# Denizens of a Different Dimension: A Comprehensive Analysis of the "D.D." Card Series

## Introduction: A Journey to the Different Dimension

In the vast and ever-evolving history of the *Yu-Gi-Oh!* Trading Card Game, few collections of cards are as thematically resonant or mechanically foundational as the "D.D." series. This report will embark on an exhaustive analysis of these cards, which are intrinsically linked to the concept of the "Different Dimension" and the game mechanic of banishing. It is critical to establish at the outset a clear distinction: this analysis focuses exclusively on the classic "D.D." (Different Dimension) series, typified by cards like D.D. Warrior Lady. It does not concern the modern, unrelated "D/D" (Different Dimension Demon) archetype, a complex Pendulum-based strategy with a distinct mechanical identity and aesthetic.1

The "D.D." cards are not an archetype in the modern sense, lacking the synergistic searchers and cohesive playstyle that define contemporary deck-building. Instead, they represent a thematic series of pioneers that introduced and explored the mechanic of banishing—once known as "removing from play." Their legacy is a fascinating duality. On one hand, they are a collection of fair, interactive monsters that defined an era of creature-based removal, offering answers to threats that were otherwise difficult to manage. On the other, a select few cards from this series became the lynchpins for powerful, sometimes non-interactive, strategies that warped competitive landscapes. This report will navigate this dual identity, examining the individual cards, their strategic applications, and their enduring impact on the game's design and history.

## Section 1: The "D.D." Dossier: A Comprehensive Card Analysis

To fully appreciate the strategic depth and historical significance of the "D.D." series, a granular examination of its constituent parts is necessary. This section serves as an encyclopedic reference, detailing the design, function, and competitive context of each key card that bears the "D.D." name.

#### Table 1: The Complete "D.D." Card Catalog

The following table provides a comprehensive list of all cards belonging to the "D.D." series, including their most recent official card text for clarity and accuracy.3

