# The Regenesis Cycle: A Strategic Deep Dive into the 2500 ATK/DEF Engine

## Section 1: Archetype Philosophy and Core Mechanics

The Regenesis archetype, introduced in the *Alliance Insight* booster set, presents a unique design philosophy centered on a specific statistical benchmark: monsters with 2500 original ATK or DEF.1 This is not merely a thematic flourish but the central mechanical pillar upon which the entire strategy is built. The archetype functions as a control-oriented, resource-grinding engine that excels in protracted duels. Its core identity is defined by three key principles: a deliberate dependency on external engines, a self-sustaining resource loop that fuels a long-term grind game, and a strategic independence from the Extra Deck.

### 1.1 Deconstructing the "2500" Gimmick: A Deliberate Dependency

The fundamental mechanic governing the Regenesis archetype is its strict requirement for monsters possessing 2500 original ATK or DEF.2 The majority of its core monsters cannot be summoned without this condition being met first. Regenesis Dragon, Regenesis Sage, and Regenesis Warrior all share a summoning condition that allows them to be Special Summoned from the hand, but only if a monster with 2500 original ATK or DEF is already on the field.3 This makes them powerful extenders, capable of rapidly building a board, but inherently incapable of starting the deck's primary sequence of plays on their own.

Even the archetype's main starter, Regenesis Archfiend, is bound by this rule, albeit in a different way. It can be Special Summoned from the hand by revealing another monster with 2500 ATK or DEF in the hand.3 While this allows it to be the first monster on the field, it still necessitates a two-card combination, making it less consistent than a typical one-card starter.

This design creates a "chicken-and-egg" scenario: to summon your key Regenesis monsters, you need a 2500 ATK/DEF monster on the field, but the archetype itself lacks a self-sufficient Normal Summon to establish this prerequisite. This is not a design flaw but a deliberate choice that forces Regenesis to function as a symbiotic engine rather than a pure, standalone strategy. Its power is only fully realized when it is integrated with a host archetype that can efficiently and consistently place that initial 2500 ATK/DEF body on the field. This explains why competitive builds invariably pair Regenesis with engines like Kashtira, Bystial, or Dogmatika, all of which contain powerful, easily summoned monsters that meet the required stat line.5

### 1.2 The Grind Game: A Self-Sustaining Resource Loop

The primary win condition for Regenesis is not a swift, overwhelming offensive, but rather a methodical war of attrition. The deck is engineered to out-resource the opponent through a relentless grind game, centered around the powerful recursion effects built into its core monsters. Regenesis Archfiend, Regenesis Dragon, Regenesis Sage, and Regenesis Warrior each possess an effect that states: "During your opponent's End Phase, if this card is in the GY because it was sent there this turn: You can add this card to your hand".3

This shared ability creates a sustainable loop of interaction. When Regenesis Dragon tributes itself to banish a Spell/Trap or Regenesis Sage sends another Regenesis card to the Graveyard to negate an effect, there is no net loss of card advantage.2 The resources used are simply returned to the hand at the end of the opponent's turn, ready to be deployed again.

This recursive loop is powerfully amplified by the Continuous Trap Card, Regenesis Birth. Its second effect allows the player, during the opponent's turn, to send it to the GY to Special Summon as many "Regenesis" monsters with different names as possible from the hand, GY, or banishment. These monsters are then sent to the GY during the End Phase.3 This effect serves a dual purpose: it provides a massive, unexpected wave of bodies for disruption and board presence, and it perfectly times their departure to the Graveyard to trigger their recursion effects, refilling the hand for the following turn. This synergy turns Regenesis Birth into a potent tool for both offensive pressure and resource regeneration.

### 1.3 Main Deck Supremacy: The Extra Deck as an Option, Not a Necessity

A defining characteristic of the Regenesis archetype is its strategic independence from the Extra Deck, a feature that sets it apart from many contemporary strategies.8 This philosophy is most explicitly enforced by the Quick-Play Spell, Regenesis Code. This card allows a player to Special Summon any Regenesis monster directly from the Deck, a powerful effect for extending plays or disrupting the opponent. However, it comes with a significant restriction: "until the end of the next turn after this card resolves, you cannot Special Summon from the Extra Deck".3

This two-turn lock is exceptionally harsh and would be crippling for most modern decks. For Regenesis, however, this restriction acts as a synergistic filter, actively guiding deckbuilders toward partner archetypes that share a similar philosophy. Engines like Dogmatika and Voiceless Voice, which also operate primarily from the Main Deck and often restrict Extra Deck access, are natural allies.11 This supposed weakness becomes a strategic strength in certain metagames. By forgoing reliance on the Extra Deck, the strategy becomes inherently resilient to popular counters such as Super Polymerization, Kaijus, and board-wiping Xyz Monsters like Divine Arsenal AA-ZEUS - Sky Thunder. The lock simplifies the game state to a resource battle focused on the Main Monster Zones, a battlefield where the recursive nature of Regenesis provides a distinct advantage.

