# A Technical Analysis of DOOD-EN056 "Gouki Gameface" and its True Impact on "Dinowrestler" Strategy

## Introduction: Addressing the "New Support" Misconception

An analysis of the "Dinowrestler" archetype has been prompted by the release of the Yu-Gi-Oh! TCG set *Doom of Dimensions* (DOOD), which releases on September 26, 2025.1 The inquiry operates on the premise that this set delivered a wave of new support cards for the "Dinowrestler" strategy.

This premise must be corrected. A review of the complete *Doom of Dimensions* set list indicates that it is not a "Dinowrestler" support set. In fact, it contains exactly one card that mentions the "Dinowrestler" archetype.4 This card is **DOOD-EN056 "Gouki Gameface"**.3

The central thesis of this report is that "Gouki Gameface" is not, in fact, a "Dinowrestler" card. It is a "Gouki" archetype card that is designed to create a thematic and mechanical *bridge* to the "Dinowrestler" and "G Golem" archetypes.6 This distinction is critical as it completely reframes the card's utility, application, and intended audience.

This report will be bifurcated. First, it will analyze "Gouki Gameface" within the context of a *pure "Dinowrestler" strategy*, as implied by the initial query. Second, it will analyze the card's *intended* and far more potent application within "Gouki" and Gouki-hybrid strategies.

## Section 1: "Gouki Gameface" (DOOD-EN056): A Technical Deconstruction

### 1.1 Card Text and Initial Analysis

To understand the card's impact, or lack thereof, its official TCG text must be precisely deconstructed.3

* **Card Name:** Gouki Gameface
* **Card Type:** Continuous Spell
* **Effect 1 (On-Activation Extender):** "When this card is activated: You can Special Summon 1 Level 4 or lower EARTH monster (Warrior, Dinosaur, or Cyberse) from your hand in Defense Position."
* **Effect 2 (The Payoff):** "You can Tribute 1 Link-3 or higher 'Gouki' monster; Special Summon 1 'Dinowrestler' or 'G Golem' monster from your Deck or Extra Deck."
* **Restrictions:** "You can only use this effect of 'Gouki Gameface' once per turn. You can only activate 1 'Gouki Gameface' per turn."

### 1.2 Effect 1 Analysis (The Extender)

The card's first effect is a simple extender. It provides a net 0 in card advantage (a 1-for-1 trade of "Gouki Gameface" for a monster in hand) to place an additional body on the field. Its primary value is its versatility, allowing the Special Summon of a Warrior (for "Gouki"), a Dinosaur (for "Dinowrestler"), or a Cyberse (for "G Golem").

For a "Dinowrestler" player, this effect could Special Summon a key monster like "Dinowrestler Systegosaur" or the generic, but essential, "Souleating Oviraptor" if that monster is already in hand.10 However, as noted in community discussion, this effect is limited by the fact that it only summons "from hand".12 It does not solve the consistency problem of *finding* combo pieces; it only helps deploy them once they are already drawn, making it significantly weaker than a searcher or a starter.

### 1.3 Effect 2 Analysis (The Payoff and The Cost)

The second effect is the card's "payoff," allowing the player to summon a powerful "Dinowrestler" or "G Golem" monster. The critical component of this effect is its activation cost: **"Tribute 1 Link-3 or higher 'Gouki' monster."**

This cost is not optional; it is a locked-in requirement. This mechanical design is a direct, lore-based reference to the *Yu-Gi-Oh! VRAINS* anime character Go Onizuka (The Gore).13 This character famously used the "Gouki" archetype before controversially switching to "Dinowrestlers." "Gouki Gameface" is a *lore bridge* between his two strategies, mechanically representing his transition.15 This context explains the card's design philosophy: it is not a card *for* "Dinowrestler" decks, but rather a card for "Gouki" decks to *access* "Dinowrestler" monsters.

