

DUAL AVATAR

1. Teachings
2. Trials
3. Enlightenment
4. Improvement

1. Teachings

Dual Avatar is a Deck that wins by Summoning multiple powerful Fusion Monsters. It can strike at any moment thanks to the signature Spell Card **Dual Avatar Invitation**, which Special Summons as many **Dual Avatar Spirit Tokens** to your field as possible before allowing you to Fusion Summon up to 2 “Dual Avatar” Fusion Monsters consecutively. The 2 Main Deck “Dual Avatar” monsters, **Dual Avatar Fists - Yuhi** and **Dual Avatar Feet - Kokoku**, each have an “Armored” and an “Empowered” Fusion Monster associated with them. The “Armored” Fusion Monsters act as support monsters while the “Empowered” Fusion Monsters are your finishers. To succeed with this Deck, you need to be able to identify the correct Fusion Monster to Summon for each scenario and the timing at which to do so.

3 **Dual Avatar Fists - Yuhi** (PHRA-EN014 SR)
3 **Dual Avatar Feet - Kokoku** (PHRA-EN015 SR)
6 Monsters

3 **Dual Avatar Invitation** (PHRA-EN057 SCT)
3 **Perfect Sync A-Un** (PHRA-EN058 SR)
3 **Dual Avatar Defeating Evil** (PHRA-EN059 C)
3 **Fusion Deployment** (ETCO-EN071 UR)
3 **Polymerization** (MAGO-EN044 PGR/SBCB-EN011 C)
2 **Pot of Desires** (TOCH-EN057 R/SDSA-EN029 C)
1 **Terraforming** (MAGO-EN141 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)
21 Spells

3 **Dual Avatar Return** (PHRA-EN073 C)
3 **Dual Avatar Compact** (PHRA-EN074 C)
3 **Dual Avatar Ascendance** (BLVO-EN076 C)
3 **Titanocider** (ETCO-EN079 SCT)
1 **Metaverse** (SDCH-EN034 C/SBCB-EN020 C/SCT)
13 Traps

3 **Dual Avatar Fists - Armored Ah-Gyo** (PHRA-EN032 SR)
3 **Dual Avatar Feet - Armored Un-Gyo** (PHRA-EN033 SR)
3 **Dual Avatar Fists - Empowered Kon-Gyo** (PHRA-EN034 UR)
3 **Dual Avatar Feet - Empowered Mitsu-Jaku** (BLVO-EN041 UR)
12 Extra Deck Monsters



2. Trials

Using a Deck that plays only 6 monsters may seem extremely difficult, but the Dual Avatar strategy is set up to make it easy to access those monsters whenever you need them. **Reinforcement of the Army** adds either to your hand since they're low Level Warriors, and the Field Spell **Perfect Sync - A-Un** adds either to your hand as well. Each one is a Fusion Material that's specifically listed on a Fusion Monster Card, so you can add them to your hand or Special Summon them from your Deck with **Fusion Deployment** too. The most preferable way to access them is **Perfect Sync - A-Un**, thanks to its extra effect to Special Summon a **Dual Avatar Spirit Token**.

Assuming that you start with *neither* "Dual Avatar" monster in your hand, use A-Un to add **Dual Avatar Fists - Yuhi** to your hand, Summon it, and activate A-Un's effect to Special Summon a Token. Then use Yuhi's effect to destroy the Token and add **Dual Avatar Invitation** to your hand if you don't have it already and **Dual Avatar Defeating Evil** if you do. Activate **Dual Avatar Invitation**, Summon your Tokens, and then consider your Fusion Summon options.

If it's the first turn and the field is clear: Fuse 2 Tokens for **Dual Avatar Feet - Armored Un-Gyo** and 2 Tokens + Yuhi for **Dual Avatar - Empowered Kon-Gyo**. While you can't attack, you'll control 2 Fusion Monsters, so Kon-Gyo can protect himself from a card or effect that targets him. Furthermore, because Kon-Gyo was Fusion Summoned using an Effect Monster as Fusion Material, Un-Gyo's effect to negate the effects of a monster Special Summoned from the Extra Deck can be used.

If it's not: Generally you want Kon-Gyo and **Dual Avatar Fists - Armored Ah-Gyo**. This pairing can eliminate up to 4 monsters your opponent controls through a combination of their effects and attacking. If you have a Spell Card like **Dual Avatar Defeating Evil** that you want to use to clear out a suspicious face-down card that hasn't been activated yet, declare an attack with Kon-Gyo first and use it after the attack has been declared but before the Damage Step so that your opponent cannot Chain to it.

