# The Beetrooper Archetype: An Exhaustive Technical Analysis of TCG Engine Mechanics, Combo Optimization, and Inter-Archetypal Synergy

## I. Introduction: Strategic Placement of the Beetrooper Engine

### 1.1. Archetype Overview and Operational Framework

The Beetrooper archetype functions as a specialized Link Combo/Swarm strategy within the current Yu-Gi-Oh! TCG competitive environment.1 The deck's primary operational focus is the rapid generation of Link Materials, often leveraging additional Normal Summons and potent non-Once-Per-Turn (NOPT) effects found within supplementary Insect support.3 This rapid material generation allows the deck to achieve high Link Rating bosses, primarily the Link 4

*Giant Beetrooper Invincible Atlas*, and establish multi-layered negation and control endboards. Due to its dependence on synergistic card groups, the deck is typically classified as a "Combo" deck requiring high synchronization between card effects.1

### 1.2. The Core Operational Constraint: The Insect Special Summon Lock

A defining and strategically crucial element of the Beetrooper engine is the stringent Special Summon restriction imposed by its core monsters. Cards such as *Beetrooper Scout Buggy*, *Beetrooper Armor Horn*, and *Giant Beetrooper Invincible Atlas* all contain the mandatory condition: **"You cannot Special Summon monsters, except Insect monsters"**.4

The operational significance of this restriction cannot be overstated. Technical rulings in the TCG confirm that this text establishes a permanent condition, not an effect that can be negated.6 Once a player successfully resolves the summon of one of these key Beetrooper cards, they are permanently locked into Special Summoning only Insect monsters for the remainder of that turn, even if the restricting monster subsequently leaves the field or has its effects invalidated. This structural limitation dictates the precise sequencing of every competitive Beetrooper deck. Generic, non-Insect powerhouses frequently integrated into TCG combo decks, such as

*Apollousa, Bow of the Goddess* or *Destiny HERO - Destroyer Phoenix Enforcer (DPE)*, must be summoned **prior** to the combo steps that commit the player to the permanent Insect lock, thereby forcing bifurcated combo lines based on the desired endboard configuration.3

## II. The Foundational Engine: Internal Card Interactions and Search Mapping

The internal structure of the Beetrooper archetype relies on converting an initial Normal Summon into multiple bodies and then leveraging Link Monsters to provide additional Normal Summons, banishment triggers, and search capabilities.

### 2.1. Beetrooper Core Monsters: Swarmers, Searchers, and Extenders

* **Beetrooper Scout Buggy (The Swarmer):** This Level 3 Wind Insect is the archetype's principal swarming card. Upon a successful Normal or Special Summon, it triggers to Special Summon another copy of itself from the hand, Deck, or GY.4 This single action immediately converts one card into two Link materials and, critically, engages the permanent Insect Special Summon lock. Since this effect is limited to once per turn (HOPT), it provides an instant and resource-neutral Link 2 body generation, which is the baseline requirement for starting the Link climb.
* **Beetrooper Sting Lancer (The Trap Catalyst):** A Level 7 Wind Insect, *Sting Lancer* functions as a key searcher. It possesses a flexible summoning condition, allowing it to be Special Summoned if the opponent controls a monster. Upon hitting the field, it searches 1 "Beetrooper" Spell or Trap card from the Deck.9 This monster represents the crucial final step in the archetype’s primary proactive endboard strategy, as it directly accesses the Counter Trap  
  *Beetrooper Fly & Sting*.10
* **Beetrooper Scale Bomber (The Spot Removal Extender):** This Level 3 Wind Insect can be Special Summoned from the hand if the opponent controls a Link Monster.9 Its value lies in its removal utility: when used as Link Material or Tributed, it targets and destroys one face-up card the opponent controls. This provides a free, non-battle form of spot removal, converting a utility extender into immediate field advantage during the critical Link climbing phase.9