## Section 2: Impact Analysis: "Gouki Gameface" in a ***Pure*** Dinowrestler Strategy

### 2.1 The Foundational Disconnect (The "Brick")

Based on the card's non-negotiable cost, a definitive conclusion can be drawn: the second and most powerful effect of "Gouki Gameface" is **completely unusable in a pure "Dinowrestler" strategy**.3

The reasoning is straightforward:

1. A "pure" "Dinowrestler" deck focuses its Extra Deck on in-archetype monsters like "Dinowrestler King T Wrextle", "Dinowrestler Chimera T Wrextle", and "Dinowrestler Giga Spinosavate", supplemented by generic Dinosaur support (e.g., "Evolzar Laggia", "Evolzar Dolkka") and powerful generic Link Monsters (e.g., "Accesscode Talker").10
2. Such a deck has no functional reason to run "Gouki" Link monsters, which require "Gouki" Main Deck monsters to be summoned efficiently.17
3. Therefore, a pure "Dinowrestler" player will *never* have a "Link-3 or higher 'Gouki' monster" on the field available to Tribute.
4. This relegates "Gouki Gameface," when drawn in a pure deck, to being a Continuous Spell whose only function is its subpar, on-activation extender effect. In TCG parlance, this card is a "brick."

### 2.2 Role, Play Lines, and End Boards (Pure Build)

* **Role:** The card's role is reduced from "boss monster enabler" to "situational, low-impact extender."
* **Impact on Play Lines:** None. The "Dinowrestler" archetype, and Dinosaur decks in general, already suffer from a reliance on 2-card combos and a desperate need for consistent 1-card starters.18 "Gouki Gameface" is the antithesis of a starter; it is a 2-card combo (itself plus a specific monster type *in hand*) that results in only one body on field, which is highly inefficient. It is demonstrably outclassed by "Fossil Dig", which searches, and "Souleating Oviraptor", which can start entire combos.11
* **Impact on End Boards:** None. The card does not facilitate the summoning of standard "Dinowrestler" end boards (such as "King T Wrextle" or an "Evolzar" Xyz) in any way that existing, superior generic support does not already do.

### 2.3 Recommended Ratio (Pure Build)

The recommended number of "Gouki Gameface" to play in a pure "Dinowrestler" deck is **0 (zero) copies**.

Its only usable effect is heavily outclassed by generic Dinosaur support like "Fossil Dig", "Souleating Oviraptor", "Miscellaneousaurus", and the "Babycerasaurus" engine.11 Playing this card actively *worsens* a pure "Dinowrestler" deck by reducing consistency and clogging the hand. Given that the archetype is already widely considered dysfunctional and casually-oriented 22, "Gouki Gameface" provides no solution.

## Section 3: Impact Analysis: The ***Intended*** Strategy (Gouki-Dinowrestler Hybrid)

### 3.1 A New Paradigm: "Gouki Gameface" as a "Gouki" Card

To understand this card's function, it must be analyzed as *Gouki support*.26 The "Gouki" archetype's core mechanic involves Link Summoning, with their Main Deck monsters searching for other "Gouki" cards when sent from the field to the Graveyard.26

Historically, "Gouki" was a powerful Link-spam "engine" used to summon potent *generic* Link monsters like the "Knightmare" monsters and "Firewall Dragon".17 After these generic boss monsters were banned, the "Gouki" deck struggled because its own in-archetype boss monsters were considered too "fair" to compete.26

"Gouki Gameface" is the solution to this problem. It provides the "Gouki" engine with a *new* set of powerful, searchable boss monsters to summon, effectively "borrowing" the boss monsters of the "Dinowrestler" archetype.

