# Gouki, Firewall Dragon, and the Gumblar Hand Loop: A Historical and Modern Analysis

## Section 0: Executive Analysis

### A. Direct Confirmation and Summary

This report confirms the core of the user's belief: in 2018, the "Gouki" archetype was not only used to make "Firewall Dragon," but it was the single most dominant and efficient engine for doing so. This combination, in turn, was used to summon the (now-Forbidden) "Topologic Gumblar Dragon" to execute a devastating "Hand Loop" combo, often stripping an opponent of their entire starting hand before they could take their first turn.1 This strategy was enabled *exclusively* by the original, pre-errata version of "Firewall Dragon".3

Today, in the 2024-2025 metagame, the relationship between "Gouki" and "Firewall" persists, but in a fundamentally altered state. Following the prohibition and subsequent "errata" (text change) of "Firewall Dragon," the card's degenerate, loop-enabling properties have been eliminated.5 Modern Gouki decks still utilize the (errata'd) "Firewall Dragon" and its new, powerful Link-6 evolution, "Firewall Dragon Singularity," but as components of a balanced, modern Link-climbing strategy rather than an oppressive, non-interactive "First-Turn Kill" (FTK).7

This report will deconstruct both eras in detail, providing a historical analysis of the 2018 "Gouki Gumblar" deck and a comparative analysis of the modern 2024-2025 "Gouki Singularity" strategy.

### B. Report Structure Overview

This analysis is segmented into two primary parts:

* Part I: The Past – Deconstructing the 2018 "Gouki-Firewall" Metace  
  This section will provide an in-depth historical analysis of the 2018 "Gouki Gumblar" deck, the metagame it dominated, the specific cards that enabled its combos, and a full, step-by-step tutorial of the infamous "Gumblar Hand Loop."
* Part II: The Present – Gouki & The Firewall Legacy (2024-2025)  
  This section will provide a comparative analysis of the modern Gouki strategy. It will detail the critical errata to "Firewall Dragon," introduce its new "Firewall" boss monsters, and explain how the Gouki engine is used today to summon "Firewall Dragon Singularity" in a balanced, competitive environment.

## Part I: The Past – Deconstructing the 2018 "Gouki-Firewall" Metace

### 1.1. Historical Context: The "Summer of Link Spam" (2018)

The 2018 TCG format, particularly after the release of the *Flames of Destruction* and *Cybernetic Horizon* booster sets, was defined by the "Link Summoning" mechanic. This era was notoriously dominated by strategies colloquially known as "Link spam" or "Link climbing," where the primary objective was to use recursive engines to summon a long, uninterrupted chain of "generic" Link monsters.2

The "Gouki" archetype, on its own, was a fair, battle-focused deck.9 However, its core engine mechanic was uniquely suited to the demands of "Link spam." Nearly all main deck "Gouki" monsters (such as "Gouki Suprex," "Gouki Twistcobra," "Gouki Headbatt," and "Gouki Octostretch") share a simple, powerful gimmick: when the monster is sent from the field to the Graveyard (e.g., as material for a Link Summon), the player can add *any* "Gouki" *card* from their Deck to their hand.2

This mechanic created a self-replacing, cost-neutral stream of resources. A player could:

1. Summon two Gouki monsters.
2. Use them to Link Summon a Link-2 monster.
3. Both Goukis would trigger, adding two new "Gouki" cards to the hand.

One of these searches would invariably be the powerful Spell Card "Gouki Re-Match," which Special Summons two "Gouki" monsters from the Graveyard, providing instant material for the *next* Link Summon.1

This turned the Gouki main deck monsters into disposable, self-replacing batteries. In fact, the strategy was so focused on generic Link monsters that, as noted in analyses from the era, the Gouki archetype's *own* Link boss monsters "completely disappeared from some Extra Decks".2 The deck's identity was not *archetypal*; it was *functional*. It was, by a significant margin, the single most efficient *engine* for Link Summoning, a vehicle to power a series of non-archetypal, overpowered boss monsters that defined the format.2

### 1.2. The Unholy Trinity: Core Combo Components

The true power of the 2018 Gouki deck did not come from Gouki cards. It came from a "trinity" of non-Gouki monsters that exploited the Gouki engine's endless resources. Two of these, "Firewall Dragon" and "Topologic Gumblar Dragon," are the focus of the user's query.

