# Analysis of the Code Talker Archetype: An Expert Report on Cyberse Link Strategy and Algorithmic Functionality

The *Code Talker* archetype represents a highly technical execution of the Link Summon mechanic, centralizing its strategy around rapid Link climbing, mandatory Attribute cycling, and strategic Co-Linking. The deck, often termed a "Cyberse Pile" in modern competitive environments, thrives on highly synergistic external engines to achieve both devastating one-turn kills (OTKs) and highly resilient control endboards.1 This report provides an exhaustive analysis of the Code Talker interactions, combo architectures, search logic, and strategic integration required for a nuanced understanding of the archetype's function.

## Section 1: Foundational Architecture of the Cyberse Link Strategy

The Code Talker strategy is built upon optimizing Link mechanics for iterative resource generation, using its own Link monsters less as primary threats and more as functional nodes in a larger algorithmic process.

### 1.1. Core Mechanics: Link Climbing, Co-Linking, and Attributes

The deck's primary operational focus is **Link Climbing**, initiating with low-Link Rating monsters (L-1 or L-2) and quickly leveraging them as materials to summon successive, higher-Link Rating monsters (L-3, L-4, or even L-6).2 This efficiency maximizes the generation of materials and triggers necessary card advantage effects throughout the progression.

**Co-Linking Synergy** is critical for both offensive and defensive applications. When two Link Monsters point to each other, they are "co-linked," often unlocking secondary effects. For instance, the generic *Code Talker* (L-2) gains 500 ATK for each monster it points to.3 More strategically, monsters like

*Transcode Talker* (L-3) grant co-linked monsters immunity from being targeted by opponent's card effects, providing essential protection for key combo pieces.5 The tactical deployment of directional arrows, such as the Top and Bottom arrows found on the base

*Code Talker* 4 or the useful extension arrows on

*Code Talker Inverted* 6, is a fundamental requirement for controlling zones and enabling co-link statuses.7

A unique constraint within the Code Talker deck is the **Attribute Engine**, mandated by the search condition of *Cynet Codec*. The central resource mechanism of the deck requires searching a Cyberse monster whose Attribute matches the Link Summoned *Code Talker* monster.8 This means that optimized combo routes are not solely driven by the lowest cost path to high Link Rating, but by a forced, deliberate sequence of Attributes (e.g., DARK Code Talker searches DARK, then WATER Code Talker searches WATER, etc.). This sequential dependence on specific, sometimes lower-impact, Code Talker variants (a function that can be analogized to an operational "Codec Tax") forces detailed preparation. Critically, interrupting a Link Summon at a specific Attribute point, such as the summon of the WATER

*Splash Mage* or EARTH *Transcode Talker*, breaks the chain and terminates subsequent, essential searches for that turn, exposing precise vulnerabilities.9

### 1.2. Key Extra Deck Monster Analysis

The Extra Deck of a competitive Cyberse Pile utilizes specific Code Talker variants for utility and generic Cyberse Link monsters for disruption and power.

| **Link Monster** | **Link Rating** | **Attribute** | **Primary Function in Combo** | **Endboard/OTK Role** |
| --- | --- | --- | --- | --- |
| Code Talker | 2 | DARK | *Cynet Codec* trigger, generic Link fodder | Board presence |
| Splash Mage | 2 | WATER | Revival of Cyberse monsters (with restriction) | Combo extension to L-3/L-4 10 |
| Transcode Talker | 3 | EARTH | Co-link extension, revival (non-HOPT), OTK setup | Stability and protection 2 |
| Decode Talker Heatsoul | 3 | FIRE/DARK | Draw power (consistency) | Card advantage, defensive body 10 |
| Accesscode Talker | 4 | DARK | Non-targeting removal, high ATK pivot | Primary OTK tool 11 |

The archetype relies heavily on *Transcode Talker* (L-3) as the primary combo extender, capable of reviving a Link 3 or lower Cyberse Link monster and providing a 500 ATK boost to co-linked monsters.2 The ultimate offensive goal is typically the summon of

*Accesscode Talker* (L-4), which gains ATK equal to the Link Rating of the material used times 1000 (reaching 5300 ATK when using a Link-3 monster like *Transcode Talker* or *Decode Talker Heatsoul*), and possesses an unrespondable effect to destroy multiple opponent cards by banishing Link Monsters of varying Attributes from the field or Graveyard.11

