

THE DUELIST

COMPANION

June 1995

The Official Newsletter of the Duelists' Convocation™

Issue 10

DC UPDATES

This is your dear old Auntie Badger again, just checking in to say "hi" and to let you know what your pals at the DC have been up to this month.

Well, Steve Bishop has been working out the details of Gencon with TSR and even though the world championship won't be held there this year (see the World Championship Announcement), we will still be doing lots of fun stuff there, including tournaments, product sales, artist signings, and even a few surprises.

Logan Grey has been putting together our new database in record time, and we have nearly finished entering the tournament reports for the year. As a result, we will be contacting players on the top 25 list who will be competing for the U.S. Title and a spot on the U.S. National team. Because some reports are still pending, we will not be publishing the list this year; instead, we will be contacting the top 25 players by phone.

Corey is still hard at work on the Regional and U.S. Championships, and he has decided that he likes doing this so much that he is transferring to the Andon Unlimited events team so that he can work on more projects along the same line. Corey will be replaced by the first person to best him in hand-to-hand combat. Actually, Corey's replacement will be his current assistant, Heather Henricks. Though she doesn't wear much black, Heather is a great addition to the DC! She didn't even panic when she saw Corey's notorious filing system (also known as "that big stack of paper over there").

As for Auntie Badger.... Well, I have been sitting in a dark corner writing articles for *The Duelist Companion*, coordinating coverage of the Championship events with the people from *The Duelist*, and generally causing trouble around the office.

I haven't heard much from Red or Henk, but I know that the European National Championships are taking place soon and that both Red and Henk are busy coordinating those events. Either that, or they've been captured by enemy agents and are being reconditioned to become productive members of society.

Better than than me!

Auntie Badger

NEW RATING SYSTEM EXPLAINED

The new rating system being implemented by the DC is a chess-style averaging system which will rate players based on their skill. We feel it is much better than our old system for many reasons. Primarily, this system is more accurate at gauging a player's skill than was our previous system (which favored those able to attend the most sanctioned tournaments). Using this new system will assure that an individual's ranking is based on something other than his or her ability to drive or fly long distances. Furthermore, with the use of this system we will be able to sanction as many events per area as that area can support instead of the standard one event-per-calendar-month method which we have been using.

The following is an explanation of how the new rating system works. Please bear in mind that this article is a simplified explanation and that we will probably make some changes in the system as it develops and offers results.

The basic theory of the system is that the difference between the ratings of players is a guide to predicting the outcome of a duel between those two players. The formula is based on statistical and probability theory—no rating is a precise evaluation of a duelist's strength. The ratings are averages of performances and should be viewed as approximations within a range; this range is at least plus or minus 56 points (standard deviation) for most ratings. Provisional ratings (those based on less than 25 matches) are much less reliable than established ratings.

A duelist may approximate his or her new rating by using the appropriate formula. The result will probably not be exact, since official calculations are based on the most current ratings rather than the last published ratings. Extreme fluctuation in provisional ratings makes approximation more difficult for new duelists.

Events are rated in chronological order by the date of the event. Ratings produced by each event are used for the calculation of ratings in subsequent events. Published ratings are current as of the date of publication.

Duelists who have played fewer than 25 matches earn a rating equal to their average performance according to the following equation: $R_p = R_c + \frac{+00(W-L)}{N}$ where R_p is the new rating, R_c is the average rating of the duelist's opponents, W is the number of wins, L the number of losses, and N the number of games.

Duelists with established ratings (those based on 25 matches or more) use the following equation: $R_n = R_o + K(W - W_e)$ where R_n is the new rating, R_o is the old (pre-event) rating, K is a constant (32 for ratings of 0-2099, 24 for 2100-2399, 16 for 2400 and up), W is the score in the event, and W_e is the expected score (Win Expectancy), determined from the following formula: $W_e = \frac{1}{10^{\frac{\Delta R}{56} + 1}}$

where ΔR equals the difference in ratings.

We in the Duelists' Convocation have not yet finished hammering out all the minor details of the system; we are in the process of doing so even as you read this article. When we have all the details worked out, we will print all the information we can supply, along with examples of rating calculations and sample win expectancies. For now, we hope that this gives you a good idea of what to look forward to in the future.

The nicest thing about the new rating system is that we are no longer going to be restricted to how often we can sanction tournaments. This is because the ratings are self-correcting due to their averaging nature. We are also looking forward to new possibilities for events in the future. Keep reading to see what we come up with!

Starting this month, the *Companion* will be running a featured event for each month. This event will be selected from our sanctioned tournament list and will be highlighted in the *Companion* for that month.

This month's featured event is ManaFest in San Francisco. I selected this particular event because it not only features a sanctioned Magic tournament, but it seems to spotlight just about every collectible card game as well!

If you are holding a sanctioned event in July and would like to be featured in the *Companion*, please e-mail me at Badger@wizards.com. Let me know all about your event, and I will make my selection on July 1.

Rbias K. Hall

Khalsa-Brain Games Productions presents ManaFest, to be held June 30 to July 3 at the Cathedral Hill Hotel in San Francisco. ManaFest is four days of nonstop collectible card gaming fun and excitement, featuring tournaments, 24-hour open gaming, a 4,000 square-foot exhibitors' hall, special seminars, and special guests!

The following Game Systems will be conducting their Western Regional Championships at ManaFest '95: Towers in Time and Highlander from Thunder Castle Games; Mag Force 7's Star of the Guardians; Atlas Games' On The Edge; Medallion Simulations' Echelons of Fire; Daedulus Games' newly released ShadowFist; and Companion Games' Galactic Empires. Ultimate Combat from Ultimate Games will host their Pacific Rim Championships. And Flying Buffalo will host a Nuclear War Card Game tourney, with the first-prize winner walking away with a super-duper rare SuperGerm travel alarm clock. Other tourneys include Blood Wars from TSR; Wyvern from U. S. Games; Dixie & Bull Run from Colombia Games; Doomtrooper, SuperNova, Kult, and The Crow from Heartbreaker Games; and, for you sports fans, Fantasy Football from Precedence Games. ManaFest will also host an official Duelists' Convocation Magic tournament and a Jyhad tournament. For all of our tournaments, the top finalists will receive special prizes ranging from display boxes of cards to cash to collectible items such as prototype decks of cards and signed uncut sheets of cards.

The current lineup of special guests includes Jonathan Tweet, designer of On The Edge, and Lester Smith, producer of Blood Wars and creator of Dragon Dice. Guest artists include Anson Maddocks and Mark Tedin.

Other special events include the Quest for the Gems of Daanten, which is a weekend-long "Bead"-style tournament. Also, get your company or club gaming group together, and come as a team to the emperor-style Magic tournament. This special "sponsored" tournament encourages you to go all-out with team uniforms, mottos, battle cries, cheerleaders, or whatever else will help your team achieve victory, bringing glory and fame not only to the victorious duelists but to the sponsoring company as well. Sponsors will be required to provide a donation worth \$25 or more to the tournament prize pool. There will also be a pairs tournament, an "under fifteen years old" tourney, and a 100-card-or-larger-size deck tournament.

Preregister for ManaFest before May 15 to get the special \$20 four-day pass. Send your name, address, and telephone number, along with a check or money order, to KBG at P. O. Box 170436, San Francisco, California 94117. Parents who attend with their paid child get 1/2 off the special rate. After May 15, the four-day pass is thirty dollars. A single day pass is \$15 and is available at the door only on the day of the festival. For hotel accommodations, stay at the beautiful Cathedral Hill Hotel and pay a special ManaFest price of only \$82 a night (plus tax). Pay this special rate up to three days before or three days after ManaFest, and take time out to enjoy all the excitement, the food, and the sights that San Francisco has to offer. For room bookings, call toll free 800-622-0855 and ask for the ManaFest special price. Remember, both convention registration and hotel accommodations are limited. So make your room bookings and send in your preregistration now.

REGIONAL EVENT INFORMATION

THE DUELIST COMPANION IS LOOKING FOR WRITERS INTERESTED IN COVERING THESE REGIONAL EVENTS! IF YOU ARE COMPETING IN OR ATTENDING THESE EVENTS AND ARE INTERESTED IN WRITING A BRIEF ARTICLE ABOUT THE EVENT AND YOUR EXPERIENCES AS A COMPETITOR, PLEASE CONTACT RHAS HALL AT THE DUELISTS' CONVOCATION. I WILL THEN REVIEW SOME OF YOUR WRITING AND MAKE MY DECISION. THOSE SELECTED AS CORRESPONDENTS WILL RECEIVE A FREE BOOSTER PACK OF LEGENDS™ CARDS.

REGIONAL EVENT CONTACT INFORMATION

Note: The Northwest region has been expanded to include Wyoming and Alaska. The Southwest Region has been expanded to include Utah and Hawaii. The South Desert Region has been expanded to include Oklahoma and Arkansas. The North Central Region has been expanded to include Kansas and Missouri. The contact number for the Northeast Regionals was misprinted last issue. The correct number appears here.

Northeast Region: Maine, New Hampshire, Vermont, New York, Massachusetts, Rhode Island, Connecticut, eastern Pennsylvania, New Jersey, Delaware, Maryland, Washington D.C., West Virginia, and Virginia.

Coordinator: Vinnie Salzillo 718-881-4575

Sponsored by: Double Exposure, Inc.

Date: May 27-28

Location: New York, NY

Southeast Region: Tennessee, North Carolina, South Carolina, Georgia, Alabama, Mississippi, Florida, Louisiana, and Hawaii.

Coordinator: Ed Kramer

Sponsored by: MagiCon IV

Date: May 27-28

Location: Atlanta, GA

Central Region: Ohio, Kentucky, Indiana, Illinois, western Pennsylvania, and Michigan.

Coordinator: Gary Vandergrift 800-529-3976

Sponsored by: Andon Unlimited

Date: May 26-29

Location: Pittsburgh, PA

North Central Region: North Dakota, South Dakota, Nebraska, Minnesota, Iowa, Kansas, Missouri, and Wisconsin.

Coordinators: Steve Bishop/ Corey Smith 206-624-0933

Sponsored by: Wizards of the Coast and Twin Con

Date: May 26-28

Location: Bloomington, MN

Northwest Region: Washington, Oregon, Idaho, Montana, Wyoming, and Alaska.

Coordinators: Steve Bishop/ Corey Smith 206-624-0933

Sponsored by: Wizards of the Coast Games

Date: To be announced

Location: Seattle, WA

Southwest Region: California, Nevada, Utah, Hawaii, and Arizona.

Coordinator: Paul Matsumoto 714-671-1270

Sponsored by: Dragons Lair, Game Castle, Last Grenadier, Last Grenadier of Northridge, and Weekend Warrior

Date: May 27

Location: Los Angeles, CA

South Desert Region: Oklahoma, Arkansas, Texas, Colorado, and New Mexico.

Coordinator: Eric Nussberger 713-920-7234

Sponsored by: Commissary Games

Date: May 27-28

Location: Houston, TX

U.S. AND CANADIAN CHAMPIONSHIPS

DC AT ORIGINS

So you want to know exactly what is going on with the U. S. National Championship? Well, here's the final word on the matter, straight from the horse's mouth—or, more appropriately, straight from the Origins program guide.

Eight rounds of qualifiers have been scheduled, beginning on Thursday, July 13, with four qualifying rounds. Each of these rounds will hold 128 competitors and will be conducted under either Type II or sealed deck tournament rules. All preliminary rounds will be in a round-robin format to allow each player maximum playing time in the event. The second half of the qualifiers will be held on Friday, July 14, and will be exactly like the Thursday events.

Saturday will see the final 64 players battle it out for the chance to play in Sunday's Grand Championship Match! You can qualify to be one of these 64 players in any of three ways:

First, if you are one of the top-rated players of **Magic** in the U. S. Duelists' Convocation, you may be invited to the semi-final round, but this isn't the easiest route to go.

Second, you can win one of the many regional championships to be held around the country (See the Regional article located elsewhere in this issue). Winning a regional championship grants you an automatic slot in the semi-final round, and to make things even better, all regional champions will be attending Origins as guests of the regional tournament hosts! That's right—winning your regional gets you a free trip to Origins (including travel, lodging, and a food allowance)!

Third and finally, you could place in the qualifying rounds that were mentioned earlier. Roughly 32 wild card slots will be filled this way.

If you are one of those skilled and lucky 64 players, this is what awaits you. The semi-finals will begin on Saturday morning with a sealed deck tournament (decks and boosters provided by the DC), played in a round-robin format. After this event, there will be a catered lunch for all 64 players. The second half of the competition will be a Type II tournament, also played in a round-robin format.