#### 1.2.1. The Engine: Firewall Dragon (Pre-Errata)

The central, load-bearing pillar of the entire strategy was the original, pre-errata version of "Firewall Dragon." Its original text featured two monstrously powerful effects, neither of which had a "Hard Once Per Turn" (HOPT) clause.4

* **Original Effect 1 (Bounce):** Once while face-up on the field (Quick Effect): You can target monsters on the field and/or GY up to the number of monsters co-linked to this card; return them to the hand. 4
* **Original Effect 2 (Special Summon):** If a monster this card points to is destroyed by battle or sent to the GY: You can Special Summon 1 monster from your hand. 4

The second effect was the single most broken line of text in the 2018 metagame. The "not once per turn" clause 3 meant that *any time* the player performed a Link Summon using a monster Firewall pointed to, its effect would trigger, allowing the player to *immediately* Special Summon another monster from their hand for free.3

This mechanic shattered the game's fundamental resource gates. A normal Link combo is linear: Monster A + Monster B = Link Monster C. Firewall Dragon changed this equation to: (A + B) = C + (Special Summon Monster D from hand). This new Monster D could then be used with another monster (D + E) to make Link Monster F, which would trigger Firewall *again*, summoning Monster G from the hand.

This created a "near infinite amount of card advantage" 3 by allowing the deck to endlessly convert the *hand advantage* (which the Gouki engine generated) into *field advantage* at no cost, enabling "infinite loops".3

#### 1.2.2. The Win Condition: Topologic Gumblar Dragon

If "Firewall Dragon" was the engine, "Topologic Gumblar Dragon" was the weapon—the deck's ultimate payoff.2 Gumblar Dragon's purpose was to "Hand Loop" the opponent, ripping cards from their hand until they had nothing left.2 It had two devastating effects:

* **Effect 1 (Extra Link):** If this card is Extra Linked, you can make your opponent discard 2 cards (or their entire hand, if it was 2 or less).1
* **Effect 2 (Co-Link):** If a monster is Special Summoned to a zone this card points to (while Gumblar is in the Main Monster Zone), you can discard 1 or 2 cards, and if you do, your opponent discards the same number.1

"Topologic Gumblar Dragon" *weaponized* the very act of "Link spamming." The deck's goal was to perform the convoluted Firewall loops to build a complete "Extra Link" (a chain of co-linked monsters connecting both Extra Monster Zones).1 The final piece of this chain would be "Topologic Gumblar Dragon."

The player would then:

1. Trigger Gumblar's first effect (due to being Extra Linked) to force the opponent to discard 2 cards.13
2. Immediately use an effect (like "Gouki Re-Match" or the non-HOPT "Firewall Dragon") to Special Summon a monster to a zone Gumblar pointed to.13
3. Trigger Gumblar's second effect, discarding 2 cards (which were irrelevant, as they were likely Goukis that had already been searched) to force the opponent to discard 2 *more* cards.1

This ripped 4 cards from the opponent's 6-card opening hand on Turn 1, leaving them with only two cards to play against an unbreakable board.14

#### 1.2.3. The Support Staff: Banned Generic Enablers

The "Unholy Trinity" was supported by a cast of generic Link-2 monsters that provided the consistency to perform this combo every single game. Nearly all of these cards are now Forbidden.2

* **Isolde, Two Tales of the Noble Knights:** The primary starter. "Isolde" turned any two Warrior-type monsters (e.g., "Gouki Suprex" and "Junk Forward" 1) into a full combo. Its first effect would search a Warrior, and its second effect would send an Equip Spell from the Deck to the Graveyard to Special Summon a Warrior (like a Gouki) from the deck.1 The Equip Spell sent was *always* "Divine Sword - Phoenix Blade," as its own effect could be used from the Graveyard to banish Warriors and return itself to the hand, providing free "discard fodder" for other effects.1
* **Summon Sorceress:** A key bridge (in the TCG, after its release 1). It could target a monster on the field (like a Gouki) and Special Summon another monster of the *same Type* (another Gouki) from the *deck* to a zone it pointed to.1
* **Knightmare Goblin:** This provided an additional Normal Summon, which was a critical choke point for extension. It allowed the player to "Normal Summon" a Gouki that had been added to the hand, restarting the entire Link-climbing process.2
* **Knightmare Mermaid:** The primary bridge for the "Knightmare" engine. By discarding 1 card (e.g., the "Phoenix Blade" retrieved from the GY), "Knightmare Mermaid" could Special Summon "Knightmare Iblee" directly from the deck.1
* **Knightmare Iblee:** When "Iblee" was used as Link Material, its effect would activate, allowing it to Special Summon *itself* to the *opponent's* side of the field.1 This served two purposes: it locked the opponent into only Link Summons, and it provided a monster on their field to be "co-linked" with, which was necessary to activate the "Knightmare" monsters' powerful secondary effects (like "Knightmare Goblin's" extra summon or "Knightmare Unicorn's" discard-and-draw).
* **M-X-Saber Invoker:** A Rank 3 Xyz monster that was also used as a starter. Its effect could Special Summon an EARTH Warrior (i.e., "Gouki Suprex") directly from the deck, starting the entire combo.2