### 1.3. The Cynet Package: Consistency and Interruption

The *Cynet* Spell/Trap package provides the essential consistency and disruption framework. *Cynet Mining* is a critical 1-for-1 trade-off, allowing the player to discard one card to search any Level 4 or lower Cyberse monster, typically targeting starters like *Lady Debug* or *Micro Coder*.2

*Cynet Codec* is the key continuous Spell card that facilitates the iterative search loop, rewarding Link Summons of *Code Talker* monsters with searches based on their Attribute.8 Finally,

*Cynet Conflict* is the archetypal Counter Trap, providing a potent omni-negate that banishes the negated card and prevents the opponent from activating cards of that same name for the rest of the turn, provided a "Code Talker" monster is controlled.10

## Section 2: The Search & Resource Matrix (Inputs and Outputs)

The internal synergy of the Cyberse Main Deck monsters provides a highly efficient conversion rate of single Normal Summons into multiple field bodies and searches, enabling the deep Link climb.

### 2.1. Main Deck Searchers and Material Generators

Consistency is maximized by utilizing specific Level 4 Cyberse monsters as starters. *Lady Debug* (L-4, LIGHT) acts as a powerful 1-card starter, immediately searching key combo pieces such as *Micro Coder*.14

*Micro Coder* (L-1, DARK) is central to activating the *Cynet Codec* resource loop.8 Its effect is flexible based on where it is used as Link Material for a

*Code Talker* monster:

1. **Hand Activation:** If used from the hand, it searches a *Cynet* Spell/Trap, typically *Cynet Codec* or *Cynet Conflict*. This is the mandatory first step for establishing iterative card advantage.8
2. **Field Activation:** If used from the field, it searches 1 Level 4 Cyberse monster, enabling recursion or searching subsequent extenders like *Code Generator*.8

*Code Generator* (L-3, EARTH) provides vital Graveyard setup. When used as Link Material for a *Code Talker*, it sends a Cyberse monster from the Deck to the Graveyard.2 This is primarily used to pitch self-reviving monsters like

*Dotscaper* or *Stack Reviver*.15

The main deck searchers operate under a strategy of integrated resource management. Cards like *Micro Coder* and *Code Generator* are designed to execute dual functions: generating hand advantage through searches while simultaneously performing essential Graveyard loading.2 This calculated Graveyard setup is necessary for fulfilling the Attribute requirements of

*Accesscode Talker*'s destruction effect and fueling recursive revival effects from *Transcode Talker* or *Splash Mage*. The Link Summon is therefore a complex decision that must manage field presence, hand resources, Graveyard attributes, and the necessary Attribute sequence for *Cynet Codec*.

Table 2.1 details the core search connections that define the deck's iterative processes.

Table 2.1: Core Search Matrix and Resource Conversion

| **Search Card** | **Activation Condition** | **Search Target Type** | **Target Example** | **Chain-of-Thought Utility** |
| --- | --- | --- | --- | --- |
| Lady Debug | Normal Summon | Level 3 or lower Cyberse | Micro Coder, Defenser | Converts Normal Summon into key searcher 15 |
| Cynet Mining | Activation (Discard 1) | Level 4 or lower Cyberse | Lady Debug, Defenser | Consistency tool to access starters 2 |
| Micro Coder (Hand) | Link Summon Code Talker | Cynet S/T | Cynet Codec, Cynet Conflict | Accesses continuous resource generator 8 |
| Micro Coder (Field) | Link Summon Code Talker | Level 4 Cyberse | Code Generator, Lady Debug | Recycles searchers or sets up GY effects 8 |
| Firewall Phantom | Sent to GY as Link Material | Cynet S/T | Cynet Codec, Cynet Conflict | 1-card starter redundancy and setup 16 |
| Cynet Codec | Code Talker Link Summoned | Cyberse Monster (Same Attribute) | Code Generator (EARTH) | Iterative extension, Attribute Chain enforcement 8 |

## Section 3: Standard Combo Sequences (The Process Flow)

The execution of the Code Talker strategy relies on predictable, high-output combo lines that quickly generate the necessary Extra Deck monsters and set up the critical search loop.

