# A Strategic Deep Dive into the World of Toons

## Introduction: Welcome to Toon World!

The Toon archetype, the signature creation of Maximillion Pegasus in the *Yu-Gi-Oh!* lore, stands as one of the most unique and enduring strategies in the game's history. Its identity is built upon a foundation of whimsical, cartoonish art that parodies some of the game's most iconic and powerful monsters, from Blue-Eyes White Dragon to Dark Magician.1 This nostalgic appeal and distinct aesthetic give the deck a charm that has captivated players for decades.3 However, beneath this playful exterior lies a dangerously explosive and highly volatile game plan.

The core strategy of the Toon deck is deceptively simple and brutally effective: establish the all-powerful Field Spell, Toon Kingdom, to protect a board of powerful Toon monsters, and then leverage their unique ability to bypass the opponent's monsters and attack their Life Points directly.1 This focus on direct, overwhelming damage defines the archetype's aggressive, often game-ending, offensive capabilities.

Yet, this immense power comes at a great cost. The archetype is a quintessential "glass cannon," a term used to describe strategies that possess incredible offensive power but are exceptionally fragile. The entire deck's functionality is centralized on a single card: Toon Kingdom. Should this Field Spell be removed from the field, the entire board state often collapses, leaving the player defenseless.5 This high-risk, high-reward dynamic has defined the Toon experience since its inception. The journey of the archetype reflects a significant evolution, moving from the original, highly restrictive Toon World and its cumbersome monsters to the streamlined and potent support introduced in modern sets like *Toon Chaos*, which provided the tools necessary to elevate the strategy from a novelty to a respectable rogue contender.6

## Section 1: The Core Components - The Toon Kingdom and its Court

The Toon strategy is not built on a wide array of interlocking combos, but rather on the successful resolution and protection of a few critical linchpin cards. Understanding these core components—the kingdom, its searchers, and its key inhabitants—is the first and most crucial step to mastering the archetype.

### 1.1 The Keystone: Toon Kingdom

Toon Kingdom is not merely a component of the Toon deck; it is the entire foundation upon which the strategy is built. Its activation and continued presence on the field are the primary objectives of every game. The card's text reveals a suite of powerful effects that enable the archetype's aggressive game plan.8

* **Enabling Clause:** While in the Field Zone, Toon Kingdom's name becomes Toon World. This is a critical line of text, as nearly all Toon monsters require Toon World to be on the field to be summoned and to use their effects, including the ability to attack directly.1
* **Targeting Protection:** Toon monsters the player controls cannot be targeted by an opponent's card effects. This provides a powerful layer of passive defense against many of the most common forms of monster removal in the game, forcing opponents to rely on non-targeting effects like board wipes.8
* **Destruction Protection:** If a Toon monster(s) would be destroyed by battle or card effect, the player can banish the top card of their Deck, face-down, for each monster that would be destroyed instead. This effect is the heart of the deck's resilience, allowing Toon monsters to attack into stronger opposing monsters or survive destructive card effects with impunity, albeit at the cost of milling the deck's resources.4
* **Activation Cost:** Upon activation, the player must banish the top three cards of their Deck, face-down. This initial cost underscores the all-in nature of the strategy, immediately thinning the deck's resources in exchange for the Field Spell's immense benefits.4

The strategic importance of this card cannot be overstated. Without it, the Toon monsters are largely vanilla creatures with significant drawbacks, unable to attack directly or protect themselves.1 The first priority of any duel is to resolve Toon Kingdom as quickly and safely as possible.1 This complete reliance on a single card creates a fascinating strategic tension. The deck's power is immense when Toon Kingdom is active, but this centralization also creates a glaring and easily exploitable weakness. An opponent does not need to overcome the deck's powerful monsters; they only need to find a way to remove the Field Spell. This reality dictates every facet of deck construction and in-game decision-making, forcing the Toon player to dedicate a significant portion of their deck to searching for, and subsequently protecting, this one indispensable card.5

### 1.2 The Search Brigade: Assembling the Pieces

Given the absolute necessity of Toon Kingdom, the archetype is blessed with some of the most powerful and versatile search cards in the game. These cards are the engine that ensures the deck can consistently access its win condition.