### 1.3. Anatomy of a "Hand Loop": A 2018 Combo Tutorial

This section will synthesize combo guides from the 2018 era to provide a definitive, step-by-step tutorial for the "Gouki Gumblar Hand Loop".1

**Required Hand:** This was a consistent 2-card combo. The most common combination was **"Gouki Suprex" + any Warrior "Extender"** (e.g., "Junk Forward," "Instant Fusion," or the "Sky Striker" engine via "Sky Striker Mobilize - Engage!" and "Sky Striker Mecha - Hornet Drones").1

Phase 1: The "Isolde" Opening 1

1. Special Summon the extender (e.g., "Junk Forward").
2. Normal Summon "Gouki Suprex."
3. Link Summon **Isolde, Two Tales of the Noble Knights** (using both monsters).
4. A Chain is built. Chain Link 1 (CL1) is "Isolde" (as mandatory). Chain Link 2 (CL2) is "Gouki Suprex" (as optional).
5. The Chain resolves backward. CL2 "Suprex" adds "Gouki Re-Match" from Deck to hand. CL1 "Isolde" adds "Gouki Headbatt" from Deck to hand.
6. Activate "Isolde's" second effect: Send "Divine Sword - Phoenix Blade" from Deck to Graveyard; Special Summon "Gouki Octostretch" from the Deck.

Phase 2: The "Summon Sorceress" Bridge (TCG Variant) 1

1. Link Summon **Summon Sorceress** (using "Isolde" and "Gouki Octostretch") in an Extra Monster Zone.
2. CL1: "Gouki Octostretch's" effect activates, adding "Gouki Riscorpio" from Deck to hand.
3. Activate "Summon Sorceress's" effect, targeting itself (a Warrior-type monster): Special Summon "Gouki Twistcobra" (another Warrior) from the Deck to the zone it points to.

Phase 3: Building the Board & Summoning Firewall 1

1. Activate the Spell Card "Gouki Re-Match": Special Summon "Gouki Suprex" and "Gouki Octostretch" from the Graveyard.
2. Activate the effect of "Divine Sword - Phoenix Blade" in the Graveyard: Banish 2 Warriors (e.g., "Junk Forward," "Isolde") to add "Phoenix Blade" to the hand.
3. Link Summon **Firewall Dragon** (using "Summon Sorceress," "Gouki Twistcobra," and "Gouki Suprex").
4. CL1 "Twistcobra," CL2 "Suprex": The effects resolve, adding "Gouki Bearhug" and another "Gouki Re-Match" from Deck to hand. "Firewall Dragon" is now co-linked and its effects are live.

