# An Exhaustive Strategic Analysis of the Mulcharmy Hand Trap System

## Deconstructing the Mulcharmy Philosophy: The Anti-Archetype

The "Mulcharmy" series of monsters does not function as a traditional, playable Yu-Gi-Oh! TCG archetype. There are no in-theme Spell or Trap cards, no Extra Deck monsters, and no internal searchers or combo lines that build a dedicated "Mulcharmy" board. Instead, this series represents a fundamental evolution in game design: a suite of powerful, generic hand traps that collectively form a strategic system. Their purpose is not to build a board, but to deconstruct the opponent's, generating overwhelming card advantage that allows the user to win on the subsequent turn.

### Introduction: The "Maxx 'C' Challenge" and Konami's Answer

For years, the Yu-Gi-Oh! TCG has been defined by the absence of one card: "Maxx 'C'". This infamous hand trap, which allows a player to draw a card each time their opponent Special Summons, is so powerful that its legality creates a massive schism between the TCG, where it is Forbidden, and the OCG, where its presence dictates the pace and structure of the entire metagame. The Mulcharmy cards are a direct and deliberate answer to this long-standing design challenge, representing an attempt to create more "balanced" versions of the "Maxx 'C'" effect.1 They aim to retain the high-impact, turn-checking potential of their predecessor while introducing significant restrictions to prevent the universal applicability that makes "Maxx 'C'" so format-warping.1

This balance is achieved through a set of consistent mechanics shared across all Mulcharmy monsters:

* **The "Control No Cards" Clause:** This is the primary balancing factor. Each Mulcharmy monster can only be activated by discarding it from the hand "If you control no cards".5 This strictly defines them as tools for the player going second, or for a player attempting to recover after their established board has been broken. This is the most crucial distinction from "Maxx 'C'," which can be used defensively on turn one to protect an already established board and further extend a player's advantage.1
* **Lingering Draw Effect:** This is the source of their immense power. Upon activation, a Mulcharmy applies a continuous effect for the remainder of the turn that allows its controller to draw one card each time the opponent performs a specific type of summon.5 This generates a massive swing in card advantage, punishing opponents for executing their standard game plan.7
* **Hand-Size Correction:** This is the secondary balancing mechanic. During the End Phase of the turn a Mulcharmy was activated, if the number of cards in the user's hand is greater than the number of cards the opponent controls plus six, the user must randomly shuffle cards from their hand back into the Deck until the hand size equals the opponent's board presence plus six.6 This mitigates the most extreme outcomes but can be strategically played around by both players.
* **The "Two-Mulcharmy" Restriction:** Each card in the series contains the text, "You can only activate 1 other 'Mulcharmy' monster effect, the turn you activate this effect".5 This unique clause limits a player to activating a maximum of two different Mulcharmy monster effects per turn, preventing a single player from locking down every possible summoning mechanic simultaneously.

### Second-Order Insights: Game Design and Player Psychology

The introduction of the Mulcharmy series signals a significant shift in hand trap design philosophy. The game is moving away from simple, one-for-one interactions like Ash Blossom & Joyous Spring or Effect Veiler, which negate a single effect, towards what can be described as "lingering floodgate" hand traps. These cards do not stop a single play; they pose a challenge to the opponent's entire turn. An opponent faced with a resolved Mulcharmy is forced into a difficult decision: either end their turn on a sub-optimal board, giving up minimal draws, or commit to their full combo and risk granting their opponent a hand so large that a loss on the following turn is almost guaranteed. This dynamic forces players to develop strategies to play *through* or *around* these effects, rather than simply negating them, rewarding deep game knowledge and strategic adaptability.7

Furthermore, the existence of these cards fundamentally alters the dynamic of going first versus going second. The player going second, traditionally at a disadvantage, now has access to a potential game-winning tool. This creates a "going-second subgame" where the player going first must consider not only building an unbreakable board but building one that is efficient enough to give up the fewest possible draws to a potential Mulcharmy. This adds a new layer of complexity to competitive play, as players must now weigh the strength of their end board against the number of summons required to build it, rewarding intricate knowledge of their own deck's combo lines and the broader metagame.7

## The Mulcharmy Arsenal: A Card-by-Card Tactical Breakdown

The strategic depth of the Mulcharmy system lies in its division of the "Maxx 'C'" effect across multiple cards, each targeting a different method of summoning. This forces players to analyze the metagame and dedicate their limited deck space to the Mulcharmy best suited for the expected field of opponents.

