# The New Memento Doctrine: A Definitive Guide to Post-Apollousa Combo Lines and Strategy (November 2025 TCG)

## Part 1: Analysis of the Format Shift: The "Apollousa Gap" and the Memento Pivot

### 1.1 Validating the Premise: The End of an Era

The strategic premise underlying the request for an alternative "Mementotlan Tatsunootoshigo" combo line is correct and reflects a fundamental shift in the Yu-Gi-Oh! TCG metagame. As of the September-November 2025 Forbidden & Limited Lists, "Apollousa, Bow of the Goddess" is confirmed as Forbidden in the TCG Advanced Format.1 This decision is not an isolated adjustment; it mirrors actions taken in other formats, such as Master Duel, where "Apollousa, Bow of the Goddess" was also moved from Unlimited (at 3) to Forbidden (at 0).4

This concurrent removal across formats signals a significant, design-level decision to alter the competitive landscape. It is crucial to understand that this ban was not a targeted "nerf" to the "Memento" archetype. Rather, "Apollousa" was a generic, easily-summoned Link-4 monster that provided multiple monster effect negations. It had become a ubiquitous end-board piece for a vast number of unrelated combo-oriented decks.7 Its removal is a systemic change intended to force *all* combo decks to move away from this generic "stop sign" and rely more heavily on their own in-archetype boss monsters and disruption. The "Memento" deck is not "worse" as a result; it is simply being compelled to execute its own unique and, as this report will demonstrate, potentially more powerful strategy.

### 1.2 Deconstructing the "Apollousa Gap": What Was Lost?

To build an effective alternative, one must first analyze the specific utility that "Apollousa, Bow of the Goddess" provided to the "Memento" strategy. The loss of this card creates a "gap" in the combo's end board, characterized by the loss of three primary functions:

1. **Mass Monster Effect Negation:** The primary function of "Apollousa" was its ability to negate 2, 3, or 4 monster effects per turn. In "Memento" combo guides from the previous format, this card's negations were a significant component of the "10 disruption" boards the deck could produce.10 It served as a linear, preventative measure against opposing combo decks.
2. **"Nibiru" Protection:** In many "Memento" and other generic combo lines, "Apollousa" was specifically summoned as the fifth summon of the turn. This was a critical sequencing choice, as it immediately protected the remainder of the combo from the high-impact hand-trap "Nibiru, the Primal Being".11
3. **Simplicity and Impact:** "Apollousa" represented a single, high-ATK, high-impact "boss monster" that was simple to deploy and required a straightforward answer from the opponent. Its presence alone was often enough to halt an opponent's turn.

The loss of "Apollousa" removes this simple, "one-size-fits-all" defensive layer. The "Memento" deck can no longer rely on a wall of generic negations to win. The strategy *must* pivot from a "prevention" doctrine (negating threats) to a "layered interaction" doctrine (disrupting, removing, and out-resourcing threats).

### 1.3 The New Memento Doctrine: From "Negation" to "Resource Dominance"

This report's central thesis is that the new "Memento" end board, while lacking the specific multi-negation of "Apollousa," is ultimately *more resilient*, *more recursive*, and *more difficult* for the opponent to deconstruct. The deck's philosophy must shift from "winning on Turn 1" to "establishing a 'grind game' *from* Turn 1." The goal is no longer to stop the opponent from playing; it is to ensure that every card the opponent plays triggers one of the "Memento" deck's own recursive effects, ultimately burying them in an insurmountable avalanche of card advantage.

The new end board is not a single monster but a *system* of interdependent cards working in concert. The primary 1-card "Tatsunootoshigo" combo will now be focused on ending on a board that includes:

1. **"S:P Little Knight":** This Link-2 monster serves as the primary, high-impact *disruption*.
2. **"Mementoal Tecuhtlica - Combined Creation":** This 5000 ATK boss monster serves as the primary *recursive threat* and value engine.
3. **"Mementotlan Bone Party" (Set):** This Quick-Play Spell, set from the Graveyard, serves as the primary *extender* and *secondary disruption* on the opponent's turn.
4. **"Mementomictlan" (Field Spell):** This is the engine that fuels the entire recursive loop.

