# The Cocoon of Evolution: A Strategic Metamorphosis from Anime Relic to Competitive Engine

## Introduction: A Tale of Two Cocoons - From Anime Gimmick to Metagame Engine

The history of the "Cocoon of Evolution" series in the Yu-Gi-Oh! Trading Card Game (TCG) is a study in contrasts, charting a course from a nostalgic but impractical anime-inspired gimmick to a potent and flexible competitive engine. Understanding this evolution is key to appreciating the strategic depth of its modern incarnation. The series is defined by two distinct eras, each centered around a namesake card that dictates a completely different philosophy of play.

### The Original Metamorphosis (The Weevil Underwood Strategy)

The original suite of cards, famously wielded by Weevil Underwood in the anime, revolves around a slow, durational transformation mechanic. The process begins with Petit Moth, a Level 1 Insect Normal Monster with a mere 300 ATK and 200 DEF.1 The key to its transformation is Cocoon of Evolution, a Level 3 Insect Effect Monster with 0 ATK and a formidable 2000 DEF.2 Its effect allows it to be equipped from the hand to a Petit Moth on the field, bestowing its own ATK and DEF stats upon the tiny creature.1

From this point, the strategy enters a waiting game, a countdown measured in the player's own turns. The evolution is entirely passive and time-gated:

* After two of your turns have passed since equipping Cocoon of Evolution, you can Tribute the equipped Petit Moth to Special Summon Larvae Moth, a Level 2 monster with a paltry 500 ATK.1
* After four turns, the same Petit Moth can be Tributed to Special Summon Great Moth, a Level 8 monster with a respectable 2600 ATK.1
* Finally, after a staggering six of your turns have passed, Petit Moth can be Tributed to Special Summon the ultimate prize: Perfectly Ultimate Great Moth, a Level 8 behemoth with 3500 ATK.1

In the context of the modern TCG, this mechanic is fundamentally unplayable. The strategy is glacially slow, requiring a player to successfully protect a weak, vulnerable monster for up to six of their own turns—a near-impossibility in a game where board states can be dismantled and rebuilt multiple times within a single turn.7 It demands drawing a specific combination of cards (Petit Moth and Cocoon of Evolution) and is extraordinarily susceptible to any form of monster removal, spell/trap removal, or effect negation. This design philosophy, while faithful to its anime origins, represents a relic of a bygone era, ill-suited for the pace and power level of contemporary dueling.

### The Modern Evolution (The Strategic Overhaul)

The entire identity of the "Cocoon" strategy was radically redefined with the release of a single card: the Quick-Play Spell, Cocoon of Ultra Evolution.9 This card discards the slow, passive transformation of its predecessor in favor of an explosive, reactive, and highly disruptive engine. Its effect reads: "Tribute 1 Insect monster from either field equipped with an Equip Card, and if you do, Special Summon 1 Insect monster from your Deck, ignoring its Summoning conditions".9

This text represents a complete paradigm shift. The focus moves from a multi-turn investment in your own monster to a single, high-impact interaction that can utilize your opponent's monsters as fuel for your own plays. The clause "from either field" is the most critical phrase, transforming the card from a simple combo piece into a formidable board-breaking tool. The ability to Tribute an opponent's monster is a form of removal that bypasses many common forms of protection. Because tributing is typically a cost to activate an effect, it does not target or destroy the monster, allowing it to circumvent immunities to targeting and destruction effects. This makes Cocoon of Ultra Evolution an ideal tool for a player going second, as it can dismantle an opponent's established board while simultaneously building your own. This fundamental change in application re-casts the "Cocoon" strategy, moving it from a failed "going-first, setup" concept into a potent "going-second, board-breaking" engine, a sentiment echoed in competitive deck-building discussions.13

## Section 1: The Modern Metamorphosis Engine: A Two-Card Powerhouse

The modern competitive viability of the "Cocoon" strategy rests entirely on the synergistic interaction between two key cards: Cocoon of Ultra Evolution and Parasite Paranoid. Together, they form a self-contained, high-impact engine that provides removal, summoning, and resource generation.

### 1.1 The Linchpin - Cocoon of Ultra Evolution

Cocoon of Ultra Evolution is the heart of the modern deck, a multi-faceted spell that serves as both the primary playmaker and a source of follow-up advantage.

