

THE THREE MUSKETEERS OF FACE CARDS

1. Welcome to the club!
2. The heart of the matter.
3. Diamonds of wisdom.
4. Upgrades in spades

1. Welcome to the club!

The “Three Musketeers of Face Cards” refers to Yugi’s **King’s Knight**, **Queen’s Knight**, and **Jack’s Knight** cards from the original *Yu-Gi-Oh!* manga and anime series. They were one of Yugi’s main ways to Summon 3 monsters to the field that could then be Tributed for his Egyptian God Card, **Slifer the Sky Dragon**. **Arcana Knight Joker**, a 3800 ATK Fusion of the 3 Knights was introduced in the *Yu-Gi-Oh! R* manga series as a new boss monster. This Deck contains an aggressive strategy that focuses on Summoning lots of monsters and attacking in unrelenting waves until the opponent is finally defeated.

- 3 **Joker’s Knight** (KICO-EN002, UR)
- 3 **Queen’s Knight** (KICO-EN026, R)
- 3 **King’s Knight** (KICO-EN027, R)
- 2 **Jack’s Knight** (KICO-EN028, R)
- 3 **Imperial Bower** (KICO-EN003, UR)
- 1 **Arcana Triumph Joker** (KICO-EN001, UR)
- 3 **Fire Flint Lady** (BLAR-EN034, UR)
- 18 Monsters

- 3 **Joker’s Straight** (KICO-EN004, UR)
- 3 **Face Card Fusion** (KICO-EN005, SR)
- 1 **Thunderspeed Summon** (KICO-EN006, SR)
- 2 **Pot of Desires** (TOCH-EN057 R/SDSA-EN029 C)
- 2 **Cross Over** (TOCH-EN018 R)
- 1 **Reinforcement of the Army** (KICO-EN051, R)
- 1 **Harpie’s Feather Duster** (EGS1/EGO1-EN022, SR)
- 1 **Monster Reborn** (EGS1-EN023/EGO1-EN024, C)
- 14 Spells

- 3 **Joker’s Wild** (KICO-EN007, SR)
- 2 **Court of Cards** (KICO-EN008, SR)
- 3 **Angel Statue – Azurune** (BLVO-EN079 SR)
- 8 Traps

- 1 **Arcana Knight Joker** (KICO-EN029, R)
- 2 **Gilti-Gearfried the Magical Steel Knight** (KICO-EN014, UR)
- 2 **Arcana Extra Joker** (KICO-EN030, R)
- 1 **Lyna the Light Charmer, Lustrous** (LIOV-EN049, SR)
- 1 **Number 39: Utopia** (KICO-EN042, R, CR)
- 1 **Number C39: Utopia Ray** (KICO-EN045, C)
- 1 **Number S39: Utopia the Lightning** (BLAR-EN070, UR)
- 1 **Constellar Pleiades** (MAGO-EN031, PGR)
- 10 Extra Deck Monsters



2. The heart of the matter.

This Deck is filled with cards that Summon multiple monsters and/or return to your hand at the end of each turn. It wins through superior numbers. You want to Summon more monsters than your opponent, Summon bigger monsters than your opponent, and have more cards available to you that do these two things than your opponent does. The “Joker’s” cards and **Imperial Bower** are great at Summoning more monsters. **Arcana Knight Joker**, **Arcana Extra Joker**, and **Gilti-Gearfried the Magical Steel Knight** are big attackers. **Arcana Triumph Joker** can fill the role of a big attacker, but more importantly she can clear the field of obstructions so your other Knights can swarm the opponent’s Life Points.

There’s no singular “go-to” move you’re looking to pull off on the first turn every game. Because you cannot attack on the very first turn of the Duel, if you go first, your goals are to make your opponent commit multiple monsters to the field on their turn to clear out your field and ensure that you have a follow up play to clean up whatever they do. Repeat this process back and forth until you either run the opponent out of cards and overrun them, or they leave themselves open and you overrun them.

To that end, leading off with a Link Monster is often a good idea. **Lyna the Light Charmer**, **Lustrous** is easy to Link Summon because **Imperial Bower** can Summon both the required materials, and her 1850 ATK is just high enough to require a bit of effort to destroy. When your opponent destroys her, she then replaces herself with a 1500 DEF or less LIGHT monster from your Deck, like another **Imperial Bower** or **Joker’s Knight** to set up your counterattack.

If you’ve used **Joker’s Straight**, the only Link Monster you’ll be able to Summon is **Arcana Extra Joker**, who only gives you more cards when destroyed by battle but makes up for it with 2800 ATK and a protection effect. If you also have **Joker’s Knight**, you can Xyz Summon **Constellar Pleiades** and either leave King’s and Queen’s on the field or use them to Xyz Summon **Number 39: Utopia**. Going second, you’d Summon Utopia and then Xyz Summon **Number C39: Utopia Ray** and **Number S39: Utopia the Lightning** on top for maximum firepower. In this case, don’t Summon **Constellar Pleiades** until Main Phase 2 unless you absolutely need it. The 3900 combined ATK of **Jack’s Knight** and **Joker’s Knight** serves you better after Utopia the Lightning opens the way.

