

# THE DUELIST

## COMPANION

July 1995

The Official Newsletter of the Duelists' Convocation™

Issue 11

### WORLD CHAMPIONSHIP ALERT!

The verdict is finally in: the World Championship will *not* be taking place at GenCon this year... and no, it isn't for any of the reasons you think!

In truth, there were some problems with booking the hotel ballrooms that we wanted to use at GenCon. TSR bent over backwards to help us out, but, in the end, it simply turned out that the space we needed was unavailable. This does not mean that Wizards of the Coast will not be supporting GenCon this year; we still intend to have a large presence there and will, indeed, be conducting Magic tournaments—just not the World Championship. Instead, we will be planning our own event with the help of Gary Smith and Andon Unlimited (the folks who bring you Origins), who will be coordinating this. We feel very confident that this will be a premier event.

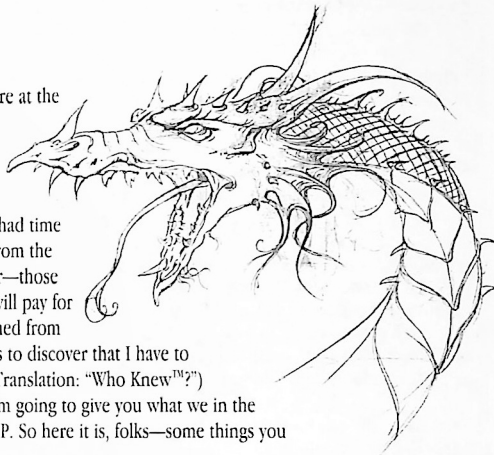
Because it looked as though we would be holding the World Championship event at GenCon, we sent in our advertising early, and this advertising has gone out in the GenCon pre-registration guides, as well as in their on-site publications. These advertisements are incorrect, and we apologize in advance for any problems resulting from this.

The World Championship will take place at the Red Lion Inn in SeaTac, Washington, August 4-6. We chose to hold the event in our own back yard because we really want to make it great—having the Championship take place where we can personally oversee every detail means that we can give it our full attention and make it the best possible event.

The next issue of *The Duelist Companion* will feature full information about the World Championship, including profiles of the competitors, an event schedule, and more! Stay tuned....

### INFO DUMP

Well, it's been a really crazy month here at the DC. What with all the Regionals happening at once, planning both the U.S. National and World Championships, and still keeping up with our day-to-day jobs, we've barely had time to think, much less defend ourselves from the occasional Nerf™ attack. But never fear—those Minoan Dogs from Customer Service will pay for their crimes. Anyway, I have just returned from the Northeast Regional Championships to discover that I have to get a newsletter out! Quel Horreur!! (Translation: "Who Knew"?") So, in the interest of doing just that, I'm going to give you what we in the DC like to call the dreaded INFO DUMP. So here it is, folks—some things you might like to know:



- To begin with, the *Fourth Edition* card list published last issue omitted the cards Mana Flare and Mana Short. This error has been corrected, and you are encouraged to refer to the listing in *Duelist* #5 that is, in fact, correct.
- The "High on Life" Puzzle in *Duelist* # 5 (p. 110) should have a Flight card on the opponent's Farrelite Priest. (He may now go out with Sally Field, The Flying Nun.)
- *The Duelist Companion* #12 will be late, so don't panic. I am waiting to publish next issue until after I can get a full report on all the zany antics at Origins, as well as at the other National Championships. Since I am working on this in conjunction with two other publications (*The Duelist* and *Retailer Direct*), next issue should contain a fairly complete summary of the upcoming World Championship events in addition to a retrospective on each National Championship. So watch for *Companion* #12 in late July.
- Also, the World Championship announcement I referred to in the last issue is in this issue instead. I think I was having a premonition or something. (I couldn't have made a mistake!)
- If you are traveling abroad and are interested in finding out about sanctioned events, the new customer service information for DC Europe is:

WotC Belgium  
Attention: Tournaments  
P.O. Box 16  
2140 Bergerhout 2  
Belgium  
Or call us at INT+32/3/272.05.11

I think that about covers all of the random bits of information I've been saving up. So, without further ado... ONWARD TO THE REST OF THE PUBLICATION.

# U.S. NATIONAL CHAMPIONSHIP UPDATE

## 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. 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 TOP 25 LIST

Logan has finished tabulating the scores for the 1994-1995 season and the results are in. The following is a listing of the season's top 25 point scorers! If your name appears on this list, we are holding a slot for you at the U.S. National Championship tournament to be held at Origins in Philadelphia. We will contact you via telephone to find out if you plan to attend Origins and to let you know when and where to sign in for the event. Remember: the top four players from this event will be flown to the World Championship tournament to represent the U.S. against teams from around the world.

