

The complete guide A Player's Guide to Type 1

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Take a moment to congratulate yourself. You have taken the first step toward playing in the Type 1 Championship at Gen Con Indy. Whether you are a Pro player, a Friday Night Magic regular, a money drafter, or a casual player, you play **Magic** because you like it. Playing **Magic** without taking a dip in Vintage waters is like going to Disney World without riding Space Mountain. Sure, it's old - but it's worth it. You aren't getting the full experience unless you've tried it.

Whether you're looking to prepare yourself for this wild and strange format or you're just curious, I'm here to cover the basics of Type 1 in a way that is simple and understandable. Before you finish this article, you'll feel comfortable playing in a format you may have always wondered about and chances are you'll be ready to compete for a unique, incredible prize, revealed here (later) for the first time!

So what's the deal with Type 1?

A dramatic rise in the quality of prizes awarded at Type 1 tournaments has drawn regular crowds of 200 in the Northeastern United States and Europe. Starcitygames has begun organizing regular tournaments where the top eight is awarded power cards, each valued over \$300 each. Last year at Gen Con, Carl Winter won unique [Black Lotus](#) artwork by Christopher Rush. For a fraction of the effort that it takes to win a PTQ, you can win Grand Prix level prizes year 'round!

Won't it cost me my spleen to play Type 1?

For the first time in its history, the format of the most disgusting combo decks and spirit-crushing control decks is bowing down to [Null Rod](#) and [Spiketail Hatchling](#). It is the ultimate irony of Type 1 that the closest thing to a dominant deck at the moment is a deck with a single Mox, no combo parts, and no creature with bigger than a 2 power:

U/R Fish



Main Deck
60 cards

- 2 [Faerie Conclave](#)
- 3 [Flooded Strand](#)
- 2 [Island](#)
- 1 [Library of Alexandria](#)
- 4 [Mishra's Factory](#)
- 2 [Polluted Delta](#)
- 1 [Strip Mine](#)
- 4 [Volcanic Island](#)
- 4 [Wasteland](#)

23 lands

- 4 [Cloud of Faeries](#)
- 1 [Gorilla Shaman](#)
- 4 [Grim Lavamancer](#)
- 4 [Spiketail Hatchling](#)
- 2 [Voidmage Prodigy](#)

15 creatures

- 1 [Ancestral Recall](#)
- 4 [Curiosity](#)
- 2 [Daze](#)
- 4 [Force of Will](#)
- 1 [Misdirection](#)
- 1 [Mox Sapphire](#)
- 3 [Null Rod](#)
- 4 [Standstill](#)
- 1 [Stifle](#)
- 1 [Time Walk](#)

22 other spells

Sideboard

- 1 [Blue Elemental Blast](#)
- 1 [Crucible of Worlds](#)
- 1 [Energy Flux](#)
- 2 [Fire // Ice](#)
- 2 [Maze of Ith](#)
- 1 [Null Rod](#)
- 1 [Pyroblast](#)
- 3 [Rack and Ruin](#)
- 2 [Red Elemental Blast](#)
- 1 [Stifle](#)

15 sideboard cards



The last major Type 1 tournament was the Starcitygames Power Nine tournament. It drew 167 people and will set the metagame for Gen Con. The other placing decks at the Inaugural Starcitygames Power Nine Tournament were:

4 Color Control



Main Deck

60 cards

2	City of Brass	1	Ancestral Recall
1	Island	1	Balance
1	Library of Alexandria	1	Black Lotus
4	Polluted Delta	4	Brainstorm
1	Strip Mine	3	Cunning Wish
3	Tundra	2	Decree of Justice
3	Underground Sea	1	Demonic Tutor
2	Volcanic Island	1	Fact or Fiction
3	Wasteland	2	Fire // Ice
<hr/>		4	Force of Will
20	lands	4	Mana Drain
		1	Mind Twist
2	Exalted Angel	1	Mox Jet
1	Gorilla Shaman	1	Mox Pearl
<hr/>		1	Mox Ruby
3	creatures	1	Mox Sapphire
		1	Mystical Tutor
		2	Skeletal Scrying
		1	Sol Ring
		2	Swords to Plowshares
		1	Time Walk
		1	Yawgmoth's Will

37 other spells

Sideboard

1	Blue Elemental Blast
1	Coffin Purge
1	Damping Matrix
1	Disenchant
1	Flametongue Kavu
1	Gorilla Shaman
1	Gush
2	Rack and Ruin
3	Red Elemental Blast
1	Skeletal Scrying
1	Swords to Plowshares
1	Vampiric Tutor

15 sideboard cards



The Man Show



Main Deck

60 cards

4	City of Brass	1	Ancestral Recall
4	Gemstone Mine	1	Black Lotus
4	Mishra's Workshop	1	Burning Wish
1	Strip Mine	3	Chains of Mephistopheles
1	Tolarian Academy	3	Crucible of Worlds
4	Wasteland	1	Demonic Tutor
<hr/>		1	Grim Monolith
18 lands		1	Mana Crypt
1	Darksteel Colossus	1	Mox Emerald
1	Duplicant	1	Mox Jet
2	Goblin Welder	1	Mox Pearl
4	Juggernaut	1	Mox Ruby
1	Karn, Silver Golem	1	Mox Sapphire
1	Razormane Masticore	1	Mystical Tutor
3	Su-Chi	1	Sol Ring
2	Triskelion	1	Swords to Plowshares
<hr/>		1	Time Walk
15 creatures		1	Tinker
		4	Trinisphere

Sideboard

1	Artifact Mutation
1	Balance
3	Blue Elemental Blast
3	Damping Matrix
1	Dust to Dust
1	Hull Breach
2	Rack and Ruin
1	Sundering Titan
1	Timetwister
1	Vindicate

15 sideboard cards

1 [Vampiric Tutor](#)

27 other spells



4th Place was another Fish deck.

