# Metagame Analysis: Ichiki Sayori-Hime and its Strategic Impact on the "Spirit Engine"

## Section 1: Full Card Analysis: Ichiki Sayori-Hime (DOOD-EN030)

The release of *Doom of Dimensions* introduced the card "Ichiki Sayori-Hime," a monster that, by its card type, belongs to the "Spirit" archetype. A technical analysis of the card's text, however, reveals a design that is not intended to support traditional "Spirit" strategies but rather to function as a powerful, targeted engine piece for specific Xyz-based decks.

### 1.1 Card Profile and "Spirit" Mechanics

The card's official text and statistics are the foundation for its strategic application.1

* **Card:** Ichiki Sayori-Hime
* **Attribute:** LIGHT
* **Level:** 4
* **Type:** Fairy / Spirit / Effect
* **ATK/DEF:** 800 / 800

As a "Spirit" monster, "Ichiki Sayori-Hime" is inherently bound by the archetype's two defining, and competitively detrimental, mechanical restrictions:

1. Cannot be Special Summoned.1
2. Once per turn, during the End Phase, if this card was Normal Summoned or flipped face-up this turn: Return this card to the hand.1

These two clauses are the primary reason the "Spirit" archetype has remained competitively non-viable for the majority of the game's history.7 Any card that "fixes" the archetype would need to circumvent these rules. "Ichiki Sayori-Hime," however, *inherits* them. This is the first and most crucial indication that its purpose is not to "fix" the old archetype but to serve an entirely different function, one where its "Spirit" typing is leveraged as part of a smaller, more focused "engine."

### 1.2 Analysis of Effect (1): The Extender Clause

The card's first unique effect provides a method to bypass its own summoning restriction:

If you control a monster with 800 ATK or DEF, and this card is in your hand: Immediately after this effect resolves, you can Normal Summon this card. 1

This is a powerful extender effect. It does not "break" the "Cannot be Special Summoned" rule; it ingeniously bypasses it by providing an *additional Normal Summon* for itself.9 This classifies the card as a true extender, as it allows a player to commit a second monster to the field without consuming their single, crucial Normal Summon for the turn.6

The condition for this effect—controlling a monster with 800 ATK or DEF—is notably self-fulfilling. "Ichiki Sayori-Hime" itself possesses 800 ATK and 800 DEF 1, meaning a player who controls one copy can use this effect to summon a second copy from their hand. More significantly, this specific stat line is the key that unlocks the card's intended partners, which will be detailed later in this report.

### 1.3 Analysis of Effect (2): The Starter Clause

The card's second effect defines its role as a "starter" or "searcher" 6:

If this card is Normal Summoned: You can add 1 Level 4 LIGHT or DARK monster with 800 ATK or DEF from your Deck to your hand, except "Ichiki Sayori-Hime". 1

This search parameter is exceptionally specific. While it might seem arbitrary, it is, in fact, a direct and unambiguous pointer to the "Exosister" archetype.6 Every single main deck "Exosister" monster—Exosister Martha, Exosister Elis, Exosister Stella, Exosister Sophia, and Exosister Irene—is a Level 4 LIGHT monster that possesses exactly 800 DEF.

Furthermore, this effect can also search Aratama 11, a key Level 4 LIGHT "Spirit" monster with 800 ATK that is already a staple of the "Spirit Engine".12

The card's design is now clear: it is a "Spirit" monster that can be searched by other Spirits (like Aratama), but its own effects are built to summon itself off of, and subsequently search for, monsters in the "Exosister" archetype. This confirms that "Ichiki Sayori-Hime" is not support for "pure Spirits," but rather a highly-specialized piece of "Exosister" support disguised as a "Spirit."

## Section 2: Addressing the "Spirit" Strategy: A Mismatch in Design

This section will directly address the query regarding the "Spirit strategy" and demonstrate *why* "Ichiki Sayori-Hime" has no positive impact on this archetype.

