

Blue-Eyes, Fallen & Virtuous, and the Three-Copy Test

Buy one coherent deck, play ten games, and let repeated decisions prove whether copies two and three solve a real ratio problem.

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Choose the study

DECK	BEST FOR	CAVEAT
Blue-Eyes White Destiny	Clear first engine and recognizable plan	Nostalgia does not replace line practice.
Fallen & Virtuous	Deeper Fusion sequencing and narrative card pool	More timing and fallback decisions to rehearse.

The copy test

- One copy**
Learn the engine, zones, and repeatable opening line.
- Two copies**
Repair only the deck-exclusive ratios your game notes identified.
- Three copies**
Complete a tested list only when it truly needs those exclusives at three.

Locals-ready after ten games

- ☐ **Procedure** — Shuffle, present, set zones, and resolve chains without racing.
- ☐ **Current list** — Check the Forbidden and Limited List again before the event.
- ☐ **Sideboard** — Know what leaves as well as what enters.
- ☐ **Travel kit** — Deck list, matching spare sleeves, dice or counters, and a calm judge question.

Sources. Konami product records, official rulebook, current Forbidden and Limited List, card database, and tournament policy.
Accuracy. Every figure on this sheet was read from the sources above on 2026-08-24. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.
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