## Section 2: In-Depth Card Analysis

The Regenesis archetype consists of 11 core cards: six monsters, three spells, and two traps. Understanding the specific role of each card is essential for constructing a coherent strategy and making optimal in-game decisions.

### 2.1 The Starters and Enablers

* **Regenesis Archfiend**: As the deck's premier starter, this Level 8 EARTH Fiend is the lynchpin of most opening plays. Its ability to Special Summon itself by revealing another 2500 ATK/DEF monster provides the initial field presence. Upon being Normal or Special Summoned, it can add any "Regenesis" card (except itself) from the Deck or banishment to the hand, making it the primary tool for assembling combo pieces.3
* **Regenesis (Normal Spell)**: This is the archetype's flexible searcher. It can either add a "Regenesis" monster from the Deck to the hand or send one to the GY, functioning as both a consistency booster and a setup tool. If a Regenesis monster is already on the field, it gains a powerful secondary effect: add any monster with 2500 ATK *and* 2500 DEF from the Deck to the hand. Its GY effect, which allows it to be banished on a subsequent turn to Special Summon a Regenesis monster from the GY, adds to its long-term value.1
* **Regenesis Code (Quick-Play Spell)**: A versatile extender and disruption tool. Activating it allows a player to Special Summon a Regenesis monster from the Deck, perfect for bringing out Regenesis Sage for a negate during the opponent's turn. Its GY effect allows it to be banished to Special Summon a banished Regenesis monster, providing crucial recovery for the grind game.3

### 2.2 The Interactive Core

* **Regenesis Sage**: This Level 7 WATER Spellcaster is the archetype's omni-negate. As a Quick Effect, when the opponent activates a card or effect, it can send another Regenesis card from the hand or face-up field to the GY to negate the activation and destroy the card. This is the deck's most potent form of interaction.3
* **Regenesis Dragon**: The dedicated Spell and Trap removal. This Level 8 WIND Dragon can be Tributed as a Quick Effect to target and banish one Spell/Trap the opponent controls. This provides crucial backrow interaction, especially against control and stun strategies.3
* **Regenesis Warrior**: The primary monster removal tool. This Level 7 FIRE Warrior can be Tributed as a Quick Effect to target an opponent's monster and return it to the hand. This non-destruction removal is effective against monsters that have protection or trigger effects upon destruction.3

### 2.3 The Boss Monsters and Finishers

* **Regenesis Lord**: The main boss monster of the archetype. This Level 10 LIGHT Illusion monster must be Special Summoned from the hand by banishing a face-up monster with 2500 original ATK and DEF. Upon being Special Summoned, it allows the player to Set one "Regenesis" Spell/Trap directly from the Deck. This provides immediate access to powerful cards like Regenesis Birth or Regenesis Commands and is a key part of the deck's opening combo.3
* **Regenesis Overlord**: A secondary boss monster designed for breaking established boards. This Level 10 DARK Illusion monster is Special Summoned from the GY by banishing two monsters with 2500 ATK or DEF from the GY. Its on-summon effect can target and return cards on the opponent's field and/or GY to the hand, up to the number of banished 2500 ATK/DEF monsters. This makes it a powerful tool for clearing multiple threats in the mid-to-late game.3