* **Toon Table of Contents**: This Normal Spell is the deck's premier searcher. Its effect allows the player to add any card with "Toon" in its name from the Deck to the hand.4 Its power lies in its lack of a "once per turn" restriction, meaning multiple copies can be activated in the same turn. This allows it to search for any piece needed: Toon Kingdom itself, a monster to start combos, or even another copy of Toon Table of Contents to thin the deck and load the Graveyard with Spells for other card effects.10
* **Toon Bookmark**: This Normal Spell is arguably as important as Toon Table of Contents. Its primary effect allows the player to add Toon World, or any card that specifically mentions Toon World in its text, from the Deck to the hand.1 This makes it a direct searcher for Toon Kingdom, as well as other key cards like Comic Hand. However, its most critical function is its secondary effect: if a Toon World or Toon Kingdom on the field would be destroyed by a card effect, Toon Bookmark can be banished from the Graveyard instead.1 This provides an essential layer of protection for the deck's fragile lynchpin.
* **Terraforming**: As a generic Field Spell searcher, Terraforming functions as an additional copy of Toon Kingdom, further bolstering the deck's consistency in finding its most important card.6

The optimal use of these search cards is not always the most direct path. A common line of play that separates novice and expert Toon players is the "search chain." Rather than using Toon Table of Contents to search directly for Toon Kingdom, a more strategic play is to use it to search for Toon Bookmark, and then use Toon Bookmark to search for Toon Kingdom. This sequence is superior for two key reasons. First, it plays around disruption; if an opponent negates the initial Toon Table of Contents with a card like Ash Blossom & Joyous Spring, the player may have other searchers to fall back on.4 Second, and more importantly, this sequence ensures that Toon Bookmark is in the Graveyard after Toon Kingdom is on the field. This immediately activates its protection effect, providing an insurance policy against destruction right from the start of the game.1 This methodical approach to resource management—prioritizing not just the acquisition of Toon Kingdom but also its immediate protection—is a fundamental skill for successful Toon piloting.

| **Toon Searcher Matrix** |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Searcher Card** | **Toon Kingdom** | **Toon Black Luster Soldier** | **Red-Eyes Toon Dragon** | **Comic Hand** | **Toon Terror** | **Toon Page-Flip** |
| **Toon Table of Contents** | ✓ | ✓ | ✓ | ✗ (Lacks "Toon" in name) | ✓ | ✓ |
| **Toon Bookmark** | ✓ | ✓ (Mentions "Toon World") | ✓ (Mentions "Toon World") | ✓ (Mentions "Toon World") | ✓ (Mentions "Toon World") | ✓ (Mentions "Toon World") |
| **Toon Dark Magician** | ✓ | ✗ (Not a Spell/Trap) | ✗ (Not a Spell/Trap) | ✓ | ✓ | ✓ |

### 1.3 The Royal Court: Key Monster Playmakers

While Toon Kingdom sets the stage, it is the deck's cast of powerful monsters that deliver the final blow. A select few stand out as the core of the deck's offensive and strategic capabilities.

