

Yu Yu Hakusho TCG Decks

Puppets (Urameshi Mill)

- 1 Yusuke, Resourceful Apprentice
- 2 Kurama, Caring Fighter
- 3 Hiei, Unpredictable Warrior
- 4 Kuwabara, Honorable Friend

All for One and One for All

Bizarre!

Blade Storm

Bulls-Eye

Burst of Power

Empowered Emotions

Faces of Sensui

Flashback

Good Ref

Human World's Protectors

King Yama's Wrath x 3

Kurama's Last Stand

Lost x 3

Making the News

Ooops!

Raise Your Team IQ x 3

Recuperation

Signature Moves

Stalk x 3

Ultimate Sacrifice

Very Bizarre!

Villionaire Wages

Demon Energy Scanner x 2

Forlorn Hope

Idunn Box x 3

Energy Release x 2

Meditation x 2

The Puppet deck is designed to “deck” your opponent – win the game by making them run out of cards in their deck. It does this by starting with 4 (3 if you draw Bulls-Eye in your opening hand) cards in the Winner's Circle at the beginning of the game, effectively making the deck 36 cards, allowing the deck to be as small and consistent as possible. The abilities on your fighters and sidelined characters force your opponents to draw lots of cards making any copies of Lost you play very effective. King Yama's Wrath burns through your opponent's deck while setting up any Recuperation events you play to basically allow you to set up a recursion loop where you're able to stack you deck with

milling effects (effects that discard cards from your opponent's deck as opposed to his/her hand) and card draw to make sure your hand is always full of powerful spells and ways to get enough energy to play them all. You don't necessarily want to attack with this deck, but don't worry, with Villionaire Wages in the Winner's Circle when your opponent defeats your fighter they have to draw three cards (6 if they too have Villionaire Wages in the Winner's Circle) thus making their deck smaller and your copies of Lost better. Speaking of making Lost better: Hang on to your Stalks until you have a Lost to play immediately after. Play Stalk (or Stalks), look at your opponent's hand and choose 0 cards, they then draw 3 cards, giving your Lost the most value.

Urameshi Overwhelming Kill

- 1 Kurama, Devoted Hero
- 2 Kuwabara, Honorable Hero
- 3 Hiei, Fearless Hero
- 4 Yusuke, Unleashed

All for One and One for All
Blade Storm
Burst of Power
Demoralize x 3
Epic Showdown
Efflux x 3
Faces of Sensui
Flashback
Gale Force
Grim Determination x 2
I'm Callin' You Out
Kurama's Last Stand
Overwhelming Kill x 3
Power Strike x 3
Reckless Charge
Recuperation
Signature Moves
Singing Potential x 3
Substitute
Team Urameshi's Support
Test of Champions
Ultimate Sacrifice
Upsurge x 3
Villionaire Wages
Yusuke's Fury
Dragon Pen
The Dark One

The goal of the game is to win three matches. Why not try and do that with just three attacks? Overwhelming Kills allows you to defeat your opponent's fighter with one hit if you can get your attack to 4x their character's defense. Using the best power boosting events in the game, Team Urameshi tries to do just that. But don't forget, with Ultimate Sacrifice in the Winner's Circle further boosting your attacks and making them cheaper, it's usually worth attacking even when you can't get the Overwhelming Kill because you'll generally do two points of damage and Yusuke's Fury relies on that to functionally be more copies of Overwhelming Kill. However, if you don't win the game in five turns, you lose.

Rogue Beatdown

- 1 Hiei, Mukuro's General
- 2 Jin, the Wind Master
- 3 Yusuke, Entranced
- 4 Shura, Mischievous Prince

Allied Forces
Burst of Power
Dark Artifacts
Epic Showdown
Faces of Sensui
Flashback
Gale Force
Grim Determination x 3
I'm Calling You Out
Kurama's Last Stand
Reckless Charge
Recuperation
Signature Moves x 2
Substitute
Ultimate Sacrifice
Upsurge x 3
Villionaire Wages
Yusuke's Alliance
Demon Energy Scanner x 3
Forlorn Hope
Makeup x 3
Shoe x 3
Trace-Eyes x 3
Energy Release
Meditation
Hokushin, Paranormal Taoist x 2

