

VAYLANTZ

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1. Preparing the Board

Get ready to play the game within the game with “Vaylantz”, a unique Pendulum theme where the monsters move like pieces on a game board! Start by placing your monsters in the Pendulum Zone, then use their Pendulum effects to move them up into the Monster Zone. Each “Vaylantz” Main Deck monster has 2 monster effects to use: 1 that’s simple and easy to use just by playing normally and another very powerful effect you can only use if your “Vaylantz” monster is moved left or right by a card effect. Ultimately, your goal is to catch your opponent’s monsters in the crossfire of the Vaylantz Wars, pushing their monsters backwards into the Spell/Trap Zones and then further back, off the field!

You will need both a coin and a 6-sided die to play this Deck. Be sure to return all of these cards after you’ve finished Dueling.

3 **Shinonome the Vaylantz Priestess** (TAMA-EN001 UR/CR)

3 **Saion the Vaylantz Archer** (TAMA-EN002 R)

3 **Nazuki the Vaylantz Ninja** (TAMA-EN003 R)

3 **Hojo the Vaylantz Warrior** (TAMA-EN004 SR)

3 **Vaylantz Buster Baron** (TAMA-EN005 SR)

3 **Vaylantz Voltage Viscount** (TAMA-EN006 R)

3 **Vaylantz Mad Marquess** (TAMA-EN007 R)

3 **Vaylantz Dominator Duke** (TAMA-EN008 R)

24 Monsters

3 **Vaylantz Wakening - Solo Activation** (DABL-EN068 UR)

3 **Vaylantz Wars - The Place of Beginning** (TAMA-EN011 UR/CR)

2 **Vaylantz World - Shinra Bansho** (TAMA-EN012 SR)

2 **Vaylantz World - Konig Wissen** (TAMA-EN013 SR)

2 **Senet Switch** (TAMA-EN042 R)

2 **Pot of Extravagance** (SDAZ-EN028 C/MGED-EN046 PGR/MP20-EN030 PSC/TOCH-EN059 UR/CR)

1 **Pendulum Fusion** (TAMA-EN054 R)

1 **Harpie’s Feather Duster** (EGS1/EGO1-EN022, SR/MAMA-EN076 UR)

16 Spells



- 3 **Mamonaka the Vaylantz United** (TAMA-EN009 UR/CR)
- 3 **Vaylantz Genesis Grand Duke** (TAMA-EN010 SR)
- 3 **Patissciel Couverture** (DIFO-EN083 SR/SLR)
- 2 **Hiita the Fire Charmer, Ablaze** (MGED-EN119 GR/MP20-EN024 C)
- 2 **Eria the Water Charmer, Gentle** (MGED-EN122 GR/MP21-EN072 UR/ETCO-EN055 SR/SLR)
- 2 **Beyond the Pendulum** (DIFO-EN048 SCT)
- 15 Extra Deck Monsters

2. Man vs. Machine

The Vaylantz strategy excels at both swarming the field and eliminating your opponent's monsters by pushing them into the Spell/Trap Zones. The price it pays for this power is that the opponent is also allowed to use the Field Spell effects to push your monsters back and redeploy their own. To best make use of your Deck's strengths without giving your opponent the same opportunity, you'll want to go second when using this Deck. Being able to draw on your first turn is also beneficial, as Pendulum strategies want as many cards as possible to work with on their first turn.

The endgame goal is to have 4 "Vaylantz" monsters on the field including **Hojo the Vaylantz Warrior** while your opponent has no actual monsters and at least one monster pushed into their Spell/Trap Zone. You need those 4 monsters so that you can Summon your 2 "Vaylantz" Fusion Monsters whose combined ATK equals 5300. **Vaylantz Genesis Grand Duke** can be Summoned by Tributing 1 correctly placed high-Level, non-Fusion "Vaylantz" monster, which is why you only need 4 instead of 5.

Grand Duke returns a Monster Card you've pushed into the Spell/Trap Zone to your opponent's hand, then inflicts damage equal to its ATK and then gains half of that number as ATK. In order for your 2 Fusions to reach 8000 damage, the opponent's monster must have at least 1800 ATK ($1800 + 900 + 2500 + 2800 = 8000$) Otherwise, you'll need another monster on the field that can attack. The actual operation of this Deck is heavily dependent on what the field looks like at the start of your turn and may involve random elements like coin flips and dice rolls, so in this rest of this section we'll outline what you want your opening hand to look like, and the standard plays that you want to make more often than not. After that, however, it'll be up to your discretion and board analysis to decide what to do.

