# Wielding Divine Power: A Strategic Deep Dive into Yu-Gi-Oh!'s "God Card" Archetypes

## Introduction: Deciphering the "World God" Query

An analysis of the term "World God" within the context of the Yu-Gi-Oh! Trading Card Game (TCG) reveals an initial ambiguity. Officially, no cohesive archetype or series exists under this specific name.1 The query appears to originate from two distinct, yet prominent, areas of the game's lore and card database. The first and most significant is the colloquial and revered status of the **Egyptian God Cards**—Slifer the Sky Dragon, Obelisk the Tormentor, and The Winged Dragon of Ra—which are the original "Gods" of the game and central to its early narrative.2 The second is a specific, powerful Link Monster, **World Gears of Theurlogical Demiurgy**, which has been categorized within a "World God Series" in at least one third-party database, likely due to its name and lore implications.5

This report will therefore be structured in two primary parts to provide an exhaustive and nuanced answer. The principal focus will be a comprehensive strategic analysis of the Egyptian God archetype and its vast network of support cards. This section will delve into the searchers, combo lines, and endboards that define the modern strategy. A secondary, more concise section will then analyze "World Gears of Theurlogical Demiurgy," clarifying its role as a generic boss monster and its specific interactions with the "World Legacy" archetype.

Throughout this report, combo breakdowns are presented in a clear, sequential format. This step-by-step structure is intentionally designed for easy translation into a visual medium, such as an AI-driven canvas, allowing for complex strategic plays to be understood and replicated with ease.6

## Part I: The Divine Pantheon - Anatomy of the Egyptian God Strategy

To master the Egyptian God cards, one must first understand the core components of their strategy, from the divine beings themselves to the network of support that enables their arrival on the field.

### The Original Trinity - The God Cards Themselves

At the heart of the strategy are the three iconic DIVINE, Divine-Beast monsters. Each possesses unique effects and requires a Tribute Summon of three monsters, a demanding cost that forms the central challenge of the deck.

* **Slifer the Sky Dragon:** Slifer's power is directly tied to the player's resources. Its ATK and DEF are equal to the number of cards in the player's hand multiplied by 1000 ($X \times 1000$). More critically, it acts as a powerful floodgate; whenever an opponent Normal or Special Summons a monster in Attack Position, that monster loses 2000 ATK, and if its ATK is reduced to 0 as a result, it is destroyed. This effect can single-handedly control the opponent's board presence.4
* **Obelisk the Tormentor:** Obelisk is a bastion of raw power and protection. It possesses an inherent immunity to being targeted by card effects, making it difficult to remove. Its devastating activated effect allows the player to Tribute 2 other monsters to destroy all monsters the opponent controls, though Obelisk cannot attack the turn this effect is used.4
* **The Winged Dragon of Ra:** Ra is the most complex of the three, with its power fueled by the player's own Life Points. When Normal Summoned, its controller can pay Life Points until they have only 100 remaining; Ra gains ATK and DEF equal to the amount paid. It can also pay 1000 Life Points to destroy one monster on the field. Its strategy is deeply intertwined with its alternate forms: **The Winged Dragon of Ra - Sphere Mode**, a powerful tool for removing opposing monsters, and **The Winged Dragon of Ra - Immortal Phoenix**, a resilient form that can be summoned from the Graveyard.4

These gods share significant vulnerabilities. Their summoning condition of three Tributes is resource-intensive. Furthermore, if Slifer or Obelisk are Special Summoned, they have a mandatory effect that sends them to the Graveyard during the End Phase, making a proper Tribute Summon the primary goal.4

### The Divine Court - Key Support Monsters

Summoning a God card requires a steady supply of tribute fodder. Modern support has provided several efficient "engines" to accomplish this.