Coming out of that tournament, the Tier 1 looks like this:

- UR Fish (Aggro-Control)
- [Mishra's Workshop](#) Aggro-Prison with [Sundering Titan](#)
- Four Color Control (4CC)

And the Tier 2:

Mana Drain Based:

- [Psychatog](#)
- [Goblin Welder](#) decks using [Mindslaver](#) or [Sundering Titan](#)
- GroAtog
- Landstill (Manlands + [Standstill](#) and Permission)

Tendrils Based

- Draw7 (Think [Academy](#))
- [Goblin Charbelcher](#) (It has one Tendrils)

Null Rod Based

- U/G Madness

Mishra's Workshop Based

- Workshop Slavery
- Tools N Tubbies

Other:

- [Food Chain](#) Goblins
- [Worldgorger Dragon](#) Combo

Any one of these decks could win the Vintage Championship. You should expect to play at least four of these archetypes in an eight round tournament. As you can see, Type 1 is basically divided into decks that are defined by a few key cards: [Mana Drain](#), [Null Rod](#), [Tendrils of Agony](#) (mostly a proxy for broken Combo decks), and [Mishra's Workshop](#).

Let's get to the archetypes.

UR FISH



This deck doesn't really run merfolk anymore, instead opting for [Grim Lavamancer](#), [Voidmage Prodigy](#), [Mishra's Factory](#), [Spiketail Hatchling](#), and [Curiosity](#). Between cheap creatures and cheaper countermagic ([Force of Will](#)), Fish can put people on a quick clock.

Fish is currently the most successful deck in the Type 1 American metagame. In addition to being the most popular deck played in the Starcitygames tournament, it placed three players in the top 6, far more than any other archetype. Around Round 6, about every two of three matches at the top table included Fish. The three largest tournaments since the Spring were the Grand Prix DC Type 1 side event with 70 players, the Central Coast Championship in North Carolina with 45, and the Starcitygames Power Nine tournament with 167. Marc Perez playing Fish won the first two tournaments and got third place in the last. The numbers of Fish have been increasing with each new tournament.

The question any sane person would ask is why the heck Fish is doing so well. Seriously, half the cards in Fish never saw play in Type Two. Fish is the Aikido of Type 1 decks. Most Type 1 decks will try to put you under immediately. They'll barrel you out with the most broken cards in magic. Fish sidesteps the blow with free countermagic and then pins the opponent into an unwinnable position with the same momentum that the broken deck threw at it.

In other words, Fish is the perfect antidote to broken Type 1 decks. They Force, [Daze](#), [Stifle](#) or [Misdirection](#) the key broken spell, then [Null Rod](#) you before you get a chance to do anything else. Then they keep the lock with [Wastelands](#), [Spiketail Hatchling](#), [Standstill](#), and [Curiosity](#). Fish punishes efficiency with cards like [Daze](#) and [Spiketail Hatchling](#) as much as it punishes speed with [Null Rod](#). [Null Rod](#) is also one of the most distorting cards in Type 1. Affinity would be a monster if only [Null Rod](#) weren't so prevalent. For those of you who are skeptical about Type 1 in general, just remember that broken Combo has an *extremely* difficult time beating this deck. Fish's only true weakness is decks that don't play into that stereotypical Type 1 stratagem. Look at Eric Miller's "The Man Show", listed above. Eric played the perfect metagame deck. The Man Show isn't trying to win quickly, but once it grabs your neck, there is no escape. It's like Andre the Giant chasing Jackie Chan in a small room. Jackie Chan can stall, but there is nowhere to go.

Things to remember when you play *against* fish

- Don't wait to break [Standstills](#). The only correct time to break [Standstill](#) is immediately. Fish is a great deck with terrible cards. If you wait to break the [Standstill](#) they will make the most of their turns to deal more damage and it will be too late to win later on. It will most likely draw [Faerie Conclave](#), [Mishra's Factory](#), and a [Curiosity](#).
- Don't let the fear get you. That's how Fish capitalizes against you. It has a number of one-ofs that you might be concerned about, but you can't play around that stuff when you need to play an important spell. If they can't answer a key threat, Fish will have trouble winning. In other words, play into those Spiketails. If you don't play your three casting cost threat on turn two because of a Spiketail, then on turn three they will play [Wasteland](#) and [Null Rod](#). Then you'll be way behind.
- Playing with [Tsabo's Web](#) is a good idea if you can fit it in your sideboard. There aren't many cards that are good at hating Fish. [Slice and Dice](#), [Fire/Ice](#), [Plague Spitter](#), and large men come to mind. Few beat Web.

