

Editors' Note

Welcome to the first test issue, Issue 0.5, of "Temple of Ra," a magazine dedicated to the GOAT format of Yu-Gi-Oh!. Our goal is to keep the community informed and unified by providing updates on major events, tournament outcomes, new and trending decks, and various tips and tricks. We aim to release this magazine monthly to ensure everyone has access to the same information, making it a one-stop shop for all things GOAT format.

This test issue is designed to gauge interest. If the community supports this concept and sees value in it, we plan to continue and expand, potentially turning this into a full-time project. If not, that's perfectly fine; we're simply testing the waters with this initial release.

Please note that this is currently a one-person project with no financial backing. Consider this issue a preview of what could be achieved, with the promise of improvement over time as we gain more support from the community.

We hope you enjoy the content we've put together. If you like what you see and want to support future issues, please consider joining the patreon. Thank you for your interest and welcome to the temple.

Enjoy the issue!

-Erik Houdini



OUR MODIFIED GOAT FORMAT DREAM LIST YES, WE KNOW THIS MIGHT BE CONTROVERSIAL LEGALIZE FIBER JAR

NEWLY FORBIDDEN:

Trap Dustshoot: Abrasive card that puts people off the format.

Chaos Sorcerer: Allows access to BLS for all decks, benefiting rogues.

NEWLY LIMITED:

Night Assailant: Causes confusion when tracking game state.

Upstart Goblin: Increases deck-building diversity.

NEWLY SEMI-LIMITED:

Gravekeeper's Spy: Too consistent at 3.
Breaker the Magical
Warrior: Provides more backrow removal.
Reflect Bounder: Easy to

play around.

Thunder Dragon: Reduces hyper-consistent builds. Deck Devastation Virus: Buffs several rogue decks. Lightning Vortex: Power diminished over time. Gigantes: Powerful extender, less threatening without Turbo.

NEWLY UNLIMITED:

Emergency Provisions:
Outclassed by other options.
Dark Scorpion - Chick the
Yellow: Sees little play.
Marauding Captain: Format
staple, but not abusable at 3.
Vampire Lord: Letting
opponents set up their
graveyard is risky.

LUUBUU & Clues

If you're having some trouble don't worry!
Here's Some advice from a real master.
Simon McMools

AUUD

Goat is a game of poker, not a game of chess.

This is not a game of chess where you have all your pieces available anytime, this is a game of poker where the odds decide how good a deck is. You can have the sickest combo ever, but if you can pull it off 1 in 30 games it's not worth it.

3. 3 Tips for Deck Building.

- consistency (so your gameplan works at a high percentage),
- 2) win condition (cards which actually win the game, like bls but also limiter, also just a bunch of high atk cards and you better have multiple win conditions), and
- 3) speed (your deck gets to the cards it needs very fast). Give points from 0 to 10 to your deck after you played a couple of games.



Testing Several new cards

If you want to test different cards, play 5 to 10 games. Don't edit right after every duel when you're testing, just play the game. After your games you watch your replays and have a look after the card you're testing very closely: "Is this card good in this hand? Do I use it properly? Would another card instead of this one be better right now?

How to test one specific card.

If you can't decide to play one card or the other and both cards would be @, you go with the card which changes the game the most. E.g. you want to play Jar of greed or Scapegoat, then you test jar of greed, ask yourself in the replays: "What if this jar of greed would be acapegoat now?"

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CHARACTERS FOR CHARITY

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We sat down with Madcap, who recently played 9th in Format Library Championship 33, beating out 96 other talented players with his very spicy Panda Burn deck. Any deck that's running a copy of something like Shield & Sword is something we just had to get the scoop on.

PANDA BURN IS OFTEN CONSIDERED TO BE ONE OF THE HIGHER Skill Ceiling Decks in the format, what draws you to pilot this deck?