### 2.4 The Support Spells & Traps

* **Regenesis Birth (Continuous Trap)**: A multi-purpose utility card. Its first effect allows the player to send a Regenesis monster from the Deck to the GY to target and flip an opponent's monster into face-down Defense Position. This provides both disruption and GY setup. Its second effect, a mass Special Summon during the opponent's turn, is one of the deck's most explosive plays.3
* **Regenesis Commands (Normal Trap)**: A unique, column-based floodgate. When activated, it applies debilitating effects to all cards the opponent controls that are in the same column as a Regenesis monster. These effects include negating face-up cards, preventing face-down monsters from changing their battle position, and stopping face-down Spells/Traps from being activated. This card rewards strategic monster placement and can shut down entire sections of the opponent's board.3
* **Regenesis Cycle (Normal Spell)**: A targeted removal spell. It allows the player to banish one card the opponent controls, or two if Regenesis Lord is on the field. Its GY effect can be used on a later turn to Special Summon a monster with 2500 ATK or DEF from the hand, providing another layer of extension.3

| Card Name | Card Type | Primary Role | Secondary Role | Deckbuilding Priority |
| --- | --- | --- | --- | --- |
| Regenesis Archfiend | Monster | Combo Starter / Searcher | Recursion / Hand Resource | High (Run 3) |
| Regenesis | Spell | Consistency / Searcher | GY Setup / Extender | High (Run 3) |
| Regenesis Sage | Monster | Omni-Negate / Disruption | Recursion / Board Presence | High (Run 2-3) |
| Regenesis Lord | Monster | Combo Piece / S/T Setter | Beatstick | Medium (Run 1-2) |
| Regenesis Birth | Trap | Disruption / Mass Summon | GY Setup / Combo Enabler | Medium (Run 1-2) |
| Regenesis Dragon | Monster | Spell/Trap Removal | Recursion / Board Presence | Medium (Run 1-2) |
| Regenesis Warrior | Monster | Monster Removal | Recursion / Board Presence | Medium (Run 1-2) |
| Regenesis Code | Spell | Extender / Disruption | GY Recovery | Medium (Run 1-3) |
| Regenesis Commands | Trap | Board Control / Floodgate | Disruption | Low (Situational, Run 0-1) |
| Regenesis Cycle | Spell | Removal | Extender | Low (Situational, Run 0-1) |
| Regenesis Overlord | Monster | Board Breaker / Finisher | GY Resource | Low (Situational, Run 0-1) |

## Section 3: The Internal Engine: Search Paths and Combo Lines

To fully grasp the potential of Regenesis when combined with other engines, it is first necessary to understand its internal combo structure. These "pure" lines establish the fundamental interactions and endboards the archetype aims to create.

### 3.1 Mapping the Flow: The Search and Setup Network

The archetype's consistency is driven by a web of interconnected search and setup effects. Visualizing this network is key to understanding how the deck assembles its pieces.

* **Regenesis (Spell)** is the primary access point, able to search any Regenesis monster or send it directly to the GY for later use.
* **Regenesis Archfiend** is the central hub. Upon summon, it can search for any other Regenesis card, including the crucial Spells and Traps.
* **Regenesis Lord** provides direct access to the backrow, setting any Regenesis Spell or Trap from the Deck upon its summon.
* **Regenesis Birth** offers a unique setup path, allowing a player to send any Regenesis monster from the Deck to the GY as part of its disruption effect.

### 3.2 Core Combo Line: Regenesis Archfiend + 1 Monster (2500 ATK/DEF)

This two-card combination represents the most common and efficient opening play for the deck.

1. Begin with Regenesis Archfiend and another monster with 2500 ATK or DEF in hand.
2. Reveal the second monster to activate Regenesis Archfiend's effect, Special Summoning it from the hand.3
3. Upon summon, Regenesis Archfiend's trigger effect activates. Use this to add Regenesis Lord from the Deck to the hand.3
4. Activate the effect of Regenesis Lord in the hand. Banish the face-up Regenesis Archfiend you control to Special Summon Regenesis Lord.3
5. Upon its Special Summon, Regenesis Lord's trigger effect activates. Use this to Set Regenesis Birth directly from the Deck to your Spell & Trap Zone.3

Endboard and Interaction:

This sequence concludes with Regenesis Lord on the field and a face-down Regenesis Birth. This seemingly simple board contains multiple points of interaction for the opponent's turn.

* First, Regenesis Birth can be activated to send a key monster like Regenesis Sage from the Deck to the GY while also flipping an opponent's monster face-down.
* Second, during any point in the opponent's turn, Regenesis Birth can be sent from the field to the GY to trigger its mass Special Summon effect. This can bring back the Regenesis Sage from the GY and the Regenesis Archfiend that was banished, establishing an on-field omni-negate and a body that will return to the hand during the End Phase.

### 3.3 Alternate Combo Line: Regenesis Spell + 1 Monster (2500 ATK/DEF)

This combo demonstrates the deck's ability to operate from the Graveyard, albeit at a slower pace.