### Mulcharmy Fuwalos: The Combo Killer

* **Card Details:** WIND, Level 4, Winged Beast-Type, 100 ATK / 600 DEF.5
* **Effect Analysis:** Mulcharmy Fuwalos triggers its draw effect "Each time your opponent Special Summons a monster(s) from the Deck and/or Extra Deck".5
* **Strategic Application:** As the most generically powerful and widely applicable member of the series, Fuwalos is a direct and potent counter to the vast majority of modern Yu-Gi-Oh! strategies. Nearly every competitive deck relies heavily on summoning from the Extra Deck (Link, Synchro, Xyz, Fusion) and utilizing monster effects that Special Summon from the Main Deck. Archetypes like Snake-Eye, Fiendsmith, Branded, and countless others are fundamentally reliant on these mechanics, making Fuwalos a devastatingly effective tool against them.7 Its impact on the competitive scene was immediate and profound, cementing its status as a meta-defining staple that is typically included in the Main Deck.7 High tournament usage statistics and a significant market price reflect its position as the premier card in the series.6

### Mulcharmy Purulia: The Hand Punisher

* **Card Details:** WATER, Level 4, Aqua-Type, 100 ATK / 600 DEF.5
* **Effect Analysis:** Mulcharmy Purulia triggers its draw effect "Each time your opponent Normal or Special Summons a monster(s) from the hand".5
* **Strategic Application:** Purulia is a more specialized, surgical tool. While summoning from the hand is less frequent than from the Deck or Extra Deck in many combo-oriented strategies, this card is exceptionally powerful against specific, often resilient, archetypes that rely on this mechanic. Decks such as Floowandereeze, which exclusively Normal Summons from the hand, and Ritual-based strategies like Voiceless Voice, which summon key monsters from the hand, are severely hindered by a resolved Purulia.1 Because of its narrower application, Purulia is primarily a Side Deck card, brought into a duel when an opponent's strategy is less vulnerable to Fuwalos. Mastering its use requires precise metagame knowledge and the ability to predict an opponent's strategy.

### Mulcharmy Meowls: The Graveyard Hoser

* **Card Details:** EARTH, Level 4, Beast-Type, 100 ATK / 600 DEF.5
* **Effect Analysis:** Mulcharmy Meowls triggers its draw effect "Each time your opponent Special Summons a monster(s) from any GY(s) or banishment".5
* **Strategic Application:** Meowls targets another critical axis of modern gameplay: resource recursion. Many powerful strategies are built around using the Graveyard as a second hand or recycling banished resources. Meowls is a potent counter to graveyard-centric decks like Tearlaments and Fire King, as well as any strategy that utilizes effects to summon from the Graveyard or the banished zone.15 Like Purulia, Meowls is a powerful Side Deck option, chosen specifically to counter recursion-heavy matchups. Its existence, alongside the other two, ensures that no single summoning location is safe, forcing opponents to consider every aspect of their game plan.