#### Primary Effect - The Summoning Tool

The card's main purpose is to solve the puzzle of its own activation requirement: finding an Insect monster on either field equipped with an Equip Card. The payoff for solving this puzzle is immense. The ability to "Special Summon 1 Insect monster from your Deck, ignoring its Summoning conditions" is one of the most powerful tutoring effects available to the Insect type.9 This clause is what breathes life into the classic "Moth" monsters. Perfectly Ultimate Great Moth, once a near-impossible monster to summon, can now be brought directly from the Deck to the field as part of a two-card combo.1 This effect turns a roster of previously unplayable "Nomi" (cannot be Normal Summoned/Set) and difficult-to-summon boss monsters into the deck's primary win conditions.

#### Secondary Effect - The Resource Recycler

Beyond its explosive on-field effect, Cocoon of Ultra Evolution provides crucial long-term value from the Graveyard. Its secondary effect allows the player to banish it from the Graveyard during their Main Phase to target an Insect monster in the Graveyard, shuffle it into the Deck, and then draw one card.9 This effect serves multiple strategic purposes. It provides resource recursion, allowing the deck to recover a key boss monster or combo piece that has been dealt with. It also provides card advantage by replacing itself, helping the deck maintain resources for a longer "grind game." This simple draw effect adds a layer of resilience and consistency, mitigating the risk of running out of options after committing to an explosive initial play.16

### 1.2 The Universal Enabler - Parasite Paranoid

If Cocoon of Ultra Evolution is the engine's heart, Parasite Paranoid is the key that turns it on. This Level 2 Insect monster is the most efficient and reliable method of fulfilling the Cocoon's activation condition, acting as a universal enabler for the deck's most powerful plays.

#### Quick Effect - The Setup and Disruption

Parasite Paranoid possesses a Quick Effect that allows it to be equipped from the hand to any face-up monster on the field.18 The monster it equips to immediately becomes an Insect-Type. This is the core interaction of the deck. By targeting an opponent's monster, Parasite Paranoid turns their asset into a liability, priming it to be tributed by Cocoon of Ultra Evolution. The fact that this is a Quick Effect is paramount, as it allows for reactive plays during the opponent's turn, enabling the player to disrupt their combos by removing a key monster at a critical moment.23 The parasite also confers minor debilitating effects: the equipped monster cannot attack Insect monsters and its activated effects that target Insects are negated, providing a small but sometimes relevant layer of protection and disruption.18

#### Floating Effect - The Extender

Parasite Paranoid's value extends beyond simply enabling the Cocoon. It also has a powerful "floating" effect: "If this Equip Card is sent to the GY: You can Special Summon 1 Level 7 or higher Insect monster from your hand, ignoring its Summoning conditions".16 This effect is a potent combo extender that triggers simultaneously with Cocoon of Ultra Evolution. When the opponent's monster equipped with Parasite Paranoid is tributed, the Parasite is sent to the Graveyard. This allows the player to build a chain where Cocoon of Ultra Evolution summons a monster from the Deck, and Parasite Paranoid summons another high-level Insect from the hand. This means the two-card combination of Cocoon and Paranoid can result in the removal of an opponent's monster and the summoning of two of your own boss monsters, generating a massive and often game-winning swing in board presence.15

This two-card engine is remarkably self-contained. Parasite Paranoid activates from the hand, and Cocoon of Ultra Evolution is a Quick-Play Spell that can also be activated from the hand. The entire core interaction requires no prior on-field setup from your side of the field, only the two cards in hand and a valid target on the opponent's field. This self-sufficiency is a significant strategic advantage, as it means the engine does not consume the turn's all-important Normal Summon. This allows the "Cocoon" engine to be treated as a modular package that can be seamlessly integrated into other Insect-based strategies that rely on their Normal Summon to start their plays, such as Beetroopers.13 It is this flexibility that defines the modern "Cocoon" strategy not as a rigid, self-contained archetype, but as a powerful, adaptable engine.

