# The Art of Absorption: A Strategic Deep Dive into the Relinquished Archetype

## Section 1: The Core Pantheon - Anatomy of the "Eyes Restrict" Monsters

The "Relinquished" archetype, a cornerstone of early game design, revolves around a unique and unsettling strategy: absorbing an opponent's monsters and turning their own strength against them. This parasitic playstyle is executed through a small but distinct cadre of "boss monsters," each with a specific function and strategic application. Understanding the nuances between the foundational Ritual monster, its powerful Fusion evolutions, and its modern Link counterpart is paramount to mastering the deck. They are not interchangeable threats but rather a suite of specialized tools, each designed to dismantle an opponent's board in a different manner. This section will deconstruct these four primary monsters, analyzing their summoning conditions, absorption mechanics, and their precise roles within the deck's overarching control strategy.

### 1.1 The Ritual Foundation: Relinquished

The genesis of the archetype, Relinquished, is a Level 1 DARK Spellcaster Ritual monster that lays the strategic groundwork for all its successors.1 Summoned via its dedicated Ritual Spell, "Black Illusion Ritual," its effect suite is a direct reflection of the archetype's core identity. Once per turn, Relinquished can target one monster the opponent controls and equip it to itself. Upon doing so, Relinquished's ATK and DEF become equal to those of the equipped monster, effectively stealing its power.1

This mechanic serves as a form of non-destructive monster removal, a powerful concept that bypasses effects that protect from destruction. Furthermore, Relinquished possesses two secondary abilities tied to this absorption. If it would be destroyed by battle, the equipped monster is destroyed instead, granting it a single layer of protection.1 Additionally, any battle damage the controller of Relinquished takes from battles involving it is also inflicted to the opponent as effect damage, a peculiar form of damage reflection.1

In the context of the modern game, Relinquished itself is an outdated threat. Its reliance on a specific Ritual Spell and its single, slow absorption effect make it inefficient as a primary boss monster. However, its true value lies not in its on-field presence, but in its name and status as a Ritual Monster. The entire consistency of the Ritual-focused variant of the deck hinges on the powerful Normal Spell, Pre-Preparation of Rites. This spell can search one Ritual Spell from the deck and one Ritual Monster whose name is specifically listed on that spell.2 Because "Black Illusion Ritual" explicitly names Relinquished 4, Pre-Preparation of Rites can search both cards simultaneously, generating immediate card advantage. Consequently, the primary modern function of Relinquished is to be the searchable component that enables this powerful play, providing the necessary material in hand or graveyard for the far superior Fusion monsters.6 It is a paradoxical entity: the weakest of the core monsters, yet the most critical enabler for the deck's most consistent opening plays.

### 1.2 The Fusion Overlords: Thousand-Eyes Restrict vs. Millennium-Eyes Restrict

The evolution of Relinquished's core concept is most potently realized in its Fusion Monster forms, which elevate the absorption mechanic into powerful forms of board control and disruption. The two primary Fusions, Thousand-Eyes Restrict and Millennium-Eyes Restrict, serve distinct strategic purposes dictated by their differing materials and effects.

Thousand-Eyes Restrict is the classic Fusion, requiring Relinquished and the Normal Monster Thousand-Eyes Idol as materials.1 While it retains the once-per-turn absorption effect of its predecessor, it adds a devastating floodgate effect: "Other monsters on the field cannot change their battle positions or attack".1 This ability can single-handedly paralyze an opponent's board, freezing their monsters in place and preventing any offensive action. This makes Thousand-Eyes Restrict an exceptional board-breaking tool. Its archaic and specific fusion materials make it difficult to summon through conventional means; however, it is a prime target for the limited Spell Card Instant Fusion, which can summon a Level 5 or lower Fusion Monster from the Extra Deck for the cost of 1000 Life Points.6 This allows a player to cheat out Thousand-Eyes Restrict for immediate, powerful removal and board control at the start of their turn.

