

Mekk-Knights

The Column Crusaders



Table of Contents

The Column Crusaders	4
Mekk-Knights as an Archetype	5
Hand Traps and Board Breakers	5
Can Mekk-Knights Go First?	6
Pure Mekk-Knight	8
Mandatory cards	9
World Legacy - Monster choices	11
Secondary Mekk-Knight and World Legacy Options	12
Pot Choices	13
Extra Deck Options	14
Secondary starters	16
Sangan	16
Tour Guide of the Underworld and Sangan	16
Capshell/Ipiria	16
Hand Traps	16
Knightmare Corruptor Iblee	17
Crusadias	17
Any one card Normal Summon engine	17
Basic Combo	17
Advanced Combos	18
Accesscode Talker I	18
Accesscode Talker II	18
World Legacy Scars Pseudo-FTK	19
Additional interactions	19
World Legacy Key & Mekk-Knight Red Moon / Yellow Star	20
Optional cards/packages	20
Target Ratios	20
Chalice vs. Armor vs. Crown	21
Invoked Mekk-Knight	21
Mandatory cards	22
Basic Combo	22
Advanced Combo	23
Card interactions (e.g. OTK set ups)	23
Recommended packages:	24
Optional packages/cards	25

Dragoon vs Neos	25
Target ratios	26
Miscellaneous Mekk	27
Mekk-Striker	27
Mekk-Orcust	28
Mekk-Underworld	30
Crusadia Mekk	31
Scars Pseudo-FTK Mekk	32
Mekk Musket	33
Twin ★ Mekk	34
Sample build - pure	35
Deck explanation	36
Ratios	37
Sample build - Invoked	38
Deck explanation	39
Ratios	39
Credits	40

The Column Crusaders

The year is 2018, and the booster set "Extreme Force" has just been released, containing a plethora of cards which would be key in numerous strategies for years to come. The likes of *Heavymetalfoes Electrumite*, *Saryuja Skull Dread*, and *There Can Be Only One* were powerhouses of the format which defined the metagame of *Yu-Gi-Oh!* several times each. But alongside these were a force far more menacing; an archetype so dynamic and versatile that the very mention of the word "column" triggers a fight-or-flight response in those who lived through the era of the Mekk-Knights. To this day, "Play around Mekk-Knights!" continues to be an optimization which top-level players know better than to regard as a mere joke. Those who understand what Mekk-Knights truly are know the strategy and play style of any two builds can be drastically different, and one must always be prepared for the threat of a flood of high-level, high-attack, high-ceiling Special Summons from the hand. By playing Mekk-Knights, it is not "How do I play this deck?" that is being asked, as might be with another archetype, but rather, "How do I want to play this deck?".

Come with us, and let us show you the power, the potential, the glory, of Mekk-Knights.

Mekk-Knights consist of a total of nine main Deck monsters and three Link monsters, with several archetype-adjacent supporting monsters. The Normal Summons are a Level 4 Normal Monster and a Level 4 Effect Monster, and the remaining seven colors of the rainbow as one Level 5, and two each of Levels 6, 7, and 8, with the colors all sharing a unique summoning mechanic:

"If 2 or more cards are in the same column, you can Special Summon this card (from your hand) to that column. You can only Special Summon Mekk-Knight _____ once per turn this way."

This summoning method allows one to take advantage of the Opponent's card placement. Most Opponents will not play around Mekk-Knights, placing cards in suboptimal columns that enable a Mekk-Knight's summon.

Should the Opponent control no cards, one can simply create a column with the Normal Summon of a monster, Linking it, and then setting a card to that same column.

Because Mekk-Knights' summoning effects do not start chains, they dodge effect interruptions such as activation negation via [Borreload Savage Dragon](#), or activation prevention via [True King of All Calamities](#). This does, however, make them vulnerable to summon negation such as [Solemn Judgement](#) and [Black Horn of Heaven](#).

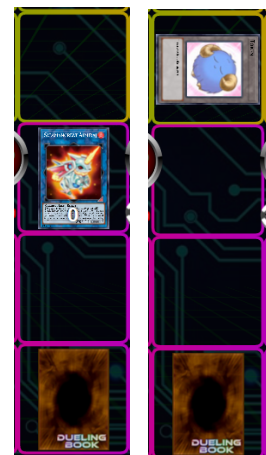
Mekk-Knights as an Archetype

The sales pitch of Mekk-Knights is the unmatched versatility they bring to the table. The variety with which they can be built allows a player to play the archetype in the way which suits them best. As a Pure deck, with engines, or as a support engine; Mekk-Knights can do it all. Whether it be a castle-sieging OTK strategy, a grinding control deck, or anything in-between, the potential for Mekk-Knights to excel is clear. Each variant has seen success in a variety of formats and levels of play, and the key is finding which variant is most appealing to you and which most effectively combats the present metagame.

While versatile, Mekk-Knights are designed with the intent of being a going-second strategy. This does not make going first builds impossible by any means, but combo variants may be harder to find and build.

Hand Traps and Board Breakers

When building a deck primarily designed to go second, one of the key attributes of construction is deciding how to play through the Opponent's board set up on their first turn. While often a question of playstyle and meta dependence, designing a build around this interaction is paramount in Mekk-Knights especially. In general, this is some combination of Hand Traps and board breakers.



Hand Traps, such as Infinite Impermanence, Ghost Belle & Haunted Mansion and Ash Blossom & Joyous Spring, will help prevent the Opponent's board from being built at all. This has the advantage of limiting the Opponent's setup and recursion by trading individual card advantage, at the cost of limiting the Mekk-enabled columns. Furthermore, unless a Hand Trap is poorly suited towards the Opponent's playstyle, they will rarely be dead cards, as a surprise interruption from the hand on turn 2 can be just as lethal as on turn 1. However, as the second player, the lost tempo must be regained, and any unused Hand Traps will likely be suboptimally useful towards this end. Hand Traps also require a more robust understanding of an Opponent's deck strategies and the optimal ways to interrupt them.

On the other side of this coin exists board-breaking power cards, such as Dark Ruler No More, Lightning Storm, and Forbidden Droplets. The primary advantages which power cards bring is a lesser requirement of card knowledge to properly use and the enormous potential card advantage which can be gained by blowing out an Opponent's fully set up board with just a couple cards. An advantageous by-product of power cards is the time which may have otherwise been spent reading the Opponent's cards which can now be put to other use, as reading the 785-word Endymion, the Mighty Master of Magic is no longer required. One of the last advantages of power cards is an availability of useful substitutes for a greatly lowered price. Interrupted Kaiju Slumber and Dark Hole can be picked up for pennies where one might have to spend tens of dollars for relevant Hand Traps.

However, this method of building has unique disadvantages. Many of the best power-second cards either focus on outing monsters OR outing Spells and Traps; the best of both worlds, such as Lightning Storm, are limited in when they can be used, and often also carry a high price tag. Power cards also tend to be less effective against decks which are more focused on longer games and less on building a castle to defend. Furthermore, while including power cards increases the chance of having easy blowout games, doing so also tends to increase the amount of dead hands which end up folding to certain playstyles too often for comfort. As previously mentioned, the balance of hand Traps and power cards often depends on the current meta environment, and many players will include both in their master deck, siding as appropriate for the matchup.

Can Mekk-Knights Go First?

Mekk-Knights are quite unique: their playstyle heavily depends on the presence of Opponent's cards on the field. As such, they are most commonly seen as a going-second- strategy if the focus of the deck is on the Mekk-Knights themselves. However, modern variants have been able to adapt their strategies with newer cards such as Girsu, the Orcust Mekk-Knight, and Invoked variants, which give the deck enough Normal Summons to justify an ability to go first. Two primary derivatives of Mekk-Knights are categorized when going first: combo and stun.

Combo variants typically add additional Normal Summon combo-starters which can function independently of the Mekk-Knights by creating board presence to help interrupt the Opponent for a turn 3 clean-up. This includes the previously mentioned Girsu as well as Invoked and Evil

★ Twin variants.