* **The Slime Engine:** This classic engine provides both tribute material and defense.
  + **Reactor Slime:** During the Main Phase, it can Special Summon two "Slime Tokens," providing two-thirds of the required tributes for a God card. It also has a defensive Quick Effect to Tribute itself during the Battle Phase to Set one "Metal Reflect Slime" Trap directly from the hand, Deck, or Graveyard.14
  + **Guardian Slime:** This is a cornerstone of consistency, especially for Ra-focused builds. It can be Special Summoned from the hand when the player takes damage, acting as a defensive wall. Its most critical effect activates when it is sent from the hand or field to the Graveyard: it allows the player to add one Spell/Trap from the Deck to their hand that specifically lists "The Winged Dragon of Ra" in its text.10
  + **Egyptian God Slime:** A Level 10 Fusion Monster that serves as both the ultimate tribute fodder and a powerful protector. It can be treated as 3 Tributes for a Tribute Summon. While on the field, it prevents the opponent from targeting any other monsters for attacks or with card effects, forcing them to deal with its 3000 ATK body first.18
* **Ra's Disciple:** This monster offers the most direct path to a Tribute Summon. When Summoned (Normal or Special), its effect can Special Summon up to two additional copies of "Ra's Disciple" from the hand or Deck. This instantly places three monsters on the field, ready to be tributed.9 However, this card comes with a profound restriction: "You cannot Special Summon monsters, except by the effect of 'Ra's Disciple'".9 This clause fundamentally shapes the turn. A player is locked out of all other Special Summons, including from the Extra Deck, for the entire turn after using its effect. This makes Ra's Disciple an all-in, linear play. It excels in a dedicated "turbo" strategy that aims to summon a God card immediately, but it directly conflicts with more flexible, combo-oriented builds that rely on the Extra Deck, explaining why many modern competitive variants favor other, less restrictive engines.

### Hieratic Texts - Essential Spells & Traps

The spells and traps supporting the God cards are crucial for consistency, protection, and securing victory.

* **Searchers & Consistency:**
  + **The True Sun God:** A Continuous Spell that, upon activation, adds "The Winged Dragon of Ra" or any card that mentions it from the Deck to the hand. This makes it the premier searcher for any Ra-centric strategy.10
  + **Ancient Chant:** A Normal Spell that adds "The Winged Dragon of Ra" from the Deck or Graveyard to the hand and grants an additional Tribute Summon for the turn. It acts as both a searcher and a combo extender.17
* **Tribute Enablers:**
  + **Soul Crossing:** This Quick-Play Spell is one of the most powerful cards in the strategy. It allows the player to Tribute Summon one Divine-Beast monster, with the option to use monsters the opponent controls as tributes.13 This card possesses a unique interaction with monsters that are "unaffected by other cards' effects." Unlike similar cards, Soul Crossing can tribute these seemingly immune monsters.28 The reason for this lies in a subtle but critical distinction in game mechanics. The effect of Soul Crossing is to grant the *player* permission to perform a Tribute Summon using the opponent's field. The act of tributing itself is a game mechanic, a cost for the summon, not a card effect being applied *to* the monster. Therefore, an immune monster is not being "affected" by a spell; the rules of the game are being temporarily altered for the player. This elevates Soul Crossing from a simple tribute enabler to one of the most potent forms of non-targeting, non-destruction removal in the game.
* **Protection:**
  + **Mound of the Bound Creator:** This Field Spell is essential for protecting the God cards once they are on the field. It prevents all Level 10 or higher monsters on the field from being targeted or destroyed by card effects. Additionally, if Mound of the Bound Creator is destroyed by a card effect and sent to the Graveyard, its controller can add one DIVINE monster from their Deck to their hand, creating a defensive loop.30
* **Finishers & God-Specific Support:** Each God has its own "signature move" cards.
  + **For Ra:** Millennium Revelation and Blaze Cannon provide revival and offensive capabilities.10
  + **For Slifer:** Thunderforce Attack mirrors its anime attack, while The Revived Sky God provides a powerful revival and draw effect.4
  + **For Obelisk:** Fist of Fate offers non-targeting negation and destruction, and Soul Energy MAX!!! acts as a massive board wipe and burn damage finisher.4

The following table summarizes the functions of the most critical support cards, providing a quick reference for deck-building and strategic planning.

| **Card Name** | **Card Type** | **Primary Function(s)** | **Supported God(s)** |
| --- | --- | --- | --- |
| Guardian Slime | Monster | Tribute Engine, Searcher | Ra |
| Reactor Slime | Monster | Tribute Engine, Defense | All |
| Ra's Disciple | Monster | Tribute Engine | All |
| Egyptian God Slime | Monster | Tribute Engine, Protection | All |
| The True Sun God | Spell | Searcher, Finisher | Ra |
| Ancient Chant | Spell | Searcher, Extender | Ra |
| Soul Crossing | Spell | Removal, Tribute Engine | All |
| Mound of the Bound Creator | Spell | Protection, Searcher | All |
| The Revived Sky God | Trap | Revival, Draw Power | Slifer |
| Fist of Fate | Spell | Negation, Removal | Obelisk |
| Soul Energy MAX!!! | Trap | Removal, Finisher | Obelisk |

## Part II: The Path to Divinity - Core Engines, Combos, and Endboards

Summoning a God card in the modern era requires efficient and resilient engines that can quickly establish a board presence.