| **Card Name** | **Card Type** | **Attribute / Type** | **Level/Rank** | **ATK/DEF** | **Card Text** |
| --- | --- | --- | --- | --- | --- |
| **D.D. Assailant** | Effect Monster | EARTH/Warrior | 4 | 1700/1600 | After damage calculation, when this card is destroyed by battle with an opponent's monster: Banish that monster, also banish this card. |
| **D.D. Crazy Beast** | Effect Monster | EARTH/Beast | 3 | 1400/1400 | A monster that this card destroys as a result of battle is removed from play. |
| **D.D. Crow** | Effect Monster | DARK/Winged Beast | 1 | 100/100 | (Quick Effect): You can discard this card to the GY, then target 1 card in your opponent's GY; banish that target. |
| **D.D. Destroyer** | Effect Monster | EARTH/Warrior | 4 | 1000/1000 | When this card on the field is banished: You can target 1 face-up card your opponent controls; destroy that target. |
| **D.D. Guide** | Effect Monster | DARK/Warrior | 4 | 1400/1000 | When this card is Normal Summoned, control of this card shifts to your opponent. During each player's End Phase, your opponent selects 1 card from the Graveyard of this card's controller and removes it from play. |
| **D.D. Patrol Plane** | Effect Monster | DARK/Machine | 3 | 1200/800 | During the End Phase, if this card is currently banished, and was banished this turn: You can banish 1 card from your hand, field, or GY, and if you do, Special Summon this card in Attack Position. You can only use this effect of "D.D. Patrol Plane" once per turn. |
| **D.D. Scout Plane** | Effect Monster | DARK/Machine | 2 | 800/1200 | During the End Phase, if this card is currently banished, and was banished this turn: Special Summon it in face-up Attack Position. This effect can only activate once per turn. |
| **D.D. Seeker** | Effect Monster | DARK/Psychic | 3 | 1500/800 | (Quick Effect): You can target 1 face-up monster you control; banish it until the End Phase of the next turn. You can only use this effect of "D.D. Seeker" once per turn. |
| **D.D. Sprite** | Tuner Monster | LIGHT/Fairy | 1 | 0/100 | You can Special Summon this card (from your hand) by banishing 1 face-up monster you control. If you do, return that banished monster to the field during the next Standby Phase. |
| **D.D. Survivor** | Effect Monster | DARK/Warrior | 4 | 1800/200 | During the End Phase, if this card was banished while face-up on your field this turn: Special Summon this banished card. This effect can only activate once per turn. |
| **D.D. Telepon** | Effect Monster | DARK/Psychic | 3 | 800/600 | If this face-up card you control is banished: You can banish 1 Psychic-Type monster with 1500 or less ATK from your Deck. Then, during your next Standby Phase, if this card is still banished: Special Summon that monster banished by this effect. |
| **D.D. Trainer** | Normal Monster | DARK/Fiend | 1 | 100/2000 | A poor goblin that was sucked into a different dimension. However, he's doing his best with his new destiny. |
| **D.D. Unicorn Knight** | Effect Monster | LIGHT/Warrior | 4 | 1800/900 | Cannot be Normal Summoned/Set. Must be Special Summoned when your opponent controls a monster and you control a face-up Tuner monster. When this card is Special Summoned this way: You can target 1 of your banished Level 3 or lower non-Tuner monsters; Special Summon it, but its effects are negated. You cannot Normal Summon or Set the turn you Special Summon this card. |
| **D.D. Warrior** | Effect Monster | EARTH/Warrior | 4 | 1200/1000 | After damage calculation, when this card battles a monster: Banish that monster and this card. |
| **D.D. Warrior Lady** | Effect Monster | LIGHT/Warrior | 4 | 1500/1600 | After damage calculation, when this card battles an opponent's monster: You can banish that monster, also banish this card. |
| **D.D.M. - Different Dimension Master** | Effect Monster | LIGHT/Spellcaster | 5 | 1700/1500 | Once per turn: You can discard 1 Spell Card; Special Summon 1 of your banished monsters. |
| **D.D. Borderline** | Continuous Spell | - | - | - | While there are no Spell Cards in your Graveyard, neither player can conduct their Battle Phase. |
| **D.D. Designator** | Normal Spell | - | - | - | Declare 1 card name. Look at your opponent's hand, and if they have the declared card, banish that 1 card. If they do not have the declared card, banish 1 random card from your hand. |
| **D.D.R. - Different Dimension Reincarnation** | Equip Spell | - | - | - | Discard 1 card, then target 1 of your banished monsters; Special Summon it in Attack Position and equip it with this card. When this card leaves the field, destroy the equipped monster. |
| **D.D. Dynamite** | Normal Trap | - | - | - | Inflict 300 damage to your opponent for each of their banished cards. |
| **D.D. Trap Hole** | Normal Trap | - | - | - | When your opponent Sets exactly 1 monster (and no other cards): Target that Set monster and 1 monster you control; destroy both targets, and if you do, banish them. |

### 1.1. The Vanguard of the Void: Foundational Monsters

The identity of the "D.D." series was forged in battle. Cards like D.D. Warrior, D.D. Warrior Lady, and D.D. Assailant introduced a revolutionary form of monster removal.3 Their effects, which trigger after damage calculation, banish both themselves and the monster they battled. In the early eras of *Yu-Gi-Oh!*, this was a paradigm-shifting mechanic. Most removal involved destroying cards and sending them to the Graveyard. This meant that monsters with effects that triggered upon destruction (e.g., Sangan, Witch of the Black Forest) could still generate advantage for their controller even when defeated in battle.

The "D.D." warriors circumvented this entirely. By banishing the opposing monster, they prevented any Graveyard-related effects from activating. This made them the premier problem-solvers of their time, capable of permanently dealing with threats that other monsters could not. D.D. Warrior Lady, with her respectable 1500 ATK and flexible "you can" clause, became a staple in competitive decks for years, serving as a universal answer to any problematic monster, regardless of its size or on-destruction abilities. These cards taught players to view the Graveyard not as an inevitability, but as a zone that could be bypassed through strategic card choices.