Similar to the Overwhelming Kill deck, the goal is to defeat your opponent's fighters in one turn. But, instead of relying on having to draw Overwhelming Kill, most of your characters are allowed to use their attacks twice, so as long as you do two damage each time you attack, your fighter wins. Hiei may seem a bit out of place, but he helps build up your hand for the next couple of turns. With Ultimate Sacrifice and Yusuke's Alliance in the Winner's Circle all your attacks are free and +6000, so you should be able to deal two points of damage with each attack, allowing you to draw two extra cards each turn Hiei is in play. Once Hiei is defeated, or if you're fortunate and he wins his match, the fun really begins. Jin, Yusuke, Shura and Hokushin are each able to attack twice during the attack step and with your hand full of cards, you should be able to deal two damage each time you attack and defeat your opponent's remaining fighters in one turn each.

Rogue Sideline

- 1 Doushi, Raizen's Messenger
- 2 Souketsu
- 3 Jin, Carefree Spirit
- 4 Risho, Earthen Master

Allied Forces
Burst of Power
Dark Artifacts
Epic Showdown
Flashback
Gale Force
Grim Determination x 3
In Shadow
Kurama's Last Stand
Nausea x 2
Overwhelming Kill x 3
Preemptive Strike x 3
Recuperation
Signature Moves x 2
Substitute
Ultimate Sacrifice
Upsurge x 3
Yusuke's Alliance
Yusuke's Fury
Demon Energy Scanner x 2
Forlorn Hope
Makeup x 3
Energy Release x 2
Meditation x 2
Yusuke, Unleashed x 2

Here's a different take on the Overwhelming Kill deck. In the arena you opponent has the opportunity to do all sorts of pesky things to prevent you fighter from defeating his/her fighter, so why not attack those poor defenseless fighters before they get a chance to boost their defenses? Attacking your opponent's sidelined characters may seem cold and heartless, but this is war and the fact that sidelined characters on have their printed defense when trying to reach an Overwhelming Kill makes them the perfect target. Add to the fact that Jin and Souketsu allow you to attack two of you opponent's characters and it's like shooting fish in a barrel. This decks starting line-up is the most open to customization. I chose Doushi for the first slot to help draw more cards and Risho for the fact that he's a Team Leader which makes the second half of Doushi's Assist effect better, but there are certainly other characters well equipped to attack your opponent's sidelined characters.

Raizen King Aggro

Raizen Thunder God

All for One and One for All
Burst of Power
Counter Strike
Counterparts
Dark Artifacts
Demoralized
Destined Greatness
Epic Showdown
Faces of Sensui
Gale Force
Grim Determination x 2
In Shadow
Kurama's Last Stand
Natural Reaction
Power Strike x 3
Recuperation
Signature Moves
Upsurge x 3
Villainous Energy
Villionaire Wages
Yusuke's Fury
Demon Energy Scanner
Double-Bladed Knives x 3
Forlorn Hope
Sakyo's Lighter x 3
Walking Stick x 3
Energy Release

Meditation
Scatter Shot

Raizen, Thunder God is one of the most aggressive King cards in the game. With the Team Raizen team bonus giving him a starting defense of 10000 and a boost of +2000 to all his attacks, it takes a lot of firepower to take down this king. King cards inherent advantages allow them to play almost all of the most powerful cards in the game. Being able to play both Kurama's Last Stand and Villainous Energy with potentially no drawback, the ability to play the most efficient energy gainers - Sakyo's Lighter, All for One and One for All and Faces of Sensui mean you should have plenty of energy to enable you to play any card in your hand when you need to. But two rarely played cards may give you the biggest reasons to play a king: Natural Reaction and Walking Stick use the king's unique damage retention to enable huge attacks for very little investment. Remember, it takes 12 points of damage to defeat a king. Each Walking Stick attached has the potential to give your attacks +12000 and one Natural Reaction can give +16500 ATK. If that doesn't impress you, I don't know what will.

