# The Azamina Engine: Architectural Blueprint, Resource Management, and Metagame Integration in the Yu-Gi-Oh! TCG

## I. Strategic Overview and Architectural Role

### 1.1. Executive Summary: Azamina as a High-Utility Fusion Module

The Azamina archetype is identified within the current competitive landscape of the Yu-Gi-Oh! TCG not as a standalone deck, but as a robust and highly efficient **Fusion toolkit** designed to supplement primary strategy engines.1 Its introduction via the

*Rage of the Abyss* expansion has profoundly influenced the metagame, particularly through its synergy with the established **Sinful Spoils** and **Snake-Eye** archetypes.2

The fundamental role of the Azamina module is to provide critical search consistency, resilient recursion, and, most importantly, immediate access to high-impact disruption. This is chiefly delivered by *Azamina Ilia Silvia*, a Fusion Monster that provides a quick-effect Omni-negate.4 The success of this engine is attributed to its ability to efficiently convert generic monster resources generated by its host deck (such as Link or Tribute fodder) into defensively superior, layered interaction.2 This efficiency has allowed Snake-Eye variants utilizing the Azamina engine to maintain top-tier status, demonstrating powerful consistency and resilience even following targeted ban lists.2

### 1.2. The Illusion/Sinful Spoils Nexus (Material Constraint Analysis)

A defining feature of the Azamina Fusion Monsters is their rigid material requirement. The core Fusions, including *Azamina Mu Rcielago* 5 and

*Azamina Ilia Silvia* 6, mandate the use of

**1 Illusion monster + 1 LIGHT Spellcaster monster**.

This mandatory pairing serves as a deliberate design constraint, preventing the Azamina engine from being trivially integrated into every competitive deck. Since neither the Sinful Spoils core nor the Snake-Eye archetypes natively generate both of these materials simultaneously, competitive integration demands complex cross-archetypal commitment. Deck builders must engineer a strategy that either naturally supplies these specific types and attributes (e.g., using White Forest monsters which fit the criteria 8) or employs sophisticated Link/Synchro conversion plays to transform generic monsters into the required materials (as is often the case with the Fiendsmith integration 9). This high material specificity justifies the exceptionally powerful defensive output provided by

*Silvia*'s negation effect.

### 1.3. Competitive Positioning and Engine Synergy

The Azamina engine significantly elevates the ceiling and consistency of synergistic decks. In the case of the dominant Snake-Eye archetype, the integration provides better resource resilience and crucial follow-up potential.2

The Azamina engine primarily contributes to defensive layering. *Azamina Ilia Silvia* offers a quick-effect negation that requires Tributing itself as cost.6 This attribute is strategically superior to many standard negation methods (such as those that rely on destruction or target opponents’ cards), offering versatility against effects that possess destruction immunity or cannot be targeted. By deploying

*Ilia Silvia* alongside other boss monsters—such as the generic Omni-negate *Baronne de Fleur* or the monster effect negation of *Apollousa, Bow of the Goddess*—the combined endboard becomes significantly more varied and difficult for an opponent to dismantle.11 The engine enables combos strong enough to effectively defeat other competitive strategies, while its inherent versatility and recursion also grant resilience against counter-plays.2

## II. The Azamina Card Suite: PSCT and Functional Analysis (AI Canvas Inputs & Resources)

The functional core of the Azamina module resides in a small suite of Spell Cards and Extra Deck monsters, designed to execute rapid Fusion Summons and secure perpetual resource retrieval.

### 2.1. The Critical Fusion Command Spells (Resource Cost and Scaling)

#### The Hallowed Azamina (Normal Spell)

*The Hallowed Azamina* is the archetype's most important activation point.12 Its primary function is to perform a Fusion Summon by revealing a target in the Extra Deck and sending

**"Sinful Spoils"** cards from the hand and/or field to the Graveyard as a scaling cost.13

The cost calculation is determined by the revealed monster's Level: "for every 4 Levels it has (round down), send 1 'Sinful Spoils' card".13 This formula is mathematically vital for the engine's competitive viability. For the most frequently used targets,

*Azamina Ilia Silvia* and *Azamina Mu Rcielago*, both Level 6 Fusions, the calculation is 6/4=1.5. Rounded down, this equates to 1. This means the core Azamina Fusions require only **one** "Sinful Spoils" card as payment, making the engine highly resource-efficient.