If you've started with, or have gotten access to, **Dual Avatar Feet - Kokoku** as well as Yuhi, you're in business with or without **Perfect Sync - A-Un**. In this case, you'll start by Summoning Yuhi, then targeting Yuhi with his own effect, destroying him and adding **Dual Avatar Invitation** to your hand. Afterwards, because a "Dual Avatar" monster you control was destroyed, you can Special Summon **Dual Avatar Feet - Kokoku** from your hand, at which point you're again faced with a situational decision.

Turn 1, empty field: Use Kokoku to add a "Dual Avatar" Trap Card to your hand that you don't already have, then activate **Dual Avatar Invitation**, Summon your tokens, and Fusion Summon Mitsu-Jaku and Un-Gyo. This highly defensive formation can be quickly swapped for an offensive formation on your turn, depending on the Traps you have access to.

Otherwise: Use the second part of Kokoku's Summoning effect to destroy him and Special Summon Mitsu-Jaku or Kon-Gyo from your Extra Deck, depending on how many Set Spell/Traps your opponent has. If you've Summoned Mitsu-Jaku, use his effect to return your opponent's Spell/Trap Cards to their hand. Then activate **Dual Avatar Invitation** and Fusion Summon Ah-Gyo and Un-Gyo.

If you have **Perfect Sync - A-Un** you won't have to destroy Yuhi with his own effect, which gives you even more options – too many to list in the space allotted!

3. Enlightenment

Dual Avatar Feet - Kokoku cannot activate his effect to add a Trap Card to your hand if you Special Summon him from your hand via his own effect and choose to destroy him to Special Summon a Fusion Monster. This may sound obvious, but you can't activate an effect of a card that no longer exists.

Fusion Monsters that were Special Summoned by Kokoku or **Dual Avatar Ascendance** cannot be Special Summoned from the Graveyard (GY).

A common misconception about **Dual Avatar Invitation** is the timing of the 2 Fusion Summons it allows. You must perform those Fusion Summons immediately, in sequence, following the Special Summon of the Tokens. You cannot "save" the Fusion Summons for later in the turn, or perform one, use the effect of the Fusion Monster you Summon, then use the other Fusion Summon. This also means that there's no chance for your opponent to activate something to destroy the Tokens before you Fusion Summon.

The suppression effect of **Dual Avatar - Empowered Kon-Gyo** lasts from the moment the attack is declared until after the Damage Step has ended. The return-to-hand effect activates during the Damage Step after damage calculation but before a monster destroyed by that damage calculation is sent to the GY. You cannot return a monster that's been destroyed but hasn't gone to the GY yet.

Dual Avatar Compact is a little strange. You banish the "Dual Avatar" Spell/Trap from your GY as a cost, however, at that time, you also need to target the card(s) that the card you banished would be required to target. Even though it's normally not a card that targets, **Dual Avatar Compact** *does* target any targets you're required to choose if you banish a card like **Dual Avatar Defeating Evil**. Compact can also copy the effect of a card you can only activate 1 of per turn in order to use that effect a 2nd time that turn.

4. Improvement

There's a lot less space in this Deck for modifications than it may appear at first. Normally one of the first things you do is slim down on cards you can pull out of your Deck with card effects. That's a lot more difficult to do with this strategy. We wouldn't remove any of the monsters, or the cards that pull them from the Deck with the exception of **Metaverse**, since it can't activate the turn you Set it.

Ideally, you'll be adding a lot of "Dual Avatar" cards from your Deck to your hand with card effects. You need to pack your Deck with these cards to make sure you're getting all the free cards you possibly can, and that's why this list maxes out on them. It's especially important if you're going to keep **Pot of Desires** in the Deck – you're incredibly unlikely to lose all 3 copies of a card to it.

Similarly, you need to keep as many of your effects that Summon Fusion Monsters as possible. However, it's not impossible to upgrade – **Polymerization** can be swapped for other similar effects. With some additions to your Extra Deck, you could add **Super Polymerization** into the mix for a Fusion Summoning effect that can both further your own strategy and wreck your opponent's. If you're feeling bold, try enhancing **Dual Avatar - Empowered Kon-Gyo** with **Greater Polymerization**.

Titanocider is a cool Trap Card that you can discard with **Dual Avatar Invitation**, Set back to your field on your opponent's turn, then flip on your turn to open a path to your opponent's LP. However, it's also one of the easiest cards to replace with something else once you have a grasp of the Deck's basics.