Yusuke King Beatdown

Yusuke, the Raver

Counter Strike
Counterparts
In Shadow
Villionaire Wages
Blue Seal
Botan's Tool Box
Demon Compass x 3
Demon Energy Scanner x 2
Double-Bladed Knives x 3
Forlorn Hope
Koenmatron 5000 x 3
Sakyo's Lighter x 3
Trace-Eyes x 3
Walking Stick x 3
Wet Shirt
Yukina's Tears x 3
Yusuke's Altar
Battle Aura
Choke Hold
Desperate Assault
Energy Release x 2
Meditation x 2
Scatter Shot

Yusuke, the Raver is the king that probably allows for the most customization, both in deck building and in play. At first glance he may seem to have quite a few drawbacks. His effect Unrestrained Power is both a very heavy disadvantage and a great defense against many popular strategies your opponents may present. This build is completely built the deck around Unrestrained Power being active during most of the game. The only event cards included get around the effects drawback. Without being able to fall back on the events you see in most aggressive decks we've opened ourselves up to some rarely played strategies which are enabled even more by Yusuke's other effect Abuse. This effect allows you to search out the best answer for your opponent strategy – or occasionally to find something to mess with your opponent's head. One-of cards like Blue Seal and Scatter Shot allow you to create game states that your opponent probably won't be expecting - like being able to attack their sidelined characters or gaining the Urameshi team bonus. His attack Light Show is also often seen as a draw back. Without playing events to boost the attack and the attack itself destroying any item or technique based attack boosts it will rarely deal multiple points of damage, if any at all. But again, try and find ways to turn the perceived disadvantage into an advantage. By attaching Yukina's Tears before attacking, you ensure a way to destroy them and draw some cards while boosting all future attacks.

Mukuro King Mill

Mukuro, Enslaved Soul

All for One and One for All
Botan's Healing x 2
Burst of Power
Champion Driver
Counterparts
Dark Artifacts
Darkness Approaches x 3
Daunting Inferno x 3
Demonic Tricks x 2
Empowered Emotions
Epic Showdown
Faces of Sensui
Flashback x 2
I'm Calling You Out
In Shadow
King Yama's Wrath x 3
Kurama's Last Stand
Mini Game, Flight Shooter
Ooops!
Purgatory
Recuperation
Raise your Team IQ x 3

Self-Preservation
Signature Moves
Solitaire
Villainous Energy
Blue Seal
Demon Energy Scanner x 2
Forlorn Hope
Sakyo's Lighter x 3
Battle Aura x 3
Choke Hold x 3
Energy Release x 2
Meditation x 2

Mukuro provides a different sort of mill deck than the Puppets. Where the Puppet deck is streamlined to force your opponent to draw many cards while also discarding off the top of their deck, this deck is designed to almost exclusively discard cards from your opponent's deck. To a certain extent, this deck is designed to just outlast your opponent. With cards like King Yama's Wrath and Mini Games, Flight Shooter discarding five cards from each player's deck at a time this deck forgoes the traditional 40 card build so as not to accidentally mill itself to death. By relying on discard exclusively the deck is also able to utilize the power of Darkness Approaches. By putting your opponent's cards under Darkness Approaches you're able to keep them from abusing recursion cards like Recuperation and Flashback and maximizing the impact of Mukuro's effect Extract. A quick word about Blue Seal – in this deck, when you get it, you usually want to pick Rokuyukai to give yourself an added defense boost and maximize the value Daunting Inferno.

Masho Hit and Run

1 Wind Shinobi
2 Risho, Earthen Master
3 Mist Shinobi
4 Binding Shinobi

Botan's Healing x 2
Burst of Power
Dark Artifacts
Darkness Within x 2
Demon Energy Scanner x 2
Demonic Tricks x 3
Epic Showdown
Flashback x 2
Gale Force
Grim Determination x 2
I'm Callin' You Out

I'm Calling you Out
In Shadow
Kurama's Last Stand
Later
Nausea
Perfect Balance x 3
Preemptive Strike x 3
Reckless Charge
Recuperation
Sacrifice of Life
Signature Moves
Substitute
Unconscious
Upsurge x 3
Villainous Energy
Villionaire Wages
Yusuke's Fury
Double-Bladed Knives x 3
Forlorn Hope
Makeup x 3
Sakyo's Lighter x 3
Energy Release x 2
Meditation x 2
Touou x 2