### 3.1. 1-Card Starter: Firewall Defenser Pipeline (Control Focus)

The *Firewall Defenser* opener is highly valued for its redundancy and power, immediately generating card advantage and activating the *Cynet Codec* loop without external resources.16

Step 1: Initiation and Phantom Generation

The process begins by Normal Summoning Firewall Defenser.16

*Defenser* is immediately used to Link Summon *Linguriboh* (L-1, DARK) into the Extra Monster Zone (EMZ). *Defenser*'s effect activates in the Graveyard (often as Chain Link 1) to Special Summon *Firewall Phantom* (L-4, FIRE) from the Deck to the Main Monster Zone (MMZ).16

Step 2: Splash Mage and Codec Acquisition

Next, Splash Mage (L-2, WATER) is Link Summoned into the EMZ using Linguriboh and Firewall Phantom. Upon being sent to the Graveyard, Firewall Phantom's effect activates (CL1) to add the continuous Spell Card, Cynet Codec, from the Deck to the hand. Cynet Codec is immediately activated.16

Step 3: Transcode Revival and Search Chain Start

Splash Mage's effect is activated, reviving Firewall Defenser (MMZ).10

*Transcode Talker* (L-3, EARTH) is then Link Summoned into the EMZ, using *Splash Mage* and *Defenser*. This Link Summon triggers the *Cynet Codec* effect (CL1, EARTH Link Monster), which searches *Code Generator* (EARTH).8

*Transcode Talker*'s own effect is then activated, reviving *Splash Mage* (MMZ, Co-linked).2

Step 4: Heatsoul, Draw, and Extension

Code Generator is Normal Summoned (if available, the deck often utilizes Cynet Optimization to increase Normal Summons). Decode Talker Heatsoul (L-3, FIRE) is Link Summoned using Splash Mage and Code Generator. This sequence triggers a multi-layered chain: Code Generator's effect sends Dotscaper to the Graveyard (for future use). Cynet Codec (CL1, FIRE Link) searches Micro Coder. Decode Talker Heatsoul's effect (CL2) draws 1 card, and Dotscaper's effect (CL3) triggers its self-revival.2

Step 5: Final Board Formation

With Micro Coder in hand, the player can perform the final high-Link Summon, typically using Transcode Talker, Heatsoul, Micro Coder, and Dotscaper to summon Firewall Dragon Singularity (L-6) or Accesscode Talker (L-4), ensuring that Micro Coder (used from hand) searches Cynet Conflict to be set as the omni-negate trap.

### 3.2. Mathmech Circular Integration (High-Efficiency Opener)

The Mathmech engine, particularly *Mathmech Circular*, provides the most streamlined and efficient 1-card entry into the Link climbing structure.17

Step 1: Mathmech Initiation and Trap Access

The player Special Summons Mathmech Circular by sending Mathmech Sigma to the Graveyard. Circular's effect activates, searching Mathmech Superfactorial (Trap). Sigma then Special Summons itself from the GY.17

Step 2: Link Conversion to Transcode

Splash Mage (L-2) is Link Summoned using Circular and Sigma. Splash Mage's effect revives Sigma. Transcode Talker (L-3) is then Link Summoned using Splash Mage and Sigma. Transcode Talker revives Splash Mage.

Step 3: Accesscode Pivot (The OTK Route)

With Transcode Talker and Splash Mage on the field, the player pivots toward the lethal Accesscode Talker OTK. If Update Jammer (L-2) was used as Link Material in the preceding step (e.g., used alongside Splash Mage to make Transcode Talker), Accesscode Talker (L-4) is summoned using Transcode Talker and Splash Mage. This ensures Accesscode Talker gains 3000 ATK (total 5300) from the Link-3 material, and Update Jammer's effect triggers to grant Accesscode Talker two attacks, ensuring lethal damage against an open board.5

## Section 4: Terminal Boards and Disruption Capacity (The Output)

The goal of the intensive Link climbing is to establish highly oppressive boards, either through overwhelming offensive power or multi-layered negation and control.

### 4.1. The Accesscode Talker OTK Blueprint (Going Second)

When aiming to break an opponent's board, *Accesscode Talker* is the primary offensive tool.11 The high damage output and removal capabilities stem from three coordinated effects:

1. **High ATK:** Summoning *Accesscode Talker* using a Link-3 or Link-4 monster ensures an immense ATK rating (5300 ATK if a Link-3 is used).13
2. **Double Attack:** Leveraging the secondary effect of *Update Jammer*, which, if used as Link Material for a Link-3 or higher monster, grants that monster two attacks.5 This combination of 5300 ATK attacking twice delivers 10,600 damage, achieving a straightforward OTK.5
3. **Unrespondable Removal:** *Accesscode Talker*'s destruction effect allows the player to banish Link Monsters from the field or Graveyard to destroy opponent cards, based on the number of different Attributes among banished Link monsters.11 Since the combo lines utilize DARK (  
   *Linguriboh*), WATER (*Splash Mage*), EARTH (*Transcode Talker*), and often FIRE (*Heatsoul*), 3-4 instances of non-targeting destruction are guaranteed, clearing the opponent's defenses prior to the battle phase.13

