# Strategic Deconstruction of the "Worm" Archetype: From Flip Effects to Cosmic Invasion

## Introduction - The Alien Invaders of Duel Terminal

The "Worm" archetype, a sprawling series of LIGHT Reptile monsters, first descended into the *Yu-Gi-Oh! Trading Card Game* through the Duel Terminal arcade series. Thematically, they are extraterrestrial invaders, a concept underscored by their unique and ambitious design gimmick: a monster for each letter of the English alphabet, from Worm Apocalypse to Worm Yagan, culminating in the cosmic horror Worm Zero.1 This alphabetical convention resulted in one of the largest monster lineups for any single archetype in the game's history.

At its core, the archetype is built upon one of the game's oldest and most undersupported mechanics: the FLIP effect.1 This mechanical choice firmly roots "Worms" in a slower, more deliberate style of play reminiscent of early *Yu-Gi-Oh!*. The overarching strategy is one of attrition and control. A "Worm" duelist aims to establish a defensive field of face-down monsters, weathering the opponent's assault with disruptive FLIP effects and a robust suite of Trap Cards. This defensive posture is a prelude to a single, explosive power play, typically executed through the archetype's signature Trap Card, W Nebula Meteorite, which can single-handedly generate overwhelming card advantage and establish a commanding board presence.2

However, a closer analysis of the archetype reveals a design philosophy where a thematic gimmick appears to have taken precedence over cohesive synergy. The commitment to creating a monster for every letter of the alphabet resulted in a vast disparity in power and utility among its members. Strategic guides and competitive decklists consistently show that only a small fraction of the 26+ monsters are considered viable, with the rest being functionally obsolete.2 This suggests that many "Worm" monsters were designed merely to fill an alphabetical slot rather than a specific strategic role. This design choice has a direct and profound impact on the archetype's playstyle, forcing duelists to disregard over 80% of the available card pool and rely on a small, hyper-optimized engine. This makes the deck less flexible and more predictable than archetypes whose members were designed with more holistic synergy in mind.

## Core Mechanics - The Slow Art of the Flip

To understand the "Worm" archetype is to understand the FLIP mechanic and its place in the game's history. A FLIP effect is a type of Trigger Effect that activates when a face-down monster is flipped face-up on the field.5 This can occur through one of three primary actions:

1. **Flip Summon:** A player manually changes their own face-down Defense Position monster to face-up Attack Position during their Main Phase. A monster cannot be Flip Summoned in the same turn it was Set.5
2. **Being Attacked:** When an opponent's monster declares an attack on a face-down monster, the face-down monster is flipped face-up during the Damage Step, just before damage calculation. Its FLIP effect will activate and resolve after damage calculation.5
3. **Card Effects:** Spells, Traps, or monster effects that explicitly change a monster's battle position from face-down to face-up, such as the generic Book of Taiyou or the archetypal W Nebula Meteorite, will trigger any relevant FLIP effects.3

In the nascent stages of *Yu-Gi-Oh!*, FLIP monsters like Man-Eater Bug were format-defining powerhouses. However, as the game has accelerated, the inherent slowness of the mechanic has been exposed by relentless power creep.6 The modern game prioritizes immediate impact and the establishment of interactive boards on the first turn, concepts that are antithetical to the passive nature of setting a monster and waiting a turn.

This reliance on a dated mechanic presents both unique advantages and significant disadvantages. On the positive side, FLIP effects can often circumvent popular forms of targeted monster effect negation, such as Effect Veiler or Infinite Impermanence. Because these cards must target a face-up monster to negate its effects, a face-down "Worm" is an invalid target, allowing its effect to resolve safely once flipped.2 Conversely, the disadvantages are severe. The strategy is glacially slow, requiring a monster to survive an entire opponent's turn before its effect can be manually activated. Face-down monsters are also extremely vulnerable to modern forms of removal that do not target or destroy, such as the effects of Knightmare Unicorn which shuffles a card into the deck, or board-wiping cards like Evenly Matched.2