Stun is the other category of going-first builds, utilizing generic and powerful floodgates and Trap cards to stop the Opponent's plays during their first turn and forcing them to commit to sub-optimal boards; an optimal situation for Mekk-Knights to take advantage of. Though rare, this variant has seen success, notably piloted by Shannon Long during the years of 2019 and 2020, using cards such as *Artifact Sanctum* with *Artifact Scythe*, the Solemn brigade, and other powerful Trap cards.

Pure Mekk-Knight

A Star so Bright

Mekk-Knight as a pure build is a toolbox control deck which has efficient access to high ATK main deck monsters able to easily summon themselves, monster and backrow destruction, monster effect negation, Spell and Trap effect negation, non-targeting field shuffles, and continual turn-by-turn generation of card advantage.

It has one of the strongest grind games, easily out-grinding other strong control decks such as Eldlich. As Pure Mekk-Knight doesn't rely on other engines to function, the risk of drawing dead or subpar hands is greatly reduced as the number of bricks that can be drawn is kept to a minimum. Any starter card can grant access to the control tools and card advantage engines provided by the World Legacy cards.

Here is an example of what a basic core might look like:



There are several choices to be made when building the deck: picking a Pot for consistency, which secondary Mekk-Knights to include, and which World Legacy monster(s) to play.

If all you require is a ready-to-play deck to test out the archetype of Mekk-Knight, the Mekk Discord has a channel, #archived-decklists, containing any number of variants capable of displaying their prowess.

Mandatory cards



Mekk-Knight Purple Nightfall is the primary advantage generator and playmaker, able to target one Mekk-Knight you control to banish that Mekk-Knight and add a different one from Deck to hand.

As a Quick Effect, this is an excellent option for clearing interruptions by threatening an attack, forcing the use of interruptions and allowing Purple to dodge the effect(s). This can similarly be used to protect other Mekk-Knights, temporarily removing them from danger.



Mekk-Knight Blue Sky also provides advantage, searching Mekk-Knights up to the number of cards the Opponent controls in its column. This number can be manipulated through effects like Kaijus' Special Summons and Girsu's tokens.

An important note, the number of cards Blue adds is determined when the effect resolves; if a card is removed from the column before Blue's effect resolves, Blue will take that into account. Additionally, if Blue itself is removed from the field, no cards will be added.



Girsu, the Orcust Mekk-Knight is the ideal Normal Summon in almost any Mekk build. On Summon, its Trigger effect is able to send a World Legacy card from Deck to GY, enabling *Lib, the World Key Blademaster*, a key card in most strategies. Its Ignition Effect creates two tokens, one to the user's field for Link material, and the other to the Opponent's to create a column with.

Girsu also has the opportunity to become a tuner when summoned to a column with two other cards in it, enabling OTK lines through link-climbing into Accesscode Talker, via Crystron Halqifibrax.



Mekk-Knight Indigo Eclipse is key in the Mekk strategy, allowing the user to target and move a Mekk-Knight they control to an unoccupied main monster zone. This has several powerful applications, including moving other Mekk-Knights to free up a column for an additional summon, removing the Links from the extra monster zone to dodge cards like Megafleet and Gravity Controller, protecting Mekk-Knights from battle under Morning Star, and abusing the negation effects of World Legacy Secrets, Whispers, and Key.



World Legacy's Memory is a powerful extender, but locks the player into Mekk-Knights upon resolution. Memory is most commonly a Special Summon for Purple from the Deck, allowing the opportunity to kick-start plays by then searching Blue or Girsu. Another good use is as an additional interruption with Secrets & Co. out on the field, summoning an additional Mekk-knight to any column to negate. This is a great card for the Opponent's turn, granting a surprise interruption when paired with Secret, and a potential search if used to summon Purple.



World Legacy's Secret is the primary disruption tool, negating the effects of Opponent's monsters which activate in the same column as a Mekk-Knight you control. In addition to this, it offers a revival of a Level 5 or higher monster, often Indigo for a two-for-one negate, but can also be used to recover surprising tech options, such as World Armor, Dinowrestler Pankratops, or Artifact Lancea.

World Legacy's Secret negates **effects**, not **monsters**. This means that even monsters which tribute themselves for cost, such as *Dinowrestler Pankratops* or *Herald of the Arc Light* will still resolve with the effect negated if a Mekk-Knight is present in that column on resolution of that effect.



Mekk-Knight of the Morning Star is one of the two primary "World Legacy" card searchers along with *Lib, the World Key Blademaster*. It requires discarding a World Legacy or Mekk-Knight card, but in exchange is able to find cards like WL Secrets and Succession for disruption and OTK potential, or simply finding an extender in WL Memory.

It also provides excellent battle protection against monsters in different columns from the battling Mekk-Knight, which Indigo can turn from an reading inconvenience to a formidable defense.



Lib the World Key Blademaster is arguably the strongest card in the Mekk-Knight Extra Deck. Requiring any 2 monsters and a "World Legacy" card in the GY, it allows the setting of any "World Legacy" Spell or Trap from the Deck, creating a column, as well as providing a non-targeting shuffle upon being used as Link material - either to break the opposing board or to clear a hindrance from your own field. Accessible via a single Girsu, Lib is not just easy to access but incredibly strong in almost every situation. While lacking protection, she can devastate the Opponent with the generated advantage and column manipulation.

World Legacy - Monster choices

When playing Mekk-Knights, at least one of the World Legacy monsters are mandatory to enable the summon of Lib, the World Key Blademasater. The most common choices are:



World Legacy - "World Chalice": the slower option, but has two relevant effects which may prove useful depending on the situation. Banishing Chalice from the GY on a turn following the turn it was sent grants the search of a "World Legacy" card, allowing the setup of an OTK via Succession or Memory, or simply continuing the advantage generation central to the Pure strategy.

If on field when the Opponent summons a Monster from the Extra Deck, Chalice can Tribute itself to send that Monster to the GY. This is especially useful against common generic extra deck threats such as Divine Arsenal AA-Zeus and Verte Anaconda.



World Legacy - "World Armor": the faster option, searches a "World Legacy" card on Special Summon, turning Lib into a +1 extender rather than a break-even by using Succession to revive Armor. This +1 serves as both a 2500 ATK beater as well as an extra material for lining up a Mekk-Knight Crusadia Avramax made with I:P Masquerena. Opting for Armor allows Grisu to be a 1-card combo to end on Avramax and a set Secrets with Indigo in the GY, and a returning Purple next turn.

Secondary Mekk-Knight and World Legacy Options

These additional Mekk-Knights and World Legacy cards can range from mandatory main deck to not-played depending on the format, roughly ordered by their importance:

	Mekk-Knight Red Moon: Face-up, targeting monster removal by banishing a Mekk-Knight from the GY. Commonly considered the best secondary Mekk-Knight and is often seen in main decks.
	World Legacy Succession: Archetypal Monster Reborn, reviving any monster from your GY to a main monster zone a Link monster points to. Very commonly seen at least 1 in any variant, and always mained in Armor variants.
	Mekk-Knight Yellow Star: Targeting S/T removal by banishing a Mekk-Knight from the GY. Meta-dependent, and less "removal" than "forced usage". Generally the Opponent will opt to activate their set card instead of just letting it get destroyed for free, which detracts from the usefulness, making it more commonly seen as a Side Deck option. Typically competes with Red Moon for a deck slot.
	World Legacy Key: The Trap-negating counterpart to Secrets, recovers a banished Mekk-Knight or World Legacy card to hand. Just like Secrets, negates the effects of Opponent's Trap cards whose effects activate in the same column as you control a Mekk-Knight during resolution. Often used to recover World Chalice for continued advantage creation.
	Mekk-Knight Orange Sunset: The effect is rarely relevant, summoning a Mekk-Knight from hand if an Opponent's card in its column leaves the field. More useful as a monster searchable by Sangan in builds which run it, and a 3000 defense can prove a useful roadblock for the Opponent to deal with in rare cases.
	World Legacy Whispers: Boosts a Level 5 or higher by 1000 ATK/DEF, and is the Spell-negating counterpart to Secrets and Key. Negates the effects of Opponent's Spell cards whose effects resolve in the same column as a Mekk-Knight you control. Can be very powerful against strategies which rely on Spells such as Pendulums or Strikers, and is also excellent for stopping the pots. However, the independent effect is weak and so the spell negation is often considered win-more. A point of debate whether to main, side, or cut entirely.
	World Legacy Awakens: A substitute for I:P Masquerena allows an immediate Link Summon on the Opponent's turn, turning Lib into a non-targeting shuffle interruption. Rarely seen due to the aforementioned I:P Masquerena, who provides the same utility as well as destruction immunity to the summoned Link monster.

