

Wheel of Research Primer

4 card draw

Harb

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Are you tired of running out of deck space, are you sick of being ridiculed by 4 simple cards. Can't stand slowly arching your way to victory, want to win flashy? Then this is the deck for you. In fact, this deck is so awesome, it's not even legal under the current rules!

Introducing Wheel of Research.

We start the game with an opening hand of [Research // Development], [Wheel of Sun and Moon], [Mox Emerald] and [Tropical Island].



Opening Hand

Our first turn play is obviously to cast the Wheel of Sun and Moon enchanting ourselves. We follow that up with the most broken card in the format, namely Research. This doubles our total deck size, and due to the wheel, we put it on the bottom of these found cards.

Due to the nature of the format, our decks get shuffled in the least optimal way, this is slightly cumbersome, but we can easily fix that.

With our first Research, we find [Sylvan library] and [Howling Mine]. This puts our Research below these two.



Research #1

Quite frankly, I don't know what our optimal draw is, probably Howling Mine, so next turn, we draw Sylvan Library and cast it. During the next draw step, we pay 4 life to draw Research in addition to the Howling Mine. We cast this Research and find [Explore] and [Simic Growth Chamber].



Research #2

Since Explore would be our optimal draw, the library is as follows: Azuris Chancery, Explore, Research. Again, we pay 4 life to draw an additional card this turn. We cast our freshly drawn Explore to pick up Research from our library and put in play the Chancery, pick up the Tropical Island and play it again. Our library contains a single Explore now. We draw it. Our library is now empty. Since our life total is getting pretty low right now, we need to stop the tides. We play Howling Mine, and cast Research again, this time finding a single card, [Terminus].



Research #3

We can't be badlucked this time, our first card drawn in the turn is Terminus, and we put the miracle trigger on the stack after our Howling Mine and Library. We float a blue while we cast our Terminus to wipe away the board, they'll be back soon, but that doesn't matter. Our library is Research, Terminus. Did you know that Research is an instant? We resolve the Howling Mine trigger. We cast Research by tapping our Mox. We find: [Grimoire Thief] and an [Botanical Sanctum]. We pay 8 life to draw these two cards, bringing us down to 4, that's quite low, but no worries. We cast the grimoir thief, exiling any pathetic creature our opponent had.



Research #4

During upkeep we cast Research once more, finding: [Dream Halls]. Our library is Dream Halls, Research.



Research #5

We draw both. We cast Dream Halls, During our upkeep, we sacrifice Grimoire Thief, and after our first draw cast Research normally and put in our deck: [Future sight] and [Time walk].



Research #6

Our library is the most unfortunate ordering of these cards followed by Research. We draw one of these cards. If we draw Timewalk, we cast it normally, otherwise we cast Future Sight by discarding the Thief and cast the Time Walk from the top of our library. So, Time Walk on top is worse. We take our extra turn, and draw both Future Sight and Research. We cast Future Sight normally. We now have infinite turns, which explaining is trivial, so I'll let you find that out yourself. Inside this infinite loop of casting timewalk from the top of our library for free, we need to win at some point. So we Research once more, for [Reliquary Tower].



Research #7

Now for the next 188 turns, we slowly add 1 card each turn to our deck, of which atleast one is [Saprazzan Cove], a [Battle of Wits] and an [Oblivion-Ring].



Research #42, #69, and #172

Absolutely no creatures. We at some point cast our Battle of Wits, and our Oblivion Ring, exiling that Battle of Wits.

We have a problem now, All our cards are either lands, or in our hand, we can't win yet. So, after having approximately drawn 201 cards including our opening hand, we add [Worldpurge].



Research #195

Which we'll promptly cast after taking yet another turn. We will not choose any cards in our hand. Our Oblivion Ring's leaving the battlefield trigger is put on the stack, returning our Battle of Wits. Our deck is 200 cards, our graveyard is Worldpurge, and the battlefield is a single Battle of Wits.

I do not need to tell you how this ends.

