

THE NEW PLAYER DOC(™)

A list of good budget cards, good budget decks, and short archetype guides.

Updated November 7th, 2024.

What is this?

This is a WIP version of what will hopefully become a beginners' resource for Undercards. The document contains sections ordered by deck types, each with a list of good RARE or below cards for the archetype that you as a new player can craft without regrets. It doesn't mean that these are the only good cards in the game - just that I think they're the easiest to craft and experiment with.

For this reason I will not be including cards from "tribes" (Plants, Dogs, etc.) as well as those from specific sets like Hyperlinks. Even if a Plant deck is good, crafting a card only usable in Plants is ultimately not worth it compared to a card you can use in a wide range of decks. Some "tribe" cards made it in anyway - that's because they're just good in general (for example Temmie is good outside of Temmies deck).

Most RARE cards are not worth crafting if you're on a really tight dust budget. The exceptionally good ones are [highlighted like this](#).

After the card list I will be providing a short overview of the archetype - don't worry if you don't know what the fuck "Control" is. There will also be some budget decks of the respective type. **All of them were played by me** and have reached at least Master rank. Some cards you will see in those decks aren't on the "craft this" list, and that mainly boils down to me knowing what I'm doing.

If you have any questions, feedback, or just wanna say thanks - my discord username is **sktima**. This is my preferred platform of communication. Don't hesitate to send anything!

General purpose budget cards

Cards in this section might not appear in subsequent sections to avoid repetition. They're good for everything. Some repeat anyway because I forgot.

Maus

Spider Flower
Maus Hole
Vasebreaker
Rockman
Poison
Proceed
Acceleration
Frozen Energy
Froggit Trio
Spider
Oasis
Resurrection
Force of Nature

Aggro (extreme very early pressure that begins as fast as it ends)

Microwave
Sweet Corn
Hathy
Trophy
Wobbly Thing
Charles
Tiny Froggit (this is not a joke)
Useless Bird
Orange Laser
Temmie
Temmie Egg
Bomb
Fan Rudinn
Knight's Shield
Janitor
Lancer's Bike
Snake Miner
Acceleration
Ice Cap
Memorial Statue
Ranger Rudinn
Mace (you need a target though)
Parsnik
Penetration

Octofriend

Energizer

Aggro generally comes in two forms: Burn and Zoo. Burn focuses on a constant barrage of damage, using cards like Snake Miner, Yandereplane, Force of Nature, Ceroba, and of course just Chargespam - all to throw at the enemy's healthbar.

Zoo is the board-oriented version of Aggro. Zoo decks aim to overwhelm the opponent with stats rather than raw damage. It will often use cheap and sticky (hard to remove) monsters to get damage in, like Overlord Migosp, Ranger Rudinn, Crystal Cheese, etc. Zoo also almost always has some kind of buildaround card that makes the stat-spam actually efficient. Examples include Feast, Overgrowth, Dunebud, and Pile of Dust combos.

A middle ground between the two can exist, and Burn decks sometimes still try to stick to the board for the first few turns of the game, if only to let go of it later on. This generally makes the deck less consistent, but it can be well worth it.

Lucky to have a few legends or even DTs? Good ones for Aggro include:

Sans Dog (Not a joke - 2 dodges on a 2g monster is scary if it's buffed)

Butler Ralsei (For those sticky zoo decks to get stickier)

Ceroba (Don't just throw her around! She's more utility than win condition)

Biker Lancer (...No explanation required, right?)

Susie (If your zoo deck can use her as a buff. Especially good in **DT**)

Casual Undyne (The Big Burst)

Placeholder Kris (The Big Board)

Chujin (Probably the strongest of all of these. Try him out)

The Heroine (Best for pressure and zoo decks)

Clover (Best for burst and burn decks)

Soulless Kris (For specific builds that can fuel them. Good with **Bravery**)

Kris (Best for all-around utility. Exceptional with **-cost** and **PV/DT**)

Ultimathrash (It has actually good stats. Won't feel like a DT though.)

If you want to try your hand at Aggro, **you can take one of the decks below**. I've played them myself and have reached Legend.

Feast Kindness (Season 100): Look for a Clam Girl start, then use your

cheap cards for an explosive Feast turn.

Mind that Dunebud's effect procs BEFORE the spell - so it gets double the buffs from Force of Nature and Feast!

Dalv is a great inclusion if you have him. Do not run **Susie**, **Casual Undyne**, **Placeholder Kris**, or **Biker Lancer**.

Zoo Bravery (Season 100): Use **very** annoying 2-costs to get some guaranteed face damage in, then finish with Overgrowth-boosted Temmies. Do not greed Overgrowth though - even using it on 2 monsters can be fine!

You will often need to **look** for stuff with Acceleration - remember what's in your deck, not just your hand.

Chujin will underperform in this deck. He is so good you can try him out anyway though.