* **Toon Black Luster Soldier (TBLS):** This is the deck's undisputed boss monster and primary win condition.1 It can be easily Special Summoned from the hand by Tributing Toon monsters from the hand or field whose total Levels equal 8 or more. Crucially, unlike most of its Toon brethren, TBLS does not suffer from "summoning sickness" and can attack the turn it is summoned.4 While Toon Kingdom is active, it can attack the opponent directly for a massive 3000 damage. Alternatively, it possesses a powerful removal effect: once per turn, it can banish one card on the field, though it cannot attack the turn this effect is used.8 This non-targeting banish is incredibly effective against monsters with destruction or Graveyard effects, making TBLS both a premier offensive threat and a vital piece of interaction.4
* **Toon Dark Magician (TDM):** If TBLS is the king, TDM is the grand vizier and the deck's central combo engine.1 Its versatility is unmatched within the archetype. Once per turn, by discarding one "Toon" card, TDM allows the player to activate one of two powerful effects: either Special Summon any Toon monster from the Deck (ignoring its summoning conditions), or add any "Toon" Spell or Trap card from the Deck to the hand.4 This flexibility allows it to adapt to any situation, whether it's summoning TBLS to push for game, searching for Toon Terror to set up a negate, or finding Comic Hand to steal an opponent's monster. The fact that this is a soft "once per turn" effect is a key detail for advanced plays involving reviving TDM multiple times.10
* **Red-Eyes Toon Dragon (RETD):** This monster is the deck's primary tool for swarming the field.1 Its simple but effective ability allows the player to, once per turn, Special Summon one Toon monster from their hand, ignoring its summoning conditions.1 RETD is the bridge that connects the hand to the field, enabling the summon of a TDM or TBLS that would otherwise be stuck in hand, thus kickstarting the deck's main offensive sequences.
* **The Black Stone of Legend:** A critical starter that is not itself a Toon monster, this card is essential for the deck's consistency.7 By Tributing itself from the field, it can Special Summon one Level 7 or lower "Red-Eyes" monster directly from the Deck. Its sole purpose in this strategy is to summon RETD, providing a reliable one-card starter for the deck's main combos.4 Its secondary effect, which allows it to return a "Red-Eyes" monster from the Graveyard to the Deck to add itself back to the hand, also provides valuable recursion for a longer duel.10

## Section 2: The Toon Playbook - Search Chains and Combo Lines

With the core components established, the next step is understanding how they interact to build a winning board state. The Toon "playbook" is less about intricate, linear combos and more about executing a series of powerful, modular plays to establish the kingdom and summon its most powerful denizens.

### 2.1 The Opening Act: Establishing the Kingdom

The first turn of any Toon duel has one singular, non-negotiable goal: activate Toon Kingdom. The entire opening hand should be evaluated based on its ability to achieve this objective. The optimal sequence of plays follows a clear hierarchy designed to maximize consistency and protection:

1. **Direct Activation:** If Toon Kingdom or Terraforming is in the opening hand, this is the most direct route. Activate it to begin setting up the field.
2. **The Search Chain:** If the direct options are not available, the next priority is to activate Toon Table of Contents.
3. Use Toon Table of Contents to search for Toon Bookmark.
4. Activate Toon Bookmark to search for Toon Kingdom.
5. Activate Toon Kingdom. This sequence, as detailed previously, is the most resilient method, as it ensures Toon Bookmark is in the Graveyard to protect the newly established kingdom from destruction effects.1

### 2.2 Core Combo Sequences

Once Toon Kingdom is active, the focus shifts to populating the board with threats. The following sequences represent the deck's most common and powerful lines of play.

#### Combo 1: The Black Stone Starter (Ideal 1-Card Combo)

This combo demonstrates the deck's ability to generate a formidable board from a single card, provided Toon Kingdom is already active.

* **Starting Hand:** The Black Stone of Legend (and any Toon card for TDM's effect).
* **Step 1:** Normal Summon The Black Stone of Legend.
* **Step 2:** Activate its effect, Tributing it to Special Summon Red-Eyes Toon Dragon from the Deck.4
* **Step 3:** If Toon Dark Magician is in hand, activate the effect of RETD to Special Summon it.1
* **Step 4:** Activate the effect of TDM. Discard the other Toon card from hand to Special Summon Toon Black Luster Soldier from the Deck.1
* **Result:** This sequence ends with a board of RETD, TDM, and TBLS. All three monsters are protected from targeting and destruction by Toon Kingdom, presenting a massive offensive threat for the following turn.

#### Combo 2: The Page-Flip High Roll (Explosive Play)

Toon Page-Flip is a Quick-Play Spell that embodies the chaotic, high-risk nature of the Toon archetype. It offers a chance at an explosive start but is subject to the luck of the draw.