In contrast, Millennium-Eyes Restrict is the modern incarnation of disruption. It requires Relinquished and any one Effect Monster as material, making it significantly more flexible to summon.10 Its power lies in a Quick Effect that can be activated whenever an opponent activates a monster's effect. In response, Millennium-Eyes Restrict can target an Effect Monster on the opponent's field or in their Graveyard and equip it.10 Not only does it gain the ATK/DEF of this new monster, but it also creates a lingering negation field: monsters with the same original name as the equipped monster cannot attack and have their effects negated.10 This makes it a premier tool for negating hand traps like Ash Blossom & Joyous Spring or interrupting an opponent's key combo starters.13 It is the deck's primary form of reactive interaction and the main target for the archetype's dedicated spell, Relinquished Fusion.14

The strategic choice between these two monsters is a core decision point. Thousand-Eyes Restrict is the proactive play, a sledgehammer used to shatter an established board. Millennium-Eyes Restrict is the reactive shield, summoned to protect one's own plays from interruption or to dismantle the opponent's strategy on their own turn.

### 1.3 The Modern Link: Relinquished Anima

The archetype's adaptation to the modern era of Link Summoning comes in the form of Relinquished Anima, a Link-1 monster that translates the classic absorption mechanic into the language of board positioning.15 Requiring only one Level 1 monster (that is not a Token) as material, Relinquished Anima is incredibly easy to summon. Its defining feature is its single, upward-pointing Link Arrow.15 Its effect allows it to target one face-up monster it points to and equip that monster to itself, gaining its ATK.16

On the surface, this appears to be a more restrictive version of the original Relinquished's effect. However, its true power is unlocked through its synergy with external engines, particularly the Kaiju archetype. The standard Kaiju strategy involves tributing an opponent's monster to Special Summon a Kaiju to their field.7 This removes a threat but leaves the opponent with a high-ATK monster. Relinquished Anima turns this exchange into a significant advantage. A player can summon a Kaiju to the opponent's Main Monster Zone directly in front of their own Extra Monster Zone. Then, by Normal Summoning any Level 1 monster and using it to Link Summon Relinquished Anima into that Extra Monster Zone, Anima will be pointing directly at the Kaiju. Its effect can then be activated to absorb the very monster just given to the opponent.18 This "Kaiju Slingshot" maneuver transforms a 1-for-1 trade into a play that removes an opponent's key monster and establishes a powerful monster on one's own field, effectively reclaiming the resource used for the initial removal. This interaction is a cornerstone of the modern Kaiju-Relinquished strategy.

### Table 1: Core Monster Capabilities Matrix

| Monster Name | Summoning Method | Absorption Target | Additional Effect | Primary Strategic Role |
| --- | --- | --- | --- | --- |
| **Relinquished** | Ritual Summon | 1 opponent's monster | Battle protection (once), reflects battle damage | Ritual/Fusion Material, Pre-Preparation of Rites Target |
| **Thousand-Eyes Restrict** | Fusion Summon | 1 opponent's monster | Prevents other monsters from attacking or changing position | Proactive Board-Breaker, Instant Fusion Target |
| **Millennium-Eyes Restrict** | Fusion Summon | 1 opponent's Effect Monster (Field or GY) | (Quick Effect) Negates effects of monsters with same name | Reactive Disruption, Combo Protection, Hand Trap Negation |
| **Relinquished Anima** | Link Summon | 1 face-up monster it points to | N/A | Kaiju Synergy, Positional Removal, Easy Extra Deck Access |

## Section 2: The Support Coven - In-Archetype Enablers

While the "Eyes Restrict" monsters serve as the deck's primary win conditions and points of interaction, they are enabled by a small but crucial group of support monsters. These Spellcasters are not mere accessories; they are integral components of the deck's engine, designed to facilitate summons, recycle resources, and provide additional layers of interaction. Their effects create the resource loops necessary to overcome the inherent costs of Ritual and Fusion Summoning, making the deck's core strategy viable in a competitive environment.

### 2.1 The Illusionists: Millennium-Eyes Illusionist and Illusionist Faceless Magician

The two "Illusionist" monsters provide the deck with its primary sources of recursion and interaction from the hand and Graveyard.