	Mekk-Knight Green Horizon: Allows battle recovery of Mekk-Knights from the graveyard. Generally considered obsolete considering the more versatile grind options in Lib, Secrets, Succession, and Key. Rarely, if ever, will one find themselves wishing for a Green Horizon.
	World Legacy - “World Crown”: Being an unusual choice, World Crown provides the ability to extend combos into more “high-roll” variants, such as an Avramax made with I:P’s protection, or going into Verte Anaconda and summoning either Red-Eyes Dark Dragoon or Rainbow Neos. These combo options however always involve opening one more extender or WL card, making them rather inconsistent.

Pot Choices

	Pot of Prosperity: Mekk-Knights run a lot of situational cards in the Extra Deck, this means they can use Prosperity very efficiently to dig for a starter or board breaker. Largely considered the pot of choice for Mekk-Knights, this comes at the cost of sacrificing Extra Deck options for that game. Caution should be taken in game 1 especially, when the Opponent's strategy is still unknown.
	Pot of Desires: Powerful, but risky due to Mekk-Knights' dependence on the World Legacy monsters enabling Lib, the World Key Blademaster. Most often used in decks which choose to run both World Armor and World Chalice.
	Pot Of Extravagance: Requires a build with less Extra Deck flexibility, and thus limits the style of play one can design their deck around. While rarely banishing all copies of key cards, the risk of doing so and crippling grind game is still present.

Extra Deck Options

	Mekk-Knight Crusadia Avramax: One of the best game finishers Mekk-Knights have access to, one often finds themselves with Lib on field and several extenders in hand. Making I:P Masquerena at the end of the turn provides the Lib shuffling disruption on the Opponent's turn, as well as making Avramax not only non-targetable and self-boosting against Special Summoned monsters, but also immune to destruction; a combination which many decks will have trouble dealing with effectively.
	Accesscode Talker: Considered a staple in most decks, it is especially good in Mekk-Knights due to its interaction with Lib, being able to prevent response to her shuffle effect by ordering Accesscode after her.
	Mekk-Knight Spectrum Supreme: Generally made using Morning Star and another Mekk-Knight. Its effect to attack directly can close some games and its protection effect can allow it to survive turns against the right deck. However, its main use is being able to special summon a Mekk-Knight from the deck, generally picking Purple or Girsu to re-start the engine, typically used for this purpose after a Blue Sky search is disrupted.
	Link Spider: Extremely important so long as Nibiru is in the format, allowing recovery extension and creating a column to continue plays from. Spider also turns Girsu's token into an effect monster for Galatea, making Girsu a 1-card Dingirsu.
	Apollousa, Bow of the Goddess: When playing Pure Mekk-Knights the primary goal is to survive to turn 3, and the loss condition is the Opponent having cards which can remove backrow. Apollousa diversifies boards, forcing the Opponent into battle phase to avoid her negates. Even making a 2 material Apollousa can be game winning.
 	Galatea And Dingirsu: Since Girsu is also an Orcust card, the Galatea & Dingirsu package is commonly seen in Mekk builds with the space to do so. Dingirsu is a powerful card on its own, and serves as an excellent counter against decks which rely on destruction as the primary method of removal, and as removal against tough boss monsters such as Dragoon. It additionally is capable of recovering World Chalice from the banished pile to continue the resource grind. Keep in mind, Galatea is a telegraph for Dingirsu; make sure to bait out effects as necessary before committing to attempting the play.

	Secure Gardna: Allows Linking Lib into another monster without other Materials, which can be crucial in niche situations as that last bit of removal to cut the Opponent off from their plays. Remember, it cannot be used as Link Material; if the Opponent doesn't attack into it, you'll have to destroy it yourself with Red Moon or Tribute Summon over it. Also can remove itself from the extra monster zone when used with Lib, in cases where it would be a detriment to remain there, for example to prevent the more powerful effect of Shaddoll Fusion.
	Knightmare Unicorn: An excellent Link 3 to go into by using Lib, and gives a DARK attribute and 3000 ATK to Accesscode Talker. Often the shuffle effect of Unicorn will not even be necessary to reach the OTK.
	Linkuriboh: Mainly for the Dinosaur matchup, allows Tributing the Lost World token during their turn and summoning Linkuriboh under Morning Star, thus preventing them from turning WL's secret off. Can also make it early by using Girsu's token.
	Borrelsword Dragon: A great OTK enabler, very useful in Mekk-Knights since they have several 2000+ ATK monsters which are very easy to summon. Serves as an out to monsters protected against effects and targeting, and as a budget option to Accesscode as a game finisher.
 	Halqifibrax and Selene: A very common way to Link climb into Accesscode. Halqifibrax -> Summon Effect Veiler from Deck -> Link into Selene -> Re-Summon Veiler using Selene -> Link into Accesscode Talker. It is possible to run only Halq, relying on the remaining cards in hand to reach the Link-4 climb.
	Black Luster Soldier - Soldier of Chaos: Because Mekk-Knight naturally runs many Level 7 or higher monsters, Black Luster Soldier can be an excellent option as both a removal tool and a difficult-to-remove boss monster to sit on against control decks.



I:P Masquerena: Is a very useful toolbox option and can be used to make a destruction-immune Mekk-Knight Crusadia Avramax, which very few decks have an effective way of dealing with. Alternatively, it can be used to summon Underworld Goddess of the Closed World or Lib, the World Key Blademaster during the Opponent's turn, offering an additional piece of powerful monster removal/interruption.

Secondary starters

Since Mekk-Knights only have 3 Normal Summons in Girsu, the Orcust Mekk-Knight, there is often room for secondary options which provide additional consistency, power, or enough time to access further game-winning options.

Sangan

Surprisingly, Sangan has become the second normal summon seen most often in high level deck builds. Sangan on its own effectively complements the Mekk-Knight strategy due to its flexibility; aside from acting as a partial means to set up a column through linking into Salamangreat Almiraj, Sangan can search a variety of useful cards that do not need to activate their effects that same turn. The most direct examples are Mekk-Knight Orange Sunset; uncommonly seen but useful to raise the floor of your plays going first; Santa Claws, a searchable kaiju and extremely useful in breaking boards to the point of commonly being main decked; or simply a hand trap such as Ash Blossom & Joyous Spring when the remainder of the hand is already strong.

Tour Guide of the Underworld and Sangan

Often combined with a small Phantom Knight package, this is a common supplement to the Mekk engine. It also has a high ceiling because it can Link into Cherubini, Ebon Angel of the Burning Abyss, which, depending on garnet ratios, can turn into almost any board in the game.

Capshell/Ipiria

These are an easy way to maintain advantage while also facilitating the creation of columns via Linking them into Almiraj. Capshell can be used to trigger alongside other Link monsters, preventing cards like Ash Blossom being used to interrupt more important plays, but may be a dead card later on. Ipiria will always activate when Normal Summoned, drawing a card, allowing adaptation before committing to a play. It is, however, more vulnerable to interruption by destruction, such as Ghost Ogre & Snow Rabbit or Psy-Framegear Gamma.

Hand Traps

In a pinch, low-attack hand Traps such as Ash Blossom and Ghost Belle can be used as Normal Summons to facilitate column creation via Almiraj. While this sacrifices card advantage, it is sometimes necessary to do so in order to enable the Mekk-Knights in-hand. On occasion it may

even be necessary to Normal Summon a hand Trap and utilize it this way instead of a Girsu to avoid Impermanence or Effect Veiler and ensure the presence of a column.