When I was first getting into Goat Format I initially started by learning the fundamentals of Chaos Turbo, Warrior and Goat Control. At least just being able to have respectable win rates playing basic lists on the ladder. This is something I would recommend to anyone new. I really liked playing old Yugioh again, however I wasn't totally enamored with any of those decks. Now that I had a decent grasp of the format I began experimenting with playing some other deck types.

At the start of 2023 I began trying out Panda Burn. This was a deck that puzzled me as to why it was prominent in the meta since I thought if you were going to play a strategy that cares less about card advantage why not just playing something more unfair like Cat. I soon realized consistency was a big reason... Just as long as you had the skill to make it so. I also soon realized how much deeper this deck was than what it appears to be on the surface. So often in games you find yourself in exciting

I love how the cards in the deck synergize with each other instead of just simply playing cards that plus or are generically good. Most importantly I felt the deck suited my skills like no other I had played yet. I find it especially rewards my patience. So I was immediately hooked and for the first time truly began to deep dive in learning everything I could about a deck. I scoured the web for any Panda Burn lists and replays, talked with premier duelists like Puy, I watched many ladder matches along with playing extensively on the ladder while reviewing my replays.

Additionally, for the first time I began developing the list I was playing to fit my style and slowly figure out what I like and believe to be optimal. A year and a half later to the present day you can see my deck looks quite different from any others. Much of it is just me being crazy enough to combine ideas I had seen and then tested together. The only concepts I think I could truly call my own is the lack of any Giant Rats and My Body as a Shield.









SHIELD & SWORD IS AN INCREDIBLE PIECE OF SPICE, HAVE YOU HAD LUCK WITH THIS CARD?

If you don't know, Shield & Sword is actually a card I started using just a month or so after I began playing Panda Burn. I saw it in lists AlephYa and Delinkquent played. I certainly saw the value in having Panda deal 1800 more damage into Trio tokens. Beyond that as well having many of my monsters being able to become beaters while most meta deck monsters lose attack power. Something that is paramount I believe when playing cards that are useful only with other cards is you need to have a sufficient number of cards to pair them with, otherwise it's too gimmicky. I did think Panda Burn could be a decent home for a one-of Shield & Sword. The first tournament I tried it in was one of the free Friday ones which I ended up winning (with a great deal of luck on my side). I was still very new to the deck and naive about a lot of things, however one thing I knew for certain was that Shield & Sword was going to stay and it has never left my deck since. You can see it in my lists from PWCQ 38 and 47. I can't quite explain the high that comes from using the card. It's such a great bomb and essentially a burn effect that doesn't get weakened by Mystik Wok. It adds further utility to playing high defense monsters which I already want to be playing in the first place.

DO YOU THINK THERE'S ANY OTHER DECKS THAT COULD BENEFIT From the Card?

The most obvious choice would be Shield & Sword OTK. Not a deck you see getting talked about much if at all. There is a deck page for it on the official Goat website. To me if someone were to build a more optimal list for it that's less gimmicky they could potentially win a small tournament such as a locals. Other than that I cannot think of any other deck where it wouldn't be a novelty or a card like United We Stand isn't just better.

WHAT TIPS DO YOU HAVE FOR NEW PLAYERS LOOKING TO PICK UP A PANDA BURN STRATEGY?

I think it's important to have a good understanding of other decks first before trying Panda Burn. More so than some other decks it's very helpful to know what your opponent is trying to do or is capable of. Making mistakes is very punishing. I'd say that you should play a good amount of matches and figure out if you'll even enjoy playing the deck before you put more effort into it. Start with a basic list and slowly test cards you may want to use. I suppose I can repeat myself and mention everything I did to learn the strategy. Duel a lot on the ladder and review your replays, particularly your losses where you felt you had a chance for a better outcome. Analyze replays or ladder matches of high level Panda Burn duelists. Figure out what they may be doing right and add it to your toolbelt. You can also reach out to those duelists and ask for advice. This deck isn't for everyone so if you find that it's not suiting you, perhaps try a different one. I consider patience to be very important if you want to be a great Panda Burn duelist.



