# Archetypal Integration and Strategic Analysis of the Doodle Beast Engine in the Yu-Gi-Oh! TCG

## I. Executive Summary: The Doodle Beast Contribution to Modern Dinosaur Strategy

The Doodle Beast archetype, introduced in the TCG via *Battles of Legend: Crystal Revenge* 1, is not structured to function as an independent strategy. Instead, it operates as a highly specialized, low-footprint engine designed exclusively to enhance the resilience and resource efficiency of the established Dinosaur archetype. The engine comprises only two monsters,

*Doodle Beast - Stego* and *Doodle Beast - Tyranno*, and one Normal Trap, *Doodlebook - Uh uh uh!*.2 These cards synergize with core Dinosaur mechanics—specifically the destruction triggers of

*Babycerasaurus* and the resource management provided by *Miscellaneousaurus*—to achieve critical turn one setup and asynchronous disruption.

The strategic value proposition of the Doodle Beast engine is multifaceted, addressing key weaknesses in standard Dinosaur combo lines. First, *Stego* functions as a readily available Special Summon extender and searcher, simultaneously facilitating crucial discards that trigger immediate combo acceleration.4 Second, the

*Stego* to *Doodlebook* to *Tyranno* chain establishes an **asynchronous resource loop**, guaranteeing a Spell Speed 2 interruption option is available during the opponent’s critical Main Phase, regardless of the primary endboard configuration.5 Third, and perhaps most valuable in competitive play,

*Tyranno*'s Quick Effect Tribute Summon provides unparalleled **targeted negation mitigation** (often termed the "Dodge Mechanic").6 By Tributing a targeted Dinosaur boss monster mid-chain, the engine preserves high-impact threats from common hand traps like

*Infinite Impermanence* or *Effect Veiler*, significantly increasing overall combo resilience.6

Competitively, this engine is optimized when integrated into aggressive Dinosaur strategies, particularly the Scrap Dinosaur variant, which utilizes the *Scrap Raptor* and *Scrap Chimera* combination for extensive Link climbing.7 The Doodle Beast monsters, being EARTH Dinosaurs, fit seamlessly into the existing attributes and types required for major Dinosaur utility cards, such as

*Fossil Dig* and *Double Evolution Pill*.1

## II. Archetype Anatomy: Detailed Card Functionality and PSCT Analysis

A precise understanding of the Problem-Solving Card Text (PSCT) for each Doodle Beast card is mandatory to correctly map the archetype's interactions and resource flow.

### 2.1. Doodle Beast - Stego (The Extender/Searcher)

*Doodle Beast - Stego* is a Level 5 EARTH Dinosaur Effect Monster with 1200 ATK and 1800 DEF.3 Its utility derives from its two powerful, complementary effects, each usable once per turn.

The first effect dictates its entry onto the field: "If you control no monsters, or if all monsters you control are Dinosaur monsters: You can Special Summon this card from your hand".4 This is an unclassified Special Summon that does not start a chain, allowing

*Stego* to deploy immediately if the necessary board state is met. This provides crucial field presence without expending the Normal Summon, which is typically reserved for critical starters like *Souleating Oviraptor* or *Scrap Raptor*.

The second effect triggers upon its summon: "If this card is Normal or Special Summoned: You can add 1 'Doodlebook' Spell/Trap from your Deck to your hand, then discard 1 card".8 This effect is mandatory upon successful summon and exhibits sequential resolution, indicated by the phrase "then discard 1 card." The mandatory discard is not a penalty but is the mechanism that activates the engine's primary synergy. The card added is invariably

*Doodlebook - Uh uh uh!*, while the card discarded is ideally a monster that triggers an effect when destroyed or sent to the Graveyard, such as *Babycerasaurus* or *Miscellaneousaurus*.5 This sequence—Special Summon

 Search *Doodlebook*  Discard *Babycerasaurus*  Trigger *Babycerasaurus*—is the core sequence by which the Doodle Beast engine catalyzes the main Dinosaur combo line.9

### 2.2. Doodle Beast - Tyranno (The Quick Disruption)

*Doodle Beast - Tyranno* is a Level 8 EARTH Dinosaur Effect Monster, boasting 2400 ATK and 1200 DEF.3 Its primary function lies in its Quick Effect.