This leads to a strategic paradox at the heart of the "Worm" game plan. The deck's core action—setting monsters and passing the turn—is an act of willingly ceding tempo to the opponent. This is a dangerous proposition in a game now dominated by proactive combo decks that aim to build boards of multiple negations on their first turn. The standard "Worm" opening of a face-up Worm Xex and a face-down Worm Yagan establishes no immediate interaction.2 Therefore, the "Worm" player is not simply playing a "control" game; they are making a high-stakes wager that their opponent's board will be survivable and that their generic backrow will be sufficient to endure the onslaught. This reality forces a fundamentally defensive approach to deck building, where a significant portion of the deck must be dedicated not to advancing the "Worm" win condition, but simply to surviving until it can be executed. This explains the heavy reliance on generic, powerful Trap Cards in virtually all competitive "Worm" builds.3

## Archetype Deconstruction: The Worm Alphabet

Despite its massive roster, the "Worm" archetype's functionality is concentrated in a small, select group of cards. Understanding these key players and their roles is essential to piloting the deck effectively. The monsters can be categorized by their strategic function: Engine Starters, Boss Monsters, and Utility/Support.

### The Engine Starters (The X-Y-C Axis)

This trio forms the consistent core of the deck, responsible for setting up all major plays.

* **Worm Xex:** Universally regarded as the "bread and butter" of the archetype, Worm Xex is the deck's premier starter.2 When Normal Summoned, its effect allows the player to send any Reptile-Type "Worm" monster from the Deck to the Graveyard. This effect is not once per turn and is the critical first step in the deck's primary combo sequence.
* **Worm Yagan:** The primary target for Worm Xex's effect. Yagan possesses an ability to Special Summon itself from the Graveyard in face-down Defense Position if the only monster the player controls is Worm Xex.2 This provides immediate field presence and prepares the board for FLIP-based plays. Its own FLIP effect is a valuable piece of disruption, returning one face-up monster an opponent controls to the hand.10
* **Worm Cartaros:** The deck's dedicated searcher, fulfilling a role analogous to the iconic Elemental HERO Stratos.2 Upon being flipped, Cartaros allows the player to add any Level 4 or lower Reptile-Type "Worm" monster from their Deck to their hand. This effect is crucial for maintaining consistency and assembling the necessary pieces for the deck's combos.2

### The Boss Monsters (Kings, Queens, and Cosmic Horrors)

These are the powerful monsters the deck aims to summon to close out the game.

* **Worm King:** The archetype's most practical and powerful boss monster. With a formidable 2700 ATK, Worm King is most often Special Summoned directly from the Deck via the effect of W Nebula Meteorite. Its true strength lies in its repeatable removal effect: by Tributing any "Worm" monster (including itself), it can destroy any one card on the field. This potent, non-once-per-turn ability provides unparalleled board control.2
* **Worm Queen:** A Level 8 monster with the same stats as Worm King, Worm Queen offers a "toolbox" approach. Her effect allows the player to Tribute one "Worm" monster to Special Summon another "Worm" with a Level less than or equal to the Tributed monster's from the Deck.10 This can be used to fetch specific FLIP effects or extend combos.
* **Worm Victory:** A high-risk, high-reward boss monster. Its FLIP effect destroys all face-up non-"Worm" monsters on the field. Furthermore, it gains 500 ATK for every Reptile-Type "Worm" monster in the Graveyard, giving it the potential to reach game-ending ATK values if the Graveyard has been sufficiently loaded.10
* **Worm Zero:** The archetype's sole Fusion Monster. Worm Zero gains effects based on the number of differently named "Worm" monsters used as Fusion Material. With 2 or more materials, it can revive a Reptile from the Graveyard face-down once per turn. With 4 or more, it can send a monster on the field to the Graveyard. With 6 or more, it allows the player to draw one card per turn. A fully-powered Worm Zero is an incredibly dominant force, though summoning it is a significant challenge.10

### Utility and Support Worms

These monsters provide supplemental effects that support the core engine.