The card also possesses crucial long-term recursion utility. If *The Hallowed Azamina* is in the Graveyard, it can target one *Azamina* monster (on the field or in the Graveyard) and shuffle it back into the Deck, immediately adding *The Hallowed Azamina* itself back to the hand. This effect, usable once per turn, establishes a powerful follow-up mechanism, ensuring the Fusion resource is readily available for subsequent turns.12

#### Azamina Determination (Normal Spell)

*Azamina Determination* provides an alternative Fusion mechanism. Unlike *The Hallowed Azamina*, which uses resources from the hand/field, *Determination* recycles "Sinful Spoils" cards from the Graveyard and/or banishment back into the Deck as its cost.15 This makes it useful for recovering resources in a stalled game state or if the player has exhausted their Spoils presence in hand and on the field. Additionally,

*Determination* can banish itself from the Graveyard to Set a "Sinful Spoils" Spell/Trap from the GY, albeit with the restriction that the Set card cannot be activated that turn. While providing excellent follow-up, this effect is generally slower than the immediate recursion offered by *Hallowed Azamina*.15

Table 3: Azamina Fusion Cost Scaling Analysis

| **Fusion Monster Example** | **Level** | **Level / 4 (Rounded Down)** | **Sinful Spoils Card Cost** | **Competitive Viability** |
| --- | --- | --- | --- | --- |
| Azamina Ilia Silvia | 6 | 1 | 1 | High (Omni-negate) |
| Azamina Mu Rcielago | 6 | 1 | 1 | High (Searcher) |
| Saint Azamina (Hypothetical) | 12 | 3 | 3 | Low (High resource drain for single summon) |

The table above illustrates the resource optimization that governs competitive deck building. Competitive pilots overwhelmingly favor the Level 6 Fusions because they require only one-third of the resources necessary to summon a Level 12 Fusion, dramatically improving the ratio of input cost to disruption output.1

### 2.2. Core Extra Deck Utility Monsters (The Output Targets)

#### Azamina Ilia Silvia (Level 6 DARK Illusion/Fusion)

*Azamina Ilia Silvia* is the engine’s defensive linchpin. Its primary utility is its Quick Effect: the card can be Tributed to negate an opponent's card or effect.6 This non-destruction, non-targeting negation makes it an exceptionally flexible disruption tool against a variety of threats. Furthermore, if

*Silvia* is destroyed or Tributed, it provides immediate resource replacement by searching 1 "Sinful Spoils" Trap card from the Deck to the hand, guaranteeing that the expenditure of the Omni-negate converts directly into next-turn follow-up.6

#### Azamina Mu Rcielago (Level 6 DARK Illusion/Fusion)

*Azamina Mu Rcielago* is the primary combo extension piece.5 Upon Fusion Summon, it activates to search 1 "Azamina" or "Sinful Spoils" card from the Deck to the hand.5 This mid-combo search is critical, as it bridges the gap created by

*The Hallowed Azamina*'s cost: once *Hallowed* discards a Spoils card, *Mu Rcielago* immediately replaces that resource, often fetching a critical card like *Original Sinful Spoils* or a necessary Trap that *Silvia* will later search.

Analysis of these two Fusions reveals a clear design flow: *Mu Rcielago* is engineered for search continuity and combo advancement, while *Silvia* is designed for disruption, with its search effect serving as a mechanism to recoup resources upon being utilized as an interrupt.

### 2.3. Resource Gate: Deception of the Sinful Spoils

*Deception of the Sinful Spoils* (Continuous Spell) is the main deck gateway that connects the host deck’s generic summoning mechanics to the high-impact Azamina toolkit.17

The most vital effect allows the controller to Tribute 1 monster from the hand or field to search 1 "Azamina" card from the Deck to the hand.17 This is the necessary step for initiating the engine, as it reliably fetches

*The Hallowed Azamina*.9 By requiring a Tribute,

*Deception* ensures that the host deck must generate surplus monsters (a task at which Snake-Eye excels) to power the Azamina search.