Many of you may have estimated your own point totals over the season and have come up with results that may differ from this list; however, we have taken great care to enter the points correctly and these are the official and FINAL results from the 1994-1995 season. This final tabulation is set in stone. We have done everything in our power to ensure that this is accurate; regrettably, at this point, it is too late to make any changes.

1. Brian Pugnier, CA	1800	14. Frank T. Gilson, CA	850
2. Randy King, MI	1783	15. Matthew Place, MO	850
3. Darin Leighton, TX	1490	16. Frederick Scott, CA	840
4. Brian Bouton, VA	1380	17. Vincent Dung, CA	830
5. Sean Fleischman, NY	1280	18. Mike Fitzgerald, CT	790
6. Michael Knowles, NY	1050	19. Matt Simmons, CA	780
7. Brandon Emerson, CA	980	20. Jay Krob, KS	770
8. Scott Gower, TX	950	21. Andrew Finch, CA	760
9. Bo Bell, CA	930	22. Joe Oxford, OK	730
10. Jerry Ogburn, KS	920	23. Henry Stern, CA	650
11. Scott Burke, OR	910	24. Ken Wallach, IL	640
12. Joel Unger, CA	880	25. Michael Dove, MO	600
13. Joel Lytle, ID	860		

## 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

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

**Commisary Games**  
16920 Kuykendahl Road  
Suite 120  
Houston TX

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

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

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

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

**TwinCon**  
P.O. Box 20405  
Bloomington, MN 55420

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

**Weekend Warrior**  
8116 Van Noord Ave.  
Hollywood, CA 91605  
818-988-1441

# EXCLUSIVE MEMBERS-ONLY CARD LIST

## ICE AGE™

### Official Card List

Card Name	Frequency
Abyssal Specter	Uncommon 1
Adarkar Sentinel	Uncommon 1
Adarkar Unicorn	Common 1
Adarkar Wastes	Rare 1
Aegis of the Meek	Rare 1
Aggression	Uncommon 1
Altar of Bone	Rare 1
Amulet of Quoz	Rare 1
Anarchy	Uncommon 1
Arctic Foxes	Common 1
Arcum's Sleigh	Uncommon 1
Arcum's Weathervane	Uncommon 1
Arcum's Whistle	Uncommon 1
Arenson's Aura	Common 1
Armor of Faith	Common 1
Arnjlot's Ascent	Common 1
Ashen Ghoul	Uncommon 1
Aurochs	Common 1
Avalanche	Uncommon 1
Balduvian Barbarians	Common 1
Balduvian Bears	Common 1
Balduvian Conjurer	Uncommon 1
Balduvian Hydra	Rare 1
Balduvian Shaman	Common 1
Barbarian Guides	Common 1
Barbed Sextant	Common 1
Baton of Morale	Uncommon 1
Battle Cry	Uncommon 1
Battle Frenzy	Common 1
Binding Grasp	Uncommon 1
Black Scarab	Uncommon 1
Blessed Wine	Common 1
Blinking Spirit	Rare 1
Blizzard	Rare 1
Blue Scarab	Uncommon 1
Bone Shaman	Common 1
Brainstorm	Common 1
Breath of Ill Omen	Rare 1
Breath of Dreams	Uncommon 1
Brine Shaman	Common 1
Brown Ouphe	Common 1
Brushland	Rare 1
Burnt Offering	Common 1
Call to Arms	Rare 1
Caribou Range	Rare 1
Celestial Sword	Rare 1
Centaur Archer	Uncommon 1
Chaos Lord	Rare 1
Chaos Moon	Rare 1
Chromatic Armor	Rare 1
Chub Toad	Common 1
Circle of Protection: Black	Common 1
Circle of Protection: Blue	Common 1
Circle of Protection: Green	Common 1
Circle of Protection: Red	Common 1
Circle of Protection: White	Common 1
Clairvoyance	Common 1

Cloak of Confusion	Common 1
Cold Snap	Uncommon 1
Conquer	Uncommon 1
Cooperation	Common 1
Counterspell	Common 1
Crown of the Ages	Rare 1
Curse of Marit Lage	Rare 1
Dance of the Dead	Uncommon 1
Dark Banishing	Common 1
Dark Ritual	Common 1
Death Ward	Common 1
Deflection	Rare 1
Demonic Consultation	Uncommon 1
Despotic Scepter	Rare 1
Diabolic Vision	Uncommon 1
Dire Wolves	Common 1
Disenchant	Common 1
Dread Wight	Rare 1
Dreams of the Dead	Uncommon 1
Drift of the Dead	Uncommon 1
Drought	Uncommon 1
Dwarven Armory	Rare 1
Earthlink	Rare 1
Earthlore	Common 1
Elder Druid	Rare 1
Elemental Augury	Rare 1
Elkin Bottle	Rare 1
Elvish Healer	Common 1
Enduring Renewal	Rare 1
Energy Storm	Rare 1
Enervate	Common 1
Errant Minion	Common 1