* **Worm Linx:** A vital source of card advantage. When flipped, if it remains face-up during the End Phase, its controller draws one card.10 Protecting Worm Linx for multiple turns can generate an insurmountable resource lead, making it a high-priority target for both players.14
* **Worm Falco & Worm Erokin:** These two monsters are designed to recycle the deck's FLIP effects. Worm Falco is a FLIP monster itself; when flipped, it changes all other face-up "Worm" monsters back to face-down Defense Position. Worm Erokin is a Level 6 Tribute monster that can perform this action once per turn as a continuous effect.1

### Archetypal Spells & Traps

Though limited in number, the archetype's dedicated backrow contains its single most important card.

* **W Nebula Meteorite:** This Normal Trap is the linchpin of the entire modern "Worm" strategy. Its effect is threefold: first, it flips all of the player's face-down monsters face-up, triggering their effects simultaneously. Second, during the End Phase of the turn it was activated, it flips all face-up LIGHT Reptile monsters back into face-down Defense Position. Third, the player then draws one card for each monster flipped face-down this way, and finally, Special Summons a Level 7 or higher LIGHT Reptile monster from the Deck.3 This single card provides mass effect activation, board reset, massive card draw, and a boss monster summon all at once.
* **Worm Call:** A Continuous Spell that offers a slow but reliable way to build field presence. If the opponent controls a monster and the player does not, Worm Call allows the player to Special Summon one "Worm" monster from their hand in face-down Defense Position once per turn.10

### Worm Card Role & Viability Matrix

To distill the vast "Worm" card pool into a practical guide, the following table categorizes the most relevant members by their strategic role and competitive viability.

| **Card Name** | **Category** | **Viability Rating** | **Strategic Role & Key Interactions** |
| --- | --- | --- | --- |
| Worm Xex | Starter/Enabler | Core @ 3 | The deck's primary Normal Summon. Sends Worm Yagan from Deck to Graveyard to initiate the core combo. Enables Rank 4 Xyz plays.2 |
| Worm Yagan | Combo Piece/Disruption | Core @ 3 | Special Summons itself from the GY after being sent by Xex. Its FLIP effect provides non-destruction removal by bouncing an opponent's monster.2 |
| Worm Cartaros | Searcher/Consistency | Core @ 3 | FLIP effect searches for any Level 4 or lower "Worm," ensuring access to Xex or other key pieces. A vital consistency tool.2 |
| Worm King | Boss Monster | Core @ 1-2 | The primary win condition, summoned by W Nebula Meteorite. Provides powerful, repeatable spot removal by Tributing other "Worms".2 |
| W Nebula Meteorite | Power Play/Win Condition | Core @ 3 | The single most important card in the deck. Generates massive card advantage, triggers FLIP effects, and summons Worm King.3 |
| Worm Linx | Draw Engine | Tech @ 1-2 | A potent source of recurring card advantage. If it can be protected, it can quickly overwhelm the opponent with resources.10 |
| Worm Queen | Boss Monster/Toolbox | Tech @ 0-1 | An alternative to Worm King that can summon other "Worms" from the Deck, offering more flexible but less immediately powerful plays.10 |
| Worm Victory | Boss Monster/Board Wipe | Niche/Obsolete | A potential win condition in Graveyard-heavy builds, but generally too slow and situational for modern play.10 |
| Worm Zero | Boss Monster (Fusion) | Obsolete | Extremely powerful if summoned with 6+ materials, but the setup is far too slow and resource-intensive without the pre-errata Future Fusion.13 |
| Worm Falco | Utility/Recycler | Obsolete | Its effect to reset other "Worms" is useful in theory but too slow and requires an already established board to be effective.1 |
| Other "Worms" | Filler | Obsolete | The remaining 15+ "Worm" monsters lack the power, synergy, or utility to see any competitive consideration.1 |

## Combo Lines and End Boards: A Strategic Playbook

The "Worm" strategy revolves around a few key sequences that convert its slow, defensive setup into a powerful board state. These combos are the deck's primary path to victory.

### Play 1: The Foundational Xex-Yagan Setup

This is the deck's most common and crucial opening play, establishing the necessary board for its most powerful interactions.