Crucially, *Deception* also facilitates perpetual recursion. If the card is sent from the Spell & Trap Zone face-up to the Graveyard, it is Set back to the field during the End Phase.17 This characteristic is fundamental to the long-term resource loop, detailed in the next section.

## III. The Sinful Spoils Resource & Search Protocol (AI Canvas Module 1: The Engine Loop)

The Azamina engine’s resilience is rooted in a self-sustaining loop involving *Deception* and *The Hallowed Azamina*, which minimizes net resource loss turn after turn.

### 3.1. Engine Initiation: Linking Generic Starters to Azamina

The primary goal of the host engine (Snake-Eye or White Forest) must be to resolve the search effect of *Deception of the Sinful Spoils*.9 This relies on finding

*Deception* itself (often via *Diabellstar the Black Witch* or *WANTED: Seeker of Sinful Spoils*) and having a disposable monster available as Tribute fodder. The Snake-Eye engine, known for its ability to rapidly swarm Level 1 Fire monsters, is uniquely suited to provide this consistent tribute requirement.10

### 3.2. Mapping the Core Search Loop: Deception to Recursion

The efficient use of the Azamina engine involves a precise sequence where cards act as both cost and future resource, ensuring minimal attrition.

Table 1: Azamina Engine Resource Interaction Matrix

| **Step** | **Card Used (Input)** | **Action/Cost** | **Resource Change/Output** | **State Change** |
| --- | --- | --- | --- | --- |
| 1. Search | Deception of the Sinful Spoils (F) | Tribute 1 monster (Cost). | Add **The Hallowed Azamina** (H) to hand. | Deception remains on field (face-up).17 |
| 2. Fusion SS | Hallowed Azamina (H) | Reveal Mu Rcielago (Lvl 6); Send **Deception** (F) to GY (Cost). | **SS Mu Rcielago** (Fusion Summon). | Deception moves from field to GY.9 |
| 3. Replenish | Mu Rcielago (F) | Activate Fusion Summon effect. | Search 1 "Sinful Spoils" card (H). | Resource count restored (e.g., Original Sinful Spoils).5 |
| 4. Recycle | Hallowed Azamina (GY) | Activate Once Per Turn effect. | Shuffle Mu Rcielago (F/GY) back to ED/Deck. | Hallowed Azamina returns to hand.12 |
| 5. Re-Set | Deception of the Sinful Spoils (GY) | Activate during End Phase (was sent face-up from S/T Zone). | Deception is Set back to the Spell/Trap Zone. | Search tool restored for next turn.17 |

This protocol is foundational to the engine’s resilience. The process involves a pre-meditated resource exchange where the search tool (*Deception*) is intentionally used to pay the Fusion cost for *Hallowed Azamina*. This specific action enables *Deception*'s own End Phase recursion.17 Effectively, the Fusion cost is not a permanent loss but a temporary relocation, which converts generic tribute fodder into a disruptive Fusion Monster while guaranteeing the primary search vehicle is ready for the subsequent turn.

## IV. Combo Architecture: Azamina in the Snake-Eye/Diabellstar Synthesis (AI Canvas Module 2: Apex Combo Line)

The Snake-Eye/Azamina synthesis represents the highest ceiling of competitive play for the engine, leveraging the swarming capacity of the Pyro archetype to fuel the attribute-constrained Azamina Fusion Summons and the subsequent Fiendsmith extensions.

### 4.1. The Critical Sequence: Securing Ilia Silvia before Interruption Limits

A core mandate of this strategy is to deploy high-impact defensive resources before the opponent gains the opportunity to interrupt with floodgate-style hand traps, particularly *Nibiru, the Primal Being*. The goal is to secure the crucial Omni-negate provided by *Azamina Ilia Silvia* on or before the 4th or 5th Special Summon, ensuring the resulting board is immediately protected.9

The combo typically begins with standard Snake-Eye starters (*Snake-Eye Ash*, *Diabellstar the Black Witch*, or *WANTED: Seeker of Sinful Spoils*) to establish Link Materials and set the stage for the Azamina engine. This involves *Ash* searching *Poplar*, *Poplar* self-Special Summoning and searching *Original Sinful Spoils*.9 The critical pivot is the deployment of

*Deception of the Sinful Spoils*.

