

# AMAZEMENT

1. A world of Amazement awaits!
2. The show is about to begin!
3. Please follow these safety instructions!
4. Please pardon our dust.

## 1. A world of Amazement awaits!

Amazement is primarily a Trap based strategy. Each “Attraction” Trap Card equips itself to one of your “Amazement” monsters or any of your opponent’s monsters as an Equip Card and has 2 different effects to use. Which one you can use depends on whether the Trap is equipped to your monster or your opponent’s monster. The primary monster you’ll use to win the Duel is **Amazement Administrator Arlekino**, a Level 7 monster you can Special Summon from your hand if a Trap Card is activated. Arlekino can pull “Attraction” Traps directly from your Deck and equip them to a monster your opponent Summons as well as banish “Attraction” Traps from your GY to destroy cards your opponent controls.

Be sure to return all of the following cards below when your finished Dueling.

- 3 **Amazement Administrator Arlekino** (LIOV-EN006 SCT)
- 3 **Amazement Attendant Comica** (LIOV-EN008 UR)
- 3 **Amazement Assistant Delia** (DAMA-EN020 SR)
- 3 **Amazement Ambassador Bufo** (LIOV-EN007 C)
- 12 Monsters

- 3 **Amazing Time Ticket** (LIOV-EN056 SCT/UR)
- 2 **Amazement Precious Park** (LIOV-EN058 SR)
- 1 **Amazement Special Show** (LIOV-EN057 C)
- 2 **Pot of Extravagance** (TOCH-EN059/SDAZ-EN028/MP20-EN030)
- 1 **Harpie’s Feather Duster** (EGS1/EGO1-EN022, SR)
- 1 **Monster Reborn** (EGS1-EN023/EGO1-EN024, C)
- 10 Spells

- 3 **Amazement Family Faces** (LIOV-EN070 SR)
- 3 **Amaze Attraction Horror House** (LIOV-EN075 UR)
- 3 **Amaze Attraction Cyclo Coaster** (LIOV-EN071 UR)
- 3 **Amaze Attraction Viking Vortex** (DAMA-EN076 C)
- 2 **Amaze Attraction Majestic Merry-Go-Round** (LIOV-EN073 C)
- 2 **Amaze Attraction Wonder Wheel** (LIOV-EN072 C)
- 1 **Amaze Attraction Rapid Racing** (LIOV-EN074 C)
- 1 **Amaze Attraction Thrill Train** (POTE-EN077 C)
- 18 Traps

- 3 **V-LAN Hydra** (DIFO-EN099 C)
- 3 **Pitknight Earlie** (POTE-EN083 C)
- 3 **Steel Star Regulator** (BLVO-EN085 C)
- 3 **Dispatchparazzi** (DAMA-EN049 C)
- 12 Extra Deck Monsters



## 2. The show is about to begin!

There are no “Amazement” Extra Deck monsters and no long combos you need to be able to navigate in order to play this strategy. Success is based on situational awareness, understanding everything your cards can do, and using the card selection effects of your “Amazement” monsters and **Amazing Time Ticket** to make the correct card choices for each situation you encounter.

Your first priority is trying to get **Amazement Administrator Arlekino** to your hand along with a Trap you can use to meet the condition to activate his Summoning effect. After that, the goal is to defend him with Traps during your opponent’s turn so that when your turn rolls back around, you can banish “Attraction” Traps from your GY to clear the opponent’s field. It might seem like a drawback that **Amaze Attraction Cyclo-Coaster** sends itself to the GY after using its effect and that the rules of Equip Cards cause **Amaze Attraction Horror House** to be destroyed after the monster it’s equipped to is flipped face-down, but this is one of the key ways that you’ll fuel Arlekino’s destruction effect.

Another way to fuel that effect is with **Amazement Assistant Delia**. Both Delia and **Amazement Attendant Comica** have effects that let you Set “Attraction” Traps directly from your Deck. Comica does it for free upon Normal Summon, but Delia requires that you send an “Attraction” card from your hand or face-up field to get a new one from your Deck. You’re just trading one card for another so you still have the same number of cards available to you, but you’ve gotten to choose one of those cards and there’s now 1 more “Attraction” Trap in the GY for Arlekino. Alternatively, you could retrieve the card sent to the GY by equipping it to your opponent’s monster with **Amazement Ambassador Bufo**.