Knightmare Corruptor Iblee

A simple Normal Summon which provides a one card column setup, also offering protection from certain high-impact hand Traps such as Psy-Framegear Gamma, Nibiru the Primal Being, and Infinite Impermanence. It additionally prevents the Opponent from making their non-Link Special Summon plays without first ridding themselves of Iblee. A common play when using Iblee is to end with a board of Morning Star, Secret, and Memory - against decks which cannot link off Iblee and must crash it in battle to remove it, Memory summoning Purple and targeting Morning Star with its effect functionally locks the opponent out of the turn as Memory will summon Purple in defense position.

Crusadias

Another common supplement to Mekks, often seen as its own more aggressive variant, Crusadias provide simple and consistent Link climbing. They also offer good attack power and disruption resistance, while not losing any hand advantage. Crusadia Arboria, as a tuner, also allows for easy Halqifibrax access without needing to heavily commit to the play.

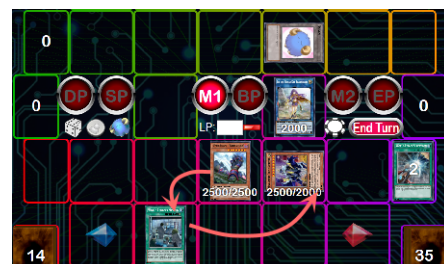
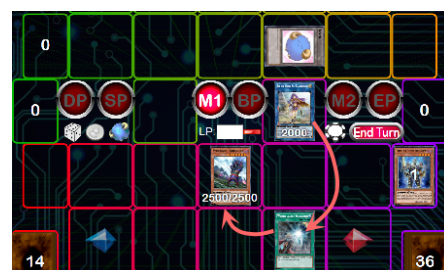
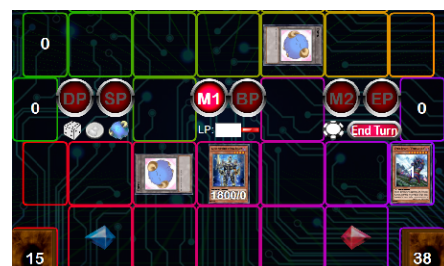
Any one card Normal Summon engine

Because Mekk can be a very compact deck, any one-card Normal Summon engine is a candidate for inclusion in a Mekk-Knight deck. Engines like Live-Twins, Halqifibrax enablers, Magical Musketeers, Traptrix Myrmeleo, and more can be powerful ways to supplement certain strategies.

Basic Combo

The most basic play involves fully resolving Girsu, the Orcust Mekk-Knight, sending playing World Legacy Armor. and extending depending on other Mekk names opened.

1. Begin by Normal Summoning Girsu to MZ 5, and with Girsu's first effect, send World Legacy Armor to the GY.
2. Activate Girsu's second effect summoning two tokens, to MZ 1,3 or 5, and the Opponent's summoning to MZ 2 or 4.
3. Use Girsu and your token to go into Lib, the World Key Blademaster, summoning to the EMZ in the same column in as the Opponent's token.(This plays around Effect Veiler, guaranteeing at least one 2-card column).
4. Use Lib's effect to set a World Legacy Succession directly from the Deck to any column.



5. Activate World Legacy Succession, targeting World Legacy - World Armor.
6. Summon WLWA to Lib's Linked Monster Zone, and activate WLWA's effect to add World Legacy Memory from Deck to hand.
7. Activate WLM and summon, to any MZ, a Mekk-Knight Purple Nightfall from Deck
8. Use Purple Nightfall's effect, targeting itself, adding Mekk-Knight Blue Sky.
9. Summon Blue Sky to the column made by Lib and the Opponent's token, adding Mekk-Knight Indigo Eclipse by its effect.
10. Link Blue Sky and WLWA into Mekk-Knight of the Morning Star, activating its effect by discarding Indigo from the hand, adding World Legacy's Secret from Deck to hand.
11. Link Lib and Morning Star into Mekk-knight Crusadia Avramax, optionally activate Lib's effect when Linked to remove the Opponent's token.

Keeping the token on-field prevents the Opponent from using cards such as Lightning Storm, Evenly Matched, and Infinite Impermanence. It additionally insulates against Mystic Mine and other obscure techs. The ultimate goal for this combo is restricting the Opponent to a single Extra Monster Zone, which can be easily blanketed via World Legacy's Secret.

Advanced Combos

More advanced combos are usually a variation of the basic combo, utilizing drawn Mekk-knights or World Legacy Spells and Traps. These have several variations, but the most impactful ones lead to having the entire Mekk engine online, with follow up and interruption.

Accesscode Talker I

1. Utilize the available Mekk-Knight names (ideally Purple and Blue) to reach Mekk-Knight of the Morning Star.
2. Using Morning Star and another Mekk-Knight name, summon Mekk-Knight Spectrum Supreme
3. Use Spectrum Supreme's effect, sending a card in it's column you control to the GY to Special Summon Girsu from Deck.
4. Using Girsu's effect, send any World Legacy or Orcust card to the GY, preferably World Legacy - World Chalice (as follow-up for the next turns)
5. Link Summon Accesscode Talker utilizing Girsu and Spectrum Supreme.

Accesscode Talker II

The second one is using a returning purple to summon Accesscode without utilizing any other cards in hand, forcing interaction while keeping advantage, it goes as follows: in a turn which purple returns to the Field during the SP,

1. Use Purple's effect, targeting itself, immediately after returning, adding Girsu to hand.
2. Normal Summon Girsu to a zone with at least two other cards in the same column, and use its effect to send a World Legacy or Orcust card to the GY, additionally resulting in Girsu becoming a tuner.
3. Use Girsu's second effect to Special Summon one token to both sides of the field

4. Link Summon Crystron Halqifibrax using Girsu and WL token.
5. Use the effect of Halqifibrax to summon any Spellcaster from Deck(usually effect veiler)
6. Link Summon Selene, Queen of the Master Magicians, using its effect to summon the Spellcaster it used as material.
7. Link Summon Accesscode Talker, and use its effect to target Selene in the GY, gaining 3000 ATK.

World Legacy Scars Pseudo-FTK

Requirements: **Girsu+Purple or Blue**. Girsu+Parallel Exceed, Girsu+any two other Mekk-Knights, Girsu+Key, Girsu+Memory, Girsu+Succession, Girsu+Scars, Girsu+WLWA+one of (Purple/Blue/Memory/Key/Succession/Scars/Exceed), and Girsu+Small World+any target that connects to Purple also succeed in resolving Scars with minor variations to the play lines, Girsu+Succession being the trickiest to resolve.

1. Normal Summon Girsu, using its effect to send World Legacy World Armor to the GY from the Deck.
2. Use Girsu's second effect, creating two tokens, on your Monster Zone 5 and the Opponent's Monster Zone 2.
3. Summon Link Spider to Extra Monster Zone 4 (the same column as the Opponent's token) by using the created World Legacy token.
4. Summon Purple to the same column as Link Spider, and use its effect to add Blue from Deck to hand
5. Summon Blue, using its effect to add Indigo from Deck to hand
6. Link Summon Lib using Blue and Link Spider.
7. Use Lib's effect to set World Legacy Succession to the Field.
8. Activate succession, targeting World Armor, adding World Legacy Key off of its effect from the Deck.
9. Activate Key in Monster Zone 3, adding Purple from banished to hand.
10. Link Summon Morning Star, using World Armor and Girsu as material, and activate its effect by discarding Purple to add World Legacy Scars from Deck to hand.
11. Summon Indigo to the same column as Lib.
12. Link Summon Mekk-Knight Spectrum Supreme by using Indigo and Morning Star as material.
13. Use Spectrum's effect to send World Legacy Key to the GY and Special Summon the remaining Mekk with a different name from those on the field and in the GY from Deck.
14. Link Summon Mekk-Knight Crusadia Avramax by using Lib and Spectrum Supreme as material.
15. Use the remaining materials on the field for any Link Summon (e.g. Predaplent Verte Anaconda).
16. Activate World Legacy Scars, banishing 8 Mekk-Knights with different names from the Field or GY to send the Opponent's entire hand and Extra Deck to the GY.

