

SOLFACHORD

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1. Warmups

Solfachord is a musical theme that gives a new meaning to Pendulum “Scales”. The boss monsters of the theme, **TiSolfachord Beautia** and **DoSolfachord Coolia** care about hitting low notes and high notes. Beautia’s effect works based on the lowest Pendulum Scale in your Pendulum Zone and Coolia works based on the highest Pendulum Scale in your Pendulum Zone. The “Solfachord” monsters have Levels from 1 to 8 and Pendulum Scales that run from 1 to 8 as well, so the goal is to have Pendulum Scales of 1 and 8 and field both Beautia and Coolia at the same time. The combination of Beautia’s and Coolia’s Quick Effects lets you banish your opponent’s best monster that tries to activate its effect. This version of the Deck ups its banishment power even further with the addition of **Protecting Spirit Loagaeth**. The “Solfachord” monsters are all Fairy-Type, so it’s incredibly easy to meet the condition for her Special Summoning effect, even during the opponent’s turn.

You can see a visual version of this Decklist on the NEURON app:

Be sure to return all of the following cards below when your finished Dueling.

- 3 **DoSolfachord Cutia** (ANGU-EN014 SR)
- 3 **ReSolfachord Dreamia** (ANGU-EN015 R)
- 3 **MiSolfachord Eliteia** (ANGU-EN016 R)
- 3 **FaSolfachord Fancia** (ANGU-EN017 UR)
- 3 **SolSolfachord Gracia** (ANGU-EN018 SR)
- 3 **LaSolfachord Angelia** (ANGU-EN019 SR)
- 3 **TiSolfachord Beautia** (ANGU-EN020 UR)
- 3 **DoSolfachord Coolia** (ANGU-EN021 UR)
- 3 **Protecting Spirit Loagaeth** (DAMA-EN025 UR)
- 27 Monsters

- 3 **Solfachord Elegance** (ANGU-EN022 SR)
- 1 **Solfachord Scale** (ANGU-EN023 R)
- 3 **Solfachord Harmonia** (ANGU-24 SR)
- 2 **Pot of Desires** (TOCH-EN057 R/SDSA-EN029 C)
- 9 Spells

- 3 **Solfachord Musica** (ANGU-EN025 R)
- 1 **Solfachord Formal** (ANGU-EN026 R)
- 4 Traps

- 3 **GranSolfachord Musecia** (DAMA-EN048 UR)
- 3 Extra Deck Monsters



2. Sight-reading

The basic tenet of Pendulum Monster strategies is that you sacrifice in the short term for dividends over the long run. Pendulum Summoning huge numbers of monsters from the Extra Deck isn't as easy as it used to be, since they can only be Pendulum Summoned to the Extra Monster Zone or a Main Monster Zone a Link Monster points to, but you can still Pendulum Summon as many monsters from your hand as you want. Solfachord has both a useful Link Monster and card effects that add Pendulum Monsters from your face-up Extra Deck back to your hand, so the basic tenet of Pendulum strategies holds true here.

Overall, this isn't a particularly complicated strategy, since the goal is just to Summon **DoSolfachord Coolia** and **TiSolfachord Beautia** as well as **Protecting Spirit Loagaeth** if you have it. Coolia is the more important of the two, so we'll talk about some of the ways to Summon her. The easiest way to do it is to Summon **LaSolfachord Angelia** instead and then Tribute Angelia to activate her own effect. Angelia's Pendulum Scale is 3, so you can Special Summon either the Pendulum Scale 5 **FaSolfachord Fancia** or the Pendulum Scale 1 **DoSolfachord Coolia** from your Deck. If you're trying to Summon Beautia with Angelia's effect, you'll need to Tribute Gracia since her Pendulum Scale is 4.

Normally you'd be unable to Pendulum Summon Coolia using only "Solfachord" cards since the highest Pendulum Scale among them is 8, the same as Coolia's Level, but thanks to the Field Spell, **Solfachord Harmonia**, you can temporarily change the Pendulum Scale of 1 of the "Solfachord" cards in your Pendulum Zone to 9. This works with any "Solfachord" Pendulum Monster, as the sum of each monster's Scale and Level is 9.