Phase 4: The "Knightmare" Loop 1

1. Link Summon **Knightmare Mermaid** (using "Gouki Octostretch"). "Firewall Dragon" is pointing to the zone "Octostretch" just left.
2. A Chain is built. CL1 is "Knightmare Mermaid" (as its effect is on-summon). CL2 is **Firewall Dragon** (as its trigger was met).
3. The Chain resolves. CL2 "Firewall Dragon" Special Summons "Gouki Riscorpio" from the hand.
4. CL1 "Knightmare Mermaid" resolves: Discard "Phoenix Blade"; Special Summon "Knightmare Iblee" from the Deck.
5. Link Summon **Knightmare Goblin** (using "Iblee" and "Riscorpio") in the center Main Monster Zone, co-linked to "Mermaid." "Firewall Dragon" is pointing to one of the materials used.
6. A massive Chain is built. CL1 "Goblin" (discard 1, draw 1, extra Normal Summon), CL2 "Riscorpio" (search Gouki), CL3 "Iblee" (summon to opponent's field), CL4 **Firewall Dragon** (summon from hand).
7. The Chain resolves.
   * CL4 "Firewall Dragon" Special Summons "Gouki Headbatt" from hand.
   * CL3 "Iblee" Special Summons itself to the *opponent's* side of the field.
   * CL2 "Riscorpio" adds another "Gouki" (e.g., "Octostretch") to hand.
   * CL1 "Goblin" resolves: Discard 1 (e.g., a now-useless card), draw 1 card, and gain an additional Normal Summon.
8. At this point, a repeatable loop has been established.3 The player can use the extra Normal Summon on a Gouki, retrieve "Phoenix Blade" by banishing more Warriors 11, and use it as discard fodder for other "Knightmare" monsters (like "Cerberus," "Phoenix," or "Unicorn").1 Each time a monster co-linked to "Firewall Dragon" is used for a Link Summon, "Firewall Dragon" summons *another* monster from the hand, generating more materials, more draws, and more searches.

Phase 5: The "Gumblar" Finish 1

1. After "Link climbing" through the "Knightmare" monsters to establish a full "Extra Link" (with "Knightmare Mermaid" in both Extra Monster Zones 1), the final step is to Link Summon **Topologic Gumblar Dragon**.
2. **Hand Loop Part 1 (Discard 2):** "Gumblar Dragon" is Extra Linked. Its first effect activates: The opponent discards 2 random cards.13
3. **Hand Loop Part 2 (Discard 2):** Activate the second "Gouki Re-Match" that was searched earlier. Special Summon two "Gouki" monsters, ensuring one is summoned to a zone "Gumblar Dragon" points to.
4. This Special Summon triggers "Gumblar Dragon's" second effect: The player discards 2 cards (e.g., two leftover Goukis), and the *opponent* discards 2 more random cards.1
5. **Result:** The opponent has lost 4 cards from their 6-card hand.

The "6-Card Rip" Variant 1

Astute players discovered an even more devastating variant.

1. End the main combo by leaving "Linkuriboh" and "Gouki Octostretch" on the field, with "Gumblar Dragon" co-linked.
2. Pass the turn. The opponent, with 2 cards in hand, proceeds to their Draw Phase and draws their 3rd card.
3. During the opponent's Draw Phase, the player activates the (Quick Effect) of "Linkuriboh" in the Graveyard: Tribute "Gouki Octostretch" to Special Summon "Linkuriboh".1
4. This Special Summon (of "Linkuriboh") triggers the co-linked "Topologic Gumblar Dragon's" second effect *again*.
5. The player discards 2 cards (e.g., "Phoenix Blade" and a "Gouki" searched by "Octostretch") 1, and the opponent is forced to discard 2 more cards.
6. **Final Result:** The opponent, now holding only the 1 card they just drew, is forced to discard it and one of their other remaining cards, leaving them with 0 or 1 card to play. This is why the deck was one of the "Most Hated" in the game's history.2

### 1.4. The Downfall: A Banlist "Scorched Earth" Campaign

The "Gouki-Firewall" strategy, and its variants (like Danger! Dark World FTK), was so overwhelmingly powerful, consistent, and non-interactive that Konami was forced to systematically *eradicate* it from the game.20 The banlists of late 2018 and 2019 did not just hit one card; they destroyed the entire generic "Link spam" engine.21

The following key combo pieces were placed on the TCG's Forbidden List, where most remain to this day 2:

* **Firewall Dragon** (Forbidden) 2
* **Topologic Gumblar Dragon** (Forbidden) 2
* **Knightmare Goblin** (Forbidden) 2
* **Knightmare Mermaid** (Forbidden) 2
* **Summon Sorceress** (Forbidden)
* **M-X-Saber Invoker** (Forbidden) 2

The problem was never the "Gouki" cards themselves; they remain legal and "Unlimited".25 The problem was the *generic* Link monsters, particularly "Firewall Dragon," that lacked HOPT restrictions on their effects.3 The "Gouki-Firewall" deck was the ultimate, degenerate expression of this flawed design philosophy, creating the "infinite loops" 3 that Konami's designers had failed to account for.

