# Strategic Analysis: The Metagame Impact of New Solfachord Support in Doom of Dimensions

## I. Executive Summary: The Solfachord Engine Post-DOOD

The release of the *Doom of Dimensions* (DOOD) booster set 1 has introduced three new support cards for the "Solfachord" archetype: Solfachord Primoa 4, Solfachord Solfegia 5, and Solfachord Happiness.5 An expert analysis of these cards reveals they do not merely "impact" the Solfachord playstyle; they fundamentally transform it, elevating the archetype from a "rogue" or "pet deck" status 8 into a hyper-consistent, explosive Pendulum "engine."

The primary metagame shift is not the strengthening of a "pure" Solfachord strategy but rather the deck's new, potent role as a "slop pile" 10 or "bridge" 11 for other top-tier metagame strategies. The most competitively successful variants are now hybrids, chiefly "Solfachord Yummy" 10 and "Solfachord K9".10

This report will demonstrate that these new cards have solved every one of the archetype's pre-existing weaknesses: consistency, recovery, and end-board power. This is primarily because the new support cards lack any restrictive locking mechanisms 2, making them a generic, high-value package.

Consequently, all three new cards are mandatory "three-ofs" in competitive builds.10 They create entirely new one-card play lines 5 and are solely responsible for enabling new, powerful end boards capable of establishing nine or more disruptions.5

## II. Individual Card Analysis: The New Trio's Roles

### A. Solfachord Primoa: The One-Card Starter and Recursion Tool

* **Card Data:** Level 1 EARTH Fairy/Pendulum/Effect, Scale 0.5

Role (Monster Effect 1): Starter

Primoa's first monster effect states: "If this card is Normal or Special Summoned: You can add 1 'Solfachord' card from your Deck to your hand, except 'Solfachord Primoa'.".2 This effect is the new heart of the deck's consistency. A non-once-per-turn "search on summon" 16 is the gold standard for any modern strategy. Its primary target is the new power-spell, Solfachord Happiness, which turns Primoa into a one-card starter that generates massive card advantage, as will be deconstructed in Section IV.5

Role (Monster Effect 3): Recursion

Its third effect provides the grind game: "If you Link Summon a 'Solfachord' monster: You can add 1 'Solfachord' card from your face-up Extra Deck or GY to your hand.".4 This triggers off the archetype's Link Monsters, GranSolfachord Musecia and GranSolfachord Coolia.13 This effect allows for resource loops, such as recycling a Pendulum monster from the Extra Deck for a follow-up Pendulum Summon or adding back a "Happiness" from the GY.

Role (Scale & Pendulum Effect): Scale-Setting

Primoa's Scale 0 5 is critical. It provides the "perfect" low scale the archetype desperately needed.2 This pairs with the new Scale 9 (Solfegia) 5 to create a full 1-to-8 Pendulum Summon range, enabling the summon of every monster in the archetype. The Pendulum effect, "When you Pendulum Summon: You can target 1 'Solfachord' card in your Pendulum Zone; return it to the hand" 4, is a powerful utility that can un-brick scales or return a Solfegia to hand to re-use its monster effects.

Role (Monster Effect 2): Protection

Finally, its second effect provides crucial protection during combos: "While you have 'Solfachord' cards in both of your Pendulum Zones (1 odd and 1 even Pendulum Scale), the activated effects of your 'Solfachord' cards cannot be negated.".2 Once the perfect 0-9 scales are established, this effect blanks common handtraps like Ash Blossom & Joyous Spring or Effect Veiler 18 that would target your other Solfachord monster effects, forcing the opponent to find other, often less optimal, points of interaction.

### B. Solfachord Solfegia: The Vital Extender and Recovery Specialist

* **Card Data:** Level 2 LIGHT Fairy/Pendulum/Effect, Scale 9.5

Role (Scale): Scale-Setting

Solfegia's Scale 9 5 is the "perfect" high scale that completes the 0-9 pairing with Primoa.2 Having these two cards available as search targets completely fixes one of the deck's most significant pre-support weaknesses: "bricking often with having bad scales".2

Role (Monster Effect 1): Extender

Its first monster effect is a simple, powerful extender: "If you control no monsters, or all monsters you control are 'Solfachord' monsters: You can Special Summon this card from your hand.".5 This free Special Summon provides an immediate body for Link Summoning (e.g., into Beyond the Pendulum or GranSolfachord Musecia 13) before committing the turn's Normal Summon, enabling more explosive and resilient play lines.