### 4.2. Turn 1 Control Board: Firewall Singularity and Cynet Conflict

The optimal Turn 1 defensive board utilizes the newly introduced *Firewall Dragon Singularity* (L-6) coupled with high-impact traps.10

*Firewall Dragon Singularity* (3500 ATK) serves as the core disruption piece. Its Quick Effect allows the player to target cards the opponent controls or in their Graveyard, returning them to the hand. The number of cards targeted scales directly with the number of different Extra Deck card types (Ritual, Fusion, Synchro, Xyz) the player controls and/or has in their Graveyard.18 By incorporating Mathmech (Xyz/Synchro), Cyberse Ritual support, and potentially Fusion support, the Cyberse Pile deck can consistently ensure 3-4 different card types are represented, granting

*Singularity* powerful, repeatable non-targeting disruption.17

The stability of this board is secured by archetypal traps 10:

* ***Cynet Conflict***: Set via *Micro Coder* or *Firewall Phantom* searches, this provides an omni-negate that banishes the threat and institutes a lockout against cards of the same name for the rest of the turn.10
* ***Mathmech Superfactorial***: This set trap, searched earlier by *Mathmech Circular*, functions as a Quick-Play Xyz Summon trap during the opponent's turn. It revives three Mathmech monsters from the Graveyard to immediately Xyz Summon *Primathmech Laplacian*, which offers further proactive disruption (hand rip, field removal, or monster negation).20

The end result is a highly multi-layered defense system. The strategy avoids relying on a single omni-negate body. Instead, it utilizes three distinct disruption modes: proactive, non-targeting removal via *Singularity*; reactive omni-negation and banish lockout via *Cynet Conflict*; and reactive, targeted removal/negation via the immediate Xyz Summon of *Laplacian*.10 This approach ensures that if one layer of defense is bypassed or baited, the remaining interactions provide robust resiliency.

Table 4.1: Optimal T1 Disruption Endboard Analysis

| **Card** | **Position** | **Link/Type** | **Disruption/Utility** | **Trigger Condition** |
| --- | --- | --- | --- | --- |
| Firewall Dragon Singularity | EMZ/MMZ | L-6, DARK | Up to 4 non-targeting Bounces (Quick Effect), Revival | Types (Ritual, Fusion, Synchro, Xyz) in GY/Field 18 |
| Decode Talker Heatsoul | MMZ | L-3, FIRE | Draw 1 card | Once per turn, Pay 1000 LP 10 |
| Cynet Conflict | Spell/Trap Zone | Trap | Omni-Negate + Banishing Lock | Control a Code Talker monster 10 |
| Mathmech Superfactorial | Spell/Trap Zone | Trap | 3-Card Revival, Quick Xyz Summon (Laplacian) | Opponent’s turn 20 |

## Section 5: Synergistic Engines and Competitive Integration

Competitive Code Talker decks rarely exist in a pure form, instead functioning as a synergistic **Cyberse Pile** that integrates powerful external Cyberse archetypes to patch consistency gaps and maximize utility.1

### 5.1. The Firewall Engine

The Firewall archetype provides superior consistency and resilience compared to the older Code Talker core. The sequence utilizing *Firewall Defenser* and *Firewall Phantom* offers a highly reliable 1-card starter that generates two Link bodies and guarantees access to *Cynet Codec* without requiring a resource-costing card like *Cynet Mining*.10

*Defenser*'s immediate Special Summon of *Phantom* upon being linked away, followed by *Phantom*'s search effect when sent to the Graveyard, creates an organic, efficient resource loop critical for initializing the lengthy Code Talker combo.16

### 5.2. The Mathmech Engine

The Mathmech engine is arguably the single most critical external component, providing the deck with its most explosive starters and the means to access critical Extra Deck diversity for *Firewall Dragon Singularity*.17

*Mathmech Circular* is a highly efficient 1-card starter, converting itself into a two-body field and a search for the powerful trap *Superfactorial*.17 This bypasses the need for multiple Code Talker Normal Summons or hand material setups, dramatically increasing the deck’s speed and resilience against interruption. Furthermore, Mathmech provides the core Xyz (Alembertian, Laplacian) and Synchro (Final Sigma) monsters necessary to meet the demanding diversity requirements for maximizing