The first effect states: "During the Main Phase, if a Dinosaur monster is on the field, you can (Quick Effect): Immediately after this effect resolves, Tribute Summon this card from your hand".3 This ability to Quick Effect Tribute Summon

*Tyranno* from the hand is Spell Speed 2, allowing it to be chained to the opponent’s effects, specifically targeted ones. When an opponent targets a key Dinosaur monster (such as *Ultimate Conductor Tyranno*) with negation or removal, chaining *Tyranno*'s effect allows the player to Tribute that targeted card as the cost for the summon. Because the targeted card is Tributed, the opponent's card resolves without a target and thus has no effect, rendering the opponent's negation useless and deploying a fresh 2400 ATK Dinosaur threat.6 This inherent ability to shield critical combo pieces from targeted interruption is why

*Tyranno* maintains value despite its high level.

The second effect, "If this card is Normal Summoned: You can destroy 1 monster on the field, then, if this card was Tribute Summoned by Tributing a 'Doodle Beast' monster(s), it gains ATK equal to half the destroyed monster's ATK on the field" 3, is less utilized but provides significant late-game board presence. When used proactively, Tributing

*Stego* (the only other Doodle Beast monster) for *Tyranno*'s Normal Summon allows the player to activate monster destruction and gain attack, transforming *Tyranno* into a massive battle threat.5 However, since

*Tyranno* is typically summoned via its Quick Effect during the opponent's turn, this Normal Summon effect is secondary to its defensive utility.

### 2.3. Doodlebook - Uh uh uh! (The Asynchronous Resource Loop)

*Doodlebook - Uh uh uh!* is a Normal Trap Card.2 While its on-field effect is generally considered suboptimal for competitive play and often ignored 6, its Graveyard (GY) effect is paramount to the Doodle Beast strategy.

The essential GY effect reads: "You can banish this card from your GY; add 1 ‘Doodle Beast - Tyranno’ from your Deck or GY to your hand. You can only use this effect of 'Doodlebook - Uh uh uh!' once per turn".5 This mechanism transforms the Trap Card from a potential piece of backrow into a

**Turn 2 Resource Transfer Agent**. Because *Stego*'s initial combo sequence ensures *Doodlebook* is sent to the hand and then immediately discarded to the GY, the *Doodlebook* can be activated during the End Phase of Turn 1 (or the opponent’s subsequent Standby Phase), guaranteeing *Tyranno* is in hand, prepared for its Quick Effect activation during the opponent's Main Phase.5 This ensures the Dino deck has interaction outside of its established field negates.

## III. The Doodle Search Chain: Mapping Resource Flow

The critical function of the Doodle Beast engine is its consistent, structured search chain that sets up guaranteed Spell Speed 2 disruption. This sequence, often referred to as the one-card *Stego* initiation, is highly predictable and critical for strategic planning.

### 3.1. The One-Card Stego Initiation Sequence

This sequence utilizes *Doodle Beast - Stego* as a single-card starter that maximizes resource utilization by enabling both deck thinning and Graveyard setup.