* **Starting Hand:** Toon Page-Flip.
* **Step 1:** With Toon Kingdom on the field, activate Toon Page-Flip.
* **Step 2:** Reveal three Toon monsters with different names from the Deck. The optimal choices are almost always Toon Black Luster Soldier, Toon Dark Magician, and Red-Eyes Toon Dragon.1
* **Step 3:** The opponent randomly selects one of the three, which is then Special Summoned, ignoring its summoning conditions. The other two are shuffled back into the Deck.15
* **Analysis:** The outcome of this play is entirely random, but each result is beneficial. Summoning TDM is often the best possible result, as it can use its effect to extend plays further. Summoning TBLS provides an immediate 3000 ATK threat. Summoning RETD is strong if there is another Toon monster in hand to summon with its effect. This play represents a calculated gamble that can single-handedly establish a powerful board.

#### Combo 3: The Dark Magician Engine (Resource Generation)

This sequence highlights the role of Toon Dark Magician as the deck's central decision-making hub, allowing the player to pivot between offense and utility based on the game state.

* **Board State:** Toon Dark Magician on the field with another "Toon" card in hand.
* **Step 1:** Activate the effect of TDM, discarding the "Toon" card.
* **Step 2:** Choose the appropriate effect based on strategic needs:
  + **Offensive Push:** If the goal is to apply pressure or prepare for an OTK, Special Summon Toon Black Luster Soldier from the Deck.
  + **Defensive Setup/Utility:** If the goal is to secure the board or handle a specific threat, add a "Toon" Spell or Trap to the hand. The best targets are often Toon Terror for an omni-negate, Comic Hand to steal an opponent's monster, or Toon Bookmark to set up Graveyard protection for Toon Kingdom.1
* **Result:** This play demonstrates TDM's unparalleled ability to convert a single resource in hand into the exact tool needed for the current situation, making it the most strategically flexible monster in the archetype.

### 2.3 The Ideal End Board

Unlike many modern competitive decks that aim to end their first turn with a field of multiple monster negates and interruptions, the Toon deck's ideal end board is fundamentally different. Its purpose is not to prevent the opponent from playing, but to ensure its own survival for one turn so it can launch a decisive, game-ending counter-attack. The strength of a Toon end board is measured by its resilience and the amount of lethal damage it represents for the following turn.

A strong Turn 1 end board typically consists of the following components:

1. **Toon Kingdom:** The active Field Spell, providing the foundational layer of protection.1
2. **Toon Bookmark in the Graveyard:** The insurance policy, protecting Toon Kingdom from a single destruction effect.1
3. **Multiple High-Threat Monsters:** A field of at least two powerful Toons, ideally including Toon Black Luster Soldier (as an immediate threat for Turn 2) and Toon Dark Magician (as a resource generator).1
4. **Searchable Interaction:** A set Toon Terror or Toon Briefcase, typically searched via the effect of Toon Dark Magician. Toon Terror provides a crucial omni-negate to stop a key opponent play, while Toon Briefcase offers powerful, non-destructive removal against an opponent's summon.1

This setup is designed to weather the opponent's turn. The combination of targeting protection, destruction protection, and a single, well-timed negate is often enough to survive until the Toon player's second turn. At that point, the "summoning sickness" of most Toons will have worn off, allowing them to attack directly and often win the game in a single Battle Phase.4

## Section 3: Expanding the Kingdom - Synergies, Tech, and the Extra Deck

While the core Toon engine is self-contained, its true potential in the modern era is unlocked by augmenting it with powerful generic cards, external engines, and a versatile Extra Deck toolbox. These additions help to cover the archetype's inherent weaknesses and provide answers to a wider range of threats.

### 3.1 The Extra Deck Toolbox: When Toons Need Backup

The Toon archetype possesses no in-archetype Extra Deck monsters, a fact that turns the Extra Deck into a flexible space for powerful generic options or, in some builds, simply fodder for draw spells like Pot of Extravagance.14 For players who choose to utilize it, the Extra Deck becomes a toolbox for problem-solving and game-finishing.