Konami's solution was twofold: first, ban all the problem cards to kill the deck 2; second, fundamentally change their card design *forever*. The "Gouki-Firewall" deck's reign of terror is the primary reason that "Hard Once Per Turn" clauses are now the iron-clad design standard for almost every modern Yu-Gi-Oh! card. The subsequent *errata* of "Firewall Dragon" 5—an event that would directly address the user's query about its modern use—is the ultimate proof of this permanent, game-wide shift in design philosophy.

## Part II: The Present – Gouki & The Firewall Legacy (2024-2025)

The user's observation that "gouki *is* used to make firewall dragon *also*" is entirely correct. However, the "Firewall Dragon" of 2024 is, for all intents and purposes, a functionally *new card*.9

### 2.1. The Great Errata: A Comparative Analysis of Firewall Dragon

After being Forbidden for years, "Firewall Dragon" received an "errata"—a official change to its card text to adjust its game balance—and was eventually un-banned and moved to "Limited" status.26

The ambiguity of a card name (a 2018 card and a 2024 card sharing the same name) is the source of the user's query. The following table provides a textual analysis that *proves* the card is not the same, which in turn explains *why* the combos have fundamentally changed.

#### Table 1: Firewall Dragon - Textual Analysis (Pre- vs. Post-Errata)

| **Effect** | **Pre-Errata Text (2017)** | **Post-Errata Text (2020)** | **Impact of Change** |
| --- | --- | --- | --- |
| **Bounce** | Once while face-up on the field (Quick Effect): You can target monsters... up to the number of monsters co-linked to this card; return them to the hand. | (Quick Effect): You can target cards... up to the number of \*Cyberse\* monsters co-linked to this card... \*\*You can only use this effect of "Firewall Dragon" once per turn.\*\* | **HOPT:** The looping potential is dead.  **Cyberse-Lock:** Now only counts *Cyberse* monsters (which Goukis are *not*), not *any* co-linked monster. This neuters its generic utility. |
| **Special Summon** | If a monster this card points to is... sent to the GY: You can Special Summon 1 monster from your hand. | If a monster this card points to is... sent to the GY: You can Special Summon 1 \*Cyberse\* monster from your hand. \*\*You can only use this effect of "Firewall Dragon" once per turn.\*\* | **HOPT:** The *infinite* loop 3 is dead.  **Cyberse-Lock:** Can no longer summon *any* monster (like a "Gouki" from the hand). It *must* be a "Cyberse" monster. |

**Conclusion:** The errata 5 fundamentally changed "Firewall Dragon" from a generic, loop-enabling *engine* 3 into a balanced, HOPT *archetypal boss monster* for the "Cyberse" monster type.5 As noted in modern analyses, the Gouki archetype is no longer a top-tier meta contender *precisely because* of this errata.27

### 2.2. The New Generation: "Firewall" as an Archetype

The "Firewall" name no longer refers to just one card.29 It is now a full-fledged archetype of powerful "Cyberse" boss monsters, which the Gouki engine is still capable of summoning. The primary target in the modern game is the new Link-6 boss monster.

**Firewall Dragon Singularity (Link-6):**

* **Materials:** 3+ Effect Monsters.30
* **Effect 1 (Bounce):** (Quick Effect): You can target cards your opponent controls or in their GY up to the number of different card types (Ritual, Fusion, Synchro, Xyz) you control and in your GY; return them to the hand, also this card gains 500 ATK for each returned card. 30
* **Effect 2 (Revival):** If a monster this card points to is destroyed by battle, or sent to the GY: You can target 1 Cyberse monster in your GY; Special Summon it. 30
* **Restriction:** Both effects are HOPT ("You can only use each effect of 'Firewall Dragon Singularity' once per turn.").30

This new boss monster's design is the *philosophical opposite* of the 2018 deck. The 2018 "Gouki-Firewall" deck 1 was a linear, "Link-only" spam deck. "Firewall Dragon Singularity" 30 explicitly *rewards* the player for having a *diverse* Extra Deck—its power scales with the number of different *non-Link* card types (Ritual, Fusion, Synchro, Xyz) in the Graveyard. This design actively *discourages* the linear, "Link-only" spam that made the original so broken, forcing the player to incorporate different summoning mechanics.

### 2.3. Modern Gouki Strategies & Combos (2024-2025)

Modern Gouki decks (2024-2025) still operate on their core engine: "floating" (searching) when used as Link Material 9 and using "Gouki Re-Match" 25 to generate a high *quantity* of Link Materials. The *destination* has simply changed from "Gumblar Dragon" to "Firewall Dragon Singularity."