This new doctrine leverages the "Memento" archetype's core strengths—GY loading, self-destruction for value, and powerful recursion—rather than relying on a generic card that has no thematic connection to the deck.

## Part 2: The Primary 1-Card "Tatsunootoshigo" Combo (No Apollousa)

### 2.1 Introduction to the Combo Line

The premier 1-card starter for the "Memento" archetype remains "Mementotlan Tatsunootoshigo".12 This card is a Level 5 EARTH Beast/Effect monster.14 Its strength as a starter comes from its two effects:

1. "If you do not control any face-up monsters, other than 'Memento' monsters: You can Special Summon this card from your hand." 16
2. "During your Main Phase: You can destroy 1 'Memento' monster you control, and send any number of 'Memento' monster(s) (with different names) from your Deck to the GY whose total Levels are less than or equal to the destroyed monster's original Level." 16

The entire combo hinges on a precise causal chain. "Tatsunootoshigo" is Level 5. By activating its second effect to destroy itself, it allows the player to send exactly 5 Levels' worth of "Memento" monsters from the Deck to the Graveyard. This establishes the Graveyard as a "second hand." The optimal, 0-waste combination of cards to send, as demonstrated in advanced combo guides 17, is:

* **"Mementotlan Mace"** (Level 1)
* **"Mementotlan Goblin"** (Level 1)
* **"Mementotlan Gattic"** (Level 3)

This specific package (1 + 1 + 3 = 5 Levels) is the catalyst for the entire sequence detailed below.

### 2.2 Technical Walkthrough: The "Tatsu -> S:P + Combined Creation" Line

The following table provides the exhaustive, step-by-step sequence for the new 1-card "Tatsunootoshigo" combo, designed to build the optimal post-Apollousa board. This sequence synthesizes the line demonstrated in post-banlist combo guides.17