### 2.1 The Inherent Weakness of the "Spirit" Archetype

The traditional "Spirit" strategy is fundamentally incompatible with the demands of modern, competitive play.7 The archetype's core mechanic—Normal Summoning a monster for a single effect, only to have it mandatorily return to the hand during the End Phase 7—results in a complete and catastrophic loss of board presence every turn.

In a metagame defined by Special Summons, persistent monster-based negations, and the necessity of building an "end board" capable of interacting with the opponent, the "Spirit" strategy fails on all fronts.13 It cannot maintain field presence, it cannot establish interruptions, and it cannot effectively utilize the Extra Deck. Decks such as "Pure Spirits" 14 or the related "Shinobird" Ritual strategy 16 are considered far too slow and fragile to function.17

The historical win condition for this archetype, the "Yata-Garasu" lock 8, is inconsistent, slow, and reliant on a card that is Forbidden in the TCG and OCG Advanced formats, rendering the strategy obsolete.

### 2.2 Why "Ichiki Sayori-Hime" Fails to "Fix" Spirits

"Ichiki Sayori-Hime" does not solve any of the fundamental problems of the "Spirit" archetype; it *is* an example of the problem.

As established in Section 1.1, "Ichiki Sayori-Hime" *inherits* the two worst traits of Spirits: Cannot be Special Summoned and Returns to the hand.1 A card that would "fix" this archetype would need to provide a continuous effect to prevent Spirits from bouncing (such as Izanagi 18) or provide a way to bypass their inherent Special Summon restriction.13

"Ichiki Sayori-Hime" does neither. It compounds the archetype's core weakness. In a hypothetical "pure Spirit" deck, a player could Normal Summon Ichiki, use its effect to search for another Spirit like Aratama, and then be forced to watch as *both* monsters return to the hand during the End Phase, leaving the field empty.

Therefore, "Ichiki Sayori-Hime" is *not played* in "pure Spirit" strategies. Its impact on that specific play style is, and will remain, **zero**. Its "Spirit" type is relevant only for its inclusion in the "Spirit Engine."

## Section 3: The True Impact: Reinforcing the "Spirit Engine" for Xyz Strategies

The card's true purpose is to reinforce a pre-existing package of cards known as the "Spirit Engine" and bridge it directly to a specific, competitive Xyz-based archetype.

### 3.1 The Pre-DOOD "Spirit Engine" (Aratama, Nikitama, Sakitama)

For years, competitive players have utilized a small, self-sufficient "engine" of "Spirit" monsters to facilitate generic Rank 4 Xyz plays, particularly in decks that have restrictions on Special Summoning.12 This engine consists of:

* **Aratama:** A Level 4 Spirit that, upon Normal Summon, searches any "Spirit" monster from the Deck.12 This is the engine's primary starter.
* **Sakitama:** A Level 4 Spirit that can be revealed from the hand to grant an *additional Normal Summon* of a "Spirit" monster, including itself.12 This is a key extender.
* **Nikitama:** A Level 4 Spirit that grants an additional Normal Summon for a "Spirit" and, if sent to the Graveyard (e.g., as Xyz Material), allows the player to draw one card.19

This engine saw significant play in the "Exosister" archetype for one critical reason: the deck's most powerful starter, Exosister Martha, has an effect that locks the player into *only* Special Summoning "Exosister" monsters for the rest of the turn.12 The "Spirit Engine," however, does not use Special Summons. It uses a *chain of Normal Summons* to place two Level 4 monsters on the field, allowing the Exosister player to make a generic Rank 4 Xyz monster (like Bagooska the Terribly Tired Tapir or Divine Arsenal AA-ZEUS - Sky Thunder) *before* committing to their "Exosister" plays and locking themselves in.