1. Activate the Normal Spell Regenesis, choosing its effect to send Regenesis Archfiend from the Deck to the GY.3
2. Normal Summon your 2500 ATK/DEF monster (typically from a partner engine). End your turn.
3. During the Standby Phase of your next turn, activate the GY effect of the Regenesis spell. Banish it to Special Summon Regenesis Archfiend from the GY.3
4. Upon summon, Regenesis Archfiend's effect activates. Add Regenesis Sage from the Deck to your hand.
5. Because you control a monster with 2500 ATK/DEF, you can now Special Summon Regenesis Sage from your hand.

Endboard and Interaction:

This slower, more resource-intensive line still establishes a formidable board of two large monsters, including the powerful omni-negate provided by Regenesis Sage. It showcases the deck's resilience and its capacity to build a board even after its initial plays are disrupted.

## Section 4: The External Engines: Synergies and Hybrid Builds

The true competitive strength of Regenesis is unlocked through its synergy with external engines that can reliably provide the initial 2500 ATK/DEF monster. The most successful variants hybridize Regenesis with the Kashtira, Bystial, and Dogmatika archetypes.5

### 4.1 The Kashtira Variant: Level 7 Spam and Zone Locking

* **Core Synergy:** The Kashtira archetype provides monsters that can easily Special Summon themselves from the hand. Crucially, Kashtira Unicorn (2500 ATK) and Kashtira Fenrir (2500 DEF) are both Level 7 and meet the stat requirement, making them perfect starters for the Regenesis engine.18
* **Strategy:** This variant leverages the Kashtira monsters to establish the initial board presence required to summon the Regenesis monsters. Since Regenesis Sage and Regenesis Warrior are also Level 7, this build can quickly flood the field with multiple Level 7 monsters. This opens up powerful Rank 7 Xyz plays, such as using Number 11: Big Eye to steal an opponent's monster or Red-Eyes Flare Metal Dragon to apply burn damage, in addition to the standard Regenesis control elements.20 Kashtira Unicorn's ability to banish a card from the opponent's Extra Deck provides an additional, valuable layer of disruption.
* **Sample Combo:**
  1. Activate the effect of Kashtira Unicorn in hand to Special Summon it.
  2. Activate Unicorn's on-field effect to add Kashtira Birth from the Deck to the hand.
  3. With Unicorn on the field, Special Summon Regenesis Sage from the hand.
  4. Special Summon Regenesis Warrior from the hand.
  5. Overlay the Level 7 Unicorn and Sage to Xyz Summon Number 11: Big Eye.
  6. **Endboard:** Big Eye provides a monster steal, Regenesis Warrior provides a bounce, and the GY is set up for End Phase recursion.

### 4.2 The Bystial Variant: Graveyard Control and Extension

* **Core Synergy:** The Bystial monsters are powerful, free Special Summons that disrupt the opponent by banishing LIGHT and DARK monsters from either Graveyard. The Bystial Lubellion is a Level 8 monster with 2500 ATK that can be Special Summoned from the hand by tributing a DARK Dragon monster. It serves as an exceptional starter, searching any other Bystial monster and placing the Continuous Spell Branded Regained on the field for sustained card advantage.11
* **Strategy:** This build is the epitome of a control and grind game strategy. The Bystial monsters provide constant disruption against GY-reliant decks while simultaneously supplying the bodies needed to enable the Regenesis engine. Branded Regained creates a powerful feedback loop, allowing the player to draw cards when a LIGHT or DARK monster is banished and to revive their own monsters. The combination of Regenesis recursion, Bystial disruption, and the advantage generated by Branded Regained creates a state of attrition warfare. While other variants focus on establishing a single, powerful opening board, this version is designed to win a protracted duel by systematically dismantling the opponent's resources turn after turn while infinitely recycling its own. It aims not just to negate individual threats, but to exhaust the opponent's entire game plan.