On Sunday, the third and final competitive event will occur in the playoff of the top eight players, all of whom will be battling to determine: a) who will be the new U. S. Champion for **Magic** and b) who will be on the U. S. National Championship team. Only four finalists will make it to this prestigious team. The World Championship will consist of all National Championship teams, representing all of the nations involved in the 1995 World Championships.

The Collectible Card Games Award ceremony will be at 2:30 p.m. on Sunday. Awards will be presented to the new U. S. Champion and to the U.S. National team, as well as to winners of the other collectible trading cards events. Immediately following the awards ceremony will be a meeting of the Duelists' Convocation membership to discuss the future vision of the DC.

We look forward to seeing you there!

Questions about Origins should be addressed to:

Andon Unlimited
P.O. Box 1740
Renton, WA 98057-1740

The Canadian National Championship will take place at the Canadian Comics and Cards Spectacular in Toronto, Ontario, from June 2-4, 1995. There will be several events over the weekend, boiling down to the final rounds on Sunday. Unlike the U. S. Championship, the Canadian Championship is an open event. This means that virtually everyone who registers for this will have a chance at being on the Canadian National team!

Here is a brief summary of the events being planned as part of the Canadian National Championship:

On Friday, June 2, there will be two 256-player qualification rounds. These will be run in the single-elimination style and will be Type II tournaments. The top sixteen players from each of these events will continue on to the Semi-Finals.

The Sealed Deck Semi-Finals will take place on Saturday, June 3. The 64 winners from Friday's events will play in a modified round-robin format (see Companion #9 for information on this format). Decks and booster will be provided.

Sunday, June 4, will see the same 64 players going head-to-head in the Type II Semi-Finals. These will also be played in the modified round-robin format described in Companion #9.

At the close of the Type II Semi-Finals, points from both the Sealed Deck and Type II events will be totaled and the top eight scorers will advance to the **CANADIAN NATIONAL CHAMPIONSHIP FINALS!!** The winner of this event will be the Canadian National Champion and, along with three runners-up, will be flown to the World Championship tournament.

For those who do not make it to the final rounds, there will be plenty of other events to participate in, including the first-ever *Ice Age* tournament! You can be among the first to play WotC's new stand-alone expansion set!

For more information on the Canadian Championship, call or write to:

The Canadian Comic and Card Spectacular
513 Yonge Street
Toronto, Ontario, Canada
M4Y 1Y3
Phone 416-944-3016

THE DUELISTS' CONVOCATION AND WIZARDS OF THE COAST WOULD LIKE TO THANK THE FOLLOWING GROUPS FOR SPONSORING REGIONAL CHAMPIONSHIP EVENTS:

Andon Unlimited
P.O. Box 1740
Renton, WA 98057-0707
206-204-5815

Dragons Lair, Burbank
5660 Pacific Coast Highway
Long Beach, CA 90814
310-494-8366

Double Exposure, Inc.
P.O. Box 3594
Grand Central Station
New York, NY 10163
718-885-4575

Game Castle
2514 E. Chapman Ave.
Fullerton, CA 92631
714-871-5800

Last Grenadier
335 Golden Mall
Burbank, CA 91502
818-848-9144

Last Grenadier, Northridge
8823 Reseda Blvd.
Northridge, CA 91324
818-886-3639

MagiCon
P.O. Box 148
Clarkston, GA 30021-0148
404-925-0155

TwinCon
P.O. Box 20405
Bloomington, MN 55420

Weekend Warrior
8116 Van Noord Ave.
Hollywood, CA 91605

DO YOU BELIEVE IN MAGIC?

A NOTE FROM THE EDITOR:

This issue of *Companion* is a bit different from past issues because I have SO MUCH information to get to you guys that I had to pull the puzzle and **Are You In A Band!** Don't panic though; Auntie Badger promises that both of these will be back in the July issue. And Mark Rosewater has promised to premier a new kind of puzzle...

Auntie Badger

"WHEN COUNTERSPELLING COUNTS"

by Mark Rosewater

Whether you love them or hate them, counterspells (and I'm referring here to any spell which is used to counter a spell) are an important part of Magic, so much so that I have decided to dedicate my column this issue to examining how best to use them. Without any further delay, I now present the 10 Commandments of Counterspelling.

I. Thou Shalt Know Thy Counterspell

One of the biggest mistakes made with counterspells is that, too often, players don't take the time to decide exactly which counterspell best meets their needs. For example, a player will use Mana Drains when his or her deck has no way to use the captured mana, or a player will put Spell Blasts in a deck that produces limited amounts of mana. Learn which counterspells exist (Blue: Counterspell, Power Sink, Spell Blast, Blue Elemental Blast, Mana Drain, Remove Soul, Flash Counter, Force Spike; Red: Red Elemental Blast, Artifact Blast; Green: Avoid Fate) and make sure that you choose the spells which best complement the workings of your deck.

II. Thou Shalt Know Thy Purpose

Not only should you know how your counterspells work, but you need to know why you're using them. Are your counterspells offensive or defensive? In other words, are you using them to shut down your opponent's deck or to protect your own deck from certain weaknesses? Knowing the focus of your counterspelling is very important in deck-construction considerations.

III. Thou Shalt Choose Thy Target

You only have a limited number of counterspells—Learn to use them judiciously. Think about each spell your opponent cast. How much impact will removing it have on their game? Too often, a player loses because of wasting a much-needed counterspell on something that doesn't have hurt him or her in the long run.

IV. Thou Shalt Keep Alive Thy Threat

I have a friend who likes to say that the art of counterspelling is not counterspelling. Probably the most powerful thing about a counterspell deck is the nervousness it generates. By always leaving two islands untapped, you can keep your opponent on edge even when you don't have a counterspell. The trick is to create the illusion that you could counterspell at any moment. Once in a while, ask your opponent to stop after he casts a spell, think for a few moments, and then just say, "No, go ahead." Or count your mana after your opponent announces a spell. But whatever you do, always keep a card in your hand and the correct mana untapped, whether you have the spell or not.

V. Thou Shalt Waste Not Thy Spell

Not every spell deserves to be countered. The most tricky ones are those that do something valuable for your opponent yet don't directly do any harm to you. The best example of this is a Demonic Tutor. Although getting any card from the library is a very powerful thing for your opponent to do, it doesn't directly do any harm to you. If the spell your opponent retrieves turns out to be a danger, you can always counterspell it when it's cast. But if it turns out to be a spell that you don't care to

stop, you've saved yourself a counterspell. (The one exception to this is if you truly believe they are Tutoring for a land since you can't counterspell the laying of a land.)

VI. Thou Shalt Find Other Uses

When is a counterspell not a counterspell? When you use it for some purpose other than stopping a spell. Take Power Sink, for example. One of the benefits of using Power Sink is that it can tap out your opponent. Sometimes you will want to use Power Sink specifically for this purpose. You might, for instance, Power Sink a spell on your opponent's turn not because you wish to stop the spell, but because you want to insure that your opponent will be unable to do anything to stop you from casting what you want to cast on your turn.

VII. Thou Shalt Use Thy Most Effective Spell

When you have multiple counterspells in your hand, always remember to use the one that allows you to most efficiently handle the problem at hand while leaving you the widest options available for future counterspelling. For example, if you are trying to stop the summoning of a Craw Wurm and you have a Counterspell and a Remove Soul in your hand, your best bet will be to use the Remove Soul, as it will be cheaper to use and will leave you with the much more versatile Counterspell.

VII. Thou Shalt Use Thy Returners

Although not technically counterspells, Unsummon and Boomerang are key components of any counterspell deck. The reason for this is simple: Even the best counterspell deck cannot stop everything. An Unsummon or Boomerang allows you the chance to get another crack at countering whatever permanent is bothering you.

IX. Thou Shalt Strike Early

One of the best secrets of counterspelling is using them to stop your opponent from getting early non-land sources of mana. The one blue you use to Spell Blast your opponent's Mox will set them back at least a turn and often times much longer.

X. Thou Shalt Fear the Unknown

One final little bit of advice: When playing a worthy opponent, always be wary of spells with which you are not familiar. If you have to ask yourself, "Why in the world is he/she playing that?" then you know, more often than not, that you probably don't want to know the answer. The rule of thumb here is if it's new and different, counterspell it. (But remember that this only works against an opponent who knows what he or she is doing.)

Having now heard the word of the counterspell, go forth and counter. Until next month, may your blue mana always come in pairs.

"Tricks of the Trade"

How Disenchanting: If your opponent has an Unstable Mutation on a small creature (say, a Scryb Sprite) and you have a Disenchant in your hand, it is best to wait until their upkeep to use the Disenchant. By waiting until after the -1/-1 counter is placed on the creature, you can use the Disenchant to kill the creature. The reason this works is because, although the +3/+3 is part of the enchantment, the -1/-1 counters stay on the creature even after the enchantment is removed.

CREDITS

This issue of *The Duelist Companion* was brought to you by:

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This issue is dedicated to Sid (Lizard of the Coast) Gecko.
Rumors of his death were greatly exaggerated....

SANCTIONED EVENTS

ACHTUNG! TOURNAMENT PLAYERS AND COORDINATORS!

As of May 1, we are announcing a no-holds-barred sanctioning policy.

Now, before you go berserk, let me explain exactly what this means: As of May 1, there will no longer be a restriction on the number of sanctioned events allowed in any given area! In other words, you can have a tournament sanctioned every weekend if you really want to, or even multiple events on the same day! So start calling in for those pre-sanctioning packets, and Corey and Heather will get them in the mail ASAP.

One word of advice, though—play nice with each other. Good sportsmanship is important, and it does extend beyond just the person you are dueling. So be considerate of other groups who may be sanctioning events simultaneously with yours and remember that the goal here is to provide a positive gaming environment for everyone.

The Duelists' Convocation

June 1995

Gaming Conspiracy '95 TYPE I
Plaza Inn
Albuquerque, NM
June 5
Michael Johnson & Mike Arms, Coordinators

Contario TYPE I
Airport Hilton Hotel
Mississauga, Ontario, Canada
June 3-4
Dale Lambert, Coordinator

Casper Con/Summer Challenge TYPE I
Casper College
Casper, WY
June 4
Kirk Fox, Coordinator

Southern Vermont Magic TYPE I
Holiday Inn
Rutland, VT
June 4
Jeramic Westbay, Coordinator
802-492-3758

Con-Sistency SEALED DECK
2800 College Road
Sidney, MI
June 9-11
Bill Bartelt, Coordinator

Middle of Nowhere TYPE I and TYPE II
Southwest Park Shopping Center
Abilene, TX
June 10
Elton Killebrew, Coordinator

Mobi Con TYPE II
Holiday Inn Downtown
Mobile, AL
June 10
Daniel Schnieder, Coordinator

CardCon SEALED DECK and TYPE II
Prairie Capital Convention Center
Springfield, IL
June 10-11
Lamont Gary, Coordinator

The June Gathering TYPE II
Silverdale Community Center
Silverdale, WA
June 11
Pete Steinmetz, Coordinator

Configuration 6 TYPE I
Tulsa Days Inn
Tulsa, OK
June 16-18
Tim McCartney, Coordinator
918-747-0518

Card Con V TYPE I
LAX Hyatt
Los Angeles, CA
June 17
Paul Matsumoto, Coordinator

Convention TYPE I, TYPE II, and SEALED DECK
Ramada Hotel, Denver Boulder turnpike
Westminster, CO
June 23-25
David Bunte, Coordinator

PolyCon XIII TYPE I, TYPE II, and SEALED DECK
Cal Poly
San Luis Obispo, CA
June 23-24
Eric Aldrich, Coordinator

Archon 19 TYPE I and TYPE II
Holiday Inn
Collinsville, IL
June 24-25
Richard Kurgas, Coordinator

Magic Tournament TYPE I
Cressona Mall
Pottsville, PA
June 24
William Casper, Coordinator
717-622-6234

Manafest TYPE I
Cathedral Hill Hotel
San Francisco, CA
June 30-July 1
Andrew Finch, Coordinator
415-626-5215

Chicago Comicon TYPE I
Rosemont Convention Center
Rosemont, IL
June 30-July 1
Nancy Ford and Jonathan Fucio, Coordinators

BE COUNTER-ACTIVE

by Zak Dolan

Magic: The Gathering World Champion

Let's say your biggest nightmare in a tournament is facing an all-blue deck which counterspells everything you do. How do you win against that kind of strategy?

You might want to try out-countering this deck. By using cards like Red Elemental Blast to counter your opponent's counterspells, you ensure that when you're ready to cast that critical spell, it works. Additionally, when trying to out-maneuver a counterspelling opponent, one of the keys to strategy is to use spells that cost less mana than your opponent's. This helps to run them out of mana (either total mana or the right color of mana) before you do.