Matchups (including decks I'll be covering later in the article)

- Tog's worst matchup is Fish. If you are playing Fish, expect that the Tog player will board in at least a few [Tsabo's Web](#)'s. It's very hard for decks to find silver bullets for Fish. Tog can't afford to bring in more than 5 cards against you – and that is when the Tog player truly focuses on beating Fish. Even then, it requires a significant amount of preparation and testing for Tog to have a shot at winning. Good Tog players will hope to beat weaker Fish players and draw against the best knowing that it is a difficult matchup.
- 4CC could be a walk in the park or very difficult. If the 4CC player is good and has metagamed well, they will be packing lots of answers like [Rack and Ruins](#) and multiple [Fire/Ices](#). Even then, the matchup will be intense and close. Otherwise, Fish has another favorable matchup.
- Fish can still end up getting hosed by [Mishra's Workshop](#) based decks. Workshop Prison elements are probably the most difficult for Fish to deal with in the top tier. [Trinisphere](#) and [Sundering Titan](#) are extremely brutal against Fish. [Mindslaver](#) is weaker because Fish packs [Null Rod](#), but Workshop decks generally have excess mana to play around a lot of the permission elements like [Spiketail Hatchling](#) or [Daze](#) with ease. Workshop decks can also include [Tsabo's Web](#) as an easy addition.
- [Null Rod](#), [Wastelands](#), and the great countermagic is generally enough to deal with most combo. [Stifle](#) is particularly brutal against [Worldgorger Dragon](#) combo and Null Rod completely turns off [Goblin Charbelcher](#) and Draw7's acceleration.

- Straight-Aggro is generally the only pure nightmare match for Fish and if the player is thoughtful they can find answers. Most Fish players use [Maze of Ith](#) to that end. Just remember, Fish is deceptively powerful and is very good at coming from behind.

Four Color Control (4CC)



Think heavy control like "Keeper" but with better draw and win conditions. Four Color Control has seen new life in the last few months because metagame shifts have made much of the deck more powerful than what it was last year. 4CC is well designed to deal with the metagame right now.

Matchups:

- Fish is a difficult matchup if the Fish player is adept and plays well. Loading up on hate like [Fire/Ice](#) and [Rack and Ruin](#) is a good idea. If you manage to get an Angel unmorphed and swinging, Fish is going to have a nearly impossible time winning.
- [Psychatog](#) is definitely this deck's most difficult matchup. Loading up on [Red Elemental Blasts](#) is not a bad plan. Tog has a more powerful burst of draw that it will try to carry to the end of the game. Bombs like [Mind Twist](#) and Library determine games in this matchup.
- This deck has many of the resource denial elements and permission that Fish has to defeat Workshop based decks, but it attacks the mana base in a different way with [Gorilla Shaman](#). [Fire/Ice](#) is a nice additional way to deal with Welders and [Rack and Ruin](#) and other artifact destruction helps deal with threatening permanents.
- The resource denial combined with permission is generally just enough needed to stave off Combo's mean beats.

[Mishra's Workshop](#) Based Aggro-Prison

The two strongest [Mishra's Workshop](#)-based cards ever printed were released this year: [Trinisphere](#) and [Sundering Titan](#). Keep in mind that Type 1 is filled with special dual lands which count as two land types, making Titan a one-sided [Armageddon](#). [Sundering Titan](#) is Ernham-[Geddon](#) all wrapped up in one card, and it also combos with [Goblin Welder](#). Alternative to playing with

Titan, you can run any number of other lock components like [Smokestack](#) or [Chains of Mephistopholes](#) as Eric Miller did.

Here is an example of a list that just missed Top 8 at the Power Nine tournament:

7/10 Split (named for Sundering Titan)



Main Deck

60 cards

2 Ancient Tomb	1 Ancestral Recall
2 City of Brass	1 Black Lotus
1 Gemstone Mine	4 Brainstorm
2 Glimmervoid	4 Chalice of the Void
4 Mishra's Workshop	1 Fact or Fiction
4 Shivan Reef	4 Gilded Lotus
1 Tolarian Academy	1 Mana Crypt
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16 lands	1 Mana Vault
	1 Memory Jar
	1 Mox Emerald
1 Duplicant	1 Mox Jet
4 Goblin Welder	1 Mox Pearl
1 Memnarch	1 Mox Ruby
3 Sundering Titan	1 Mox Sapphire
2 Triskelion	1 Mystical Tutor
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11 creatures	1 Shattering Pulse
	1 Sol Ring
	4 Thirst for Knowledge
	1 Timetwister
	1 Tinker
	1 Wheel of Fortune
<hr/>	
	33 other spells

Sideboard

2 Blue Elemental Blast	
1 Duplicant	
3 Rack and Ruin	
3 Red Elemental Blast	
4 Trinisphere	
2 Viashino Heretic	
<hr/>	
15 sideboard cards	



Matchups:

- These decks can be built with plenty of men to beat Fish. Sideboarding [Tsabo's Webs](#) adds to the weaponry. Some players play with [Oath of Druids](#) in their SB to oath up [Darksteel Colossus](#) or [Sundering Titan](#).
- Against Tog, your only goal is to get a [Sundering Titan](#) into play and nuke their lands. Watch out for [Artifact Mutation](#).
- Against Combo, play [Trinisphere](#), win game.

PSYCHATOG

[Psychatog](#) is widely regarded as the best creature ever printed and the deck was considered the premier control deck. Unfortunately for people who like this deck, it has been good for too long and is finally paying the price for that success. The winner of last year's event was Carl Winter with [Psychatog](#). The popularity of Tog dipped a bit with the introduction of [Mirrodin](#) and [Darksteel](#), but it resurged and (because of that) is now in a decline again.

For the last year, Tog was respected as the deck most likely to get a good player into the Top 8 of any tournament. [Psychatog](#) will be a popular deck, but it can't beat Fish. I played Tog at the Starcitygames Power Nine tournament as did two of my teammates including JP Meyer and we discovered that the increase in Fish has knocked this deck out of the tier one.