| **Card Name** | **Card Type** | **Strategic Function** | **Key Snippets** |
| --- | --- | --- | --- |
| Cocoon of Ultra Evolution | Quick-Play Spell | **Primary Summoner & Removal:** Tributes an equipped Insect to summon any Insect from the Deck. **Resource Recycler:** Banishes from GY to shuffle an Insect and draw 1. | 9 |
| Parasite Paranoid | Effect Monster | **Combo Enabler:** Equips from hand to fulfill Cocoon's condition. **Disruption:** Turns an opponent's monster into an Insect and applies minor debuffs. **Extender:** Floats into a Level 7+ Insect from hand when sent to GY. | 18 |

## Section 2: Assembling the Pieces - Searchers and Advantage Engines

While the Cocoon and Paranoid duo provides the explosive power, the deck's consistency and ability to sustain plays rely on a supporting cast of searchers and advantage-generating monsters. These cards ensure that the player can find their key pieces, extend their combos, and recover resources throughout the duel.

### 2.1 The Advantage Loop - Resonance Insect

Resonance Insect is arguably the most important monster in the deck outside of the core engine. It is a Level 4 Insect that serves as the primary engine for generating card advantage, and its power lies in its two distinct effects, neither of which is restricted to a "once per turn" clause.25

1. **Field to Graveyard Effect:** "If this card is sent from the field to the GY: You can add 1 Level 5 or higher Insect monster from your Deck to your hand." This effect is the deck's main searcher for its boss monsters and key extenders.
2. **Banish Effect:** "If this card is banished: You can send 1 Insect monster from your Deck to the GY, except 'Resonance Insect'." This effect is a "Foolish Burial" for the Insect type, allowing the player to set up their Graveyard with combo pieces like Gokipole.

The lack of a "once per turn" restriction on these effects is a critical design element that enables powerful, repeatable advantage loops. The deck's strategy often revolves around finding ways to trigger both of these effects in a single turn, ideally multiple times, to accumulate an overwhelming amount of resources.14

### 2.2 The Utility Player - Gokipole

Gokipole is a Level 3 Insect that acts as the deck's primary low-level searcher. Its effect triggers whenever it is sent to the Graveyard by any means: "You can add 1 Level 4 Insect monster from your Deck to your hand".29 Its most common and valuable target is Resonance Insect, creating a chain of advantage where one card leads to another. A key interaction in the deck involves using the banish effect of Resonance Insect to send Gokipole from the Deck to the Graveyard, immediately triggering Gokipole to search for another combo piece. Gokipole also has a secondary effect that allows it to Special Summon an Insect Normal Monster from the hand or Deck and destroy an opponent's monster, which makes it the central bridge to the "Giant Ballpark" variant of the strategy.32

### 2.3 The High-Level Extender - Doom Dozer

Doom Dozer is a Level 8 Insect with 2800 ATK that serves a crucial dual purpose.16 First, it is a powerful, free body on the board that can be Special Summoned from the hand simply by banishing two Insect monsters from the Graveyard. Second, and more importantly, its summoning condition is the deck's most reliable and synergistic method for triggering the banish effect of Resonance Insect. The standard play sequence involves using Resonance Insect as material for a Link Summon, sending it to the Graveyard to search for Doom Dozer. Then, the player can immediately summon that Doom Dozer by banishing the same Resonance Insect from the Graveyard, which in turn triggers Resonance Insect's second effect to send another Insect from the Deck to the Graveyard. This interaction turns a single Resonance Insect into a search, a 2800 ATK monster, and a Graveyard setup, all in one seamless sequence.13

The true engine that drives the deck's consistency and follow-up potential is not just a single card, but the repeatable sequence known as the "Resonance Loop." While the Cocoon and Paranoid interaction provides the deck's ceiling, the Resonance Loop provides its floor, ensuring that even without the perfect two-card combo, the deck can still generate resources and build a board. A single Resonance Insect on the field represents a significant amount of latent potential. The process begins by converting that on-field monster into a resource. For example, by using it as material for a Link-1 monster like Salamangreat Almiraj, it is sent to the Graveyard, triggering its first effect to search a high-level Insect like Doom Dozer.14 The subsequent summoning of Doom Dozer requires banishing two Insects, with Resonance Insect being the prime target. This action triggers Resonance Insect's second effect, allowing the player to send any Insect, typically Gokipole, from the Deck to the Graveyard. This, in turn, triggers Gokipole's effect, which searches for a Level 4 Insect, often a second copy of Resonance Insect to set up the loop for a future turn. This entire sequence—transforming one Normal Summon into a search for a boss monster, a 2800 ATK body on board, a Graveyard setup, and a search for a follow-up play—demonstrates that Resonance Insect is the central node of the deck's resource management system.