### 3.2 "Ichiki Sayori-Hime" as the Engine's "Missing Piece"

"Ichiki Sayori-Hime" slots perfectly into this engine, dramatically increasing its consistency, resilience, and power.24

* **New Synergy 1 (Aratama -> Ichiki):** Because "Ichiki" is a "Spirit" monster, the engine's main starter, Aratama, can now search it.11
* **New Synergy 2 (Ichiki -> Aratama):** Because Aratama is a Level 4 LIGHT monster with 800 ATK, "Ichiki's" (2) effect can search it.11
* **New Synergy 3 (Engine Integration):** The engine becomes a self-referential loop. Sakitama 12 can be revealed, allowing the player to Normal Summon Aratama. Aratama's effect searches Ichiki. The player can then activate "Ichiki's" (1) effect, using the 800 ATK Aratama as its condition, to Normal Summon "Ichiki" as well.

The engine is now a perfect, redundant circle of starters and extenders. However, "Ichiki Sayori-Hime" possesses one final function that elevates it from a simple engine-builder to a transformative, metagame-defining card for one deck in particular.

## Section 4: Primary Application and Metagame Impact: The Exosister Revolution

The primary and intended application of "Ichiki Sayori-Hime" is as a core, archetypal support card for the "Exosister" deck. Its impact is so profound that it fundamentally alters the deck's play style, resilience, and competitive viability.10

### 4.1 The "Perfect" Synergy: The 800 DEF Stat Line

The link between "Ichiki" and "Exosister" is the 800 DEF stat line.6 This specific, shared statistic makes "Ichiki Sayori-Hime" a universal "master key" for the entire Exosister archetype.

1. **As an Extender:** "Ichiki's" (1) effect to Normal Summon itself requires a monster with 800 ATK or DEF. *All* main deck "Exosister" monsters (Martha, Elis, Stella, Sophia, Irene) have 800 DEF.11 This means "Ichiki" can be summoned from the hand for free *at any point* an Exosister monster is on the field.
2. **As a Starter:** "Ichiki's" (2) effect *searches* any Level 4 LIGHT/DARK monster with 800 ATK or DEF. This means "Ichiki" can search *any main deck Exosister monster* the player needs to complete their combo.6

This is not a coincidence; it is a clear and targeted design. "Ichiki Sayori-Hime" is, for all strategic purposes, an "Exosister" card. It functions as a universal starter *and* a universal extender for the deck.10

### 4.2 New Play Lines & Combo Resilience (The Real Impact)

The most significant impact "Ichiki Sayori-Hime" has on the metagame is its ability to solve the "Exosister" archetype's single greatest weakness: fragility.

The Old Problem (Pre-DOOD):

Prior to Doom of Dimensions, the Exosister deck was a "glass cannon." Its primary 1-card combo and best starter was Exosister Martha.31 If the opponent disrupted this single card with a common "hand trap" such as Ash Blossom & Joyous Spring (to negate the search/summon) or Infinite Impermanence (to negate the on-field effect), the Exosister player's turn would simply end.11 The deck was infamous for "dying to a single TTT" 26 and lacked the resilience required for top-level competition.

The New Solution (Post-DOOD):

"Ichiki Sayori-Hime" single-handedly solves this fragility problem by providing both new, resilient starter lines and powerful extension capabilities to "play through" disruption.11

#### New Play Line 1: The "Aratama" 1-Card Combo

"Ichiki" elevates Aratama from a simple engine piece to a full, 1-card starter for the Exosister deck.26

**Table 1: "Aratama" 1-Card Combo Guide**

* **Purpose:** To detail the primary new 1-card combo enabled by "Ichiki Sayori-Hime," converting a "Spirit Engine" piece into a full "Exosister" end board.
* **Data Sources:** 26