### 4.2. Detailed Combo Line (Snake-Eye Starter into Azamina/Fiendsmith Finish)

The following sequence details how the engine seamlessly integrates into a larger, multi-archetypal combo structure, maximizing resource conversion and minimizing vulnerability:

1. **Engine Initiation:** Use *Diabellstar the Black Witch* (or similar starter) to Set *Deception of the Sinful Spoils*.9
2. **Azamina Search (SS Count 4):** Activate *Deception* by Tributing 1 monster (e.g., *Black Witch*) to search **The Hallowed Azamina**.9
3. **Fusion (SS Count 5):** Activate *The Hallowed Azamina*, revealing *Azamina Mu Rcielago* (Level 6). Send *Deception* (F) to the GY as the single Sinful Spoils cost. **Special Summon Mu Rcielago** (Fusion Summon).5 This strategically hits the Nibiru threshold while retaining the ability to negate it via the next step.
4. **Resource Replacement:** *Mu Rcielago* activates its Fusion Summon effect, searching 1 "Sinful Spoils" card (e.g., setting up for the subsequent *Silvia* Fusion, or finding *Original Sinful Spoils*).5
5. **Recursion Loop:** Activate *The Hallowed Azamina* from the GY, shuffling *Mu Rcielago* (F) back into the Extra Deck to add *Hallowed Azamina* back to hand.9
6. **Disruption Deployment (SS Count 6):** Activate the refreshed *Hallowed Azamina*, revealing **Azamina Ilia Silvia** (Level 6). Send the previously searched Spoils card (e.g., *Original Sinful Spoils*) from hand to the GY as the cost. **Special Summon Ilia Silvia** (Fusion Summon).6  
   *Silvia* (Omni-negate) is now active and protected from *Nibiru*.
7. **Extension:** The combo proceeds into the Fiendsmith archetype by linking remaining Level 1 monsters and/or Link 2 monsters (like *Mu Rcielago*'s Link successor) into **Moon of the Closed Sky**, followed by **Requiem, the Ultimate Fiendsmith**.9
8. **Final Bosses:** The Fiendsmith line converts Link materials into high-level Synchro materials, enabling the final summon of generic negates such as **Baronne de Fleur** (Synchro 10) and subsequent Links like **Apollousa, Bow of the Goddess**.10

### 4.3. Endboard Quantification (Snake-Eye/Fiendsmith/Azamina)

This combination achieves a highly resilient and varied defensive endboard, essential for modern competitive play.11

Table 2: Key Turn 1 Endboard Synthesis (Snake-Eye/Fiendsmith/Azamina)

| **Key Board Component** | **Type** | **Interaction Type** | **Scope and Uses** | **Azamina Role** |
| --- | --- | --- | --- | --- |
| Azamina Ilia Silvia | Lvl 6 Fusion | Omni-Negate (Tribute) | Negates any card/effect; resource-generative follow-up. | Primary defensive output. |
| Baronne de Fleur | Synchro 10 | Omni-Negate (Once per Field) | High ATK, broad negation, board removal. | High-ceiling staple enabled by Fiendsmith extension. |
| Apollousa, Bow of the Goddess | Link 4 | Monster Effect Negation | 2-3 negates, controls opponent's primary moves. | Generic Link boss, final layer of defense. |
| Flamberge Dragon | Link 3 | Recursion/Control | Revives Fire monsters; places Snake-Eye monsters in the Spell/Trap Zone. | Essential for follow-up and consistency. |
| Deception of the Sinful Spoils | Continuous Spell | Recursion | Sets itself during EP, guaranteeing next turn's Azamina search. | Long-term resource loop foundation. |

The deck's ability to summon *Ilia Silvia* early ensures a strategic safety valve against the game’s primary combo punishment card, *Nibiru, the Primal Being*. By quickly deploying an Omni-Negate that can tribute itself, *Silvia* protects the subsequent, higher Special Summon counts necessary for the Fiendsmith/generic boss extension, reinforcing the overall resilience of the strategy.18