Millennium-Eyes Illusionist is arguably the most important support monster in the entire archetype. It is a Level 2 DARK Spellcaster with two powerful effects that form a self-sustaining resource loop.1 First, as a Quick Effect, it can be discarded from the hand to target an opponent's Effect Monster and equip it to an "Eyes Restrict" Fusion Monster or Relinquished you control. This effect acts as if it were equipped by the monster's own effect, meaning it will trigger all associated abilities, such as Millennium-Eyes Restrict's negation.1 This allows for a second absorption during the opponent's turn, providing an extra layer of disruption.20 Its second effect is what makes it the core of the engine: if an "Eyes Restrict" Fusion Monster or Relinquished is Special Summoned, Millennium-Eyes Illusionist is added from the Graveyard back to the hand.1 This is not optional. This recycling ability is fundamental to the deck's resource management. For example, it can be tributed from the hand for the Ritual Summon of Relinquished. Upon the successful summon, its effect triggers, and it returns to the hand, effectively making the Ritual Summon free in terms of card advantage.18 This turns it from a simple hand trap into a recurring engine piece that fuels the deck's most costly plays.

Illusionist Faceless Magician serves a different, more reactive role. This Level 5 monster provides recovery and board presence after a core monster is removed from the field. If a face-up "Eyes Restrict" or Relinquished is destroyed by battle or card effect, Illusionist Faceless Magician can be Special Summoned from the hand or Graveyard.1 Furthermore, if it is sent from the field to the Graveyard (for instance, by being used as a Link Material), it can Special Summon an "Eyes Restrict" or Relinquished from the Graveyard.1 This provides a valuable layer of resilience, allowing the deck to recover its primary threats and continue its control strategy even after facing board wipes.

### 2.2 The Idols: Golden-Eyes Idol and Thousand-Eyes Idol

The "Idol" monsters are directly tied to the summoning of the classic Thousand-Eyes Restrict. Thousand-Eyes Idol is a Level 1 DARK Spellcaster Normal Monster, a relic from the game's earliest days.21 Its sole purpose is to serve as the specific, named Fusion Material for Thousand-Eyes Restrict.23 In a modern deck, it is a quintessential "brick"—a card with no effect that is undesirable to draw.

To solve this problem, the archetype was given Golden-Eyes Idol, a functional retrain that makes its classic counterpart viable. Golden-Eyes Idol is a Level 1 Effect Monster with two key abilities. First, as a Quick Effect, it can change its own name to "Thousand-Eyes Idol" until the End Phase.24 This allows it to be used as the correct Fusion Material for Thousand-Eyes Restrict while being a more flexible and useful card in its own right. Its second effect provides another layer of absorption: if Golden-Eyes Idol is sent to the Graveyard or banished by a card effect, it can target an opponent's Effect Monster and equip it to an "Eyes Restrict" or Relinquished monster.24

This secondary effect has a critical and often misunderstood nuance. The equip effects on Relinquished and Thousand-Eyes Restrict state they can equip a monster "(max. 1)".1 However, since the equip from Golden-Eyes Idol's effect originates from the Idol itself and not the monster on the field, it bypasses this restriction, allowing a monster to be equipped with multiple targets.18 While this can provide a significant ATK boost, it comes with a crucial caveat. A monster equipped via Golden-Eyes Idol is *not* treated as being equipped by the "Eyes Restrict" monster's own effect. This means that for Relinquished, this second monster cannot be used as a substitute for battle destruction. More importantly, for Millennium-Eyes Restrict, equipping a monster via the Idol's effect will *not* activate the continuous effect that negates other monsters with the same name.27 This makes the Idol's secondary effect primarily useful for boosting ATK or for providing an additional equip to the original Relinquished or Thousand-Eyes Restrict, whose primary functions are removal and board presence rather than effect negation.

## Section 3: The Grimoire - Analysis of Key Spells

The "Relinquished" strategy, rooted in both Ritual and Fusion mechanics, is heavily dependent on its Spell cards. These are not merely support cards; they are the initiators of every significant play the deck can make. The Grimoire of the archetype consists of dedicated summoning spells that bring forth its core monsters and a uniquely powerful consistency spell that single-handedly enables the Ritual engine. Understanding how these spells function, both individually and in concert, is essential to piloting the deck effectively.

### 3.1 The Summoning Spells: Black Illusion Ritual and Relinquished Fusion

The archetype's two main summoning methods are represented by two distinct spells: one for its Ritual origins and one for its more flexible Fusion strategy.

