# Technical Analysis of the Bounzer Archetype in the TCG: A Deep Dive into Rank 6 Xyz Acceleration

## I. Executive Summary: Bounzer’s Position in the TCG Landscape

### 1.1. Archetype Identity, Constraints, and Historical Context

The "Bounzer" archetype, derived from the *Yu-Gi-Oh! ZEXAL* anime and used by the character Nistro, represents a niche group of Warrior monsters in the TCG.1 Historically, the theme was centered around Level 4 and Level 6 beatdown monsters focused on aggression and dismantling the opponent’s defenses.1 Their primary strategic mandate, however, crystallized around efficiently generating the necessary materials for high-impact Rank 6 Xyz Monsters, chiefly their archetypal boss,

*Photon Strike Bounzer* (PSB).2

The fundamental issue preventing Bounzers from functioning as a standalone deck is its critical lack of internal consistency and resource generation.1 The archetype is exceptionally small, and the effects of its core monsters are severely dated compared to modern engine capabilities, often relying on slow, battle-focused interactions or highly conditional trigger effects.1 Consequently, a competitive Bounzer strategy necessitates heavy integration with external engines specialized in Level 6 monster spam, historically defining Bounzer as a Rank 6 Xyz toolbox enabler rather than a functioning archetype.

The discussion of Bounzers is often linked to the equally small "Butterspy" archetype (used by Dextra in *ZEXAL*), due to their similar ZEXAL-era origins and shared Warrior typing.1 While Butterspies focus on manipulating monster positions and light control 1, their strategic connection lies in the possibility of merging both into a single, cohesive Rank 4 and Rank 6 hybrid deck, leveraging potential combined support, such as a hypothetical Field Spell that could search Butterspy cards and provide protection.1

### 1.2. The Strategic Value of Rank 6 in Modern Yu-Gi-Oh!

The sole competitive justification for incorporating Bounzer cards is the powerful generic Rank 6 Xyz toolbox they facilitate access to.5 The archetype provides two primary, high-utility Extra Deck targets:

1. ***Photon Strike Bounzer* (PSB):** The archetypal flagship, providing a Quick Effect negation of monster effects.2
2. ***Constellar Ptolemy M7* (M7):** An essential generic Rank 6 utility monster, which provides resource recovery by returning a targeted monster from the field or either Graveyard to the hand.5 M7 is critical for maintaining resource parity in extended duels.

The analysis of the Rank 6 toolbox is incomplete without acknowledging the historical power ceiling set by cards like *Beatrice, Lady of the Eternal*, which offered powerful Quick Effect Deck dumping.5 Although

*Beatrice* is Forbidden in the TCG, its existence demonstrates the high-impact potential inherent in dedicating resources to Rank 6 acceleration.

The inherent limitation of the Bounzer payoff, particularly PSB, defines the deck’s vulnerability. PSB's negation is strictly constrained to monster effects activated "on your opponent's side of the field".2 This clause excludes critical forms of competitive disruption, such as Hand Traps (

*Ash Blossom & Joyous Spring*, *Effect Veiler*, *Droll & Lock Bird*) and certain backrow negations (*Infinite Impermanence* when played from the hand), which activate in locations other than the opponent's Monster Zones.7 An end board reliant solely on PSB therefore possesses critical blind spots against core meta disruption, forcing any Bounzer-centric strategy to heavily integrate robust non-engine defensive tools to compensate for the archetype’s structural weaknesses.

## II. Foundational Bounzer Card Mechanics and Internal Synergy

The existing Bounzer card pool is characterized by niche utility and high activation costs, severely limiting internal synergy and requiring external support for basic function.