### 3.2 Role and New Play Lines (Gouki-Hybrid Build)

* **Role:** "Gouki Gameface" is a **combo payoff and toolbox card.** Crucially, it is searchable. The new "Gouki" Tuner monster "Gouki Machine Suprex" can add any "Gouki" card from Deck to hand when sent to the GY, and the new Synchro monster "Gouki Dragon Ogre" adds a "Gouki" Spell on its Synchro Summon.12
* **New Play Line (The "Gore Combo"):**
  1. The player begins a standard "Gouki" Link-climbing combo.31
  2. During this combo, "Gouki Machine Suprex" is used as Link or Synchro Material. Its effect activates, searching "Gouki Gameface" from the Deck.12
  3. The player continues to Link Summon, ending on a Link-3 or higher "Gouki" monster, such as "Gouki The Master Ogre".32
  4. The player then activates the "Gouki Gameface" they just searched.
  5. The second effect of "Gouki Gameface" is activated, Tributing the "Gouki" Link-3 monster.
  6. This Special Summons a "Dinowrestler" boss monster from the Deck or Extra Deck, replacing the "Gouki" monster with a new, powerful body.

### 3.3 Impact on End Boards: The Payoff Targets

This is where the impact on "end boards" becomes clear. The "Gouki" deck's end board is now enhanced by a "Dinowrestler" monster.3 However, a critical rules analysis is required to determine *which* monsters are legal targets.

## Section 4: Critical Ruling: "Special Summon 1... monster from your Deck or Extra Deck"

### 4.1 The Problem of "Improper Summoning"

The query of whether this card can "summon chimera T wrextle without fusion summoning" 12 is the most important technical question. The answer is an unequivocal **no**.

* **The Game Mechanic:** In the Yu-Gi-Oh! TCG, monsters that begin the Duel in the Extra Deck (Fusion, Synchro, Xyz) must be "properly" summoned first. A Fusion Monster must be Fusion Summoned; a Synchro Monster must be Synchro Summoned. If a card effect generically "Special Summons" one of these monsters from the Extra Deck, it is not considered "properly summoned".33
* **The Card Text:** "Gouki Gameface" states "Special Summon," not "Fusion Summon" or "Synchro Summon".3 It does not contain text that "ignores the Summoning conditions."
* **The Ruling:** Therefore, "Gouki Gameface" **CANNOT** Special Summon "Dinowrestler" Fusion or Synchro monsters directly from the Extra Deck.

### 4.2 Target Analysis: What Can "Gouki Gameface" ***Actually*** Summon?

This ruling drastically narrows the pool of viable targets.

* **From the Main Deck (Legal):** The effect can summon any "Dinowrestler" monster. The prime target is **"Dinowrestler Pankratops"**.9 Summoning a 2600 ATK monster with a Quick Effect (Tribute to destroy 1 card) for free, without using its own "once per turn" Special Summon, is an exceptionally powerful play.
* **From the Extra Deck (Illegal):**
  + "Dinowrestler Chimera T Wrextle" (Fusion) 36: **ILLEGAL** to summon from the Extra Deck.
  + "Dinowrestler Giga Spinosavate" (Synchro) 38: **ILLEGAL** to summon from the Extra Deck.
* **From the Extra Deck (Legal):**
  + Link Monsters do not have the same "proper summon" restriction unless their text explicitly states "Must be Link Summoned."
  + An analysis of **"Dinowrestler King T Wrextle"** 40 shows it has no such restriction.
  + Therefore, **"Dinowrestler King T Wrextle" is a LEGAL target.**

The card's true function is now clear: A "Gouki" player Link-climbs, searches "Gouki Gameface," and then Tributes their used Link-3 monster to Special Summon either "Dinowrestler Pankratops" from the Deck (for interruption) or "Dinowrestler King T Wrextle" from the Extra Deck (for a 3000 ATK boss).

