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Released on July 19, 2019 by Cyber Angels were first released on Duel Links when the GX world was added to the game in September 2017. Quickly, it became very clear that the Cyber Angels were well ahead of their time and Konami was quick to kick them out. That wasn't enough to stop Cyber Angels though, and they were hit again by the ban list when both Cyber Angel Dakini and Machine Angel Ritual became semi-limited. Because of this, people resorted to adding Saffira, queen of dragons to her Cyber Angel cover. Unfortunately for Cyber Angel fans, Konami decided to play our angels again by also putting Cyber Petit Angel on the semi-limited list. This means it's impossible to make a Cyber Angel cover that includes at least 1 copy of Cyber Angel Dakini, Machine Angel Ritual and Cyber Petit Angel. Many thought this nerf was unnecessary because the CA was no longer oppressive at the time. Now, more than a year since the last CA nerf, the ban list has yet to change and CA stories became a legend. But, there is finally hope again for our angels because Konami has decided to add both Cyber Angel Izana and Merciful Machine Angel to the game. These two cards could give the deck the consistency, control and power level that was previously missing. Cyber Angel Izana: The first effect of Cyber Angel Izana is the same as Cyber Angel Dakini, but for spells and traps instead of monsters. You make your opponent send a spell/trap they control to the cemetery, which means it is not directed, destroyed or sent by you while avoiding certain effects. However, your opponent can string a spell/trap to that effect and then send that same spell/trap you just activated. For example, they can chain Canadia paleozoica to put Cyber Angel Izana face down and then send that same Canadia to the cemetery. The second effect of Cyber Angel Izana is probably the least useful, but it still needs to be considered. She can make a second attack on a monster after she successfully destroyed a monster (and sends it to the grave). This can become deadly once Cyber Angel Idaten increases its attack by 1000 or if Cyber Angel Dakini is also in the field giving Cyber Angel Izana piercing damage. The third effect of Cyber Angel Izana can be compared to a Bad Aim effect. Once in turn, when your opponent heads to one of your monster Cyber Angel rituals with an effect (Cyber Angel Izana included), you can mix 1 ritual monster from your graveyard on deck, then destroy 1 card from your opponent's controls you can destroy the card that your opponent activated, which Bad Aim can't do). This card is amazing in of its many effects, making it very versatile. It adds a lot of control to the previously missing cover. It comes with a good body of (2500/2600), which becomes 3500 attack after a Cyber Angel Idaten boost, making it bigger than Cosmo Brain, Ancient Gear Reactor Dragon with Castle on the field, Red-eyed slash dragon equipped with only a black metal dragon. What should also be taken into account is that thanks to this card, cyber angel covers will now have 4 monsters that are Level 8 (1 Cyber Angel Dakini/3 Cyber Angel Izana) , making the call for both Cyber Angel Dakini and Cyber Angel Izana much more consistent. This was previously more difficult because with only 1 copy of Machine Angel Ritual, you had to pay tax exactly 8 stars with Machine Angel Absolute Ritual and the Blessing of Sprite, and with Cyber Angel Idaten, Cyber Angel Benten and Saffira, Queen of Dragons having 6 stars, people often had to rely on using the Level duplication skill in order to summon Cyber Angel Dakini more consistently. Merciful Machine Angel: Merciful machine angel is about adding consistency to your cover. To activate this card, tribute 1 monster Cyber Angel ritual hand in hand or field, then you can draw 2 cards, but you also need to put 1 hand card on the bottom of your cover. So, if you've been counting, you'd notice that this card at first glance is a -1 because it draws 2 cards, but lose 3 (the spell, the ritual monster and the card you put back on your deck). However, the key word on this card is that you pay tribute to a Cyber Angel ritual monster, and if you're familiar with Cyber Angel Benten and Cyber Angel Idaten, you know they both have an effect when you pay homage. The best card to use this card with is obviously Cyber Angel Benten because of its search effect. At least when taxing Cyber Angel Benten can look for another Cyber Angel Benten and doesn't really lose any card advantage, it did however thin its cover and now has a better hand than before. Obviously, you don't need to look for another Cyber Angel Benten, you might rather look for a Thousand Hands Senju to then go +1 with your search. Unfortunately, this card can only be activated once in turn but, if drawn on another, which would be bad, you could just put that card at the bottom of your deck. You could play 2 copies of this card, but if you do you can't play a copy of the Ritual of the Angel of the Machine ritual spell, which is a very important card