Additional interactions

World Legacy Key & Mekk-Knight Red Moon / Yellow Star

A common interaction and extender is through the utilization of World Legacy Key and Mekk-Knight Red Moon or Yellow Star. By using Red or Yellow to banish a Mekk from the GY, the Opponent's field can be cleared of monster / backrow threats, either forcing the Opponent's interaction or losing their advantage. The Mekk banished by Red or Yellow can then be recovered with World Legacy Key, both creating a column, negating the Opponent's Trap effects on field, and recovering any banished World Legacy or Mekk-Knight card to the hand.

Optional cards/packages

- Ghost Reaper & Winter Cherries alongside meta targets. (Zeus, Kagari, Dragoon, Halqifibrax, Accesscode, Winda, Mechaba & Nova, N'tss)
- Sangan & Santa Claws / Orange Sunset
- Sky Striker Ace - Kagari, SS Mobilize - Engage!, SS Mecha - Hornet Drones. Optionally, SS Mecha - Widow Anchor

Target Ratios

Mekk engines tend to work best when kept compact, playing only the garnets which are absolutely necessary. The most essential ratios involve 3x Girsu, 3x Purple, 2-3x Blue, 1x Indigo, and 1x of either Red or Yellow. If playing a go-second build, Girsu as the only Normal Summon is acceptable, as a situation in which Girsu is inaccessible by either Blue or Purple is unlikely. While it is possible to run as many as 14 names, 11-12 is the recommended number.

Chalice vs. Armor vs. Crown

Once a World Legacy monster is sent to the GY via Girsu's effect, Girsu completes the standard line by creating a token for both the player and the Opponent, and then is used along with the token to Link into Lib, the World Key Blademaster. After resolving Lib's and the sent WL monster's effects, a total card advantage of +2 is gained.

In the case of World Legacy - World Chalice, the advantage gained is the card set by Lib and the WL card added by Chalice on a later turn.

- + Does not need to be revived by Lib to be useful.
- + The WL Succession set by Lib can be used to revive something else as an extender.
- + Recyclable by both itself (if used to search WL Key) and Galatea (if playing Orcust S/T)
- + The search provided by its banish can be tailored to the needs of the next turn.
- - Very slow, cannot provide any immediate utility beyond enabling Lib.
- - Smaller first turn boards created by Girsu.
- - Banishing itself disables the card set by Lib to activate the same turn. (Rarely an issue, only really relevant for Succession)

In the case of World Legacy - World Armor, the advantage gained is the body of Armor itself, and the WL card added by Armor's effect when summoned.

- + Greatly empowers Girsu as a 1 card combo; the additional body is excellent advantage.
- + Drawing into Succession directly creates an additional card of advantage.
- + Lib's GY effect is live without needing additional extenders.
- - Lib's setting-to-field effect is required; vulnerable to Ghost Belle especially.
- - Plays into Nibiru very hard as the most direct Girsu line summons Armor as the fifth summon. If Nibiru is able to be chained to Succession, Armor will not be summoned; if not then it will clear the board and/or prevent a follow up Purple or Blue from resolving.

The primary benefit of World Legacy - World Crown is its ability to Special Summon itself from hand to a Link arrow. This allows it to be much less of a combo stopper if drawn into. Typically only seen in Crusadia Mekk, and has good synergy with the rest of the Crusadia archetype. It is typically added off of World Armor as a further extender, able to result in a Red-Eyes Dark Dragoon in addition to Mekk-Knight Crusadia Avramax made with I:P Masquerena and Lib during the Opponent's turn as a further powerful disruption.

At the highest level World Legacy World Chalice is exclusively seen in topping decks. Simply put, the advantage generation over time that Chalice offers is more aligned with the Mekk-Knight strategy than the immediate burst of power that Armor offers - and the additional vulnerability to disruption that implies. Although Armor is notably more effective at pushing for OTKs, the advantage generation is more typically the way in which Mekk-Knights are victorious.

Invoked Mekk-Knight

Normal Summon Aleister

A long time ago, Yu-Gi-Oh players asked themselves, "What if I could NS Aleister, without falling asleep in the process?"; Invoked Mekk was thus born, utilizing two of the most versatile engines YGO has ever seen. By taking advantage of the best qualities of both engines, a deck capable of chewing through boards, setting up multiple negates, or even performing a turn 2 OTK can be created. Both engines are especially good at maintaining advantage, and Purple and Blue serve both as excellent motors and Link/Fusion material for almost any purpose.

There are two primary differentiating strategies in Invoked Mekk-Knight builds, each of which have seen success at the tournament level at various points in time. The most well-known variant focuses on simplifying the game state via blow-out board breakers in the form of Lightning Storm and kaijus, among others, then controlling the game for a quick victory through the negations of Invoked Mechaba and Red-Eyes Dark Dragoon. The second variant plays instead for the immediate OTK. Often featuring a much heavier lineup of hand traps, this build attempts to limit the opponent's turn 1 play as much as possible, then uses the rest of the hand to force through the remaining interruptions until a direct OTK can be achieved through the combination of Mechaba and Rainbow Neos.

Mandatory cards

- Aleister the Invoker
- Invocation
- Terraforming
- Magical Meltdown
- Mekk-Knight Purple Nightfall
- Mekk-Knight Blue Sky
- Invoked Mechaba
- Invoked Augoeides
- Salamangreat Almiraj
- Artemis, the Magistus Moon Maiden
- Predaplent Verte Anaconda
- Red-Eyes Dark Dragoon OR Rainbow Neos
- Red-Eyes Fusion and materials OR Neos Fusion and materials

Basic Combo

The basic combo lines in Invoked Mekk is utilizing Purple Nightfall and Aleister to enable Verte Anaconda for quick OTKs.

1. Normal Summon Aleister the Invoker, adding Invocation by its effect.
2. Link Summon Artemis, the Magistus Moon Maiden, creating a column for Mekks.

3. Summon any Mekk from hand, and use it and Artemis to Link into either Predaplant Verte Anaconda or Aleister the Invoker of Madness.
4. Activate Invocation, banishing Aleister and the Mekk-Knight and summoning Invoked Mechaba.
5. Use Invocation's second effect to shuffle itself into the Deck and recover the banished Aleister.
6. Activate the effect(s) of Verte Anaconda, sending Neos Fusion to summon Rainbow Neos.
7. Use Rainbow Neos' effect as necessary (sening Anaconda or a spare backrow) to clear the field.
8. Exactly 8000 damage is now present at least, between the 4500 of Neos + 2500 from Mechaba and an additional 1000 by using the second effect of Aleister the Invoker.

Advanced Combo

Most of the advanced combos involve pivoting plays to adapt to the Opponent's board or interruptions. The explosive OTK potential is a central strategy of the deck, so it is often best to carefully play out hands while keeping this option open at all times. It is usually only when these OTK options have been closed that one should then pivot to castle-building.

In case the Normal Summon is negated, Aleister the Invoker of Madness can add Invocation from the Deck to hand and maintain a usable game state. In other situations with access to extender bodies in the form of Purple or Blue, Invoker of Madness can be used to allow for the summon of two Mechabas, granting access to the Rank 9 pool including the now-banned True King of All Calamities.

Some less common plays include: using Selene to revive a Dragoon which has been outed and sent to the GY, using a hand trap normal summon to link climb into Accesscode Talker via Selene and Halqibrax, and turning a negated Verte Anaconda and spare free bodies (inc. Mekks) into an untargetable and indestructible Black Luster Soldier - Soldier of Chaos.