### 4.3 Table: "Gouki Gameface" Effect 2 Summon Target Analysis

| **Monster** | **Type** | **Summon Location** | **Legality** | **Strategic Value & Analysis** |
| --- | --- | --- | --- | --- |
| "Dinowrestler Pankratops" | Effect | Main Deck | **LEGAL** | **(Prime Target)** Excellent. A free 2600 ATK body with a valuable Quick Effect destruction. This is the most flexible and potent choice. |
| "Dinowrestler King T Wrextle" | Link-3 | Extra Deck | **LEGAL** | **(Prime Target)** Excellent. Tributes a "Gouki" Link-3 to summon a "Dinowrestler" Link-3. It provides a 3000 ATK boss with "Ancient Gear"-style battle protection and opponent attack-redirection.40 |
| "Dinowrestler Chimera T Wrextle" | Fusion | Extra Deck | **ILLEGAL** | **Cannot be summoned.** Must be "properly" Fusion Summoned first. "Gouki Gameface" does not perform a Fusion Summon.12 |
| "Dinowrestler Giga Spinosavate" | Synchro | Extra Deck | **ILLEGAL** | **Cannot be summoned.** Must be "properly" Synchro Summoned first. "Gouki Gameface" does not perform a Synchro Summon.34 |
| "Dinowrestler Terra Parkourio" | Link-1 | Extra Deck | **LEGAL** | Legal, but a suboptimal choice compared to "King T Wrextle". |
| "G Golem Invalid Dolmen" | Link-6 | Extra Deck | **LEGAL** | **(G Golem Option)** Legal, as it is a Link Monster without "Must be Link Summoned" text. Provides an alternative boss, as noted in.12 |

## Section 5: Final Recommendations and Archetype Status

### 5.1 Final Verdict on "Gouki Gameface"

* **For Pure "Dinowrestler" Players:** The recommended ratio is **0**. The card does not impact the playstyle, creates no new play lines, and does not improve the end board. It is a "brick" and actively detrimental to the deck's consistency.22
* **For "Gouki" Players:** The recommended ratio is **2-3 copies**. Post-DOOD "Gouki" deck profiles demonstrate this card is a new, core, searchable component of the strategy.32 It provides a powerful and flexible payoff, turning a standard Link-climb into a more resilient end board by summoning "Pankratops" (for interruption) or "King T Wrextle" (for a boss monster).
* **For Hybrid Players:** "Gouki Gameface" is the *enabler* of a "Gouki-Dinowrestler" hybrid deck. It is the central engine piece that makes the strategy cohere.32

### 5.2 The State of "Pure" Dinowrestlers (Post-DOOD)

The hard truth for "Dinowrestler" enthusiasts is that "Gouki Gameface" is not the support the archetype needed. The "pure" "Dinowrestler" archetype remains competitively unviable.22

Modern, competitive "Dinosaur" decks are "Dino-Good-Stuff" strategies that leverage the game's powerful generic Dinosaur support.11 In these successful builds, the "Dinowrestler" contribution is not the full archetype, but rather a small, specialized engine package:

* **"Dinowrestler Pankratops" (1-3 copies):** Used as one of the best generic "going-second" monsters in the game.11
* **"Dinowrestler Systegosaur" (1-2 copies):** A strong Normal Summon that searches "Pankratops" or the Field Spell.10
* **"Dinowrestler Coelasilat" (1-2 copies):** A free Special Summon from the deck that also functions as a Tuner, enabling Synchro plays.11
* **"World Dino Wrestling" (1-3 copies):** The Field Spell, which provides protection and extension.11

In conclusion, "Gouki Gameface" has no impact on the "Dinowrestler" strategy. Players seeking to improve "Dinowrestler" decks should focus on integrating this small, synergistic package into a powerful generic Dinosaur-based strategy, rather than attempting to utilize the incompatible "Gouki" support from *Doom of Dimensions*.