1. **Special Summon:** If the board meets the criteria (empty or only Dinos), the player Special Summons *Doodle Beast - Stego* from the hand.4 This is an unclassified action that does not start a chain, preserving chain timing and avoiding interruption.
2. **Search and Discard:** Upon Special Summon, *Stego*'s mandatory effect activates (Chain Link 1). The player searches *Doodlebook - Uh uh uh!* from the Deck to the Hand. Subsequently, they discard one card.4 This discard often determines the path of the rest of the turn:
   * **If *Babycerasaurus* is Discarded:** *Babycerasaurus* immediately triggers in the GY, allowing the player to Special Summon a Dinosaur from the Deck (e.g., *Souleating Oviraptor* or *Scrap Raptor*), initiating the main combo line.9
   * **If *Miscellaneousaurus* is Discarded:** *Misc.* is set up in the GY for its banish effect, providing protection or searching capability later in the turn.11
3. **Stego Utilization:** The Level 5 *Stego* monster is then used as material for a Link Summon (e.g., into *Linkuriboh* or *Secure Gardna*) or held as Tribute fodder for a subsequent *Tyranno* or *Ultimate Conductor Tyranno* summon.
4. **Asynchronous Setup:** During the End Phase of the current turn, the player activates the GY effect of the *Doodlebook - Uh uh uh!* they previously discarded. The *Doodlebook* is banished from the GY to search *Doodle Beast - Tyranno* from the Deck or GY, adding it to the hand.5

This sequence concludes Turn 1 with a full primary Dinosaur endboard (built using the resources triggered by the discard) plus the crucial *Doodle Beast - Tyranno* in hand, providing a guaranteed Spell Speed 2 monster disruption for the opponent's turn.

### 3.2. Search Chokepoints and Negation Targets

Due to the sequential nature of the engine, the interaction points are specific and highly consequential for the outcome of the combo.

The primary choke point for disrupting the Doodle Beast engine is the activation of **Stego's second effect** (the search and discard). Since this effect simultaneously fetches the crucial trap card and enables the discard trigger for the core Dino strategy, negating this single effect (e.g., with *Ash Blossom & Joyous Spring*) shuts down both the asynchronous *Tyranno* setup and the immediate combo extension.12

A secondary disruption point exists in the Graveyard. If the opponent targets the *Doodlebook - Uh uh uh!* in the GY with banishing effects (*D.D. Crow* or *Skull Meister*) before the player can activate it in the End Phase, the crucial resource loop is broken, and *Tyranno* cannot be guaranteed for the next turn.6

The search and resource flow can be summarized as follows:

Doodle Beast Search and Resource Flow

| **Step** | **Trigger Card** | **Action Type** | **Target Search/Discard** | **Follow-up Consequence** |
| --- | --- | --- | --- | --- |
| 1 | Stego (Hand) | Unclassified SS | N/A | Stego on field, triggers Effect 2. |
| 2 | Stego (Field) | Mandatory Trigger (CL1) | Doodlebook (Add) / Babycerasaurus (Discard) | Babycerasaurus or Petiteranodon activates in GY; initiates main Dino line. |
| 3 | Doodlebook (GY) | Ignition Effect | Doodle Beast - Tyranno (Add to Hand) | Sets up Spell Speed 2 disruption for Turn 2. |
| 4 | Tyranno (Hand) | Quick Effect (SS2) | Tribute 1 Dinosaur | Tyranno SS (Dodge) or Pop 1 (if Tributed Doodle Beast). |

## IV. Synergistic Architecture: Integration with Dinosaur Engine

The Doodle Beast engine's success is predicated on its seamless integration with the existing Dinosaur archetype, enhancing core mechanics rather than replacing them.

### 4.1. The Destruction Line and Catalyst Role

The Dinosaur archetype fundamentally relies on destruction effects to Special Summon powerful monsters from the Deck, leveraging the effects of *Babycerasaurus* and *Petiteranodon*.9

*Stego*'s mandatory discard provides a reliable and unexpended method to trigger these effects.

Conventional Dinosaur starters, such as *Souleating Oviraptor*, often require the player to commit their Normal Summon and use *Oviraptor*'s on-field effect to destroy a card in hand or on the field.9 In contrast,

*Stego* provides a free Special Summon body that immediately facilitates the destruction of a trigger monster (by discarding it) *before* the Normal Summon is used. This distinction is vital: *Stego* acts as a preparatory catalyst, allowing the Normal Summon to be utilized later in the combo chain for subsequent effects, such as a second *Oviraptor* search or the initial summon of *Scrap Raptor*.5 This optimization significantly increases the depth and resilience of the Turn 1 combo.