### 2.2. Beetrooper Link Infrastructure: Link Climbing and Resource Recursion

* **Beetrooper Armor Horn (The Combo Pivot):** This Link 2 monster is the core mechanism for extending Link plays.5 Its first effect grants the player an immediate additional Normal Summon for 1 Insect monster during the Main Phase.5 This transforms a starter (like  
  *Sting the Poison*) into a three-body sequence, generating substantial Link Rating quickly. Its second effect provides vital resource recursion: it can Special Summon itself from the GY by banishing 3 other Insect monsters from the GY.5 This seemingly high cost is intentionally exploited to trigger the non-once-per-turn banishment effect of  
  *Resonance Insect*, transforming the cost into a massive resource advantage by enabling critical searches.10
* **Giant Beetrooper Invincible Atlas (The Protected Boss):** The archetype’s premier Link 4 boss monster.5 It features powerful protection: while Link Summoned and possessing 3000 or less ATK, the opponent cannot target or destroy it with card effects.5 Its primary utility effect (HOPT) allows the player to Tribute 1 Insect monster to either Special Summon 1 "Beetrooper" monster from the Deck, or boost  
  *Atlas*'s ATK by 2000 until the End Phase. This mechanism is almost universally utilized to Tribute a minor body (often the resurrected *Armor Horn*) and Special Summon *Sting Lancer* from the Deck, thereby funneling the entire combo into the search for *Fly & Sting*.10

### 2.3. Spell/Trap Support: Disruption and Recovery

* **Beetrooper Fly & Sting (The Recursive Counter Trap):** This Counter Trap provides a potent monster effect negation and destruction when the player controls a "Beetrooper" monster.12 The card's unparalleled value lies in its recursive capability: during the End Phase, if  
  *Fly & Sting* is in the GY and the player controls an Insect monster with 3000 or more ATK (typically *Atlas*), it can banish 1 Insect monster from the GY to Set itself.9 This creates a sustainable loop of interruption, ensuring that as long as the protected  
  *Atlas* remains on the field, the player has recurring access to a powerful monster negate, significantly boosting the deck's longevity in grind games.
* **Beetrooper Formation:** A Field Spell providing basic recursion.13 It allows the player to target and Special Summon 1 "Beetrooper" monster from their GY, though the summoned monster cannot attack and the player loses Life Points equal to its original ATK.11 This is a flexible recovery tool, particularly useful for retrieving high-utility monsters like  
  *Armor Horn* or *Sting Lancer* later in the game.

## III. Core Insect Support and Non-Once-Per-Turn Synergy

The explosive power and consistency of the Beetrooper strategy are directly derived from the synergy with powerful, non-archetypal Insect monsters that predate modern "Once Per Turn" restrictions. The deck excels at intentionally chaining these NOPT effects to maximize resource output.

### 3.1. Non-Once-Per-Turn (NOPT) Engine Mechanics: Resonance Insect

* **Resonance Insect** is arguably the most vital card in the entire strategy due to its non-HOPT triggers.3 It possesses two distinct, repeatable search effects:
  1. **GY Trigger:** If sent from the field to the GY, it searches 1 Level 5 or higher Insect monster from the Deck.3 This is typically used to retrieve key pieces like  
     *Beetrooper Sting Lancer* or the high-ATK resource *Doom Dozer*.10
  2. **Banish Trigger:** If banished, it searches 1 EARTH Insect monster with 1500 or less ATK from the Deck.14 This effect is critical for accessing searchable hand traps and utility cards such as  
     *Retaliating "C"* or *Gokipole*.10

The defining operational characteristic of *Resonance Insect* is the ability to trigger both effects from a single copy within the same turn. This "double trigger" is often achieved by first using *Resonance Insect* as Link Material (triggering the GY search), and then subsequently banishing it from the GY using *Beetrooper Armor Horn*'s recursion effect or *Doom Dozer*'s summoning condition (triggering the Banish search).15 This synergy allows the player to simultaneously secure both necessary endboard pieces (Level 5+ Beetrooper) and defensive utility (Hand Traps) from a single initial resource.

### 3.2. Utility Search Targets and Intermediaries

The success of the engine relies on the interplay between *Resonance Insect* and its search targets:

* **Inzektor Picofalena:** A Link 2 utility monster integral to the *Resonance Insect* setup.3 Its effect allows the player to discard a card to equip an Insect monster from the Deck or GY to an Insect Link Monster. The primary function is to equip  
  *Resonance Insect* to a Link Monster (often *Armor Horn*) before the equipped monster is used as Link Material for a higher-Link monster (like *Atlas*). This ensures *Resonance Insect* is sent from the field (as an equip card) to the GY, triggering its first NOPT search effect.10
* **Battlewasp - Sting the Poison:** While not NOPT, *Sting the Poison* serves as an exceptional 1-card starter.3 Its Normal Summon effect searches a Battlewasp card, allowing the retrieval of an extender (  
  *Twinbow the Attacker* or *Arbalest the Rapidfire*). This immediately converts the single Normal Summon into two materials needed for the first Link play (*Armor Horn* or *Picofalena*).10 This high-efficiency conversion makes it a favored opening card, particularly when aiming for non-Insect Extra Deck plays like  
  *DPE*.
* **Retaliating "C":** An EARTH Insect Hand Trap that is the most strategically powerful search target of the banished *Resonance Insect* effect.10 When Special Summoned in response to an opponent's SS Spell card,  
  *Retaliating "C"* imposes a powerful soft floodgate, banishing all cards sent to the GY instead of sending them there.14 In the current competitive climate, where many combos rely on GY recursion (  
  *Fusion Destiny*, *Tearlaments*), securing this card via the combo ensures strong defensive potential.14
* **Number 3: Cicada King:** This Rank 3 Xyz Monster is easily constructed using the pair of Level 3 *Beetrooper Scout Buggy* materials.10 It provides a valuable Monster Effect Negate (by detaching) and, if successful, can Special Summon an Insect from the GY.3 This recursive negation ability makes it a core component of the "pure" endboard strategy, complementing the protection of  
  *Atlas*.10

## IV. Optimized Combo Lines: Flow Chart Blueprints for the AI Canvas

The following combo blueprints demonstrate the optimal execution and sequencing required to achieve the deck's desired endboards, providing a precise step-by-step technical guide.

### 4.1. Combo Blueprint 1: The Counter Trap Resilience Line (2.5 Card Opener)

This primary combo path maximizes resource cycling and aims for the highest level of protected field presence and recursive disruption.

Goal: Giant Atlas, recursive Fly & Sting, and searchable defensive hand traps (Retaliating "C").

Starter Requirement: Battlewasp - Sting the Poison + Battlewasp - Twinbow the Attacker + 1 Discard 10

Table 4: Optimal Sequencing for Atlas/Fly & Sting Endboard

| **Step** | **Card Played / Action** | **Cost / Status Change** | **Resulting Field State / Next Action** |
| --- | --- | --- | --- |
| **1** | Normal Summon (NS) *Sting the Poison* | NS Used (1) | Search *Battlewasp - Arbalest the Rapidfire* (Hand) |
| **2** | Special Summon (SS) *Twinbow the Attacker* | SS Used (Extender) | *Sting* and *Twinbow* on field |
| **3** | Link 2 *Sting* + *Twinbow* | Materials used | **Beetrooper Armor Horn** (Field). **Insect SS Lock engaged**.10 |
| **4** | *Armor Horn* N.S. effect | Additional NS Used (2) | NS *Arbalest the Rapidfire* (Hand).10 |
| **5** | *Arbalest* effect | Discard 1 Card (Cost) | SS *Sting the Poison* from GY.10 |
| **6** | Link 2 *Arbalest* + *Sting* | Materials used | **Inzektor Picofalena** (Field). *Armor Horn* (GY). |
| **7** | *Picofalena* effect (HOPT) | Discard 1 card (Cost) | Equip **Resonance Insect** (Deck/GY) to *Armor Horn* (in GY).10 |
| **8** | Link 4 *Picofalena* + *Armor Horn* + 2nd Extender (if available) | Materials used. *RI* sent from field/equip to GY. | **Giant Beetrooper Invincible Atlas** (Field). **RI (1) triggers (GY)**. |
| **9** | Resolve RI (1) effect (NOPT) | RI sent to GY | Search **Beetrooper Sting Lancer** (Level 5+ Insect) (Hand).10 |
| **10** | *Armor Horn* in GY effect | Banish 3 Insects (MUST include *Resonance Insect*) | SS *Armor Horn* (Field). **RI (2) triggers (Banishment)**.10 |
| **11** | Resolve RI (2) effect (NOPT) | RI banished | Search **Gokipole** (Hand).10 |
| **12** | *Gokipole* effect (Hand) | Send *Gokipole* to GY | Search **Retaliating "C"** (Hand).10 |
| **13** | *Atlas* effect (HOPT) | Tribute *Armor Horn* | SS **Sting Lancer** from Deck (Field).10 |
| **14** | *Sting Lancer* SS effect (HOPT) | *Sting Lancer* SS | Search/Set **Beetrooper Fly & Sting** (Counter Trap).10 |
| **Final State:** Atlas, Sting Lancer (Field). Set Fly & Sting, Retaliating "C" (Hand). |  |  |  |

### 4.2. Combo Blueprint 2: Managing the Generic Lock (DPE/Fusion Access)

To access non-Insect generic boss monsters like *DPE*, the combo line must be sequenced to summon the desired generic monster before the permanent Insect lock is re-engaged by subsequent Beetrooper summons.