## V. Combo Architecture: Azamina in the White Forest Synthesis (AI Canvas Module 3: Synchro Variant)

While the Snake-Eye variant is dominant, the Azamina engine is also utilized effectively in conjunction with the **White Forest** archetype, which offers a more direct pathway to satisfying the Fusion material constraints.1

### 5.1. White Forest Material Generation

The White Forest archetype intrinsically provides monsters that satisfy the Azamina requirement (Illusion monster + LIGHT Spellcaster monster). For example, *Silvy* (often a LIGHT Spellcaster) can be Normal Summoned to search *Tales of the White Forest*. *Tales* can then search *Elzette* (an Illusion monster), which can Special Summon itself by discarding a Spell. This sequence efficiently generates the necessary attributes and types for the Level 6 Azamina Fusions without requiring complex Link conversions.8

### 5.2. Detailed Combo Progression (White Forest Starter to Azamina Finish)

The White Forest approach generally follows a Synchro-centric line that integrates the Azamina engine as a necessary consistency and disruption tool:

1. **Starter:** Normal Summon a White Forest monster like *Silvy* or *Rucia* to begin generating White Forest resources (searches *Tales*, which searches *Elzette*).8
2. **Synchro Setup:** Convert the materials into a Synchro Monster, such as *Rciela* (a White Forest Synchro), which often has powerful utility effects.
3. **Azamina Bridge:** Activate *Elzette Azamina* in the Graveyard to search *Deception of the Sinful Spoils*.
4. **Fusion and Recursion:** Activate *Deception* and tribute a monster to search *Hallowed Azamina*. Activate *Hallowed Azamina*, sending *Deception* (F) as cost, to summon **Mu Rcielago**.8
5. **Synthesis:** *Mu Rcielago* searches a follow-up Sinful Spoils card, and the remaining White Forest monsters are used to Synchro Summon higher-impact targets like *Baronne de Fleur* or *Diabell, Queen of the White Forest*.8 The combo often finishes with a second  
   *Hallowed Azamina* activation to summon **Ilia Silvia**, guaranteeing the necessary negation before the End Phase *Deception* recursion re-sets the engine.8

### 5.3. Comparative Analysis: White Forest vs. Snake-Eye

The White Forest strategy offers easier, more direct access to the specific Illusion/LIGHT Spellcaster materials required by Azamina, resulting in a cleaner Synchro-Azamina hybrid build. However, this directness often comes at the expense of the consistency and explosive power offered by the Snake-Eye/Diabellstar core. The Snake-Eye engine, due to its access to generic searchers like *WANTED* and *Bonfire*, possesses a far higher floor of consistency and better integration with powerful generic Link staples (such as *Promethean Princess* and *Apollousa*). While White Forest offers a focused strategy, the Snake-Eye synthesis yields a demonstrably higher ceiling of total interaction and card advantage generation.10

## VI. Defensive Architecture, Choke Points, and Counterplay

### 6.1. Defining a Successful Endboard (Layering Strategy)

A successful competitive endboard leveraging the Azamina engine is characterized by the diversity and robustness of its defensive layers, ensuring resilience against varied removal strategies.11

* **Layer 1 (The Tribute Negate):** *Azamina Ilia Silvia*.6 This non-destruction, non-target Quick Effect is essential for answering threats that are immune to typical destruction or targeting effects, providing negation coverage distinct from generic bosses.
* **Layer 2 (The Field Negate):** Generic boss monsters, typically *Baronne de Fleur* (once-per-field Omni-negate) and *Apollousa, Bow of the Goddess* (monster effect negates).10 These provide broad, hard-negation coverage necessary to shut down iterative combo decks.
* **Layer 3 (The Recursion/Follow-up):** The persistent resource loop provided by *Deception of the Sinful Spoils* setting itself during the End Phase 17 and the  
  *Flamberge Dragon* (in Snake-Eye variants) reviving Fire monsters.10 This ensures resource retention and guarantees engine availability for Turn 3, a critical component of high-level competition.11

### 6.2. Key Interruption Points (The Choke Analysis)

While the Azamina engine greatly enhances resilience, it relies on several critical, vulnerable choke points that opponents must target to dismantle the overall strategy.