## Section 3: Executing the Strategy - Core Combos and Strategic Goals

Understanding the individual cards is the first step; mastering their application in sequential combos is what leads to victory. The "Cocoon" strategy, while flexible, is built upon a foundation of core interactions that convert its card advantage into a commanding board presence.

### 3.1 Foundational Combo: The Two-Card Board Break

This is the deck's signature and most powerful play, designed to dismantle an opponent's board while establishing your own.

* **Required Cards:** Cocoon of Ultra Evolution and Parasite Paranoid in hand.
* **Board State:** Opponent controls at least one face-up monster.

**Execution:**

1. **Activation:** During your opponent's Main Phase (for disruption) or your own Main Phase (for board-breaking), activate the Quick Effect of Parasite Paranoid from your hand. Target one of your opponent's key face-up monsters.18
2. **Transformation:** The opponent's monster is now treated as an Insect-Type and is equipped with Parasite Paranoid.
3. **Removal:** Activate the Quick-Play Spell Cocoon of Ultra Evolution. As the cost for activation, Tribute the opponent's monster that is now an equipped Insect.9
4. **Resolution (Chain Link 1):** The effect of Cocoon of Ultra Evolution resolves. Special Summon a high-impact boss monster from your Deck, ignoring its summoning conditions. Prime targets include Perfectly Ultimate Great Moth for its high ATK or Beargram, Shelled Emperor of the Forest Crown for its board-wiping potential.1
5. **Extension (Chain Link 2):** Because Parasite Paranoid was sent from the field (as an Equip Spell) to the Graveyard, its own effect triggers. This allows you to Special Summon a Level 7 or higher Insect monster from your hand, such as Metamorphosed Insect Queen.5

**Result:** With just two cards from your hand, you have achieved three critical objectives: removed a key opponent's monster via a non-targeting, non-destruction method; summoned a powerful boss monster from your Deck; and summoned a second powerful monster from your hand. This sequence generates an immense momentum swing and is the primary strategic goal of the engine.

### 3.2 The Resonance Insect Value Chain

This combo demonstrates how to convert a single Normal Summon into a significant advantage, forming the backbone of the deck's resource engine.

**Execution:**

1. **Start:** Normal Summon Resonance Insect.
2. **Link Summon:** Immediately use Resonance Insect as the sole material to Link Summon Salamangreat Almiraj.
3. **Trigger 1 (Field to GY):** Resonance Insect is sent from the field to the Graveyard. Its effect activates, allowing you to add Doom Dozer from your Deck to your hand.
4. **Special Summon:** Activate the effect of Doom Dozer in your hand. Banish Resonance Insect and one other Insect (like Almiraj) from your Graveyard to Special Summon Doom Dozer.
5. **Trigger 2 (Banish):** Resonance Insect is banished from the Graveyard. Its second effect activates, allowing you to send Gokipole from your Deck to the Graveyard.
6. **Trigger 3 (GY Effect):** Gokipole is sent to the Graveyard. Its effect activates, allowing you to add any Level 4 Insect monster (such as a second Resonance Insect for a follow-up play or a hand trap like Retaliating "C") from your Deck to your hand.

**Result:** Your initial investment of one Normal Summon has been converted into a Link-1 monster in the Graveyard, a 2800 ATK monster on the field, and a new card in hand, all while thinning your deck of three key combo pieces. This efficient value chain is a testament to the power of Resonance Insect's non-once-per-turn effects.14

### 3.3 Defining the Endboard: A Toolbox, Not a Fortress

Unlike many contemporary strategies that aim to construct an unbreakable board of multiple omni-negates, the "Cocoon" deck's endboard is better described as a "toolbox" of threats and specific protections. The goal is not to prevent the opponent from playing entirely, but rather to establish a board that is resilient, disruptive, and powerful enough to survive their turn, setting up a decisive counterattack and OTK (One Turn Kill) on your subsequent turn.