### Archetypal Design and Deckbuilding Constraints

The design of the Mulcharmy series creates a complex "rock-paper-scissors" dynamic within the metagame. Fuwalos checks combo decks, Purulia checks anti-meta and Ritual decks, and Meowls checks recursion-based decks. A player cannot be prepared for all three threats without dedicating a significant portion of their non-engine deck space (typically 9-12 slots) to the Mulcharmy suite.1 This forces players to make a "meta call"—a prediction about which strategies will be most prevalent at a given tournament—and adjust their Main and Side Decks accordingly. This dynamic rewards players who can accurately analyze and predict the competitive field.12

A crucial and often overlooked aspect of the Mulcharmy cards is that they lack a "Hard Once Per Turn" (HOPT) clause on their activation. The text "You can only use this effect of [Card Name] once per turn" is absent. Instead, they share the restriction limiting the activation of "1 other 'Mulcharmy' monster effect".5 This has a profound implication: if an opponent negates the *activation* of a Mulcharmy (for example, with the effect of Baronne de Fleur), the player can simply activate a second copy of the same Mulcharmy from their hand.2 This makes the Mulcharmy series incredibly resilient to many common forms of negation and represents a significant increase in reliability and power compared to "Maxx 'C'," which is a HOPT monster.

| Card Name | Attribute/Type | Trigger Condition | Primary Metagame Targets | Strategic Role | Key Weakness |
| --- | --- | --- | --- | --- | --- |
| **Mulcharmy Fuwalos** | WIND Winged Beast | Special Summon from Deck or Extra Deck | Snake-Eye, Fiendsmith, Branded, most combo decks | Main Deck Staple | Decks that summon from hand/GY (Labrynth, Voiceless Voice) |
| **Mulcharmy Purulia** | WATER Aqua | Normal or Special Summon from Hand | Floowandereeze, Voiceless Voice, Ritual decks | Side Deck Specialist | Decks that summon from Deck/GY (most combo decks) |
| **Mulcharmy Meowls** | EARTH Beast | Special Summon from GY or Banishment | Tearlaments, Fire King, recursion-heavy decks | Side Deck Specialist | Decks with minimal GY/Banish interaction (Floowandereeze) |

## The Art of Activation: Strategic Flow and Decision-Making

Leveraging a Mulcharmy card effectively is more than just activating it from the hand; it involves a precise understanding of game state, timing, and opponent psychology. The process can be broken down into a strategic decision tree.

### The Pre-Activation Checklist: Is My Field Empty?

The activation condition "If you control no cards" is absolute. It does not mean "no monsters" or "no face-up cards." A player with a single Set Spell or Trap Card on their field cannot activate a Mulcharmy effect.1 While this primarily designates them as going-second tools, advanced players can manipulate the game state to meet this condition. For instance, a player can use the Quick Effect of a card like I:P Masquerena or S:P Little Knight during the opponent's turn to Link Summon, sending their last card(s) on the field to the Graveyard and thus enabling a Mulcharmy from hand. A particularly notable interaction exists with Bystial Dis Pater or Worldsea Dragon Zealantis, which can banish cards and then return them, creating a window where the field is empty. Similarly, Number 29: Mannequin Cat can clear a player's own board to Special Summon a monster from the opponent's Graveyard, opening a window for activation.17

### The Activation Window: When to Drop the Bomb

The timing of a Mulcharmy's activation can be as important as the card itself. There are several optimal windows, each with its own risks and rewards:

* **Opponent's Standby Phase or Start of Main Phase 1:** Activating a Mulcharmy at the earliest possible moment is often the safest play. This prevents the opponent from establishing an on-field monster negate (like Baronne de Fleur) or using a card like Crossout Designator to preemptively counter it. It forces them to play their entire turn under the lingering draw effect.
* **In Response to a Key Action:** A more advanced tactic is to wait for the opponent to commit a key resource. For example, allowing them to activate a searcher like Bonfire or Reinforcement of the Army before responding with a Mulcharmy can be psychologically impactful, as they have already invested a card with the expectation of a full combo.
* **The "Triple Tactics" Mind Game:** Experienced opponents may hold their Mulcharmy until their opponent is already committed to a Special Summon from the Deck or Extra Deck, guaranteeing at least one draw. This, however, creates a window of opportunity for the turn player. Since a monster effect was activated on their field (the summon), they can now legally activate powerful counter-cards like Triple Tactics Talent or search a counter with Triple Tactics Thrust.7 This creates a tense mind game where both players must weigh the benefits of immediate activation against the risk of enabling the opponent's most powerful spells.

