

TD+ Only! (Trial Deck Remix Spy X Family Series)

Melanie Lynette - Level 4 Weiss Schwarz

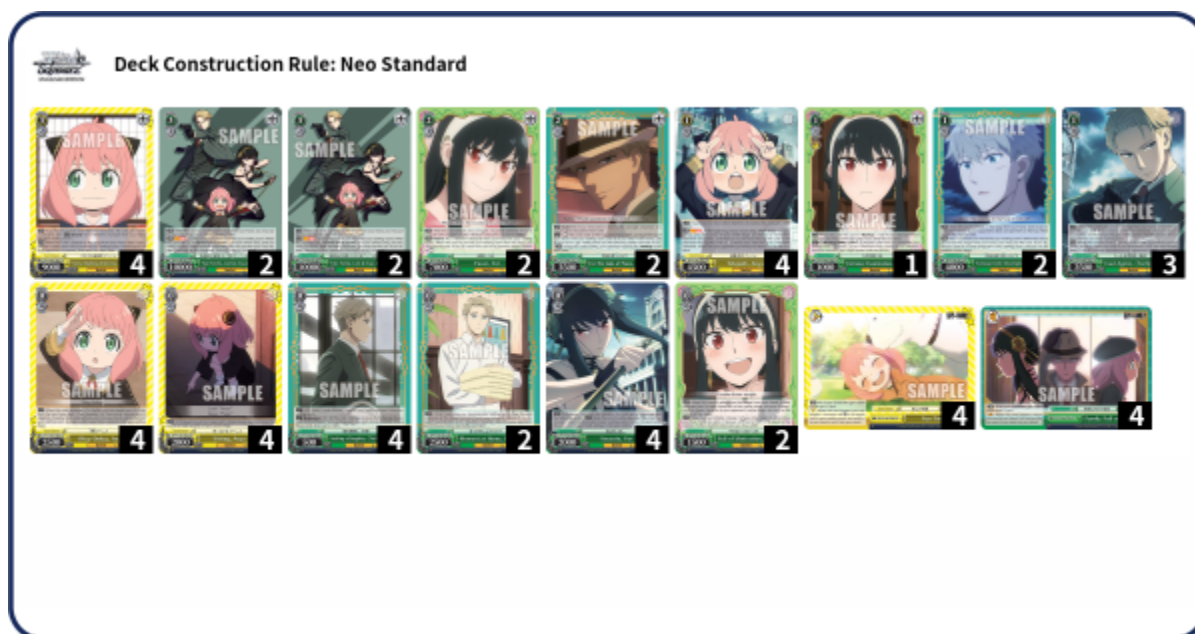
Philosophy:

Why only TD+? Some things to think about:

- This is a very easy, small investment way to support your LGS on a new set release. (And even give you something simple to help boost numbers for a Meister Cup.) The amazing thing about Weiss starter decks is that they have evolved over time into very playable midrange decks AND you only need 2 of them for a playset of all the TD cards (if you don't mind running a foil or two). For about \$40 to \$50 on release or preorder you get a chance to open something cool and shiny and have a less competitive deck to mess around with and use to teach newer players. They tend to retain value since Bushiroad puts highly playable cards and combos in these and they are almost never reprinted. It should also be noted that, compared to some other games, Weiss Schwarz Trial Decks are very solid. They've evolved over time to include two climax combos (at Level 1 and 3 typically) and several strong technical set up pieces that are commonly desired in competitive decks.
- Lower the playing level for an event or weekly locals to encourage growth or reset everyone's mindset.
 - Trial decks lower the playing level and can help new players feel like they have a chance to learn and be successful in the game. A TD+ weekly locals or recruitment event can be a great way to level the playing field and support the store.
 - No new players? Honestly, sometimes even us experienced players need a break from "X" set(s). One of the most fun locals we had this spring in May occurred when some of our players returned from Worlds and were jamming a few Rose decks they picked up on launch. It was nice for that one event to reset the game back a few years to a more leisurely pace. You can even burn out experienced players by jamming the same deck too much, and even over do it for yourself. I have put together a TD+ modified Weiss vault with updated TD+ decks from the past few years. Now that the decks have Level 1 and 3 combos makes them very playable. Sometimes, instead of straight up choosing, it's fun to roll a dice and see which TD you're playing for a TD only event. There's a lot of fun ways to do this as an every once in a while break event.
- Playtest the "WHOLE" set and take no one's word for anything. You will often notice that in the decklists of the best repeat champions will vary by 1 to 3 cards. This is often because they've considered (or even tested!) cards in the set (this includes TDs!) and weighed that against the meta they will encounter at the event. They know which tech cards could modify the deck to weather meta or a banlist.