* **Key Endboard Pieces:**
  + **Metamorphosed Insect Queen:** The primary defensive piece. It grants all other Insect monsters you control protection from being targeted by or destroyed by your opponent's card effects. It can also tribute other monsters to Special Summon Insects, providing further extension.5
  + **Beargram, Shelled Emperor of the Forest Crown:** A devastating offensive and defensive tool. It can destroy all other face-up monsters on the field except for Insects and Plants. Crucially, it also prevents the opponent from activating monster effects in response to your Spell/Trap activations, protecting your Cocoon of Ultra Evolution and other key cards.34
  + **Perfectly Ultimate Great Moth:** Serves as the primary beatstick. Its massive 3500 ATK makes it incredibly difficult for most decks to overcome in battle, forcing the opponent to expend resources to remove it via card effects.1
  + **Beetrooper Link Monsters:** In variants that include the Beetrooper engine, the endboard can be augmented with powerful Link monsters like Giant Beetrooper Invincible Atlas (which is unaffected by other card effects and boasts high ATK) or Seraphim Papillion (which can revive Insects from the Graveyard).17

The strategic objective is to present the opponent with a series of difficult-to-answer threats, each requiring a different type of solution, thereby exhausting their resources and leaving them vulnerable to a lethal counter-offensive.

| **Summon Target** | **Level/Type** | **Strategic Role** | **Key Snippets** |
| --- | --- | --- | --- |
| Beargram, Shelled Emperor of the Forest Crown | Level 9 / Insect | **Board Wipe & Protection:** Destroys all non-Insect/Plant monsters and protects your Spells/Traps from monster effect responses. | 5 |
| Metamorphosed Insect Queen | Level 7 / Insect | **Board Protection & Extender:** Protects your Insects from targeting/destruction and can tribute monsters for more summons. | 5 |
| Perfectly Ultimate Great Moth | Level 8 / Insect | **Primary Beatstick:** A massive 3500 ATK body that is difficult to overcome in battle. The classic, high-impact summon. | 1 |
| Doom Dozer | Level 8 / Insect | **Situational Extender:** Can be summoned if you need an immediate high-ATK body on board but is usually searched and summoned via its own effect. | 14 |
| Earthbound Immortal Uru | Level 10 / Insect | **Niche OTK Enabler:** Can attack directly if a Field Spell is active. Used in specific variants, particularly with Rank 10 synergies. | 24 |

## Section 4: Expanding the Hive - Synergies and Variant Builds

The modular nature of the Cocoon engine allows it to be integrated into several distinct Insect-based strategies. Each variant leverages the engine's power while supplementing it with its own unique strengths, leading to different playstyles and strategic goals.

### 4.1 The Ballpark Beatdown Variant

This is one of the most popular and explosive variants of the deck, centered around the Field Spell Giant Ballpark.

* **Core Synergy:** Giant Ballpark has a powerful effect that can be activated during the Damage Step of either player's turn. When a player would take battle damage, you can reduce that damage to 0 and, in exchange, send one Level 4 or lower Insect monster from your Deck to the Graveyard. If the monster you send is a Normal Monster, you can then Special Summon any number of monsters with the same name from your hand, Deck, or Graveyard.36
* **Strategic Application:** This variant uses Giant Ballpark's effect as a highly efficient way to trigger Gokipole's effect directly from the Deck. By attacking with any monster, you can activate Ballpark to send Gokipole to the Graveyard. This bypasses the need to draw or Normal Summon it. Gokipole's effect then activates, searching for Resonance Insect and starting your main advantage loop. This creates an incredibly aggressive, beatdown-focused strategy that aims to swarm the field with monsters and achieve a swift OTK.13

### 4.2 The Beetrooper Link-Climb Variant

This build focuses on integrating the Cocoon engine with the modern, Link-focused "Beetrooper" archetype.

* **Core Synergy:** The Beetrooper archetype excels at swarming the field with multiple Insect monsters through the effects of cards like Beetrooper Scout Buggy and Beetrooper Scale Bomber. They use this swarm to climb into powerful Insect Link monsters that provide protection, negation, and high ATK values.41
* **Strategic Application:** In this variant, the Beetrooper cards provide the deck with consistency and a more robust Plan B. The Cocoon engine serves as the deck's high-impact "power play," capable of breaking boards and summoning game-ending threats. Meanwhile, the Beetrooper engine provides the extenders and starters needed to consistently execute the Resonance Insect loop and build a respectable board even without drawing Cocoon of Ultra Evolution. This build is less "all-in" on a single combo and can function as a competent Insect Link deck on its own, with the Cocoon package acting as a powerful trump card.17

### 4.3 The Kaiju Control Variant

This variant takes a more methodical, control-oriented approach by leveraging the fact that two of the game's "Kaiju" monsters are Insect-Type.

