

CZ0564 - WHO "TIMEY-WIMEY" PRECON UPGRADE GUIDE

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*****CLAP AND SLATE*****

*****ROOM TONE*****

- 1) INTRO MURPH AND RACHEL

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Doctor Who has officially come to the Magic sphere, bringing with it four brand new commander decks! They are full of Doctor Who episodes and characters and a few reskinned Magic cards that are flavorfully appropriate. Today, we're upgrading the "Timey-Wimey" deck. It's a Jeskai (blue, red, white) Commander precon with a focus on time counters. We've gonna go over the STATS and suggest 10 cards to add and 10 to take out! BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: JOHN ANTKOWIAK****

- 2) MAIN TOPIC: **"TIMEY-WIMEY" - PRECON UPGRADE GUIDE**

The rules: 10 cards in, 10 cards out. Total budget of \$50. We'll leave the mana base as-is.

NEW COMMANDERS

This section is usually pretty straightforward, but with the Doctor Who decks, things are a bit more complicated. There are many creatures that could be commanders of this deck. We're only going to talk about the most synergistic pairings and the most likely candidates to be your commander out of the box.

THE TENTH DOCTOR / ROSE TYLER (Face commander)

- *This is the face commander, so it is often the best choice for the deck out of the box. This is focused on time counters generally and only asks that you attack. Rose seems to be the primary win con.*

THE NINTH DOCTOR / ROSE TYLER (UR + White Companion)

- *Doubling upkeeps is interesting, but how many cards do we have that care about that? And how do we get him tapped? And Rose doesn't seem particularly good with the Ninth Doctor? This makes Suspend cards better and Vanishing cards worse.*

THE ELEVENTH DOCTOR / AMY POND (UW + Red Companion)

Also RORY WILLIAMS

- *This is sort of like having three commanders, but all of them are fairly unimpactful.*

KATE STEWART (backup commander)

- *This is a very straightforward build. Clear win con, but very projected. If time counters, then power. Probably more consistent than the others. Doesn't care about suspended cards at all.*

"TIMEY-WIMEY" DECK STATS

- Ramp 13
- Card Draw 14
- Targeted Interaction 11
- Wipes 5
- Lands 37
 - Basic Lands 9

- Time Counters 22
 - Suspend 6
 - Vanishing 7
- Timey-Wimey 12
 - (Time Counter Manipulation)
- Upkeep Triggers 3
 - 16, including Suspend & Vanishing
- Grant Unblockable 7

WHO SHOULD YOU RUN AS THE COMMANDER?

The Tenth Doctor // Rose Tyler

REPRINT VALUE

This only takes into account the value of the reprints (38) at time of recording, NOT the new cards (53).

Retail value is hard to determine without MSRP, and commander precon preorder prices have swung WILDLY this year, ranging from deck to deck and set to set. However, these decks are pre-ordering for \$50 at time of recording.

Reprint Value for this deck is: \$142.65

This is hard to compare directly with other precon of this year because of the range of shelf price and the number of reprints in each deck. So I did a little math to determine the average bang for your buck value for each set this year. This is the average reprint value divided by the average shelf price.

(Average Reprint Value)

March of the Machine - \$2.42 of reprint value per \$1 cash

Lord of the Rings - \$2.53 of reprint value per \$1 cash

Commander Masters - \$1.90 of reprint value per \$1 cash

Wilds of Eldraine - \$2.82 of reprint value per \$1 cash

If you preorder at \$50, "Timey-Wimey" represents **\$2.04** of reprint value per \$1 cash

That number sounds low, but it doesn't represent the whole picture either, however, because there are only 38 reprints in this deck. So more of the deck's value is represented by new cards that we can't measure here. So I took the reprint value and divided it by the number of reprints to get the average value of each individual reprinted card. That's when this deck value starts to look much better.

March of the Machine - Avg Individual Reprint Value **\$1.38**

Lord of the Rings - Avg Individual Reprint Value **\$2.38**

Commander Masters - Avg Individual Reprint Value **\$2.05**

Wilds of Eldraine - Avg Individual Reprint Value **\$1.90**

"Timey-Wimey" - Avg Individual Reprint Value **\$3.75**

This tells us that while the reprint quantity is low, the quality of reprints is much higher than average. And that's represented in the notable reprints section.

