climb Progression | Utilize Lvl 7 and Lvl 1 bodies | Combine materials to reach Baronne de Fleur (Lvl 10) 7 | Generic End Board Threat (Omni-Negate) |

### Integration Case Study: Diabellstar and Rescue-ACE (End Board Focus)

This sequence demonstrates how the engine efficiently deploys the core Rescue-ACE boss monster, *Rescue-ACE Turbulence*, achieving a board rich in set interruptions.6

| **Step #** | **Starting Card:** WANTED: Seeker of Sinful Spoils | **Action (Cost  Effect)** | **Outcome/Next Card Needed** | **Endboard Contribution** |
| --- | --- | --- | --- | --- |
| 1 | WANTED: Seeker of Sinful Spoils | Activate (Quick-Play)  Add Diabellstarr to Hand 6 | Diabellstarr in Hand | Search Phase |
| 2 | Diabellstarr the Black Witch | SS (Send 1 card to GY) 1 | Diabellstarr (Lvl 7) on Field | Engine Initialization |
| 3 | Diabellstarr the Black Witch | Activate Effect (Upon SS)  Set Original Sinful Spoils - Snake-Eye 6 | Original Sinful Spoils Set | Primary Setup |
| 4 | Original Sinful Spoils - Snake-Eye | Activate  Send Diabellstarr (Field) to GY  SS Rescue-ACE Hydrant (Deck) 6 | Hydrant SS, Diabellstarr GY (for recursion) | Critical Pivot to Archetype |
| 5 | Rescue-ACE Hydrant | Activate Effect (Upon SS) | Add Rescue-ACE Air Lifter (Deck) to Hand 6 | Search Phase 1 (R-ACE) |
| 6 | Rescue-ACE Air Lifter | Normal Summon | Air Lifter (Lvl 4) on Field | Utilize Normal Summon |
| 7 | Rescue-ACE Air Lifter | Activate Effect (Upon NS) | Add EMERGENCY! (Deck) to Hand 6 | Search Phase 2 (R-ACE) |
| 8 | EMERGENCY! | Activate Quick-Play Spell | SS Rescue-ACE Turbulence (Lvl 9) (Deck) 6 | High-Level Threat (R-ACE Boss) |
| 9 | Rescue-ACE Turbulence | Activate Effect (Upon SS) | Set 4 distinct Rescue-ACE S/T from Deck (e.g., CONTAIN! and EXTINGUISH!) 6 | Massive Interruption Setup (+4 Interruption) |
| 10 | WANTED: Seeker of Sinful Spoils | Activate GY Effect (During Main Phase) | Banish WANTED  Draw 1 Card (Recycle OSS) 6 | Card Advantage (+1 Draw) |

## V. Integration Case Study: Diabellstar and Snake-Eye Archetype Synergy

The synergy between the Diabellstarr/Sinful Spoils components and the Snake-Eye archetype represents the engine's most dominant competitive application, forming the foundation of the current "FIRE Pile" competitive meta.3

### Shared Core Mechanics and Resource Flow

The inherent compatibility stems from the central role of Level 1 FIRE monsters in both strategies.3

*Original Sinful Spoils - Snake-Eye* is explicitly designed as a redundant access tool, ensuring that the Diabell engine consistently retrieves core Snake-Eye starters like *Snake-Eye Ash* or *Snake-Eyes Poplar*.4

A unique shared mechanic involves the utilization of the Spell/Trap Zone. The Snake-Eye strategy utilizes this zone to place monsters as Continuous Spells before Special Summoning them.3

*Original Sinful Spoils - Snake-Eye*'s cost—sending one face-up card to the Graveyard—can be strategically paid by sending a monster that was placed in the S/T Zone, furthering the archetype's resource management. Furthermore, the Graveyard effects of *Original Sinful Spoils - Snake-Eye* specifically target and recycle both "Snake-Eye" and "Diabellstar" monsters, confirming the deep, interconnected design philosophy of the two packages for long-term resource management.9

### Optimization of Core Snake-Eye Combos

In optimal play, the Diabellstarr engine is used not merely as a starter, but to enhance the resilience and complexity of the board initiated by a native Snake-Eye card, such as *Snake-Eye Ash*.14

For instance, if *Snake-Eye Ash* and *Diabellstarr* are in hand, the optimal sequence allows for maximum resource usage:

1. Normal Summon *Snake-Eye Ash*, using its effect to search *Snake-Eyes Poplar*.
2. *Poplar* Special Summons itself and searches *Divine Temple of the Snake-Eye*.
3. *Divine Temple* is activated and used to place *Diabellstarr the Black Witch* into the S/T zone, treating it as a Continuous Spell.14
4. *Ash* uses its effect to send itself and the *Diabellstarr* (in the S/T Zone) to the Graveyard, Special Summoning powerful Snake-Eye extenders like *Snake-Eyes Oak* and *Snake-Eyes Flamberge Dragon*.
5. This sequence generates significant Link material, leading to sophisticated end boards featuring monsters like *I:P Masquerena* and *Apollousa, Bow of the Goddess*.15

The engine inherently provides a superior mechanism for baiting critical opponent interruptions. The act of Special Summoning *Diabellstarr* provides a high-value target that often draws out generic interruption (such as *Infinite Impermanence* or *Effect Veiler*). If the opponent utilizes a hand trap on *Diabellstarr*'s search effect, the player maintains their critical Normal Summon (*Ash* or *Hydrant*), enabling them to pivot immediately into their archetype's core extension plays without substantial resource loss.