### 2.1. Main Deck Bounzers: Utility and Limitations

The Bounzer main deck components reveal that the archetype lacks a true starter or an efficient way to place Level 6 monsters onto the field.

| **Bounzer Card** | **Card Type / Level / Rank** | **Activation Condition** | **Search/Advantage Output** | **Modern Utility (Context)** |
| --- | --- | --- | --- | --- |
| Phantom Bounzer 8 | L6 Effect Monster | Destruction on the field | Adds 2 Bounzer cards from Deck to Hand | Highly inefficient resource generator; requires dedicated self-destruction engine. |
| Blade Bounzer 4 | L4 Effect Monster | Attack declaration (discard cost) | Gains second attack during Battle Phase | Situational; no combo acceleration or consistency boost. |
| Bounzer Guard 9 | Quick-Play Spell | Target 1 face-up "Bounzer" monster | Protection from targeting/battle destruction, Attack redirection | Purely defensive, non-linear play enabler. |

***Phantom Bounzer* (The Resource Generator):** This Level 6 DARK Warrior monster holds the key to the archetype's theoretical resource loop, allowing the controller to add two "Bounzer" cards from the Deck to the hand if it is destroyed and sent to the Graveyard from the field.8 This ability defines the archetype as a high-potential, yet conditional, resource engine. The major operational hurdle is the requirement for destruction; modern competitive decks favor non-destruction removal (e.g., shuffling back into the Deck, banishing face-down, or Tributing).8 Utilizing

*Phantom Bounzer* effectively demands the expenditure of additional resources (Main Deck space, Normal Summon) on cards designed solely to facilitate its self-destruction, which dramatically reduces the overall consistency and efficiency of the primary combo lines.

***Blade Bounzer* (The Outdated Beatdown):** This Level 4 EARTH Warrior monster allows for a second attack upon discarding one card, contingent on the opponent controlling a monster at the end of the Damage Step.4 This effect is entirely focused on the Battle Phase and has no relevance in modern combo strategies where Turn 1 board establishment and quick-effect disruption are paramount. Its inclusion in a Rank 6 focused deck is counterproductive, reinforcing the archetype's outdated design philosophy.1

**Absence of a Search Chain:** A thorough mechanical analysis reveals that Bounzers possess no Main Deck card capable of reliably initiating the combo sequence or searching for a starting monster.4

*Phantom Bounzer* functions purely as a payoff/resource recovery tool. This critical gap forces the entire deck strategy to be built around external archetypes (like Hieratics) whose sole purpose is to consistently generate the two Level 6 materials required to bypass the internal weakness and immediately Xyz Summon PSB or M7.6 The decision in competitive play is often made to completely disregard the slow, conditional search capability of

*Phantom Bounzer* in favor of guaranteed Rank 6 access via the external engine.

### 2.2. Extra Deck Bounzer Payoffs

***Photon Strike Bounzer* (PSB):** As the archetypal boss, PSB is a Rank 6 LIGHT Warrior Xyz Monster requiring two Level 6 materials.2 Its strength lies in its ability to negate a monster effect as a Quick Effect by detaching one Xyz Material, while also inflicting 1000 damage.2 The crucial limitation, already noted, is that the effect must target a monster effect activated

*on the opponent's side of the field*.2 This makes PSB excellent at policing established field threats (e.g., negating effects activated in the Monster Zone), but strategically ineffective against common, high-impact Hand Traps that activate from non-field locations.

## III. The Architecture of Rank 6 Access: Hybrid Strategy Pillars

Since the Bounzer archetype cannot self-sustain, functional strategies center around the efficient production of two Level 6 monsters. The most historically effective and structurally sound partner is the Hieratic archetype.

### 3.1. The Hieratic Engine: Optimized Level 6 Generation

The Hieratic archetype, a collection of Dragon monsters, is renowned for its ability to rapidly spam high-Level monsters.6 Hieratic monsters feature ignition or trigger effects that Special Summon a Normal Dragon monster (often Level 6

*Wattail Dragon*) from the hand, Deck, or Graveyard when Tributed.6

This mechanism creates ideal synergy:

1. A Hieratic starter (*Hieratic Dragon of Tefnuit* or *Su*) is used.
2. It is Tributed or used for an Xyz Summon (or Link Summon into *Hieratic Seal of the Heavenly Spheres*).
3. The Hieratic effect triggers, Special Summoning the first Level 6 Normal Dragon from the Deck.
4. A second Hieratic or external extender (like *Birdman*) is used to generate the second Level 6 body, either through a second Tribute or via an existing Level 6 body.6

This reliable two-card setup leads directly to the primary goal: two Level 6 monsters ready for Xyz Summons into PSB or M7.3 The competitive decision here is structural: the most optimal Hieratic strategy focuses solely on generating the high-utility generic Rank 6 Xyz Monsters (M7 and PSB), completely sidelining the conditional and inefficient search mechanic of

*Phantom Bounzer*.