Errantry	Common 1
Essence Filter	Common 1
Essence Flare	Common 1
Essence Vortex	Uncommon 1
Fanatical Fever	Uncommon 1
Fear	Common 1
Fiery Justice	Rare 1
Fire Covenant	Uncommon 1
Flame Spirit	Uncommon 1
Flare	Common 1
Flooded Woodlands	Rare 1
Flow of Maggots	Rare 1

Folk of the Pines	Common 1
Forbidden Lore	Rare 1
Force Void	Uncommon 1
Forest	Land 6
Forest	Land 6
Forest	Land 6
Forgotten Lore	Uncommon 1
Formation	Rare 1
Foul Familiar	Common 1
Foxfire	Common 1
Freyalise Supplicant	Uncommon 1
Freyalise's Charm	Uncommon 1
Freyalise's Winds	Rare 1
Fumarole	Uncommon 1
Fylgia	Common 1
Fyndhorn Bow	Uncommon 1
Fyndhorn Brownie	Common 1
Fyndhorn Elder	Uncommon 1
Fyndhorn Elves	Common 1
Fyndhorn Pollen	Rare 1
Game of Chaos	Rare 1
Gangrenous Zombies	Common 1
Gaze of Pain	Common 1
General Jarkeld	Rare 1
Ghostly Flame	Rare 1
Giant Growth	Common 1
Giant Trap Door Spider	Uncommon 1
Glacial Chasm	Uncommon 1
Glacial Crevasses	Rare 1
Glacial Wall	Uncommon 1
Glaciers	Rare 1
Goblin Lyre	Rare 1
Goblin Mutant	Uncommon 1
Goblin Sappers	Common 1
Goblin Ski Patrol	Common 1
Goblin Snowman	Uncommon 1
Gorilla Pack	Common 1
Gravebind	Rare 1
Green Scarab	Uncommon 1
Grizzled Wolverine	Common 1
Hallowed Ground	Uncommon 1
Halls of Mist	Rare 1
Heal	Common 1
Hecatomb	Rare 1
Hematite Talisman	Uncommon 1
Hipparion	Uncommon 1
Hoar Shade	Common 1
Hot Springs	Rare 1
Howl from Beyond	Common 1
Hurricane	Uncommon 1
Hyalopterous Lemure	Uncommon 1
Hydroblast	Common 1
Hymn of Rebirth	Uncommon 1
Ice Cauldron	Rare 1
Ice Floe	Uncommon 1
Iceberg	Uncommon 1
Icequake	Uncommon 1
Icy Manipulator	Uncommon 1

# ICE AGE CARD LIST (continued)

Icy Prison	Rare 1
Illusionary Forces	Common 1
Illusionary Presence	Rare 1
Illusionary Terrain	Uncommon 1
Illusionary Wall	Common 1
Illusions of Grandeur	Rare 1
Imposing Visage	Common 1
Incinerate	Common 1
Infernal Darkness	Rare 1
Infernal Denizen	Rare 1
Infinite Hourglass	Rare 1
Infuse	Common 1
Island	Land 6
Island	Land 6



Island	Land 6
Jester's Cap	Rare 1
Jester's Mask	Rare 1
Jeweled Amulet	Uncommon 1
Johrull Wurm	Uncommon 1
Jokulhaups	Rare 1
Juniper Order Druid	Common 1
Justice	Uncommon 1
Karplusan Forest	Rare 1
Karplusan Giant	Uncommon 1
Karplusan Yeti	Rare 1
Kelsinko Ranger	Common 1
Kjeldoran Dead	Common 1
Kjeldoran Elite Guard	Uncommon 1
Kjeldoran Frostbeast	Uncommon 1
Kjeldoran Guard	Common 1
Kjeldoran Knight	Rare 1
Kjeldoran Phalanx	Rare 1
Kjeldoran Royal Guard	Rare 1
Kjeldoran Skycaptain	Uncommon 1
Kjeldoran Skyknight	Common 1
Kjeldoran Warrior	Common 1
Knight of Stromgald	Uncommon 1
Krovikan Elementalist	Uncommon 1
Krovikan Fetish	Common 1
Krovikan Sorcerer	Common 1
Krovikan Vampire	Uncommon 1
Land Cap	Rare 1
Lapis Lazuli Talisman	Uncommon 1
Lava Burst	Common 1
Lava Tubes	Rare 1
Legions of Lim-Dül	Common 1
Leshrac's Rite	Uncommon 1
Leshrac's Sigil	Uncommon 1
Lhurgoyf	Rare 1
Lightning Blow	Rare 1