### Engine Breakdown - The Modern Paths to Godhood

While classic methods exist, contemporary builds rely on synergistic archetypal packages to summon the God cards consistently.37

* **The Horus Engine:** This is currently the premier engine for summoning the God cards. It centers on the Continuous Spell King's Sarcophagus, which sends the four "sons of Horus" monsters (Imsety, Duamutef, Hapi, and Qebehsenuef) from the Deck to the Graveyard. From the Graveyard, these monsters can Special Summon themselves as long as King's Sarcophagus is on the field. This strategy can rapidly fill the board with high-level monsters, providing ample tribute fodder while also offering protection and card advantage through the effects of King's Sarcophagus and Imsety, Glory of Horus.39
* **The Poker Knights Engine:** This engine uses the synergy between Queen's Knight, King's Knight, and Jack's Knight. Cards like Joker's Straight can summon all three from the deck and hand, providing three tributes without using the Normal Summon. The Quick-Play Spell Thunderspeed Summon can then search a God Card and provide the Normal Summon needed to bring it to the field, making it a highly consistent engine, particularly for Slifer the Sky Dragon.43
* **The Slime Engine:** This is a more control-oriented approach. It focuses on using Reactor Slime to generate tokens and Guardian Slime to search for key spells and defend Life Points, building resources over several turns to ensure a safe summoning of a God card.46

### Core Combo Sequences (Canvas-Ready Format)

The following sequences demonstrate fundamental lines of play for establishing a God card on the field.

#### Combo 1: The Horus Ascent to Divinity (2-Card Combo)

* **Required Cards in Hand:** Imsety, Glory of Horus + 1 other card (for discard).
* **Sequence:**
  1. Activate the effect of Imsety, Glory of Horus in your hand, sending itself and the other card to the Graveyard.
  2. Imsety's effect resolves, adding King's Sarcophagus from your Deck to your hand.
  3. Activate King's Sarcophagus.
  4. Activate the effect of King's Sarcophagus, sending a "Horus" monster (e.g., Hapi, Guidance of Horus) from your Deck to the Graveyard.
  5. Because you control King's Sarcophagus, activate the effect of Imsety in your Graveyard to Special Summon itself.
  6. Because you now control a "Horus" monster, activate the effect of Hapi in your Graveyard to Special Summon itself.
  7. Activate the effect of King's Sarcophagus again, sending a third "Horus" monster (e.g., Duamutef, Blessing of Horus) to the Graveyard.
  8. Activate the effect of the third "Horus" monster in the Graveyard to Special Summon itself.
  9. Tribute the three "Horus" monsters on your field to Tribute Summon Slifer the Sky Dragon or Obelisk the Tormentor.

#### Combo 2: The Ra OTK (One-Turn Kill) Sequence (2-Card Combo)

* **Required Cards in Hand/Deck:** Guardian Slime + a way to send it to the Graveyard (e.g., Foolish Burial).
* **Sequence:**
  1. Use an effect to send Guardian Slime from your hand or Deck to the Graveyard.
  2. Activate the Graveyard effect of Guardian Slime to add Ancient Chant from your Deck to your hand.
  3. Activate Ancient Chant. Its effect resolves, adding The Winged Dragon of Ra from your Deck to your hand and granting you an additional Tribute Summon for the turn.
  4. Establish three monsters on the field. An ideal target is Egyptian God Slime, which can be summoned from the Extra Deck and counts as three tributes by itself.
  5. Activate the second effect of Ancient Chant by banishing it from your Graveyard.
  6. Tribute your three monsters (or Egyptian God Slime) to Tribute Summon The Winged Dragon of Ra.
  7. Due to the banished effect of Ancient Chant, Ra's original ATK/DEF become the combined original ATK/DEF of the monsters tributed for its summon.
  8. Activate the on-summon effect of The Winged Dragon of Ra, paying your Life Points down to 100. Ra gains ATK equal to the Life Points paid, adding to its already boosted stats and creating a monster with potentially game-ending attack power.

