

MYUTANT

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1. A Lab in an Undisclosed Location...

The Myutants have broken free and are out of control! Experiment with “Myutant” monsters that start off small but mutate into larger more grotesque forms, all with varying effects to fit the situation. Adapt to your opponent’s strategy by Summoning **Myutant Arsenal**, **Myutant Beast**, or **Myutant Mist** depending on what type of card the opponent’s Deck is the best at using. Use **Myutant Cry** to Fusion Summon **Myutant Synthesis** on your opponent’s turn to destroy their best card while returning your Myutants to the Deck! If your opponent activates any card or effect during your turn, you can use the full power of **Myutant Fusion** making it easy to unleash **Myutant Ultimus**!

Be sure to return all these cards once you’re finished Dueling.

- 3 **Myutant M-05** (PHRA-EN084 UR)
- 3 **Myutant ST-46** (PHRA-EN085 UR)
- 3 **Myutant GB-88** (PHRA-EN086 C)
- 3 **Myutant Beast** (PHRA-EN087 SR)
- 3 **Myutant Mist** (PHRA-EN088 SR)
- 3 **Myutant Arsenal** (PHRA-EN089 SR)
- 18 Monsters

- 3 **Myutant Evolution Lab** (PHRA-EN092 UR)
- 2 **Myutant Fusion** (PHRA-EN093 C)
- 2 **Myutant Blast** (PHRA-EN094 C)
- 2 **Pot of Desires** (TOCH-EN057 R/SDSA-EN029 C)
- 1 **Monster Reborn** (EGS1-EN023/EGO1-EN024 C MAGO-EN045 PGR)
- 1 **Harpie’s Feather Duster** (EGS1/EGO1-EN022, SR)
- 1 **Terraforming** (MAGO-EN141 GR/SDCH-EN024 C)
- 12 Spells

- 3 **Myutant Cry** (PHRA-EN000 C)
- 3 **Myutant Clash** (PHRA-EN095 C)
- 3 **Myutant Expansion** (PHRA-EN096 C)
- 1 **Dark Factory of More Production** (MP20-EN034 C/ SDSA-EN040 C)
- 10 Traps

- 3 **Myutant Synthesis** (PHRA-EN090 SR)
- 1 **Myutant Ultimus** (PHRA-EN091 SCT)
- 4 Extra Deck Monsters



2. **Myutant Madness!**

The Myutant strategy starts by Summoning **Myutant M-05** or **Myutant ST-46**, adding a card from your Deck to your hand with them, and then using their effects to upgrade them into more powerful Myutants by banishing the correct card type from your hand or face-up field.

Myutant Beast, **Myutant Arsenal**, and **Myutant Mist** are much bigger and stronger, and they all have similar effects with slight, but key differences. Please read them all very carefully before playing. The gist is that they can't be targeted by cards of 1 type, have a Quick Effect you can activate when your opponent activates a card of a second type, and then when they're destroyed by your opponent, they retrieve a banished "Myutant" card of the third type. Carefully assess the situation and Summon the one that would make the most sense!

Myutant M-05 can add any "Myutant" monster from your Deck to your hand while **Myutant ST-46** can add any "Myutant" Spell/Trap Card. If you have both, you'll want to Summon ST-46 first to add **Myutant Evolution Lab** to your hand if you don't already have it and **Myutant Cry** if you do. Tribute ST-46 and banish M-05 from your hand to Summon **Myutant Beast** from your Deck, then activate **Myutant Evolution Lab** to Special Summon the banished M-05 and activate its effects as well. Here, you'll likely want either another copy of ST-46 so you can repeat this play or **Myutant GB-88** so you can bring back a Level 8 Myutant during your opponent's turn. This play lets you Summon 2 Level 8 "Myutants" on your first turn and set up to do it again on your next turn! You can also do essentially the same play if you've drawn **Myutant M-05** and **Myutant Evolution Lab**, but not if you've drawn Lab and **Myutant ST-46**.

Myutant Cry is one of your best Trap Cards and you'll want to see it as often as possible. It lets you Fusion Summon by returning Myutants you have already used to the Deck. Try Fusion Summoning **Myutant Synthesis** during your opponent's turn so you can destroy the best card on their field! Just remember that Synthesis requires 2 "Myutant" monsters with different Attributes, so you'll need to use 1 of your high-Level Myutants along with a low-Level Myutant. Having access to this play is so important that this Deck maxes out on all 3 Level 8 Myutants as well as **Myutant Cry**. This can lead to some mismatched hands, so don't forget that **Myutant Evolution Lab** lets you put a "Myutant" monster on the bottom of your Deck to draw a new card once during each of your turns!