Hulk Smash



Main Deck

60 cards

3 [Flooded Strand](#)

4 [Accumulated Knowledge](#) **Sideboard**

- 2 [Island](#)
- 1 [Library of Alexandria](#)
- 2 [Polluted Delta](#)
- 2 [Tropical Island](#)
- 4 [Underground Sea](#)
- 3 [Volcanic Island](#)

17 lands

- 3 [Psychatog](#)

3 creatures

- 1 [Ancestral Recall](#)
- 1 [Black Lotus](#)
- 4 [Brainstorm](#)
- 3 [Cunning Wish](#)
- 2 [Deep Analysis](#)
- 1 [Demonic Tutor](#)
- 3 [Duress](#)
- 4 [Force of Will](#)
- 2 [Intuition](#)
- 4 [Mana Drain](#)
- 2 [Merchant Scroll](#)
- 1 [Mox Emerald](#)
- 1 [Mox Jet](#)
- 1 [Mox Pearl](#)
- 1 [Mox Ruby](#)
- 1 [Mox Sapphire](#)
- 1 [Mystical Tutor](#)
- 1 [Sol Ring](#)
- 1 [Time Walk](#)
- 1 [Yawgmoth's Will](#)

40 other spells

- 1 [Artifact Mutation](#)
- 1 [Berserk](#)
- 1 [Blue Elemental Blast](#)
- 3 [Coffin Purge](#)
- 1 [Fire // Ice](#)
- 1 [Lim-Dul's Vault](#)
- 1 [Mind Twist](#)
- 1 [Naturalize](#)
- 2 [Pernicious Deed](#)
- 3 [Red Elemental Blast](#)

15 sideboard cards





The Type 1 Tog variant is far more aggressive than what you have seen in other formats. This deck is very quick and lethal. It will play [Mana Drain](#) just to steal mana, and draw a significant amount of cards very quickly with [Accumulated Knowledge](#)s. Having drawn so many cards by turn 4-5, it will play a lethal [Yawgmoth's Will](#) or simply [Cunning Wish](#) to find [Berserk](#) and attack with a 20+ power trampling [Psychatog](#).

The deck has gone through some variations since last year, but it has returned pretty much to the list that Carl won with. The only main difference is that [Mana Crypt](#) has generally replaced [Sol Ring](#), or is played in addition to [Sol Ring](#). Doc. For those interested in doing some more research, Stanton has dissected the most successful Hulk lists from tournament data and created a composite list over at StarCity.

Psychatog is difficult to hate out, but it will likely be the target of hate nonetheless.

Matchups:

- Fish: Game 1 is rough, and Game 2 is worse. Fish is probably the only non-combo deck that Tog has a very difficult time beating. The deck is uniformly underpowered so no silver bullet seems potent enough. [Tsabo's Web](#) is probably the strongest hoser, but if they know it's coming, they can play around it.
- Workshop-Aggro-Prison: If [Sundering Titan](#) hits play you're done for. This means stopping [Goblin Welders](#) is very important.
- 4cControl – this will basically come down to how good you are with the Tog deck, and how adept your opponent is with the 4cControl deck. You have a favorable matchup, but they could load up on hate.
- [Food Chain](#) Goblins is one of those decks that you can easily learn to beat. Game 1 you just have to be able to counter a turn one [Goblin Lackey](#) or deal with what he'll produce in some way either by blocking with [Psychatog](#), or by playing [Cunning Wish](#) for [Firestorm](#). If you can [Mana Drain](#) their mid-size creatures to fuel your draw, you'll be in very good shape. The only disruption they have is [Wasteland](#). After board, they could bring in loads of hate like [Tormod's Crypt](#), [Red Elemental Blast](#), and [Blood Moon](#). If you have won Game 1, just make sure you sideboarded in some

answers to a turn one [Goblin Lackey](#), and that you mulligan into one as well, unless you think their hand is suboptimal.

- Combo is generally beat by playing probabilities. Tog is the second most consistent deck in the format behind Fish and so Workshop and Combo decks will have to mulligan far more than you. They will have hands that simply are ineffective as a result. Otherwise, mulliganing into [Force of Will](#) can generally be enough to stop them.

Worldgorger Dragon Combo

Worldgorger Dragon Combo



Main Deck

60 cards

1 Bayou	1 Ancestral Recall
4 Bazaar of Baghdad	3 Animate Dead
1 Gemstone Mine	1 Black Lotus
1 Island	4 Compulsion
4 Polluted Delta	2 Dance of the Dead
1 Swamp	4 Force of Will
1 Tropical Island	4 Intuition
4 Underground Sea	1 Mana Crypt
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17 lands	1 Mox Emerald
	1 Mox Jet
	1 Mox Pearl
1 Ambassador Laquatus	1 Mox Ruby
1 Sliver Queen	1 Mox Sapphire
4 Squee, Goblin Nabob	3 Necromancy
4 Worldgorger Dragon	1 Sol Ring
3 Xantid Swarm	1 Time Walk
<hr/>	
13 creatures	30 other spells

Sideboard

3 Chain of Vapor
3 Pernicious Deed
3 Stifle
2 Tormod's Crypt
3 Verdant Force
1 Xantid Swarm

15 sideboard cards



This was the breakout deck of Gen Con last year although it got hit by hate for [Academy Rector](#).