If direct opposition to counterspells is not your preferred strategy, try instead to make it harder for your opponent to counter stuff by making all counterspells more expensive. By playing In the Eye of Chaos (which doubles the cost of all instants and interrupts) or by playing Nether Void (which makes everything cost 3 more mana) are a couple of ways to do this. You can also Sleight of Mind a Gloom or a Thrull Wizard to blue so that for your opponent to cast a counterspell requires 3 more mana per spell. In addition, if you use a Sleight of Mind to change a Lifeorce (or Deathgrip) to say "counters a blue spell as it's being cast," then, when you counter something your opponent is casting, it stays countered. Since you didn't use a spell to counter it, your opponent can't just counter your counterspell. Players of blue hate this!

Combine this kind of strategy with putting your opponent's Islands

back into his or her hand with cards like Active Volcano, Time Elemental, or Boomerang, and the task of countering becomes even harder for your opponent. Add in an Ankh of Mishra and a Black Vise, and it will be tough for your opponent to even stay alive, let alone to consider countering your plays.

If you want to really trash people who play all blue, put in a few Whirling Dervishes and use Sleight of Mind to change the Dervish, making Protection from Black into Protection from Blue. If you succeed at this (and it can be tricky), there probably won't be anything in that blue deck to stop you.

In a more forthright manner, you can put cards in your deck to simply take away your opponent's mana. Try using a strip mine to take away one of the two untapped islands that he or she was saving for a counterspell, and then cast a Tsunami.

If you want to cast something on your turn, try using Mana Short on your opponent's turn first to make sure that he or she can't counter what you do on your turn. Either your opponent counters the Mana Short and has less mana and fewer counterspells or else taps out and lets you have your way on your turn.

You can also make it painful to tap land for a counterspell by playing Manabarbs. This way, your opponent has to decide if he or she wants to get hit with a Lightning Bolt for 3 damage or tap two land and counterspell it, taking only 2 damage but losing a card (the counterspell). Either way, your opponent loses.

Finally, if that blue deck concentrates too much on countering what you do and not enough on damaging you, there's a good chance that you can run your opponent out of cards by using things like Millstones, Howling Mines, Chains of Mephistopheles, and Tormod's Crypt. It doesn't matter if everything you do is being counterspelled—if your opponent runs out of cards, your opponent loses.

THE BAY AREA MAGIC SCENE

by Jeff Brain

In my recent travels out of state to places like Austin, Houston, and New Orleans, I was able to locate the one or two places where one might find another sorcerer. But in San Francisco, we are fortunate to have many such venues, and with a little travel time, one can duel daily against a wide variety of opponents. In all there are three distinct types of places where Magic™ is prevalent: in retail establishments; in cafés, bars, restaurants, and clubs; and finally, at colleges. The Bay Area has all of these well as ManaFest, an annual convention dedicated to CCGs (collectible card games) exclusively. (See the tournament spotlight for more information on this event.) Join me as we take a brief tour of many of these arenas.

The Bay Area is regionally segmented, divided by the Bay itself and by the Oakland-Berkeley hills: all of this is linked by two major bridges and a tangle of elderly freeways. I attempted to get a fair representation of the entire Bay Area from my central location in San Francisco. Everyone I talked to was both helpful and enthusiastic about Magic and the CCG industry. My apologies in advance if I managed to miss a hotbed of dueling, but, as you will see, we have a lot to choose from here.

By crossing the Golden Gate Bridge and meandering into idyllic Marin County—the area we call the North Bay—I found Cafe Copa, an eclectic blend of coffee, beer and wine, loud music, and Magic. Every Sunday afternoon one can find a tournament and a few dozen duellists gathered in this unique setting. Magic is a regular fixture throughout the week as well. The age and background of the competitors range from precocious preteens to middle-age corporates, all with dynamite decks. Chaos Orbs are all the rage, so be prepared to expand your playing field.

Magic is white-hot in Marin. As Jim Frazee of Gamescape, a card retailer down the street from the Copa, said, referring to the local software companies, “All the tech-heads in Marin have gone to cardboard.”

Moving back toward the East Bay from Marin, one arrives in the Vallejo Benicia area. Here is the realm of Neverland Comics and Games, one of the stops for the '95 Wizards of the Coast North America Tour. Owner Duncan Sandiland sponsors tournaments in the area and is on the verge of opening a large open gaming room adjacent to his store in the Vallejo Plaza Shopping Center.

Now we travel on packed 180 into the East Bay, home of UC-Berkeley and thus a natural home for swarms of prodigal sorcerers. Just south of the UC campus is Sports Planet, a retail card shop which hosts Wednesday night gatherings beginning at 7 p.m. McDonald's, just up the street, is another local duel site, if one doesn't mind a double-cheese dripping onto your Barbary Apes; so *that's* why the monkeys are snarling. Games of Berkeley, one of the oldest game stores in the region, is a great source of local gaming information. Here one can find postings from the Bay Area Duelist Guild (BADGer), another tourney-host organization. BADGer is one of the groups that chooses to rent sites for one-time events, the next being a 128-person tourney June 17 at Berkeley's Finnish Brotherhood Hall. Open gaming can also be found on Thursday evenings in nearby Emeryville from 5 p.m. until 10 p.m. at the Emeryville Food Court, a blend of ethnic food stands with plentiful space for dueling.

Hillwalking south into North Oakland, one comes to Piedmont Avenue and two card stores, Collector's Corner and Dr. Comics and Mr. Games. The former also has an outlet in San Francisco, Cards & Comics Central, and the latter is the magnanimous host for open dueling on Sunday afternoons from 1 p.m. to 5 p.m. Dr. Comics and Mr. Games has long been a proponent of the FRP genre for all ages, and sees the CCG industry bringing together people from age 6 to 60 in its Sunday sessions.

A brief sojourn west through the Webster Tube into Alameda leads to a long-time tourney and gaming host, Tita's House of Games. Tita's open gaming tables are available all day on weekends, co-existing with FRP enthusiasts. The store also hosts quarterly tournaments with a unique dual-tourney format. Co-owner Carl Brodt explains, “When a player is eliminated from the open tourney, they move over to the sealed deck at the current level of that tournament. This way, the players who have been in the sealed deck from the beginning are still at an advantage because they have traded for a couple rounds, yet the open tourney player enters at a high level. We've found this to be a fun and balanced variation in tournament play.”

Alameda also boasts the only Bay Area micro-brewery site for Magic aficionados, The Tied House. Gaming night is on every Tuesday, starting at 6 p.m. After seeing the success of our San Francisco Thursday nights, David Commerford scoured this island community in search of a place to play locally. He settled on a site which combines his passion for premier beverages, good food, and expansive, comfortable surroundings. Here one finds a select band of a few dozen friendly magicians, ready and willing to test one's mana mettle.

Skimming back to the East Bay, continuing through Berkeley and the Caldecott Tunnel, one finds oneself in the warmer climes of Contra Costa County. Nestled near the campus of Diablo Valley College in Pleasant Hill, the aforementioned Neverland Comics & Games has its other retail outlet. Mr. Sandiland is in the process of organizing the many enchantresses and enchanters into leagues after the successes of his other tournaments.

Numerous card stores dot Contra Costa County, making it an interesting base for league challenges. Mary's Pizza Shack in Pleasant Hill is the league duel headquarters twice a month (check local stores for dates and times). Out Highway 4, in Pittsburg, one will find Empire Games & Hobbies, the site of regular Wednesday night duels.

Pleasant Hill also has a unique avenue for the burgeoning duelist, a Friday night class sponsored by the Park and Recreation District, a class taught by Adam Borovkoff. Adam normally has one to two dozen attendees per ten-week session and teaches deck-building and design, timing, and tricks of the trade, as well as hosting interesting theme tournaments for his students (such as a St. Patrick's tourney where everyone had to play all green and have at least one Aisling Leprechaun in their deck!).

Now we travel south on the freeway to another East Bay hotspot, Hayward. Jeff Ferreira, owner of Who's On First, hosts tournaments on Tuesday, Thursday, and Friday evenings, as well as on Saturday afternoons. Highly competitive duels and excellent prizes make this arena a prime stopover point for any mage. Jeff notes, “We have people in the store playing every day, from real estate agents to police officers, warehouse workers to the postman.”

Nearby, Treasures of Youth makes Monday nights the tourney spot of choice in Hayward. “We take a really good attitude about the game,” says owner Scott McAdam. He regularly fills his store for each tournament and offers prizes of valuable cards from the store's extensive stock.

Crossing back over the Bay on the Hayward/San Mateo Bridge, one enters the largest Magic arena in the Bay Area, the South Bay and Peninsula, home of the first Magic: The Gathering World Champion, Zak Dolan; this is the place to hone one's skills against some of the top talents in the Bay Area.

Make a stop at Gator Games in San Mateo where owner Jean Seaborg was one of the first retailers in the country to offer single cards over the counter and on the Net. She hosts a free-wheeling open trading session (no selling allowed) on the First Sunday of each month. “I was just lucky,” chuckles the cherubic Ms. Seaborg, “I liked it [the game] immediately and saw great potential with this fantastic art.”

I LEFT MY MOX IN SAN FRANCISCO

She is the Bay Area correspondent for *Scrye*™ magazine in addition to her duties in running her bustling store.

Skybox Pizza is San Mateo's arena of choice on Wednesday nights, where sorcery crackles in a backroom filled with sodas and Scryb Sprites, pepperoni and Pradesh Gypsies.

Travel south on U. S. 101 to Cupertino, and one will find A Wrinkle in Time, where Magic is played every night of the week, expanded from Monday and Wednesday. For those with a more sanguine bent, Tuesday nights are focused on Jyhad™. "One of the things we try to do is teach the new games in the collectible genre, generally in the afternoon," notes owner Shawn Blanchette.

In Campbell, in-store gaming is a staple at John's Comic Connection. Tuesdays and Thursdays, one can explore the alchemy of duel decks in the evening, and Saturdays are even better, beginning at 11 a.m. and extending all through the day. Owner Jill Marci offers one of the more innovative programs, providing an opportunity for beginners every Saturday at 1 p.m. She provides decks, cards, and instructors to help the initiate-apprentice enter into the delightful art of dueling. She sees 60-100 folks on the week nights.

San Jose has its Sharks in the NHL, but the local card sharks hang out at Roger Grant's Comics and Fantasy. Regular Sunday tournaments are from 6-10 p.m., with junior and senior flights, and open gaming on Mondays attract over two dozen each evening. "There are always new people I've never seen before. It presents a continuing challenge," says Roger.

Brian Chew of Home Field Advantage, in Menlo Park, sponsors tournaments at Menlo College in San Francisco at the Cow Palace. He regularly attracts 100 players to his events. The next is scheduled to be June 24-25 with over 100 participants.

Undaunted by the Silicon Valley, we turn back north for home, San Francisco. We were fortunate to have a large group of Magic enthusiasts since the introduction of the game in August of 1993. Bob Johnson, owner of Gamescape in San Francisco, likens the frenzy to the Backgammon rise in the early eighties. "...But it's bigger than that. I think it has better potential for longevity."

From its early Alpha offerings, Magic was a frequent sight at local coffee shops, particularly the Coffee Zone on Haight Street. Japji Khalsa, my partner in Khalsa-Brain Games (plug: we make Spellgrounds® playing mats), is a prime mover in the local scene. As the number of Magic regulars grew, he shepherded the flock from the Zone to the Creperie, then through a six-month stint at the Coffee Source, and finally to the current happening place, The Zephyr Cafe, a normally quiet neighborhood café. On Thursday nights, however, it is transformed as over six dozen duelists descend from every plane of the known Bay Area. We have even had gamers from Germany track us down for their one night in the City. Expect to see all-black-border decks in hard-fought duels with new players and new ideas.

Japji and I co-sponsored ManaFest '94 in 1994 and look forward to four days of 24-hour-a-day CCG play over the Fourth of July weekend. ManaFest is this month's featured tournament, so for more information please refer to the Tournament Spotlight section.

Hone your skills at one of the many places we have to duel in the Bay Area, go non-stop at ManaFest, and I hope to meet you across the table (or on my side). If I left your favorite spot out, I apologize; e-mail me at Mr.JBrain@aol.com. Until then, I hope this will help those of you teleporting to San Francisco and environs, and may your mana always be fruitful.