### 4.2. Tyranno as a Resiliency Tool and Negation Buffer

Dinosaur decks typically rely on high-impact boss monsters like *Ultimate Conductor Tyranno* (UCT) or powerful searchers like *Overtex Qoatlus*. These monsters, however, are often vulnerable to targeted negation from common hand traps.

*Doodle Beast - Tyranno* directly addresses this vulnerability by providing a unique defensive layer. If the opponent targets a critical Dinosaur monster on the field (e.g., *UCT*) during the Main Phase with a targeted effect (such as *Infinite Impermanence*), the Dinosaur player can chain *Tyranno*'s Quick Effect Tribute Summon.6 The targeted monster is immediately Tributed as cost, removing it from the field before the opponent's targeted negation resolves. When

*Infinite Impermanence* attempts to resolve, its target is gone, and the card "fizzles" or resolves without effect. *Tyranno* successfully hits the field, and the player has successfully deflected the negation, maintaining field presence and resource advantage.6 This "dodge mechanic" is an unconventional but highly effective form of protection that complements the centralized mass negation provided by cards like

*Evolzar Laggia* and *Apollousa*.

### 4.3. Double Evolution Pill Integration

The Dinosaur archetype’s ability to summon high-Level threats is heavily dependent on the Quick-Play Spell Card *Double Evolution Pill* (D-Evo Pill). This card requires the player to banish one Dinosaur monster and one non-Dinosaur monster from their hand or GY to Special Summon a Level 7 or higher Dinosaur from the Deck.2

Both *Stego* (Level 5) and *Tyranno* (Level 8) are viable Dinosaur components for *D-Evo Pill*. Crucially, *Stego* can be efficiently converted into a non-Dinosaur Link monster (like *Linkuriboh* or *Secure Gardna*) early in the combo, providing the necessary non-Dino banish material for D-Evo Pill requirements when paired with other Dinos like *Miscellaneousaurus* or *Giant Rex*.2 Thus, the engine smoothly contributes to the final boss monster summons of the deck.

## V. Optimized Combo Lines (Visual Flowchart Step-by-Step)

The following sequences illustrate how the Doodle Beast engine integrates into and accelerates the Scrap Dinosaur strategy to reach a high-interrupt endboard.

### 5.1. Combo Line 1: Stego into Asynchronous Disruption

This simple line ensures the Turn 2 *Tyranno* disruption setup while conserving resources and maximizing the Normal Summon.

1. **Special Summon:** Special Summon *Doodle Beast - Stego* from hand (assuming conditions are met).4
2. **Stego Search:** Activate *Stego*'s effect: Search *Doodlebook - Uh uh uh!* (Hand) and discard *Miscellaneousaurus* (GY).
3. **Link 1:** Link Summon *Linkuriboh* or *Secure Gardna* using *Stego* (L5) as material. This establishes a Link Monster for future plays and gets a non-Dinosaur body into the GY (or on the field).
4. **Main Combo Initiation:** Normal Summon *Souleating Oviraptor* (L4). Search *Babycerasaurus* (Hand).
5. **D-Evo Setup:** Banishing *Miscellaneousaurus* (Dino) and *Linkuriboh* (Non-Dino) from the GY to activate *Double Evolution Pill*. Special Summon *Ultimate Conductor Tyranno* (UCT) from Deck.2
6. **End Phase Setup:** Activate *Doodlebook - Uh uh uh!* from the GY, banishing it to search *Doodle Beast - Tyranno* (Hand).5

**Resulting Field:** *UCT* and a Link 1 monster, with *Doodle Beast - Tyranno* in hand for Quick Effect disruption.

### 5.2. Combo Line 2: Stego + Scrap Raptor (Full Dinosaur Board with Doodle Buffer)

This sequence utilizes *Stego* to initiate the powerful Scrap engine and build a comprehensive control board.