1. **Action:** Normal Summon Worm Xex.
2. **Action:** Upon a successful summon, activate the trigger effect of Worm Xex, choosing to send one Worm Yagan from the Deck to the Graveyard.
3. **Action:** With Worm Yagan now in the Graveyard and Worm Xex being the only monster on the field, activate Yagan's ignition effect to Special Summon itself in face-down Defense Position.
4. **Resulting Board State:** The turn ends with one face-up Worm Xex in Attack Position and one face-down Worm Yagan. This board is the minimum requirement to unlock the full potential of W Nebula Meteorite. It also presents an immediate threat of a Rank 4 Xyz Summon on the following turn.2

### Play 2: The W Nebula Meteorite Power Play

This sequence is the archetype's primary win condition, converting the simple Xex-Yagan setup into a massive swing in advantage.

1. **Prerequisite:** A field consisting of at least one face-down "Worm" monster (ideally the Xex-Yagan board) and a Set W Nebula Meteorite.
2. **Timing:** Activate W Nebula Meteorite during the opponent's turn. The optimal timing is often the End Phase, as this minimizes the opponent's window to respond with cards like Cosmic Cyclone or Twin Twisters before the full effect resolves.3
3. **Resolution Part 1 (Immediate):** W Nebula Meteorite resolves, flipping all face-down monsters face-up. In the ideal scenario, Worm Yagan is flipped.
4. **Resolution Part 2 (New Chain):** A new chain begins with the activation of Worm Yagan's FLIP effect. This targets and returns one face-up monster the opponent controls to their hand, providing immediate disruption.16
5. **Resolution Part 3 (End Phase):** The second part of Meteorite's effect resolves during the End Phase.
   * Worm Xex and Worm Yagan are flipped back into face-down Defense Position, resetting their effects for a future turn.
   * The player draws two cards—one for each monster flipped face-down.
   * The player Special Summons Worm King directly from the Deck.
6. **Resulting End Board:** The player now controls a 2700 ATK Worm King, a face-down Worm Xex, and a face-down Worm Yagan. They have also gained two cards in hand, resulting in a net card advantage of +2 (one monster from deck, two draws, minus the trap itself) and having disrupted the opponent's board. This is the ideal end board for the archetype, establishing a powerful attacker, repeatable disruption, and a significant resource lead.3

### Play 3: The Worm Zero Fusion Gambit (Legacy Combo)

Before its errata, Future Fusion provided a slow but devastating path to summoning a fully-powered Worm Zero.

1. **Action:** Activate the Continuous Spell Card Future Fusion, declaring Worm Zero as the monster to be Fusion Summoned.
2. **Action (Next Standby Phase):** Send at least six "Worm" monsters with different names from the Deck to the Graveyard. This serves as a massive graveyard-setup tool.
3. **Action (Second Standby Phase):** If Future Fusion remains on the field, Special Summon Worm Zero.
4. **Resulting Board State:** A Worm Zero with all three of its powerful effects active: a once-per-turn monster revival, a once-per-turn non-destruction removal effect, and a once-per-turn draw.13

The viability of this entire strategy was critically wounded by the official errata to Future Fusion. The original text allowed the materials to be sent to the Graveyard immediately upon the card's activation, providing instant setup for graveyard-based plays.20 The revised text delays this action until the Standby Phase *after* activation. This one-turn delay means Future Fusion must survive on the field for an entire turn cycle before providing any benefit. In the fast-paced modern game, with its abundance of Spell and Trap removal, this delay is often a death sentence. This change is the primary reason why contemporary "Worm" decks have almost completely abandoned the Worm Zero strategy in favor of the more immediate, Trap-based W Nebula Meteorite game plan.

## External Synergies: Building a Modern Infestation

To function in a modern environment, the lean "Worm" engine must be augmented with powerful generic and synergistic support cards. These external cards help patch the archetype's inherent weaknesses in consistency, speed, and power.

### Essential Reptile Support

The Reptile type, while historically undersupported, has a few key cards that are indispensable for the "Worm" strategy.