[There's now a 4-minute video to teach you how the deck plays.](#)

Midrange (balanced, sustainable offense)

Assault
Blitz Quiz
Food Enjoyer
Frost Igloo
Campfire
Octofriend
Proceed
Fan Rudinn
Melt
Rage
Great Door (but nobody likes you. it's not OP, just lame)
Punishment
Soothing
Soul Drain
Top Chef
Cracked Table
Faun
Fuku Fire
Garbage (*DT, Justice, Kindness, Patience*)
Migospel
Big Mouth (1-2)
Walk Sign

Carbed
Ferry
Iconman
Mister Elegance (armor version)
Politician Bear (not Politics Bear)
Receptionist 1
Spamton Shop
Undyne's Spears
Broken Car
Control Panel
Reminisce
Forest Worm
Sad Dragon
Sadmobilie
Stickman
Dad Slime
Yandereplane
Purple Mascot
Mirror
Fox Bodyguard
Mister Ruckus
Magic Lantern
Ugly Fish
Golden Hit
Knight's Shield
Traffic Light (If you're looking at this list for advice and you have a DT... why?)

Control (slow, defensive playstyle that wins in the long game)

Golden Hit
Manticore
Purple Mascot
Scissor Dancer
Yandereplane
Penetration (1 copy)
Blitz Quiz
Carousel
Worm Infusion
Lancer Painting
Ice Replica
Proceed
Melt
Rage
Soothing

Soul Drain
Garbage (*DT, Justice, Kindness, Patience*)
Fuku Fire
Skateboard Girl (especially in conjunction with Prosperity)
Big Mouth
Undyne's Spears
Broken Car
Reminisce
Ice Replica
Control Panel
Magic Lantern
Fox Bodyguard
Mister Ruckus
Ugly Fish
Petrification
Mirror
Lesser Dog
Vulkin
Spider
Asgore's Truck
Elder Puzzler

Usually if you play control your win condition is making your opponent run out of resources lategame faster than you do. For this reason, control is not considered a beginner-friendly archetype, as a lot of legendary and DT cards have big lategame presence. This both forces budget lategame decks to compete with them, and makes said decks harder to build in the first place.

Plus control really likes single, powerful spells that kill multiple things at once so it can trade favorably in terms of cards (Hyper Goner is one card that kills 3). Most of those spells tend to be Epic rarity (Self-Reflection, Test of Will, Hyper Goner, Overheat...)

Ideally, if you want to play control as a budget player, you should have something to actually progress towards. The below Legendary cards make that much easier. It's a budget cards document, but, maybe you've got a few lucky packs, or maybe you're not that new:

Snoelle (best card in the game in general, including DT cards. Does NOT have to be built around)

Royal Papyrus (has to be built around, can be awkward for budget decks)

Teacher Alphys (has to be built around, strong, but not that strong)

Caged Jester (has to be built around, VERY strong, but also very difficult to play)

Gerson (does not have to be built around, but becomes much better with Good Food)

Other Legendary cards that will help you a lot as control but that are NOT win conditions.

Mettaton EX (Arguably second best card in the game. Use aggressively, don't wait until they have a truly huge gold lead. This is NOT a card to minmax. Very evil in conjunction with Doom - if the enemy skips the Doom turn, Mettaton EX eats all their gold)

Flowey (very good generalist card that also kills a lot of stuff on his own)

The Reflection (if fighting offense, use for pressure. if fighting defense, ideally use to steal their value generating cards like Muffet, Void Laser, Killer Cook, etc)

Asriel Dreemurr (the posterchild of truly slow decks. don't craft, but try him out if you have him. doesn't fit in every control deck.)

Muffet (big heal + big removal + delays fatigue (deck-out) + generates more cards if left alive. good all-rounder)

Baking Queen (simply an incredible removal. evil with Parachutism, which is a good artifact for control decks anyway)

Cool Papyrus (a much more aggressive version of The Reflection that trades sheer value for consistency and pressure)

Captain Rouxls ("skip a turn" button)

Alphys (I am not explaining all 7 of her cards, just trust me on this. She is very good unless you're playing Justice.)

Killer Cook (a card that's purely anti fatigue, which is important for control decks. It can also be used if your deck is **too** defensive and you constantly find your hand clogged)

Asgore, Lancer, Papyrus, Toriel, Susie (just generally good boardwipe/removal.

Susie (has Parachutism synergy)

Other archetypes:

Stall - This archetype is what happens when you take a control deck up to eleven. Stall decks typically have either no win condition, or REALLY SLOW win condition (The Barrier kind of slow). Their primary game plan is to make their opponent **literally** run out of cards until they have absolutely nothing in hand or deck. Very often, this archetype just lets fatigue (you take incremental damage drawing from an empty deck) kill the enemy.

This is one of the least beginner-friendly archetypes as it's both difficult to execute and not budget, so I won't talk about it more. For you, it's locked until

level 180. Alternatively it can be unlocked by paying Sktima22 for stall coaching. How much? I'd say a night with your mom, but I've already got that for free, sorry.

Archetypes that are not in this document but are on the Hub's list - The UC Hub is full of shit, balancers had 0 involvement in making the archetypes there, half of them do not exist (or just mean the exact same thing).

If you want a good place to get decks from, the community has made a regulated storage server with only high quality decks. It is fittingly named True Hub, because the actual Hub on the website is just not it:

<https://discord.gg/tFr24trV7c>

You can also check out the previous version of this server, which has now been archived due to too many decks:

<https://discord.gg/xVsQHkEGX9>