

TOONS

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1. Take a Trip to Toon Kingdom!

The Toon strategy originated with Maximillion Pegasus, creator of the “Duel Monsters” game in the Yu-Gi-Oh! anime series. In the anime, Pegasus was the only one in the world with access to Toons, but now you can wield their wacky power for yourself! This Deck specializes in Special Summoning Toon monsters that can attack directly and using “Toon” Spell and Trap cards that let you dictate the pace of the Duel. While active, the **Toon Kingdom** Field Spell not only counts as **Toon World** but makes your Toon monsters indestructible as well! The ace of the Toon strategy is **Toon Black Luster Soldier**! You can easily Special Summon this card from your hand, and once it is on the field you get the choice of either attacking directly for a massive amount of damage or banishing any card on the field! Some of the most famous monsters in Dueling appear as Toons in this Deck, so prepare for a fun Duel!

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.

Monsters: 19

- 3 **Toon Black Luster Soldier** (TOCH-EN001 UR)
- 3 **Toon Mermaid** (LDS1-EN054 C)
- 3 **Toon Harpie Lady** (TOCH-EN002 SR)
- 3 **Red-Eyes Toon Dragon** (LDS1-EN066)
- 3 **The Black Stone of Legend** (LDS1-EN007)
- 3 **Toon Dark Magician** (LDS1-EN057 C)
- 1 **Toon Ancient Gear Golem** (DLCS-EN073)

Spells: 16

- 3 **Toon Bookmark** (TOCH-EN003 UR)
- 3 **Toon Kingdom** (DLCS-EN074 UR)
- 3 **Toon Page-Flip** (TOCH-EN004 UR)
- 3 **Toon Table of Contents** (LDS1-EN069 UR)
- 3 **Comic Hand** (DLCS-EN077 UR)
- 1 **Terraforming** (MAGO-EN141 GR)

Traps: 5

- 2 **Toon Briefcase** (DLCS-EN080 UR)
- 2 **Toon Terror** (TOCH-EN005 SR)
- 1 **Toon Mask** (DLCS-EN079 UR)



2. Take a Look, It's in the Book!

The first priority with Toons is to make sure you have access to **Toon Kingdom**. This Field Spell not only enables many of your cards since it counts as **Toon World** while on the field but also protects your Toon monsters from being targeted by card effects and can protect them from being destroyed by battle or card effect by banishing the top card of your deck face-down. Just having **Toon Kingdom** out makes any Toon monster you Summon quite difficult for the opponent to deal with and can lead to an easy victory.

One of the main strengths of the Toon strategy is being able to add the correct "Toon" card you need from your Deck to your hand whenever you need it! **Toon Table of Contents** isn't just one of the best ways to add **Toon Kingdom** to your hand, it can add *any* "Toon" card to your hand. It can't grab **Comic Hand**, but **Toon Bookmark**, which adds any card that mentions "Toon World" in its text, can. **Comic Hand** is a "handy" Equip Spell that takes an opponent's monster and turns it into a Toon under your control!

A normal Toon Turn!

You always want to start off by activating **Toon Kingdom** as fast as possible, after all, Toons need their Kingdom to thrive! Make sure to prioritize adding this Field Spell with any card you draw in your opening hand that allows you to add a "Toon" card to your hand. Next, start Special Summoning Toons to the field! **Toon Page-Flip** is the ideal card to get you started – pick **Red-Eyes Toon Dragon**, **Toon Dark Magician**, and **Toon Black Luster Soldier** to ensure you get to Summon at least 1 of your key monsters.

Filling up your field with Toon monsters protected by **Toon Kingdom** is essential to your deck's strategy so it's a good idea to lead off with monsters that Summon more monsters. **Red-Eyes Toon Dragon** allows you to Special Summon any Toon monster from your hand, helping you swarm the field. **The Black Stone of Legend** can summon any "Red-Eyes" monster from your Deck, including **Red-Eyes Toon Dragon**.

Any high-Level Toon is good to Summon with **Red-Eyes Toon Dragon** but the ideal choice is **Toon Dark Magician** because it can Special Summon another Toon from your Deck, even **Toon Black Luster Soldier**, to continue to overpower your opponent. It can also add "Toon" Spell/Trap Cards to your hand instead if you have enough monsters. If you want to set up defensively, go for a Trap Card like **Toon Briefcase!**

If you still have any cards left over that add more "Toon" cards like, **Toon Bookmark**, use one to add **Toon Terror** from your Deck to your hand as another layer of protection for your Toons. If you can keep your monsters on the field not only will you be able to attack directly next turn for a ton of damage, you'll be able to use their effects again on the following turn!