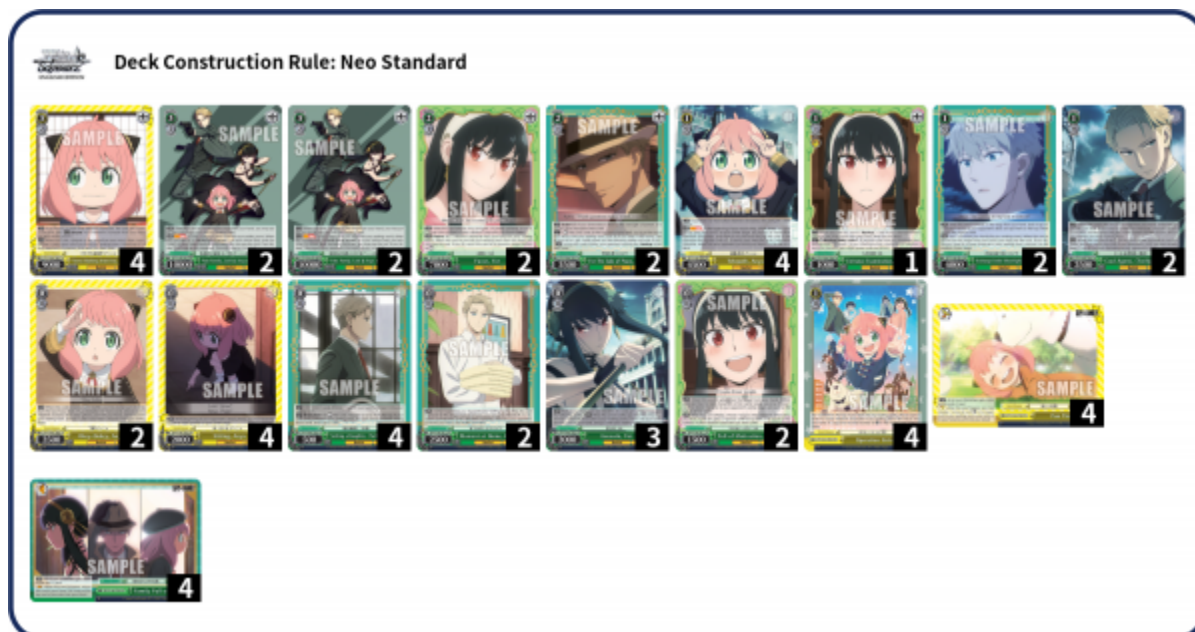
Deck Code: 2XH0G

<https://decklog-en.bushiroad.com/view/2XH0G>



Deck Code: 2UC04

<https://decklog-en.bushiroad.com/view/2UC04>



Cards that you may wish to fit in and swap with others:



Note: Feel free to adjust the ratios (probably Level 0) to put the 0/0 Bond for the 1/1 Anya back into the deck if you find yourself struggling with a standby meta or power at Level 1. It's also possible to adjust the deck ratios to incorporate more of the Level 2 game options the deck provides if that is a better fit consistency wise or you would like more soul trigger options for the choice trigger climax in the deck.