Your event here

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PEOPLE OFTEN HATE PLAYING AGAINST BURN, COULD YOU GIVE ANY TIPS FOR THOSE PLAYERS LOOKING TO PLAY BETTER AGAINST DECKS LIKE YOURS?

Patience is also important for anyone facing Panda Burn. Take the time to fully assess situations. This may keep you from wasting resources that could have been put to better use or keep you from playing right into what they want you to do. Watch replays of someone using whichever deck you use playing against Panda Burn duelists. See what they might have done right or wrong. A common card that gets kept after siding is Snatch Steal. Very rarely is that card going to be of much help for you. There's got to be something better in your side deck that you could have replaced it with. If there isn't, fix that.

FINALLY, WHAT TIPS DO YOU HAVE FOR HANDLING A LOSS? HOW DO YOU KEEP A COOL HEAD WHEN THE HEART OF THE CARDS AREN'T IN YOUR FAVOR?

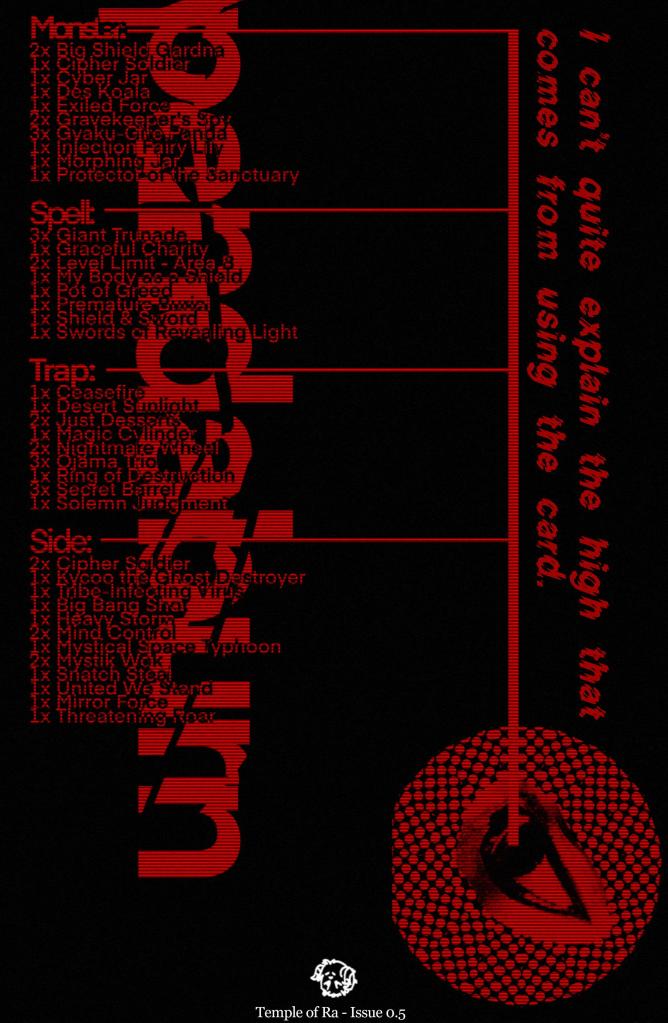
For myself I play for the love of the game more so than any need I have to win. Losing and chiefly losing to sack is inevitable and I accept that. It's not a big deal to me and I'm just satisfied if I get to have some great entertaining duels against skilled opponents. I'm naturally a very calm person and I'm not easily fazed by anything. If you do struggle with accepting losing in this game I'd say just take some deep breaths, then perhaps go do something active or another hobby you enjoy for the moment to reset yourself. What doesn't kill makes you stronger and there is likely something you could have learned from it.







SHIELD & SWORD PANDA BURN BY MADCAP 9TH PLACE FLC 33



[shem shelley]







Duelists of the Roses Pack





King Tiger Wan.. Common



Kryuel Common



Maiden of the .. Common



Patrician of Dar..