### Constructing the Final Board

Summoning a God card is only the first step; ensuring it remains on the field is paramount. The God cards themselves possess limited protection, making them vulnerable to common forms of removal.4 A player who invests three or more cards into summoning a God, only to have it removed by a single opposing card, will suffer a massive loss in resources. Therefore, a strong endboard is not just the God monster itself, but the entire protective ecosystem built around it.

The ideal endboard consists of a Normal Summoned God Card (such as Slifer the Sky Dragon for its floodgate effect) protected by the continuous effect of Mound of the Bound Creator. This combination makes the God immune to targeting and destruction effects. If the Horus engine was used, King's Sarcophagus will also be on the field, providing further protection and recurring card advantage. Set backrow like The Revived Sky God or Soul Energy MAX!!! provides additional interruption and recovery options for subsequent turns.33 This strategic focus on a protected state explains the shift towards more resilient, setup-oriented engines like Horus over faster but more fragile options.

## Part III: Divine Alliances - Archetypal Synergies and Hybrid Builds

To maximize their potential, the Egyptian Gods are almost always integrated with other, more modern archetypes.

### Horus - The Perfect Host

The Horus archetype is the premier partner for the Egyptian Gods. The synergy is multi-layered: the Horus monsters are high-level and can Special Summon themselves from the Graveyard, providing a consistent stream of tribute fodder. King's Sarcophagus not only enables this engine but also provides protection and card advantage. Crucially, the Horus engine is a powerful strategy in its own right, capable of winning games even if the God Card plan is disrupted, making the overall deck far more resilient.40

### Poker Knights - The Royal Guard

The Poker Knights engine, consisting of Yugi's iconic Queen's Knight, King's Knight, and Jack's Knight, is another effective partner. This engine excels at generating tributes while maintaining card advantage in the hand through its various search and recovery effects. This makes it uniquely suited for Slifer the Sky Dragon, whose power is dependent on hand size. The engine's key spell, Thunderspeed Summon, can directly search Slifer or Ra, making it a highly consistent, if less powerful, alternative to the Horus engine.43

### The Viability Paradox - Casual Fun vs. Competitive Reality

It is critical to provide an honest assessment of the Egyptian God strategy's place in the competitive landscape. Despite the significant support they have received, decks centered purely on the God cards are generally considered too slow and fragile for high-level competitive play.48 The most effective "God Card decks" are, in reality, powerful modern decks like Horus that incorporate a God card as a potential finisher.

In these hybrid builds, the God card often functions as a "garnish"—a powerful, thematic, and sometimes game-winning addition, but one whose success is enabled by the strength of the partner engine. The Horus engine can win games on its own through its control effects and access to powerful Rank 8 Xyz monsters. The God card becomes a "win-more" option or a powerful tool to break a specific board state, rather than the deck's sole win condition. The strategic goal of these decks is to leverage a powerful modern engine to create a game state where summoning a God card is a safe and viable play, rather than relying on the God card to win the game on its own.

## Part IV: The Lone Demiurge - World Gears of Theurlogical Demiurgy

The second potential interpretation of the "World God" query leads to a single, powerful Link Monster.

### Card Profile and Summoning Condition

World Gears of Theurlogical Demiurgy is a DARK Cyberse Link-3 monster with 3500 ATK. It requires three Level 5 or higher monsters as Link Material and, once Link Summoned, is unaffected by other monsters' effects, making it a formidable boss monster.5

Its most devastating effect is a complete board wipe, destroying all other cards on the field. However, this effect can only be activated if its Link Materials consisted of three monsters with three different Types and three different Attributes. This is an exceptionally difficult condition to meet, making the effect powerful but highly situational and difficult to build a consistent strategy around.5

### Interaction with the "World Legacy" Archetype

World Gears is not the core of an archetype but rather a payoff card that interacts with one. Its second effect triggers if the opponent Special Summons a monster from the Extra Deck: you can Special Summon one "World Legacy" monster from your Deck.52 This allows for a stream of advantage and disruption during the opponent's turn. Key targets to summon with this effect include:

* **World Legacy - "World Armor":** When Special Summoned, it can add any "World Legacy" card from the Deck to the hand.
* **World Legacy - "World Chalice":** Can be tributed to send the opponent's monster that was Special Summoned from the Extra Deck to the Graveyard.
* **World Legacy - "World Crown":** Can be tributed to negate the activated effect of a monster Special Summoned from the Extra Deck.