Quick Pilot Guide for Both Decks:

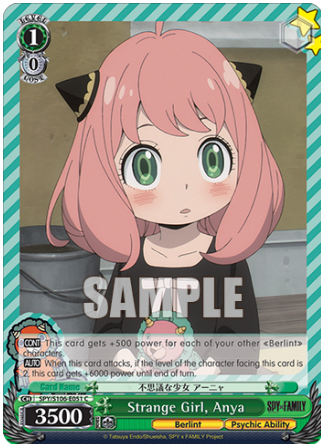
The only difference between the two builds is to either include or not include the Level 1/0 event. Early game you're setting up using your various deck tools to get your on reverse/slot has no defending character Level 1 combo. This updated profile is nice because if your opponent uses anything other than a backup counter to deny the reverse (bounce back to hand effects, crashing their board to clear it and leave no targets, etc.) you still get your effect. The Level 1 counter is an exchange of hand for a mill 4 through your deck. The downsides here is that the rebuilt version doesn't have a ton of soul triggers due to the climax choices in the deck, no early play Level 3s, and can mill out of deck your cancels or your search targets for your combo. Because all of these downsides add up for a card that will probably only net you a Level 0 or 1 character in most cases, I recommend players start with the no event build, then swap to the event build later if they want to try it out. The flip side is that it can get you out of some tricky deck states for no stock, but it becomes a learning process to know when to play it.

Level 3 features the 3/2 combo on attack, pay 1, discard 1, to deal 3 damage as well as an on play heal. A very basic but straightforward way to push damage to end the game. If your opponent leaves out Level 2 or 1 characters, knowing when to side for 1 or 2 damage for the game becomes a skill to practice with if you only need that amount of damage to close out the game. The other 3/2 Anya included in the trial deck has encore, a draw filter effect, and can return an opponent's character to hand. You will only want to focus on getting her if your opponent is running troublesome board states you can't power over, on reverse effects that are active on your turn, or anti- auto (burn) damage effects that are on play. Otherwise, this is a very solid Trial Deck with decent strategies for someone to have fun with.

I'm a new player who has played this combined TD quite a bit. How can I update my deck without changing the climax combos on a budget?

Here are some Budget options to consider for this Spy X Family TD. A few may have been omitted for deck color reasons.

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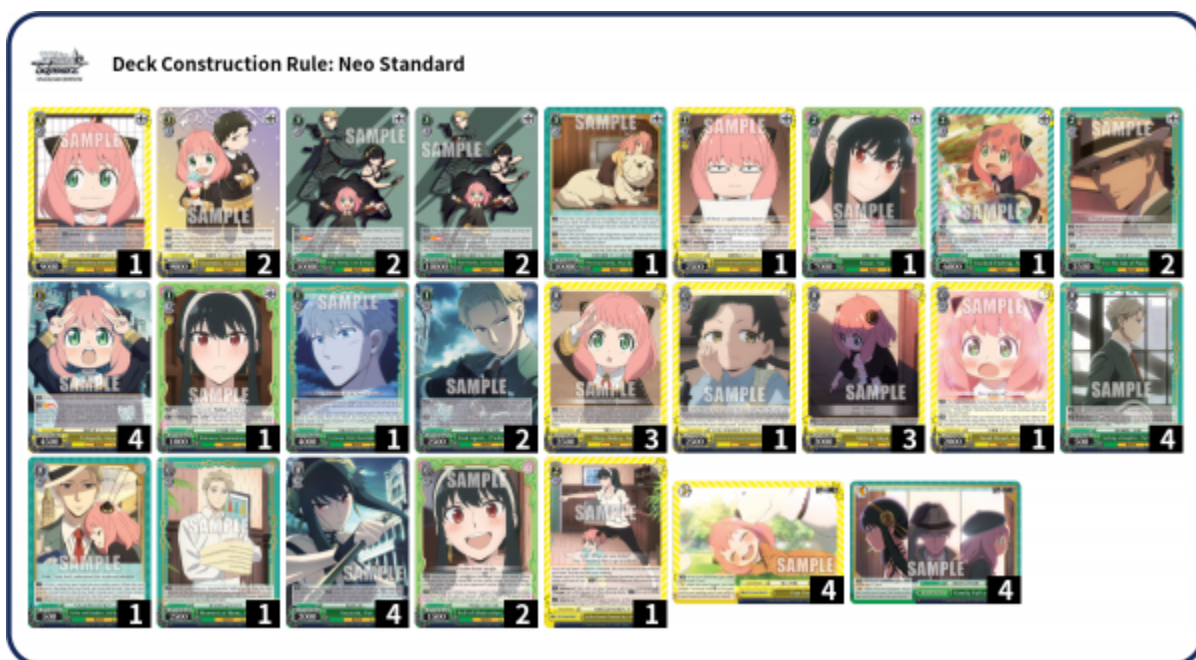


Of these options, I'd mostly prioritize the on color (yellow/green) tech, as well as one of the available climax swaps.