### 4.3 The Dogmatika Variant: Extra Deck Annihilation

* **Core Synergy:** The Dogmatika engine excels at sending cards from the player's own Extra Deck to the GY to generate advantage, a cost that is negligible for the Regenesis strategy. Dogmatika Fleurdelis, the Knighted is a Level 8 monster with 2500 ATK and DEF that can be Special Summoned from the hand as a Quick Effect to negate a monster's effect and boost the ATK of all Dogmatika monsters.11
* **Strategy:** This variant uses the spell card Nadir Servant as its primary starter. Nadir Servant sends a monster from the Extra Deck to the GY to search for a Dogmatika monster. Sending a card like Titaniklad the Ash Dragon allows a search for Dogmatika Fleurdelis during the End Phase, while sending Garura, Wings of Resonant Life provides an immediate draw.7 This consistently places the necessary 2500 ATK/DEF monster into the hand to enable Regenesis plays, often without using the Normal Summon, which can be saved for Dogmatika Ecclesia, the Virtuous. This build combines the recursive control of Regenesis with the disruptive power and resource generation of the Dogmatika engine.
* **Sample Combo:**
  1. Activate Nadir Servant, sending Garura, Wings of Resonant Life from the Extra Deck to the GY.
  2. The effect of Nadir Servant resolves, adding Dogmatika Ecclesia, the Virtuous to the hand. The effect of Garura then triggers, allowing you to draw one card.
  3. Normal Summon Ecclesia. Activate its effect to add Dogmatika Fleurdelis, the Knighted from the Deck to the hand.
  4. **End State:** The hand now contains Fleurdelis (a 2500 ATK monster and a hand trap negate) to enable the summon of Regenesis Archfiend on the following turn or to disrupt the opponent's plays.

| Variant Name | Core Strategy | Key Enablers | Pros | Cons | Ideal Metagame |
| --- | --- | --- | --- | --- | --- |
| **Kashtira** | Aggressive Control / Rank 7 Xyz | Kashtira Unicorn, Kashtira Fenrir | Explosive opening plays; access to powerful Xyz monsters; zone locking provides extra disruption. | Vulnerable to cards that prevent Special Summoning; can be linear. | Open, diverse formats where board presence and flexibility are key. |
| **Bystial** | Attrition / GY Control | The Bystial Lubellion, Branded Regained | Excellent grind game; powerful disruption against LIGHT/DARK decks; high resource ceiling. | Less explosive than Kashtira; can be ineffective against non-LIGHT/DARK decks. | Metagames dominated by GY-reliant LIGHT and DARK archetypes. |
| **Dogmatika** | Pure Control / Resource Generation | Nadir Servant, Dogmatika Fleurdelis | Highly consistent; generates significant card advantage without a Normal Summon; synergizes with the Extra Deck lock. | Slower setup; relies on resolving key spells; can be vulnerable to backrow removal. | Control-oriented formats where resource advantage and resilience are paramount. |

## Section 5: Strategic Vulnerabilities and Counter-Play

Despite its resilience, the Regenesis strategy has several key vulnerabilities that can be exploited by a knowledgeable opponent. Understanding these choke points and the most effective counter-cards is crucial for both piloting the deck and playing against it.

### 5.1 Identifying the Choke Points

The Regenesis game plan, while flexible, relies on a few critical moments in its sequence. Disrupting these moments can halt the engine before it can establish its resource loop.

* **The Initial Summon:** The single most critical choke point is preventing the first 2500 ATK/DEF monster from successfully resolving on the field. Without this enabler, the majority of the Regenesis monsters in hand become inert. Using a hand trap like Ash Blossom & Joyous Spring on a Kashtira search spell or Infinite Impermanence on the Normal Summon of Dogmatika Ecclesia can often end the turn.
* **Regenesis Archfiend's Search:** The on-summon search effect of Regenesis Archfiend is the deck's main artery for consistency. It is the primary way to access Regenesis Lord or key spells and traps. Negating this effect with Effect Veiler or Infinite Impermanence severs the connection to the rest of the archetype and can leave the player with a single, isolated monster on the field.
* **Graveyard Recursion:** The heart of the deck's grind game is the End Phase trigger that returns its monsters from the GY to the hand. This is the ideal moment to use cards that interact with the Graveyard. A well-timed Ghost Belle & Haunted Mansion can negate the activation of this effect, while a Bystial monster can be chained to the effect's activation to banish the target from the GY, permanently breaking the resource loop.25

### 5.2 The Silver Bullets: Key Counter Cards and Side Deck Options

Certain cards and strategies are particularly effective at dismantling the Regenesis game plan.