Cafe Copa
1615 4th Street
San Rafael, CA
415-457-2672

Neverland Comics & Games
3365 Sonoma Blvd. #20
Vallejo, CA
707-645-8112

Sports Planet
2022 University Avenue
Berkeley, CA
510-843-8441

Bay Area Duelist Guild (BADGer)
c/o S. Klein
166 Santa Clara Avenue
Oakland, CA 94610

Dr. Comics and Mr. Games
4014 Piedmont Avenue
Oakland, CA 94611
510-836-1000

Tita's House of Games
1414 Encinal
Alameda, CA 94501

Mary's Pizza Shack
1420 Contra Costa Boulevard
Pleasant Hill, CA 94523
510-732-5504

Who's On First
27522 Tampa Avenue
Hayward, CA 94541

Gator Games
4212 Olympic Avenue
San Mateo, CA 94403
415-571-PLAY

A Wrinkle in Time
19970 Blancy Avenue
Cupertino, CA 95014
408-255-9406

Comics and Fantasy
5415 Camden Avenue
San Jose, CA 95124

Gamescape
333 Divisadero
San Francisco, CA 94117
415-621-GAME (4263)

Khalsa-Brain Games & ManaFest
P.O. Box 170436
San Francisco, CA 94117
415-985-5222 (Spellgrounds)
415-985-5223 (ManaFest Hotline)

Gamescape
1225 4th Street
San Rafael, CA
415-457-8698

Neverland Comics & Games
248 Golf Club Road
Pleasant Hill, CA 94523
510-682-1891

Games of Berkeley
2010 Shattuck Avenue
Berkeley, CA
510-540-7822

Collector's Corner
3883 Geary Road
Oakland, CA 94611
510-654-7852

Cards & Comics Central
5727 Geary Blvd.
San Francisco, CA 94121
415-668-3544

The Tied House
#8 Pacific Marina
Alameda, CA 94501

Empire Games & Hobbies
2137 Loveridge Road
Pittsburg, CA 94565
510-473-9940

Treasures of Youth
1201 C Street
Hayward, CA 94541

Skybox Pizza
61 West 43rd
San Mateo, CA
415-573-7740

John's Comic Connection
46 East Campbell Avenue
Campbell, CA 95008
408-374-9686

Home Field Advantage
626 Santa Cruz Avenue
Menlo Park, CA 94025

Zephyr Cafe
3643 Balboa
San Francisco, CA
415-221-6063

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DUELIST OR DUELISTS' CONVOCATION: YOU MAKE THE CALL

I know that most of you probably know the difference between *The Duelist* and the Duelists' Convocation, but lately there seems to be a great deal of confusion over the two. Therefore, I am going to try and straighten it all out for you so that Logan will stop tearing his hair out whenever he gets a check for \$17.95 or \$29.95.

The Duelist magazine is just that, a magazine. The reason for the similarity between the names of *The Duelist* and the Duelists' Convocation is because the magazine began as the DC's newsletter. As time passed, however, the publication took on a life of its own and evolved into the fine magazine you all know and love—and it continues to evolve as well. Have you noticed that every issue gets a little better?

The Duelists' Convocation is NOT a magazine. We are a tournament gaming organization. Although DC members do receive *The Duelist* magazine as part of the membership package, we do not actually produce or distribute the magazine. What the DC does is promote tournament gaming by providing a balanced playing field and a system by which players can measure their playing skill. The publication we do produce is *The Duelist Companion*—our own monthly newsletter.

As I said before, I know that most of you already know this, but the number of checks we get that actually should be going to *The Duelist* is alarming. So even if you do know better, you might want to remind anyone you know who is thinking of either joining the DC or subscribing to *The Duelist* to make sure they don't accidentally send the right check to the wrong place.

The Duelists' Convocation

"HOW TO BUILD A BETTER GAME DAY"

by Carol Gundrum, DC Member #1768

It's amazing how many places you find *Deckmaster* games popping up...even in a sleepy little town like Sioux Falls, South Dakota. Yes, this is another "Article from the Middle of Nowhere." But just because the tallest building here is only seven stories high doesn't mean we're low on gamers; in fact, sometimes it's hard to find places for them all.

Often, gamers have friends over to play *Magic* or *Jyhad* every Saturday night. Now that The Great Dalmuti has hit the stores here, there are even more reasons to get your gaming friends together. For a while, you thought that these were the only people around who play games. Then something—excuse me—"Magical" happens: you meet new gamers! You add these people to your group, and then they bring more friends, who bring more.... Soon, you've got Plague Rats hibernating in your cabinets and Drudge Skeletons hanging out in your closet.

If you find it difficult to locate space for everyone to play, or if you just can't find anyone else who plays your particularly favorite game, you may want to organize a community Game Day. By helping to provide a fun gaming environment, you will inevitably meet others who share your interests; you might even make some new friends in the process. With these expectations in mind, here are some tips on how to get started.

First, look for any place in town which has large, free rooms: the library, the civic center, hospitals (I'm not kidding), schools, etc. Ask your Chamber of Commerce for a list of public buildings—you'd be amazed by how many places are potential *Magic* locations simply because they're free and open to the public. Ask each facility about their requirements for use. For example, at our local library, you must fill out forms and schedule use of the room in advance. Certainly there's some initial work in arranging free play environments, but it's worth it in the end.

If you've exhausted all the free spots and come up short, contact all of the locations that are not public buildings or that charge under five dollars per person for space rental. These are places like the Elks' clubs, restaurants, masonic lodges, malls, and even roller-skating rinks! Of course, don't forget to check with your local hobby stores. Some stores have tables you can use for free while others have a nominal charge, but the hobby store where you buy your cards is the perfect place to find others who enjoy *Deckmaster* games. Again, check for paperwork, talk to the manager, and you'll be set.

Now that you have a list of places where you can game, choose a time and place for your first "Game Day." Plaster the town with posters, and tell everyone you know. Don't make big plans; just get gamers together and play. No matter how many people come to your first Game Day, word will spread, and your next one will be bigger and better.

Consider these two examples: M.A.G.E. (Midwest Area Gaming Enthusiasts), our local gaming society, organizes monthly area Game Days. These Game Days include all genres of games and feel like mini-conventions. In Sioux Falls, we meet in a local hospital's meeting rooms; they are large, open to the public, and best of all...free. They're easy to organize, and the gamers know to "Gather" at Sioux Valley on the second Saturday of each month.

Best of all, the Game Days have expanded. A few years ago, we only sponsored a few of these get-togethers. Game Days usually drew the same crowd of people, about 15 or 20 gamers each time. Last year, several factors demanded expansion: the explosion of the gaming industry, especially in the collectible trading card games; more people playing all genres of games; and growth in MAGE itself. We have expanded into four cities and have tripled our number of gamers—people have found that there's a local place to meet others who enjoy the same hobby as they do.

Card gamers, however, wanted more, so now we have monthly "Collectible Card Game Days." Initially, we limited our expansion to see if this idea would really take off. At our first "CCGD" in the library meeting room, we had about 20 people. This number, however, grew to over 40 in two months. Unfortunately, the library only allows any one group reserve the meeting room for three months in a row, but luckily, two gaming stores were opening just as we had to move. Both stores provide tables for gaming, and our CCGDs have nearly gone to a weekly basis with the relocation to these stores.

If you are a student, your school might be an ideal game day location. I currently cosponsor an after-school science fiction/gaming club: every Thursday, students bring in their backpacks full of cards for trading and playing. Students usually can organize almost any before- or after-school group within most public schools, and chess and gaming clubs are not new. Just check the school rules and see if there's a teacher willing to sponsor you. Then organize it and go! But as with all events, be sure you function within the guidelines presented by your location....

Game Days are easy: find a place to meet, schedule it, advertise it, and play. Someone has to be responsible for organizing any initial paperwork, but a few friends helping with the legwork will make this much easier. Aside from the general fun they provide, Game Days can be the starting point for local tournaments and leagues. Because they are a known "get-together time," players have something to look forward to when there isn't a convention in the immediate area. Game Days are a fantastic forum for card trading, learning new games, and for sharing information about other gaming events. If there is not a local Game Day in your town, I would encourage you to get one going. It's a great feeling to meet new people who enjoy the same hobby that you do and to know that you had a hand in bringing them together.

MAGIC: THE GATHERING – FOURTH EDITION CARD LIST

Abomination	Uncommon 1	Deathgrip	Uncommon 1	Inferno	Rare 1
Air Elemental	Uncommon 1	Deathlace	Rare 1	Instill Energy	Uncommon 1
Alabaster Potion	Common 1	Desert Twister	Uncommon 1	Iron Star	Uncommon 1
Aladdin's Lamp	Rare 1	Detonate	Uncommon 1	Ironclaw Orcs	Common 1
Aladdin's Ring	Rare 1	Diabolic Machine	Uncommon 1	Ironroot Treefolk	Common 1
Ali Baba	Uncommon 1	Dingus Egg	Rare 1	Island (ver. 1)	Land 8
Amrou Kithkin	Common 1	Disenchant	Common 1	Island (ver. 2)	Land 8
Amulet of Kroog	Common 1	Disintegrate	Common 1	Island (ver. 3)	Land 8
Angry Mob	Uncommon 1	Disrupting Scepter	Rare 1	Island Fish Jasonius	Rare 1
Animate Artifact	Uncommon 1	Divine Transformation	Uncommon 1	Island Sanctuary	Rare 1
Animate Dead	Uncommon 1	Dragon Engine	Rare 1	Ivory Cup	Uncommon 1
Animate Wall	Rare 1	Dragon Whelp	Uncommon 1	Ivory Tower	Rare 1
Ankh of Mishra	Rare 1	Drain Life	Common 1	Jade Monolith	Rare 1
Apprentice Wizard	Common 1	Drain Power	Rare 1	Jandor's Saddlebags	Rare 1
Armageddon	Rare 1	Drudge Skeletons	Common 1	Jayemdae Tome	Rare 1
Armageddon Clock	Rare 1	Durkwood Boars	Common 1	Jump	Common 1
Ashes to Ashes	Uncommon 1	Dwarven Warriors	Common 1	Junin Efreet	Uncommon 1
Ashnod's Battle Gear	Uncommon 1	Earth Elemental	Uncommon 1	Karma	Uncommon 1
Aspect of Wolf	Rare 1	Earthquake	Rare 1	Keldon Warlord	Uncommon 1
Backfire	Uncommon 1	Ebony Horse	Rare 1	Killer Bees	Uncommon 1
Bad Moon	Rare 1	El-Hajjaj	Rare 1	Kismet	Uncommon 1
Balance	Rare 1	Elder Land Wurm	Rare 1	Kormus Bell	Rare 1
Ball Lightning	Rare 1	Elven Riders	Uncommon 1	Land Leeches	Common 1
Battering Ram	Common 1	Elvish Archers	Rare 1	Land Tax	Rare 1
Benalish Hero	Common 1	Energy Flux	Uncommon 1	Leviathan	Rare 1
Bird Maiden	Common 1	Energy Tap	Common 1	Ley Druid	Uncommon 1
Birds of Paradise	Rare 1	Erg Raiders	Common 1	Library of Leng	Uncommon 1
Black Knight	Uncommon 1	Erosion	Common 1	Lifeforce	Uncommon 1
Black Mana Battery	Rare 1	Eternal Warrior	Common 1	Lifelace	Rare 1
Black Vise	Uncommon 1	Evil Presence	Uncommon 1	Lifetap	Uncommon 1
Black Ward	Uncommon 1	Eye for an Eye	Rare 1	Lightning Bolt	Common 1
Blessing	Rare 1	Fear	Common 1	Living Artifact	Rare 1
Blight	Uncommon 1	Feedback	Uncommon 1	Living Lands	Rare 1
Blood Lust	Common 1	Fellwar Stone	Uncommon 1	Llanowar Elves	Common 1
Blue Elemental Blast	Common 1	Fire Elemental	Uncommon 1	Lord of Atlantis	Rare 1
Blue Mana Battery	Rare 1	Fireball	Common 1	Lord of the Pit	Rare 1
Blue Ward	Uncommon 1	Firebreathing	Common 1	Lost Soul	Common 1
Bog Imp	Common 1	Fissure	Common 1	Lure	Uncommon 1
Bog Wraith	Uncommon 1	Flashfires	Uncommon 1	Magical Hack	Rare 1
Bottle of Suleiman	Rare 1	Flight	Common 1	Magnetic Mountain	Rare 1
Brainwash	Common 1	Flood	Common 1	Mahamoti Djinn	Rare 1
Brass Man	Uncommon 1	Flying Carpet	Rare 1	Mana Clash	Rare 1
Bronze Tablet	Rare 1	Fog	Common 1	Mana Vault	Rare 1
Brothers of Fire	Common 1	Force of Nature	Rare 1	Manabarbs	Rare 1
Burrowing	Uncommon 1	Forest (ver. 1)	Land 8	Marsh Gas	Common 1
Carnivorous Plant	Common 1	Forest (ver. 2)	Land 8	Marsh Viper	Common 1
Carrian Ants	Uncommon 1	Forest (ver. 3)	Land 8	Meekstone	Rare 1
Castle	Uncommon 1	Fortified Area	Common 1	Merfolk of the Pearl Trident	Common 1
Cave People	Uncommon 1	Frozen Shade	Common 1	Mesa Pegasus	Common 1
Celestial Prism	Uncommon 1	Fungusaur	Rare 1	Millstone	Rare 1
Channel	Uncommon 1	Gaea's Liege	Rare 1	Mind Bomb	Uncommon 1
Chaoslace	Rare 1	Gaseous Form	Common 1	Mind Twist	Rare 1
Circle of Protection: Artifacts	Uncommon 1	Ghost Ship	Uncommon 1	Mishra's Factory	Uncommon 1
Circle of Protection: Black	Common 1	Giant Growth	Common 1	Mishra's War Machine	Rare 1
Circle of Protection: Blue	Common 1	Giant Spider	Common 1	Mons's Goblin Raiders	Common 1
Circle of Protection: Green	Common 1	Giant Strength	Common 1	Morale	Common 1
Circle of Protection: Red	Common 1	Giant Tortoise	Common 1	Mountain (ver. 1)	Land 8
Circle of Protection: White	Common 1	Glasses of Urza	Uncommon 1	Mountain (ver. 2)	Land 8
Clay Statue	Common 1	Gloom	Uncommon 1	Mountain (ver. 3)	Land 8
Clockwork Avian	Rare 1	Goblin Balloon Brigade	Uncommon 1	Murk Dwellers	Common 1
Clockwork Beast	Rare 1	Goblin King	Rare 1	Nafs Asp	Common 1
Cockatrice	Rare 1	Goblin Rock Sled	Common 1	Nether Shadow	Rare 1
Colossus of Sardia	Rare 1	Grapeshot Catapult	Common 1	Nevinyrral's Disk	Rare 1
Conservator	Uncommon 1	Gray Ogre	Common 1	Nightmare	Rare 1
Control Magic	Uncommon 1	Greed	Rare 1	Northern Paladin	Rare 1
Conversion	Uncommon 1	Green Mana Battery	Rare 1	Oasis	Uncommon 1
Coral Helm	Rare 1	Green Ward	Uncommon 1	Obsidian Golem	Uncommon 1
Cosmic Horror	Rare 1	Grizzly Bears	Common 1	Onulet	Rare 1
Counterspell	Uncommon 1	Healing Salve	Common 1	Orcish Artillery	Uncommon 1
Craw Wurm	Common 1	Helm of Chatzuk	Rare 1	Orcish Oriflamme	Uncommon 1
Creature Bond	Common 1	Hill Giant	Common 1	Ornithopter	Uncommon 1
Crimson Manticore	Rare 1	Holy Armor	Common 1	Osai Vultures	Uncommon 1
Crumble	Uncommon 1	Holy Strength	Common 1	Paralyze	Common 1
Crusade	Rare 1	Howl from Beyond	Common 1	Pearled Unicorn	Common 1
Crystal Rod	Uncommon 1	Howling Mine	Rare 1	Personal Incarnation	Rare 1
Cursed Land	Uncommon 1	Hurkyl's Recall	Rare 1	Pestilence	Common 1
Cursed Rack	Uncommon 1	Hurloon Minotaur	Common 1	Phantasmal Forces	Uncommon 1
Cyclopean Mummy	Common 1	Hurr Jackal	Rare 1	Phantasmal Terrain	Common 1
Dancing Scimitar	Rare 1	Hurricane	Uncommon 1	Phantom Monster	Uncommon 1
Dark Ritual	Common 1	Hypnotic Specter	Uncommon 1	Piety	Common 1
Death Ward	Common 1	Immolation	Common 1	Pikemen	Common 1