### 3.2. Alternative Level 6 Generational Strategies

While Hieratics are dominant, other strategies rely on Level manipulation or dedicated Rank 6 archetypes:

* **Butterspy Integration:** The Butterspy monsters (like *Blue Mountain Butterspy*) are Level 4/5 Warrior/LIGHT monsters.12 They share the Warrior typing with Bounzer, allowing for some shared support, but they generally lack the raw Level 6 generation power needed for rapid Xyz Summons without relying on cumbersome Level modulation effects.1
* **Heroic Challengers:** Suggestions have been made to merge Bounzers with Heroic Challengers, a Level 4 Warrior archetype.1 However, this strategy would currently require significant hypothetical legacy support for Heroics to gain reliable Level 6 modulation effects, as their existing support is primarily geared toward Rank 4 and lower.14
* **Galaxy/Photon Engines:** These themes primarily focus on Rank 8 Xyz Summons.15 While cards like  
  *Galaxy Soldier* (Level 5) can contribute, achieving consistent Rank 6 access through this engine often requires diverting resources away from the engine’s core Rank 8 plays, making it a less dedicated or consistent route to PSB.16

### 3.3. Essential Generic Rank 6 Toolbox

The power of a Bounzer-Hieratic hybrid is realized through the selection of its generic Extra Deck options:

Table 1: Generic Rank 6 Xyz Toolbox

| **Card Name** | **Attribute / Type** | **ATK / DEF** | **Primary Function** | **Resource Management Role** |
| --- | --- | --- | --- | --- |
| Constellar Ptolemy M7 5 | LIGHT / Machine | 2700 / 2000 | Detach 1 material to bounce 1 monster from field or either GY to hand. | Essential recursion, recovery, and non-destruction interruption. |
| Sword Breaker 17 | EARTH / Warrior | 2700 / 1000 | Detach 1 material to declare 1 Monster Type; destroys monsters of that Type in Damage Step. | Niche anti-meta tool against highly Type-focused decks. |
| Photon Strike Bounzer 2 | LIGHT / Warrior | 2700 / 2000 | Quick Effect negate of monster effects activated on opponent's side of the field. | Primary negation piece for the Turn 1 end board. |

## IV. Combo Line Architecture for AI Canvas Flowcharting

To fulfill the specific requirement of structuring this analysis for an AI canvas function (enabling flowchart generation), the core Hieratic-Bounzer combo must be mapped sequentially, identifying inputs, actions, intermediate states, and points of adversarial interaction (choke points). The following sequence represents the most efficient path to establishing the core Rank 6 disruption array.

### 4.1. Structuring Data for AI Canvas Input

Flowcharting Artificial Intelligence requires precise delineation of inputs and conditional states. The focus is on the basic, robust 2-card combo using Hieratics, which functions as the backbone of the Rank 6 acceleration strategy.

Combo Input: Normal Summon Hieratic Dragon of Su + 1 Card (A Dragon to be Tributed, or Hieratic Dragon of Tefnuit in hand).

Goal Output: Photon Strike Bounzer + Constellar Ptolemy M7 on the field.

**Choke Point Definitions:**

* **CPA (First Interaction):** Negating the initial Normal Summon or first effect (e.g., *Effect Veiler* or *Infinite Impermanence* on *Su*).
* **CPB (Search/SS Negation):** Negating the critical Special Summon of a Level 6 Normal Dragon (e.g., *Ash Blossom & Joyous Spring*).
* **CPC (Nibiru Trigger):** The critical 5th Summon, which activates *Nibiru, the Primal Being*.