* **Graveyard Hate:** Cards that prevent monsters from reaching the Graveyard are devastating.
  + Dimension Shifter, Macro Cosmos, and Dimensional Fissure completely shut down the recursion engine by banishing monsters instead of sending them to the GY.26 A deck that can establish a monster like Kashtira Arise-Heart can achieve a similar effect.
  + Bystial monsters serve as surgical tools, allowing an opponent to banish key Regenesis monsters from the GY in response to revival or recursion effects.
* **Floodgates:** Continuous Spells and Traps that restrict game mechanics can severely hinder the deck.
  + Skill Drain: While Regenesis Dragon and Regenesis Warrior can tribute themselves as cost to play around it, Skill Drain turns off the crucial on-field effects of Archfiend (search), Sage (negate), and Lord (set), crippling the deck's ability to generate advantage and interact.26
  + There Can Be Only One (TCBOO): Because the core Regenesis monsters all have different Types (Fiend, Dragon, Spellcaster, Warrior, Illusion), this floodgate is often played *in* Regenesis decks. However, it is equally effective *against* them if the opponent can establish their board first, preventing the Regenesis player from swarming the field with their various monsters.26
  + Anti-Spell Fragrance: This trap slows the deck down immensely by forcing the activation of its powerful Normal and Quick-Play Spells like Regenesis and Regenesis Code to be delayed by a turn.26
* **Hand Traps:** Specific hand traps are highly effective at key moments.
  + Droll & Lock Bird: A single Regenesis turn can involve multiple search effects (e.g., an external engine search, followed by an Archfiend search). Droll & Lock Bird can stop this sequence after the first search, preventing the player from assembling their full combo.
  + Nibiru, the Primal Being: When establishing its board, the deck can easily perform five or more summons in a single turn, making it highly vulnerable to being wiped by Nibiru.

## Section 6: Conclusion: The Regenesis Position in the Metagame

### 6.1 Summary of Competitive Identity

Regenesis has established itself as a potent Tier 2 or high-rogue competitive engine.6 Its strength does not come from overwhelming, singular power plays, but from its remarkable flexibility, resilience, and its unique ability to graft onto the strongest available 2500 ATK/DEF engines of any given format. It is an archetype that rewards deep deckbuilding knowledge and punishes "sloppy ratios," demanding a careful, strategic approach to unlock its full potential.29 By focusing on a main-deck-centric grind game, it carves out a unique niche in the metagame, offering a powerful control strategy that can adapt and evolve with the changing landscape of the game.

### 6.2 Future Outlook

The long-term prospects for the Regenesis archetype are exceptionally bright. Because its core mechanic is tied to a generic and common stat line—2500 ATK or DEF—it is inherently "future-proof".30 Any powerful new archetype released in the future that happens to feature an easily-summoned monster with these stats is a potential new partner for Regenesis. This ensures that the archetype is not a static entity but a dynamic platform for innovation. Its viability can be reborn with each new set, allowing it to remain relevant far longer than many of its contemporaries. Ultimately, Regenesis is more than just an archetype; it is a versatile and enduring engine, perpetually waiting for the next powerful host to reignite its cycle of control and recursion.