MAGIC : THE GATHERING - FOURTH EDITION CARD LIST CONTINUED

Pirate Ship	Rare 1	Sindbad	Uncommon 1	Unstable Mutation	Common 1
Pit Scorpion	Common 1	Siren's Call	Uncommon 1	Unsummon	Common 1
Plague Rats	Common 1	Sisters of the Flame	Common 1	Untamed Wilds	Uncommon 1
Plains (ver. 1)	Land 8	Sleight of Mind	Rare 1	Urza's Avenger	Rare 1
Plains (ver. 2)	Land 8	Smoke	Rare 1	Uthden Troll	Uncommon 1
Plains (ver. 3)	Land 9	Sorceress Queen	Rare 1	Vampire Bats	Common 1
Power Leak	Common 1	Soul Net	Uncommon 1	Venom	Common 1
Power Sink	Common 1	Spell Blast	Common 1	Verduran Enchantress	Rare 1
Power Surge	Rare 1	Spirit Link	Uncommon 1	Visions	Uncommon 1
Pradesh Gypsies	Common 1	Spirit Shackle	Uncommon 1	Volcanic Eruption	Rare 1
Primal Clay	Rare 1	Stasis	Rare 1	Wall of Air	Uncommon 1
Prodigal Sorcerer	Common 1	Steal Artifact	Uncommon 1	Wall of Bone	Uncommon 1
Psionic Entity	Rare 1	Stone Giant	Uncommon 1	Wall of Brambles	Uncommon 1
Psychic Venom	Common 1	Stone Rain	Common 1	Wall of Dust	Uncommon 1
Purelace	Rare 1	Stream of Life	Common 1	Wall of Fire	Uncommon 1
Pyrotechnics	Uncommon 1	Strip Mine	Uncommon 1	Wall of Ice	Uncommon 1
Radjan Spirit	Uncommon 1	Sunglasses of Urza	Rare 1	Wall of Spears	Common 1
Rag Man	Rare 1	Sunken City	Common 1	Wall of Stone	Uncommon 1
Raise Dead	Common 1	Swamp (ver. 1)	Land 8	Wall of Swords	Uncommon 1
Rebirth	Rare 1	Swamp (ver. 2)	Land 8	Wall of Water	Uncommon 1
Red Elemental Blast	Common 1	Swamp (ver. 3)	Land 8	Wall of Wood	Common 1
Red Mana Battery	Rare 1	Swords to Plowshares	Uncommon 1	Wanderlust	Uncommon 1
Red Ward	Uncommon 1	Sylvan Library	Rare 1	War Mammoth	Common 1
Regeneration	Common 1	Tawnos's Wand	Uncommon 1	Warp Artifact	Rare 1
Relic Bird	Rare 1	Tawnos's Weaponry	Uncommon 1	Water Elemental	Uncommon 1
Reverse Damage	Rare 1	Tempest Efect	Rare 1	Weakness	Common 1
Righteousness	Rare 1	Terror	Common 1	Web	Rare 1
Rod of Ruin	Uncommon 1	Tetravus	Rare 1	Whirling Dervish	Uncommon 1
Royal Assassin	Rare 1	The Brute	Common 1	White Knight	Uncommon 1
Samite Healer	Common 1	The Hive	Rare 1	White Mana Battery	Rare 1
Sandstorm	Common 1	The Rack	Uncommon 1	White Ward	Uncommon 1
Savannah Lions	Rare 1	Thicket Basilisk	Uncommon 1	Wild Growth	Common 1
Scathe Zombies	Common 1	Thoughtlace	Rare 1	Will-O'-The-Wisp	Rare 1
Scavenging Ghoul	Uncommon 1	Throne of Bone	Uncommon 1	Winds of Change	Rare 1
Scryb Sprites	Common 1	Timber Wolves	Rare 1	Winter Blast	Uncommon 1
Sea Serpent	Common 1	Time Elemental	Rare 1	Winter Orb	Rare 1
Seeker	Common 1	Titania's Song	Rare 1	Wooden Sphere	Uncommon 1
Segovian Leviathan	Uncommon 1	Tranquility	Common 1	Word of Binding	Common 1
Sengir Vampire	Uncommon 1	Triskelion	Rare 1	Wrath of God	Rare 1
Serra Angel	Uncommon 1	Tsunami	Uncommon 1	Xenic Poltergeist	Rare 1
Shanodin Dryads	Common 1	Tundra Wolves	Common 1	Yotian Soldier	Common 1
Shapeshifter	Uncommon 1	Tunnel	Uncommon 1	Zephyr Falcon	Common 1
Shatter	Common 1	Twiddle	Common 1	Zombie Master	Rare 1
Shivan Dragon	Rare 1	Uncle Istvan	Uncommon 1		
Simulacrum	Uncommon 1	Unholy Strength	Common 1		

APOLOGY FOR LAST ISSUE

Before we get to last issue's solution, I have an admission to make: There isn't one. Mind you, there was supposed to be, but due to a small mistake that wasn't caught until after the *Companion* came out (the Preacher shouldn't have been tapped), there is no workable solution to last issue's puzzle. Let me stress that I am very sorry this happened and that I am taking steps to ensure that it doesn't happen again. All jokes aside, this is the one thing that I've always dreaded happening and I can only apologize and promise that it will be the last time. (And for those of you who threw up your hands and said that the puzzle doesn't have a solution, for once you were actually right!). So, if you would like to attempt the puzzle as it was intended, untap the Preacher and try again. If you just want to skip to the answer, see below. Once again, I'm sorry. (Please notice I didn't cast the blame on my evil twin.)

Sincerely,

Mark Rosewater

NOTE: This solution assumes the Preacher is untapped.

Step-by-Step Solution

- 1) Sacrifice Gaea's Touch to add two green mana to your mana pool.
- 2) Use Initiates of the Ebon Hand to turn one green mana into a black mana. (The Initiates' ability still works when the Initiates is tapped.)
- 3) Use the black mana to cast Sacrifice on Sol Kanar the Swamp King. This adds five black mana to your mana pool.
- 4) Use two black mana to cast Su Chi (cheaper due to the Stone Calendar). It comes into play tapped due to Kismet.
- 5) Use the other three black mana to cast Coal Golem (cheaper due to Calendar). It comes into play tapped due to Kismet.
- 6) Use the green mana to cast Instill Energy on the Xenic Poltergeist.
- 7) Sacrifice the Su Chi to the tapped Atog. When the Su Chi goes to the graveyard, you get four colorless mana added to your pool.
- 8) Use three colorless mana and sacrifice the Coal Golem to add three red mana to your mana pool. (This works with the Golem tapped since there is no tap symbol in the activation cost.)
- 9) Use one red mana to cast Eternal Warrior on the Xenic Poltergeist.
- 10) Use another red mana to cast Blood Lust on the Time Elemental (cheaper due to the Calendar). The Time Elemental is now a 4/1 creature.
- 11) Use the tapped Farrelite Priest to change one red and one colorless mana into two white mana. (The Priest's ability still works when it is tapped.)
- 12) Use one white mana to cast Holy Light. This kills the Time Elemental and Initiates of the Ebon Hand and weakens the Birds of Paradise, Atog, Hyperion Blacksmith, and Xenic Poltergeist (stronger due to Cocoon).
- 13) Use one white mana to cast White Ward on the Birds of Paradise.
- 14) Declare an attack with the Xenic Poltergeist. (This is allowable since the Xenic is a flier due to the Cocoon. The fact that he cannot do any damage does not matter.)
- 15) Tap the Xenic Poltergeist as a fast effect to animate Brian's Ashnod's Altar. (The Xenic didn't tap when attacking due to Eternal Warrior.)

- 16) Tap the Preacher as a fast effect to make Brian give you control of a creature. Since the Birds are White Warded, he has no choice but to give you the animated Ashnod's Altar.
 - 17) Use the Maze of Ith to untap the Xenic Poltergeist (as he still is an attacking creature).
 - 18) After defenders are declared, tap the Xenic again as a fast effect to animate Brian's tapped Icy Manipulator.
- Back to Main Phase
- 19) Tap the Hyperion Blacksmith to untap the Icy Manipulator.
 - 20) Sacrifice the Farrelite Priest, Preacher, Hyperion Blacksmith, and Atog to Ashnod's Altar to add eight colorless mana to the mana pool. (The Altar still works tapped since it is now a creature and follows creature rules about special abilities working tapped as long as it doesn't require tapping as part of the cost.)
 - 21) Use four colorless mana to activate the North Star.
 - 22) Use two colorless mana to cast Living Plane (cheaper due to Calendar, all colorless due to North Star). All lands become 1/1 creatures and Concordant Crossroads leaves the game (also being an Enchant World).
 - 23) Play Sorrow's Path. It comes into play tapped.
 - 24) Sacrifice five animated lands (it can be any five except Sorrow's Path) to add eight colorless mana to your mana pool.
 - 25) Use three colorless mana to cast Gauntlets of Chaos (cheaper due to Calendar).
 - 26) Use the Instill Energy to untap Xenic Poltergeist. Tap the Xenic Poltergeist to animate the Gauntlets of Chaos.
 - 27) Use five colorless mana to activate Gauntlets of Chaos to exchange Brian's Icy Manipulator for your Sorrow's Path. You can do this since they are both currently creatures. (You may activate it tapped since it is now a creature and follows creature rules.)
 - 28) Use three colorless mana to activate Jandor's Saddlchaps and untap Sorrow's Path.
 - 29) Use the final colorless mana to activate the Icy Manipulator and tap Sorrow's Path. Tapping the Path does 2 damage to Brian and all of his creatures (killing his Birds and all of his lands).