"Black Illusion Ritual" is the original Ritual Spell for Relinquished. Its effect is straightforward: it is used to Ritual Summon Relinquished, requiring the tribute of monsters from the hand or field whose total Levels are 1 or more.4 In modern gameplay, any monster can fulfill this condition. While simple, this spell is a necessary component for the deck's most powerful search card, Pre-Preparation of Rites, as it specifically lists "Relinquished" in its text.29

"Relinquished Fusion" is the far more modern and powerful of the two. It is a Quick-Play Spell, a critical feature that allows for reactive plays during the opponent's turn. Its primary effect is to Fusion Summon one "Eyes Restrict" Fusion Monster from the Extra Deck by banishing the required materials from the hand, field, or, most importantly, the Graveyard.1 This ability to use the Graveyard as a resource pool fundamentally changes the deck's economy. Cards sent to the Graveyard, whether through discard costs, Link Summoning, or effects like Foolish Burial, are not lost resources but rather setup for a powerful Fusion Summon that doesn't deplete the hand or field.20 Furthermore, "Relinquished Fusion" has a potent secondary effect that can be activated from the Graveyard. During the Main Phase, it can be banished to target an opponent's Effect Monster and equip it to an "Eyes Restrict" or Relinquished monster, providing yet another layer of removal and interaction.1 This dual-purpose design makes "Relinquished Fusion" a versatile and indispensable tool for the modern strategy.

### 3.2 The Locus of Consistency: The Indispensable Role of Pre-Preparation of Rites

While the summoning spells are the engines of the deck, Pre-Preparation of Rites is the key that turns them. This Normal Spell is not an in-archetype card, but its effect is so perfectly tailored to Relinquished that it has become the deck's single most important starter and consistency tool. Its effect allows a player to add one Ritual Spell from their Deck to their hand, and then add one Ritual Monster from their Deck or Graveyard whose name is specifically mentioned on that Ritual Spell.2

For the Relinquished archetype, this translates into a one-card advantage engine. Upon activation, Pre-Preparation of Rites searches both "Black Illusion Ritual" and Relinquished.6 This single action accomplishes two critical goals: it generates a +1 in card advantage (one card becomes two), and it assembles the core components needed for the deck's plays. With these two cards in hand, a player can either proceed with a Ritual Summon or, more commonly, use Relinquished as a material or discard fodder to set up the Graveyard for a play with "Relinquished Fusion."

The inherent mechanical flaw of Ritual Summoning has always been its high resource cost, typically requiring three cards (the monster, the spell, and the tribute) to produce a single monster on the field—a net loss of two cards from the hand.33 Pre-Preparation of Rites almost single-handedly solves this fundamental problem for the archetype. By providing two of the three necessary pieces in a single card, it transforms a -2 play into a resource-neutral exchange. When combined with a recyclable tribute like Millennium-Eyes Illusionist, the entire sequence can even become a net gain in advantage. Its impact is so profound that many analyses conclude the Ritual variant of the deck would be functionally unplayable in a competitive setting without it.7 It is the lynchpin that holds the entire Ritual-based strategy together.

## Section 4: The Strategic Blueprint - Searchers, Combos, and End Boards

With an understanding of the individual pieces, the focus now shifts to their practical application. A successful pilot of the Relinquished archetype must be able to navigate its complex network of searchers, execute its core combo sequences, and understand the composition of a strong end board. This section provides a strategic blueprint, mapping out the deck's lines of play in a structured format designed for clarity and easy visualization.

### 4.1 Mapping the Search Paths

Consistency is a major challenge for the archetype, and it overcomes this through a combination of its powerful in-archetype searcher and a suite of generic support cards. These cards form a network designed to locate the key combo pieces needed to start the engine.

The deck's primary searcher is Pre-Preparation of Rites, which, as established, is a one-card starter for the Ritual engine. Beyond this, the deck relies on generic searchers. Manju of the Ten Thousand Hands is a classic Ritual support card that, upon being Normal or Flip Summoned, can search either a Ritual Monster or a Ritual Spell from the Deck.14 This provides flexibility, allowing a player to find whichever piece they are missing.

For more complex lines of play, the deck often employs the Tour Guide From the Underworld and Sangan engine. Tour Guide can Special Summon Sangan directly from the deck. Sangan can then be used as a Link Material for a monster like Salamangreat Almiraj or Relinquished Anima. When sent to the Graveyard, Sangan's effect will trigger, allowing it to search for any monster with 1500 or less ATK, which includes Relinquished, Millennium-Eyes Illusionist, and Manju.18 This two-card combination results in a Link monster on the field and a key combo piece in hand.