### Managing the Aftermath: The End Phase Calculation

The hand-size correction mechanic introduces a final layer of strategy at the end of the turn. The check is performed once, during the End Phase, using the formula: if (Your Hand Size) > (Opponent's Cards Controlled + 6), you must shuffle randomly until (Your Hand Size) = (Opponent's Cards Controlled + 6).5

This has several strategic implications:

* The opponent is incentivized to end their turn on as few cards as possible. By clearing their own board or ending with only one or two monsters, they can force the Mulcharmy user to shuffle back a larger number of the cards they just drew.1
* The Mulcharmy user is incentivized to use Quick-Play Spells or other fast effects during the opponent's turn (after drawing them) to reduce their own hand size before the End Phase check occurs.
* The shuffle is random, which is a crucial balancing factor. A player cannot simply discard their worst cards; they risk losing the very board breakers or starters they were hoping to draw.9

### Resource Management and Psychological Warfare

In the hands of an expert player, a Mulcharmy card can be a valuable resource even when its primary effect cannot be used. When going first, drawing a Mulcharmy is not always a "brick." In decks that utilize discard costs for powerful effects—such as pitching a card to activate the effect of Diabellstar the Black Witch or for the effects of Tearlaments monsters—a dead Mulcharmy becomes valuable discard fodder.17 This ability to turn a potential liability into a synergistic advantage is a key element of high-level deckbuilding.

Furthermore, the "threat of activation" can be a weapon in itself. In a competitive setting where Mulcharmy cards are prevalent, the mere possibility that an opponent has one in their hand can force a player to alter their strategy. A player might choose to end on a weaker board that requires fewer summons, simply to play around a potential Fuwalos. In this scenario, the Mulcharmy has effectively disrupted the opponent's turn without even being activated, a testament to the psychological pressure these cards exert on the game.7

## The Aftermath: Converting Card Advantage into Victory

The ultimate goal of activating a Mulcharmy is not to end the turn with a large hand; it is to use that hand to win the game. The Mulcharmy itself is not the endboard; it is the engine that provides the fuel to build an unstoppable board or execute a one-turn kill (OTK).

### The New Hand: Digging for "Board Breakers"

A successful Mulcharmy activation can result in a player drawing five, eight, or even more than ten additional cards.1 This dramatically increases the statistical probability of drawing into powerful, non-engine "board breaker" cards—cards designed specifically to dismantle an opponent's established field. A typical opening hand might have one or two chances to stop an opponent; a hand augmented by a Mulcharmy might have five or six. The game shifts from "Can my starter beat their board?" to "Which of my several board breakers is most effective?".8

Examples of such cards include:

* **Tribute Removals:** Lava Golem, The Winged Dragon of Ra - Sphere Mode, and Kaiju monsters, which tribute opposing monsters as a cost and cannot be responded to.
* **Mass Negation:** Forbidden Droplet and Dark Ruler No More, which negate the effects of all monsters the opponent controls.
* **Board Wipes:** Evenly Matched, which can banish nearly the entire opposing field face-down.

Drawing into any combination of these cards provides the tools to systematically dismantle even the most formidable of boards.

### Assembling the OTK (One-Turn Kill)

Once the opponent's board has been weakened or entirely cleared by board breakers, the Mulcharmy user, now with a massive hand, has all the resources needed to build their own full combo. They are no longer reliant on a single starter card. With multiple engine pieces, extenders, and protection cards in hand, they can easily assemble enough damage on board to defeat the opponent in a single Battle Phase. Card advantage is the most fundamental resource in Yu-Gi-Oh!, and a resolved Mulcharmy provides more of it than nearly any other single card in the modern TCG.8

### Victory by Concession

The impact of a Mulcharmy is not just mathematical; it is also psychological. The sheer card advantage generated is often so overwhelming that it leads to an immediate concession from the opponent. There are very few boards in the game that can withstand an opponent who starts their turn with 10 or more cards in hand.8 The statistical probability of that player having the exact combination of cards needed to break the board and win becomes nearly 100%. In many competitive matches, the "endboard" created by a Mulcharmy is simply the opponent's scoop phase, as they recognize the futility of playing against such an insurmountable resource advantage.