TYPE I RULES 4/19/95

MAGIC: THE GATHERING

INCLUDES MAGIC: THE GATHERING (ALL EDITIONS), ARABIAN NIGHTS, ANTIQUITIES, LEGENDS, THE DARK, FALLEN EMPIRES

Notes

* Exclusion of the listing of any expansion set above does not imply that the expansion set should be banned from tournament play. Exclusion of any existing expansion set in the above listing means only that final decisions as to restrictions on cards from that set have not yet been made.

* The standard rules for **Magic: The Gathering** apply to tournament play, except where amended by these rules. In cases where the official tournament rules differ from the basic rules of Magic, the official tournament rules take precedence.

* Note on play with non-English language cards: Be advised that in all cases, any card title, card text, rules, tournament rules or rulings, or any other facet of official tournament play where translational differences may appear, will be interpreted according to the English language versions most currently in use. This applies to all tournament types used by the Duelists' Convocation without exception.

The Restricted List is as follows:

· Ali from Cairo (AN)	· Mind Twist
· Ancestral Recall	· Mirror Universe (LE)
· Balance	· Mishra's Workshop (AQ)
· Berserk	· Mox Pearl
· Black Lotus	· Mox Emerald
· Braingeyser	· Mox Ruby
· Candelabra of Tawnos (AQ)	· Mox Sapphire
· Channel	· Mox Jet
· Chaos Orb	· Recall (LE)
· Copy Artifact	· Regrowth
· Demonic Tutor	· Sol Ring
· Falling Star (LE)	· Sword of Ages (LE)
· Feldon's Cane (AQ)	· Timetwister
· Fork	· Time Walk
· Ivory Tower (AQ)	· Underworld Dreams (LE)
· Library of Alexandria (AN)	· Wheel of Fortune
· Maze of Ith (DK)	

Deck Construction Rules:

1. Type I tournament decks may be constructed from Magic cards from the Limited (first edition, with black border) series, the Unlimited (second edition), Revised (third edition), *Fourth Edition*, any Magic expansion (unless expressly disallowed by the Judge prior to the event), and promotional cards released by Wizards of the Coast in magazines or through books. All cards in the Type I tournament deck must have identical card back design. Under no circumstances will cards from the Collector's Edition factory sets be permitted in Type I tournament decks. They are easily distinguished from legal play cards by their square corners and gold borders. Use of any card not expressly permitted in a Type I tournament deck in a Type I tournament will be interpreted by the Judge as a Declaration of Forfeiture (see Standard Floor Rules #15).

Optional rule: It is required that all of the cards in a player's deck have the same rounding of corners. As Alpha cards (the first section of the print run from the original limited edition basic set) have slightly more rounded corners than cards from subsequent printings (making Alphas effectively marked cards), it may be ruled that if any cards from the original Alpha card set are used in the Type I tournament deck that the entire deck must be constructed of Alpha cards. If this option is exercised, it must be advertised to the players in advance so that they may reconfigure their playing decks as necessary.

2. The Type I tournament deck must contain a minimum of 60 (sixty) cards. In addition to the Type I tournament deck, players may, but are not required to, construct a Sideboard of exactly 15 (fifteen) additional cards, which must always contain that number of cards while play is in progress. The use of the Sideboard is further explained in the Standard Floor Rules (rule #5).

3. There may be no more than 4 (four) of any individual card, by card title, in the Type I tournament deck (including Sideboard), with the exception of the five basic land types (Plains, Forest, Mountain, Island, Swamp).

4. The Restricted List:

No more than 1 (one) of each of the cards on the Restricted List are allowed in the Type I tournament deck (including Sideboard). If more than 1 (one) of any individual card from the Restricted List are found in a player's deck and Sideboard, that will be interpreted by the Judge as a Declaration of Forfeiture. The Restricted List may be modified by the Director of the Duelists' Convocation as necessary. If the card is originally from a Magic expansion, following its title will be a two letter code denoting which expansion it is from. AN = *Arabian Nights*, AQ = *Antiquities*, LE = *Legends*, DK = *The Dark*, and FE = *Fallen Empires*.

In addition, any "Summon Legend" card is restricted to one each, as are each of the Legendary Lands from the *Legends* expansion set.

5. The Banned List:

The following cards are banned from Type I tournament decks, and use the same expansion set abbreviations as above:

· Bronze Tablet (AQ)
· Contract from Below
· Darkpact
· Demonic Attorney
· Divine Intervention (LE)
· Jeweled Bird (AN)
· Rebirth (LE)
· Shahrazad (AN)
· Time Vault
· Tempest Efreect (LE)

Several of the cards on the Banned List are not allowed because they clearly state to remove them from your deck if not playing for ante, and ante is not required to be wagered in a Type I tournament (see Standard Floor Rules, rule #6). Any future cards that make the same statement will subsequently be banned. This list may be modified by the Director of the Duelists' Convocation as necessary.

Type I Tournament Floor Rules:

The Type I tournament uses all of the Standard Floor Rules.

Modifications to Standard Floor Rules:

Note: Rule numbers below correspond to Standard Floor Rules rule numbers.

5. The only deck alteration allowable while a duel is in progress is with the use of a Ring of Ma'Ruf (AN). The Ring of Ma'Ruf may only be used to retrieve a card from the player's sideboard, or to retrieve a card that began the duel in the player's deck (e.g., a creature removed from play by a Swords to Plowshares). Cards other than the tournament deck and sideboard should not be allowed at the tournament. In the event that a player uses a Ring of Ma'Ruf to retrieve a card from their sideboard, the Ring of Ma'Ruf used is placed into the player's sideboard to take the place of the retrieved card, thus maintaining exactly fifteen cards in the sideboard. Otherwise, Standard Floor Rule #5 is unchanged.

Notes

* The standard rules for **Magic: The Gathering** apply to tournament play, except where amended by these rules. In cases where the official tournament rules differ from the basic rules of **Magic**, the official tournament rules take precedence.

* Note on play with non-English language cards: Be advised that in all cases, any card title, card text, rules, tournament rules or rulings, or any other facet of official tournament play where translational differences may appear, will be interpreted according to the English language versions most currently in use. Determinations of "latest limited edition" sets will be made according to the latest limited edition sets released in the English language if there is a conflict in international play. Otherwise, use the latest limited editions common to players from all countries anticipated to participate. In any case where there may be discrepancies, the allowable sets expansions should be advertised in advance.

Deck Construction:

1. Type II tournament decks may be constructed from **Magic** cards from the most current edition of the basic set and the latest 2 (two) limited edition **Magic** expansions only. Cards from previous versions of the basic set that still appear in the most current edition are allowed, with one exception. Cards from any Collector's Edition with their square corners and differing card back design are disallowed from play as these features make cards from this set effectively marked cards. All cards currently out of print from the basic set appear on the Banned List. Use of any card not expressly permitted in the Type II tournament deck in a Type II tournament will be interpreted by the Judge as a Declaration of Forfeiture (see Standard Floor Rules #15).

a. When new editions of the basic set and/or new limited edition expansions are released, there will be a grace period of one calendar month from the date of release of the English language version of that edition expansion allowed for players to abide by the new deck construction rules, within certain restrictions. When a new edition of the basic set is released, players may construct decks using the card set from EITHER the old edition or the new one; not a combination (i.e., cards appearing in third edition OR fourth edition, with no crossover unless the card appears in BOTH editions) during the grace period. When a new limited edition expansion is released, players may either use cards from the previously legal two expansion sets, or the incoming legal two expansion sets during the grace period (i.e., expansion sets A&B were the legal expansions, expansion C is the new release. During the grace period, sets A&B OR B&C would be allowable, but not sets A&C). In either case, once the grace period has expired the new deck construction rules will be strictly enforced.

Optional rule: It is required that all of the cards in a player's deck have the same rounding of corners. As Alpha cards (the first section of the print run from the original limited edition basic set) have slightly more rounded corners than cards from subsequent printings (making Alphas effectively marked cards), it may be ruled that if any cards from the original Alpha card set are used in the Type II tournament deck that the entire deck must be constructed of Alpha cards. If this option is exercised, it must be advertised to the players in advance so that they may reconfigure their playing decks as necessary.

2. The Type II tournament deck must contain a minimum of 60 (sixty) cards. In addition to the Type II tournament deck, players may, but are not required to, construct a Sideboard of exactly 15 (fifteen) additional cards, which must always contain that number of cards while play is in progress. The use of the Sideboard is further explained in the Standard Floor Rules (rule #5).

3. There may be no more than 4 (four) of any individual card, by card title, in the Type II tournament deck (including Sideboard), with the exception of the five basic land types (Plains, Forest, Mountain, Island, Swamp).

4. The Restricted List:

No more than 1 (one) of each of the cards on the Restricted List are allowed in the Type II tournament deck (including Sideboard). If more than 1 (one) of any individual card from the Restricted List are found in a player's deck and Sideboard, that will be interpreted by the Judge as a Declaration of Forfeiture. The Restricted List may be modified by the Director of the Duelists' Convocation as necessary. The Restricted List is as follows:

- Balance
- Channel
- Ivory Tower
- Maze of Ith
- Mind Twist

5. The Banned List:

For ease of use, all cards from the basic set that no longer appear in the most current Revised Edition are listed here. Other cards may be banned as well. The Banned List may be modified by the Director of the Duelists' Convocation as necessary. The following cards are banned from the Type II tournament deck:

- Ancestral Recall
- Aton
- Badlands
- Basalt Monolith
- Bayou
- Berserk
- Black Lotus
- Blaze of Glory
- Braingeyser
- Bronze Tablet*
- Camouflage
- Chaos Orb
- Clone
- Consecrate Land
- Contract from Below*
- Copper Tablet
- Copy Artifact
- Cyclopean Tomb
- Darkpact*
- Demonic Attorney*
- Demonic Hordes
- Demonic Tutor
- Dwarven Demolition Team
- Dwarven Weaponsmith
- Earthbind
- False Orders
- Farmstead
- Fastbond
- Forcefield
- Fork
- Gauntlet of Might
- Granite Gargoyle
- Lich
- Living Wall
- Mijae Djinn
- Mox Emerald
- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire
- Natural Selection
- Nettling Imp
- Plateau
- Psionic Blast
- Raging River
- Rebirth*
- Reconstruction
- Regrowth
- Resurrection
- Reverse Polarity
- Roc of Kher Ridges
- Rock Hydra
- Rocket Launcher
- Sacrifice
- Savannah
- Scrubland
- Sedge Troll
- Serendib Efreet
- Shatterstorm
- Sinkhole
- Sol Ring
- Taiga
- Tempest Efreet*
- Time Vault
- Time Walk
- Timetwister
- Tropical Island
- Tundra
- Two-Headed Giant of Foriys
- Underground Sea
- Vesuvan Doppelganger
- Veteran Bodyguard
- Volcanic Island
- Wheel of Fortune
- Word of Command

* : Banned from play, as card states to remove from deck before playing if not playing for ante. This tournament type does not require that ante be wagered.

Type II Tournament Floor Rules:

The Type II tournament uses all of the Standard Floor Rules.

Modifications to Standard Floor Rules:

None. All of the standard floor rules apply unmodified to this tournament type.

SEALED DECK RULES 4/19/95 – FLOOR RULES 4/19/95

SEALED DECK TOURNAMENT RULES: MAGIC: THE GATHERING

Notes

* The standard rules for **Magic: The Gathering** apply to all tournament play, except where amended by these rules. In cases where the official tournament rules differ from the basic rules of Magic, the official tournament rules take precedence.