This network of searchers reveals the deck's two primary operational modes. A hand containing Pre-Preparation of Rites or Manju will typically pursue a Ritual-focused strategy, aiming to get Relinquished into play or into the Graveyard. A hand with extenders like Tour Guide or Instant Fusion will pivot to a Fusion/Link-focused strategy, using the Extra Deck to establish a board and search for follow-up plays.

### Table 2: Archetypal Searcher & Target Guide

| Starter/Searcher Card | Card(s) Accessed | Typical Follow-up Play |
| --- | --- | --- |
| **Pre-Preparation of Rites** | Relinquished + Black Illusion Ritual | Ritual Summon Relinquished using Millennium-Eyes Illusionist as tribute to recycle it. |
| **Manju of the Ten Thousand Hands** | Relinquished OR Black Illusion Ritual | Searches the missing piece for a Ritual Summon. Can be used as tribute or Link material. |
| **Tour Guide From the Underworld** | Sangan (from Deck) -> Relinquished or Illusionist (from Sangan effect) | Link Sangan into Almiraj or Anima to trigger its search, setting up for a Fusion play. |
| **Instant Fusion** | Thousand-Eyes Restrict OR Millennium-Eyes Restrict | Summons a Fusion monster directly for immediate removal or combo protection. |
| **Relinquished Fusion (GY effect)** | Equips 1 opponent's Effect Monster | Provides an additional piece of interaction on a subsequent turn by banishing itself. |

### 4.2 Core Combo Tutorials

The following are step-by-step guides to the deck's most common and effective lines of play.

#### Combo A: The Kaiju Slingshot (Go-Second Board Break)

This is the deck's signature board-breaking combo, designed to remove a problematic enemy monster and establish a powerful attacker.

1. Identify the most threatening monster on your opponent's field. Special Summon a "Kaiju" monster, such as Radian, the Multidimensional Kaiju, to their field by Tributing that monster.6 This removes the threat regardless of its protections.
2. Activate Pre-Preparation of Rites to add Relinquished and Black Illusion Ritual from your Deck to your hand.
3. Activate Black Illusion Ritual. Tribute a monster from your hand, ideally Millennium-Eyes Illusionist. Relinquished is Ritual Summoned to the field.
4. The summon of Relinquished triggers the effect of Millennium-Eyes Illusionist in the Graveyard, returning it to your hand.
5. Activate the on-field effect of Relinquished, targeting the Kaiju you gave your opponent. The Kaiju is equipped to Relinquished, which now gains its high ATK (e.g., 2800 for Radian).

#### Combo B: The Instant Fusion Protect-the-Combo Line

This line is used to ensure your main plays resolve without being interrupted by opponent's monster effects, particularly hand traps.

1. Activate Instant Fusion, paying 1000 LP to Special Summon Millennium-Eyes Restrict from your Extra Deck.6
2. With Millennium-Eyes Restrict on the field, your opponent is now disincentivized from activating monster effects like Ash Blossom & Joyous Spring or Effect Veiler, as you can chain Millennium-Eyes Restrict's Quick Effect to equip and negate their monster.13
3. Proceed with your primary combo, such as activating a powerful spell like Branded Fusion or using the Predaplant engine to search a Fusion spell, now shielded from monster-based interruption.14
4. Before your End Phase, use Millennium-Eyes Restrict as material for a Link Summon (e.g., into Relinquished Anima or Linkuriboh). This sends it to the Graveyard, bypassing the self-destruction effect of Instant Fusion and setting it up for potential revival later.18

#### Combo C: The Graveyard-Fusion Line

This resource-efficient combo uses the Graveyard to summon your main disruptive monster without consuming cards from your hand or field.

1. Use an effect to send Relinquished from your Deck to the Graveyard. This can be done with generic cards like Foolish Burial or through the cost of an engine card like Magicians' Souls.20
2. Ensure another Effect Monster is also in your Graveyard. This can be a hand trap used on a previous turn or another monster sent there via a similar effect.
3. Activate Relinquished Fusion. Banish Relinquished and the other Effect Monster from your Graveyard as Fusion Material.1
4. Fusion Summon Millennium-Eyes Restrict to the field. This establishes your primary piece of disruption while preserving all cards in your hand for follow-up plays or further interaction.