The sneaky Team Masho takes more of an indirect approach to winning their matches. While their fighters usually prey on your opponent's sidelined characters, they don't stick around the arena long enough for your opponent's fighter to exact justice. Between both I'm Callin(g) You Out events, Substitute and their built in Shinobi Stealth, they attach and then run away to live to fight another day. The usual strategy is to spread around some sidelined damage to your opponent's characters while swapping out your fighters so you don't lose the first match until your remaining characters can sweep through the remaining matches at their leisure - with a little help from Darkness Within and Grim Determination of course.

Tainted Glare

1 Kenko, Cute Healer
2 Kuwabara, Emotional Fighter
3 Kurama, Legendary Fighter
4 Hiei, Dark Fighter

Blade Storm
Botan's Healing x 3
Bull's Eye

Burst of Power
Epic Showdown
Faces of Sensui
Flashback x 2
Halt! x 3
Hiei's Tainted Glare
I'm Calling You Out
Kurama's Last Stand
Kurama's Tainted Glare
Kuwabara's Tainted Glare
Making the News
Ooops!
Party Time x 3
Recuperation
Resurrection
Signature Moves
Substitute
Team Urameshi's Support
Yusuke's Tainted Glare
Demon Energy Scanner x 2
Idunn Box x 3
Energy Release x 2
Meditation x 2
Yusuke, Noble Fighter x 2

Tainted Glare is probably the most straight forward and fragile deck we're posting. The basic premise is simple: Put Yusuke in play, put all four Tainted Glares in play, and win the game! Easy, right? The trick is doing it all before your opponent defeats more than one of your characters or removes one of your Tainted Glares from play. Unless you're playing against a sideline attack deck, you're usually in a really good position. Use the healing events and Halt! to protect Kenko and heal any damage she gets on her while you start attaching the Glares. If at all possible, you want to accumulate 20+ energy and play all of the Glares in one turn to minimize the amount of time your opponent has to disrupt your strategy.

Genkai Utility

1 Mitsunari Yanagisawa, the Copy Master
2 Yuu Kaito, Taboo Master
3 Asato Kido, Shadow Master
4 Genkai, Spirit Guide

Burst of Power
Challenge of Wills
Contemplate

Dark Artifacts
Entrapment x 3
Epic Showdown
Faces of Sensui
Flashback x 2
Gale Force
I'm Calling You Out
In Shadow
Kurama's Last Stand
Overwhelming Kill x 3
Recuperation
Signature Moves
Substitute
Team Genkai's Support
Yusuke's Fury
Forlorn Hope
Genkai's Hat
Ability Theft x 2
Asato Kido's Territory x 2
Battle Aura x 2
Choke Hold x 2
Desperate Assault x 2
Devastating Combination x 2
Energy Release x 3
Flying Kick x 2
Hasty Slash x 2
Identity Theft x 2
Meditation x 3
Mitsunari Yanagisawa's Territory x 2
Piercing Beam x 2
Psychic Scalpel
Rainbow Cyclone x 2
Scatter Shot
Sinning Tree x 3
Stomp x 3
Thumb Block x 3
Whip Slam x 2
Yuu Kaito's Territory x 2
The Dark One

Team Genkai is one of the most customizable decks in the game. The ability to find the exact answer you need whenever one of your characters enters the arena makes your deck and game plan truly adaptable. The number of cards in the deck and the quantities of the cards may seem a bit arbitrary, but having two copies of the narrow use techniques usually means there's still one in your deck when you need to find it with the Team bonus, but not too many clogging up your hand unnecessarily. Plus, having lots of

techniques that you can toss into your discard pile certainly doesn't hurt when Genkai starts attacking. Besides, the really important cards get the standard three copies you'd expect. Included in this version you'll find a couple of mini combos that you can search out pieces for if you don't naturally draw them. Overwhelming Kill may seem out of place in a deck with Yuu Kaito and his territory, but if you get Ability Theft + Piercing Beam or search up Identity Theft while The Dark One is sitting in your 5th match slot, you'll be glad you have it.