* **King of the Feral Imps:** This generic Rank 4 Xyz Monster is arguably the most important card for the deck outside of its own archetype. It can be easily summoned using Worm Xex and another Level 4 monster (like a Special Summoned Kagetokage or a previously set Worm Cartaros). Its effect allows the player to detach one Xyz Material to search for any Reptile-Type monster from the Deck.1 This provides unparalleled consistency, allowing the player to search for Worm Xex to begin their plays or find any other necessary "Worm" piece.11
* **Snake Rain:** A Spell Card with a notoriously powerful effect: by discarding one card, the player can send four Reptile monsters from their Deck directly to the Graveyard.21 For "Worms," this is an incredible setup tool. It can instantly fuel the ATK of Worm Victory, load the Graveyard for the summon of Evil Dragon Ananta, or prepare targets for revival cards.18
* **Offering to the Snake Deity:** This Normal Trap is the Reptile equivalent of the powerful Icarus Attack. It allows the player to Tribute one Reptile monster to target and destroy two cards the opponent controls.11 This provides powerful 1-for-2 removal that synergizes perfectly with the deck's control-oriented game plan and can be used to trigger the effects of monsters like Evil Dragon Ananta.3

### Hybridization Potential

The "Worm" engine's focus on LIGHT Reptiles and Graveyard setup allows it to synergize with other, more modern Reptile archetypes.

* **Ogdoadic:** This archetype of LIGHT and DARK Reptiles is heavily focused on summoning monsters from the Graveyard and triggering effects there.24 The synergy is potent; Worm Xex and Snake Rain can be used to send key Ogdoadic monsters to the Graveyard, initiating their combos. In return, the Ogdoadic engine provides the explosive special summoning and board presence that the "Worm" archetype desperately lacks, creating a more dynamic and resilient deck.25
* **Reptilianne:** This archetype focuses on reducing the ATK of opposing monsters to 0 to enable its effects.26 While the synergy is less direct, King of the Feral Imps can search key monsters from both archetypes, and both share a control-oriented philosophy. A combined build can leverage the disruption of both engines to create a unique lockdown strategy.22
* **Other FLIP Archetypes (Guru Control, Tindangle):** While these decks share the core FLIP mechanic, hybrid builds are often less effective. Archetypes like Subterror (the engine behind Guru Control) and Tindangle have their own specific type and attribute synergies that conflict with the LIGHT Reptile focus of "Worms." A generic "Flip Control" deck is possible, but it often lacks the focused power of a more synergistic build.8

### Generic Tech Choices

Beyond specific Reptile support, several generic cards are staples in "Worm" decks.

* **Honest:** As the entire core "Worm" lineup consists of LIGHT-Attribute monsters, Honest is a perfect inclusion. Its hand-trap effect can be used during the Damage Step to grant a battling LIGHT monster an ATK boost equal to the opposing monster's ATK, turning any "Worm" into a deadly threat in battle.2
* **Kagetokage:** This Level 4 DARK Reptile can be Special Summoned from the hand whenever a Level 4 monster is Normal Summoned. This allows a player to Normal Summon Worm Xex and immediately Special Summon Kagetokage to make King of the Feral Imps, significantly accelerating the deck's setup and consistency.21
* **Staple Trap Cards:** Given the deck's slow pace and reliance on surviving the opponent's turn, a heavy lineup of powerful generic Trap Cards is non-negotiable. Cards like Solemn Judgment, Compulsory Evacuation Device, Bottomless Trap Hole, and Dimensional Prison are essential for providing the necessary interaction and protection to bridge the gap to the late game where W Nebula Meteorite can take over.3

## Strategic Analysis: Strengths, Weaknesses, and Counter-Play

The "Worm" archetype occupies a unique space in the competitive landscape, characterized by a polarized set of strengths and weaknesses that define its matchups and overall viability.