Turn One:

[Bazaar of Baghdad](#). Tap it to draw two cards discarding [Worldgorger Dragon](#), [Squee](#), [Squee](#).

Turn Two:

[Underground Sea](#). [Mox Pearl](#). [Animate Dead](#) = Win.

How?

The Animate targets Worldgorger, which comes into play and causes the Animate to leave play until the Dragon is gone. The Animate comes back and re-targets it. This causes a loop that generates infinite mana in the process and permits you to use Bazaar or Compulsion to put your deck into your graveyard until you find [Ambassador Laquatus](#). You can then retarget the Animate to Ambassador and mill your opponent's deck so that they can't draw a card and lose.

Matchups:

- 4CC has [Swords to Plowshares](#) for you and removing a Dragon while the comes into play trigger is on the stack can mean that you lose all your permanents. If you can get a [Xantid Swarm](#) active, you can go for the win. [Wastelands](#) are also irritating.
- Tog is a favorable matchup for you because you can outdraw them and you have better inevitability than they do.
- Against Workshop decks, [Trinisphere](#) + [Wastelands](#) can lock you down – particularly with [Crucible of Worlds](#). However, you may be able to win before they can lock you down.
- Fish is very difficult. Maindeck [Stifle](#) is similar to [Swords to Plowshares](#) but worse. Their [Wastelands](#) and [Null Rods](#) can put you out of the game fast.
- Many decks bring in [Tormod's Crypts](#), hating this deck out of the format.

LANDSTILL

Landstill



Main Deck

60 cards

3	Faerie Conclave	1	Ancestral Recall
2	Flooded Strand	3	Annul
1	Island	1	Black Lotus
1	Library of Alexandria	3	Brainstorm
4	Mishra's Factory	2	Chain of Vapor
2	Polluted Delta	1	Counterspell
1	Strip Mine	4	Fire // Ice
3	Tropical Island	4	Force of Will
3	Volcanic Island	4	Mana Drain
4	Wasteland	1	Mox Sapphire
<hr/>		4	Nevinyrral's Disk
24	lands	1	Regrowth
<hr/>		4	Standstill
0	creatures	2	Stifle
<hr/>		1	Time Walk

36 other spells

Sideboard

2	Darksteel Colossus
1	Gaea's Blessing
2	Hydroblast
4	Oath of Druids
2	Rack and Ruin
4	Red Elemental Blast

15 sideboard cards



This deck is one of the few pure Control decks left in the format.

Matchups:

- Fish: Bring in your [Oath of Druids](#) plan and ruin them with Colossus.

- Tog: [Red Elemental Blast](#) helps tremendously, but it will be a tight match.
- 4CC: this is a favorable matchup for you. Be the control player and you'll win.

GROATOG

Groatog



Main Deck

60 cards

3 [Flooded Strand](#)
 1 [Island](#)
 3 [Polluted Delta](#)
 1 [Strip Mine](#)
 3 [Tropical Island](#)
 4 [Underground Sea](#)
 2 [Volcanic Island](#)

17 lands

2 [Psychatog](#)
 4 [Quirion Dryad](#)

6 creatures

1 [Ancestral Recall](#)
 1 [Black Lotus](#)
 4 [Brainstorm](#)
 3 [Cunning Wish](#)
 1 [Demonic Tutor](#)
 2 [Duress](#)
 1 [Fire // Ice](#)
 4 [Force of Will](#)
 1 [Gush](#)
 4 [Mana Drain](#)
 1 [Merchant Scroll](#)
 1 [Mind Twist](#)
 1 [Mox Emerald](#)
 1 [Mox Jet](#)
 1 [Mox Pearl](#)
 1 [Mox Ruby](#)
 1 [Mox Sapphire](#)
 1 [Mystical Tutor](#)
 4 [Night's Whisper](#)
 1 [Time Walk](#)
 1 [Vampiric Tutor](#)
 1 [Yawgmoth's Will](#)

37 other spells

Sideboard

1 [Artifact Mutation](#)
 1 [Berserk](#)
 1 [Blue Elemental Blast](#)
 1 [Fact or Fiction](#)
 2 [Fire // Ice](#)
 1 [Ghastly Demise](#)
 1 [Misdirection](#)
 1 [Naturalize](#)
 1 [Oxidize](#)
 1 [Rack and Ruin](#)
 3 [Red Elemental Blast](#)
 1 [Smother](#)

15 sideboard cards



This deck is a remnant from a more powerful deck that got [Gush](#) restricted.
Matchups:

- Fish: Resolve a Dryad and protect it long enough to get large and you win.
- Workshop decks: [Artifact Mutation](#) is amazing technology.
- Combo: Many of your tools are designed to deal with Control strategies. You don't have the steam to deal with a deck that can pose multiple threats over the course of three or four turns. If you fear combo, [Duress](#) will help a good deal.

Scott Limoges has been playing this deck for some time and that gets him a good way with the deck. Don't try this at home unless you got a hankering for [Quirion Dryad](#).