Role (Monster Effect 2): Recovery

The card's most flexible effect is its second monster effect: "During your Main Phase: You can activate this effect (you can also Tribute this card); Special Summon 1 'Solfachord' monster from your hand... or, if you Tributed this card... you can Special Summon from your face-up Extra Deck or GY instead.".5 This is both a simple extender (summoning from hand) and a potent recovery tool (summoning from GY/ED). This directly addresses a prior deck weakness of recovering key monsters, especially Link Monsters, that had been sent to the GY.2

Role (Pendulum Effect): Disruption

As a Pendulum effect, Solfegia provides an additional layer of interaction for the end board: "When your opponent's monster effect activated on the field resolves, if you control a 'GranSolfachord' monster, you can negate that effect, then destroy this card.".5 This means an end board featuring any "GranSolfachord" Link Monster 5 with Solfegia in the scale has an additional, built-in monster negate.

### C. Solfachord Happiness: The Explosive, Multi-Modal Power Spell

* **Card Data:** Normal Spell.7

This card is the primary payoff for the new support, described by players as "the absolute representation of a custom card" 24 for its sheer power and flexibility. It has three effects, and a duelist activates one per card activation.

Role (Effect 1): Combo Starter

"Discard 1 card, and if you do, add 2 'Solfachord' Pendulum Monsters with different Scales from your Deck to your hand, then you can Special Summon 'Solfachord' Pendulum Monsters from your hand, up to the number of monsters your opponent controls +1.".5 This is the main effect used to start combos. It is a +1 in card advantage (discard 1, add 2) that also assembles your perfect 0-9 scales (by searching Primoa and Solfegia, or other combinations). This is the effect that Primoa searches to begin the deck's main play line.5

Role (Effect 2): Extender

"During your Main Phase this turn, you can conduct 1 Pendulum Summon of a 'Solfachord' monster(s) in addition to your Pendulum Summon (you can only gain this effect once per turn).".5 This is a massive, game-changing extender. A second Pendulum Summon is exceedingly rare and powerful, enabling the deck to swarm the field, play through multiple interruptions, and build the massive "9 disruption" boards 14 that are now the deck's signature.

Role (Effect 3): Utility

"Special Summon 2 'Solfachord' cards from your Pendulum Zones.".5 This effect provides flexible utility. It can "un-brick" scales by turning them into monsters for Link or Xyz material, or it can be used after a Pendulum Summon to get two more bodies on board for further Link climbing.

The "Hard Once Per Turn" (HOPT) Distinction

Crucially, the card's text reads, "you can only use each effect of 'Solfachord Happiness' once per turn".7 This is not "you can only activate 1 'Solfachord Happiness' per turn." This distinction is critical: it means a player can activate one copy of "Happiness" to use Effect 1 (the search), and then, if they have a second copy, activate it to use Effect 2 (the extra Pendulum Summon). This makes drawing multiple copies of "Happiness" an incredibly explosive, game-winning hand rather than a "brick," and it solidifies the community consensus to "always play 3 happiness".10

## III. Metagame Shift: From Pure Archetype to Potent Engine

### A. Addressing Pre-Support Solfachord's Core Weaknesses

The new support is so effective because it surgically addresses every major flaw the "pure" Solfachord deck previously suffered from:

1. **Weakness 1: Consistency.** The deck was functional but prone to "bricking" on "bad scales".2 It relied heavily on generic starters like Diviner of the Herald 18 or resolving Solfachord Elegance 26 to set up.
   * **Solution:** Primoa is a new one-card starter.5 Happiness searches any two scales.23 Primoa and Solfegia *are* the perfect 0-9 scales.5 The deck's consistency is now one of its greatest strengths.
2. **Weakness 2: Low-Impact End Board.** The deck's win condition was historically unclear.27 Its in-archetype end board, centered on GranSolfachord Coolia 28 and Solfachord Musica 18, was considered "not too unfair" 29 and insufficient for competitive play.17
   * **Solution:** The new cards facilitate massive swarming.30 Solfegia is a free extender 5, and Happiness provides an extra Pendulum Summon.5 This swarm of monsters allows the deck to build generic, powerful end boards featuring multiple omni-negates 5 that were previously impossible.
3. **Weakness 3: Resource Recovery.** The deck struggled in a "grind game." Pendulum monsters went to the face-up Extra Deck, but key Link Monsters went to the GY, and the deck had few ways to retrieve them.2
   * **Solution:** Primoa recycles a card from the GY or face-up Extra Deck upon a "Solfachord" Link Summon.5 Solfegia can Tribute itself to Special Summon a monster from the GY or face-up Extra Deck.5 The deck's grind game and recovery are now excellent.