#### Geciteerd werk

1. [DOOD] Doom of Dimensions - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/set/doom-of-dimensions>
2. Gouki Gameface DOOD-EN056 YuGiOh Doom of Dimensions Prices - PriceCharting, geopend op november 9, 2025, <https://www.pricecharting.com/game/yugioh-doom-of-dimensions/gouki-gameface-dood-en056>
3. Gouki Gameface | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=21822>
4. Dinowrestler (Archetype) - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/archetype/dinowrestler/sets>
5. Gouki Gameface - Doom of Dimensions - YuGiOh - TCGplayer.com, geopend op november 9, 2025, <https://www.tcgplayer.com/product/654289/yugioh-doom-of-dimensions-gouki-gameface>
6. Gouki Gameface - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/card/gouki-gameface>
7. YuGiOh Archetype: Gouki, geopend op november 9, 2025, <https://www.yugiohcardguide.com/archetype/gouki.html>
8. Gouki Gameface | How to obtain, Decks & Usage Statistics - Master Duel Meta, geopend op november 9, 2025, <https://www.masterduelmeta.com/cards/Gouki%20Gameface>
9. YuGiOh Archetype: Dinowrestler - Yu-Gi-Oh! Card Guide, geopend op november 9, 2025, <https://www.yugiohcardguide.com/archetype/dinowrestler.html>
10. DECKDINO-DINOWRESTLER 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op november 9, 2025, <https://duelingnexus.com/blog/deckdino-dinowrestler-2025/>
11. Dinowrestler Deck (March 2025) by NikTheGreek1337 - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/deck/5MqkYo>
12. [Doom of Dimensions - DOOD] New "Gouki" Cards : r/masterduel - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/masterduel/comments/1l7o8m8/doom_of_dimensions_dood_new_gouki_cards/>
13. Why did he switch from Gouki to Dino-Wrestler when he could have just added Isolde and Codebreaker engine? Is he stupid??? : r/YuGiOhMemes - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/YuGiOhMemes/comments/178vodb/why_did_he_switch_from_gouki_to_dinowrestler_when/>
14. #Yugioh Archetype Review – Dinowrestlers – Spinnach Gaming - WordPress.com, geopend op november 9, 2025, <https://spinnachgaming.wordpress.com/2018/10/09/yugioh-archetype-review-dinowrestlers/>
15. Fixing Dinowrestlers for the modern Era : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1ic4l4b/fixing_dinowrestlers_for_the_modern_era/>
16. Gouki Support Is Here! Yu-Gi-Oh! Doom Of Dimensions Powerups - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=R7DLR41UQ7c>
17. How to play gouki without knightmare or isolde? : r/Yugioh101 - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/Yugioh101/comments/8sjoyj/how_to_play_gouki_without_knightmare_or_isolde/>
18. Dino support? : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1nyb2mj/dino_support/>
19. Opinions on Dinos with the new support? : r/masterduel - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/masterduel/comments/1912am2/opinions_on_dinos_with_the_new_support/>
20. Archetype Analysis: Dinowrestler | Cubic Creativity - WordPress.com, geopend op november 9, 2025, <https://cubiccreativity.wordpress.com/2021/11/13/archetype-analysis-dinowrestler/>
21. Dinosaur Standard Combos For Beginners : r/masterduel - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/masterduel/comments/syub0s/dinosaur_standard_combos_for_beginners/>
22. Dinowrestler build : r/Yugioh101 - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/Yugioh101/comments/kc2red/dinowrestler_build/>
23. visual guide to dinowrestlers : r/DuelLinks - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/DuelLinks/comments/xvawpo/visual_guide_to_dinowrestlers/>
24. Dinowrestlers Anime Support Cards : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1fesh2u/dinowrestlers_anime_support_cards/>
25. Dinowrestlers - Failed Cards, Archetypes, and Sometimes Mechanics in Yu-Gi-Oh, geopend op november 9, 2025, <https://www.youtube.com/watch?v=YMv8sSwJilQ>
26. New Gouki Support : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/1odjgee/new_gouki_support/>