| **Step** | **Action** | **Key Card(s) Used** | **Location(s)** | **Result & Purpose** |
| --- | --- | --- | --- | --- |
| **Phase 1: The Setup (Steps 1-6)** |  |  |  |  |
| 1 | Special Summon "Mementotlan Tatsunootoshigo" (Tatsu). | Tatsunootoshigo | Hand -> Field | (Player controls no monsters).16 |
| 2 | Activate Tatsu's on-field effect, targeting itself. | Tatsunootoshigo, Mace, Goblin, Gattic | Field -> GY (Tatsu) // Deck -> GY (Package) | **Goal:** Load the GY. Tatsu (Level 5) destroys itself to send the optimal 5-Level package (Mace, Goblin, Gattic) to the GY.17 |
| 3 | Activate "Mementotlan Gattic" GY effect (as it was sent to GY). | Mementotlan Gattic | GY -> Field | **Goal:** Establish a body. Gattic Special Summons itself. |
| 4 | Activate Gattic's on-field effect. | Gattic, Mementotlan Mace | Field // GY -> Hand | **Goal:** Gain a resource. Gattic adds "Mace" from the GY to the hand.17 |
| 5 | Normal Summon "Mementotlan Mace". | Mementotlan Mace | Hand -> Field | (Uses the player's Normal Summon). |
| 6 | Activate Mace's on-field effect, targeting itself. | Mementotlan Mace, Mementotlan Fusion | Field -> GY // Deck -> Hand | **Goal:** Search the Fusion spell. Mace destroys itself to add "Mementotlan Fusion" from Deck to Hand.17 |
| **Phase 2: The First Boss (Steps 7-10)** |  |  |  |  |
| 7 | Activate the Spell Card "Mementotlan Fusion". | Mementotlan Fusion, 3 Mementos | Hand -> Field // GY -> Banish | **Goal:** Summon the "engine" boss. Fusion Summon "Mementomictlan Tecuhtlica - Creation King" using 3 "Memento" monsters from the GY (e.g., Tatsu, Mace, Gattic) as material. |
| 8 | Activate "Creation King" on-field effect (Chain Link 1). | Creation King, 3 Mementos | Field // Deck -> GY | **Goal:** Load the GY for the *real* boss. Send 3 more "Memento" cards from Deck to GY. The optimal send is "Mementotlan Angwitch," "Mementotlan Goblin" (copy 2), and "Creation King" (copy 2).17 |
| 9 | Activate "Creation King" (copy 2) GY effect (Chain Link 2). | Creation King (copy 2), Mementomictlan | GY -> Banish // Deck -> Hand | **Goal:** Search the Field Spell. Banish this "Creation King" from the GY to add the Field Spell "Mementomictlan" from Deck to Hand.17 |
| 10 | Activate the Field Spell "Mementomictlan". | Mementomictlan | Hand -> Field | **Goal:** Establish the recursion engine. |
| **Phase 3: Building the Board (Steps 11-16)** |  |  |  |  |
| 11 | Activate "Mementotlan Fusion" GY effect. | Mementotlan Fusion, Creation King, Bone Party | GY -> Banish // Field -> GY // Deck -> Hand | **Goal:** Trade the engine for a search. Banish "Fusion" from the GY to target and destroy the "Creation King" on the field, then add "Mementotlan Bone Party" from Deck to Hand.17 |
| 12 | Activate "Mementomictlan" field effect (Trigger). | Mementomictlan, Mementotlan Angwitch | Field // GY -> Field | **Goal:** Extend. When "Creation King" is destroyed, the Field Spell's effect triggers, Special Summoning 1 "Memento" from the GY. Summon "Angwitch" (sent in Step 8).17 |
| 13 | Activate "Angwitch" on-field effect (Trigger). | Angwitch, Mementotlan Shleepy | Field // Deck -> Hand | **Goal:** Search the next extender. On Special Summon, "Angwitch" adds 1 "Memento" card from Deck to Hand. Add "Mementotlan Shleepy".17 |
| 14 | Activate "Shleepy" hand effect. | Mementotlan Shleepy | Hand -> Field | **Goal:** Extend. Special Summon "Shleepy" from the hand.17 |
| 15 | Activate "Shleepy" on-field effect. | Shleepy, various Mementos, Twin Dragon | Field/GY -> Deck // Extra Deck -> Field | **Goal:** Summon the *second* engine boss. "Shleepy" performs a Fusion Summon, shuffling itself (from Field) and other "Mementos" (from GY) into the Deck. Summon "Mementotlan Twin Dragon".17 |
| 16 | Activate "Twin Dragon" on-field effect, targeting itself. | Twin Dragon, Horned Dragon, Combined Creation | Field -> GY // Deck -> Hand | **Goal:** Search follow-up. "Twin Dragon" destroys itself to add 2 "Memento" cards from Deck to Hand. Add "Mementotlan-Horned Dragon" and "Mementoal Tecuhtlica - Combined Creation".17 |
| **Phase 4: The Final Board (Steps 17-23)** |  |  |  |  |
| 17 | Activate "Twin Dragon" GY effect (Trigger). | Twin Dragon, Mementotlan Goblin | GY -> Field | **Goal:** Extend. When destroyed, "Twin Dragon" summons 1 "Memento" from GY. Summon "Goblin" (copy 2, sent in Step 8).17 |
| 18 | Activate "Goblin" on-field effect, targeting itself. | Goblin, 2 Mementos | Field -> GY // Deck -> GY | **Goal:** Final GY load. "Goblin" destroys itself to send 2 "Memento" cards from Deck to GY. Send any 2 "Memento" names not already used (e.g., "Mementotlan Dark Blade") to ensure 5+ names are available for "Combined Creation".17 |
| 19 | Activate "Mementotlan Bone Party" (Quick-Play). | Bone Party, Angwitch, Mace | Hand -> Field // Field -> GY // GY -> Field | **Goal:** Get a body for Link material. Target "Angwitch" (on field), destroy it, and Special Summon "Mace" (from GY).17 |
| 20 | Activate "Mementotlan-Horned Dragon" hand effect. | Mementotlan-Horned Dragon | Hand -> Field | **Goal:** Get a second body for Link material. With 3+ "Mementos" in GY 18, Special Summon "Horned Dragon" from the hand.19 |
| 21 | Link Summon "S:P Little Knight". | Mace, Horned Dragon | Field -> GY | **Goal:** Summon the primary disruption. Link Summon "S:P Little Knight" using "Mace" and "Horned Dragon" as the 2 materials.17 |
| 22 | Special Summon "Mementoal Tecuhtlica - Combined Creation". | Combined Creation, 5 Mementos | Hand -> Field // GY/Hand -> Deck | **Goal:** Summon the main boss. Shuffle 5 "Memento" monsters with different names (e.g., Mace, Angwitch, Twin Dragon, Tatsu, Gattic) from the GY back into the Deck to Special Summon "Combined Creation" from the hand.[17, 20] |
| 23 | Proceed to End Phase. | Mementomictlan, Bone Party | Field // GY -> Field (Set) | **Goal:** Set up the final disruption. The Field Spell's End Phase effect activates, setting "Mementotlan Bone Party" from the GY directly to the field.17 |