* Note on play with non-English language cards: Be advised that in all cases, any card title, card text, rules, tournament rules or rulings, or any other facet of official tournament play where translational differences may appear, will be interpreted according to the English language versions most currently in use. Determinations of "latest limited edition" sets will be made according to the latest limited edition sets released in the English language if there is a conflict in international play. Otherwise, use the latest limited editions common to players from all countries anticipated to participate. In any case where there may be discrepancies, the allowable sets/expansions should be advertised in advance.

Deck Construction:

1. Decks may be constructed using the contents of 1 (one) sealed deck of the latest edition of **Magic: The Gathering** cards (60 cards), and one of the following additions:

a. The contents of 3 (three) sealed booster packs of the latest 8 (eight) card booster pack limited edition expansion set (for a starting total of 84 cards) or;

b. The contents of 2 (two) sealed booster packs of the latest 15 (fifteen) card booster pack limited edition expansion set (for a starting total of 90 cards) or;

c. The contents of 2 (two) sealed booster packs of the latest edition of **Magic: The Gathering** basic set (for a starting total of 90 cards).

Optional Rule: At the Judge's discretion, players may add exactly 4 (four) basic lands of their choice to the deck. These land cards must be issued by the tournament staff after the deck construction period (see Sealed Deck Floor Rules, SD2), and in such a way as to take care that each player receives only four additional lands and not more (using the player sign-in list may be a good way, or checkmarking the player's index card as they receive their lands). This pool of basic lands can be from an individual collection, or having each player donate one of each basic land to create the pool as part of any entry fees at the tournament.

2. The tournament deck must contain a minimum of 40 (forty) cards, with no imposed maximum. In Sealed Deck play, any cards from the starting deck and booster(s) not used in the tournament deck will function as that player's Sideboard. The total number of cards in a player's deck and Sideboard combined may

change during the course of play, as Sealed Deck tournaments require the wagering of ante (see Modifications to Standard Floor Rules #6; Sealed Deck). The use of the Sideboard is further explained in the Standard Floor Rules (rule #5).

3. Due to the natural limiting effect of Sealed Deck play, as well as the fact that ante must be wagered in the Sealed-Deck tournament, there are neither Restricted nor Banned Lists for this style of tournament.

Sealed Deck Floor Rules:

Sealed Deck tournaments will use the Standard Floor Rules, except where noted in the Modifications to Standard Floor Rules section below. There are four additional Floor Rules specific to a Sealed Deck tournament, noted by SD#. These are:

SD1. Players are responsible for providing their own sealed decks and boosters for use in the tournament, except in cases where the decks and boosters are provided for them by the tournament organizers. If an entry fee is charged for the tournament, the fee for a player shall not exceed the Manufacturer's Suggested Retail Price for the cards allotted to and received by the player, plus an additional amount within the normal sanctioning parameters allowable by the Duelists' Convocation office sanctioning the event.

SD2. Prior to the first round's pairings, the Judge should allow a period of 45 (forty-five) minutes for players to construct their decks. All players in the tournament must open and construct their tournament decks during the same 45-minute period. The Judge must announce a warning to the players at the forty-minute mark that only five minutes remain in the deck-construction period. Players must have their decks constructed prior to the end of this allotted time. If a player has not completed deck construction at the end of this allotted time, it may be interpreted by the Judge as a Declaration of Forfeiture (see Standard Floor Rules #15). In the event all players in the tournament have completed deck construction prior to the end of the 45 minutes, the tournament may commence without delay.

SD3. A Player may not open their sealed deck or booster(s) prior to the beginning of the time period allotted for by the Judge.

SD4. At no time prior to or during the tournament will trading of cards from the Sealed Deck tournament deck or Sideboard be permitted.

Modifications to Standard Floor Rules for Sealed Deck:

Note: Rule numbers below correspond to Standard Floor Rules rule numbers.

5. As written, but cards from the Sideboard need not be traded into the deck on a one for one basis; any number of cards may be added to or subtracted from

the deck, provided that the playing deck contains a minimum of 40 cards when finished. Additionally, the requirements of Sideboards containing exactly 15 cards are dropped for obvious reasons.

6. In Sealed Deck tournaments, it is required that players wager ante. Cards won as ante may be introduced into the playing deck at any time that a Sideboard use is allowed (i.e., in between duels or matches). A player unable to field a deck of at least 40 cards no longer has a legal deck and will be removed from the tournament.

13. **Note:** Floor Rule #13 (Judge's right to terminate an excessively long match) may come into play more often in a Sealed Deck tournament, as many decks constructed from such a limited environment when played against each other may grind into a near stalemate situation. It is therefore recommended that if any time limits are imposed per round, it may be desirable to extend the limit to 60 or 90 minutes, depending on the tournament. This extension is entirely at the Judge's discretion, and must be advertised in advance or announced to all players at the beginning of the tournament.

STANDARD FLOOR RULES MAGIC: THE GATHERING 4/19/95

* **Note on play with non-English language cards:** Be advised that in all cases, any card title, card text, rules, tournament rules or rulings, or any other facet of official tournament play where translational differences may appear, will be interpreted according to the English language versions most currently in use. This applies to all tournament types used by the Duelists' Convocation without exception.

Standard Floor Rules:

1. Officially sanctioned tournaments will be presided over by a Judge, who may be assisted by as many Assistant Referees as they may need. **NEITHER THE JUDGE NOR THE ASSISTANT REFEREES MAY PLAY IN A TOURNAMENT THAT THEY ARE ADJUDICATING.** A Judge may be required to interpret rules, to terminate an excessively long match, to interpret a Declaration of Forfeiture (see Floor Rule #15), or make any other adjudication as necessary during the tournament. The Judge is also responsible for maintaining the tournament records and providing an accurate tournament report for the Duelists' Convocation office that sanctioned the event. Assistant Referees will aid by answering rules questions on the floor, assisting with matching players for a new round, and being available to the Judge for any other assistance they may require. In necessary cases the Judge may overrule any decision made by an Assistant Referee. The decision of the

2. The number of players in an officially sanctioned tournament should ideally be a power of two (i.e., 32, 64, 128, etc.). In the event that the number of players is not a power of two, byes may be assigned randomly during the first round only, and must be done in such a fashion that the number of players in the second round is a power of two.

3. Officially sanctioned Magic: the Gathering tournaments will use a standard single elimination bracketing system with random pairings for each round. An index card (or reasonable facsimile) will be prepared for each player with the player's name, Duelists' Convocation membership number, and other tournament information. Cards will be shuffled and paired randomly for each round of the tournament. Alternately, tournaments with the capabilities may use a computerized system for generating random pairings for each round, provided that the Judge can keep accurate records of each player's progression throughout the tournament.

Note: The single elimination bracketing system will be changed to another system in the near future (at the time of this writing) to accommodate more playing time for all participants in an officially sanctioned tournament. Contact your local Duelists' Convocation branch office to receive a copy of the latest official tournament rules.

4. A duel is one complete game of Magic. A match is defined as the best two out of three duels. A player may advance in the tournament after successfully winning one match, and reporting this victory to the Judge.

5. Players must use the same deck that they begin the tournament with throughout the duration of the tournament. The only deck alteration permitted is through the use of the Sideboard (see Deck Construction Rules for the appropriate tournament type). If a player intends to use a Sideboard during the course of a match, they must declare to their opponent that they will be using the Sideboard prior to the beginning of that match. Players may exchange cards from their deck for cards from their Sideboard on a one-for-one basis at any time between duels or matches. There are no restrictions on how many cards a player may exchange in this way at any given time. Prior to the beginning of any duel, each player must allow their opponent to count, face down, the number of cards in their Sideboard. If a player's Sideboard does not total exactly 15 (fifteen) cards, the Judge or an Assistant Referee must be consulted to evaluate the situation before the duel can begin. If a player claims that they are not using a Sideboard at the beginning of the match, ignore this counting procedure for that player, but no deck alteration of any kind will be permitted by the Judge for that player for the duration of that match. Any violation of this rule may be interpreted by the Judge as a Declaration of Forfeiture.

6. Players are not required to wager ante during the

tournament. Players may play for real ante, provided that both participants in the match give their consent, though this agreement does not allow the inclusion of the banned ante cards in the tournament deck. Ante cards won in a tournament must be kept separate from the tournament deck and sideboard and may not be used in the tournament in any capacity. If loss of ante cards from a player's deck reduces the deck below 60 (sixty) cards, the player no longer has a legal tournament deck, and will be removed from the tournament.

7. **Mulligan Rule:** If a player draws either (a) no land or (b) all land cards on the initial draw of seven cards to begin a duel, they may restart the duel. To do this, the player must show their opponent that they have either no land or all land, reshuffle their deck, allow their opponent to re-cut the deck, and draw seven new cards. The player's opponent has the option to do the same, even if their hand does not qualify for this rule. For example, if player A draws no land and wishes to reshuffle, player B may opt to also try to improve the hand they drew. A player may only use this rule once per duel.

8. A player may use plastic card sleeves or other protective devices on cards in the tournament deck with the permission of the Judge and with the permission of their opponent. If for any reason a player's opponent wishes them to remove the sleeves/protective devices, they may state so at the beginning of any duel and the player must immediately comply. The Judge may wish to disallow a player's card sleeves if they are obviously marked, worn, or otherwise in poor condition that may interfere with shuffling or game play. The exception to this rule is that sleeves may always be used to mark a player's card as belonging to that player in the event the card is in the opponent's playing field.

9. The use of "proxy" cards in the tournament deck is not allowed. A proxy card is one that has been placed into the deck to represent another card that for one reason or another the player doesn't want to play with; i.e., using a Swamp with the word "Nightmare" written on it because the player doesn't want to play with their actual Nightmare.

10. Players must at all times keep the cards in their hand above the level of the playing surface. If a player is in violation, the Judge may issue a warning to the player, or interpret the violation as a Declaration of Forfeiture, at the Judge's discretion.

11. Players may not have any outside assistance (i.e., coaching) during a match. If a player is in violation, the Judge may issue a warning to the player, or interpret the violation as a Declaration of Forfeiture, at the Judge's discretion.

12. Unsportsmanlike conduct will not be tolerated at an officially sanctioned tournament. Players, Judges,

polite, respectable, and sportsmanlike manner. A player behaving excessively belligerent, argumentative, hostile, or unsportsmanlike may receive a warning, or have this behavior interpreted as a Declaration of Forfeiture, at the Judge's discretion. Repeat offenses of this type by a particular member should be reported to the Duelists' Convocation office sanctioning the event for investigation and possible action. Behavior of this type on the part of an Assistant Referee should be reported to the Judge, who may issue the offender a warning or remove them from the tournament. Behavior of this type on the part of a Judge should be reported to the Duelists' Convocation office sanctioning the event for investigation and possible action.

13. In the event of an excessively long match, the Judge may need to adjudicate the outcome prior to its actual conclusion. In some cases, the Judge may wish to impose a time limit for each round of the tournament. In either case, the time limit will not be less than 45 (forty-five) minutes of playing time for a complete match. In the event of a long match, the Judge must give the players involved a time warning not less than 10 (ten) minutes prior to the end of the allotted time. If at the end of the allotted time the match is not completed, the Judge will award the victory as follows: if the players are currently playing the first or third duels of the match, to the player with the highest life total in the current duel; if playing the second duel of the match, to the player who won the first complete duel. **SEMI-FINAL OR FINAL ROUNDS SHOULD NEVER BE ADJUDICATED BY A TIME LIMIT.** It is HIGHLY recommended to allow matches to play to their conclusion (comebacks from 20-1 have not been unheard of), but in cases where this is not possible, Judges will use the above format.

14. Players must take their turns in a timely fashion. Whereas taking some time to think through a situation is acceptable, stalling for time is not. If the Judge feels that a player is stalling to take advantage of a time limit, the Judge may issue a warning, or interpret the stalling as a Declaration of Forfeiture, at their discretion.

15. Failure to adhere to the above rules, or any other rules specific to a particular tournament, may be interpreted by the Judge as a Declaration of Forfeiture. Only the Judge may make an interpretation of a Declaration of Forfeiture. This is a more pleasant way of stating that if a player breaks the rules, the Judge will remove them from the tournament.

16. **Rules note:** The Director of the Duelists' Convocation reserves the exclusive right to add, delete, alter, transmute, polymorph, switch, color-lace, sleight of mind, magical hack, or in any other way change these or any other official Duelists' Convocation rules, whole or in part, with or without notice, at any time that it is deemed necessary or desirable. This right is non-negotiable.