**How Goukis make "Firewall" monsters now:**

1. **The (Errata'd) "Firewall Dragon":** Goukis still summon the original, errata'd "Firewall Dragon," as seen in many modern deck lists.7 However, its role has been drastically diminished. Because its Special Summon effect is now both HOPT and Cyberse-locked 5, it is no longer the core engine. It is now just one "HOPT" extender used during the Link climb, often to summon a "Cyberse" *bridge* monster (like "Firewall Defenser" 34) to continue the combo, or as a "Double Firewall" lock for an OTK.33
2. **The "Firewall Dragon Singularity" (Link-6):** This is the new primary *goal*. The Gouki engine remains exceptional at "Link climbing".9 They can easily put 3, 4, or 5 monsters on the board, which are the required materials (3+ Effect Monsters 30) to summon "Singularity." The Gouki engine provides the *fuel* (the sheer quantity of monsters) to summon the *payoff* ("Singularity").7

The "Naturia Beast" Tech

A significant development in modern Gouki deck-building is the inclusion of a "Synchro" package 7 to summon Naturia Beast, a Level 5 Synchro monster.36 This reveals a fundamental shift in the deck's strategy.

* The 2018 deck 1 had *one* goal: The Gumblar Hand Loop. If it was interrupted (e.g., by a "Hand Trap"), the "glass cannon" would often fail.
* Modern Goukis are EARTH Warrior-type monsters.37 "Naturia Beast" requires 1 EARTH Tuner + 1+ non-Tuner EARTH monster.36
* Goukis can use their "Isolde" starter to summon an EARTH Tuner (like "Attack Gainer" 37 or via new archetype support like "Gouki Machine Suprex" 38) and a Level 4 Gouki (like "Suprex") to easily Synchro Summon "Naturia Beast."

This demonstrates that the deck is no longer a linear "one-combo" deck. It has become a *toolbox*. The player can assess their hand and the game state and *choose* their end board: they can go for the raw bouncing power of the Link-6 **Firewall Dragon Singularity** 7 *or* they can pivot to the "infinite Spell negate" power of **Naturia Beast**.7 This makes the modern deck far more resilient and adaptable than its 2018 predecessor, even if it is far less oppressive.

## Section 3: Conclusion – The Evolving Legacy of Gouki and Firewall

### A. Final Synthesis

The relationship between the "Gouki" and "Firewall" archetypes is a perfect case study in Yu-Gi-Oh!'s design evolution.

* **Past (2018):** The relationship was parasitic and degenerate. The "Gouki" engine 9 served as mindless *fuel* for a flawed, non-HOPT generic card ("Firewall Dragon" 3) to execute an oppressive, non-interactive "Hand Loop" via "Topologic Gumblar Dragon".1 This combination was, as the user recalls, the most dominant and hated deck of its time.2
* **Present (2025):** The relationship is synergistic and balanced. The "Gouki" engine 9 now functions as a "Link toolbox" to summon a *family* of balanced, HOPT-restricted "Firewall" boss monsters (like the errata'd "Firewall Dragon" and the Link-6 "Firewall Dragon Singularity" 7) and other disruptive "toolbox" monsters (like "Naturia Beast" 7).

The user's memory is correct: Gouki + Firewall + Gumblar was the deck to beat. The user's current observation is *also* correct: Goukis still make Firewall monsters. The difference is that the power, purpose, and context of these cards have been completely rewritten by Konami's designers to ensure the "sins of the past" 1 are never repeated.

### B. Essential Table 2: Key Combo Components - Status & Impact

This table provides a final summary of the key 2018 combo pieces and their current TCG status, definitively explaining *why* the old deck is dead and *how* the new deck has been forced to adapt.