### 2.3 Final Board Analysis

This 1-card combo, starting *only* with "Mementotlan Tatsunootoshigo," results in a formidable, multi-layered end board:

* **On-Field (Monsters):** "S:P Little Knight" + "Mementoal Tecuhtlica - Combined Creation".
* **On-Field (Spells/Traps):** "Mementomictlan" (Field Spell) + "Mementotlan Bone Party" (Set).
* **In-Hand:** 0 cards.

This represents a card-advantage-neutral combo (1 card for 1 card) that has established 4 powerful cards on the field, 3 of which provide direct interaction on the opponent's turn.

## Part 3: Deconstructing the Post-Apollousa End Board: A System of Interaction

The true strength of this new end board is not in its "number of negates" but in the quality and synergy of its interactions. It is a system designed to dismantle an opponent's turn.

### 3.1 The Primary Disruption: "S:P Little Knight" (The Scalpel)

"S:P Little Knight" is the *direct replacement* for the interactive "slot" that "Apollousa" once occupied, and it is a key component of modern, competitive Extra Decks.21 Its primary disruptive effect is a Quick Effect that can be activated during the opponent's turn: it allows the player to target one card they control and one card the opponent controls, and banish both.

This interaction is, in many scenarios, superior to one of Apollousa's finite negates:

1. **Superior Versatility:** "S:P Little Knight" can target *any* card, including a problematic monster, Spell, or Trap. "Apollousa" could only interact with monster effects.
2. **Superior Removal:** It *banishes* the opposing card, which is a more powerful form of removal that bypasses destruction-protection effects and prevents Graveyard-based follow-up. "Apollousa" merely negated, leaving the threat on the field.
3. **Inherent Protection:** It can target *itself* as the "cost" for its own effect, allowing it to banish itself and an opponent's card. This is a common play to "dodge" targeting effects like "Infinite Impermanence" or "Effect Veiler."

"S:P Little Knight" is the board's high-precision "problem-solver," capable of removing the single most threatening card the opponent controls.

### 3.2 The Recursive Threat: "Mementoal Tecuhtlica - Combined Creation" (The Hammer)

This 5000 ATK 23 Wyrm-type monster is the deck's main boss, and it is the true replacement for "Apollousa's" *multi-negation* capabilities.20 Its summoning condition (shuffling 5 "Mementos" from GY/hand to Deck) 20 is why the "Tatsunootoshigo" combo is so focused on loading the Graveyard with multiple names.

Its key effect is what enables the new "resource dominance" doctrine: "Once per turn, if your opponent activates a card or effect (except during the Damage Step): You can Special Summon 1 'Memento' monster from your hand or GY".20

This effect must not be underestimated. "Apollousa" offered 2-4 *finite* negations, a resource that would deplete. "Combined Creation" offers a *persistent* value engine that generates advantage every turn.