### B. Why Hybridization (Yummy/K9) is the New Competitive Path

The single most important strategic detail of this new support is what it *lacks*: a restrictive lock. None of the new cards lock the player into "Solfachord," "Pendulum," or "Fairy" monsters.2

This lack of a restriction is the key factor that shifts the deck from a "pure" strategy to an "engine." The Solfachord package (Primoa, Solfegia, Happiness) is now more valuable as a generic tool to summon *other* archetypes' boss monsters than its own.10 This has led to the rise of two dominant hybrid builds:

* **"Solfachord Yummy":** The "Yummy" archetype 31 is a Synchro/Link-based swarm strategy. The Solfachord engine provides a consistent, non-Normal-Summon-reliant method to flood the board with bodies, which are then used as material for "Yummy" Synchro and Link Summons.33 Tournament results from events like YCS São Paulo confirm the success of this hybrid.12
* **"Solfachord K9":** The "K9" archetype is a powerful meta engine 36 that revolves around Level 5 monsters.37 The critical synergy here is that the Solfachord engine, via the combo lines detailed below, can consistently search and summon SolSolfachord Gracia—a Level 5 monster.13 This specific monster acts as the perfect, non-locking "bridge" into the "K9" archetype's play lines 10, making "K9 Solfachord" a top competitive build.10

### C. The Strategic Advantage of Non-Locking Fairy Support

All the new Solfachord monsters are FAIRIES.2 This is a crucial detail, as it retains and significantly strengthens the deck's existing synergy with the powerful Diviner of the Herald 13 + Trias Hierarchia 13 engine.

Before, Diviner would send a card to summon another Fairy. Now, this line is significantly more powerful:

1. Normal Summon Diviner of the Herald (Level 2 Fairy Tuner).
2. Activate Diviner's effect, send Trias Hierarchia from Deck to GY.
3. Activate Trias Hierarchia's effect from GY, Tributing Diviner to Special Summon itself.
4. Because Diviner was Tributed, its second effect activates, allowing the duelist to Special Summon a Level 1 Fairy from the deck.
5. The new, optimal target for this effect is Solfachord Primoa.2
6. Solfachord Primoa is Special Summoned, activating its own effect to search Solfachord Happiness.

This interaction provides an alternative, explosive starter that also puts a Level 2 Tuner (Diviner) and a Level 9 non-Tuner (Trias) into rotation, facilitating an easy Baronne de Fleur.18

## IV. Deconstruction of New Play Lines and Combos

### A. Key Combo: The Solfachord Primoa One-Card Starter

This is the new fundamental "bread and butter" combo for the deck, turning a single Solfachord Primoa (with one card to discard) into a full board setup. This play line is derived from community combo guides.5

* **Starting Hand:** Solfachord Primoa + 1 discard fodder.
* **Step 1:** Normal Summon Solfachord Primoa.
* **Step 2:** Activate Primoa's monster effect (1).5 Add Solfachord Happiness from your Deck to your hand.
* **Step 3:** Activate Solfachord Happiness, choosing effect (1).5
* **Step 4:** *Cost:* Discard 1 card.
* **Step 5:** *Resolution (Part 1):* Add DoSolfachord Cutia (Scale 8) and SolSolfachord Gracia (Scale 1) from your Deck to your hand.
* **Step 6:** *Resolution (Part 2):* Because your opponent controls 0 monsters, the effect of Happiness 23 allows you to Special Summon (0 + 1) = 1 "Solfachord" monster from your hand. Special Summon SolSolfachord Gracia.5
* **Step 7:** Activate the monster effect of SolSolfachord Gracia. Add Solfachord Elegance from your Deck to your hand.
* **Step 8:** Activate Solfachord Elegance, choosing its second effect.26
* **Step 9:** *Resolution:* Place DoSolfachord Cutia from your hand into the face-up Extra Deck. Then, place SolSolfachord Gracia (Scale 1) and DoSolfachord Cutia (Scale 8, from the Extra Deck) into your Pendulum Zones.