Card interactions (e.g. OTK set ups)

Aleister + Any Mekk (Basic Combo route)

Aleister + Any Mekk + Discard (without Verte, utilizing The Book of the Law): Normal Summon Aleister, activate its effect and add invocation. Link Summon Artemis using Aleister. Set Invocation in the same column as Artemis and summon any Mekk from the hand. Link Summon Aleister the Invoker of Madness using both monsters on the Field. Activate Invocation, banishing the Mekk and Aleister, summon Mechaba. Activate Invoker of Madness's effect discarding a card, and add The Book of the Law. During the battle phase, attack with Invoker 1.8k then with Mechaba 2.5k, and then activate Book tributing Mechaba, and summon Invoked Magellanica 4k (With Aleister boost in damage step). Resulting in 8300 damage.

Recommended packages:

- Set Rotation+Trickstar Light stage+Trickstar Corobane
 - Strongly recommended, Set Rotation notably increases the consistency of seeing Aleister in your opening hand. When paired with the Trickstar package, additionally grants access to a free body in Corobane with identical function to the Mekk-Knights and the occasional forced interruption through Light Stage's backrow stun effect. The addition of Set Rotation allows the deck size to be played anywhere between 40-46 without sacrificing consistency, with the math optimal deck size being 42.
- Rainbow Neos & Neos fusion
 - As Neos Fusion only restricts summoning after its activation, it is commonly run at 3 as drawing it becomes a benefit, dropping the big Rainbow bomb after all the opponents interruptions have been expended.
- Red-Eyes Dark Dragoon & Red-Eyes Fusion
 - Somewhat more vulnerable to disruption on Verte Anaconda and limited in hard drawing Red-Eyes Fusion, Dragoon is nonetheless powerful enough in its own right to justify any such downsides.
- Selene & Accesscode Talker
 - An easily accessible backup plan when the primary OTK mechanism is stopped.
- Invoked Purgatio, Invoked Caliga, & Invoked Raidjin
 - Useful extra deck options but not mandatory. Purgatio grants an additional form of OTK against some decks, Caliga is an effective lock down effect especially paired alongside Dragoon but can backfire, and Raidjin cannot be natively summoned but can be a useful meta tech when Wind decks are in the format (e.g. Virtual World).
- Instant Fusion
 - Extremely versatile, grants access to both Millennium-Eyes Restrict for protection from hand traps and negation effects when building for an OTK as well as Thousand-Eyes Restrict for breaking through boards. Can additionally be used to trigger Invoker of Madness granting access to Mechaba in hands that otherwise would not have it. Can further be sent off Verte Anaconda, in a pinch. Free body for linking when no longer needed.
- Going-second cards (Pankratops, Dark Ruler no More, Hand Traps, Lightning Storm)
 - The bread and butter of the Invoked Mekk Knight strategy, nearly half of a deck will be comprised of some combination of these cards. Pankratops and Called by the Grave are strong enough to be considered near-mandatory, while the ratio of hand traps to board breakers will depend on the meta of the time as well as the focus of the deck, Dragoon or Rainbow Neos. As a general rule, a Rainbow Neos build will run no fewer than 12 hand traps and as many as 18, while a Dragoon build many run a heavier concentration of board breakers.

Optional packages/cards

- Aleister The Invoker of Madness
 - Useful for reasons explained above, but not mandatory
- Mekk-Knights Indigo/Red/Yellow
 - The search targets and free bodies generated from Purple and Blue, the most common Mekk Ratio will be 3 Purple, 2 Blue, and two of Indigo/Red/Yellow, typically Indigo and Red. Indigo allows for one column to get use from two Mekks, Red can clear bodies that may threaten a negation, while Yellow can address potential floodgate traps.
- The Book of The Law
 - Can be searched by Invoker of Madness for a different form of OTK potential.
- World Legacy (Morning Star, World Legacy's Secret, World Legacy Succession)
 - Morning Star and either Secret or Succession can be played, meta dependent. Secret can be extremely useful as an alternate win condition in monster dominant metas, but can simply be a target in metas with backrow destruction present. Succession can provide additional bodies for link climbing or damage thresholds but is very susceptible to the Link monster being destroyed, wasting the advantage.

Dragoon vs Neos

Red-Eyes Dark Dragoon

- + Extremely powerful individual card, can neither be targeted nor destroyed
- + Provides negation to control the game state
- + Extreme pressure via destruction/burn effect
- + Effective pairing with Invoked Mechaba
- Red-Eyes Fusion's restrictions can be game losing
- Hand resources are not always available after board breaking
- Cannot directly OTK without assistance
- Cannot be boosted by Aleister due to being untargetable

Rainbow Neos

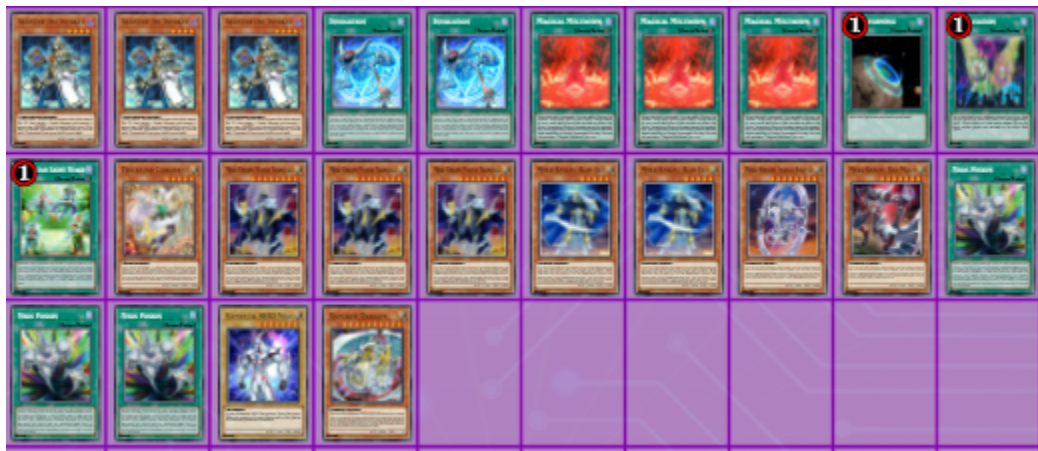
- + Extremely strong effect to return cards to the deck where 99.9% of them cannot be activated
- + Massive advantage swings by returning the Opponent's Monsters, Spells, or GY to the Deck.
- + Massive body allowing for a turn 2 push of 8000 damage
- + Materials can be used to make Mechaba, in a pinch
- + Neos Fusion can be activated in the same turn as other summons, and provides one-time destruction protection to Rainbow Neos
- No inherent protection, vulnerable to negation
- All-or-nothing strategy, although the body is big enough that it can sometimes stick for several turns, it is difficult to recover when the OTK is prevented
- No interaction on opponent's turn

Target ratios

The priority for the deck is to maximize effective access to Aleister, it is the engine that makes the deck go between its contribution to OTKs and defensive backbone through Mechaba. Three copies of Magical Meltdown and Aleister the Invoker, and one copy of Terraforming are mandatory inclusions for this reason. Playing Set Rotation with a field spell such as Trickstar Light Stage or Mystic Mine grants effective access to an 8th Aleister which increases the consistency sufficiently that the deck can be played at anywhere between 40 to 45 cards, with 42 offering the most ideal trade off of maximal odds of seeing exactly one Aleister against reduced odds of seeing multiple.

The Mekk-Knights, as well as Trickstar Corobane if running that package, act as the free bodies necessary for the strategy to function. The standard ratio is 3 Purple Nightfall as the most versatile starter, 2 Blue Sky for continued searching, and at least one additional Mekk name to search off Blue, but no more than two. Drawing too many free bodies increases the odds of a bricked or subpar strength hand, so the ratios given allow for consistent access to 1-2 bodies.

The remainder of the space is dedicated to the bomb package of choice, Rainbow Neos in the screenshot below, and then meta appropriate hand traps or board breakers. When running Rainbow Neos it is correct to play three Neos Fusion; as the card can be activated last in a turn after all your other plays it becomes a card you want to draw in the opening hand, eliminating the need to invest resources into a Predaplant Verte Anaconda.