Goal: Establish DPE or another non-Insect Link before committing to the Insect lock.

Starter Requirement: Any 1-card Insect starter (e.g., Battlewasp - Sting the Poison) + Link 2 Materials. 3

* **P1. Initial Link Generation:** NS *Sting the Poison*. Search *Twinbow the Attacker*. SS *Twinbow*. Link *Sting* + *Twinbow* into **Beetrooper Armor Horn**.3 (The Insect lock is now temporarily engaged by  
  *Armor Horn*).
* **P2. Set up Fusion Access:** Use *Armor Horn*'s additional Normal Summon effect to NS a high-utility Insect (e.g., *Resonance Insect*).
* **P3. Generic Pivot:** Link 3 *Armor Horn* + *Resonance Insect* + *Twinbow* (or other materials) into **Predaplant Verte Anaconda**.3 At this critical juncture,  
  *Armor Horn* leaves the field, breaking the permanent Insect restriction, and *Verte Anaconda* is a non-Insect Link, allowing the combo to proceed generically. If *Resonance Insect* was used, its NOPT GY effect triggers, searching *Doom Dozer* for follow-up utility.
* **P4. Fusion Summon:** Activate *Verte Anaconda*'s effect, paying 2000 LP to send *Fusion Destiny* to the GY, Special Summoning **Destiny HERO - Destroyer Phoenix Enforcer (DPE)**.3
* **P5. Post-Fusion Extension:** The player can then resume the Insect Link climb (e.g., using *Scout Buggy* or the searched *Doom Dozer*) to establish additional disruption, knowing that DPE is already secured on the field. The *Scout Buggy* play will re-engage the permanent lock, but the primary non-Insect target is already established.

## V. Endboard Analysis and Disruption Quantification

The competitive viability of the Beetrooper deck is determined by the disruptive quality and sustainability of its final board state, which varies significantly depending on the chosen variant.

### 5.1. The Pure Insect Control Board (Atlas Focus)

This board maximizes the archetype's native protection and recursion, ideal for slower formats or grind games. The foundation is the synergistic loop between *Atlas* and *Fly & Sting*.10

* **Core Components:** *Giant Beetrooper Invincible Atlas* (Link 4), *Number 3: Cicada King* (Xyz), and a Set *Beetrooper Fly & Sting* Counter Trap.10
* **Disruption Quantification:**
  + **Monster Negation:** 1 Counter Trap Negate (*Fly & Sting*) 12; 1 Monster Effect Negate/Recurssion (  
    *Cicada King*).3
  + **Protection:** *Atlas* provides immunity to targeting and destruction by opponent's effects.5
  + **Hand Advantage:** 1-2 searchable Hand Traps (*Retaliating "C"* or *Maxx "C"*) guaranteed via *Resonance Insect*'s banish trigger.2
  + **Sustainability:** The *Fly & Sting* loop guarantees a recurring negate as long as *Atlas* remains above 3000 ATK.12
* **Strategic Assessment:** This board forces the opponent to rely on mass non-targeting removal or non-chainable removal (e.g., *Kaijus*) to dismantle the primary threat.10

### 5.2. The Mixed Generic Control Board (Apollousa/DPE Focus)

This aggressive board prioritizes maximum generic negation, sacrificing some of the pure build's recursion for raw disruptive power.

* **Core Components:** *Destiny HERO - Destroyer Phoenix Enforcer* (Fusion), *Apollousa, Bow of the Goddess* (Link 4), and potentially supplementary Link bodies or Xyz monsters.2
* **Disruption Quantification:**
  + **Negation:** 2-4 Monster Negates (*Apollousa*) based on material count; 1 Quick-Effect Destruction/Floating body (*DPE*).3
  + **Hand Advantage:** Hand traps secured via early *Resonance Insect* triggers.2
  + **Resilience:** High density of negation to prevent the opponent from starting, coupled with DPE's ability to self-revive and provide constant quick-effect removal.
* **Strategic Assessment:** The board excels at immediate lockout but is slightly more susceptible to board wipes or targeted removal if the *Apollousa* negations are exhausted.3

## VI. Inter-Archetypal Synergy and Competitive Variants

The Beetrooper cards function highly effectively as a compact engine, allowing integration with various competitive strategies by leveraging the Insect-type flexibility.