* **Core Synergy:** The Kaiju monsters Gadarla, the Mystery Dust Kaiju (Level 8) and Kumongous, the Sticky String Kaiju (Level 7) are both Insect-Type monsters.24 Kaijus are famous for their ability to be Special Summoned to the opponent's side of the field by Tributing one of their monsters, providing an unparalleled form of monster removal.
* **Strategic Application:** This variant abuses the non-once-per-turn search effect of Resonance Insect to add multiple Kaijus to the hand over the course of a turn. The primary game plan is to use a Kaiju to tribute the opponent's most threatening monster. Then, you can use Cocoon of Ultra Evolution (enabled by Parasite Paranoid) to tribute the Kaiju you just gave your opponent, removing it from their field and summoning one of your own boss monsters from your Deck. This creates a powerful loop of removal and summoning, allowing the player to systematically dismantle the opponent's board while building their own.13

## Conclusion: The Evolved Insect Game Plan

The modern "Cocoon of Evolution" strategy is a testament to how modern card design can revitalize and completely redefine a classic concept. It has metamorphosed from a slow, nostalgic archetype into a flexible, powerful, go-second toolbox engine. Its core identity is not that of a traditional, linear archetype, but rather a compact and potent package that can be adapted to suit various playstyles within the broader Insect type.

**Strengths:**

* **Potent Board-Breaking:** The engine's ability to tribute an opponent's monster via Cocoon of Ultra Evolution provides access to non-targeting, non-destruction removal, one of the most effective ways to deal with modern boss monsters.
* **Explosive Potential:** The combination of Cocoon of Ultra Evolution and Parasite Paranoid can generate a massive swing in advantage, removing an opponent's monster and summoning two of your own in a single two-card interaction.
* **Flexibility and Adaptability:** The core engine is small and does not rely on a Normal Summon, allowing it to be seamlessly integrated into various Insect strategies like Giant Ballpark, Beetroopers, or Kaiju Control.
* **Resilience and Grind Game:** The Resonance Insect advantage loop, combined with the resource recursion from Cocoon's Graveyard effect, provides the deck with a solid capacity for longer, more drawn-out duels.

**Weaknesses:**

* **Consistency:** The deck's most powerful plays are contingent on drawing the unsearchable Quick-Play Spell, Cocoon of Ultra Evolution. Without it, some variants can struggle to close out games.
* **Vulnerability to Disruption:** The strategy is susceptible to common forms of interaction. Hand traps like Ash Blossom & Joyous Spring can negate the summon from the Deck via Cocoon or the equip effect of Parasite Paranoid. Spell-negating effects can also stop the core combo before it starts.
* **Linearity:** While powerful, the core combos are well-defined and can become predictable. An experienced opponent who understands the key chokepoints of the strategy can effectively play around them.

In its final analysis, the "Cocoon of Evolution" engine offers a unique, engaging, and surprisingly effective strategy for players who enjoy a reactive, toolbox-style of gameplay. While it may lack the raw consistency to consistently top the highest echelons of competitive play, its unique ability to dismantle established boards and summon iconic, powerful boss monsters makes it a formidable and deeply satisfying deck to pilot in the modern era of the Yu-Gi-Oh! TCG.