for the cover. Therefore, most people play 1 copy of Cyber Angel Dakini and 1 copy of Machine Angel Ritual. If I could, I'd play more of that card. Like Cyber Angel Izana, Cyber Angel Dakini has 3 effects. Cyber Angel Dakini's first effect causes your opponent to send one of his monsters to the cemetery. This is a very powerful effect because you are not aiming, destroying, or sending the monster yourself. Your opponent sends it, which means it circumvents a great effects that would be activated when targeted, destroyed or sent from the field to the tomb for the purposes of the card. The second effect of Cyber Angel Dakini gives all its ritual monsters a piercing effect. Drilling, the effect, combined with the effect multiple attacks of Cyber Angel Izana, is devastating. The third effect of Cyber Angel Dakini allows you to add 1 ritual monster or angel ritual from your cemetery machine to your hand during each of its final phases. If you can keep this card in the field until the final stage, you can start recurring some card advantage. To help her stay on the field you play the following card to protect her. Like Cyber Angel Dakini, you would play more of this card if you could, but because both Cyber Angel Dakini and Machine Angel Ritual are on the semi-limited list you need to commit and play 1-1 because both cards are needed on a cyber angel cover. The first effect of this ritual spell works just like most normal ritual spells. You tribute monsters hand in hand / field levels are equal to, or exceed, the level of the ritual monster you want to summon. With this card, you can summon Cyber Angel Izana/Cyber Angel Dakini taxing any combination of Cyber Angel Idaten/Cyber Angel Benten/Senju of the Thousand Hands. Its second effect is what got this card put on the prohibition list. When you're in the cemetery, and a light monster you control (which all The Ritual Cyber Angel monsters are) would be destroyed, you can banish that card from your cemetery instead. It works just like Neos Fusion. We've already covered this card, but it would definitely play at least 2 copies of that card because even if you draw multiple copies, the extra ones can be taxed by the easy call for another Cyber Angel Izana/Cyber Angel Dakini. Another card from which you only play 1 copy, not because you choose to do so, but because Cyber Angel Idaten can only be obtained once through Alexis' level rewards. Although Cyber Angel Idaten has a very weak body, you will still summon almost every match ritual because she is a combined activator. When Cyber Angel Idaten is ritual summoned, you can look for any ritual spell of its cover, so it's great to look for this 1 copy of Machine Angel Ritual that will be playing summon Cyber Angel Dakini or Cyber Angel Izana more easily. If you then pay Cyber Angel Idaten tribute for your Cyber Angel Izana or Cyber Angel Dakini, all your ritual monsters currently in the field will gain a permanent 1000 attack increase. Similarly, if you pay Cyber Angel Idaten tribute to activate Merciful Angel of the Machine, it will also give your ritual monsters that 1000 increase in attack. An important work to know with Cyber Angel Idaten is: when you ritual summon Cyber Angel Idaten taxing Cyber Angel Benten, this allows you to look for both a ritual spell and a light fairy monster from your deck, neutralizing the advantage the card I would normally lose when ritual is called. As explained above, this card is about adding consistency to the deck. However, that doesn't necessarily mean you want to 3 copies of it due to its limiting effect that only allows you to play 1 copy each turn. If you only play 2 copies you could always mix the extra back on deck. If the duel continues longer you may also not have access to more copies of Cyber Angel Benten, which makes this card less useful. But this is the type of card that needs to be tested widely in order to know how many you have to run the optimal cover. Now we've gone through all the basic Cyber Angel support cards, but there are non-Cyber Angel cards that are definitely part of the core deck. One of these is Senju of the Thousand Hands that allows him to look for a ritual monster in the call. It is also important to note that it is a light fairy, so you can search with the effect of Cyber Angel Benten and you can mix it from the grave back to the deck with Machine Angel Absolute Ritual. When you go first in a duel, Dakini and Cyber Angel Izana aren't good turn 1 plays because their strength comes from making your opponent send one of their cards to the cemetery. That's why you might consider playing 1 copy of Saffira, Queen of Dragons only for the big turn 1 that allows you to have. You get a decent body in the field, which can be protected by Saffira, ritual anthem of the queen of dragons of light (just like the ritual of the machine angel does) and you can use one of her 3 effects during her final phase to improve her hand or worsen her opponent's hand, in order to have some follow-up next turn. You should only play 1 copy of this card because of the search power