Miscellaneous Mekk

Mekk-Striker

Waifu Wars vol. II



One of the stranger builds in this document, the idea is to use Strikers as a starting point to initiate plays, continually generating advantage with *Sky Strikmer Mobilize - Engage!* for searchable interruption and extension, all the while maintaining cards in hand for a backup plan. Both Engage! and Hornet Drones Are 1-card columns for Mekk-Knight plays.

Mekk-Orcust

The Song of My People



The ultimate combination of LORE from the World Legacy Arc. This deck utilizes the coincidental characteristics of Girsu being both a Mekk and an Orcust card, providing this deck with some very explosive going second lines. You are able to effectively play 15 cards which get

to the full combo, which involves clearing up the Opponent's board with cards like Dingirsu and Zeus, and setting up incredible follow-up from basically all cards in your deck. The engines are also both compact enough that the deck has a total of 17 flex spots, giving you the ability to side going-first cards. This guarantees you can surprise the Opponent in games 2 and 3, giving you very good odds to win those games. More vulnerable to disruption than other miscellaneous mashes.

Mekk-Underworld

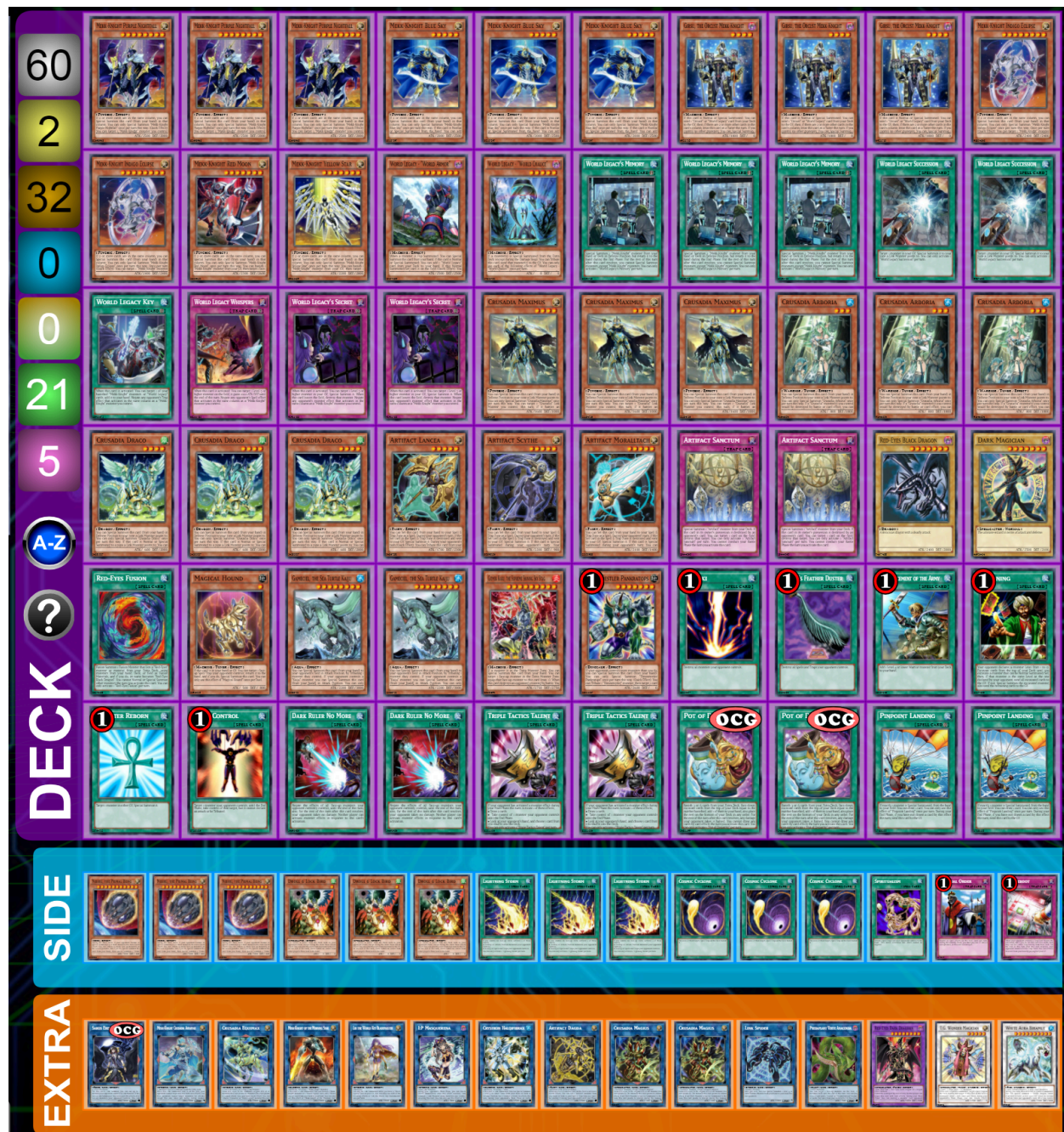
Tour Guide to the Shadow Realm



This classic Mekk build utilizes Tour Guide of the Underworld as a starter to get access to materials on field and searching Spells and Traps like Fog Blade and Shade brigandine to set up 1 card columns. It also utilizes honorary Mekk-Knight starter Sangan to search cards like Santa Claws or hand Traps to specific matchups, giving you even more advantage for your Normal Summon.

Crusadia Mekk

Did Someone Say OTK?



This majestic build of Mekks simply does not care about what the Opponent is playing. You will combo off into eternity and OTK them, regardless of what they can set up. The deck usually contains going first combos with Crusadias (setting up Artifact Scythe, Dragoon, or other types of interruption) and also going second lines for easy OTKs.

Scars Pseudo-FTK Mekk

You and What Army

This classic has been redesigned with the aid of mathematical algorithms to take advantage of the new card from BODE, Small World, to yield the highest FTK success rate the deck has even seen. Without interruption you can resolve Scars going first nearly 70% of games while further ending on Dragoon to close off any graveyard interactions.