Fire Flint Lady is the only non-LIGHT Warrior in the Main Deck. Her main purpose is to be fused into **Gilti-Gearfried the Magical Steel Knight**. Thanks to her Special Summoning effect, it’s easy to use two monsters on the field as Fusion Material and unlock Gilti-Gearfried’s double-attacking effect. With **Face Card Fusion**’s effect to be able to use 1 monster from the Deck as Fusion Material, you can Fusion Summon Gilti-Gearfried using **Fire Flint Lady** from your hand or field and **Arcana Triumph Joker** from your Deck. You can later Special Summon **Arcana Triumph Joker** from the GY by her own effect.

Despite this Deck wanting to play very aggressively, your Trap Cards still play a vital role in the strategy. **Court of Cards** can Special Summon a monster during both players’ turns, so even if it takes a little while for your plan to come together, the repeatable Special Summon effect can keep you in the Duel. And if you don’t need the extra Summoning power, you can banish your spent Knights to draw cards!

Angel Statue – Azurune is both an extra monster you can use to attack with as well as a card that’s always going to take another opponent’s card down with it. Finally, **Joker’s Wild** lets you use the effects of your key Spell Cards during your opponent’s turn. Surprising your opponent by suddenly Summoning 3 monsters or Summoning a powerful Fusion Monster in the midst of battle can ruin your opponent’s best laid plans and create an opportunity for you to counterattack!

3. Diamonds of wisdom.

Try not to end your turn with **Joker's Knight** on the field. Not only is it more advantageous to have **Joker's Knight** back in your hand, the name changing effect wears off at the end of the turn, so if you leave him on the field you won't be able to use the effect of **Court of Cards** to Special Summon and he won't count towards controlling the 3 Knights for the search effect of **Thunderspeed Summon**. **Face Card Fusion** can still use him as Fusion Material for Gilti-Gearfried, but not **Arcana Knight Joker**, and you won't be able to use a Fusion Material from your Deck unless you control one of the 3 Musketeers.

As a Level 7+ monster, **Arcana Triumph Joker** requires 2 Tributes to Tribute Summon. It's easy to think that all Level 10 monsters work like the Egyptian God Cards, but those cards are a special case and they specifically say they require 3 Tributes. When you use **Thunderspeed Summon** or use its effect via **Joker's Wild**, make sure you're only Tributing 2 monsters for **Arcana Triumph Joker**.

Don't forget that **Court of Cards** can also Special Summon from your hand. This has the obvious use of letting you get **Jack's Knight** out of your hand if you draw it, but it's also useful when you have both **Queen's Knight** and **King's Knight** together in your hand and need to get **Queen's Knight** to the field before you Normal Summon **King's Knight**.

You don't have to do the same thing with both cards you take out of your Deck with **Imperial Bower**. You can, for instance, Special Summon **Queen's Knight** and add **King's Knight** to your hand.

4. Upgrades in spades

There's a lot of room to upgrade this Deck, both in the Main and Extra Deck. Starting with the Extra Deck, there's space to add more Link and Xyz Monsters beyond just LIGHT Warriors. You have the classics like **Abyss Dweller** and the "Knightmare" monsters available to you. If you can Summon 2 Xyz Monsters whose Ranks match that aren't "Number" monsters, you can use them for **Number F0: Utopic Future** and then use it for **Number F0: Utopic Draco Future**.

You can switch **Pot of Desires** out for a different card like **Pot of Extravagance** or **Pot of Prosperity**, and if you do, you can also adjust the numbers of each other card in the Deck and Extra Deck accordingly.

This build of the Deck focuses more on Extra Deck monsters, but if you want to focus more on **Arcana Triumph Joker**, cards that return cards on the field to the hand, especially en masse, can be very handy. **Storming Mirror Force** can return your opponent's Attack Position monsters and leave them open to direct attacks, while **Hey, Trunade!** can do the same for Set Spell/Trap Cards. It returns your own Set Spell/Traps as well, so if you weren't forced to use them on your opponent's turn you can pick them up to empower your **Arcana Triumph Joker**.

Of course, **Thunderspeed Summon** can search out multiple Egyptian God Cards. **Slifer the Sky Dragon** is the obvious choice, given the "Joker's" cards ability to return to your hand, and its effect to weaken and destroy monsters your opponent Summons in Attack Position is challenging to play against. Another fun card to use with **Thunderspeed Summon** is **The Winged Dragon of Ra – Sphere Mode**. If you control the 3 Musketeers of Face Cards, you can use **Thunderspeed Summon** on your opponent's turn to add Sphere Mode to your hand, then Tribute 3 of your opponent's monsters to Summon it to their field!