## The Metagame Gauntlet: Matchup Analysis and Strategic Positioning

The effectiveness of the Mulcharmy system is deeply tied to the broader competitive ecosystem. Understanding which decks can best utilize these powerful hand traps and which strategies are inherently resilient to them is critical for success.

### Synergistic Archetypes: Who Runs the Mulcharmy?

Not every deck can afford the risk of including cards that are only live when going second. The archetypes that can most effectively incorporate Mulcharmy cards into their strategy typically fall into one of three categories:

* **Dedicated Going-Second Decks:** Strategies that are designed to play second and break boards, such as Tenpai Dragons or Sky Strikers, can main deck Mulcharmy cards with almost no downside. Their entire game plan is predicated on going second, making the "control no cards" restriction a non-issue.17
* **Hyper-Consistent/Small-Engine Decks:** Top-tier decks with extremely compact and powerful core engines, like Snake-Eye and Fiendsmith, can afford to run a suite of Mulcharmy cards. Their engines are so consistent that the risk of drawing a potentially "dead" card when going first is acceptable, as they can often play through it. The sheer power offered by a resolved Mulcharmy when going second outweighs the minor consistency hit.17
* **Decks with Discard Outlets:** As previously noted, decks that can use a Mulcharmy in hand as discard fodder mitigate the risk of drawing it when going first. Strategies utilizing the Diabellstar engine, Tearlaments, or other themes with inherent discard costs can turn a potential brick into a valuable resource, making the inclusion of Mulcharmy cards a synergistic choice.17

### Counter-Strategies and Resilient Archetypes

While incredibly powerful, the Mulcharmy cards are not infallible. Strategies for combating them can be divided into direct counters and inherent resilience.

* **Direct Negation:** The most straightforward counter is to negate the Mulcharmy's effect in the Graveyard after it has been discarded. Cards like Ash Blossom & Joyous Spring, the Limited Called by the Grave, and Crossout Designator are the primary tools for this purpose.3 However, the fact that Mulcharmy cards are not Hard Once Per Turn makes this strategy less reliable than against other hand traps. If the opponent has a second copy, they can simply activate it again after the first is negated.18
* **Inherent Resilience (The True Counter):** The most effective long-term strategy is to pilot a deck whose core mechanics do not heavily play into the most common Mulcharmy card, Fuwalos. These decks often become popular meta choices specifically for their ability to function in a "Mulcharmy format."
  + **Resilient to Fuwalos:** Decks that summon primarily from the hand or Graveyard, or that can establish a board with minimal summons from the Deck/Extra Deck, are strong against Fuwalos. Examples include **Labrynth** (summons from Deck via Trap effects, often on the opponent's turn), **Centur-Ion** (can end its turn with its monsters in the Spell & Trap Zone, Synchro Summoning on the opponent's turn for only one draw), **Voiceless Voice** (summons primarily from hand/GY), **Fire King** (summons from hand/GY), and **Memento** (can establish a powerful board with very few summons that trigger Fuwalos).12
  + **Resilient to Purulia:** Most combo decks are naturally resilient to Purulia, as they summon infrequently from the hand. However, Purulia is specifically sided in to counter the very decks that are strong against Fuwalos, creating a tense and strategic side-decking game where players must anticipate their opponent's counter-strategy.12
  + **Resilient to Meowls:** Decks that do not rely on Graveyard or banishment recursion, such as **Floowandereeze** or various **Stun** strategies, are largely unaffected by Meowls.