Consider the chain of events:

1. The opponent activates *any* card or effect (e.g., "Pot of Prosperity," "Reinforcement of the Army," or a monster's ignition effect).
2. The "Combined Creation" trigger effect activates in response.
3. The "Memento" player Special Summons a "Memento" from the Graveyard. This choice is critical:
   * **Summon "Mementotlan Mace":** This Level 1 monster has a Quick Effect to target an opponent's monster and gain control of it until the End Phase. This is a *monster steal* on the opponent's turn.
   * **Summon "Mementotlan Angwitch":** This monster's effect triggers on Special Summon, allowing the player to add any "Memento" *card* (monster, Spell, or Trap) from Deck to hand.
   * **Summon "Mementotlan-Horned Dragon":** This summons a 2850 ATK body 18 that, if destroyed by an opponent's card effect, can destroy 3 face-up cards on the field.19

In this way, "Combined Creation" *weaponizes the entire Graveyard*. Its "once per turn" trigger is deceptively powerful, as it often generates *two* interactions: the opponent's initial card, and the disruptive or additive effect of the "Memento" monster summoned in response. This establishes a loop that has a far higher ceiling for value than "Apollousa" ever provided.

### 3.3 The Engine Components: "Bone Party" and "Mementomictlan" (The Machine)

The "Tatsunootoshigo" combo concludes by setting "Mementotlan Bone Party" from the Graveyard via the Field Spell's effect.17 This Quick-Play Spell 12 is the third layer of interaction. Its effect allows the player to destroy one "Memento" monster they control, and then Special Summon a different "Memento" monster from their hand or GY.12 This provides:

1. **A Dodge:** If the opponent targets "Combined Creation" with "Infinite Impermanence," the player can chain "Bone Party," destroy "Combined Creation" (which can summon itself back from the GY later) 26, and summon a different "Memento" like "Mace" from the GY.
2. **A Disruption:** It can be used proactively on the opponent's turn to destroy a "Memento" and summon "Mace" to steal a monster.
3. **An Extender:** It can be used to destroy a "Memento" specifically to trigger its Graveyard effect (like "Mementotlan Twin Dragon") while simultaneously summoning another monster.

The Field Spell, "Mementomictlan," is the engine that makes this all possible. Its effect to Special Summon a "Memento" from the GY when another "Memento" is destroyed by effect (as seen in Step 12 of the combo) 17, combined with its End Phase effect to set any "Memento" Spell/Trap from the GY 17, creates a perfect, recursive loop. The "Bone Party" used on the opponent's turn will simply be set again in the End Phase, ready to be used on the *next* turn.

## Part 4: Secondary Combo Lines and Strategic Resilience

### 4.1 The "Tatsunootoshigo" Combo is Not a Choke Point

A critical error in competitive play is to rely on a deck with a single "choke point" starter. The "Memento" deck does not have this weakness. Its core 1-card starters, "Mementotlan Tatsunootoshigo," "Mementotlan Dark Blade," and "Mementotlan Angwitch," all function in similar ways to achieve the same end board.10 Deck lists reflect this by typically running three copies of all key starters 27, effectively giving the deck 9-10 chances to open its full 1-card combo.

### 4.2 Alternative 1-Card Combo: "Mementotlan Angwitch"

This combo line 17 demonstrates the deck's "convergence" strategy, where different starters funnel into the same mid-combo state.

1. **Normal Summon "Mementotlan Angwitch".**
2. Activate "Angwitch" on-field effect (on Normal Summon) to add 1 "Memento" monster from Deck to hand.
3. **Add "Mementotlan Tatsunootoshigo".**
4. Activate "Tatsunootoshigo" hand effect. Since the player only controls a "Memento" monster ("Angwitch"), the condition "If you do not control any face-up monsters, other than 'Memento' monsters" is met.16
5. **Special Summon "Tatsunootoshigo".**
6. Activate "Tatsunootoshigo" on-field effect, targeting *itself* to destroy.
7. **Send the "Gattic + Mace + Goblin" package (5 Levels) from Deck to GY.**

From this point (Step 3 of the main combo table), the sequence is *identical* to the primary "Tatsunootoshigo" combo. The only difference is that "Angwitch" remains on the field, which provides an additional body, making the final Link Summon for "S:P Little Knight" even simpler.

### 4.3 Alternative 1-Card Combo: "Mementotlan Dark Blade"

This starter 10 also converges on the same core play.