#### Geciteerd werk

1. Cocoon of Evolution | Card Details | Yu-Gi-Oh! Neuron(TRADING ..., geopend op oktober 20, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=4078>
2. Cocoon of Evolution Card Profile - Yu-Gi-Oh!, geopend op oktober 20, 2025, <https://www.yugioh.com/cards/cocoon-of-evolution>
3. Cocoon of Evolution - Yu-Gi-Oh Cards - Out of Games, geopend op oktober 20, 2025, <https://outof.games/realms/yugioh/cards/1686-cocoon-of-evolution/>
4. Cocoon of Evolution - Metal Raiders - YuGiOh - TCGplayer.com, geopend op oktober 20, 2025, <https://www.tcgplayer.com/product/21835/yugioh-metal-raiders-cocoon-of-evolution>
5. Weevil Underwood Special (DM) : InsictQueen | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 20, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&wname=MemberDeck&ytkn=35c4fcdfd5a623d9d24e60bfaef2cd65b8106bc338dc737748dcb578a45063eb&cgid=01e82c209971fba12af750a80ecdfc02&dno=31&request_locale=en>
6. Mate Idea: Cocoon of Evolution where the mate transforms into Larvae Moth on your 2nd turn, Great Moth on 4th turn and Perfectly Ultimate Great Moth on 6th turn. : r/masterduel - Reddit, geopend op oktober 20, 2025, <https://www.reddit.com/r/masterduel/comments/x5jngh/mate_idea_cocoon_of_evolution_where_the_mate/>
7. Great Moth/Cocoon Support (yes, I'm serious) : r/customyugioh - Reddit, geopend op oktober 20, 2025, <https://www.reddit.com/r/customyugioh/comments/16wbyro/great_mothcocoon_support_yes_im_serious/>
8. In Yu-Gi-Oh, are insect cards any good? - Quora, geopend op oktober 20, 2025, <https://www.quora.com/In-Yu-Gi-Oh-are-insect-cards-any-good>
9. Cocoon of Ultra Evolution - cardcluster, geopend op oktober 20, 2025, <https://cardcluster.com/card/cocoon-of-ultra-evolution>
10. Cocoon of Ultra Evolution | How to obtain, Decks & Usage Statistics | Duel Links Meta, geopend op oktober 20, 2025, <https://www.duellinksmeta.com/cards/Cocoon%20of%20Ultra%20Evolution>
11. Cocoon of Ultra Evolution - Legendary Duelists: Season 1 - YuGiOh - TCGplayer.com, geopend op oktober 20, 2025, <https://www.tcgplayer.com/product/217520/yugioh-legendary-duelists-season-1-cocoon-of-ultra-evolution>
12. Cocoon of Ultra Evolution | How to obtain, Decks & Usage Statistics | Master Duel Meta, geopend op oktober 20, 2025, <https://www.masterduelmeta.com/cards/Cocoon%20of%20Ultra%20Evolution>
13. Welcome to "Giant Ballpark" - an intro to a cool budget deck! (+sample decklists) - Reddit, geopend op oktober 20, 2025, <https://www.reddit.com/r/Yugioh101/comments/o6oyw8/welcome_to_giant_ballpark_an_intro_to_a_cool/>
14. Introduction to Giant Ballpark - Yu-Gi-Oh! Master Duel Meta, geopend op oktober 20, 2025, <https://www.masterduelmeta.com/articles/guides/ballpark-coldbose>
15. Yu-Gi-Oh! Episode Decks: Weevil Underwood's Parasite Equip - TCGplayer, geopend op oktober 20, 2025, <https://www.tcgplayer.com/content/article/Yu-Gi-Oh-Episode-Decks-Weevil-Underwood-s-Parasite-Equip/4d0c0fa7-068b-447d-a349-0d384ffe8bec/>
16. [R/F] Super Cocoon of Evolution (for Casual Online Play) : r/yugioh - Reddit, geopend op oktober 20, 2025, <https://www.reddit.com/r/yugioh/comments/70dt6h/rf_super_cocoon_of_evolution_for_casual_online/>
17. Beetroopers Finally make Insects Work ! In-depth Beetrooper Deck Profile + Combos - YouTube, geopend op oktober 20, 2025, <https://www.youtube.com/watch?v=f8qUZV3rG20>
18. Parasite Paranoid - Yu-Gi-Oh! Master Duel Deck Tracker, geopend op oktober 20, 2025, <https://ygom.untapped.gg/en/cards/14457896/parasite-paranoid>
19. Parasite Paranoid - Speed Duel: Streets of Battle City - YuGiOh - TCGplayer.com, geopend op oktober 20, 2025, <https://www.tcgplayer.com/product/512301/yugioh-speed-duel-streets-of-battle-city-parasite-paranoid>