### Strategic Role and Deck Inclusions

Unlike the Egyptian Gods, which require a dedicated deck built around them, World Gears of Theurlogical Demiurgy is a generic boss monster. It serves as an endboard piece for specific combo decks that are capable of assembling its demanding and diverse material requirements. For example, a deck combining "Super Quant" and "Orcust" monsters could potentially meet the conditions, using the various Attributes and Types of the Super Quant monsters alongside the DARK Machine Orcusts.54 Its role is that of a powerful but niche payoff, not a central engine or archetype.

## Conclusion

The term "World God" in Yu-Gi-Oh! primarily refers to the iconic Egyptian God cards, a strategy that has evolved significantly from its slow, nostalgic roots. Modern builds, particularly those leveraging the synergistic Horus engine, have transformed the deck into a more resilient and consistent strategy. The core gameplay now revolves around using powerful, self-sustaining engines to establish a protected board state, from which a God card can be safely summoned to act as a potent floodgate or a game-ending finisher. While still not considered a top-tier competitive threat, the strategy is more viable and powerful than ever before, offering a unique and rewarding playstyle.

In contrast, World Gears of Theurlogical Demiurgy is a singular, powerful boss monster. It is not the centerpiece of a dedicated archetype but rather a situational and high-impact inclusion for specific combo decks that can meet its stringent summoning requirements, offering a devastating board wipe and interaction with the "World Legacy" archetype. Understanding the distinction between these two concepts is key to appreciating their respective roles within the vast landscape of the Yu-Gi-Oh! TCG.