*Firewall Dragon Singularity*'s Quick Effect bounce count.17

The modern competitive identity of the deck is defined by the strength of these external engines. The core *Code Talker* named Link Monsters function primarily as necessary vehicles for fulfilling *Cynet Codec*'s Attribute-based search requirement and as anchors for setting *Cynet Conflict*, while the ultimate power and consistency are derived from the integrated Firewall and Mathmech components.10

## Section 6: Structuring Data for the AI Canvas (Application Strategy)

For the purpose of algorithmic analysis, such as using an AI canvas function, the Code Talker strategy must be broken down into repeatable, measurable, and state-dependent actions.

### 6.1. Flowchart Logic and State Dependencies

The complexity of the deck necessitates defining each Link Summon as a discrete node in a flowchart. Each node must explicitly declare the current field state, the action (Link Summon), the specific materials consumed (including Attribute tags), and the resulting searches or special summons triggered by *Cynet Codec*.8

Algorithmic prioritization is essential for optimizing both offense and defense. When aiming for the OTK, the algorithm must prioritize using the highest Link Rating monster available (L-3 or L-4) as material for *Accesscode Talker* to maximize the resulting 1000 ATK per Link Rating boost.11 Conversely, in the Turn 1 control route, the sequencing must prioritize the cyclical Attribute chain to ensure the necessary searches for

*Code Generator* (EARTH) and *Micro Coder* (DARK) are achieved before the high-Link finish.

### 6.2. Modular Card Analysis and Data Fields

To ensure utility in a structured database, every card's role must be defined by quantitative functional attributes. Essential data fields required for each card entry should include:

* **Material Economy:** A quantitative representation of how many resources (Link Rating) the card costs versus how many bodies and searches it generates (e.g., *Circular* is a 1-card input for 2-3 body output and a search).17
* **Attribute Tagging:** Mandatory for tracing the *Cynet Codec* requirement (e.g., *Transcode Talker* = EARTH).8
* **Arrow Utility:** Defined directional output (e.g., *Code Talker* has Top/Bottom arrows, influencing Co-Link placement).4
* **Disruption Type:** Categorizing the card's defensive output (Negation, Bounce, Destruction, Draw, or Hand Rip).10
* **Chain Requirement:** Identifying critical choke points, mandatory/optional triggers, and Hard Once Per Turn (HOPT) restrictions, allowing an algorithm to predict and mitigate high-impact hand traps such as *Ash Blossom* or *Droll & Lock Bird*.16

### 6.3. Vulnerability Analysis and Interruption Choke Points

Algorithmic mapping must accurately identify critical choke points (C2 points) where the opponent’s interruption will have the maximum destructive impact. Given the deck's reliance on the sequential search chain, the most damaging interruptions often target the first Link-2 *Code Talker* monster that activates *Cynet Codec*, or the card that retrieves the continuous Spell (*Firewall Phantom* or *Micro Coder*). Negating these specific points breaks the mandatory Attribute cycle and halts further searches.9

The algorithm must also factor in the timing of disruption against the OTK strategy. Due to *Accesscode Talker*'s protection, its trigger effect (gaining ATK) cannot be responded to by the opponent.12 Therefore, the most effective time for interruption must occur

*before* its summon is successful, often by negating the revival effect of *Transcode Talker* or negating the key Link-2 or Link-3 summon immediately preceding the final boss monster.9

## Conclusions

The *Code Talker* archetype is fundamentally an engine of rapid resource conversion and attribute management. Its competitive viability is defined not by the strength of its core named Link Monsters, but by its integration into a larger **Cyberse Pile** strategy heavily reliant on the Firewall and Mathmech engines for explosive consistency and diverse disruption types. The core mechanism is the "Codec Tax," a mandatory Attribute sequence enforced by *Cynet Codec* that demands meticulous step-by-step Link climbing. Mastery of the deck requires recognizing that every Link Summon must manage three variables simultaneously: field body count, hand resources, and Graveyard Attribute diversity. The optimal endboards—whether the 5300 ATK double-attacking *Accesscode Talker* OTK or the *Firewall Dragon Singularity* control board—demonstrate a high degree of complexity and resilience, making the archetype an excellent subject for algorithmic flow-chart analysis due to its predictable, iterative nature.

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