| **Step** | **Action** | **Result** | **Analysis** |
| --- | --- | --- | --- |
| 1. | Normal Summon **Aratama**. | Aratama (800 ATK) is on field. | Consumes the turn's Normal Summon. |
| 2. | Activate Aratama's effect. | Search **Ichiki Sayori-Hime** from Deck. | Aratama can search any "Spirit" monster.12 |
| 3. | Activate Ichiki's (1) effect. | Ichiki Normal Summons itself. | Condition is met (player controls Aratama, 800 ATK). |
| 4. | Activate Ichiki's (2) effect. | Search **Exosister Martha** from Deck. | Ichiki searches Martha (Lvl 4, 800 DEF).11 |
| 5. | Overlay Aratama + Ichiki. | Xyz Summon **Exosister Kaspitell**. | Two Level 4 monsters create a Rank 4 Xyz. |
| 6. | Activate Kaspitell's effect. | Search **Exosister Elis** from Deck. |  |
| 7. | Activate Martha's effect. | Special Summon Martha + Elis from hand. | This is the standard Exosister "Martha" play.31 |
| 8. | Overlay Martha + Elis. | Xyz Summon **Exosister Mikailis**. |  |
| 9. | Activate Mikailis's effect. | Search 1 "Exosister" Spell/Trap (e.g., *Returnia*). |  |
| 10. | **End Board:** | Overlay Kaspitell + Mikailis to Xyz Summon **Exosisters Magnifica**. | **Result:** Exosisters Magnifica + Set *Exosister Returnia* (for interruption). |

#### New Play Line 2: The Resilience Combo (Playing Through Disruption)

This is the card's most critical function. It provides a direct and powerful line of play to recover from an opponent's hand trap targeting Exosister Martha.28

**Table 2: Resilience Combo (Opponent Negates "Martha")**

* **Purpose:** To illustrate "Ichiki's" role as an extender that provides resilience against disruption, which was previously the deck's single greatest weakness.11
* **Data Source:** 28

| **Step** | **Situation** | **Action** | **Analysis** |
| --- | --- | --- | --- |
| 1. | **Starting Hand:** Exosister Martha + Ichiki Sayori-Hime | Activate Martha's effect from hand. | This is the standard, pre-DOOD opening play. |
| 2. | **OPPONENT INTERRUPTS** | Opponent chains *Ash Blossom & Joyous Spring* or *Infinite Impermanence* to negate Martha's effect. | **PRE-DOOD:** The turn is over. The player passes with no board.11 |
| 3. | **POST-DOOD: The Extension** | Normal Summon Exosister Martha (as the turn's Normal Summon). | Martha is on the field, but its effect is negated. It is now just a body with 800 DEF. |
| 4. |  | Activate Ichiki's (1) effect. | Ichiki Normal Summons itself. The condition is met (player controls Martha, 800 DEF). |
| 5. |  | Activate Ichiki's (2) effect. | Search **Exosister Elis** from Deck to hand. |
| 6. |  | Activate Elis's effect. | Special Summon Elis (condition met, player controls Martha). |
| 7. |  | Overlay Ichiki + Elis. | Xyz Summon **Exosister Mikailis**. |
| 8. |  | Activate Mikailis's effect. | Search 1 "Exosister" Spell/Trap (e.g., *Returnia* or *Vadis*). |
| 9. |  | Overlay the negated Martha + Mikailis. | Xyz Summon **Exosisters Magnifica**. |
| 10. | **End Board:** |  | **Result:** Exosisters Magnifica + Set *Exosister Returnia*. The player has successfully converted a turn-ending failure into their *full, standard end board*. |

### 4.3 Impact on End Board Composition (A Higher Ceiling)

"Ichiki Sayori-Hime" does not just make the deck's standard end board more consistent; it also enables new play lines that create a *stronger* end board with a higher ceiling.

* **Before DOOD:** A common end board was often just Exosister Mikailis + Exosister Returnia 26, or a solo Exosisters Magnifica with few resources.
* **After DOOD:** The new 1-card "Aratama" combo 28 can be optimized to leave a Martha on the field *alongside* the Magnifica boss monster.28

This "leftover" or "live" Martha is not merely a passive body; it represents a *second, live interruption*. The "Exosister" Xyz monsters have effects that allow them to Xyz Summon during either player's turn if a card moves from the Graveyard.31 When the opponent makes *any* play that moves a card from a GY, or when the player uses Magnifica's effect to banish a card, the "live" Martha (and the Elis it summoned) can *immediately* trigger. This allows the player to Xyz Summon *another* Exosister monster on the opponent's turn—such as Exosister Gibrine for a monster negation or Exosister Asophiel for a Graveyard lock.26

"Ichiki Sayori-Hime" *directly* impacts the end board by creating play lines that establish the primary boss monster (Magnifica) *and* a secondary, live interruption in the form of a "floating" Martha.