### 6.1. Fusion Variants (Fusion Parasite and Branded/Invoked)

The requirement to maintain the Insect Special Summon lock for most of the combo line necessitates specific Fusion mechanisms.

* **Fusion Parasite Integration:** This strategy relies heavily on **Fusion Parasite**, an Insect monster that can substitute for any one Fusion Material.16 Because  
  *Fusion Parasite* is an Insect, it can be easily accessed and set up during the main combo sequence, even after the permanent Insect lock is established.16 This allows the deck to access powerful, generic non-Insect Fusion bosses like  
  *Mirrorjade the Iceblade Dragon* (via *Albion the Branded Dragon* setup) or *Invoked Raidjin* (via *Ready Fusion* or *Aleister the Invoker*) without breaking the type restriction imposed by *Atlas*.16
* **Destiny HERO - Destroyer Phoenix Enforcer (DPE):** As detailed in Blueprint 2, the *Verte Anaconda* line is the standard method for incorporating DPE.3 This approach leverages the temporary lapse in the Insect restriction to secure a high-impact generic threat before recommitting to the Insect lock for additional utility.

### 6.2. Hybrid Control Variants: Ragnaraika and Naturia

The sheer capacity of Beetrooper to generate Link materials (up to Link 5) allows for flexible integration with Link-heavy themes.

* **Ragnaraika Hybrid:** This contemporary variant incorporates the Ragnaraika Link 5 boss monster and related trap cards.17 The Ragnaraika package provides destructive interruption, which complements the negation-focused interruption (Counter Trap,  
  *Cicada King*) already present in the Beetrooper core.17 This diversification of disruption types makes the endboard highly versatile against different opponent strategies.
* **Naturia Integration:** Older variants utilized the strong synchro component offered by the Naturia archetype (*Naturia Beast, Baronne de Fleur*).2 This requires leveraging synchro-capable Insect tuners (like Battlewasps) or utilizing the additional Normal Summon from  
  *Armor Horn* to summon the required tuners to establish powerful Spell and Monster negates via Synchro Summoning.

### 6.3. Accessibility and Competitive Positioning

Despite its highly complex nature, the Beetrooper archetype possesses strong value as a rogue or budget option.1 The core archetypal cards, including

*Scout Buggy*, *Sting Lancer*, and the essential NOPT support like *Resonance Insect* and *Battlewasps*, are generally accessible and low-cost.9 The primary cost of running the deck often stems from securing crucial generic hand traps (

*Maxx "C"*, *Ash Blossom*) and high-rarity generic Extra Deck staples (*Apollousa*, *DPE* components).2

## VII. Conclusions and Strategic Recommendations

The Beetrooper archetype represents a compelling demonstration of how high-quality, non-Once-Per-Turn support, coupled with modern resource generation tools, can sustain a powerful competitive strategy despite structural restrictions. The entire architecture of the deck—from the use of *Inzektor Picofalena* to specifically equip and destroy *Resonance Insect*, to the *Armor Horn* recursion effect that simultaneously triggers *Resonance Insect*'s banish ability—is designed to exploit NOPT interactions for massive resource advantage.

The strategic hurdle of the permanent Insect Special Summon lock is the key differentiator for pilots of this deck. Success is predicated on mastering the precise sequence of play, specifically ensuring that any non-Insect monster vital to the endboard (such as *Verte Anaconda* leading to *DPE*) is summoned during the fleeting window before the lock is finalized by the main Link Bosses.

For competitive players, the choice between variants should be dictated by the format's requirements:

1. **For control-heavy or resource-intensive formats:** The **Pure/Atlas Control** variant is recommended. Its emphasis on a protected boss and recursive Counter Trap provides sustainability and resilience in prolonged duels.
2. **For fast-paced, highly combo-centric formats:** The **Mixed-Engine (BeePE) or Ragnaraika** variants are superior. These build types maximize proactive negation and destruction potential, aiming to halt the opponent's combo initiation completely through *Apollousa* or *DPE* utility, or leveraging the high damage potential of the Ragnaraika Link 5.

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