of this deck you have to remove turn 1. Lots of covers that don't rely on a specific ability to run your game plan use sealed graves as a general skill. Sealed graves has been a great goal call for a while now just for how many decks are affected or can be closed by it. Just keep in mind if you use sealed tombs you won't be able to banish machine angel ritual to protect your monsters. Below is a list of all the goal covers affected by sealed tombs one way or another: Subterrors cannot summon their Subterror Nemesis Warrior or Behemoths Subterror from the cemetery, Red eyes cannot summon the monsters equipped when destroyed, blue eyes cannot banish white stone from the ancients, Six Samurai cannot banish secret six samurai - Smoke to protect or use Legendary Six Samurai - Enishi effect, Magnet Warriors cannot banish magnets for Berserkion the Electromagna Warrior, Triamids cannot banish cards for Triamid Pulse, Spellbooks cannot banish cards to use Spellbook of Fate, Neos cannot banish Neos Fusion or cards such as A/D Changer and Bacon Saver, Koa'ki Meiru cannot banish Neos Fusion or cards such as A/D Changer and Bacon Saver, Koa'ki Meiru cannot banish Diamond Core from Koa'ki Meiru, Old gears cannot banish Galaxy Cyclone or summon the dragon from the cemetery's old gear reactor , Crystrons cannot summon special monsters from the during your turn to synchro convene with. When you use this skill you will start with the Ritual Cage continuous spell card on your side of the field. This card protects you against battle damage when your battle ritual monsters, which is not so important, but its second effect prevents your opponent from aiming and destroying your ritual monsters with monster effects. So cards like Treacherous Trap Hole can still be used, but you can't use effects like the Behemoth Umaystryx subterror and the legendary Six Samurai - Enishi. While having access to Cyber Angel Izana adds plenty of possible bodies to be tributed to by the Cyber Angel Dakini/Cyber Angel Izana call, it might still be worth using level duplicates in case of brick hands. This skill would allow you tribute for example 1 Senju or a Cyber Angel Idaten in the field with the Blessing of MAR / Sprite in order to summon Cyber Angel Dakini / Cyber Angel Izana. If you play Six Samurais and open with Legendary Six Samurai - Shi En + Legendary Six Samurai - Enishi, if you take out your Cyber Angel Izana (after using sealed graves), it's important that you attack first legendary Six Samurai - Enishi and then use the Effect of Cyber Angel Izana to attack the legendary Six Samurai - Shi En. If you attack the legendary Six Samurai - Shi First they can protect by sending Legendary Six Samurai - Enishi to the cemetery which means the Effect of Cyber Angel Izana will not be activated and will not be able to attack a second time. If you face/play Cyber Angels, one way cyber Angel Dakini counteracted is by chaining enemy controller to his effect and taxing one of his monsters to take control of the Cyber Angel Dakini and then send that Cyber Angel Dakini, who is now on his side of the field, to the cemetery. If the first Effect of Cyber Angel Izana is activated to send a spell/trap to the grave, if a spell/trap are in place for this purpose, that same spell/trap can be selected to send to the grave, basically just forcing an early activation. World Legacy Clash is a major weakness for this fight, if used in the damage step to Cyber Angel Izana and the monster to be banished was the target of attack, Cyber Angel Izana won't be able to use its effect for multiple attacks and even though this card targets Cyber Angel Izana you won't be able to use your third effect to destroy a card because you are in damage step. By summoning monsters like Cyber Angel Dakini/Cyber Angel Izana/Cyber Angel Idaten and taxing monsters like Cyber Angel Idaten/Cyber Angel Benten, segoc happens. Segoc means simultaneous effects go in chains, which is what happens when multiple trigger effects are activated at the same time as their condition. Most likely they have already encountered this in duels because it is what happens when the Behemoth Umaystryx subterror flips face up and activates im activated followed by Subterror Nemesis Warrior activating its effect in the cemetery. These effects happen at the same time and normally in the OCG/TCG the player would be able to decide the chain order, but in Duel Links this command is predetermined through its programming. In Duel Links the effect of a monster on the field will be activated first followed by other effects. That's why subterror Behemoth Umaystryx is always the chain link 1 and subterror Nemesis Warrior chain link 2, which allows you to block the chain so that Red-Eyes Slash Dragon can't deny Subterror Behemoth Umaystryx targeting effect. A similar situation is when tribute is paid to Vampire Vamp by taxing at least one Gozuki and activating the Gozuki effect when sent to the cemetery. The field monster, Vampire Vampire, will be activated first, followed by Gozuki's effect in the cemetery, again allowing him to