## Section 5: Deck Building, Ratios, and Final Assessment

This section answers the final query regarding how many copies of "Ichiki Sayori-Hime" are played and provides a concluding strategic assessment.

### 5.1 Recommended Ratios and Engine Package

"Ichiki Sayori-Hime" is **not** a "one-of" tech card. It is a **core, 3-of starter and extender**.

The overwhelming consensus from competitive Exosister deck lists post-*Doom of Dimensions* is to play the maximum possible number of copies to ensure the deck can always open with its new starters and play through disruption.30

While some outlier builds may experiment with different ratios 35, the standard, competitively-optimized "Exosister" deck runs a full, redundant "Spirit Engine" package for maximum consistency.

**Table 3: The Post-DOOD "Exosister" Spirit Engine Ratios**

* **Purpose:** To provide an actionable answer to the query regarding card ratios, based on an aggregation of successful deck lists.
* **Data Sources:** 11

| **Card Name** | **Common Ratio** | **Role in Deck** | **Justification** |
| --- | --- | --- | --- |
| **Ichiki Sayori-Hime** | **3 copies** | **Core Starter / Extender** | The deck's best starter (searches any Exosister) and best extender (summons itself off any Exosister). It directly solves the deck's core resilience problem.11 |
| **Aratama** | **3 copies** | **Core Starter** | The deck's *new* 1-card starter.28 It searches Ichiki to begin the full combo. Played at 3 for maximum consistency.26 |
| **Sakitama** | **2-3 copies** | **Core Extender** | Provides the additional Normal Summons needed to swarm the field with the "Spirit Engine" and functions as a free Level 4 body for Xyz Summons.12 |

### 5.2 Other Potential (Niche) Search Targets

To be exhaustive, the (2) effect of "Ichiki Sayori-Hime" can technically search *any* card that meets its criteria: Level 4, LIGHT/DARK, and 800 ATK or DEF. This opens a small pool of older, "rogue" cards.6

* **Potential LIGHT Targets:** Thunder King Rai-Oh (800 DEF), Wattpheasant (800 ATK).
* **Potential DARK Targets:** Summoner Monk (800 DEF), Evil HERO Adusted Gold (800 ATK), Lunalight Yellow Marten (800 DEF), Cyberdark Chimera (800 DEF).

While these are all legal targets, they are competitively irrelevant to the "Exosister" deck. The card's synergy with the "Exosister" main deck monsters and Aratama is so precise and powerful that 99% of its searches will, and should, be for those cards.

### 5.3 Concluding Analysis & Final Assessment

The release of "Ichiki Sayori-Hime" from *Doom of Dimensions* is a transformative event, but not for the "Spirit" archetype as its card type would suggest.

* **Role:** "Ichiki Sayori-Hime" is a **Core Starter** and **Core Extender** for the "Exosister" archetype.
* **Impact on Play Style:** It fundamentally shifts the Exosister deck from a fragile, "all-in-on-Martha" glass cannon 11 to a resilient, consistent, and powerful strategy. It grants the deck the *resilience* to "play through" a single hand trap, which is a mandatory attribute for any modern competitive deck.25
* **Impact on Play Lines:** It creates new, powerful 1-card starter combos (via Aratama) 28 and provides the extension necessary to convert a negated starter into a full end board.
* **Impact on End Boards:** It secures the deck's standard end board of Exosisters Magnifica plus a trap, and it enables "higher ceiling" end boards that include a *second, live interruption* (e.g., a "floating" Martha or Elis).26
* **Deck Ratios:** It is played at **3 copies** as a non-negotiable component of the "Spirit Engine" package within Exosister decks.

In summary, "Ichiki Sayori-Hime" has **zero impact** on the "Spirit" archetype. It has a **profound and transformative impact** on the "Exosister" archetype, single-handedly elevating its competitive viability.

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