| **Card Name** | **Role in 2018 "Gumblar" Deck** | **Current TCG Status (May 2024)** |
| --- | --- | --- |
| **Topologic Gumblar Dragon** | The Win Condition (Hand Loop) 2 | **FORBIDDEN** 2 |
| **Firewall Dragon** | The Core Engine (Loop Enabler) 3 | **LIMITED (Errata'd)** 5 |
| **Summon Sorceress** | The Bridge (Deck Summon) 1 | **FORBIDDEN** |
| **Knightmare Goblin** | The Extender (Extra Normal Summon) 2 | **FORBIDDEN** 2 |
| **Knightmare Mermaid** | The Bridge (Iblee Summon) 1 | **FORBIDDEN** 2 |
| **M-X-Saber Invoker** | The Starter (Deck Summon) 2 | **FORBIDDEN** 2 |
| **Divine Sword - Phoenix Blade** | The "Discard" Engine 1 | **Unlimited** (TCG) |
| **Isolde, Two Tales...** | The Starter (Combo Enabler) 1 | **Unlimited** |
| **Gouki Suprex** | The "Fuel" (Resource) 2 | **Unlimited** 25 |
| **Gouki Re-Match** | The "Fuel" (Resource) 1 | **Unlimited** 25 |

#### Geciteerd werk

1. How to do the Gouki extra link with Trigate and Gumblar? : r/Yugioh101 - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/Yugioh101/comments/cy7nvd/how_to_do_the_gouki_extra_link_with_trigate_and/>
2. The Most Hated Decks In Yu-Gi-Oh: Gouki Gumblar Discard ..., geopend op november 12, 2025, <https://www.tcgplayer.com/content/article/The-Most-Hated-Decks-In-Yu-Gi-Oh-Gouki-Gumblar-Discard/92d9ac24-6be3-4118-89fd-df086b075454/>
3. Please explain to me what makes Firewall Dragon so good exactly : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/8wdhqh/please_explain_to_me_what_makes_firewall_dragon/>
4. I TOOOOOOOLD YOU!!!!! I TOOOOOOLD YOU!!! Firewall Dragon Errata Review | Duel Amino, geopend op november 12, 2025, <https://aminoapps.com/c/ygo/page/blog/i-tooooooold-you-i-toooooold-you-firewall-dragon-errata-review/pX0T_QunVQz4q1BZeL6GKZz1QYQR18q>
5. Firewall Dragon Errata English mockup : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/kgxe1h/firewall_dragon_errata_english_mockup/>
6. Firewall Dragon Errata : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/kc9j2b/firewall_dragon_errata/>
7. Gouki test (October 2025) by SiCk-Kil - cardcluster, geopend op november 12, 2025, <https://cardcluster.com/deck/0YyaDQ>
8. Gouki Deck - September 2025 TCG Format - Dueling Nexus, geopend op november 12, 2025, <https://duelingnexus.com/blog/gouki-deck-september-2025-tcg-format/>
9. New Gouki Support : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/1odjgee/new_gouki_support/>
10. Gouki decklist : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/8g7yyy/gouki_decklist/>
11. Gouki Combo Tutorial : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/893pgz/gouki_combo_tutorial/>
12. Gouki 5-Card Handloop Tutorial [5:52] : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/9mpfqg/gouki_5card_handloop_tutorial_552/>
13. Knightmare Gouki Guide: Deck building, combos, and countering the deck : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/8ldpmd/knightmare_gouki_guide_deck_building_combos_and/>
14. Why Was Topologic Gumblar Dragon Banned? - Yu-Gi-Oh! - YouTube, geopend op november 12, 2025, <https://www.youtube.com/watch?v=UxjAWDtnKl0>
15. New Format GOUKI 4-Card Gumblar Hand Loop & Tri-Gate Wizard COMBO TUTORIAL! [Gouki + Warrior] - YouTube, geopend op november 12, 2025, <https://www.youtube.com/watch?v=IG7otm3BZEg>
16. Yu-Gi-Oh! NEW 4 CARD HAND LOOP + NEGATES COMBO TUTORIAL! 2 CARD COMBO + "BRICK" HAND 2018! (Gouki) - YouTube, geopend op november 12, 2025, <https://www.youtube.com/watch?v=mglkABoZof4>
17. [BladeYGO] Why Was Topologic Gumblar Dragon Banned? - Yu-Gi-Oh! : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/nyfogt/bladeygo_why_was_topologic_gumblar_dragon_banned/>