### 1.2. The Perpetual Travelers: Recurring from Banishment

While the "D.D." warriors established banishing as a powerful form of removal, another subset of the series introduced an even more forward-thinking concept: treating the banish zone as a resource. D.D. Survivor and D.D. Scout Plane were among the very first cards designed to return from banishment, turning what was meant to be a permanent disadvantage into a recurring advantage.3

D.D. Survivor, a DARK Warrior with a solid 1800 ATK, would Special Summon itself back to the field during the End Phase if it was banished while face-up. D.D. Scout Plane had a similar effect, albeit with weaker stats. This design was groundbreaking. Previously, the "removed from play" zone was seen as a final destination, a penalty box from which cards could not escape. The existence of these two monsters represented a deliberate shift in game design philosophy. It signaled that the designers intended for this zone to become a new sphere of interaction, not merely a more permanent Graveyard. This conceptual leap laid the groundwork for entire archetypes that would follow years later, such as "Metaphys," "Thunder Dragon," and "Ghoti," all of which actively use the banish zone as a central part of their engine to loop resources and generate advantage.4 The simple effect of D.D. Survivor returning to the field was the first step in transforming the banish zone from a static endpoint into a dynamic, interactive component of the game.

### 1.3. The Apex Predator: D.D. Crow

No single card from the "D.D." series has had a more profound or lasting impact on competitive play than D.D. Crow.3 Released in 2007, it was one of the game's first truly viable "hand traps"—cards that could be activated from the hand in response to an opponent's action. Its effect is elegant in its simplicity: as a Quick Effect, the player can discard D.D. Crow to the Graveyard to target and banish one card in the opponent's Graveyard.

This seemingly minor act of disruption is incredibly versatile and powerful. It allows a player to interfere with the opponent's plays during their own turn, a crucial advantage in a game where momentum is key. D.D. Crow can stop a key monster from being revived, banish a Spell or Trap card before it can be recycled, or remove a critical combo piece from the Graveyard before it can be used as a resource.6

Over the years, D.D. Crow has been compared to other forms of Graveyard disruption. Unlike Called by the Grave, it can be used on the first turn when going second, and it can target any card type, not just monsters. Unlike the more recent "Bystial" monsters, it is not restricted to targeting LIGHT or DARK monsters and does not require a monster on the field to activate.6 This makes D.D. Crow a uniquely flexible tool. Its relevance in the metagame ebbs and flows, its power directly proportional to the dominance of Graveyard-reliant strategies in any given format. From disrupting "Infernoid" summons to banishing "Tearlaments" fusion targets, D.D. Crow has remained a potent and accessible option for over a decade, cementing its status as the most successful and enduring member of the "D.D." family.8

### 1.4. The Dimensional Arsenal: Spells & Traps

The Spell and Trap support for the "D.D." series reveals a fascinating split in design philosophy. The cards pull the theme in two distinct, often non-synergistic, directions: one focused on resource management and recovery, the other on aggressive, punitive action against the opponent.

On the recovery side, cards like D.D.R. - Different Dimension Reincarnation and D.D.M. - Different Dimension Master aim to retrieve the player's own banished monsters.3 D.D.R. is a powerful Equip Spell that, at the cost of a discard, can Special Summon any of your banished monsters. This creates a natural synergy with the self-banishing effects of D.D. Warrior Lady or cards banished as a cost, promoting a grind-based playstyle that seeks to out-resource the opponent by looping cards from the banish zone.

Conversely, cards like D.D. Dynamite and D.D. Trap Hole weaponize the act of banishing against the opponent. D.D. Dynamite is a simple Trap Card that inflicts 300 damage for each of the opponent's banished cards.3 This encourages a strategy focused on banishing as many of the opponent's cards as possible to achieve a direct damage victory. This internal tension—between using the banish zone as your own resource pool and using it as a weapon against your opponent—is a primary reason why the "D.D." series never coalesced into a unified, singular deck strategy. Instead, it became a toolbox of individual cards, each pulled from the arsenal for entirely different purposes in a wide variety of other decks.

## Section 2: Strategic Applications and Infamous Implementations

While the "D.D." series never formed a singular archetype, its cards have been instrumental in a number of distinct and powerful strategies throughout the game's history. From suffocating control decks to infamous one-turn-kill combos, these cards have demonstrated remarkable versatility.