1. **Normal Summon "Mementotlan Dark Blade".**
2. Activate "Dark Blade" on-field effect, targeting itself to destroy.
3. **Send "Mementotlan Goblin" from Deck to GY.**
4. Activate "Goblin" GY effect to add 1 "Memento" monster from Deck to hand.
5. **Add "Mementotlan Tatsunootoshigo".**
6. Activate "Tatsunootoshigo" hand effect. Since the player controls no monsters, the condition is met.16
7. **Special Summon "Tatsunootoshigo".**
8. Activate "Tatsunootoshigo" on-field effect, targeting *itself* to destroy.
9. **Send the "Gattic + Mace + another Goblin" package (5 Levels) from Deck to GY.**

Once again, this line converges at Step 3 of the main combo table. This redundancy and consistency are the "Memento" deck's greatest strengths in the post-Apollousa format.

## Part 5: Reconfiguring the Extra Deck for the New Format (November 2025)

### 5.1 The "Apollousa Package" is Obsolete

The removal of "Apollousa, Bow of the Goddess" from the format frees up 3-5 Extra Deck slots. The "Apollousa package" typically included "Apollousa" itself, "I:P Masquerena" (used to Link Summon "Apollousa" on the opponent's turn) 10, and potentially other generic Link monsters like "Knightmare Phoenix" or "Knightmare Unicorn" used purely for "Link climbing." While "I:P Masquerena" still has utility for making "S:P Little Knight" 22, it is no longer a mandatory component of the primary combo line. These newly available slots must be dedicated to a new strategic doctrine.

### 5.2 Building the New "Toolbox" Extra Deck

The modern "Memento" Extra Deck, as seen in post-September 2025 banlist deck profiles 21, is a flexible "toolbox" designed for both "go-first" board-building and "go-second" board-breaking.

| **Card Name** | **Qty** | **Role** | **Rationale & Synergy** |
| --- | --- | --- | --- |
| **Mementomictlan Tecuhtlica - Creation King** | 2 | Core Engine | 21  Mandatory. The 1-card combo requires summoning one and sending the second to the GY with the first's effect.17 The second copy's GY effect is then used to search the Field Spell. |
| **Mementotlan Twin Dragon** | 1 | Core Engine | 21  Mandatory. This is the intermediate Fusion monster summoned by "Shleepy".17 Its on-field effect searches "Combined Creation" and "Horned Dragon," and its GY effect extends the combo. |
| **S:P Little Knight** | 1 | Key Disruption | 21  The *direct replacement* for Apollousa's interactive slot. This is the primary Link Summon target in the 1-card combo, providing a banish-based disruption.17 |
| **Guardian Chimera** | 1 | Grind Game / "Super Poly" | 21  A powerful Fusion monster that can be made with "Mementotlan Fusion" or "Super Polymerization." It provides card draw and non-targeting card destruction, ideal for breaking boards or winning the grind game. |
| **Garura, Wings of Resonant Life** | 1 | "Super Poly" Target | 21  A generic "Super Polymerization" target requiring 2 monsters with the same Type and Attribute. It also provides a draw if sent to the GY. |
| **Mudragon of the Swamp** | 1 | "Super Poly" Target | 21  The most flexible "Super Polymerization" target, capable of removing two monsters with the same Attribute but different Types. It can also protect your Fusions from targeting. |
| **Predaplant Dragostapelia** | 1 | "Super Poly" Target | 21  A key "Super Polymerization" target against other Fusion or DARK-based decks. It also provides an on-field monster negation (via a Predator Counter), partially filling the "negation" gap left by "Apollousa." |
| **Super Starslayer TY-PHON - Sky Crisis** | 1 | Toolbox / Board Breaker | 21  A generic Xyz Monster that can be summoned using *any* 2 Level 10 monsters (or via its own effect). It is a powerful "go-second" card that can return an opponent's high-ATK monster to the hand. It replaces the *need* to negate a boss monster by simply *removing* it. |
| **Relinquished Anima** | 1 | Utility / Extender | 21  A Link-1 monster that can be made using a Level 1 monster (like "Mace" or "Goblin"). It opens up zones and can steal an opponent's monster positioned directly in front of it. |
| **Number F0: Utopic Future** | 1 | Variant Xyz Package | 21  Part 1 of a 2-card package. If the board state allows for two Xyz Monsters (or 2 monsters with the same Level), this can be summoned. |
| **Number F0: Utopic Draco Future** | 1 | Variant Xyz Package | 21  Summoned on top of "Utopic Future." This is the *other* main "Apollousa replacement." It provides a powerful, on-field *monster negation* and *steals* the negated monster, offering both negation and removal. |
| **Goblin Biker Big Gabonga** | 1 | Variant Xyz Package | 21  A powerful Rank 6 Xyz Monster. This is often included as part of the "Goblin Biker" or "K9" variant engines 22, which some players are integrating with the "Memento" core. |
| **(Remaining 3 Slots)** | 3 | Flexible / Variant | These slots are for meta-dependent choices or to support variant engines. Common inclusions are "Cross-Sheep" (to extend Fusion plays) 22, "Xyz Armor Torpedo" 21, or the remainder of the "K9" package ("K9 Ripper," "K9 Valon").22 |