### 4.2. Primary Combo Flow: Hieratic Core to Bounzer Negation

This sequence assumes the use of *Hieratic Dragon of Su* and a Level 6 Normal Dragon (*Wattail Dragon*) in the Deck.

Table 2: Hieratic-Bounzer Primary Combo Flow (Optimized for AI Canvas)

| **Step #** | **Card Input/Action** | **Effect Triggered/Output** | **State Change / Level Count** | **Critical Interruption Point** |
| --- | --- | --- | --- | --- |
| 1 | Normal Summon *Hieratic Dragon of Su*. | *Su* activates, Tributes itself to target and destroy a card. *Su* effect triggers after Tribute. | GY: *Su*. Field: 1 Level 6 Vanilla Dragon (*Wattail Dragon*) SS from Deck. | CPA: Negate *Su*'s effect (Veiler/Imperm) upon Normal Summon. |
| 2 | Special Summon *Hieratic Dragon of Tefnuit*. | *Tefnuit* is Special Summoned from the Hand (cannot attack this turn). | Field: *Tefnuit* (L6), *Wattail Dragon* (L6). (2 Level 6 bodies established). | CPA: Negate *Tefnuit*'s Special Summon. |
| 3 | Overlay *Tefnuit* and *Wattail Dragon* | Xyz Summon *Constellar Ptolemy M7*. | End Board Piece 1: M7 (2700 ATK, 2 materials). | CPC: This is the 3rd Summon. |
| 4 | M7 effect activation | Detach 1 material (e.g., *Tefnuit*). Target *Su* in GY; return *Su* to hand. | M7 remains with 1 material. Hand: *Su*. GY: *Tefnuit*. | CPB: Negate M7's activation (if possible by opponent). |
| 5 | Normal Summon *Hieratic Dragon of Su* (or other Level 6 Hieratic). | *Su* activates, Tributes itself. | GY: *Su*. Field: 1 Level 6 Vanilla Dragon SS from Deck. | CPC: This is the 5th Summon (Potential *Nibiru* trigger point). |
| 6 | Overlay M7 (1 material) + Level 6 Vanilla Dragon. | Xyz Summon *Photon Strike Bounzer* (PSB) on top of M7 (via Rank-Up mechanic, or re-Xyz if M7 detached properly) or use the L6 vanilla + 1 other L6 body. Assuming a new L6 body is generated (Step 5 creates one). | End Board Piece 2: PSB (2700 ATK, 2 Negates). | N/A (End board complete if 2nd L6 generated). |

**End Board Analysis:** The optimal Hieratic-Bounzer line typically results in two Rank 6 Xyz Monsters: *Photon Strike Bounzer* (providing two quick-effect field monster negates) and *Constellar Ptolemy M7* (providing one bounce/recycle effect).2 This provides three total points of interaction, which is a respectable but resource-intensive ceiling for the required input.

### 4.3. Advanced Branching: The Inefficient ***Phantom Bounzer*** Loop

While the direct Rank 6 approach (Section 4.2) is preferred, an advanced, high-risk branch exists to leverage the search utility of *Phantom Bounzer* (PB).

The critical flaw of PB means that integrating it into a combo requires dedicating resources to force its destruction on the field.8 This typically involves utilizing a card with a mandatory destruction effect or combining PB with a Link Monster that can facilitate a destructive Tribute. By summoning PB and destroying it, the player searches two Bounzer cards (e.g.,

*Photon Strike Bounzer* and *Bounzer Guard*), gaining a theoretical +1 in card advantage.8

However, the cost of this detour—the need to include low-impact destruction tools in the Main Deck and the loss of momentum from a direct Rank 6 acceleration—often makes this approach competitively unviable. The immediate goal of establishing disruption on Turn 1 outweighs the long-term, slow resource recovery provided by the *Phantom Bounzer* search. Competitive strategies dictate that resource generation must be immediate and consistent, not conditional upon removal by a specific effect type.