Going 2nd, you can still lead off with Normal Summoning **Myutant M-05** or **Myutant ST-46** but more than likely your opponent will try and destroy your monster before you get a chance to use the effect to Tribute it off the field. In cases like this, you may want to use ST-46 to add **Myutant Fusion** to your hand. **Myutant Fusion** can normally only banish materials from your hand or field, but if your opponent has used a card or effect that same turn, you can banish one material from your Deck and one from your GY as well! If you Summon **Myutant Synthesis** you can destroy a card right away and if your opponent destroys Synthesis you can add back one of your banished "Myutant" cards. If this scenario pops up later in the Duel after you've already used a Level 8 Myutant you can easily Fusion Summon the 3500 ATK **Myutant Ultimus** instead! Even if your Fusions are destroyed by your opponent, they let you retrieve banished "Myutant" cards so you can rebuild and try again.

3. Laboratory Safety Rules

When using the effects of **Myutant M-05**, **Myutant ST-46**, and **Myutant GB-88** to Special Summon a Level 8 Myutant, make sure to remember that Tributing and banishing is a cost. Your opponent won't be able to Chain something to destroy your monster or a face-up Spell/Trap you're banishing since you pay the cost when you declare the activation of the effect. Consequently, if the effect you're activating is negated, you don't get those cards back. They were gone as soon as you declared the activation.

Don't forget that **Myutant Cry** can only be activated during the Main Phase. This means on your opponent's turn make sure to activate it before they enter the Battle Phase or you'll be out of luck until Main Phase 2. This is also important to keep in mind on your own turn. Don't try and get tricky by waiting to use **Myutant Cry** for a surprise attack during the Battle Phase, because it's not allowed.

Myutant Synthesis needs 2 "Myutant" monsters with different Attributes so you won't be able to use any of the lower level Myutant monsters together, you are going to need to pair them with one of the Level 8 Myutants: **Myutant Arsenal**, **Myutant Beast**, or **Myutant Mist**. Keep in mind that **Myutant Synthesis** can be used as a material for **Myutant Ultimus** and you can then return the **Myutant Ultimus** to the Extra Deck with **Myutant Cry** as a material for Summoning **Myutant Synthesis**!

When using the effects of your "Myutant" monsters that come with a cost of banishing a card from your hand or face-up field, look to banish face-up cards that have already used their effects. A good option would be **Myutant Expansion** after resolving the effect to Special Summon or add a Level 4 or lower Myutant. It's also a great card to banish to activate the effects of your Level 8 Myutants.

4. Myutant Evolution

The Myutant strategy really wants to get **Myutant M-05** and **Myutant ST-46** on to the field as fast as possible. A great way to access both in the same turn would be with **Emergency Teleport**. Just by having this one card you can Special Summon M-05 and use its effect to add ST-46 to your hand without spending your Normal Summon for the turn. Even with no other cards in your hand or on your field, this results in a sequence of plays that lets you Summon both **Myutant Beast** and **Myutant Mist**.

Battle of Chaos introduces the tremendously powerful **Myutant Mutant**! If you control a "Myutant" card you can Special Summon this monster from you hand. You can Tribute it and banish 1 "Myutant" card from your hand or Deck and Special Summon the corresponding Myutant from your Deck, but you take damage equal to the original ATK of the Special Summoned monster. With this card in your Deck, having **Myutant M-05** in your opening hand always lets you field 2 Level 8 "Myutant" monsters, though you'll need at least 1 other card in your hand to banish and you'll take a fair amount of damage in the process.

Look to expand on the Extra Deck! The "Myutant" cards don't lock you out of any Extra Deck options so you can add Link Monsters like **Cross-Sheep**. Link Summon **Cross-Sheep** to the Extra Monster Zone, then when you use **Myutant Cry** or **Myutant Fusion**, you can Special Summon **Myutant Synthesis** or **Myutant Ultimus** to a zone **Cross-Sheep** points to, and then Special Summon back one of your Level 4 or lower Myutants from the GY!