

MAGIKEY

1. Lock it Up!
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1. Lock it Up!

“Magikey” is a Deck that uses Normal Monsters to Ritual and Fusion Summon using the powerful Spell Card **Magikey Maftea** that can do either. Systematically lock up each Attribute of monster by using a Normal Monster from your Deck each time you Summon a “Magikey” Ritual or Fusion Monster with **Magikey Maftea**, then deliver the coup de grace with **Magikey Fiend - Transfurlmine!**

You can see a visual version of this Decklist on the NEURON app:

Be sure to return all of the cards below when you’re finished Dueling.

3 **Magikey Mechmusket - Batosbuster** (DAMA-EN032 SR)
2 **Magikey Mehmortar - Garesglasser** (DAMA-EN033 SR)
3 **Magnificent Magikey Maftea** (BODE-EN021 C)
3 **Clavkiys, the Magikey Skyblaster** (DAMA-EN010 C)
1 **Shiny Black “C” Squadder** (MP21-EN037 SR)
1 **Gunkan Suship Shari** (DAMA-EN011 C)
1 **Doll Monster Bear-Bear** (BACH-EN094 C)
1 **Toon Alligator** (LDS1-EN052 C)
15 Monsters

3 **Magikey World** (DAMA-EN057 UR)
3 **Magikey Maftea** (DAMA-EN056 UR)
1 **Magikey Battle** (BODE-EN062 C)
3 **High Ritual Art** (DAMA-EN065 UR)
2 **Piercing the Darkness** (MP21-EN257 UR)
2 **Unexpected Dai** (MAGO-EN151 GR)
1 **Harpie’s Feather Duster** (EGS1-EN022/EGO1-EN022, C)
1 **Reinforcement of the Army** (KICO-EN041 R)
1 **Terraforming** (MAGO-EN141 GR)
17 Spells

2 **Magikey Duo** (DAMA-EN072 C)
2 **Magikey Locking** (BODE-EN077 C)
1 **Magikey Unlocking** (DAMA-EN073 C)
3 **D.D.D. - Different Dimension Derby** (DAMA-EN085 C)
8 Traps

3 **Magikey Beast - Ansyalobolas** (DAMA-EN036 SR)
3 **Magikey Dragon - Andrabime** (DAMA-EN037 SR)
3 **Magikey Fiend - Transfurlmine** (BODE-EN044 SR)
3 **Magikey Spirit - Vepartu** (BODE-EN047 SR)
12 Extra Deck Monsters



2. Lock it Down!

Whether you're going first or second, **Magikey Fiend - Transfurlmine** is the key monster in your Extra Deck. If you're going first, you want to use 2 different Attribute monsters to Synchro Summon it while loading as many different Attributes into your Graveyard (GY) as possible in the process and then pull a Spell/Trap from your Deck to defend it or set up another Summon. The absolute ideal would be Transfurlmine along with **Magikey Mechemortar - Garesglasser** or a **Magikey Duo** that can Ritual Summon Garesglasser on your opponent's turn using 2 different Attributes of monsters.

Going second, you want to pick apart your opponent's field and deal as much damage as you can with Transfurlmine while eliminating problem monsters with **Magikey Dragon - Andrabime** or **Magikey Spirit - Vepartu**. As before, you want to get as many different Attribute monsters into your GY as possible in the process, using the key Spell from this theme, **Magikey Maftea**. **Magikey Maftea** has no "once per turns" on it. You can activate as many as you want and you can send a Normal Monster from your Deck to the GY as a Tribute or material each time, to increase your Attribute coverage.

There are 3 things you need to do to get the ball rolling. 1. Get a Normal Monster on the field. 2. Get **Magikey Maftea** to your hand or field. 3. Get **Maginificent Magikey Mafteal** in your hand. You can accomplish 2 of these with ease if you can get **Magikey World** to your hand. It's more difficult to get Maftea and Mafteal to your hand, so you'd prefer to cover those requirements with World and cover the Normal Monster through other means. Once you've assembled all the pieces, here's what to do:

Summon your Normal Monster. Activate **Magikey Maftea** to Fusion Summon **Magikey Beast - Ansyabolobas**, sending **Clavkiys, the Magikey Skyblaster** from your Deck to the GY if you Summoned a different Normal Monster, or any other Normal Monster from your Deck to the GY if you Summoned Clavkiys. Ansyabolobas' effect lets you retrieve **Magikey Maftea** from your GY, so pick it right back up.