block the chain so that Red-Eyes Slash Dragon cannot deny the effect of Vampire Vamp targeting. For Cyber Angels when cyber angel Idaten is summoned taxing Cyber Angel Benten, the monster in the field is Cyber Angel Idaten will be activated first (chain link 1) and Cyber Angel Benten will be activated below (chain link 2). This means that if your opponent would use a card like divine anger, it would always be the effect of Cyber Angel Benten being denied in this scenario. When you summon Cyber Angel Dakini taxing both Cyber Angel Idaten and Cyber Angel Benten (using for example Machine Angel Ritual) the first effect to activate is Cyber Angel Dakini, because she is the monster in the field, but the chain link 2 and 3 will depend on you. If you selected Cyber Angel Idaten as the first tribute followed by Cyber Angel Benten, then Cyber Angel Idaten will be CL2 and Cyber Angel Benten will be the last strand. If you first selected Cyber Angel Benten followed by Cyber Angel Idaten, CL2 will be Cyber Angel Benten and CL3 Cyber Angel Idaten. If denial of monster effects become more relevant in the future, you definitely want to have this in mind to protect the monster effect you most want to solve. Subterrors: If they open Golem Sentry+Subterror Behemoth Umaystryx with Final Battle Subterror put face to face; Obviously, if you summon Cyber Angel Dakini in this situation, the player subterror will send his golem sentinel to the cemetery, that's why your best play is getting a Cyber Angel Izana to get rid of the final Battle of Subterror, the player subterror will respond by circling over your Behemoth Umaystryx Subterror by heading to your Cyber Angel Izana, now you can string together the third effect of Cyber Angel Izana and destroy your Behemoth Umaystryx Subterror. In the end they will lose their Final Battle of Subterror and Subterror Behemoth Umaystryx, so the winner of the duel would be decided by who has the best After. Why Your Cyber Angel Angel he wouldn't stay on the field, it would be better (if possible) to take out Cyber Angel Izana without getting rid of his Cyber Angel Idaten (who he surely had to summon to get his combos up and running). Red eyes: This should be an easy match thanks to Cyber Angel Dakini. Because its effect is not oriented, nor destroyed, it is the best way to get rid of a red-eyed dragon. Blue Eyes: Blue Eyes is an easy win as soon as you can get out of a Cyber Angel Dakini that has a Cyber Angel Idaten attacking boost (3800 atk). Your opponent would need 3 high-level monsters in the field to overcome this with Beadown (Blue -Eyes being 3900 atk and 4000 for Cosmo Brain), as he can always protect hives against his treacherous trap hole with machine angel ritual. The hard part of this opening field is that to summon a Cyber Angel Dakini with a Cyber Angel Idaten boost, she needs Machine Angel Ritual, and since she will have to look for Machine Angel Ritual with the effect of Cyber Angel Idaten most of the time, she will be vulnerable in the field. So if your opponent is smart they will activate Treacherous Trap Hole as soon as your cyber angel Idaten unprotect is on the field, and don't wait until you get cyber Angel Dakini. Six Samura: His first spell will be denied by Legendary Six Samurai - Shi En. If you have Merciful Machine Angel on hand and activate it, Cyber Angel Benten's tribute will be the cost, so even if Merciful Machine Angel refuses, you will still receive the search for Cyber Angel Benten. You have to expect to open with 2 spells in this matchup, if we assume you play 9 spells (1 Angel Machine Ritual, 3 Absolute Angel Machine Ritual, 3 Blessing of Sprite, 2 Merciful Machine Angel = 9 spells) has a 78% chance of that happening. The key against Six Samurai - Shi En, since Secret Six Samurai - Smoke cannot protect him from the grave against this effect. When you summon Cyber Angel Dakini wants to make sure you get rid of all the monsters on your side so that when you hit the field that is the only card in your field, making Six Style = Dual Wield useless. Legendary Six Samurai - Enishi will be a big deal for cover, which is why Sealed Tombs is the preferred skill in this matchup. Although Ritual Cage (with Master of Rites II) will defend you against legendary Six Samurai - Effect of Enishi, it makes you vulnerable to Six Style = Dual Wield. Old gears: Stepping out of a Cyber Angel Dakini/Cyber Angel Izana that is driven by Cyber Angel Idaten makes them bigger than the old gear reactor dragon under the old gear castle, so the only danger here is the force of the drowned mirror known to play the old gears. The key will be Cyber Angel Izana and summon more than one cyber angel ritual (keeping only 1 in attack position) to of this. Spellbooks: Again just like with Legendary Six Samurai - Shi En, your first spell will be denied so you need to open with 2 spells. Cyber Angel Dakini is the perfect way to get rid of the silent wizard because it won't be destroyed allowing you to push for lethal immediately. You'll definitely need Sealed Tombs to win this matchup because you