

## Belgium Championship 2012 – Feature Match 5

Anthony VS Denis

### Game 1

Both players roll a dice and Anthony wins and decides to start

**Anthony:** set one monsters and one S/T

**Denis:** normal summon wind-up hunter. Special summon wind-up shark, Anthony activates solemn warning.

6000 - 8000

**Anthony:** set one S/T

**Denis:** set one monster and one S/T

**Anthony:** flip summon wind-up magician and normal summon wind-up hunter. Activate effect wind-up Hunter, discarding one card of opponent.

**Denis:** Activate Wind-up Factory

**Anthony:** set one monster

**Denis:** normal summon wind-up magician. Special summon Wind-up shark. Effect wind-up factory activates, adding wind-up shark to his hand. XYZ summon Number 39 Utopia. Anthony discards Maxx and Activate Torrential tribute. Denis Activates effect of Sangan in the graveyard, adding Effect Veiler to his hand.

**Anthony:** Activates Wind-Up Factory. Normal summon wind-up Rat and activate effect of wind-up Rat, Denis activate effect veiler to negate the effect of wind-up rat. wind-up factories of both players activates, Denis adds wind-up magician to his hand, and Anthony wind-up Rabbit. Anthony direct attack with wind-up Rat.

6000 – 7400

**Denis:** Normal summon wind-up Rat, special summon wind-up Shark. Effect both factories activate, Denis adds wind-up Rabbit to his hand, and Anthony adds wind-up Magician to his hand. Activate effect of wind-up Rat to special summon wind-up hunter from the graveyard. XYZ summon wind up carrier zenmaity. Effect wind-up Carrier Zenmaity to special wind-up rat from his deck. Activate effect of wind-up Rat to special summon wind-up hunter from the graveyard. XYZ summon wind-up Carrier Zenmaity. Effect wind-up Carrier Zenmaity to special summon wind-up rat from his deck. Activate effect of wind-up Rat to special summon wind-up Hunter from graveyard. XYZ summon wind-up Carrier Zenmaity. Effect wind-up Carrier Zenmaity to special summon rat from deck, hunter from grave. Attack with all monsters and wins the game.

0 – 1

## Game 2

### Anthony lost first duel and decides to begin

**Anthony:** normal summon Tour Guide From the underworld and activates effect, Denis chains effect of Maxx "C". Anthony Special Summon Sangan from the deck with the effect of Tour Guide From The Underworld. set two S/T

**Denis:** Set one S/T and activate wind up factory. Set one monster.

**Anthony:** XYZ summon Wind-Up Carrier zenmaity. Activate effect wind-up Carrier Zenmaity, Anthony activates the effect of Effect Veiler to negate the effect of wind-up Carrier Zenmaity. Effect of Factory of Denis to add wind-up shark to his hand. wind-up Carrier Zenmaity attack face down monster of Denis.

**Denis:** Activate Mystical Space Typhoon to destroy set S/T. Normal summon wind-up Magician, Anthony negates its summon with Solemn Warning.

6000 – 8000

**Anthony:** Normal summon wind-up Hunter, special summon wind-up Shark. Denis activate effect of wind-up factory, adding wind-up Shark to his hand. Activate effect wind-up Carrier Zenmaity, summoning wind-up magician. Activate effect Hunter to discard one card from Denis his hand. Activate effect of wind-up magician to Special Summon wind-up shark from the deck. XYZ summon wind-up carrier zenmaity. Activate effect wind-up Carrier Zenmaity to Special Summon wind-up Rat. Activate effect wind-up rat to Special Summon wind-up hunter from graveyard. Activate effect of wind-up hunter, discarding one card from Denis his hand. XYZ summon wind-up carrier zenmaity. Activate effect of wind-up Carrier zenmaity to Special Summon wind-up rat. Activate effect rat to Special Summon wind-up hunter from the graveyard. Activate effect of hunter, discarding one card from Denis his hand. XYZ summon Number 17: Leviathan dragon and Number 39 Utopia. Activate Effect of Number 17: Leviathan dragon. Attack with both monsters.

6000 – 2000

**Denis:** Activate Wind-up factory. Normal summon wind up shark. Activate effect wind up shark decreasing its level. Effect Factories activates, adding rat and shark to hand.

**Anthony:** Normal summon rat, activate effect to special shark from grave, Denis activate effect of his factories, adding rabbit and magician. XYZ summon number 20: Giga-Brilliant. Attack Shark with Giga Brilliant on Shark. Attack with Utopia for game.

1 – 1

## Game 3

### Denis has lost previous game and decides to start

**Denis:** Normal summon wind-up rabbit. Activate factory. Activate effect rabbit. Effect factory activates, adding wind-up shark to his hand. Set one S/T

**Anthony:** Normal summon Sangan and attack

8000 – 7000

**Denis:** SS rabbit. Factory and add magician to his hand. Normal Magician, Special Shark. Anthony uses effect veiler on Magician.

**Anthony:** Normal hunter, special Activate effect shark in his hand, Denis chains effect of Maxx “C”. Shark is special summoned. Denis adds shark to his hand with wind-up factory effect. Attack shark with hunter. Attack Magician with shark. Attack directly with sangan.

8000 – 5000

**Denis:** Special summon wind-up Rabbit. Normal summon wind-up Rat. Activate effect of wind-up Rat, Anthony uses effect veiler on Rat. wind-up Factory’s effect activates, adding wind-up Shark to Denis his hand. XYZ summon Wind-up Carrier Zenmaity. Special Summon two wind-up sharks from his hand. Activate effect of wind-up Carrier zenmaity to special wind-up Rat from the deck. Activate effect of wind-up Rat to special summon Hunter from the graveyard. Activate effect of wind-up hunter to discard one card from opponent. XYZ summon Wind-up Carrier Zenmaity. Special Summon two wind-up sharks from his hand. Activate effect of wind-up Carrier zenmaity to special wind-up Rat from the deck. Activate effect of wind-up Rat to special summon Hunter from the graveyard. Activate effect of wind-up hunter to discard one card from opponent. XYZ summon Carrier Zenmaity. Activate effect of Wind-Up Carrier Zenmaity, special to Special Summon Wind-Up Rat from the deck. Activate effect of Wind-Up Rat, Special Summon Wind-Up hunter from the graveyard. XYZ summon Wind-Up Carrier Zenmaines. Attack Wind-Up Shark with Wind-Up zenmaines, detach one material to prevents its destruction. Attack Sangan, Anthony adds Tour Guide to his hand. Activate effect Wind-up Hunter. During the end phase Denis activates effect of Wind-Up Zenmaines and destroy one set S/T of Anthony.

**Anthony:** Normal summon Rat, activate effect, Denis uses DD crow.

**Denis:** Normal Sangan, attack with Sangan, zenmaines and Hunter.

**Anthony:** Set one S/T

**Denis:** Attack with Sangan, Zenmaines and Hunter.

**Anthony:** Skoop

**Denis wins round 5**

**Reporter: Michaël Backelandt**