#### Geciteerd werk

1. Themes - cardcluster, geopend op oktober 30, 2025, <https://cardcluster.com/themes>
2. egyptian god set products for sale - eBay, geopend op oktober 30, 2025, <https://www.ebay.com/b/egyptian-god-set/bn_7024923256>
3. "God cards" of each yugioh show - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/yugioh/comments/6e83q9/god_cards_of_each_yugioh_show/>
4. Yugioh Egyptian God cards - Wargamer, geopend op oktober 30, 2025, <https://www.wargamer.com/yugioh-trading-card-game/egyptian-god-cards>
5. World Gears of Theurlogical Demiurgy - cardcluster, geopend op oktober 30, 2025, <https://cardcluster.com/card/world-gears-of-theurlogical-demiurgy>
6. Hardest deck in the game to learn? : r/masterduel - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/masterduel/comments/yk01xz/hardest_deck_in_the_game_to_learn/>
7. When you have no idea what to do past turn 1 : r/masterduel - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/masterduel/comments/1dkfvcf/when_you_have_no_idea_what_to_do_past_turn_1/>
8. YuGiOh Egyptian God Deck: Slifer the Sky Dragon Card List with Pictures, geopend op oktober 30, 2025, <https://www.yugiohcardguide.com/sets/egyptian-god-deck-slifer-the-sky-dragon.html>
9. Ra's Disciple | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 30, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=11169&request_locale=en>
10. The True Sun God | Card Details | Yu-Gi-Oh! Neuron(TRADING ..., geopend op oktober 30, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=17743&request_locale=en>
11. Spotlight: The Winged Dragon of Ra – Sphere Mode - TCGplayer, geopend op oktober 30, 2025, <https://www.tcgplayer.com/content/article/Spotlight-The-Winged-Dragon-of-Ra-%E2%80%93-Sphere-Mode/a987b15d-ffa7-4cdd-80e5-91ae317feb15/>
12. The Winged Dragon of Ra - Immortal Phoenix | How to obtain, Decks & Usage Statistics, geopend op oktober 30, 2025, <https://www.duellinksmeta.com/cards/The%20Winged%20Dragon%20of%20Ra%20-%20Immortal%20Phoenix>
13. Egyptian God Guide - Yu-Gi-Oh! Master Duel Meta, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/articles/guides/egyptian-god/elequinn>
14. The Best Support Cards For Egyptian Gods In Yu-Gi-Oh! - TheGamer, geopend op oktober 30, 2025, <https://www.thegamer.com/yu-gi-oh-best-egyptian-god-support-cards/>
15. Reactor Slime – cardcluster, geopend op oktober 30, 2025, <https://cardcluster.com/card/reactor-slime>
16. Reactor Slime | How to obtain, Decks & Usage Statistics | Master Duel Meta, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/cards/Reactor%20Slime>
17. Ancient Chant - Judgment of the Pharaoh, geopend op oktober 30, 2025, <https://ygoreviews.wordpress.com/2020/05/31/ancient-chant/>
18. www.tcgplayer.com, geopend op oktober 30, 2025, <https://www.tcgplayer.com/product/222771/yugioh-legendary-duelists-rage-of-ra-egyptian-god-slime#:~:text=This%20card%20can%20be%20treated,except%20%22Egyptian%20God%20Slime%22.>
19. Egyptian God Slime & Cyber Energy Shock card analysis : r/yugioh - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/yugioh/comments/fm2t8v/egyptian_god_slime_cyber_energy_shock_card/>
20. Yu-Gi-Oh! Wiki - Egyptian God Slime - Dueling Nexus, geopend op oktober 30, 2025, <https://duelingnexus.com/wiki/Egyptian_God_Slime>
21. Ra's Disciple | How to obtain, Decks & Usage Statistics - Duel Links Meta, geopend op oktober 30, 2025, <https://www.duellinksmeta.com/cards/Ra's%20Disciple>
22. Is this a bug? (ed. It totally isn't) :: Yu-Gi-Oh! Duel Links General Discussions, geopend op oktober 30, 2025, <https://steamcommunity.com/app/601510/discussions/0/1642052612836228986/>
23. The True Sun God | How to obtain, Decks & Usage Statistics - Yu-Gi-Oh! Master Duel Meta, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/cards/The%20True%20Sun%20God>
24. What can you search with The True Sun God? A List : r/Yugioh101 - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/x4yeel/what_can_you_search_with_the_true_sun_god_a_list/>
25. Ancient Chant | How to obtain, Decks & Usage Statistics | Duel Links Meta, geopend op oktober 30, 2025, <https://www.duellinksmeta.com/cards/Ancient%20Chant>
26. Ancient Chant Question/Missed Timing : r/Yugioh101 - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/15jblbo/ancient_chant_questionmissed_timing/>
27. Soul Crossing - Yu-Gi-Oh! Master Duel Deck Tracker - Untapped.gg, geopend op oktober 30, 2025, <https://ygom.untapped.gg/th/cards/5253985/soul-crossing>
28. Soul Crossing Shouldn't Work on Immune Monsters (But it Does..) - YouTube, geopend op oktober 30, 2025, <https://www.youtube.com/shorts/0ncCv7rh-5M>