## V. Competitive Assessment and Recommendations

### 5.1. Viability Benchmarks Against the Modern Meta

The Bounzer strategy, even when optimized with the Hieratic engine, faces significant challenges in contemporary competitive TCG environments. The current meta, dominated by strategies emphasizing extreme recursion, non-targeting removal, and high-density omni-negation (e.g., various Fire-based strategies) 18, highlights Bounzer’s inherent weaknesses:

1. **Inconsistency and Resource Density:** The deck lacks 1-card starters with built-in redundancy, unlike many modern rogue decks (e.g., Swordsoul Tenyi).20 Every combo line relies heavily on drawing specific Hieratic starters, making the deck highly susceptible to consistency issues.
2. **Fragility of End Board Negation:** As established, *Photon Strike Bounzer* cannot negate Hand Traps or Spell/Trap effects played from the hand.2 This means that the opponent can easily use crucial defensive tools to break the board without triggering the main form of disruption.
3. **Vulnerability to Removal:** The combo relies heavily on Xyz Monsters, making it vulnerable to generic threats like *Divine Arsenal AA-ZEUS - Sky Thunder* and other common non-destruction removal effects (Spinning, Banishing).

Consequently, Bounzer is categorized as a low-tier competitive choice, functioning primarily as a "Rogue" or "Casual" strategy that can achieve a powerful turn 1 board when uninterrupted, but lacks the necessary resilience and redundancy required for consistent Top Cut performance.18

### 5.2. Necessary Legacy Support for Archetype Self-Sufficiency

For the Bounzer archetype to achieve self-sufficiency and relevance, new support would need to address the three core functional deficits: consistency, level modulation, and reliable search mechanics.1 Community and expert analysis suggests specific types of support needed to transform the archetype into a viable Rank 6 strategy:

* **A. Primary Starter/Searcher (Level 4):** A Level 4 Bounzer monster is necessary that can initiate the combo sequence, ideally by providing both a search effect and a means of Level modulation.1 Crucially, this starter should incorporate a Quick Effect destruction mechanism to reliably trigger  
  *Phantom Bounzer*'s search effect (Level 6), converting PB into a usable plus-one advantage engine, rather than a dead card.1
* **B. Quick Effect Extender (Level 6):** An extender Bounzer monster is required that can Special Summon itself from the hand or Graveyard as a Quick Effect, perhaps by targeting a LIGHT monster already controlled.1 This redundancy would allow the deck to play through mild interruption and recover materials efficiently, a staple requirement for any modern combo strategy.
* **C. Archetypal Consistency Field Spell:** A dedicated "Bounzer" Field Spell is essential for improving overall deck consistency.1 Such a card could Special Summon Bounzer monsters from the hand or Deck and provide inherent searchability, possibly by merging Bounzer and Butterspy requirements, while applying a temporary lock to LIGHT monsters to prevent its abuse by generic engines.1 This addresses the current reliance on external searchers and engines.

## VI. Conclusions and Recommendations

The Bounzer archetype in the TCG is structurally incomplete, existing primarily as a vehicle for accessing the generic Rank 6 Xyz toolbox. Its competitive existence is entirely contingent upon external, high-consistency Level 6 generation engines, most notably the Hieratic archetype, which provides the rapid material aggregation needed to summon *Photon Strike Bounzer* and *Constellar Ptolemy M7*.

The primary strategic challenge lies in the restrictive nature of PSB’s negation effect, rendering the core end board vulnerable to ubiquitous Hand Traps that bypass its "on your opponent's side of the field" clause. Consequently, the optimal Bounzer strategy involves ignoring its inefficient internal search mechanics (*Phantom Bounzer*) and maximizing the consistency of the external Hieratic engine to create a multi-interaction Rank 6 board.

For advanced players utilizing the AI Canvas function (such as Gemini) for visualization, the Hieratic-Bounzer combo lines must be mapped precisely according to the sequential steps and defined choke points detailed in Section IV. The primary goal should be to execute the 4-step sequence to establish M7, followed by the 5th Summon (the *Nibiru* trigger point) to establish PSB, ensuring that defensive hand traps are held to protect against interruption at CPA and CPB, the earliest and most critical choke points in the Level 6 generation process.

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