This Deck has a notably low monster count, but many ways to get the cards you need. The Extra Deck monsters provided aren’t meant to be used, though you can if you find a situation where it’s beneficial. Instead, they’re meant to fuel **Pot of Extravagance** to get you 2 fresh cards from the Deck. Your Normal Summoned monsters, Comica and **Amazement Ambassador Bufo**, also have effects that put more cards on to your field. **Amazing Time Ticket** is a wild card for any of your themed cards – just don’t forget that **Amazement Family Faces** can only be added to your hand on your turn. It’s not an “Attraction” Trap.

Generally, you’ll only have one high-ATK monster on the field, and that’s Arlekino with 2600 ATK. This can lead to some dicey situations against Decks that can Summon multiple boss monsters at the same time. However, in situations like this, **Amazement Family Faces** is key. The best way to use it depends on whether you have Comica or Bufo alongside Arlekino or not. If you don’t, you’ll need to guess at when your opponent has Summoned their strongest monster and equip that monster with an “Attraction” Trap before taking control of it with **Amazement Family Faces**. If you do, you can equip an “Attraction” Trap to a monster your opponent Summons earlier, then switch the target later if a more important monster is Summoned, then take control of it to leave your opponent with few or no meaningful plays.

Deftly parrying and countering your opponent’s best plays with Trap Cards is a thrill, so make sure to keep enjoying yourself even if you make some mistakes in card selection or timing at first. These skills are only honed through experience and understanding of both your own strategy and your opponent’s, so if you want to get the most of this Deck, try playing with some of the other available rentals as well.

### **3. Please follow these safety instructions!**

“Attraction” Traps that are equipped to a monster are Equip Cards and follow the same rules as Equip Spells. That means if an effect is Chained to one of their activated effects that removes them from the field, the effect disappears on resolution. They aren’t Spells, however, they remain Trap Cards.

The Quick Effect that switches which monster an “Attraction” Trap Card is equipped to can be a little confusing since you can Chain it to the activated effect of an “Attraction” Trap Card. When you activate the effect of an equipped “Attraction” Trap Card, you are activating the effect that corresponds to the current monster it’s equipped to. When the effect resolves, even if the Trap is now equipped to a monster controlled by the other player, you still resolve the same effect you activated. **Amaze Attraction Viking Vortex** provides a great example of how this works:

When you use the “You” effect of Viking Vortex, normally you’d have to hand your monster over until the end of the Battle Phase. But if you activate that effect, then Chain Comica or Bufo’s effect to equip Viking Vortex to an opponent’s monster, you still negate the attack, but now your opponent’s monster will come over to your field until the end of the Battle Phase because it’s “the equipped monster”. With this trick you can prevent 2 attacks for the price of 1 by stealing away a would-be attacker!

Special Summoning **Amazement Administrator Arlekino** is a Trigger Effect that activates in a new Chain after the current Chain that includes the activation of a Trap Card resolves. It’s not a Quick Effect that Chains directly to the Trap that’s activated. If the activation of the Trap Card is negated, you can’t activate Arlekino’s Special Summon effect, but if only the effect of the Trap is negated, you can.

### **4. Please pardon our dust.**

You’ll want to tailor your lineup of Trap Cards to whatever strategies you expect to play against. Currently, the Deck uses no off-theme Trap Cards so that you can get used to how the “Amazement” and “Attraction” cards work, but if you build this Deck for yourself you’ll probably want to exchange a few general purpose “Attraction” cards with some powerful off-theme Trap Cards. Remember, you can Special Summon Arlekino if any Trap Card was activated, not just an “Attraction” Trap, so resolving something like **Ice Dragon’s Prison** or **Solemn Strike** and then following up with Arlekino can be absolutely devastating.

One weakness of this Deck is that it’s not as good at fielding a ton of monsters as many of the more aggressive Decks. **Destructive Daruma Karma Cannon** can flip down everything on the field to buy you more time and put your opponent’s monsters into a vulnerable position. It has the added bonus of forcing your opponent to get rid of any Link Monsters, Tokens, and Trap immune monsters they control.

While the “Attraction” Traps become Equip Cards when they resolve, they’re Normal Traps at all other times. Any “Attraction” you play at least 2 copies of is eligible to be Set from the Deck with **Trap Trick**. **Trap Trick** is a tremendously powerful card, but it requires specific Deck building considerations. Going off that same line of thought, **Lilith**, **Lady of Lament** could be another possibility.

The Amazement strategy also compliments several other Trap-heavy strategies nicely. Altergeist, Traptrix, and Eldlich are just a few strategies that can mesh with Amazement if you want to explore hybrid strategies.