**One-Card Combo Result:** From Solfachord Primoa alone, the duelist now controls Primoa (Level 1) on the field, has established perfect Scale 1 and Scale 8 in the Pendulum Zones, and has DoSolfachord Cutia (Level 1) in the face-up Extra Deck, all while having searched two of the deck's most powerful Spell Cards. From this position, the duelist can Link Summon (e.g., into Beyond the Pendulum 5) and then Pendulum Summon Cutia from the Extra Deck to continue the combo with full protection.2

### B. Play Line Focus: Integrating with the Yummy Engine

When combining with the "Yummy" archetype 31, the Solfachord engine's role is to provide a critical mass of monsters and, most importantly, a line of defense against Nibiru, the Primal Being.41

* **Key Interaction:** A critical play line noted by competitive players 34 is to "be making the solfachord link 3 before even going yummy bc it protects you from nib."
* **Play Line Deconstruction:**
  1. Perform a Solfachord combo (like the Primoa combo above, or a Diviner line 13) to summon 3 "Solfachord" monsters.
  2. *Summon 4:* Use these 3 monsters to Link Summon GranSolfachord Coolia (Link-3).13
  3. *Summon 5:* Activate the monster effect of a "Yummy" starter (e.g., Cooky Yummy 42).
  4. *Opponent's Checkpoint:* If the opponent attempts to activate Nibiru, the Primal Being 41 at this 5th summon, the duelist can chain the Quick Effect of GranSolfachord Coolia 2 to negate Nibiru's activation and destroy it.
  5. *Result:* The board is protected from the single most devastating handtrap for a swarm strategy. The duelist can now proceed with their full "Yummy" combo, using GranSolfachord Coolia as material for "Yummy" Link Monsters like Yummy Snatchy.42

### C. Play Line Focus: Synergies with the K9 Engine

When integrating with the "K9" archetype 36, the Solfachord engine's role shifts. It becomes a hyper-consistent "Rank 5" engine, using SolSolfachord Gracia as the bridge.

* **Play Line Deconstruction:**
  1. Perform the "Primoa" combo as detailed in section IV-A.
  2. *Divergence:* At **Step 6**, you Special Summon SolSolfachord Gracia (a Level 5 monster).5
  3. At this point, you have a Level 1 (Primoa) and a Level 5 (Gracia) on the field. You can now use your Pendulum Summon (or the extra Pendulum Summon from a second Happiness) to summon another Level 5 monster (e.g., another Gracia or a K9 monster).
  4. With two Level 5 monsters on the field, you can Xyz Summon a Rank 5 monster.
  5. *Result:* The Solfachord engine provides a consistent, searchable, non-locking path 10 directly into the "K9" boss monsters, such as K9-17 "Ripper" 5, bypassing the K9 archetype's own consistency issues.

## V. Analysis of Post-DOOD Solfachord End Boards

### A. Establishing Multi-Disruption Fields (The "9 Disruptions" Board)

The new support's swarming capability, particularly the second Pendulum Summon from Happiness 5, enables the deck to build massive, generic "negate boards." Multiple tournament reports and deck guides now reference end boards with "9 disruptions" or "10+ disruptions".5

It is vital to understand that this is *not* an in-archetype board. It is a "Pendulum Slop" 10 board built from the game's best generic boss monsters, all funded by the Solfachord engine.

A breakdown of this high-roll board's potential disruptions 5 includes:

1. **Generic Link 1:** I:P Masquerena.5 (Provides 1 Disruption by Link Summoning S:P Little Knight 13 or Apollousa, Bow of the Goddess 5 on the opponent's turn).
2. **Generic Link 2:** Apollousa, Bow of the Goddess.45 (Provides 2-4 Monster Negates).
3. **Generic Synchro:** Baronne de Fleur.5 (Provides 1 Omni-negate).
4. **Generic Fusion:** Odd-Eyes Vortex Dragon.10 (Summoned via Odd-Eyes Absolute Dragon). (Provides 1 Omni-negate).
5. **Archetypal Link:** GranSolfachord Coolia (Link-3).5 (Provides 1 Omni-negate).2
6. **Archetypal Monster:** DoSolfachord Coolia (Level 8).4 (Provides 1 Monster Negate/Pop).
7. **Archetypal Scale:** Solfachord Solfegia (Scale 9).5 (Provides 1 Monster Negate if a "GranSolfachord" is on the field).20
8. **Archetypal Trap:** Solfachord Musica (Trap).13 (Provides 1 "Omni-Pop" destruction effect).17

This demonstrates that the new "Solfachord" end board is a near-unbreakable, generic "negate board" that was previously unattainable.