### 4.3 Defining the Optimal End Board

The Relinquished archetype is a control strategy that excels at going second to dismantle an opponent's board.30 As such, its optimal end board is not a sprawling field of negations, but rather a minimalistic and highly disruptive setup designed to control the flow of the opponent's next turn.

An ideal end board consists of Millennium-Eyes Restrict on the field, preferably already equipped with a key monster from the opponent's Graveyard (such as a combo starter or hand trap). In hand, a copy of Millennium-Eyes Illusionist provides a second potential monster effect negation and absorption. The Graveyard should contain a copy of Relinquished Fusion, whose banish effect represents a third piece of interaction. This setup presents the opponent with three distinct threats: one on-field continuous negation, one hand-trap absorption, and one Graveyard-based absorption. The remaining cards in hand should be reserved for breaking the opponent's board on the subsequent turn, reinforcing the deck's reactive, control-oriented game plan.

## Section 5: Forging Alliances - Synergies with External Engines

The core "Relinquished" engine, while unique, possesses inherent inconsistencies and strategic vulnerabilities. To function at a competitive level, the archetype must forge alliances with powerful, non-archetypal engines. These external packages are not merely included for generic power; they are chosen specifically to address the core engine's weaknesses, such as its reliance on the opponent's board, its weak "go-first" presence, and its susceptibility to certain forms of disruption.

### 5.1 The Kaiju Symbiosis

The most crucial and transformative alliance for the Relinquished archetype is its symbiosis with the Kaiju engine.6 Kaiju monsters share a unique summoning condition: they can be Special Summoned to the opponent's side of the field by Tributing one monster the opponent controls.7 This mechanic provides a universal answer to nearly any problematic monster, as Tributing is a cost, not an effect, and thus does not target and cannot be responded to. This allows the deck to remove monsters that are otherwise immune to targeting or destruction effects.

This interaction fundamentally solves the Relinquished archetype's greatest design flaw: its parasitic nature. The core absorption mechanic is entirely dependent on the opponent having a monster on the field worth taking.33 Against an empty board or a single, indestructible "tower" monster, the deck's primary strategy is rendered useless.20 The Kaiju engine completely inverts this dynamic. It guarantees that there will always be a target for your absorption effects. It allows the pilot to proactively choose the target by removing the opponent's most significant threat. Most importantly, it provides a high-ATK monster that can be absorbed by a 0 ATK Relinquished or Eyes Restrict monster, turning it into a formidable offensive threat.7 The Kaiju engine does not just support the Relinquished strategy; it completes it, transforming its most significant weakness—a reliance on the opponent—into a consistent and powerful offensive tool.

### 5.2 Utility Packages: Super Polymerization, Invoked, and Predaplants

Beyond the essential Kaiju engine, several other utility packages are frequently integrated to enhance the deck's flexibility, consistency, and board-breaking power.

Super Polymerization is a Quick-Play Spell that allows a player to Fusion Summon using monsters from either side of the field as material, and its activation cannot be responded to by the opponent.6 This serves as another potent form of non-targeting removal. Since all the core Relinquished monsters are DARK attribute, Super Polymerization can easily be used to fuse an opponent's DARK monster with one of your own to summon a generic powerhouse like Starving Venom Fusion Dragon or Garura, Wings of Resonant Life.18

The Invoked engine, centered around Aleister the Invoker and its Fusion Spell Invocation, is often included to solve the deck's notoriously weak "go-first" capabilities.33 The core Relinquished strategy is designed to go second and break boards. When forced to go first, it often struggles to establish any meaningful interaction. The Invoked engine provides a compact, one-card combo into Invoked Mechaba, a Fusion Monster that can negate a Spell, Trap, or monster effect by discarding the same type of card.27 This gives the deck a respectable piece of disruption to survive the opponent's turn, allowing it to pivot back to its primary Relinquished strategy on the following turn.