Shinonome the Vaylantz Priestess is key to starting off your strategy. Ideally, you'd like to start with Shinonome or **Vaylantz Wakening - Solo Activation** to place it on the field, a card that can move monsters, and as many "Vaylantz" Pendulum Monsters as possible. If the card that can move monsters is also a Pendulum Monster, i.e. **Vaylantz Buster Baron** or **Nazuki the Vaylantz Ninja**, your opening will be stronger. Activate Shinonome in your Pendulum Zone or use Solo Activation to place it there, then use the Pendulum Effect to Special Summon it in that column. Next, use Shinonome's first monster effect to add **Vaylantz Wars - The Place of Beginning** to your hand.

The follow-up depends on what your movement effect is. If you have Buster Baron or Nazuki, activate it in your Pendulum Zone and move it forward with the Pendulum Effect, then move Shinonome with the monster effect so you can add another "Vaylantz" monster to your hand. Depending on how many other Pendulum Monsters you have in your hand and where your opponent's monsters are placed, grab Hojo, **Vaylantz Dominator Duke**, or **Vaylantz Mad Marquess**.

Now, use Wakening to add one of the “Vaylantz” Field Spells to your hand, then destroy one of your Pendulum Monsters on the field to grab **Senet Switch** from Deck. If you don’t have Buster Baron or Nazuki, you’ll need to activate another card in your Pendulum Zone and use Wakening first, destroying that Pendulum Monster, and adding **Senet Switch** to move Shinonome. Add Hojo if you don’t have it so that you can use Hojo’s effect to return **Senet Switch** and replay it from hand.

Your actions from here are dictated by the board state and how many other Pendulum Monsters you have in your hand. There may also be random elements at work thanks to Mad Marquess and **Saion the Vaylantz Archer**. Duelists who can think on their feet, or who have practiced the variations will get the most out of this Deck. If you want to practice, try putting this Deck together at home!

3. Rules of Engagement

Pendulum effects only apply while the monster is in the Pendulum Zone. If the monster is merely placed in a Spell/Trap Zone, even if it’s the leftmost or rightmost Spell/Trap Zone, its Pendulum effects aren’t available. This often comes up with **Vaylantz Voltage Viscount**. When a card is in the Pendulum Zone, that zone is both a Pendulum Zone AND a Spell/Trap Zone.

When Fusion Summoning the Fusion Monsters or Summoning Grand Duke by Tributing an appropriate monster you don’t have to Summon them to the Extra Monster Zone.

Each of the “Vaylantz” Field Spells can only be activated if you have a copy of the other one in your Deck. It is mandatory to place one in the other Field Zone. On the subject of Field Spells, don’t forget that **Vaylantz World - Konig Wissen** can only push back an Effect Monster in the Main Monster Zone in the same column as one of your own monsters. Monsters in the Extra Monster Zone as well as Normal Monsters can’t be targeted by this effect.

Note that the restriction on the Pendulum effects of the low Level “Vaylantz” monsters prohibits Special Summoning non-“Vaylantz” monsters EXCEPT from the Extra Deck. It’s different from the many other themes that prohibit Summoning monsters outside the theme from the Extra Deck.

In the opening play sequence described above, you don’t actually use your Normal Summon. Because it’s difficult to move your monsters into the center Main Monster Zone due to needing to switch back and forth from which side you’re deploying your monsters and moving them, you can often reserve your Normal Summon for simply Summoning a monster in your center Main Monster Zone so you can push your opponent’s monster back with Konig Wissen.

Vaylantz Genesis Grand Duke’s effect is not once per turn. If you push enough of your opponent’s monsters into the Spell/Trap Zones, you could Summon multiple copies of Grand Duke to return each of them, inflict damage each time, and pull out some shocking victories!

4. New Expansions?!

There’s another “Vaylantz” Fusion Monster on the way in *Photon Hypernova*! Tribute 2 Level 5+ “Vaylantz” monsters to Summon it, then take advantage of its Quick Effect that can swap the positions of 2 monsters in the Main Monster Zones on their controller’s side of the field. Once per turn when a monster moves to another Monster Zone you’ll be

able to destroy any card on the field, making this a great way to trigger your own effects while picking off your opponent's cards.

Add more Pendulum Summoning power to your Deck with more high-Scale Pendulum Monsters like **Kai-Den Kendo Spirit** and **Kuro-Obi Karate Spirit**! These cards return from the Pendulum Zone to your hand after you Pendulum Summon, freeing up the zone so you can deploy more "Vaylantz" monsters! They have a Pendulum Scale of 9 so you can Pendulum Summon any of your Main Deck "Vaylantz" monsters.

Need to make sure your opponent has a monster they can't use in a zone beneficial to you? Give them a "Kaiju" monster! Monsters that you can't target with your effects can be troublesome, but if you Tribute them and hand your opponent a "Kaiju" monster somewhere other than the central Main Monster Zone, targeting effects are back on the menu. Just make sure you do it *before* you deploy any of your small "Vaylantz" monsters from the Pendulum Zones!