18. Gouki Extra Link Combo Without Firewall Dragon : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/933c9p/gouki_extra_link_combo_without_firewall_dragon/>
19. 1.5 Card Gouki Combo : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/9iof55/15_card_gouki_combo/>
20. You guys complain too much... seriously :: Yu-Gi-Oh! Master Duel Discussioni generali - Steam Community, geopend op november 12, 2025, <https://steamcommunity.com/app/1449850/discussions/0/6553383644017100176/?l=italian>
21. Thoughts on the New Yu-Gi-Oh! Banlist - Dragon Shield, geopend op november 12, 2025, <https://about.dragonshield.com/gaming-inspiration/thoughts-on-the-new-yu-gi-oh-banlist/>
22. Forbidden & Limited List – Yu-Gi-Oh!, geopend op november 12, 2025, <https://www.yugioh-card.com/eu/play/forbidden-and-limited-list/>
23. 6 Times Yu-Gi-Oh Got An Emergency Banlist - TCGplayer, geopend op november 12, 2025, <https://www.tcgplayer.com/content/article/6-Times-Yu-Gi-Oh-Got-An-Emergency-Banlist/231c3811-e00d-43aa-992f-592a9bc6801c/>
24. Top 10 Cards That Got Banned The Fastest in YuGiOh - YouTube, geopend op november 12, 2025, <https://www.youtube.com/watch?v=7Ybrbtw-mnU>
25. [A] Gouki Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op november 12, 2025, <https://duelingnexus.com/blog/a-gouki-deck-2024/>
26. Opinion: Unbanning Cards to Errata Them is Both Pointless and Dilutes the Card's Legacy : r/yugioh - Reddit, geopend op november 12, 2025, <https://www.reddit.com/r/yugioh/comments/16sowp8/opinion_unbanning_cards_to_errata_them_is_both/>
27. One Gouki Combo / Test Hand Explained Step By Step (Firewall Dragon and Anti Nibiru) [August 2021] - YouTube, geopend op november 12, 2025, <https://www.youtube.com/watch?v=rD81YI2ZIUk>
28. Errata Cards − RULES｜ONE PIECE CARD GAME - Official Web Site, geopend op november 12, 2025, <https://en.onepiece-cardgame.com/rules/errata_card/>
29. Which Hero Had The Best Ace Monster In All Of Yu-Gi-Oh? | TCGplayer, geopend op november 12, 2025, <https://www.tcgplayer.com/content/article/Which-Hero-Had-The-Best-Ace-Monster-In-All-Of-Yu-Gi-Oh/3a0be8e0-35a9-4e4a-a78e-596345fecd5e/>
30. Firewall Dragon Singularity | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 12, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=18510>
31. Firewall Dragon Singularity Deck | NEW CARD - YouTube, geopend op november 12, 2025, <https://www.youtube.com/watch?v=wuEHcG8j4ag>
32. Firewall Dragon Singularity | How to obtain, Decks & Tournament Usage Statistics | Yu-Gi-Oh! Meta, geopend op november 12, 2025, <https://www.yugiohmeta.com/cards/Firewall%20Dragon%20Singularity>
33. Yu-Gi-Oh Competitive Gouki Deck Profile + Combo Tutorial (Firewall Dragon Lock + OTK), geopend op november 12, 2025, <https://www.youtube.com/watch?v=i-kfCPhNj9o>
34. \*NEW\* BEST COMBOS WITH MATHMECH! FIREWALL DRAGON SINGULARITY! Deck Guide (Yu-Gi-Oh! Master Duel) - YouTube, geopend op november 12, 2025, <https://www.youtube.com/watch?v=JB26jYfC-As>
35. Gouki Deck (WIP) (June 2025) by Link11770 - cardcluster, geopend op november 12, 2025, <https://cardcluster.com/deck/0AqM7n>
36. Naturia Beast | How to obtain, Decks & Usage Statistics | Master Duel Meta, geopend op november 12, 2025, <https://www.masterduelmeta.com/cards/Naturia%20Beast>
37. Building Goukis? Zach Takes A Trip To Suprex City! - TCGplayer, geopend op november 12, 2025, <https://www.tcgplayer.com/content/article/Building-Goukis-Zach-Takes-A-Trip-To-Suprex-City/137feb87-ab8f-4f47-b741-e2b9aeb05715/>
38. 10 Underrated Yu-Gi-Oh Cards You Missed From Doom of Dimensions - TCGplayer, geopend op november 12, 2025, <https://www.tcgplayer.com/content/article/10-Underrated-Yu-Gi-Oh-Cards-You-Missed-From-Doom-of-Dimensions/41eb5318-22e1-46ff-8c9f-638e33fed821/>