When going 2nd the deck will play in the same fashion, but you will also be able to use **Toon Bookmark** to add **Comic Hand** and take your opponent's monsters that can attack directly or be used as Tributes to Special Summon your powerful Toons! **Toon Black Luster Soldier** is a rarity among Toons that can attack the same turn its Summoned, and if you're able to Summon 2 copies of it in the same turn as well as steal away an opponent's monster with 2000 or more ATK with **Comic Hand**, you can attack directly for 8000 damage no matter how many other monsters your opponent controls!

Make sure you give back any cards Toon-ified by Comic Hand after the Duel is over!

3. Tricky Toons!

What's the difference between a "Toon" monster and a Toon monster? A "Toon" monster is a monster with "Toon" in its name. A Toon monster is a monster with Toon in its Type line. This only matters to poor **Toon Alligator** who is a "Toon" but not a Toon and doesn't work with the "Toon" cards.

Don't forget about **Toon Bookmark's** effect in the GY to protect your **Toon Kingdom** from being destroyed. You want to do everything you can to keep **Toon Kingdom** on the field.

The Black Stone of Legend is extremely useful for getting **Red-Eyes Toon Dragon** to the field easily, but its effect while in the GY is also quite handy. On the following turn after using its first effect, if your **Red-Eyes Toon Dragon** ended up in the GY you can shuffle it back into the Deck to add **The Black Stone of Legend** back to your hand. You will have to wait another turn to use its Summoning effect again, but with the defensive power of **Toon Kingdom** this Deck is good at surviving to fight another turn!

It can be costly to try and summon **Toon Black Luster Soldier** from your hand by its own effect. Try using another Level 8 monster instead of two Level 4 monsters when possible, but more importantly use your other Toon cards that ignore Summoning conditions to get it to the field. **Toon Dark Magician**, **Red-Eyes Toon Dragon**, and **Toon Page-Flip** are your best ways to access one of the strongest Toons in your deck.

4. Addendum to the Book!

There are lots of ways to amp up the power of your Toon deck, but the first thing you want to do is make an Extra Deck. There are many Xyz Monsters that Toon players will find very useful! Take full advantage of being able to Special Summon your Toons to the field easily to unlock the Extra Deck!

If you are looking for a way to improve your turn 1 board, try adding 1 copy each of **Bahamut Shark** and **Toadally Awesome** to your Extra Deck. If you are able to get two **Toon Mermaids** on to the field, since they are both WATER monsters, you can Xyz Summon **Bahamut Shark** then use its effect to Special Summon **Toadally Awesome** which can negate any card your opponent activates and you then get to set that card to your side of the field! After sending **Toadally Awesome** to the GY to activate its effect you'll get to add back a **Toon Mermaid** to your hand!

Abbyss Dweller is another powerful Rank 4 that can really help at shutting down your opponent's strategy. You can use its Quick Effect during the opponent's turn to ensure they won't be able to activate any card effects in their GY for the rest of the turn. Make sure to use at least 1 **Toon Mermaid** as a material to boost all WATER monsters on your side of the field, including itself, by 500 ATK.

Rank 7 Xyz Monsters are another easy inclusion in your Extra Deck. Try out **Red-Eyes Flare Metal Dragon** which can't be destroyed by card effects and really makes your opponent pay anytime they activate a card effect. **Voloferniges, the Darkest Dragon Doomrider** gives you a Quick Effect that can destroy any face-up card on the field as long as it has a Dragon as Xyz Material, like **Red-Eyes Toon Dragon**.

Being able to easily summon **Toon Black Luster Soldier** and **Toon Ancient Gear Golem** to the field means you can even access powerful Rank 8 Xyz monsters. **Number 97: Draglubion** can be Xyz Summoned with any two Level 8 monsters. With its effect you'll want to Special Summon either **Number 100: Numeron Dragon** if you want a monster with enough ATK to wipe out all of your opponent's LP or **Number 38: Hope Harbinger Dragon Titanic Galaxy** if you want a great defensive option that can negate a Spell and redirect attacks.