Sample TD+ with Budget Set Upgrades:

Deck Code: 6SGN8

<https://decklog-en.bushiroad.com/view/6SGN8>



Quick Pilot Guide:

While this deck keeps the same Level 1 and 3 combo strategies, cards have been swapped in to help with consistency. A budget early play healer, as well as tech ones of a climax swapper, a 2/1 event that can help counter troublesome opponent set ups, and a stock swap. All of these cards can be swapped out or have their levels adjusted to better fit your own playstyle!

Upgrades for when there's some extra change in the wallet after payday:

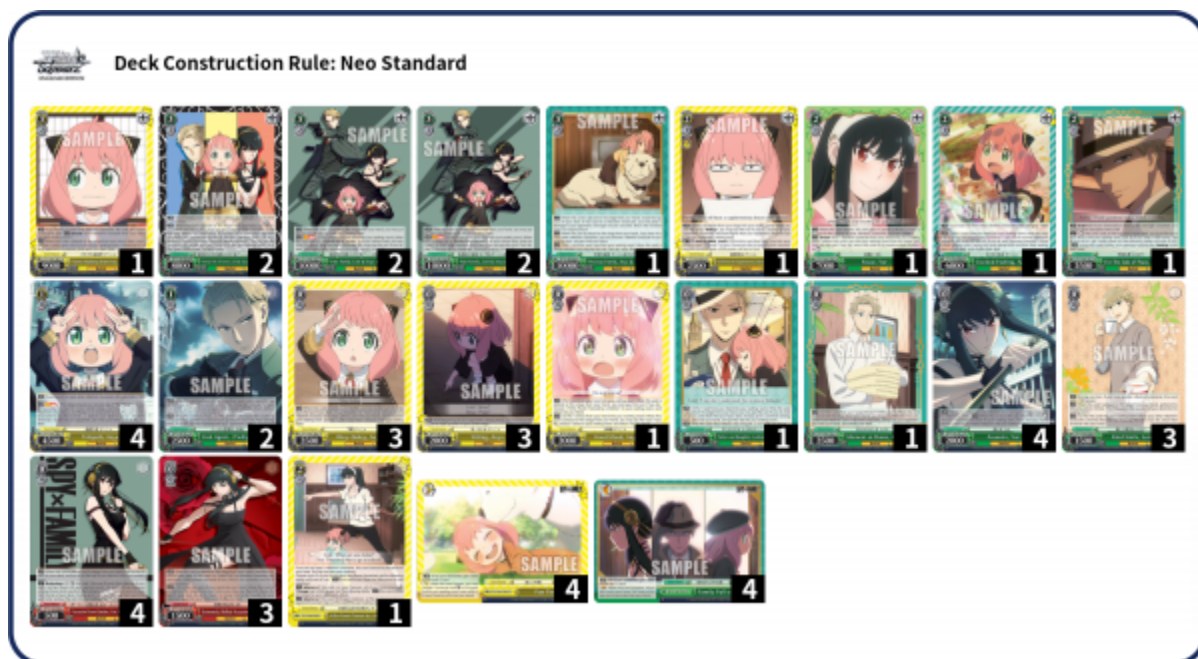




Sample TD+ with Set Upgrades V1:

Deck Code: YXRA

<https://decklog-en.bushiroad.com/view/YXRA>



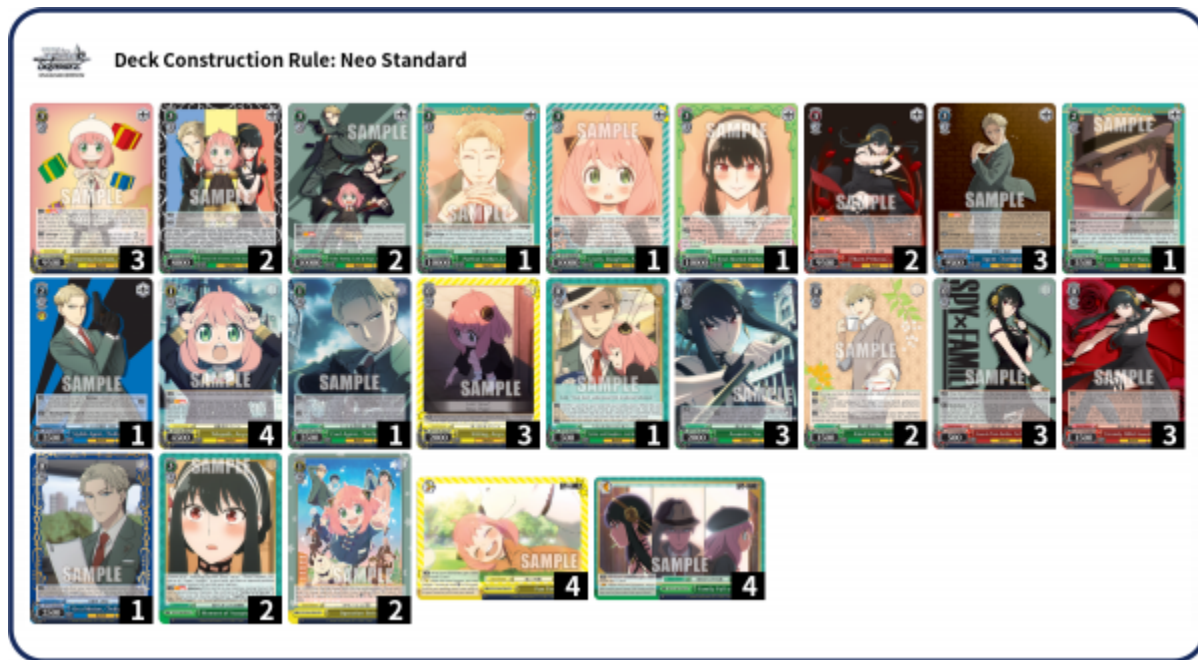
Quick Pilot Guide V1:

While maintaining the core Level 1 and 3 climax combos of the TD+, this more serious upgrade of the deck techs in the easier to fulfill early play healer. Also upgraded at Level 0 are the Yor RR to help you guarantee your Level 1 combo or board set up, the Loid RR to deny reverses and help you relight your Level 1 combo, and the Yor 0/0 brainstormer. There's an argument for just putting the Anya 0/0 RR brainstormer in here for her salvage and ignoring her change assist ability, but I felt like your funds would be better spent on the Yor 0/0 RR upgrade over the brainstormer. Feel free to adjust ratios to better suit your meta and playstyle.

Sample TD+ with Set Upgrades V2:

Deck Code: 5VCQQ

<https://decklog-en.bushiroad.com/view/5VCQQ>



Quick Pilot Guide V2:

This deck build is not an easy pilot, but it *is* hilarious if you can get it off. This “exodia” build that uses the 3/5 “Moment of Acceptance” event to try to pull out the whole family of finishers to board is a lot of fun for an end game goal. While it’s in memory, it also allows the Gold Bar “Family Full of Secrets” climax to count as their climax combo as well. The combo is very resource heavy and greedy, so if it appears to not be able to build the resources to play, you fall back onto the original TD+ 3/2. With the increase of Level 3’s, the 1/0 TD event makes a bit more sense. Feel free also to swap the 0/0 top check brainstorm for the Anya RR. This may help with color ratios, consistency, and if you are able to get the Level 3 changes off. I left the Yor because the top check may help with the consistency of getting the events in the deck in hand.

I’m ready to make this into a competitive deck. What are my options?

Some of the green Level 0 and 1 cards can make their way into what is considered to be the more competitive deck build for the set right now. Especially the 0/0 Yor, and sometimes the 1/0 Loid cards are teched in for hand filters or certain game play scenarios. The competitive deck tends to always set up the Level 1 game with the Fiona change combo paired with the 0/0 RR Anya brainstormer in the backrow:



Level 3 tends to either feature the 3/2 RR Loid (more common) or the 3/2 RR Anya (less common/playstyle dependent). Either way, feel free to use the upgrades from the last few builds to build into a competitive deck for the series.

Be sure to check out this and other Trial Deck Remix Series possibilities at:

<https://level4weisssschwarz.wixsite.com/lvl4ws>