27. My Gouki Yugioh Deck Profile for Post Doom of Dimensions - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=R9C3Mac1P_s>
28. GOUKI deck Post Doom of Dimension REMATCH TIME | (ft. NEW SYNCHRO AND FUSION) | MDPRO3 - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=9At8_uoUhO0>
29. Psychics, Radiant Typhoon, Gouki, & More! Yu-Gi-Oh! Doom Of Dimensions Deck Profiles 2025 - YouTube, geopend op november 9, 2025, <https://www.youtube.com/watch?v=hKKmaEAU5gM>
30. Gouki viability? : r/Yugioh101 - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/Yugioh101/comments/pg0a1r/gouki_viability/>
31. Gouki Combo Tutorial : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/893pgz/gouki_combo_tutorial/>
32. Gouki Deck (WIP) (June 2025) by Link11770 - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/deck/0AqM7n>
33. Summoning from the extra deck with face down-down monsters : r/Yugioh101 - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/Yugioh101/comments/vvr1vx/summoning_from_the_extra_deck_with_face_downdown/>
34. About Special Summoning Extra Deck monsters in the GY : r/Yugioh101 - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/Yugioh101/comments/uztnpg/about_special_summoning_extra_deck_monsters_in/>
35. How to know which fusion monsters can be summoned without Polymerization? - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/Yugioh101/comments/ghadtb/how_to_know_which_fusion_monsters_can_be_summoned/>
36. Dinowrestler Chimera T Wrextle - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/card/dinowrestler-chimera-t-wrextle>
37. Dinowrestler Chimera T Wrextle | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14280>
38. Dinowrestler Giga Spinosavate | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14284&request_locale=en>
39. Dinowrestler Giga Spinosavate - cardcluster, geopend op november 9, 2025, <https://cardcluster.com/card/dinowrestler-giga-spinosavate>
40. Dinowrestler King T Wrextle | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=13928>
41. Dinowrestler King T Wrextle | Card Details | Yu-Gi-Oh! Neuron(OFFICIAL CARD GAME CARD DATABASE), geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=13928&request_locale=ae>
42. Dinowrestler King T Wrextle | How to obtain, Decks & Usage Statistics | Duel Links Meta, geopend op november 9, 2025, <https://www.duellinksmeta.com/cards/Dinowrestler%20King%20T%20Wrextle>
43. 剛鬼 | Yu-Gi-Oh! Deck Recipe Details, geopend op november 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&wname=MemberDeck&ytkn=11b735e3c00bece5819329ada96d7b5f0db2a68104bf66d39fd79cddfefcc08d&cgid=37e19a0749fde1444d01b96028ed0b90&dno=136&request_locale=en>
44. Gouki Deck 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op november 9, 2025, <https://duelingnexus.com/blog/gouki-deck-2025/>
45. Gouki Deck - September 2025 TCG Format - Dueling Nexus, geopend op november 9, 2025, <https://duelingnexus.com/blog/gouki-deck-september-2025-tcg-format/>
46. DECKDINO-DINOWRESTLER 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op november 9, 2025, <https://duelingnexus.com/blog/deckdino-dinowrestler-2025/?vp_page=5>
47. Are Gouki decks or Dinowrestler decks any good? : r/masterduel - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/masterduel/comments/vrrvvq/are_gouki_decks_or_dinowrestler_decks_any_good/>
48. Which is better archetype ? Gouki or Dinowrestler ? : r/DuelLinks - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/DuelLinks/comments/w8hkik/which_is_better_archetype_gouki_or_dinowrestler/>
49. Gouki or Dinowrestle : r/YuGiOhMasterDuel - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/YuGiOhMasterDuel/comments/169lvfo/gouki_or_dinowrestle/>
50. [Discussion] Lets talk about the dinowrestler cards from Vrains episode 75 (No Story spoiler) : r/yugioh - Reddit, geopend op november 9, 2025, <https://www.reddit.com/r/yugioh/comments/9t6hit/discussion_lets_talk_about_the_dinowrestler_cards/>