### Strengths

* **Explosive Resource Generation:** A successfully resolved W Nebula Meteorite is one of the most powerful single-card advantage engines ever printed for a non-meta archetype. In a standard Xex-Yagan scenario, it generates a +3 swing in card advantage (one monster from deck, two draws) while also disrupting the opponent's board and establishing a powerful boss monster.3
* **Strong Defensive Core:** The combination of disruptive FLIP effects like Worm Yagan's bounce and a heavy backrow of powerful Trap Cards can make the deck formidable for battle-centric strategies to overcome. The deck excels at slowing the game to a crawl where its resource generation can take over.2
* **Resilience to Certain Forms of Negation:** The nature of FLIP effects provides a degree of innate protection against common monster effect negation that targets face-up monsters, such as Effect Veiler. Since the monster is face-down when targeted, these effects cannot be activated, allowing the FLIP effect to resolve unhindered.2

### Weaknesses

* **Glacial Speed:** The archetype's greatest flaw is its profound lack of speed. It is fundamentally a reactive, slow-burn strategy in a game defined by proactive, Turn 1 combo decks. It often cannot establish any meaningful interaction on its first turn, leaving it highly vulnerable to being overwhelmed before it can set up.2
* **Critical Choke Point:** The entire strategy is dangerously reliant on drawing and resolving W Nebula Meteorite. The card is not searchable by any in-archetype effect, making the deck's primary power play inconsistent. If Meteorite is negated by a card like Solemn Judgment or removed from the field before activation, the deck's main path to victory is effectively severed.16
* **Vulnerability to Backrow Removal:** As a Trap-heavy control deck, it is exceptionally weak to common Spell and Trap removal. A single Harpie's Feather Duster or Lightning Storm can dismantle the deck's entire defensive line, leaving it defenseless.18

### Countering the Worm Invasion

Exploiting the archetype's weaknesses provides a clear path to victory against it.

* **Target the Backrow:** The highest priority is to remove W Nebula Meteorite from the field before it can be activated. Cards like Cosmic Cyclone, which banishes the card, are particularly effective as they prevent any potential Graveyard effects.
* **Disrupt the Normal Summon:** The deck's entire setup begins with the Normal Summon of Worm Xex. Using a hand trap like Ash Blossom & Joyous Spring to negate its effect, or Solemn Warning to negate its summon, can stop the deck's engine before it ever starts.
* **Utilize Non-Destruction Removal:** Effects that banish, return to the hand/deck, or send face-down monsters to the Graveyard are highly effective. These methods bypass the activation of FLIP effects entirely. Cards like Knightmare Unicorn or Evenly Matched are devastating for this reason.6
* **Apply Pressure Quickly:** Aggressive, combo-oriented decks can often defeat the "Worm" player before they have a chance to draw into their key cards. By establishing a powerful board early, an opponent can deny the "Worm" deck the time it needs to assemble its slow, methodical game plan.

## Conclusion: The Verdict on the Worm Invasion

The "Worm" archetype stands as a fascinating case study in *Yu-Gi-Oh!* card design, a paradox defined by its own ambition. It is an archetype with a sprawling, largely unplayable roster of monsters that is propped up by a hyper-efficient and incredibly potent engine consisting of just three core monsters and one of the most powerful archetypal Trap Cards ever created.

The deck's entire competitive viability hinges on the sheer power of W Nebula Meteorite. The Xex-Yagan engine, while clever, exists almost exclusively as a delivery mechanism for this single, game-altering card. It is the resolution of Meteorite that transforms a passive, defensive board into an overwhelming force of card advantage and board presence.

Ultimately, "Worm" is an archetype decisively outpaced by the modern metagame. It is plagued by fundamental issues of speed, consistency, and a critical vulnerability to its single choke point.8 Despite these flaws, it remains a beloved and intriguing rogue strategy. For dedicated duelists, it offers a rewarding deck-building puzzle and a unique, methodical gameplay experience. In an unprepared setting, it can still steal decisive victories, catching opponents off guard with its explosive, Trap-driven power play. It is a perfect relic of a bygone era of game design, a testament to a time when a single, perfectly timed Trap Card could truly turn the tide of a duel and decide the fate of an invasion.

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