29. What's the difference between this two cards that mades soul crossings able to tribute unaffected monsters but rikka konkon cannot? : r/masterduel - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/masterduel/comments/16rt9jz/whats_the_difference_between_this_two_cards_that/>
30. Mound of the Bound Creator - Yu-Gi-Oh! Master Duel Deck Tracker - Untapped.gg, geopend op oktober 30, 2025, <https://ygom.untapped.gg/en/cards/269012/mound-of-the-bound-creator>
31. Mound of the Bound Creator - Baza Kart Yu-Gi-Oh! - YuGiOh.pl, geopend op oktober 30, 2025, <https://yugioh.pl/karta/Mound_of_the_Bound_Creator>
32. "Mound of the Bound Creator" Reviews and Rating Score in Japan | Yu-Gi-Oh! OCG SAMURAI, geopend op oktober 30, 2025, <https://en.yugioh-list.com/cards/view/6453>
33. The Revived Sky God - Yu-Gi-Oh! card (47218) - Playin, geopend op oktober 30, 2025, <https://www.play-in.com/en/carte/47218/le-dieu-celeste-ressuscite>
34. The Revived Sky God | How to obtain, Decks & Tournament Usage Statistics | Yu-Gi-Oh! Meta, geopend op oktober 30, 2025, <https://www.yugiohmeta.com/cards/The%20Revived%20Sky%20God>
35. FIST OF FATE | AndyCards Srl, geopend op oktober 30, 2025, <https://www.andycards.it/en_GB/yu-gi-oh/fist-of-fate_ego1-en003_1>
36. "Soul Energy MAX!!!" Reviews and Rating Score in Japan - Yu-Gi-Oh! OCG SAMURAI, geopend op oktober 30, 2025, <https://en.yugioh-list.com/cards/view/11486>
37. 3 Egyptian Gods deck recipe help? - Yu-Gi-Oh! 5D's Tag Force 6 - GameFAQs, geopend op oktober 30, 2025, <https://gamefaqs.gamespot.com/boards/634323-yu-gi-oh-5ds-tag-force-6/61804737>
38. 3 Egyptian Gods deck recipe help? - Yu-Gi-Oh! 5D's Tag Force 5 - GameFAQs, geopend op oktober 30, 2025, <https://gamefaqs.gamespot.com/boards/997448-yu-gi-oh-5ds-tag-force-5/61804754>
39. EGYPTIAN GOD SLIFER! OBELISK! AND RA! DECK PROFILE (SEPTEMBER 2025) YU-GI-OH! - YouTube, geopend op oktober 30, 2025, <https://www.youtube.com/watch?v=aqWeqM4xAqg>
40. Egyptian Gods x Horus x exchange of spririt Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 30, 2025, <https://duelingnexus.com/blog/egyptian-gods-x-horus-x-exchange-of-spririt-deck-2024/>
41. HORUS EGYPTIAN GOD DECK | PHARAOH ATEM | YUGIOH MASTER DUEL - YouTube, geopend op oktober 30, 2025, <https://www.youtube.com/watch?v=e0IzNVTezEY>
42. Egyptian gods deck in 2025? : r/Yugioh101 - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/1l84iik/egyptian_gods_deck_in_2025/>
43. How To Play the Poker Knight God Card Deck - TCGplayer, geopend op oktober 30, 2025, <https://www.tcgplayer.com/content/article/How-To-Play-the-Poker-Knight-God-Card-Deck/49d35e26-706e-496a-96aa-1aa122853b30/>
44. Egyptian god deck : r/Yugioh101 - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/Yugioh101/comments/1kp3tfu/egyptian_god_deck/>
45. R/F My Poker Knights Deck : r/yugioh - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/yugioh/comments/x9e09b/rf_my_poker_knights_deck/>
46. Egyptian God (\*\*) Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 30, 2025, <https://duelingnexus.com/blog/egyptian-god-deck-2024/>
47. Any good Egyptian god deck lists? : r/YuGiOhMasterDuel - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/YuGiOhMasterDuel/comments/12l35u3/any_good_egyptian_god_deck_lists/>
48. A good Egyptian God deck? :: Yu-Gi-Oh! Master Duel General Discussions, geopend op oktober 30, 2025, <https://steamcommunity.com/app/1449850/discussions/0/592909223872362166/>
49. How to make Egyptian god competitive? : r/masterduel - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/masterduel/comments/16yoxau/how_to_make_egyptian_god_competitive/>
50. Egyptian God Deck: Slifer & Obelisk Strategy Posts : r/yugioh - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/yugioh/comments/o1yvgq/egyptian_god_deck_slifer_obelisk_strategy_posts/>
51. Yu-Gi-Oh! Egyptian God Deck Profile March 2024 - YouTube, geopend op oktober 30, 2025, <https://www.youtube.com/watch?v=d_SxoaBPy9M>
52. World Gears of Theurlogical Demiurgy | Card Details | Yu-Gi-Oh ..., geopend op oktober 30, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14298&request_locale=en>
53. World Gears of Theurlogical Demiurgy | How to obtain, Decks & Usage Statistics, geopend op oktober 30, 2025, <https://www.masterduelmeta.com/cards/World%20Gears%20of%20Theurlogical%20Demiurgy>
54. r/f World Gears of Theological demiurgy Deck : r/yugioh - Reddit, geopend op oktober 30, 2025, <https://www.reddit.com/r/yugioh/comments/eusgv6/rf_world_gears_of_theological_demiurgy_deck/>