Harmonia is also key to the long-term gain strategy of the Deck since you can use all 3 of its effects once during each turn. If you have 2 Pendulum Monsters on the field with odd Pendulum Scales and 1 in your Pendulum Zone with an even Pendulum Scale, changing the even Scale to 9 also unlocks the third effect of Harmonia to destroy a card on the field. A situation where this comes up a lot is if you use **Solfachord Elegance** to place Angelia, Eliteia, or Fancia face-up in your Extra Deck and place Coolia and Cutia in your Pendulum Zones. In this case you can use all 3 effects of Harmonia, first adding the Pendulum Monster from your Extra Deck to your hand, then after Summoning her, changing Cutia's Pendulum Scale to 9, and finally destroying 1 card your opponent controls.

The decision of whether to go first or second with this Deck can be difficult if you don't know what you're up against. Given the inclusion of Loagaeth and the importance of just having as many cards to work with as possible, we tend to go second to get the extra card at the start of the Duel unless we know what Deck we're facing and know that we need to have Coolia on the field or else. Just remember that Coolia's effect won't work if you don't have a card in your Pendulum Zone with a high enough Pendulum Scale, so watch out for Spell/Trap destruction cards.

The Pendulum Effects of the monsters with Scales 1-4 are the same, and the Pendulum Effects of the monsters with Scales 5-8 are the same. It may sound obvious, but you want 1 card from each category in your Pendulum Zone both to protect the monsters you Pendulum Summon and expand the range of your Pendulum Summons.

3. Vocal Exercises

The *Ancient Guardians* version of the card doesn't explicitly say it, but Coolia's effect to destroy a monster that activates its effect is a Quick Effect you Chain directly to that monster's effect. You can see the most recent text of the card which includes the Quick Effect designation on the Card Database.

The only Spell/Trap Zones that can become Pendulum Zones are your leftmost and rightmost Spell/Trap Zones. Don't Set your Traps there, and don't activate **Solfachord Elegance** there.

Some "Solfachord" card effects talk about Pendulum Monsters while others talk about Pendulum Monster Cards. There is a difference, and it's important. "Pendulum Monster Cards" is the rulebook term for that type of card and includes the cards that are active in your Pendulum Zones whereas "Pendulum Monsters" does not. So **Solfachord Scale** counts the cards in your Pendulum Zones as well as the monsters you control, but you can't Tribute cards in your Pendulum Zones to Special Summon **DoSolfachord Coolia**.

As a reminder, you can only Pendulum Summon monsters whose Levels are in between the Pendulum Scales of the cards in your Pendulum Zones. So if you have Scales 1 and 8 you can Pendulum Summon Levels 2 through 7. You can Pendulum Summon any number of monsters from your hand to any of your Main Monster Zones, but Pendulum Monsters Pendulum Summoned from the Extra Deck must be Summoned to either your Extra Monster Zone, or your Main Monster Zone a Link Monster points to. The monster Summoned from your Extra Deck by **Solfachord Musica** *also* must be Summoned to your Extra Monster Zone or your Main Monster Zone a Link Monster points to, even though it's not a Pendulum Summon.

4. Tea and Honey

Antihuman Intelligence ME-PSY-YA is a Scale 0 Pendulum Monster with a useful Pendulum Effect, that you can also Special Summon from your hand by placing a Pendulum Monster from your hand or Pendulum Zone into your Extra Deck. **Solfachord Harmonia** can get that card right back, and ME-PSY-YA's monster effect and high-DEF make it a great way to stall for time while you build up cards and force your opponent into sub-par lines of play. The effect to send Summoned monsters to the Graveyard (GY) activates and resolves at the time of Summoning and outlives ME-PSY-A itself. Just remember, it affects your monsters as well, so be careful! You can always Tribute it away to Special Summon Coolia from your hand since she isn't picky as long as you Tribute Pendulum Monsters.

You might want to consider adding Link Monsters to your Extra Deck with 3 Link Arrows pointing to your field to maximize your ability to Pendulum Summon from the Extra Deck. The most obvious choice is **Apollousa, Bow of the Goddess**, a Link-4 Fairy monster that gives you the Link Arrows you need and an incredible effect on top of that. You may also want to consider **Saryuja Skull Dread** or **Unchained Abomination**.

Pendulum Switch lets you Special Summon a card from your Pendulum Zone or change a Pendulum Monster you control into a card in your Pendulum Zone during every turn. You can make use of Cutia or Coolia's beneficial Pendulum Scales on your own turn, then use **Pendulum Switch** to Special Summon them on your opponent's turn and make use of their effects. Then on your turn, you can move them back to the Pendulum Zone!