Complaints

* “Fairy Archer”
* “Blackwings”
* Too hard to fuse, even worse for Rituals
* Cards being arbitrarily classified as Trap Cards
* Destruction is too strong
* What do Attributes do?
* Inconsistent or consistent effects
  + Optional vs Mandatory
  + Summoning is confusing
  + “D.D. Sprite”
* ~~Blue Eyes White Dragon should be imposing~~
* Fiends -> Demons / Fairies -> Angels
* Name changes
  + Majestic Mech -> Lightning Gear
  + Majestic Star -> Savior Star
* Stats are too d

Experiences

* Idea of Fusion non-monsters
* Playing Change of Heart/Monster Reborn/Pot of Greed
* The ability to tutor (specific preferred)
* Ability to play whatever you want

Innovations:

* Give sub-types mechanical thematic relevance
  + Machines with Shroud/”Karate Man Effect”
  + Angels with Flying
* Expectations associated with sub-types and attributes
* Allow multi types
  + Beast-Warrior