* **Choke Point 1: The Initial Search Gate:** The most immediate target is the attempt to search *The Hallowed Azamina* via the activation of *Deception of the Sinful Spoils*.9 If the opponent can use a Spell/Trap removal card like  
  *Cosmic Cyclone* before the tribute cost is paid, the search is prevented.
* **Choke Point 2: The Search Follow-Up:** Once *Azamina Mu Rcielago* is Fusion Summoned, its effect to search 1 "Sinful Spoils" or "Azamina" card is mandatory for combo continuity.5 Targeting  
  *Mu Rcielago* with non-destruction monster effect negation (e.g., *Infinite Impermanence* or *Effect Veiler*) prevents the resource from being replaced, crippling the ability to execute the second *Hallowed Azamina* Fusion for *Ilia Silvia*.
* **Choke Point 3: The Attribute Conversion:** In the Snake-Eye variant, the deck must often transform its Pyro/Fire materials into the necessary Illusion/LIGHT Spellcaster types. Targeting the Link or Synchro monster responsible for this conversion (such as *Magister Chorozo* or an early Link ladder piece) can interrupt the pathway to *Ilia Silvia*.10

### 6.3. Vulnerability and Counter-Meta Strategy

The deck's architecture, based on high-volume Special Summoning, dictates its key vulnerabilities. The strategy is critically exposed to mass-summon punishment tools.18

* **Maxx "C" and Fuwalos:** The necessity of performing 10 or more Special Summons makes the deck highly susceptible to *Maxx "C"* and *Floowandereeze & Fuwalos*.18 Competitive pilots must dedicate multiple slots in the Main Deck to countering these cards (  
  *Called by the Grave*, *Ash Blossom*, *Crossout Designator*) to ensure the combo can proceed.
* **Specific Hate Cards:** The engine's proven strength has led to the adoption of specific anti-meta tools by opponents, such as *Retaliating "C"*, which can search *Maxx "C"* upon a Fusion Summon being attempted, and is an indicator of the high competitive threat level posed by the Azamina strategy.18

## VII. Conclusion and Future Trajectory

### 7.1. Summary of Azamina’s Value Proposition

The Azamina engine is functionally a high-return investment module that excels in consistency, disruption, and endurance. It overcomes material rigidity through synergistic host archetypes (Snake-Eye, White Forest) and leverages mathematically optimized Fusion costs, requiring only one Sinful Spoils card to generate a powerful Level 6 Fusion Monster.13 This low barrier to entry for highly impactful cards like

*Azamina Ilia Silvia*—an Omni-negate that converts its usage into a future resource search—secures the engine's status as a Tier 1 defining component.2 The resource management protocol, centering on the self-setting

*Deception of the Sinful Spoils*, ensures that the engine is not a single-turn burst but a persistent grind threat, offering superior follow-up even if the initial board is dismantled.

### 7.2. Strategic Recommendations for Piloting

Successful piloting of Azamina-integrated decks requires a highly modular and dynamic approach to resource management:

1. **Modular Thinking for AI Canvas Application:** Players must visualize the deck not as a linear combo but as interconnected modules (Search Module, Fusion Module, Extension Module). The structured breakdown of search and material conversion sequences (as detailed in Sections III, IV, and V) is essential for rapid decision-making, particularly when facing interruption.
2. **Resource Prioritization and Conservation:** The primary strategic focus should always be securing the recursive loop (i.e., ensuring *Deception of the Sinful Spoils* is sent face-up from the S/T Zone to the GY as cost, guaranteeing its End Phase Set) and retaining *The Hallowed Azamina* in hand via its shuffle effect.12 This preservation of core Spells is more valuable than pushing for an extra Link rating, as it guarantees a Turn 3 counter-offensive.
3. **Adaptive Deployment of Disruption:** *Azamina Ilia Silvia* must be strategically deployed to protect the extension phase. Its unique ability to Tribute itself means it is often best utilized as a **pre-emptive safety valve**, specifically countering high-impact threats like *Nibiru, the Primal Being*, thereby ensuring the integrity of the subsequent Fiendsmith or Synchro plays.