* **The Rank 7 Engine:** This is the most natural Xyz strategy for the deck, as its two main combo monsters, Toon Dark Magician and Red-Eyes Toon Dragon, are both Level 7.
  + Number 11: Big Eye: A classic and powerful option that allows the player to detach a material to take control of an opponent's monster permanently. This is an excellent way to remove a problematic boss monster and use it against its owner.6
  + Red-Eyes Flare Metal Dragon: A thematic choice that puts the opponent on a timer. While it's on the field, the opponent takes 500 damage each time they activate a card or effect, which can quickly add up and force them into a losing position.19
  + Mecha Phantom Beast Dracossack: A versatile monster that can detach a material to summon two tokens, and then Tribute a token to destroy a card on the field. It also protects itself from destruction while tokens are present.19
* **The Rank 4 Engine:** Utilizing the deck's Level 4 monsters like Toon Harpie Lady and Toon Gemini Elf opens up access to the powerful generic Rank 4 pool.
  + Bahamut Shark and Toadally Awesome: A potent two-card package. Bahamut Shark can be made with two Level 4 WATER monsters (like Toon Mermaid) and can use its effect to Special Summon Toadally Awesome from the Extra Deck, which provides a powerful omni-negate.1
  + Number 41: Bagooska the Terribly Tired Tapir: A devastating floodgate monster that, while in Attack Position, forces all face-up monsters on the field into Defense Position and negates their activated effects.6
  + Abyss Dweller: An essential tool against Graveyard-reliant strategies, as it can prevent the opponent from activating any card effects in their Graveyard for a turn.6
* **The Link Toolbox:** Link Monsters provide generic utility and can be made with nearly any combination of monsters on the field.
  + Relinquished Anima: A thematically appropriate Link-1 monster that can be summoned using a Level 1 monster like The Black Stone of Legend. It can then equip an opponent's monster it points to, providing targeted removal.3
  + Knightmare Phoenix: A generic Link-2 that provides crucial Spell and Trap removal by discarding a card.6
  + Accesscode Talker and Underworld Goddess of the Closed World: High-impact, game-ending Link monsters that can clear an opponent's board or out a monster that is otherwise immune to removal.10
* **Specialized Tech:**
  + Chimeratech Megafleet Dragon: A powerful anti-meta choice that can be summoned using Toon Cyber Dragon and any monster(s) in the opponent's Extra Monster Zone as material. This allows for the easy, non-targeting removal of powerful boss monsters.6
  + Cyber Slash Harpie Lady: A Synchro Monster that can be made using two Toon Harpie Ladys (as its effect allows a "Harpie" monster to be treated as a Tuner). It provides a valuable "bounce" effect, returning a monster to the hand when a Spell/Trap is activated.3

| **Extra Deck Toolbox Guide** |  |  |  |
| --- | --- | --- | --- |
| **Monster Name** | **Summoning Requirement** | **Strategic Role** | **Key Synergies/Notes** |
| Number 11: Big Eye | 2x Level 7 Monsters | Monster Removal (Theft) | Primary Rank 7 play using TDM + RETD. Steals an opponent's boss monster to clear the way for direct attacks. |
| Red-Eyes Flare Metal Dragon | 2x Level 7 Monsters | Burn / Pressure | Punishes opponents for playing the game, inflicting 500 damage per effect activation. Excellent for closing out games. |
| Bahamut Shark | 2x Level 4 WATER Monsters | Negation Setup | Used with Toon Mermaid to summon Toadally Awesome, providing a valuable omni-negate. |
| Toadally Awesome | Summoned via Bahamut Shark | Omni-Negation | Provides a powerful, reusable negate that also steals the negated card. |
| Number 41: Bagooska | 2x Level 4 Monsters | Floodgate / Stun | Forces monsters into defense and negates their effects, effectively stalling the opponent's plays. |
| Relinquished Anima | 1x Level 1 Monster | Monster Removal (Theft) | A thematic option made with The Black Stone of Legend to absorb an opponent's monster. |
| Chimeratech Megafleet Dragon | Cyber Dragon + 1+ Extra Monster Zone monster(s) | Board Breaking | Uses Toon Cyber Dragon to easily remove a key monster from the opponent's Extra Monster Zone. |
| Accesscode Talker | 2+ Effect Monsters | OTK Enabler / Board Wipe | A generic boss monster used to gain massive ATK and destroy multiple cards to end the game. |

### 3.2 External Engines & Support

Toons' unique properties allow them to synergize with several powerful non-archetypal cards and engines that can cripple opposing strategies.