The Inquisition

Deck: 40 Monster 19 Spell 15 Trap 6

Extra: 15 Fusion 1 Xyz 3 Synchro 0 Link 11

Twin ★ Mekk

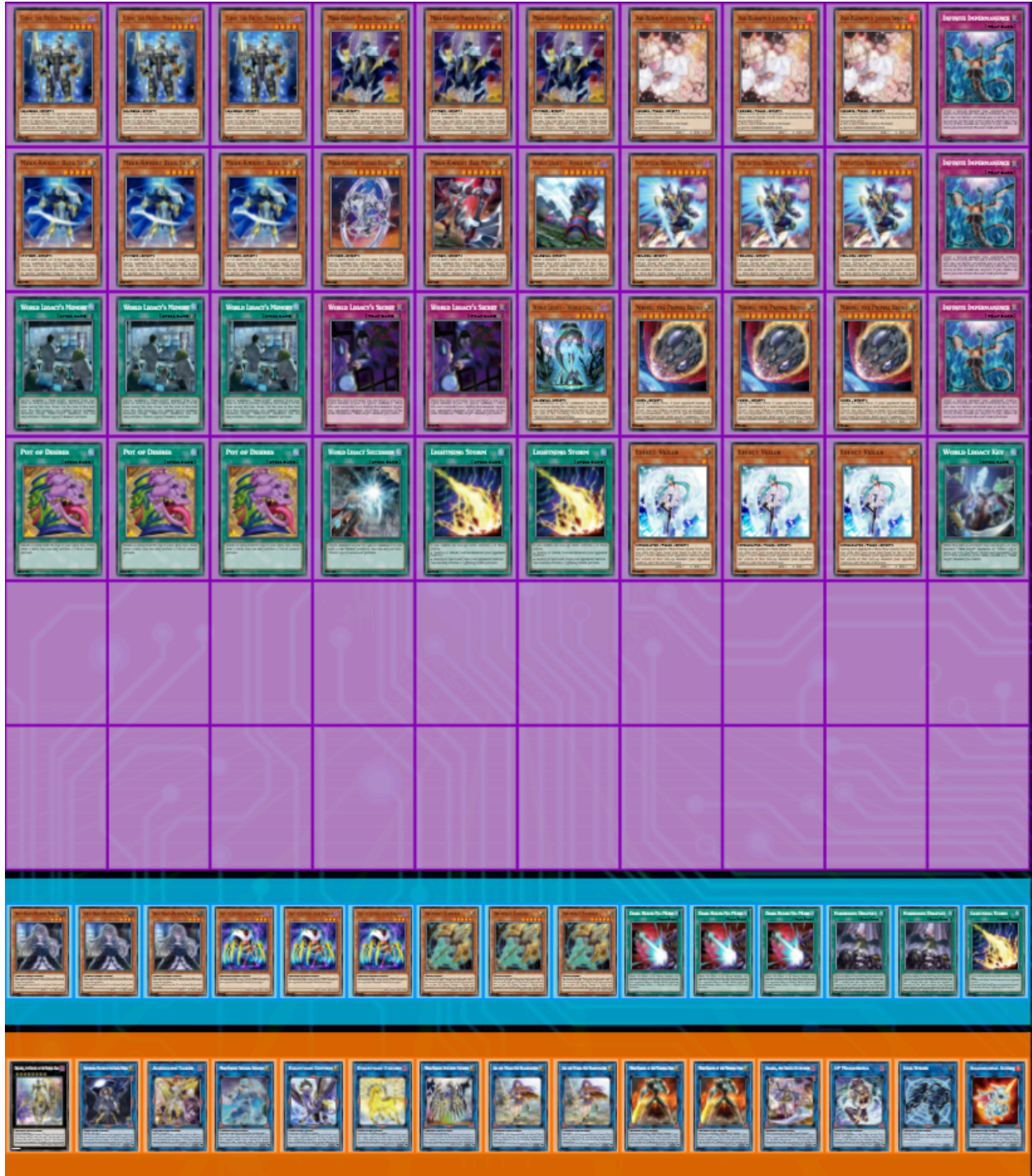
Simping for the VTubers

A new idea for Mekks utilizing the new continuous Spell searcher for the archetype in order to make columns and add a bigger number of starters for the Mekk strategy. The strong points of the engine is that it's very compact, consistent, and offers advantage due to the amount of cards drawn, cards destroyed, and Link materials on the following turns.



Sample build - pure





Deck explanation

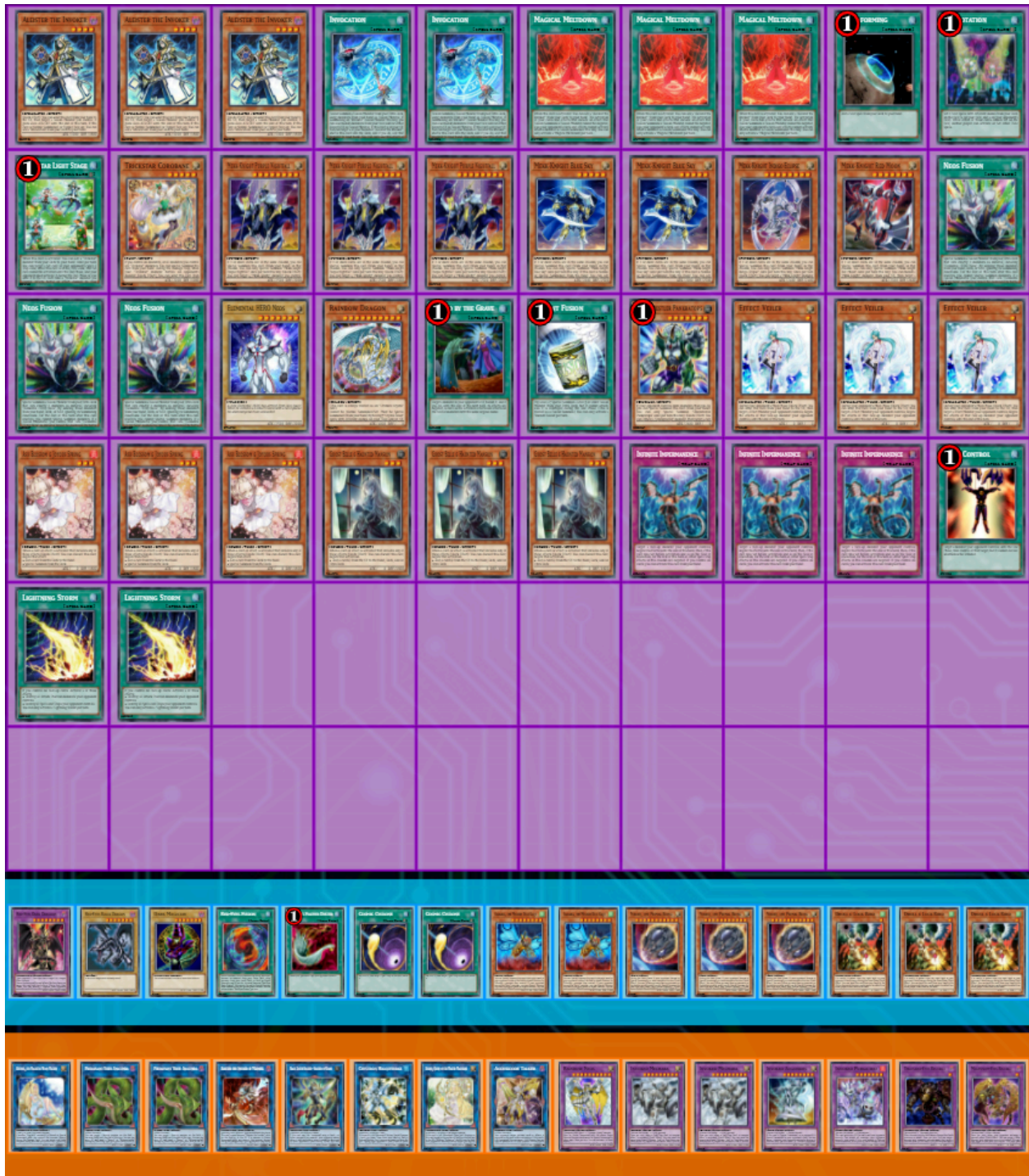
Here we have the basic examples of pure deckbuilding for Mekks, we see a hand Trap version of the deck, playing the minimized engine for going second and maximizing hand Trap numbers, the specific choices of which vary from format to format. Because of this sheer amount of hand

Traps, the Side Deck can be incredibly versatile, being able to include going first engines to smokescreen during later games, or very specific responses to decks you have a bad matchup against. We also see the inclusion of “Bomb” cards like Lightning Storm which can massively swing the advantage game in your favour when paired with the inherent advantage generation of the Mekk-Knight and World Legacy engines.

Ratios

Regardless of your choice for deck building philosophy, the deck tries to keep it's same ratios throughout, 12 starter cards, and 3 or more draw cards, usually being a combination of Desires and Prosperity.

Sample build - Invoked



Deck explanation

This list of MKI attempts to be the closest to "Goodstuff.dek" as it's humanly possible. It prides itself on its ability to pivot plays making it very hard for the deck not to OTK or set up considerable follow up. It also solves the "Neos vs. Dragoon" dilemma by playing both, and siding them out for when they would be better, going second or first, respectively.

Ratios

The deck simply maxes out on all consistency and game winning cards as it can. Playing 8 copies of Aleister and 10 Special Summon extenders attempts to give the best chance to cleanly enable OTKs. The deck also contains a small 5 card package of pure going second cards and 12 hand Traps to have a reasonable chance of seeing two of them when going second, making your board breaking capabilities into their suboptimal board very powerful.

Credits

- João V. M. Weiland "Gil#7519" - Core strategist, Evil★Twin & Pure Builds
- Lucas "Bard#3883" K. - Revisions, Formatting, & Embellishments. Pure Builds.
- Jake L. "Seeker#9563" - Also cute, Invoked Mekk Build, revisions, strategic contributions. That person who said "hey let's make a guide". aka "Project Lead"