

MAGNIFICENT MONSTERS

OPEN WITH A PLAN

A collector opening, not a complete deck.

Original Puzzlewick reference to Konami's announced North American product. Public launch: September 4, 2026. Contents and names remain subject to change before release. This is not a hands-on opening review or an official rulebook.

Check the box arithmetic

3 packs x 5 Ultra Rares = 15 cards.

Add **3 separate Secret Rare bonus cards**, which can upgrade to Starlight.

15 + 3 = 18 cards in one box. The bonus cards are not repeated in every pack. The pack slots draw from assigned pools; a box does not guarantee any particular hero's trio.

Choose one purchase job

OPEN: set a fixed entertainment budget before buying sealed product.

COLLECT: choose exact subjects and treatments, then compare exact singles.

PLAY: start with a complete deck, identify the missing effect, and inspect the final card text before upgrading.

Compare the other boxes

Rarity Collection 5: broad reprints; four main-pool cards plus one variant-art card per pack.

Glorious Gallery: particular support and artwork; four Ultra Rares plus one Secret Rare per pack.

Magnificent Maestros: a separate upcoming collector release, not a required MAMO expansion. North American public launch: November 13, 2026.

Rarity is not a pull-rate calculator

Konami describes eighteen Grand Master subjects, with one hundred numbered copies of each for the Americas and another one hundred for Europe-distributed markets. The latter numbers end in E. All are English-language cards. That gives 1,800 per described group, or 3,600 across the two statements. The combined figure is arithmetic, not a separately announced global total.

No relevant box population is provided. Do not infer odds per box, guaranteed resale value, or investment returns from serial numbers or creator openings.

Protect the actual collection

Clean dry hands, no nearby food or drink, suitable sleeves ready. Sleeve a card before rigid protection. Handle edges; never polish, bend or destructively test it. Keep the receipt and photos for unusual pulls. Grading is optional and cannot guarantee a profitable sale.

Konami: Magnificent Monsters | Rarity Collection 5 | Glorious Gallery | Magnificent Maestros

THE EIGHTEEN-CARD HERO CHECKLIST

One hero is three subjects. All six are eighteen.

Choose a treatment before checking off a card. These are the names announced by Konami, not a guarantee about box contents. Confirm final database names and set numbers after release.

YUGI - spellcraft

- ☐ Dark Magician, the Pharaoh's Servant
- ☐ Kuriboh - Multiply!
- ☐ Dark Magical Curtain

JADEN - HERO and Fusion

- ☐ Favorite HERO Shining Flare Wingman
- ☐ Favorite HERO Flame Wingman
- ☐ Winged Kuriboh Sabatiel LV10

YUSEI - Stardust and Synchro

- ☐ Stardust Dragon - Victim Sanctuary
- ☐ Starjunk Synchron
- ☐ Synchro Emergency

YUMA - Utopia and Xyz

- ☐ Number 39: Utopia, Emissary of Light
- ☐ Gagaga Magician - Gagaga Magic
- ☐ Gagaga Girl - Cell Phone Subtraction

YUYA - Odd-Eyes and Pendulum

- ☐ Odd-Eyes Pendulum Dragon, Four Heavenly Dragons
- ☐ Horoscope Sorcerer, the Stargazer Magician
- ☐ Astrograph Sorcerer, the Starfrost Magician

PLAYMAKER - Cyberse and Link

- ☐ Decode Talker Integration
- ☐ Cyberse Code Magician
- ☐ Cyberse Contract Witch

Storage check: eighteen cards fill two nine-pocket page faces. A face is not necessarily a whole physical leaf. Check pocket fit and sleeve thickness; do not force extra cards into a pocket.

Primary source: Konami's full eighteen-subject announcement. Stop at your checklist, not at the next unopened box.

FROM ANIME FAN TO FIRST DUEL

Learn one deck. Add the encyclopedia later.

The ordinary physical game

Two players, 8,000 Life Points each. Main Deck: 40-60 cards. Extra Deck: 0-15. Side Deck: 0-15. Usually no more than three copies of a name across the three decks combined; current restrictions and the event format can lower that limit. MAMO's eighteen cards are not a ready-to-play deck.

Know where the monsters start

MAIN DECK: ordinary Ritual and Pendulum monsters.

EXTRA DECK: Fusion, Synchro, Xyz and Link monsters. Pendulum hybrids can start here too; ordinary Pendulum cards can later arrive faceup here.

Ritual: follow the Ritual effect and its resource requirements.

Fusion: meet the specified materials and use an appropriate summoning method.

Synchro: usually Tuner plus non-Tuner Levels exactly matching the target, with the written material requirements.

Xyz: follow its material recipe. Rank is not Level.

Pendulum: eligible Levels are strictly between the two Scales.

Link: meet the material recipe and exact Link Rating. A Link material normally counts as one or its own Rating, not an intermediate number.

Fusion, Synchro and Xyz summons from the Extra Deck may use any Main Monster Zone. Link and faceup Extra Deck Pendulum summons still need an Extra Monster Zone or a Main Monster Zone a Link Monster points to. Card text and the official update govern exceptions.

Three calm practice sessions

1. A complete teaching deck and an agreed open-hand practice Duel.
2. Same deck; learn one basic line and one recovery after interruption.
3. Hidden-hand practice with a patient partner. Ask what an unfamiliar card does before choosing your response. At a tournament, ask a judge for rulings, not your opponent for coaching.

Test an upgrade before calling it essential

Record: starting hand, intended line, first interruption, remaining options. Name the card being replaced and the problem being solved. A few practice hands are useful learning, not a win-rate study. Check complete official names: a remix is not automatically the same card as the older namesake.

Check legality before the event

The current list linked by Konami on August 31, effective May 18, marks Delinquent Duo and Sixth Sense Forbidden in Advanced and Limited in Traditional. A new foil printing does not remove that restriction. Recheck the live list and your event format.

Official rulebook | Extra Deck zone update | Current Forbidden & Limited List | Complete Puzzlewick guide