### B. Hybrid End Board Variations

* **"Yummy" Variant:** The end board will consist of the Solfachord disruptions (e.g., GranSolfachord Coolia for Nibiru-proofing 34) *plus* the "Yummy" archetype's own disruptions, such as Yummy Snatchy 42 and their archetypal traps.46
* **"K9" Variant:** A common end board for this build is explicitly stated as: GranSolfachord Coolia (1 omni-negate), K9-17 "Ripper" (1-2 disruptions via Xyz material), I:P Masquerena (1 disruption), and K9-Izuna (K9 handtrap) in hand (1 disruption).5 This is a more focused, but still highly effective, disruptive board.
* **"Z-Arc" Variant:** Community discussion also notes a viable play line to set the "Z-Arc" trap card, Soul of the Supreme King.2 This provides a powerful, unexpected board wipe as another form of disruption.

## VI. Recommendations: Deck Ratios and Build Skeletons

The new cards are not "tech" options or "one-ofs." They are the new, mandatory core of the deck.

* Solfachord Primoa: **Play 3.** This is the deck's best one-card starter.5 The goal is to open with it.
* Solfachord Solfegia: **Play 3.** This is the deck's best high scale 5, a free extender 5, and a key recovery tool.5
* Solfachord Happiness: **Play 3.** This is explicitly recommended by multiple competitive guides.10 It is the deck's primary power spell, and as established, multiple copies are not bricks but rather create more explosive plays.

For legacy support, Diviner of the Herald 10, DoSolfachord Cutia 13, and Solfachord Elegance 13 remain mandatory 3-ofs. SolSolfachord Gracia 13 is played at 2-3 copies as a key combo piece 5 and the essential bridge for "K9" builds.10 Older, "bad Solfachord names" like Fancia, Elitiea, and Angelia are now cuttable and played at 0 or 1 copy.10

### Table 1: Sample "Solfachord Yummy" Engine & Core (TCG Post-DOOD)

This build 12 combines the Solfachord swarm engine with the "Yummy" archetype's 31 boss monsters.33

| **Card Name** | **Role** | **Ratio** | **Justification** |
| --- | --- | --- | --- |
| **Solfachord Engine** |  | **(21 cards)** |  |
| Solfachord Primoa | One-Card Starter | **3x** | .5 Searches Happiness. |
| Solfachord Solfegia | High Scale / Extender | **3x** | .5 Perfect 9-scale and free SS. |
| DoSolfachord Cutia | Low-Level Starter | **3x** | .13 Core searcher and combo piece. |
| SolSolfachord Gracia | Level 5 Body / Searcher | **3x** | .5 Part of Primoa combo, enables Rank 5s. |
| Solfachord Happiness | Power-Spell / Extender | **3x** | .10 "Always play 3.".10 |
| Solfachord Elegance | Scale-Setter | **3x** | .13 Core consistency spell. |
| Diviner of the Herald | Extender / Starter | **3x** | .13 Summons Primoa from deck.2 |
| **Yummy Engine** |  | **(12-15 cards)** | 42 |
| Cooky☆Yummy | Starter | **3x** | Core Yummy starter. |
| Marshmao☆Yummy | Extender | **3x** | Core Yummy extender. |
| Cupsie☆Yummy | Starter / Extender | **3x** | Core Yummy starter. |
| Yummy☆Surprise | Extender | **1-3x** | Yummy extender spell. |
| Yummysment☆Acrockie | Field Spell | **1-2x** | Yummy Field Spell.31 |
| **Extra Deck Core** |  |  |  |
| GranSolfachord Coolia | Link-3 / Negate | **1-2x** | .13 Archetypal negate 5 & Nibiru-proof.34 |
| Beyond the Pendulum | Link-2 / P-Searcher | **1x** | .5 Standard for Pendulum combos. |
| Cupsie☆Yummy Way | Synchro Tuner | **2x** | .33 Core Yummy combo piece. |
| Yummy☆Snatchy | Link-3 Boss | **2-3x** | .42 Core Yummy boss monster. |
| I:P Masquerena | Generic Link | **1x** | .5 For disruption. |
| S:P Little Knight | Generic Link | **1x** | .13 Prime I:P target. |