1. **Initial Field:** Special Summon *Doodle Beast - Stego*.4
2. **Catalyst Chain:**
   * CL1: *Stego* effect activates: Search *Doodlebook - Uh uh uh!* (Hand) and discard *Babycerasaurus* (GY).
   * CL2: *Babycerasaurus* (GY) effect activates: Special Summon *Scrap Raptor* (L4) from Deck.9
3. **Link 2:** Link Summon **Animadorned Archosaur** (L2) using *Stego* and *Scrap Raptor*.
4. **Archosaur Chain:**
   * CL1: *Animadorned Archosaur* effect: Destroy the *Babycerasaurus* searched earlier (or a token/field card) to search *Overtex Qoatlus* (Hand).2
   * CL2: *Babycerasaurus* (Hand) effect triggers: Special Summon a Dinosaur from Deck (e.g., *Souleating Oviraptor*).
5. **Oviraptor:** *Oviraptor* (L4) Normal Summon effect searches *Miscellaneousaurus* (Hand).
6. **Scrap Loop Initiation:** Link *Animadorned Archosaur* and *Oviraptor* into **Scrap Wyvern** (Link 2).
7. **Wyvern Loop:**
   * CL1: *Scrap Wyvern* effect: Special Summon *Scrap Raptor* (L4) from Deck.
   * CL2: *Scrap Raptor* self-destructs (using its effect to destroy itself and one other card if desired), activating its second effect to Special Summon *Scrap Chimera* (L3) from the Deck.9
8. **Link/Xyz Climb:** Use *Scrap Chimera* and *Scrap Raptor* (L4) to make a Rank 4 Xyz Monster (e.g., **Evolzar Laggia** or **Abyss Dweller**) or continue the Link climb (e.g., using *Wyvern* and the Xyz to make **Apollousa, Bow of the Goddess** or **Borreload Savage Dragon** using a Synchro path facilitated by *Miscellaneousaurus*).2
9. **End Phase Setup:** Activate *Doodlebook - Uh uh uh!* (GY effect) to search *Doodle Beast - Tyranno* (Hand).

**Resulting Field:** Multi-negate board (Laggia/Dolkka, Apollousa, often UCT via D-Evo Pill) + **Doodle Beast - Tyranno** in hand as Quick Effect monster disruption/negation buffer.

## VI. Endboard Analysis and Defensive Stance

The Doodle Beast engine consistently facilitates the construction of resilient, multi-layered endboards typical of competitive Dinosaur decks, contributing specifically to Spell Speed 2 interaction and protection.

### 6.1. Standard Dinosaur Endboard Profile with Doodle Enhancement

The goal of the Scrap Dinosaur strategy is to deploy a high density of non-targeting removal and negates.15 A successful Turn 1 generally results in a field featuring:

* **Omni-Negation:** *Borreload Savage Dragon* or *Baronne de Fleur*.
* **Monster/S/T Negation:** *Evolzar Laggia* (Spell/Trap negation) or *Evolzar Dolkka* (Monster effect negation).
* **Field Negation:** *Apollousa, Bow of the Goddess* (Multiple monster effect negations).2
* **Mass Removal/Disruption:** *Ultimate Conductor Tyranno* (UCT), often Special Summoned using *Double Evolution Pill*.

The inclusion of the Doodle Beast engine ensures that **Doodle Beast - Tyranno** is available in the hand, acting as a crucial fifth layer of interaction.5 Unlike the hard negations on the field,

*Tyranno* offers targeted, immediate monster removal (if Normal Summoned by Tributing *Stego*) or, more importantly, a guaranteed defensive maneuver against opponent attempts to break the established board.

### 6.2. The Quick Effect Advantage (The Dodge Mechanic)

The single most valuable strategic function provided by *Tyranno* is its ability to bypass targeted removal or negation by leveraging its Quick Effect Tribute Summon.6 This capability fundamentally increases the resiliency of high-value Dinosaur monsters.