### 2.1. Case Study: The "D.D. Dynamite" FTK

Perhaps the most notorious application of a "D.D." card arose not in the physical TCG, but in the digital landscape of *Yu-Gi-Oh! Master Duel*. The "D.D. Dynamite FTK" (First-Turn Kill) is a non-interactive strategy designed to win the game before the opponent has a chance to play a single card. The core of the combo relies on two cards: Banquet of Millions and D.D. Dynamite.11

The strategy is straightforward. The FTK player, going first, sets three copies of D.D. Dynamite (often searched and set via Trap Trick) and one copy of Banquet of Millions. During the opponent's Draw Phase, they activate Banquet of Millions, which banishes cards from both players' Extra Decks face-down. Since the opponent will almost always have a full 15-card Extra Deck, this immediately banishes all 15 of their cards. The player then activates their three copies of D.D. Dynamite in sequence. Each Dynamite inflicts 300 damage per banished card. With 15 cards banished, the calculation is simple: $15 \times 300 = 4,500$ damage per Dynamite. With three activations, this results in $13,500$ damage, far exceeding the starting Life Point total of 8000.11

This strategy became particularly problematic in *Master Duel* due to the platform's ranked ladder primarily using a "Best-of-One" format and the deck's simplicity allowing it to be easily piloted by bots.13 In the physical game's "Best-of-Three" match structure, a player who loses to this strategy in the first game can use their Side Deck to bring in counters like Royal Decree or Twin Twisters for the subsequent games. In a Best-of-One format, however, players have no such recourse. This led to the emergence of a unique and bizarre form of counter-play. Players began to intentionally reduce their own Extra Deck size from 15 to 13 cards. If Banquet of Millions banished only 13 cards, the total damage from three Dynamite traps would be $13 \times 300 \times 3 = 11,700$. This is still a massive amount of damage, but it is not lethal. This phenomenon serves as a powerful illustration of how a game's format structure can fundamentally alter card viability and create a meta-game where players must preemptively weaken a core resource (the Extra Deck) as a passive defense against a single, highly specific threat.13

### 2.2. The "Macro Monarch" and Banish Control Philosophy

Long before the Dynamite FTK, "D.D." cards were the backbone of a dominant "anti-meta" control strategy. These decks, often referred to as "Macro Monarch" or "D.D. Macro," revolved around the synergy between "D.D." monsters and powerful continuous floodgate cards like Macro Cosmos and Dimensional Fissure.15

These floodgates redirect any card that would be sent to the Graveyard to the banish zone instead. For the vast majority of decks, which rely on the Graveyard for resources, revival, and combo extension, this effect is crippling.17 The "Macro" player, however, built their deck to thrive in this environment. D.D. Survivor was a key component; with Macro Cosmos on the field, any time it was destroyed by battle or card effect, it would be banished instead of sent to the Graveyard, triggering its effect to return during the End Phase. This created a constantly recurring 1800 ATK monster that was exceptionally difficult for the opponent to deal with permanently. D.D. Warrior Lady provided premium, targeted removal that was unaffected by the floodgates. Combined with the powerful Tribute Summon monsters of the "Monarch" archetype, this strategy created a suffocating lock that starved the opponent of their most crucial resource zone while maintaining constant pressure.

### 2.3. A Tool for the Modern Duelist: Enduring Utility

While full-fledged "D.D." strategies are a relic of the past, several key cards have transcended their origins to become valuable, "splashable" technical cards in modern dueling. The most prominent example, as discussed, is D.D. Crow, which remains one of the most effective and generic hand traps for Graveyard disruption available.9

Beyond Crow, the Equip Spell D.D.R. - Different Dimension Reincarnation continues to see niche but powerful play. In combo-oriented decks that utilize banishing as part of their engine—such as "Chaos" strategies that banish LIGHT and DARK monsters, or "Thunder Dragon" decks that banish to activate effects—D.D.R. serves as a potent extender. It can retrieve a key combo piece from the banish zone at a crucial moment, enabling plays that would otherwise be impossible.4 The enduring relevance of these individual cards demonstrates that the legacy of the "D.D." series lies not in a unified strategy, but in the exceptional utility of its best-designed members.

## Section 3: Legacy, Lore, and Modern Relevance

The "D.D." series occupies a unique and complex position in the history of *Yu-Gi-Oh!*. Its legacy is not that of a single, dominant deck, but of a foundational concept that has influenced game design for over two decades. This section will assess its lasting impact, clarify its confusing nomenclature, and deliver a final verdict on its place in the modern game.