Food Chain Goblins

Food Chain Goblins



Main Deck 60 cards

2	Ancient Tomb	1	Black Lotus
1	Forest	4	Food Chain
3	Mountain	1	Lotus Petal
1	Strip Mine	1	Mana Crypt
4	Taiga	1	Mox Emerald
4	Wasteland	1	Mox Ruby
4	Wooded Foothills	1	Sol Ring

19 lands

2 [Gempalm Incinerator](#)
4 [Goblin Lackey](#)
2 [Goblin Matron](#)
4 [Goblin Piledriver](#)
4 [Goblin Recruiter](#)
4 [Goblin Ringleader](#)
2 [Goblin Sharpshooter](#)
4 [Goblin Warchief](#)
2 [Siege-Gang Commander](#)
3 [Skirk Prospector](#)

31 creatures

10 other spells

Sideboard

3 [Artifact Mutation](#)
3 [Blood Moon](#)
3 [Null Rod](#)
3 [Red Elemental Blast](#)
3 [Tormod's Crypt](#)

15 sideboard cards



This combo deck is well documented in Extended and translates nicely into Type 1. The deck is designed to combo out quickly and draw massive amounts of Goblins with [Goblin Ringleader](#). There is a great primer to this deck [here](#). The primer goes through your stacking plan with [Goblin Recruiter](#) for each matchup.

Matchups:

- Fish: This should be a favorable matchup for you. Fish can't deal with infinite goblins.
- Workshop Prison: [Trinisphere](#) is devastating. Your sideboard loads up on Artifact hate.
- Control: Bring in [Red Elemental Blast](#) and [Blood Moon](#). [Psychatog](#) is very strong against this deck. If you can get [Goblin Lackey](#) to go active before they can do anything, that is your best shot at winning.

DRAW7

DRAW7



Main Deck

60 cards

- 4 [City of Brass](#)
- 4 [Gemstone Mine](#)
- 2 [Glimmervoid](#)
- 1 [Tolarian Academy](#)

11 lands

- 4 [Elvish Spirit Guide](#)

4 creatures

- 1 [Ancestral Recall](#)
- 1 [Black Lotus](#)
- 4 [Brainstorm](#)
- 1 [Chrome Mox](#)
- 1 [Crop Rotation](#)
- 4 [Dark Ritual](#)
- 1 [Demonic Tutor](#)
- 4 [Diminishing Returns](#)
- 1 [Fastbond](#)
- 4 [Force of Will](#)
- 1 [Lotus Petal](#)
- 1 [Mana Crypt](#)
- 1 [Mana Vault](#)
- 1 [Memory Jar](#)
- 1 [Mind's Desire](#)
- 1 [Mox Diamond](#)
- 1 [Mox Emerald](#)
- 1 [Mox Jet](#)
- 1 [Mox Pearl](#)
- 1 [Mox Ruby](#)
- 1 [Mox Sapphire](#)
- 1 [Necropotence](#)
- 1 [Sol Ring](#)
- 2 [Tendrils of Agony](#)
- 1 [Time Walk](#)
- 1 [Timetwister](#)
- 1 [Tinker](#)
- 1 [Vampiric Tutor](#)
- 1 [Wheel of Fortune](#)
- 1 [Windfall](#)
- 1 [Yawgmoth's Bargain](#)
- 1 [Yawgmoth's Will](#)

45 other spells

Sideboard

- 3 [Abeyance](#)
- 3 [Chain of Vapor](#)
- 3 [Hurkyl's Recall](#)
- 1 [Lion's Eye Diamond](#)
- 1 [Tendrils of Agony](#)
- 4 [Xantid Swarm](#)

15 sideboard cards



I designed this deck in the wake of the December restrictions to abuse one of the best unrestricted cards in the format: [Diminishing Returns](#).

Matchups:

- Fish. Fish is more consistent than you are, and your Draw7s will draw them into more answers. You can only win by overpowering them and the deck generally isn't consistent enough to win matches although it's not hopeless. [Xantid Swarm](#) will help.
- 4CC. The [Wastelands](#) are the biggest thing that sets 4CC apart from other control decks you'll face. Be aware of that and try to resolve [Xantid Swarm](#).
- Combo: You are faster than most combo and you have [Force of Will](#), which Belcher doesn't.
- Workshop decks: bring in Artifact answers, but [Trinisphere](#) is practically game over.

GOBLIN CHARBELCHER

GOBLIN CHARBELCHER



Main Deck

61 cards

1 Bayou	1 Ancestral Recall	Sideboard
1 Tropical Island	1 Black Lotus	1 Ancient Tomb
_____	2 Brainstorm	1 Bone Shredder
2 lands	1 Channel	1 City of Brass
4 Elvish Spirit Guide	4 Chromatic Sphere	1 Coretapper
3 Goblin Welder	1 Chrome Mox	1 Deconstruct
	4 Dark Ritual	1 Elvish Lyrist
		1 Gilded Drake
		1 Goblin Welder

- 4 [Tinder Wall](#)
- 2 [Xantid Swarm](#)

13 creatures

- 1 [Demonic Consultation](#)
- 1 [Demonic Tutor](#)
- 4 [Goblin Charbelcher](#)
- 1 [Grim Monolith](#)
- 4 [Land Grant](#)
- 1 [Lion's Eye Diamond](#)
- 2 [Living Wish](#)
- 1 [Lotus Petal](#)
- 1 [Mana Crypt](#)
- 1 [Mana Vault](#)
- 1 [Memory Jar](#)
- 1 [Mox Emerald](#)
- 1 [Mox Jet](#)
- 1 [Mox Pearl](#)
- 1 [Mox Ruby](#)
- 1 [Mox Sapphire](#)
- 1 [Necropotence](#)
- 1 [Sol Ring](#)
- 1 [Tendrils of Agony](#)
- 1 [Timetwister](#)
- 1 [Tinker](#)
- 1 [Vampiric Tutor](#)
- 1 [Wheel of Fortune](#)
- 1 [Windfall](#)
- 1 [Yawgmoth's Will](#)

46 other spells

- 1 [Mishra's Workshop](#)
- 1 [Naturalize](#)
- 1 [Oxidize](#)
- 1 [Scavenger Folk](#)
- 1 [Tolarian Academy](#)
- 1 [Uktabi Orangutan](#)
- 1 [Xantid Swarm](#)

15 sideboard cards



This is the most popular Combo deck in the format with 9 people playing it at the Starcitygames event. One nearly made top 8. Instead of using cards like [Mana Severance](#), as the Extended namesake did, this deck only runs a land or two so that it can win by reaching seven mana to play and activate [Goblin Charbelcher](#). This deck is just too inconsistent for most players' tolerance, despite its speed.