NOTABLE REPRINTS

\$5 or more. There are 9.

- **Sunbaked Canyon** **\$21.00**
- **Wedding Ring** **\$20.00**
- **Stormcarved Coast** **\$16.00**
- **Farewell** **\$12.00**
- **Fiery Islet** **\$10.00**
- **Sundown Pass** **\$9.00**
- **Deserted Beach** **\$8.50**
- **Fractured Identity** **\$8.50**
- **Lightning Greaves** **\$7.50**

BEST CARDS IN THE DECK (*denotes a reprint)

- Flesh Duplicate
- Nanogene Conversion
- The Parting of Ways

MIDROLL BREAK

UPGRADE GOALS

Quick discussion about our evaluation of the deck right out-of-the-box and what the goal of the adds/subtractions were going into the "cards to add" section:

CARDS TO ADD

(remember: our total budget is around \$50 for this exercise)

MANA

- **Sol Talisman \$0.75**
This deck is incredibly mana hungry, so 2nd copy of Sol Ring that is on theme helps
- **Mana Geyser \$1.75**
In order to have big turns and activate the Tenth Doctor's ability you need a big injection of mana
- **Rousing Refrain \$0.75**
Feeds the timey-wimey ability. Plus if someone has 8 cards in hand = infinite mana

ENABLERS

- **Jhoira of the Ghitu \$0.50**
Suspend whatever you want. Always gives you something to get value off of time-traveling
- **Sinister Concierge \$0.50**
Great attacker and blocker that removes creatures
- **Scroll Rack \$19.00**
Set up hits for the Tenth Doctor's Ability. Smooth over draws.

CARD DRAW

- **Wheel of Fate \$3.00**
Can control when this comes off of suspend with time travel

PAYOFFS

- **Sphinx of the Second Sun \$3.50**
For every additional upkeep, your cards come off suspend faster
- **Chronomantic Escape \$0.50**
Great protection and even more powerful when you can speed up the clock
- **Ovika, Enigma Goliath \$0.50**
Great card to suspend w/ Doctor or Jhoira with the amount of noncreature spells in the deck

Total = \$30.75

CARDS TO TAKE OUT

- **Wilfred Mott**
There aren't a TON of impactful permanents and this is a slow value play
- **The Day of the Doctor**
Expensive for one card a turn
- **Idris, Soul of the Tardis**
I truly don't know what this card is good for.
- **Martha Jones**
We do not have a lot of clues to sac and Rose Tyler should be plenty big
- **The Eleventh Hour**
There aren't any other HIGHLY synergistic doctors in the deck
- **Jenny, Generated Anomaly**
This is off the plan
- **Adipose Offspring**
This is off the plan
- **Sally Sparrow**
This is off the plan
- **Donna Noble**
This is off the plan
- **Astrid Peth**
This is off the plan

HOW THE DECK PLAYS

You want to get a low mana value creature out early (usually Rose Tyler) so you have something to freely attack once the Tenth Doctor comes down. Try to ramp as much as possible/suspend some stuff as well in the early game, so once the Tenth Doctor is out, you can play your time travel cards or possibly have enough mana to activate the Timey-Wimey ability. The deck definitely goes long and durdles a lot, so try to keep pressure off yourself early if you can.

3) TO THE LISTENERS

What do you think of the "Timey-Wimey" precon? Any cards we missed? Any cards we suggested to take out or add that you disagree with?

****CARD KINGDOM OUT** **ULTRA PRO #2****

4) **THE END STEP**

Something cool outside the world of Magic.

5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz; Eric Lem; Megan Yip; Gaurav Gulati; Jordan Pridgen; Jamie Block; Arthur Meadowcroft; Manson Leung; Jake Boss; Sam Waldow; Evan Limberger; Craig Blanchette; Katie Cole; Mitch Trafford; Gabriel Pozos; Josh Lee Kwai; and Jimmy Wong.**

And **Josh Murphy!**