### 3.1. Pioneers of the Banish Zone

The single most important contribution of the "D.D." series was its role in shaping the identity of the banish zone. These cards were instrumental in the zone's evolution from a simple "penalty box"—a place where cards were sent and forgotten—to a complex and interactive area of the game. They introduced the core concepts that would later be expanded upon by countless other themes.

Strategies that would emerge years later owe a conceptual debt to the design space first charted by "D.D." cards. The "Gren Maju Da Eiza" OTK deck, which wins by banishing massive numbers of its own cards to power up a single attacker, is a direct descendant of the idea that the number of banished cards can be a win condition.18 The "Metaphys" archetype, a control deck that relies on banishing its own monsters to trigger their effects on subsequent turns, is a sophisticated evolution of the resource loop pioneered by D.D. Survivor and D.D. Scout Plane.5 By introducing mechanics that interacted with, returned from, and weaponized the banish zone, the "D.D." series laid the essential groundwork for all banish-centric strategies that followed.

### 3.2. The Naming Conundrum and Localization's Legacy

One of the most persistent points of confusion surrounding the series is its name, and the distinction between "D.D." and the modern "D/D" archetype. This confusion is a direct result of localization choices made early in the game's history, and understanding it requires examining the cards' original Japanese names.21

In the Japanese Official Card Game (OCG), the classic "D.D." series does not uniformly use the "D.D." prefix. Many of its key cards, like D.D. Warrior Lady, are named using the Japanese term 「異次元」(Ijigen), which literally translates to "Different Dimension." Years later, a new archetype of Fiend monsters was introduced in the *Yu-Gi-Oh! ARC-V* anime. In Japanese, this archetype is named 「DD」 (DiDi), which is an abbreviation of the English words "Different Dimension".21 For a Japanese player, "Ijigen" and "DD" are entirely distinct names with no overlap.

When these cards were localized for the English-language Trading Card Game (TCG), "Ijigen" was abbreviated to "D.D." (with periods). When the "DD" archetype was later imported, the localization team faced a problem. Using the same "D.D." convention would create massive rules confusion, as a card designed to support the new "DD" Fiend monsters could be misinterpreted to support the old "Ijigen" Warrior monsters. To prevent this, a new convention was created: the modern archetype was named "D/D" (with a slash).21

This seemingly minor typographical choice was a necessary and forward-thinking solution to a problem created by earlier localization decisions. It ensures that card effects remain unambiguous and function as intended. This naming issue stands as a textbook example of the long-term challenges of game localization and the critical importance of creating distinct and future-proof naming conventions to support the game's ever-expanding archetype system.

### 3.3. Verdict: Relics of the Past, Staples of the Present

In the context of the modern game, the "D.D." series can be neatly categorized into two distinct groups: a handful of timeless staples and a larger collection of historical relics.

The staples are cards whose design and utility are so fundamental that they have remained relevant despite years of power creep. D.D. Crow is the chief among them, a perennial contender for a spot in the Main or Side Deck as a generic piece of powerful disruption. To a lesser extent, D.D.R. - Different Dimension Reincarnation and even D.D. Warrior Lady retain niche applications in specific strategies that can leverage their unique effects.

The vast majority of the series, however, falls into the category of relics. Cards like D.D. Crazy Beast, D.D. Trainer, and D.D. Guide are products of a bygone era.3 Their effects are too slow, their stats are too low, and their impact on the game state is too minor to compete with the speed and efficiency of modern card design. Their value today is not in their playability, but in their historical significance as stepping stones in the game's mechanical evolution.

## Conclusion: Echoes from a Different Dimension

The legacy of the "D.D." series is multifaceted and enduring. It is not an archetype but a foundational concept, a thematic exploration of a game mechanic that has since become a cornerstone of *Yu-Gi-Oh!*. These cards pioneered the banish zone, transforming it from a simple removal location into a dynamic sphere of strategic interaction. The series produced D.D. Crow, one of the most iconic and competitively viable hand traps of all time, a card that continues to shape high-level play. It also gave rise to the infamous D.D. Dynamite FTK, a strategy that highlighted the unique pressures of digital, Best-of-One formats. Finally, it serves as a permanent case study in the intricate challenges of game localization, where a single period and a slash can mean the difference between clarity and chaos. The "D.D." cards are echoes from a different dimension of the game's past—and while many of their voices have faded, the strongest among them resonate powerfully in the duels of today.

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