Next, reveal **Maginificent Magikey Mafteal** from your hand to gain an additional Normal Summon of a "Magikey" monster. Normal Summon Mafteal and use its effect to Special Summon back a Normal Monster from your GY. Next, activate **Magikey Maftea** again. What you do here depends on what the rest of your hand looks like. If you're going first and have **Magikey Mechemortar - Garesglasser**, now is the time to Summon it by Tributing Ansyabolobas and sending a non-DARK Normal Monster from your Deck to the GY. If you don't, Fusion Summon **Magikey Dragon - Andrabime** using Ansyabolobas and a non-DARK Normal Monster from your Deck.

Finally, Synchro Summon **Magikey Fiend - Transfurlmine** using your remaining Tuner and non-Tuner. You should now have 4 different Attributes of "Magikey" monsters and/or Normal Monsters in your GY: LIGHT, DARK, and 2 others of your choice. From here, the game situation dictates which Spell/Trap you Set from your Deck with Transfurlmine and what else you do during your turn.

You can also perform this play sequence if you draw a Normal Monster + **High Ritual Art**. Use **High Ritual Art** and Tribute your Normal Monster in-hand to Ritual Summon **Magikey Mechemusket - Batosbuster** from your Deck. Use Batosbuster to add **Magikey World** to your hand and World to add **Maginificent Magikey Mafteal** and **Magikey Maftea** to your hand, putting a card you don't need on the bottom of your Deck. In this case, you need to activate Mafteal and Normal Summon it before using Maftea to ensure you have a Normal Monster on the field. From there, the play sequence is the same as above, except you use Batosbuster as the "Magikey" monster when Fusion Summoning Ansyabolobas. This variant can put 5 Attributes in your GY instead of 4, depending on which Normal Monster you drew: LIGHT + DARK + drawn Normal Monster + 2 different Attributes sent by Maftea.

3. Lock it In!

Many “Magikey” cards have extra effects that aren’t flashy but can help you out in a pinch! For instance, any monster destroyed by battle with Ansyalabolas is banished and Ansyalabolas can shift monsters to Defense Position and sap their DEF. Batosbuster lets you trade away cards that aren’t useful to you at the moment for fresh draws and negates a monster’s effects in the process. Both of those monsters are also Tuners. **Magikey World** has an effect that protects each of your non-Token Normal Monsters from destruction once per turn. Keep these in mind when things aren’t going your way.

The ATK buff from **Piercing the Darkness** lasts for the rest of the turn. Therefore, if your opponent controls 2 Attack Position monsters, you want to attack the higher ATK monster first with Transfurlmine. No matter how big the monster you attack is, the boost from **Piercing the Darkness** means you’ll inflict 2800 damage with the first attack. Thus, you want to get the biggest ATK boost possible on the first attack to maximize the damage inflicted by the second attack.

You don’t need to remember the exact materials or Tributes used to Summon your big “Magikey” monsters, but you do need to remember and can make note of whether or not it was Summoned using 2 or more different Attributes and whether or not at least 1 of the materials or Tributes was a Normal Monster. This is vital game information that decides whether you can activate certain cards and effects.

You can’t Set **Magikey World** from your Deck with Transfurlmine. This is because it tells you to Set a card in your Spell & Trap Zone. Your Field Zone is not a Spell & Trap Zone, so you can’t Set there and therefore cannot Set **Magikey World** from your Deck. You’ll need Batosbuster if you want World.

Remember, **High Ritual Art** must Tribute from your hand. **Magikey Spirit - Vepartu** can add a Normal Monster to your hand if you haven’t got one available. Just make sure to leave a Normal Monster attached to Vepartu as Xyz Material so you can use the “send to GY” effect.

You cannot Tribute a Level 8 and a Level 4 monster to Ritual Summon Garesglasser because the Level 8 monster alone would be sufficient. You also cannot Tribute a Level 8 monster and Vepartu. In fact you can’t Tribute Vepartu at all for a Ritual Summon because Xyz Monsters don’t have Levels.

4. Lock it Out!

All of the Normal Monsters in this list have been printed in April 2020 or later, but if you already have a collection of older cards or know someone who does, you can find WIND and WATER Attribute Level 4 Normal Monsters with 2000 ATK. Try running a search for monsters that fit the criteria on NEURON or the Card Database to see what they are!

You don’t need a LIGHT Normal Monster because Mafteal is the LIGHT monster that figures into your key combos and plays, but you can add 1 if you want to increase your odds to draw at least 1 for **High Ritual Art**.

This Deck has a great amount of Type diversity. As a result, you can flip **There Can Be Only One** without really affecting your own game plan. Your opponent may not be so fortunate.

If you want to focus more on your Ritual Monsters, you can add a third Garesglasser and cards like **Manju of the Ten Thousand Hands** and **Advanced Ritual Art**. **Advanced Ritual Art** can send 2 different Attributes of Normal Monsters from your Deck to the GY to Ritual Summon Garesglasser from your hand. Just remember: **Magikey Maftea** is not a Ritual Spell even though it can Ritual Summon.