can't protect against Spellbook of Fate with Machine Angel Ritual and since you don't aim you can't use 3rd effect of Cyber Angel Izana either. Triamids: Sealed tombs is a great way to re-close Triamid Pulse, in case you don't have angel ritual of the machine yet to protect your head monsters. Both Cyber Angel Dakini and Cyber Angel Izana make big in this showdown because Triamid Fortress doesn't protect against the effect of Cyber Angel Dakini, and Cyber Angel Izana is a great way to get rid of their field spells (if they don't open with a trap) because they can't string together the effect of a triamide monster to avoid it. If they send the field spell to the cemetery, due to the effect of Cyber Angel Izana, keep in mind that the last effect of the field spell will still be activated. Magnet Warriors: Magnet players are known to scarcely field with small magnets to defend their LP before entering Berserkion the electromagned warrior to push for lethal. Cyber Angel Izana when he destroys a monster by battle will be able to attack for a second time that would be great against this strategy, but, since the Magnet Warriors will be labeled in the Delta The Magnet Warrior, you'll actually fill his ammunition cemetery to berserkion the Electromagna Warrior by adding these Delta The Magnet Warrior to the grave. If you play sealed graves, this is easily counteracted, but if they get berserkion the Electromagna Warrior in the field without the sealed graves being active it is to be expected that they have one more monster next to Berserkion the Electromagna Warrior (which is why in turn it might be worth not destroying your entire Delta The Magnet Warrior) , in this way, if they go to theirs , you can use your third effect and destroy your Berserkion the Electromagned Warrior and you will not be able to summon Alpha The Electromagnet Warrior, Beta The Electromagnet Warrior and Gamma The Electromagnet Warrior because they had no space in the field. If you also had a machine angel ritual in the cemetery your Cyber Angel Izana will also be in the field. Crystrons Sealed Tombs again is a great way to deal with this archetype. When it's your turn you'll need to activate the Crystron Citree effect early or it will be blocked thanks to your skill. In this matchup Cyber Angel Dakini is again the key to winning as its effect gets rid of monsters like Crystron and White Aura Dolphin and its effects will not activate Example 1 At first this would look like a bad hand, you have 2 ritual spells that cannot be used to summon anything. Fortunately you have Merciful Machine Angel that saves hands like this. Use the merciful machine angel and Cyber Angel Benten tribute, now when you draw two cards you have to look at if you have drawn any of your Cyber Angel Benten, Cyber Angel Idaten or Senju from a thousand hands the card you will send will probably be Sprite's Blessing, as you already have a ritual spell. Now, depending on what you drew, you want to search with the effect of Cyber Angel Benten any card you miss for your combo: If you drew Senju out of a thousand hands then search for Cyber Angel Benten or Cyber Angel Idaten, because you're going to look for the other piece with Senju from the Thousand Hands. If you drew either Cyber Angel Benten or Cyber Angel Idaten, you look for Senju from the Thousand Hands who then looks for his last missing piece. Now that you (most likely) have your Cyber Angel Benten and Cyber Angel Idaten, activate absolute ritual machine angel and summon Cyber Angel Idaten taxing Cyber Angel Benten, now you can look for a light fairy and a ritual spell. In most scenarios you're going to look for Machine Angel Ritual as it's your best ritual spell, and depending on the field you're looking for Cyber Angel Dakini or if you're going to summon Cyber Angel Izana (which's already on your hand) you can look for another Cyber Angel Benten, that way when you summon Cyber Angel Izana taxing Cyber Angel Benten and Cyber Angel Idaten you can use the search effect to look for another monitoring service. Example 2 With this hand you can't make your Cyber Angel Benten + Cyber Angel Idaten combo, but this hand shows the advantage of having multiple Level 8 monsters thanks to Cyber Angel Izana, Summon senju of a thousand hands and look for another Cyber Angel Izana, activate Sprite's blessing and summon Cyber Angel Izana taxing Cyber Angel Benten and Cyber Angel Idaten and mix the Cyber Angel Izana in his cemetery back on his deck to summon Cyber Angel Dakini. This way you got rid of a backrow card, a monster and you have 3 monsters (2500+1400+2700) in the field, keep in mind because you mixed up your only ritual monster in your graveyard back on your deck, the third effect of Cyber Angel Izana will not be active. Salamence July 19 KoG Shoutout to all people hanging out on the Cyber Angel channel before support dropped. Thank you Kazaruus, Rezileen, Axel,.. for discussion and help! Guide formatted and loaded by RandomPI0x. Thumbnail designed and created by RandomPI0x. 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