### 5.3 Strategic Implication: The "Super Poly" Pivot

The most significant change to the Extra Deck, and to the "Memento" strategy as a whole, is the inclusion of 3-4 dedicated "Super Polymerization" targets (Garura, Mudragon, Dragostapelia, Chimera).21

This reveals a complete and powerful strategic pivot.

1. The "Apollousa" build was a "go-first" deck. Its Extra Deck had few, if any, viable "go-second" options. It was a "dice-roll" deck that was severely disadvantaged if it lost the coin flip.
2. The new build is designed to main-deck "Super Polymerization."
3. This fundamentally changes the deck's competitive viability. If the "Memento" player goes first, they execute the 1-card "Tatsunootoshigo" combo (detailed in Part 2). If they are forced to go *second*, they now have a primary, non-engine plan: use "Super Polymerization" to break the opponent's established board.
4. "Super Polymerization" is a Spell Speed 4 card, meaning the opponent *cannot* chain to its activation. It also *fuses* using the opponent's monsters as material, a form of non-targeting, non-destruction removal that bypasses almost all forms of protection.

The "Memento" deck is no longer a "dice-roll" deck. The "Apollousa" ban, paradoxically, has forced the archetype to evolve, shed its reliance on a generic crutch, and adopt a more versatile, resilient, and ultimately *stronger* strategy for a tournament setting.

## Part 6: Conclusion - Embracing the New Doctrine

The query for an "alternative Tatsunootoshigo combo" in light of the "Apollousa, Bow of the Goddess" ban 2 has been answered, but the analysis reveals a more profound strategic evolution for the "Memento" archetype.

The loss of "Apollousa" was not a setback but a *catalyst*. It has forced the deck to mature from a linear "negation" strategy to a more complex and powerful "resource dominance" strategy.

The new primary 1-card combo, initiated by "Mementotlan Tatsunootoshigo" 17 (or its equivalents "Angwitch" 28 and "Dark Blade" 10), no longer ends on a "stop sign." Instead, it ends on a *system*. This system—comprised of "S:P Little Knight," "Mementoal Tecuhtlica - Combined Creation" 20, and a recursively-set "Mementotlan Bone Party" 17—pivots the deck's core philosophy from *finite monster negation* to *persistent, multi-turn resource recursion*.

Furthermore, the Extra Deck has transformed from a "go-first" pipeline into a flexible "toolbox." The new configuration 21 accommodates powerful "go-first" disruptors ("S:P Little Knight," "Utopic Draco Future") and game-winning "go-second" board-breakers (the "Super Polymerization" package).

The recommendation for competitive "Memento" players is to embrace this new doctrine fully. The deck is no longer "brittle." It has a robust, consistent plan for going first and a devastating, non-engine plan for going second. This new "Memento" strategy is more resilient, more versatile, and ultimately, more powerful than the "Apollousa"-centric builds of the past.

#### Geciteerd werk

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