### Metagame Vulnerability Matrix

| Deck Archetype | Vulnerability to Fuwalos | Vulnerability to Purulia | Vulnerability to Meowls | Recommended Counter-Play |
| --- | --- | --- | --- | --- |
| **Snake-Eye** | **High** | Low | Medium | Activate Fuwalos immediately. Prioritize stopping summons from the Deck. |
| **Fiendsmith** | **High** | Low | Medium | Activate Fuwalos immediately. They give multiple draws per standard combo. |
| **Branded** | **High** | Low | Medium | Activate Fuwalos. Their plays heavily involve Fusion Summoning (Extra Deck). |
| **Tearlaments** | Medium | Low | **High** | Side in Meowls. Their entire engine revolves around summoning from the GY. |
| **Labrynth** | **Low** | Medium | Low | Minimal vulnerability. They summon from Deck via Traps. Side Purulia if they rely on hand summons. |
| **Centur-Ion** | **Low** | Medium | Low | They can end their turn giving only one draw. A sub-optimal but viable strategy against Fuwalos. |
| **Voiceless Voice** | **Low** | **High** | Medium | Main-decked Fuwalos is ineffective. Side in Purulia to counter their Ritual Summons from hand. |
| **Floowandereeze** | **Low** | **High** | Low | Fuwalos is a dead card. Purulia is a game-winning side deck choice against them. |
| **Tenpai Dragon** | **High** | Low | Low | As a going-second deck, they often use Mulcharmy themselves. Fuwalos is effective against their Synchro plays. |

## Advanced Theory and Future Outlook

The Mulcharmy series has fundamentally altered the landscape of the TCG, and its long-term implications are a subject of intense debate among competitive players.

### The Power Creep Paradox

While the Mulcharmy cards are designed to act as a check on powerful, lengthy combo decks, they may inadvertently accelerate the very power creep they are meant to control. As these cards become staples, new archetypes are increasingly designed with a built-in resilience to them. Decks that can naturally play around Fuwalos or can generate enough advantage to play through multiple hand traps *in addition* to a Mulcharmy will become the undisputed best decks in a format.2 This risks pushing older, less resilient strategies, especially those that require many actions to build a modest board, further out of competitive viability. The bar for a new deck to be considered "good" is raised, as it must now pass the "Mulcharmy check."

### Speculation: The Full Mulcharmy Cycle

The three currently revealed Mulcharmy monsters correspond to the WIND, WATER, and EARTH attributes. This strongly suggests that a full cycle of six monsters is planned, leaving FIRE, DARK, and LIGHT attributes unaccounted for. Based on the design philosophy of targeting core game mechanics, the community has speculated on their potential effects 1:

* A potential **FIRE** Mulcharmy could trigger when the opponent activates a Spell or Trap card, punishing decks like Sky Striker or Labrynth.
* A potential **DARK** Mulcharmy could trigger whenever the opponent adds a card from their Deck to their hand, except by drawing, acting as a counter to search-heavy strategies.
* A potential **LIGHT** Mulcharmy could trigger when the opponent negates the activation of a card or effect, punishing control-oriented decks that rely on multiple negations.

The release of such cards would complete the system, ensuring that virtually no core game action is safe from being punished by a Mulcharmy.

### Final Verdict: A Necessary Evil?

The Mulcharmy series occupies a complex and contentious space in the Yu-Gi-Oh! TCG. On one hand, they provide a desperately needed, powerful check against the kind of overwhelming, one-sided combo decks that can make the game feel non-interactive. They empower the player going second and introduce new layers of strategic depth and decision-making.

On the other hand, their sheer power centralizes the metagame around them, creating "Mulcharmy formats" where deckbuilding choices, matchup knowledge, and even the viability of entire archetypes are dictated by their presence. They are a blunt instrument in a game of surgical precision. Ultimately, the Mulcharmy cards are a reflection of the modern game's incredible speed and power. They may be a necessary evil—a powerful response to a powerful problem—but their existence has irrevocably changed the fundamental calculations of competitive play.1

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