BACKING A NEW LOOK WIZARDS OF THE COAST TO ALTER CARD BACKS IN VAMPIRE GAME

After reviewing customer comments, Wizards of the Coast, Inc., has decided to change all card backs in the newly named **Vampire: The Eternal Struggle™** (V: TES) **Deckmaster™** game. When the game—formerly titled **Jyhad™**—debuts this summer, the cards will have the game's snake "biohazard" symbol and the new name on a green marble background. The old card backs featured the word **Jyhad** on green marble. "Changing the card backs doesn't affect how the game is played. Although you'll be able to see the back of the tail card in your opponent's hand and the top vampire in the crypt, you won't know what the cards are," says Matthew Burke, V: TES Project Coordinator. "Changing the card backs doesn't make **Jyhad** cards obsolete."

The Duelists' Convocation will allow both **Jyhad** and V: TES cards in tournament play. Under Convocation rules, players will be able to use any combination of card backs during tournaments. The creator of the card game, Richard Garfield, agrees with using the two sets in tournaments. "I think the Duelists' Convocation rules allowing the use of both card backs goes a long way toward making the [**Jyhad** and V: TES] cards compatible," says Garfield.

Wizards of the Coast realizes that by allowing both cards in tournaments, some players will take advantage of the different card backs and use some of one design to mark their cards. The Duelists' Convocation plans to crack down on dishonest competitors. "We will instruct Judges to look for this sort of

behavior during tournaments. If the Judge finds a player is cheating by marking cards, the Judge will interpret this as a declaration of forfeiture," says Steve Bishop, Director of the Duelists' Convocation.

Besides changing the card backs, Wizards of the Coast is also adjusting the game's rules. "We rewrote and reformatted the rules for easier reading," says Burke. "We also have added new variant rules to increase the pace of the game for those who want to play quick sessions." The new version of the rules will appear in instructions that accompany each V: TES starter deck and also in a new player's guide, **Darkness Unveiled™**. The guide is due out this September.

One month prior to that, the game's first expansion set, **Dark Sovereigns™**, will be released. More than 100 cards will make up this expansion, which explores the rich myths and folklore of vampires in Europe. The set will also introduce players to new vampires and new categories of vampires.

Earlier this year, Wizards of the Coast signed a contract with White Wolf, Inc. to change **Jyhad's** name to **Vampire: The Eternal Struggle** after recognizing that the game's title wasn't always distinguishable as vampiric. The card game, in which players are vampires fighting an ancient war, is based on White Wolf's storytelling game **Vampire: The Masquerade™**.

(**Magic: The Gathering™**, **Jyhad™**, **Deckmaster™** and **Darkness Unveiled™** are trademarks of Wizards of the Coast, Inc. **Vampire: The Masquerade™** is a trademark of White Wolf, Inc.™. **Vampire: The Eternal Struggle™** is a joint trademark of Wizards of the Coast and White Wolf).

The following are the official tournament rules for **Jyhad**. Please note that these rules will change slightly with the release of **Vampire: The Eternal Struggle**. At this time, the Duelists' Convocation does NOT sanction **Jyhad** or V:TES tournaments; we are, however, looking into ways of setting up a rating system for these games and will begin sanctioning V:TES tournaments when we have that system in place.

Jyhad Tournament Rules Version 1.0 3/30/95

A. Deck Construction

1. Tournament Crypts and Libraries may be built using cards from the **Jyhad** basic set. As new editions and/or expansions are released, this section will be amended to include rules on how to use these releases in the tournament deck.

2. The Crypt must contain a minimum of 12 (twelve) Vampire cards. There is no maximum on the number of Vampires that may be in the Crypt. The Library must contain not less than 60 (sixty) and not exceed 80 (eighty) cards total.

3. The Banned List:

The following cards are banned from tournament play:

- Cunctator Motion
- High Stakes

The cards on the Banned List are not allowed because they clearly state that they are only usable if playing for ante, and ante is not required to be wagered in a **Jyhad** tournament (see General Floor Rules, rule

#C2). Any future cards that make the same statement will subsequently be banned. This list may be modified by the Director of the Duelists' Convocation as necessary.

B. Adjudication and Playing Areas

1. **Jyhad** tournaments will be presided over by a Judge, who may be assisted by as many Assistant Referees as they may need. NEITHER THE JUDGE NOR THE ASSISTANT REFEREES MAY PLAY IN A TOURNAMENT THAT THEY ARE ADJUDICATING. A Judge may be required to interpret rules, to interpret a Declaration of Forfeiture (see Closing, rule #G2), or make any other adjudication as necessary during the tournament. The Judge is also responsible for maintaining the tournament records. Assistant Referees will aid by answering rules questions on the floor, assisting with matching players for a new round, and being available to the Judge for any other assistance they may require. In necessary cases the Judge may overrule any decision made by an Assistant Referee. The decision of the Judge is always final.

2. A "table" is defined as a playing area where four or five players are competing in a game of **Jyhad** in a **Jyhad** tournament.

3. A **Jyhad** tournament must have a minimum of 12 (twelve) players, and a minimum of three tables per round (excluding finals). Each table must have a minimum of four players at the start of the game.

4. An index card (or reasonable facsimile) will be prepared for each player in the tournament, with that player's name and other tournament information. Cards will be shuffled and grouped randomly into

tables for every round of the tournament (excluding finals). Alternately, tournaments with the capabilities may use a computerized system for generating random groupings for each round, provided that the Judge can keep accurate records of each player's points throughout the tournament.

5. For each round, players will be randomly assigned in groups of five. In the likely event that the number of players are not evenly divisible by five, players should be assigned in groups of four and five, with the most possible groups containing five players.

6. Each table has five positions, numbered one through five, that are arranged clockwise around the table. The first player assigned to that table occupies position one, the second position two, and so on. When play begins for the round, the player in position one plays first (with one transfer allowed), followed by the player in position two (with two transfers allowed), and so forth. At tables with only four players, simply ignore the empty position for turn rotation.

C. General Floor Rules

1. Players must use the same deck that they begin the tournament with throughout the duration of the tournament. Changing or altering of a tournament deck during the tournament may be interpreted by the Judge as a Declaration of Forfeiture.

2. Players are not required to wager ante during the tournament. Players may play for real ante, provided that all participants at the table give their consent, though this agreement does not allow the inclusion of the banned ante cards in the tournament deck.

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Ante cards won in a tournament must be kept separate from the tournament deck and may not be used in the tournament in any capacity. If loss of ante cards from a player's deck reduces the deck below 60 (sixty) cards, the player no longer has a legal tournament deck, and will be removed from the tournament.

3. The use of plastic card sleeves or other protective devices on any player's cards will only be allowed if all players at the table agree to allow them in the round. If any player(s) at the table do not wish card sleeves to be used in the round for any reason, all sleeves must be removed from all decks at that table for the duration of the round.

4. The use of "proxy" cards in the tournament deck is not allowed. A proxy card is one that has been placed into the deck to represent another card that for one reason or another the player doesn't want to play with; i.e., using a card with the words "Aaron's Feeding Razor" written on it because the player doesn't want to play with their actual Aaron's Feeding Razor.

5. Players must at all times keep the cards in their hand above the level of the playing surface. If a player is in violation, the Judge may issue a warning to the player, or interpret the violation as a Declaration of Forfeiture, at the Judge's discretion.

6. Players may not have any outside assistance (i.e., coaching) during a match. If a player is in violation, the Judge may issue a warning to the player, or interpret the violation as a Declaration of Forfeiture, at the Judge's discretion.

7. Unsportsmanlike conduct will not be tolerated at a tournament. Players, Judges, and Assistant Referees will conduct themselves in a polite, respectable, and sportsmanlike manner. Any player behaving excessively belligerent, argumentative, hostile, or unsportsmanlike may receive a warning, or have this behavior interpreted as a Declaration of Forfeiture, at the Judge's discretion.

8. Players must take their turns in a timely fashion. Whereas taking some time to think through a situation is acceptable, stalling for time is not. If the Judge feels that a player is stalling to take advantage of a time limit, the Judge may issue a warning, or interpret the stalling as a Declaration of Forfeiture, at their discretion.

D. Scoring

1. One player at each table will be appointed that table's scorekeeper by a tournament official. At the conclusion of each round, a tournament official will collect the scores for that table from the scorekeeper and register the standings with the Judge.

2. There are three different types of points used in the Jyhad tournament, in descending order of importance. Victory points are awarded when a player's prey is ousted, and when a player survives a round. Tournament points are awarded based on a player's

table ranking at the end of a round. Blood points are awarded based on the amount of blood you control at the end of a round. Victory points are the primary indicator, with Tournament points and Blood points used as tie-breakers, respectively.

3. Players receive 1 Victory point for each of their Prey ousted during the game. Players receive an additional half Victory point if they have not been ousted themselves by the end of the round, unless they are the last player surviving at the table, in which case they get the full Victory point as outlined in the Jyhad rules. Players are then ranked at their table from First to Fifth, with First being the player with the most Victory points.

4. Tournament points are awarded each round as follows: First=50 pts., Second=40 pts., Third=30 pts., Fourth=20 pts., Fifth=10 pts., provided that table had five players at the beginning of the round. If the table had four players, they are ranked as First, Second, Fourth, and Fifth, with the Third place slot taken by the "table bye" (empty position). If more than one player is tied for a certain table ranking, average the Tournament points contended for (see Scoring Examples below).

Scoring Examples:

a. **Example 1:** Five players at the table. Players A and B each ousted one of their Prey, and survived the round. Players C and D were the unfortunates ousted by A and B, but did not oust any Prey. Player E ousted no one, but survived the round as well. Players A and B each receive one and one half Victory points (one oust plus survival, each), player E receives one half (survival), and players C and D receive no Victory points. Players A and B tie for First (which really means First and Second), and so they each receive 45 Tournament points ($(50+40) / 2 = 45$). Player E is clearly Third, and receives 30 Tournament points. Players C and D tie for Fourth (Fourth and Fifth), and each receive 15 Tournament points ($(20+10) / 2 = 15$).

b. **Example 2:** Four players at the table. Player A ousts one Prey, and survives the round. Neither players B nor C ousted Prey, but both survived. Player D was player A's victim. Player A receives one and one half Victory points, players B and C one half, and player D none. Player A is clearly First, receiving 50 Tournament points. Players B and C tie for Second (which is really Second and Fourth, remember that Third goes to the "table bye"), and each receive 30 Tournament points ($(40+20) / 2 = 30$), and player D is in Fifth with 10 Tournament points.

5. Additionally, at the end of the round each player must count the number of Blood points they have left. A player's Blood points are all blood left in their blood pool and on active Vampires they control. Players report this number to the scorekeeper, who verifies that the count is accurate. In some cases, Blood points may be used as a second degree tie-breaker, though this may be rare.

E. Rounds

1. Each round of the tournament will be two hours long. The first twenty minutes will be used to record any scoring from the previous round and to reassign players to new matches, followed by a playing period of one hour and forty minutes. All players will begin play at the same time. If not all of the twenty minute set-up time is used, the remainder of the time may be added to the playing period. A warning should be issued by the Judge at the one hour and fifty-five minute mark that only five minutes remain to be played in the round.

2. All play from a round will cease immediately when the Judge announces that the round is over. Players in mid-turn will be permitted to complete that turn before scores are calculated, up to a maximum time of one minute. "Mid-turn" for these purposes will be defined as a player who has finished untapping all of their cards in play that could be untapped at that time in that turn.

3. The tournament will consist of three initial rounds and a final round. The five players with the highest total Victory points from all three rounds advance to the final. In a tie, the player with more total Tournament points from prior rounds advances to the final (first degree tie-breaker). If still tied, the player with the most total Blood points from prior rounds advances (second degree tie-breaker). Finalists will be rated first through fifth by Victory points. Ties are resolved as above.

F. Finals

1. Table positions are not assigned in the final round. Instead, the first finalist has their choice of position, then the second finalist, and so on. Play for the final round commences normally.

2. At the conclusion of the final round, the player with the most Victory points from the final round alone is the winner of the tournament, with other players ranked accordingly by Victory points. In case of ties, Blood points from the final round alone shall be used as the tie-breaker.

G. Closing

1. Failure to adhere to the above rules, or any other rules specific to a particular tournament, may be interpreted by the Judge as a Declaration of Forfeiture. Only the Judge may make an interpretation of a Declaration of Forfeiture. This is a more pleasant way of stating that if a player breaks the rules, the Judge will remove them from the tournament.

2. Rules note: The Director of the Duellists' Convocation reserves the exclusive right to add, delete, alter, transmute, polymorph, switch, Dominate, Obfuscate, vote in or out with every Justicar and Prince that ever has or will be printed, or in any other way change these or any other official Duellists' Convocation rules, whole or in part, with or without notice, at any time that it is deemed necessary or desirable. This right is non-negotiable.