### Table 2: Sample "Solfachord K9" Engine & Core (TCG Post-DOOD)

This build 10 uses the Solfachord engine's ability to summon SolSolfachord Gracia (Level 5) 5 to bridge into the "K9" 36 Rank 5 strategy.38

| **Card Name** | **Role** | **Ratio** | **Justification** |
| --- | --- | --- | --- |
| **Solfachord Engine** |  | **(21 cards)** |  |
| Solfachord Primoa | One-Card Starter | **3x** | .5 Searches Happiness. |
| Solfachord Solfegia | High Scale / Extender | **3x** | .5 Perfect 9-scale and free SS. |
| DoSolfachord Cutia | Low-Level Starter | **3x** | .13 Core searcher and combo piece. |
| SolSolfachord Gracia | **K9 Bridge (Level 5)** | **3x** | .5 The key Level 5 38 for K9 plays. |
| Solfachord Happiness | Power-Spell / Extender | **3x** | .10 "Always play 3.".10 |
| Solfachord Elegance | Scale-Setter | **3x** | .13 Core consistency spell. |
| Diviner of the Herald | Extender / Starter | **3x** | .13 Summons Primoa from deck.2 |
| **K9 Engine** |  | **(8-10 cards)** | 43 |
| K9-Jokull | Starter | **3x** | Core K9 starter. |
| K9-Lantern | Starter | **3x** | Core K9 starter. |
| K9-Izuna | Handtrap / Extender | **2-3x** | .5 Core K9 disruption. |
| K9 Case | Spell | **1x** | K9 search target. |
| **Extra Deck Core** |  |  |  |
| GranSolfachord Coolia | Link-3 / Negate | **1x** | .5 Archetypal negate. |
| Beyond the Pendulum | Link-2 / P-Searcher | **1x** | .43 Standard for Pendulum combos. |
| K9-17 "Ripper" | Xyz Boss (Rank 5) | **1-2x** | .5 Main K9 disruption. |
| K9-66X "Jacks" | Xyz Boss (Rank 5) | **1x** | .43 K9 combo piece. |
| K9-X "Werewolf" | Xyz Boss (Rank 5) | **1x** | .43 K9 combo piece. |
| I:P Masquerena | Generic Link | **1x** | .5 For disruption. |
| Apollousa, Bow... | Generic Link | **1x** | .45 Generic negate board. |

## VII. Concluding Verdict: Solfachord's New Metagame Standing

The release of Solfachord Primoa, Solfachord Solfegia, and Solfachord Happiness in *Doom of Dimensions* is a monumental success, but not for "pure" Solfachord. These cards are so powerful and generic that they have "poached" their own archetype, turning it into one of the most efficient and dangerous engines in the game.

This analysis provides definitive answers to the core strategic questions:

* **What is their role?**
  + Solfachord Primoa is the **One-Card Starter**.
  + Solfachord Solfegia is the **Primary Extender and High Scale**.
  + Solfachord Happiness is the **Explosive Power-Spell and Combo Enabler**.
* **Do they impact play style?**
  + Yes, completely. The playstyle is no longer a "fair" 29, mid-range Pendulum deck. It is now an explosive, "slop pile" 10 combo deck focused on generating overwhelming advantage to build generic, multi-negate boards.5
* **Do they impact play lines?**
  + Yes. They *create* the deck's new, primary play line: the Primoa -> Happiness -> Gracia + Scales combo 5, which is now the deck's central and most consistent opening.
* **Do they impact end boards?**
  + Yes, dramatically. They are the *reason* the new end boards are viable. They enable the swarming and the extra Pendulum Summon 5 required to build boards with "9+ disruptions" 14, including GranSolfachord Coolia, Apollousa, Baronne de Fleur, Odd-Eyes Vortex, and I:P Masquerena.5
* **Are they played as one-ofs / or 3 / or not at all?**
  + All three new cards—Primoa, Solfegia, and Happiness—are mandatory **three-ofs** in any competitive build.10 They are not "tech" cards; they are the entire engine.

The final verdict is that this support has paradoxically "killed" pure Solfachord by making its engine so powerful that it is now optimally played as a support system for Tier 1 strategies like "Yummy" and "K9".10 The strategy is no longer "Solfachord"; it is "Solfachord *funding* Yummy/K9."

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