Matchups:

- Workshop: [Trinisphere](#) is deadly. But you have one big advantage compared to other combo decks. If you resolve a belcher, their [Trinisphere](#) won't stop you. Additionally, if you go first, you can play most of your mana before they can stop you. [Tinder Walls](#) on the board aren't hosed by [Trinisphere](#). You should be able to pull out the Workshop matches with little trouble.
- Fish: [Null Rod](#) is game over. If you leverage your speed to find [Scavenger Folk](#) with [Living Wish](#) and play it with [Elvish Spirit Guide](#) you can answer their answer and kill them. [Goblin Welder](#) stops their attempts to counter your Belcher. If you keep a mana weak hand and they counter your [Land Grant](#), which requires you to reveal your hand first, you may be in a tight spot.
- Control: [Goblin Welder](#) and [Living Wish](#) for [Goblin Welder](#) is your answer to their counter magic. Your speed is also your best weapon.

Metagaming

Now that you know the players, in what sort of quantities should you expect those decks?

Since this is Gen Con we are planning for, the starting place is what people brought to Gen Con last year. Starcitygames did an excellent job of covering the Vintage Championships last year. They did a deck breakdown of all 183 decks and they found:

- 25 Five and Four Color Control Decks.
- 23 Sligh and Red Burn
- 12 Suicide Black
- 9 Workshop Prison decks
- 9 Mono Blue or U/R [Ophidian](#) decks
- 8 [Psychatog](#) Control
- 8 [Tolarian Academy](#)/Draw7/[Mind's Desire](#) combo decks
- 6 [Illusionary Mask](#)/[Phyrexian Dreadnaught](#)
- 5 [Academy Rector](#)/[Yawgmoth's Bargain](#) Combo
- 5 [Burning Wish](#)/[Lion's Eye Diamond](#)/[Yawgmoth's Will](#) Combo
- 5 Illusions-[Donate](#) Combo
- 5 [Mishra's Workshop](#) Beatdown
- 4 [Worldgorger Dragon](#) Combo
- 4 Fish
- 4 R/G Madness (with [Lion's Eye Diamonds](#))
- Numerous other decks of 2 or fewer

Out of that came [this Top 8](#):

- 1) [Psychatog](#) Control
- 2) [Illusionary Mask](#) – [Phyrexian Dreadnaught](#) Combo
- 3) Workshop Prison

- 4) [Worldgorger Dragon](#) Combo
- 5) Workshop Prison
- 6) [Academy Rector](#) Combo
- 7) Goblins!
- 8) [Illusionary Mask-Phyrexian Dreadnaught](#) Combo

Of the five most popular archetypes, only one placed more than one player in the top 8, and three placed none.

That was the first large Type 1 tournament of its kind in years and the metagame was a bit backward. However, for the most part, the chaff separated from the wheat and those that made Top 8 were generally strong decks.

The metagame will react to the results from the Starcitygames Inaugural Power Nine tournament. Starcitygames did a deck breakdown and found out of 167:

- 14 4Color Control/Keeper
- 14 U/R Fish
- 13 [Mishra's Workshop Sundering Titan](#)
- 9 GroAtog
- 9 [Psychatog](#) Control
- 9 [Food Chain](#) Goblins
- 9 Workshop Beatdown (including TnT)
- 8 Mana Drain based Control [Mindslaver](#)
- 8 [Goblin Charbelcher](#)
- 6 Suicide Black
- 5 Sligh
- 4 Workshop Prison aka Stax
- 4 U/G Madness
- 4 [Worldgorger Dragon](#) Combo
- 4 Death Wish Combo
- 3 Affinity
- 3 Landstill
- 3 R/G Beatdown
- Everything else was 2 or fewer

The [resulting Top 8](#) was:

- 1) 4cc Control
- 2) Workshop Beatdown
- 3) Fish
- 4) Fish
- 5) GroAtog
- 6) Fish
- 7) Mana Drain [Mindslaver](#)
- 8) Landstill

Although Fish was tied for the most popular archetype, it placed three times as many players in the top 6 as anyone else did in the Top 8. In fact, of the 7 most popular archetypes, only 3 placed a deck in the Top 8.

How will this affect Gen Con?

Five Lessons for Gen Con

1) Fewer [Mishra's Workshop](#) decks. There are only so many [Mishra's Workshops](#) to go around, and you need four to play in a non-proxied event. The SCG tournament permitted up to five proxies which helped people play decks they otherwise would be unable to play. Europe managed to take many of our Workshops before we realized how good they were, and as a result, each Workshop will probably price around \$250 a piece before Gen Con. People who don't have them by now aren't likely to have them by Gen Con.

2) More 4CC Control. 4CC placing first will renew the hopes of people who unsuccessfully played the deck last year.

