

CZ0527. "TINKER TIME" PRECON BUDGET UPGRADE GUIDE

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CLAP AND SLATE

- 1) INTRO JAKE AND RACHEL

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March of the Machine is here! It's time for our budget upgrade guide for "Tinker Time," the Temur (red, green, blue) artifact tokens Commander precon deck. We've gonna go over the STATS and suggest 10 cards to add and 10 to take out for just \$10! BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: DANIEL BEST****

- 2) MAIN TOPIC: **"TINKER TIME" PRECON - BUDGET UPGRADE GUIDE**

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

NEW COMMANDERS:

GIMBAL, GREMLIN PRODIGY (main commander)

- *Reminiscent of Urza, Chief Artificer, but more expensive and likely less impactful. Suggests an aggressive strategy where the Gremlin tokens are doing a lot of the damage.*

RASHMI AND RAGAVAN (secondary commander)

- *Ramp and card draw on a Commander. Though not necessarily as explosive as similar commanders, R&R is a lot more value in the Command Zone than Gimbal. Not quite as reliant on the number of different tokens you have which feels a little awkward.*

"TINKER TIME" DECK STATS

- **Ramp - 22**
- **Card Draw - 10**
- **Single Target Removal - 11**
- **Wipes - 1**
- **Lands - 38**

- **Artifact Token Makers - 24**
- **Artifact Token Payoffs - 13**
- **Evasion - 4**

WHO SHOULD YOU RUN AS THE COMMANDER?

Rashmi and Ragavan

- *This is just a much stronger Commander than Gimbal. Rather than pigeon-holing you into making the most different kinds of artifacts, R&R ramps and draws cards without having to do much at all.*

REPRINT VALUE

This only takes into account the value of the reprints (67) NOT the new cards.

Total Reprint Value is \$90.25

(Average Reprint Value)

Commander 2019 - Average Reprint Value \$80

Commander 2021 Strixhaven - Average Reprint Value \$88

Commander 2021 Forgotten Realms - Average Reprint Value \$115

Neon Dynasty Precons - Average Reprint Value \$73

Baldur's Gate Precons - Average Reprint Value \$104

Brothers' War Precons - Average Reprint Value \$95

All Will Be One Precons - \$101

NOTABLE REPRINTS (all cards worth MORE than \$2)

1 card that is \$5 or more, and **17** cards between \$2 and \$5

\$5 OR MORE (there is 1)

- Tireless Tracker \$5.50

\$2 TO \$5 (there are 17)

- Academy Manufactor \$4.50
- Curse of Opulence \$4.50
- Frostboil Snarl \$4.00
- Perplexing Test \$3.50
- Vineglimmer Snarl \$3.50
- Bloodforged Battle-Axe \$3.00
- Fiery Confluence \$3.00
- Gilded Goose \$3.00
- Spell Swindle \$3.00
- Glimmervoid Basin \$2.50*
- Chaos Warp \$2.25
- Brass's Bounty \$2.25
- Skyclave Relic \$2.25
- Sol Ring \$2.25
- Imprisoned in the Moon \$2.00

- Reality Shift \$2.00
- Tireless Provisioner \$2.00

*Planechase Cards

BEST CARDS IN THE DECK (*denotes a reprint)

- Inspiring Statuary*
- Rise and Shine*

MIDROLL BREAK

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 \$10 for this exercise)

BRUDICLAD

- **Brudiclad, Telchor Engineer \$0.75**
Turns your big tokens into threats! The haste helps too.
- **Fierce Empath \$0.25**
Go find Brudiclad, duh.
- **Treasure Mage \$0.25**
Go find Brudiclad, duh.
- **Esix, Fractal Bloom \$1.00**
A Brudiclad-like effect that turns your little tokens into a BIG problem

MAKE TOKENS

- **Access Denied \$0.75**
Makes a TON of tokens all at once
- **Killer Service \$0.25**
Makes a few tokens at once and gives you big scary tokens to copy with Brudiclad
- **Double Major \$2.50**
Gives you token copy of a creature to copy with Brudiclad and gives you ALL the R&Rs
- **Rite of the Raging Storm \$0.50**
Lightning Ragers are great tokens to make copies of, they also keep a lot of damage focused elsewhere.

EXTRA VALUE

- **Wild-Magic Sorcerer \$0.50**
Get a little extra value off of your R&R triggers!
- **Idol of Oblivion \$1.00**

This is exactly the kind of card advantage this deck wants. Artifact-based, efficient.

Total = \$7.75

HONORABLE MENTIONS

- **Tezzeret, Betrayer of Flesh \$3.50**
Strong with clues and foods, but this is more of a treasure deck now.
- **Jaheira, Friend of the Forest \$1.50**
Solid way to get a ton of mana, but that's not necessarily the deck's trouble.

CARDS TO TAKE OUT

- **Aid from the Cowl**
There are 19 non-permanent cards in the deck? Feels like it would wiff a lot.
- **Dance with Calamity**
Doesn't necessarily synergize with the rest of the deck.
- **Everquill Phoenix**
Not as worried about the number of different artifact tokens any more.,
- **Feldon of the Third Path**
Not a ton of big creatures to cheat into play. Not as worried about the number of different artifact tokens any more.,
- **Master of Etherium**
More of a Gimbal card.
- **Sandsteppe War Riders**
Less counter synergy without the Gimbal in the Command Zone. A bit off plan.
- **Spine of Ish Sah**
One of the worst removal spells in the deck.
- **Struggle to Survive**
One of the worst removal spells in the deck.
- **Thopter Assembly**
Slow.
- **Vedalken Humiliator**
Cool creature, but a bit more aggressive than this deck wants to be. No synergy with artifact tokens.

HOW THE DECK PLAYS

This deck wants to amass a large collection of artifact trinkets so we can cast our opponents' spells for free. Then we'll find a way to turn all those low value tokens into a roaring engine that can't be stopped.

3) **TO THE LISTENERS**

What do you think of the "Tinker Time" 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! **Craig Blanchette, Damen Lenz; Arthur Meadowcroft; Ladee Danger; Manson Leung; Josh Murphy; Jordan Pridgen; Sam Waldow; Gaurav Gulati; Jamie Block; Mitch Trafford; Evan Limberger; Gabriel Pozos; Megan Yip; Eric Lem; Josh Lee Kwai; and Jimmy Wong.**