#### Geciteerd werk

1. Are there Azamina decklists that are more focused on the Azamina cards? : r/masterduel - Reddit, geopend op september 28, 2025, <https://www.reddit.com/r/masterduel/comments/1ikwgmd/are_there_azamina_decklists_that_are_more_focused/>
2. Deck Guide: Azamina Snake-Eye : r/Yugioh101 - Reddit, geopend op september 28, 2025, <https://www.reddit.com/r/Yugioh101/comments/1gvqshx/deck_guide_azamina_snakeeye/>
3. [ACE] Snake-Eye Diaballstar Azamina Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op september 28, 2025, <https://duelingnexus.com/blog/ace-snake-eye-diaballstar-azamina-deck-2024/>
4. Cards Affected by the New St. Azamina : r/masterduel - Reddit, geopend op september 28, 2025, <https://www.reddit.com/r/masterduel/comments/1g4hjj3/cards_affected_by_the_new_st_azamina/>
5. Azamina Mu Rcielago - Rage of the Abyss - YuGiOh - TCGplayer.com, geopend op september 28, 2025, <https://www.tcgplayer.com/product/584280/yugioh-rage-of-the-abyss-azamina-mu-rcielago>
6. Azamina Ilia Silvia | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op september 28, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=20506>
7. Azamina Ilia Silvia - Rage of the Abyss - YuGiOh - TCGplayer.com, geopend op september 28, 2025, <https://www.tcgplayer.com/product/584279/yugioh-rage-of-the-abyss-azamina-ilia-silvia>
8. Azamina White Forest Combo, Exhaustive Guide : r/masterduel - Reddit, geopend op september 28, 2025, <https://www.reddit.com/r/masterduel/comments/1jxvt7n/azamina_white_forest_combo_exhaustive_guide/>
9. Combo spreadsheet for Snake eye azamina fiendsmith : r/yugioh, geopend op september 28, 2025, <https://www.reddit.com/r/yugioh/comments/1g8hogh/combo_spreadsheet_for_snake_eye_azamina_fiendsmith/>
10. Best Snake-Eye Fiendsmith Azamina combo - everything you already ended on (basically) plus Baronne de Fleur! : r/masterduel - Reddit, geopend op september 28, 2025, <https://www.reddit.com/r/masterduel/comments/1kl9w39/best_snakeeye_fiendsmith_azamina_combo_everything/>
11. What makes a good Endboard? : r/Yugioh101 - Reddit, geopend op september 28, 2025, <https://www.reddit.com/r/Yugioh101/comments/1i15xvy/what_makes_a_good_endboard/>
12. The Hallowed Azamina | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op september 28, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=20529&request_locale=en>
13. The Hallowed Azamina - Rage of the Abyss - YuGiOh - TCGplayer.com, geopend op september 28, 2025, <https://www.tcgplayer.com/product/584308/yugioh-rage-of-the-abyss-the-hallowed-azamina>
14. The Hallowed Azamina - 2025 Mega-Pack - YuGiOh - TCGplayer.com, geopend op september 28, 2025, <https://www.tcgplayer.com/product/651512/yugioh-2025-mega-pack-the-hallowed-azamina>
15. Azamina Determination - Rage of the Abyss - YuGiOh - TCGplayer.com, geopend op september 28, 2025, <https://www.tcgplayer.com/product/584331/yugioh-rage-of-the-abyss-azamina-determination>
16. Azamina Mu Rcielago - 2025 Mega-Pack - YuGiOh - TCGplayer.com, geopend op september 28, 2025, <https://www.tcgplayer.com/product/651504/yugioh-2025-mega-pack-azamina-mu-rcielago>
17. Deception of the Sinful Spoils | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op september 28, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=20531&request_locale=en>
18. Snakes eyes azamina fiendsmith on ladder : r/YuGiOhMasterDuel - Reddit, geopend op september 28, 2025, <https://www.reddit.com/r/YuGiOhMasterDuel/comments/1iy3rr2/snakes_eyes_azamina_fiendsmith_on_ladder/>
19. The ULTIMATE Fiendsmith Azamina Snake-Eye COMBO GUIDE FOR MASTER DUEL!, geopend op september 28, 2025, <https://www.youtube.com/watch?v=FAwuVilxcIw>