Consider the common competitive scenario where the Dinosaur player controls a fully established *Ultimate Conductor Tyranno* (UCT) or another key combo monster. If the opponent activates a card like *Effect Veiler*, *Infinite Impermanence*, or certain targeted Link Monster effects, aiming to negate *UCT*'s abilities, the Dino player chains *Doodle Beast - Tyranno*'s Quick Effect.6

*Tyranno*'s effect demands Tributing a Dinosaur monster as its cost, and the player selects the targeted *UCT*. The chain resolves: *UCT* is Tributed (leaving the field), and then *Tyranno* is Special Summoned from the hand. Finally, the opponent's targeted negation attempts to resolve, but since *UCT* is no longer present, the effect resolves without effect, thereby saving the player a key resource from being negated, while still deploying a Level 8 Dinosaur threat.6 This mechanism transforms a potential loss of tempo into a neutral or advantageous trade.

## VII. Competitive Constraints, Vulnerabilities, and Optimization

While highly effective, the Doodle Beast engine introduces specific choke points that must be managed, and the cards must be included at optimal ratios to avoid diminishing the consistency of the core Dinosaur strategy.

### 7.1. Critical Chokepoints and Vulnerabilities

The most vulnerable point in the Doodle Beast chain is the resolution of *Doodle Beast - Stego*'s second effect (search and discard).12 If the opponent successfully negates this trigger, the player fails to search

*Doodlebook*, and the crucial discard (which often triggers *Babycerasaurus* to start the main combo) does not occur, effectively halting both the Doodle Beast engine and potentially the entire Turn 1 sequence.12

Furthermore, the integrity of the asynchronous *Tyranno* setup relies entirely on the *Doodlebook - Uh uh uh!* remaining in the Graveyard long enough for the player to activate its banish effect, typically during the End Phase.5 If the opponent uses Graveyard disruption (such as

*D.D. Crow*) to banish the *Doodlebook* before its effect can be activated, the *Tyranno* setup is lost.6 This timing window requires careful execution by the Dinosaur player.

### 7.2. Recommended Ratios and Card Optimization

The Doodle Beast cards are designed to be searchable, allowing the engine to be run at minimal counts, preserving valuable Deck space for generic Dinosaur staples and disruption.2

* ***Doodle Beast - Stego:*** Typically played at 2 or 3 copies. As the primary starter and free Special Summon body, redundancy is preferred to ensure access to the initial search and discard effect.
* ***Doodle Beast - Tyranno:*** Universally played at 1 copy. It is easily searched via *Doodlebook*’s GY effect, and its Quick Effect is limited to once per turn, making multiple copies unnecessary and prone to causing bricks.
* ***Doodlebook - Uh uh uh! (Trap):*** Always played at 1 copy. It is strictly a search target for *Stego*, and its GY effect is Hard Once Per Turn (HOPT), eliminating the need for duplicates.6

The calculation confirms that the engine’s overall density is low, making it a viable and efficient inclusion without significantly impacting the consistency of primary Dinosaur starters like *Fossil Dig* or *Souleating Oviraptor*.17

## VIII. Conclusions and Actionable Synthesis

The analytical review confirms that the Doodle Beast cards are not an independent competitive strategy but represent optimized support for the Dinosaur archetype. Their value is derived almost entirely from their ability to integrate seamlessly with existing destruction mechanics and, critically, to provide unique defensive utility.