20. Parasite Paranoid - Legendary Duelists: Ancient Millennium - YuGiOh - TCGplayer.com, geopend op oktober 20, 2025, <https://www.tcgplayer.com/product/161012/yugioh-legendary-duelists-ancient-millennium-parasite-paranoid>
21. Yu-Gi-Oh! Wiki - Parasite Paranoid - Dueling Nexus, geopend op oktober 20, 2025, <https://duelingnexus.com/wiki/Parasite_Paranoid>
22. Parasite Paranoid | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 20, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=13468&request_locale=en>
23. “Parasite Paranoid” need help understanding. : r/Yugioh101 - Reddit, geopend op oktober 20, 2025, <https://www.reddit.com/r/Yugioh101/comments/1cu15e2/parasite_paranoid_need_help_understanding/>
24. Rerouting Deck Fix: Kaiju Insect Trains - TCGplayer, geopend op oktober 20, 2025, <https://www.tcgplayer.com/content/article/Rerouting-Deck-Fix-Kaiju-Insect-Trains/18c27d8a-9b82-40d1-8cd7-d4529d0e09ab/>
25. YuGiOh Resonance Insect - Yu-Gi-Oh! Card Guide, geopend op oktober 20, 2025, <https://www.yugiohcardguide.com/single/resonance-insect.html>
26. Resonance Insect - cardcluster, geopend op oktober 20, 2025, <https://cardcluster.com/card/resonance-insect>
27. Resonance Insect - Duelist Alliance - YuGiOh - TCGplayer.com, geopend op oktober 20, 2025, <https://www.tcgplayer.com/product/92363/yugioh-duelist-alliance-resonance-insect>
28. Resonance Insect [DUEA-EN039] Common - Epik Cards and Games, geopend op oktober 20, 2025, <https://epikcg.com/products/resonance-insect-duea-en039-common>
29. Yu-Gi-Oh! Gokipole - YuGiOh Card Guide, geopend op oktober 20, 2025, <https://www.yugiohcardguide.com/single/gokipole.html>
30. Gokipole - The Grand Creators - YuGiOh - TCGplayer.com, geopend op oktober 20, 2025, <https://www.tcgplayer.com/product/260765/yugioh-the-grand-creators-gokipole>
31. Gokipole | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 20, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=13917>
32. Question About An Interaction : r/Yugioh101 - Reddit, geopend op oktober 20, 2025, <https://www.reddit.com/r/Yugioh101/comments/psvedf/question_about_an_interaction/>
33. GIANT BALLPARK INSECT DECK PROFILE (MARCH 2023) YUGIOH! - YouTube, geopend op oktober 20, 2025, <https://www.youtube.com/watch?v=onFBGQm8H2o>
34. Card Search Results - View as Gallery | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 20, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=1&stype=1&attr=15&species=10&othercon=2>
35. Danger! Insect Final Build(maybe) : r/yugioh - Reddit, geopend op oktober 20, 2025, <https://www.reddit.com/r/yugioh/comments/9skodb/danger_insect_final_buildmaybe/>
36. Giant Ballpark - Soul Fusion - YuGiOh - TCGplayer.com, geopend op oktober 20, 2025, <https://www.tcgplayer.com/product/178102/yugioh-soul-fusion-giant-ballpark>
37. Gガン(岩) | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 20, 2025, <http://www.db.yugioh-card.com/yugiohdb/member_deck.action?cgid=f163158a2c15a3e2d38dd9ff0399243a&dno=38&request_locale=en>
38. Giant Ballpark | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 20, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=13949>
39. Building Giant Ballpark With Cicada King - TCGplayer, geopend op oktober 20, 2025, <https://www.tcgplayer.com/content/article/Building-Giant-Ballpark-With-Cicada-King/af2cecda-01e4-43af-be30-a431716aad6f/>
40. GIANT BALLPARK & ULTIMATE GIANT INSECT SHENANIGANS! - YouTube, geopend op oktober 20, 2025, <https://www.youtube.com/watch?v=F__CHt4-gtQ>
41. Insect Deck Breakdown | Guides, Decks & Usage Statistics | Master Duel Meta, geopend op oktober 20, 2025, <https://www.masterduelmeta.com/tier-list/deck-types/Insect>
42. Insect Deck In Depth Combo Guide (Best Way To Play) Deck List + New Card Analysis, geopend op oktober 20, 2025, <https://www.youtube.com/watch?v=wK7mLX3xivY>