#### Geciteerd werk

1. Regenesis - Alliance Insight - YuGiOh - TCGplayer.com, geopend op oktober 11, 2025, <https://www.tcgplayer.com/product/629448/yugioh-alliance-insight-regenesis>
2. Yu-Gi-Oh! ALLIANCE INSIGHT Regenesis Strategy & Rarity Reveals - YouTube, geopend op oktober 11, 2025, <https://www.youtube.com/watch?v=34u77huFxl4>
3. Regenesis | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD ..., geopend op oktober 11, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&request_locale=en&cid=21196>
4. Regenesis Archfiend - Alliance Insight - YuGiOh - TCGplayer.com, geopend op oktober 11, 2025, <https://www.tcgplayer.com/product/629388/yugioh-alliance-insight-regenesis-archfiend>
5. Regenesis Decks 2025 - cardcluster, geopend op oktober 11, 2025, <https://cardcluster.com/decks/regenesis>
6. Regenesis/kasthira/bystial Deck 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 11, 2025, <https://duelingnexus.com/blog/regenesis-kasthira-bystial-deck-2025/>
7. Regenesis Dogmatika Deck - April 2025 TCG Format - Dueling Nexus, geopend op oktober 11, 2025, <https://duelingnexus.com/blog/regenesis-dogmatika-deck-april-2025-tcg-format/>
8. IS IT ANY GOOD? NEW REGENESIS ARCHETYPE! Yu-Gi-Oh! - YouTube, geopend op oktober 11, 2025, <https://www.youtube.com/watch?v=eGECT480R0U>
9. Regenesis Birth - Alliance Insight - YuGiOh - TCGplayer.com, geopend op oktober 11, 2025, <https://www.tcgplayer.com/product/629465/yugioh-alliance-insight-regenesis-birth>
10. Regenesis Code - Alliance Insight - YuGiOh - TCGplayer.com, geopend op oktober 11, 2025, <https://www.tcgplayer.com/product/629450/yugioh-alliance-insight-regenesis-code>
11. Regenesis Options : r/yugioh - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/yugioh/comments/1lsr1t3/regenesis_options/>
12. NEW REGENESIS IS BROKEN! Dogmatika Regenesis Deck Profile ..., geopend op oktober 11, 2025, <https://www.youtube.com/watch?v=fVnonVP1-AM>
13. What are the best engines to combine with dogmatika? : r/masterduel - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/masterduel/comments/1nsz0lu/what_are_the_best_engines_to_combine_with/>
14. Regenesis Matchups : r/Yugioh101 - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/Yugioh101/comments/1l2eux5/regenesis_matchups/>
15. Regenesis Lord - Alliance Insight - YuGiOh - TCGplayer.com, geopend op oktober 11, 2025, <https://www.tcgplayer.com/product/629390/yugioh-alliance-insight-regenesis-lord>
16. Regenesis Cycle - Duelist's Advance - YuGiOh - TCGplayer.com, geopend op oktober 11, 2025, <https://www.tcgplayer.com/product/639400/yugioh-duelists-advance-regenesis-cycle>
17. My Regenesis deck : r/YuGiOhMasterDuel - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/YuGiOhMasterDuel/comments/1ngghqo/my_regenesis_deck/>
18. Regenesis Kashtira : r/masterduel - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/masterduel/comments/1njeh5c/regenesis_kashtira/>
19. These YGO TCG Archetype Synergies Can Make Your Next Deck Absolutely Broken, geopend op oktober 11, 2025, <https://www.thegamer.com/yu-gi-oh-tcg-best-archetype-synergies/>
20. REGENESIS IS HERE! COMBO GUIDE + DECKLIST! THIS DECK CAN OUTGRIND THEM ALL! - YouTube, geopend op oktober 11, 2025, <https://www.youtube.com/watch?v=GKzvZIPn2A0>
21. Regenesis Deck 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 11, 2025, <https://duelingnexus.com/blog/regenesis-deck-2025/>
22. Bystial Regenesis Deck Profile (A viable option!!) - YouTube, geopend op oktober 11, 2025, <https://www.youtube.com/watch?v=9BpSYE8pAaY>
23. Now that Regenesis is confirmed for next pack. How is this deck build? Advice and suggestions greatly welcomed. : r/YuGiOhMasterDuel - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/YuGiOhMasterDuel/comments/1n5r6ks/now_that_regenesis_is_confirmed_for_next_pack_how/>
24. Regenesis Dogmatika (July 2025) by Collin.kuhn - cardcluster, geopend op oktober 11, 2025, <https://cardcluster.com/deck/PRLlLQ>
25. Regenesis Bystial | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 11, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?cgid=b34d872e42ce081f092127fe78f9c9ea&dno=28&request_locale=en>
26. Man, Regenesis is so unfair, unbalanced, toxic, (insert more negative words here) - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/masterduel/comments/1nra9n9/man_regenesis_is_so_unfair_unbalanced_toxic/>
27. Regenesis : r/Yugioh101 - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/Yugioh101/comments/1kq97mj/regenesis/>
28. Regenesis Deck Breakdown | Guides, Decks & Tournament Usage Statistics | Yu-Gi-Oh! Meta, geopend op oktober 11, 2025, <https://www.yugiohmeta.com/tier-list/deck-types/Regenesis>
29. Why Most Regenesis Decks Fail and How to Fix Yours! - YouTube, geopend op oktober 11, 2025, <https://www.youtube.com/watch?v=x2dpW7-kR1Q>
30. Alliance Insight new Cards (The Regenesis) : r/masterduel - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/masterduel/comments/1hwalat/alliance_insight_new_cards_the_regenesis/>
31. What's the archetype that you simply can't go without putting in your deck? : r/yugioh - Reddit, geopend op oktober 11, 2025, <https://www.reddit.com/r/yugioh/comments/1i1ipqw/whats_the_archetype_that_you_simply_cant_go/>