* **Floodgates:** One of the deck's most potent competitive advantages is its synergy with powerful floodgate Trap cards. Because the core Toon monsters have a wide variety of different monster Types (Spellcaster, Dragon, Warrior, Machine, Winged Beast, etc.), they are largely unaffected by cards like There Can Be Only One and Rivalry of Warlords. These cards restrict each player to controlling only one monster Type. For many meta decks that rely on a single Type (like Cyberse or Wyrm), these floodgates can be completely debilitating, while the Toon player can continue to build their diverse board unimpeded.6
* **Kaijus:** The "Kaiju" archetype offers a powerful synergy with the Spell card Toon Mask. A player can Tribute an opponent's problematic monster to summon a Kaiju to their field, then activate Toon Mask. Since Toon Mask allows the player to Special Summon a Toon from their Deck with a Level less than or equal to the targeted monster, giving the opponent a high-Level Kaiju enables the free summon of a high-Level Toon like TBLS or TDM.15
* **Kashtira:** While less common, some builds have explored using a small "Kashtira" engine. Cards like Kashtira Fenrir can provide a free Special Summon of a powerful body that can search for another Kashtira monster and provide targeted, face-down banishing as a form of removal. This can supplement the Toon strategy's board presence and interaction, though it can sometimes conflict with the deck's need for its Normal Summon.19

### 3.3 Essential Tech Cards

These are staple cards that, while not part of any specific engine, are crucial for shoring up the deck's weaknesses in consistency and resilience.

* **Draw Power:** Toon decks live and die by their ability to see their key combo pieces, especially Toon Kingdom. Powerful draw spells are a common sight. Pot of Extravagance and Pot of Prosperity allow the player to banish cards from their Extra Deck to draw cards or excavate for a specific card, respectively. The choice between them depends on how vital the Extra Deck toolbox is to the player's strategy.6 Pot of Desires offers a high-risk, high-reward option, drawing two cards at the cost of banishing the top ten cards of the main deck.13
* **Hand Traps:** In the modern, high-speed game, hand traps are essential for survival, especially when going second. Staples like Maxx "C", Ash Blossom & Joyous Spring, and Nibiru, the Primal Being are necessary to slow down the opponent and prevent them from building an unbreakable board before the Toon player can even take their first turn.9
* **Board Breakers:** For games where the Toon player is forced to go second, they need powerful cards to dismantle the opponent's established board. Lightning Storm can destroy all Attack Position monsters or all Spells and Traps the opponent controls, while Evenly Matched can banish the opponent's entire field face-down, leaving them with only one card.27 The in-archetype Comic Hand also serves this purpose, turning the opponent's biggest threat into a Toon under its new owner's control.1

## Conclusion: The Final Chapter of the Toon World Saga

The Toon archetype occupies a unique and cherished space within the vast landscape of *Yu-Gi-Oh!*. It is a strategy defined by its stark contrasts: immense, game-ending offensive power set against a critical, ever-present fragility. The deck's strategic profile is that of a high-risk, high-reward "glass cannon." Its strength is derived from its unparalleled search power and its ability to ignore conventional board states and attack the opponent directly for an OTK. Its profound weakness is its singular reliance on Toon Kingdom, a single point of failure that, if exploited, causes the entire strategy to crumble.

To pilot Toons effectively requires a specific mindset that goes beyond simply memorizing combos. It demands a mastery of risk assessment. The player must constantly weigh the odds, deciding when to commit resources to an all-out offensive push and when to play conservatively, dedicating actions to protect Toon Kingdom at all costs. It is a deck that rewards calculated aggression and punishes recklessness, where a single decision can be the difference between a spectacular victory and a swift defeat.

While Toons may not consistently sit at the top tables of competitive play due to this inherent fragility and vulnerability to common forms of disruption, they remain a formidable rogue strategy.29 A well-built Toon deck, piloted by a skilled player, can catch even the most prepared meta decks off guard and steal wins in a sudden, overwhelming fashion.29 The enduring appeal of the archetype comes not from a promise of consistent domination, but from the sheer thrill of successfully executing its wacky, all-or-nothing game plan. It is a testament to creative card design and a beloved piece of the game's history, forever inviting players to open the book and step into Toon World.

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