Additionally, *Diabellstarr*'s Level 7 presence provides crucial, high-value Link material. Having a single monster that contributes 2 Link ratings towards many Link-3 or Link-4 boss monsters (like *Apollousa*) is invaluable for facilitating complex Link climbing sequences quickly.15

## VI. Endboard Theory and Resilience

### End Board Goals and Utility

The Diabellstarr engine elevates the power ceiling of any integrated deck by consistently achieving complex end boards.

* **Generic Utility:** The baseline 1-card *WANTED* combo consistently lands *Baronne de Fleur* (an Omni-negate) on the field, ensuring fundamental Turn 1 interruption, while simultaneously retaining the ability to revive *Diabellstarr* on the opponent's turn for resource loop continuation.7
* **Rescue-ACE Focus:** Boards incorporating Rescue-ACE utilize *Rescue-ACE Turbulence* to set four distinct, impactful Quick-Play Spells and Traps (such as *CONTAIN!* for monster locking and *EXTINGUISH!* for destruction/negation).6 This creates a defensively strong board defined by layered, passive interaction.
* **Snake-Eye Focus:** The highest-ceiling boards, achieved through deep Snake-Eye integration, typically feature *Snake-Eyes Flamberge Dragon* (providing recursion and interruption), high-Link monsters like *Apollousa*, and often disruption provided by *Sinful Spoils of Betrayal - Silvera*, resulting in combined interruption capacity often reaching five or six points of negation.15

### Resilience and Grind Game Potential

The Diabellstarr components ensure robust recovery and longevity, transitioning the deck from a potent opening combo to a consistent mid-game threat.

* **Diabellstarr Recursion Loop:** The mechanism allowing *Diabellstarr* to return to the field during the opponent's turn by discarding one card, either through its built-in effect 1 or as a result of being sent as cost for  
  *Silvera* 11, guarantees continued deck access. Since  
  *Diabellstarr* will reset a *Sinful Spoils* card upon its subsequent Special Summon, the player essentially gains access to a fresh search or extender every turn.
* **WANTED Recycling for Card Quality:** The Graveyard effect of *WANTED* (banish for recycle and draw 1) 8 is essential for grind games. This effect ensures that the player replenishes lost card resources while maintaining high-quality cards in hand, enabling them to continually draw into fresh engine pieces or defensive hand traps on Turn 3 and beyond.

The primary point of vulnerability, or "choke point," for the entire engine occurs after the engine has successfully transitioned into the main archetype. While the initial steps involving *WANTED* and *Diabellstarr* SS are highly resistant to negation, the most effective time for an opponent to disrupt the play is when the Level 1 FIRE monster (e.g., *Rescue-ACE Hydrant* or *Snake-Eye Ash*) activates its effect to search or extend. Stopping the Level 1 monster's effect halts the archetype's core momentum, forcing the player to rely on generic Link climbing or recovery strategies.

The structural power and generic applicability of this engine have influenced the secondary market, solidifying its status as a necessary competitive package. The concentration of power in such a generic support suite highlights a recurring trend where "must-have" competitive cards are introduced, simultaneously bolstering non-meta decks while driving competitive reliance and market value.5

## VII. Appendix: AI Canvas Ready Tables (Summary)

The table below consolidates the resource mapping and outcomes for the two principal 1-card combo lines initiated by the Diabellstarr engine, aiding in the creation of visual representations for the AI Canvas function.

Table 2: Diabellstarr Engine Core Combo Summary (AI Canvas Focus)

| **Starting Card** | **Engine Pivot (Set)** | **Archetype Bridge (SS)** | **Critical Costs** | **End Board Structure** | **Total Card Advantage (Approx.)** |
| --- | --- | --- | --- | --- | --- |
| WANTED: Seeker of Sinful Spoils | Original Sinful Spoils - Snake-Eye | Level 1 FIRE Monster (e.g., Jet Synchron) | Discard 2 (Diabell SS + Jet SS for revival) | Baronne de Fleur (Lvl 10) + Diabellstarr Recursion active | Net  +1 to +2 (after draw/recycling) |
| WANTED: Seeker of Sinful Spoils | Original Sinful Spoils - Snake-Eye | Rescue-ACE Hydrant (Lvl 1) | Discard 1 (Diabell SS) | Rescue-ACE Turbulence + 4 Set R-ACE S/T + Diabellstarr Recursion active | Net  +4 (4 set, 1 draw) |

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