3) Lots of Fish. The best Fish players will survive to the top tables, and will need the tools to deal with the mirror and Fish hate. *If you can't beat Fish, or if you aren't prepared to deal with Fish, reconsider your plan.*

4) The breakout card of the tournament was [Crucible of Worlds](#). The metagame at the top tier is sufficiently slow at the moment that intra-tier one matches are decided by this card.

5) Metagaming is critical. People who metagame well will do well. Surprises tend to perform very well in Type 1. Don't be shocked if three or more brand new decks make Top 8. Aside from [Mindslaver](#), Titan, Belcher, and Affinity decks, there hasn't been too much new format-breaking innovation this year (yet!).

Rumors:

- There are rumors going around that [Auriok Salvagers](#) Combo with [Black Lotus](#) and [Trinket Mage](#) in a Fish shell might be very strong.
- There is also a rumor that the Europeans might bring a Shared Fate deck.
- There are rumors that new Turboland decks based around Crucible and new Madness decks with plenty of metagame hate such as maindeck [Red Elemental Blast](#) and sideboard [Artifact Mutation](#) might make a showing. Finally, a Fish deck designed for the Fish mirror with [River Boa](#) over [Cloud of Faeries](#).

Beyond the growing prize pool of cards that easily turn into cash, Type 1 is the most addictive and exciting format in magic.

For those of you who want raw data, fish through the tournament results, deck breakdown, and feature matches from the Starcitygames Power Nine tournament and the Gen Con deck breakdown from last year.

Type one is so different from the other magic formats in style, strategy, and design that it could almost seem like a different game. The truth about Type 1 is that it is the format where the card pool took on a life of its own. A game of creature design, the framework of the game has been broken down into its pure elements and distilled for the Vintage player. The games unravel not through creature combat or combat tricks, but through pure strategies: permission, combos and answers

like [Null Rod](#) and [Trinisphere](#). All of this is held together in a tenuous balance through the power of [Force of Will](#) and [Null Rod](#).

So with all that in mind, here is a deck that I think will perform very well at Gen Con.

Worse-Than-Fish



Main Deck

60 cards

3 Flooded Strand	1 Ancestral Recall
1 Library of Alexandria	2 Call of the Herd
4 Mishra's Factory	4 Curiosity
3 Polluted Delta	2 Daze
1 Strip Mine	4 Force of Will
3 Tropical Island	1 Mox Emerald
4 Volcanic Island	1 Mox Sapphire
4 Wasteland	3 Null Rod
_____	1 Oxidize
23 lands	4 Standstill
	1 Stifle
4 Grim Lavamancer	1 Time Walk
4 River Boa	_____
4 Spiketail Hatchling	25 other spells

12 creatures

Sideboard

3 [Artifact Mutation](#)
2 [Blue Elemental Blast](#)
1 [Crucible of Worlds](#)
2 [Fire // Ice](#)
2 [Maze of Ith](#)
1 [Null Rod](#)
1 [Oxidize](#)
2 [Red Elemental Blast](#)
1 [Stifle](#)

15 sideboard cards



Adding green has given you a silver bullet for the mirror match: [River Boa](#). Boa is strong against much of the rest of the metagame as well. You can swing over [Islands](#) against Control with a Curiosity and regenerating Boa that evades [Fire/Ice](#) and can block Tog.

Jacob prefers [Brainstorm](#) over [Standstill](#), but you can decide that for yourself. Either way, it will be extremely difficult for an opposing Fish deck to beat you unless your mana is very weak. You actually bring in [Maze of Ith](#) in the Fish mirror and recur all of your mana denial with Crucible. The [River Boas](#) will break the matchup, and [Artifact Mutation](#) is a truly potent threat in this metagame.

The deck retains the tools that made UR Fish strong, but adds a color that bolsters itself against the best decks in the metagame. Objectively speaking, this deck isn't as strong as UR Fish, but it is extremely difficult for UR Fish to beat it. [Cloud of Faeries](#) has a lot of synergy with [Curiosity](#) and the other parts like [Standstill](#).

I realize this is a ton of information to take in. My advice is to immerse yourself in the tournament results of the past six months. Browse around the Starcitygames Type 1 article archive and morphling.de Top 8 decklists. The starcitygames tournament brought out the best tech that most of us were holding back. Gen Con will probably bring out the tech of those who didn't make Starcitygames, and will set the Type 1 metagame for the next six months.

My final piece of advice is perhaps the most important of all: play a deck you are comfortable with and will be able to pilot for 8 rounds of Swiss. Type 1 is a difficult format because the in-game play can be as complicated as a chessboard. Playing something you are comfortable with and enjoy will get you much further than you might imagine. I can't describe to you the number of times I have seen someone make a slight play mistake that cost them a game – and then they were psychologically defeated for the remainder of the tournament. Play to win, but play something that you are ready to win with.

The prize!

Last year the winner of the Type 1 event at Gen Con won unique new artwork for [Black Lotus](#) by Christopher Rush. This year the winner gets the original of new artwork for [Timetwister](#), commissioned from the original artist for the card, Mark Tedin. Here's a scan from the guys atmagicthegathering.com of how the final piece came out, revealed here for the first time:



I'm sure you'll agree a prize like that is incredible, a unique chance to own a special part of Magic's history. I hope you've enjoyed the article, whether you're a grizzled veteran or someone new considering dipping their toe in the water. If you have any questions or need advice, email me or post your questions in the thread to this article and I'll do my best to help you out.

Have a great time!

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