Jigen Bakudan



Воо Коо Common



Dark Plant Common



Mystical Elf



Robotic Knight Common



Common



Common



The Illusory Ge... Common



Common



Common



De-Spell Common



Common



Common



Sogen Common



Toon World



Umi



Wasteland



Common



Manga Ryu-Ran



Crush Card Virus Common



Fake Trap Common





Moisture Creat.



Mucus Yolk Rare



Servant of Cata.. Rare



Rare



Rare



Jowls of Dark D... Rare



Rigorous Reaver Rare



Slate Warrior Rare



Shapesnatch Rare



Souleater Rare



Call of the Hau...



Dust Tornado



Barrel Dragon Super Rare



Jirai Gumo Super Rare





Labyrinth Tank



Skull Knight Super Rare



Toon Summone... Super Rare



Anti-Spell Fragr... Super Rare



Change of Heart



Cold Wave Ultra Rare



Eradicating Aer... Ultra Rare



Eternal Rest Ultra Rare





Sword of Drago... Ultra Rare



Fairy King Trues... Secret Rare



Secret Rare



Secret Rare





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H I N D S I G H T I S 2 0 / 2 0 An Interview with Keith Cup Winner "Angelzx9"

SO, YOU'VE RECENTLY WON THE HINDSIGHT FORMAT KEITH CUP, CAN YOU FILL OUR AUDIENCE IN ON WHAT HINDSIGHT FORMAT IS?

Hindsight format is a community driven custom format based in the historical Goat Format. It has some sets added to the regular goats cardpool (like Cibernetic Revolution and Elemental Energy). It has a custom banlist to keep a power level and playstyle similar to the original format while also getting rid of annoying cards and balancing the top tier decks. We also have a list of individual cards to support certain decks or strategies, this list is proposed and voted by the players under the management of Necromancy4kids.

WHAT DRAWS YOU TO THE FORMAT? WHAT MAKES HINDSIGHT A VALUABLE EDITION TO THE OVERARCHING "GOAT FORMAT"?

Playing regular goats it's common that players wonder "what if this card or this deck was available in goats" and some just wish they could play their favorite deck in this format, let's say gadgets, elemental heroes, dark world, dinosaurs, etc. This is my case.

TELL US ABOUT YOUR HERO DECK, HOW GOOD IS MIRACLE FUSION IN THIS FORMAT?

Miracle fusion has potential, while hindsight doesn't have the generic elemental heroes fusions available it opens a wide variety of possibilities, just by playing wildheart, Sparkman and Burstinatrix I can access 10 different fusions which turns the fusion deck into a toolbox. I'm sure my deck still has room for improvement.

WILDHEART SEEMS TO BE A CONTROVERSIAL CARD IN HINDSIGHT, CAN YOU CHIME IN ON WHY THAT MIGHT BE?

Wildheart it's a solid card that can cause the opponent a lot of trouble, with decent stats and trap immunity it can be a pain if you don't have outs to it. I think the past tournament it felt really oppressive because most players were on control decks and their monsters mostly had low stats and most of their removal were traps. In this recent tournament, I don't think it was so oppressive by itself -- I'd say that it's the fusion. Wildedge was the MVP of my fusion deck because my opponents were playing recruiters and combo decks so they were spamming the field with monsters.

WITH OVER 450 CARDS ADDED TO THE GOAT FORMAT CARDPOOL, WHAT TIPS DO YOU HAVE FOR STANDARD GOAT FORMAT PLAYERS LOOKING TO JUMP INTO HINDSIGHT?

Hindsight format still has a small player base and a big cardpool, so it's open for a lot of exploration on deck building. It's a place to enjoy and let your creativity shine while playing your favorite cards, and if your favorite cards aren't in the format you could even propose them to be in!

Temple of Ra



DUELIST GENERAL'S WARNING:

Engaging in Yu-Gi-Oh! may lead to uncontrollable urges to duel and constant deck adjustments at 3 am.



HOUDINI