The core function of the engine is highly structured: *Stego*'s free Special Summon and mandatory search/discard initiate the primary Dinosaur combo by triggering GY effects, while simultaneously setting up the *Doodlebook* in the Graveyard. This trap then converts into the quick-effect disruption of *Tyranno* for the subsequent turn.5

The most significant contribution of the Doodle Beast engine is the Spell Speed 2 negation buffer provided by *Tyranno*'s Quick Effect Tribute Summon. This "Dodge Mechanic" elevates the resilience of Dinosaur endboards against targeted negation, a persistent weakness in the traditional strategy. Consequently, the Doodle Beast engine has secured its position as a highly consistent and strategically sound component in contemporary competitive Dinosaur deck construction.1 Optimizing the deck requires prioritizing protection for the initial

*Stego* trigger and ensuring the *Doodlebook* reaches and remains in the GY undisturbed during Turn 1.

#### Geciteerd werk

1. Dinos just got new support ! Doodle Beast Dino Deck post BLCR - YouTube, geopend op september 30, 2025, <https://www.youtube.com/watch?v=wwQCVSNXFeI>
2. Dinosaur ft.Doodle Beast | Replays + Decklist ✔️ | Edopro - YouTube, geopend op september 30, 2025, <https://www.youtube.com/watch?v=KiD4j2xjn4g>
3. Doodle Beast - Tyranno | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op september 30, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=17649&request_locale=en>
4. Doodle Beast - Stego | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op september 30, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=17648&request_locale=en>
5. [AC02] Doodle Beast - Tyranno : r/yugioh - Reddit, geopend op september 30, 2025, <https://www.reddit.com/r/yugioh/comments/v5bwzj/ac02_doodle_beast_tyranno/>
6. Anyone using the doodle beasts? : r/YuGiOhMasterDuel - Reddit, geopend op september 30, 2025, <https://www.reddit.com/r/YuGiOhMasterDuel/comments/1282wel/anyone_using_the_doodle_beasts/>
7. In Depth Scrap Dinosaur Guide (Timestamps) - Yugioh Master Duel - YouTube, geopend op september 30, 2025, <https://www.youtube.com/watch?v=FJtJ48NT1II>
8. New Doodle Cards from AC 2022 : r/yugioh - Reddit, geopend op september 30, 2025, <https://www.reddit.com/r/yugioh/comments/v5b8cg/new_doodle_cards_from_ac_2022/>
9. Need help with Oviraptor + Lost World Combo.. : r/masterduel - Reddit, geopend op september 30, 2025, <https://www.reddit.com/r/masterduel/comments/t6dd92/need_help_with_oviraptor_lost_world_combo/>
10. Doodle Beast - Tyranno | How to obtain, Decks & Tournament Usage Statistics, geopend op september 30, 2025, <https://www.yugiohmeta.com/cards/Doodle%20Beast%20-%20Tyranno>
11. [Question?]Quick Question, can Souleating Overaptor special summon Ultimate Conductor Tyranno : r/Yugioh101 - Reddit, geopend op september 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/71lyee/questionquick_question_can_souleating_overaptor/>
12. What are some of the choke points / cards for the current meta decks? : r/yugioh - Reddit, geopend op september 30, 2025, <https://www.reddit.com/r/yugioh/comments/sjitt5/what_are_some_of_the_choke_points_cards_for_the/>
13. Ultimate conductor tyranno rulings and clarification? : r/Yugioh101 - Reddit, geopend op september 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/9i69hd/ultimate_conductor_tyranno_rulings_and/>
14. Doodle Beast Dinosaurs (February 2023) by Trinhity9 - cardcluster, geopend op september 30, 2025, <https://cardcluster.com/deck/0ADNVN>
15. Is this a good enough end board for Dinos? : r/masterduel - Reddit, geopend op september 30, 2025, <https://www.reddit.com/r/masterduel/comments/12eniba/is_this_a_good_enough_end_board_for_dinos/>
16. This Dino End board is my favorite : r/YuGiOhMasterDuel - Reddit, geopend op september 30, 2025, <https://www.reddit.com/r/YuGiOhMasterDuel/comments/1cknfgk/this_dino_end_board_is_my_favorite/>
17. Jurrac Doodle Beast Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op september 30, 2025, <https://duelingnexus.com/blog/jurrac-_-doodle-beast-deck-2024/>