The Predaplant engine, consisting of Predaplant Ophrys Scorpio and Predaplant Darlingtonia Cobra, serves as a powerful consistency booster. When Scorpio is Normal Summoned, it can Special Summon Cobra from the deck, whose effect can then search for any "Polymerization" or "Fusion" Spell card.14 This provides another route to access key spells like Relinquished Fusion or Instant Fusion. Furthermore, the two Predaplant monsters can be used to Link Summon Predaplant Verte Anaconda, a Link-2 monster that can pay 2000 LP to send a "Fusion" or "Polymerization" spell from the deck to the Graveyard and apply its effect, providing on-demand access to the deck's most powerful summoning tools.18 These packages act as strategic patches, covering the vulnerabilities of the main engine and providing alternative paths to victory.

## Section 6: Competitive Assessment and Pilot Recommendations

Evaluating the Relinquished archetype in a competitive context requires a sober assessment of its unique strengths and significant weaknesses. While its core mechanic is potent and capable of dismantling formidable boards, the deck is hampered by fragility and inconsistency that often keep it outside the highest tiers of competitive play. Understanding this balance is crucial for any player wishing to pilot the deck effectively.

### 6.1 Strengths

* **Unconventional Removal:** The deck's primary strength lies in its ability to deal with almost any monster. The combination of non-targeting Tributing via the Kaiju engine and non-destructive absorption via the Relinquished monsters allows it to bypass the vast majority of modern protection effects. This makes it particularly effective against strategies that rely on a single, difficult-to-remove boss monster.20
* **Potent Effect Negation:** Millennium-Eyes Restrict, especially when supported by Millennium-Eyes Illusionist in hand and Relinquished Fusion in the Graveyard, provides multiple instances of targeted monster effect negation. This is highly effective at disrupting the intricate, multi-step combos that define many modern metagames.
* **Go-Second Powerhouse:** The entire strategy is fundamentally designed to go second. It thrives on reacting to an established board, using its powerful board-breaking tools to dismantle the opponent's setup before establishing its own minimalistic but powerful control field.20 This gives it a clear and focused game plan against decks that build large, interactive boards.

### 6.2 Weaknesses

* **Inconsistency and Fragility:** The deck's greatest challenge is its consistency. It relies on drawing specific combinations of cards to function, and it can "brick" by drawing too many un-synergistic pieces.19 Furthermore, its lines of play are often fragile. A single, well-timed hand trap on a key starter like Pre-Preparation of Rites or Manju of the Ten Thousand Hands can halt the deck's momentum entirely, often ending the turn with no board presence.33
* **Weak Going-First Presence:** As a dedicated go-second strategy, the deck struggles immensely when forced to play first. Without access to an external engine like Invoked, its proactive plays are extremely limited. A typical go-first board might consist of nothing more than a single set monster or a pass, which is insufficient to survive against most modern offensive strategies.33
* **Vulnerability to Backrow and Floodgates:** The deck's interaction is almost exclusively focused on monster effects. It has very few in-engine ways to deal with powerful Spell and Trap cards. Continuous floodgates like Skill Drain or anti-Special Summoning cards can completely shut down the strategy. This forces a heavy reliance on the Side Deck to deal with non-monster-based threats.

### 6.3 Strategic Recommendations

For aspiring pilots of the Relinquished archetype, success hinges on embracing its identity and mitigating its flaws.

* **Embrace the Go-Second Philosophy:** In almost every matchup, the correct choice is to go second. The deck is built to react and break boards, and attempting to establish a proactive board is often a suboptimal use of its resources.
* **Mulligan Aggressively for Starters:** An opening hand without a clear path to a starter card is often unplayable. A pilot should prioritize keeping hands that contain Pre-Preparation of Rites, Instant Fusion, a Kaiju alongside a way to summon an absorption monster, or a two-card engine like Tour Guide and an extender.
* **Resource Management is Key:** The deck's grind game depends on the resource loop created by Millennium-Eyes Illusionist. Understanding when to use it as Ritual fodder to guarantee its return to the hand is critical. Similarly, Relinquished Fusion in the Graveyard is a valuable resource that should be protected and used at an opportune moment to provide an unexpected layer of interaction.
* **Know Your Meta:** The deck's performance is highly dependent on the metagame. It excels against decks that focus on a single, powerful boss monster but struggles against decks that can establish multiple points of negation or play through one or two disruptions. The choice of external engines and Side Deck cards must be tailored to counter the most prevalent threats in the current competitive environment.

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