Lim-Dül's Cohort	Common 1
Lim-Dül's Hex	Uncommon 1
Lost Order of Jarkeld	Rare 1
Lure	Uncommon 1
Maddening Wind	Uncommon 1
Magus of the Unseen	Rare 1
Malachite Talisman	Uncommon 1
Márton Stromgald	Rare 1
Melee	Uncommon 1
Melting	Uncommon 1
Mercenaries	Rare 1
Merieke Ri Berit	Rare 1
Mesmeric Trance	Rare 1
Meteor Shower	Common 1
Mind Ravel	Common 1
Mind Warp	Uncommon 1
Mind Whip	Rare 1
Minion of Leshrac	Rare 1
Minion of Tevesh Szat	Rare 1
Mistfolk	Common 1
Mole Worms	Uncommon 1
Monsoon	Rare 1
Moor Fiend	Common 1
Mountain	Land 6
Mountain	Land 6
Mountain	Land 6
Mountain Goat	Common 1
Mountain Titan	Rare 1
Mudslide	Rare 1
Musician	Rare 1
Mystic Might	Rare 1
Mystic Remora	Common 1
Nacre Talisman	Uncommon 1
Naked Singularity	Rare 1
Nature's Lore	Uncommon 1
Necropotence	Rare 1
Norritt	Common 1
Oath of Lim-Dül	Rare 1
Onyx Talisman	Uncommon 1
Orcish Cannoneers	Uncommon 1
Orcish Conscripts	Common 1
Orcish Farmer	Common 1
Orcish Healer	Uncommon 1
Orcish Librarian	Rare 1
Orcish Lumberjack	Common 1
Orcish Squatters	Rare 1
Order of the Sacred Torch	Rare 1
Order of the White Shield	Uncommon 1
Pale Bears	Rare 1
Panic	Common 1
Pentagram of the Ages	Rare 1
Pestilence Rats	Common 1
Phantasmal Mount	Uncommon 1
Pit Trap	Uncommon 1
Plains	Land 6
Plains	Land 6
Plains	Land 6
Polar Kraken	Rare 1
Portent	Common 1
Power Sink	Common 1
Pox	Rare 1
Prismatic Ward	Common 1

Pygmy Allosaurus	Rare 1
Pyknite	Common 1
Pyroblast	Common 1
Pyroclasm	Uncommon 1
Rally	Common 1
Ray of Command	Common 1
Ray of Erasure	Common 1
Reality Twist	Rare 1
Reclamation	Rare 1
Red Scarab	Uncommon 1
Regeneration	Common 1
Rime Dryad	Common 1
Ritual of Subdual	Rare 1
River Delta	Rare 1
Runed Arch	Rare 1
Sabretooth Tiger	Common 1
Sacred Boon	Uncommon 1
Scaled Wurm	Common 1
Sea Spirit	Uncommon 1
Seizures	Common 1
Seraph	Rare 1
Shambling Strider	Common 1
Shatter	Common 1
Shield Bearer	Common 1
Shield of the Ages	Uncommon 1
Shyft	Rare 1
Sibilant Spirit	Rare 1
Silver Erne	Uncommon 1
Skeleton Ship	Rare 1
Skull Catapult	Uncommon 1
Sleight of Mind	Uncommon 1
Snow Devil	Common 1
Snow Fortress	Rare 1
Snow Hound	Uncommon 1
Snow-Covered Forest	Land 6
Snow-Covered Island	Land 6
Snow-Covered Mountain	Land 6
Snow-Covered Plains	Land 6
Snow-Covered Swamp	Land 6
Snowblind	Rare 1
Snowfall	Common 1
Soldevi Golem	Rare 1
Soldevi Machinist	Uncommon 1
Soldevi Simulacrum	Uncommon 1
Songs of the Damned	Common 1
Soul Barrier	Uncommon 1



Soul Burn	Common 1
Soul Kiss	Common 1
Spectral Shield	Uncommon 1
Spoils of Evil	Rare 1



# VAMPIRES' DAY OUT

Spoils of War	Rare 1
Staff of the Ages	Rare 1
Stampede	Rare 1
Stench of Evil	Uncommon 1
Stone Rain	Common 1
Stone Spirit	Uncommon 1
Stonehands	Common 1
Storm Spirit	Rare 1
Stormbind	Rare 1
Stromgald Cabal	Rare 1
Stunted Growth	Rare 1
Sulfurous Springs	Rare 1
Sunstone	Uncommon 1
Swamp	Land 6
Swamp	Land 6
Swamp	Land 6
Swords to Plowshares	Uncommon 1
Tarpan	Common 1
Thermokarst	Uncommon 1
Thoughtleech	Uncommon 1
Thunder Wall	Uncommon 1
Timberline Ridge	Rare 1
Time Bomb	Rare 1
Tinder Wall	Common 1
Tor Giant	Common 1
Total War	Rare 1
Touch of Death	Common 1
Touch of Vitae	Uncommon 1
Traiblazer	Rare 1
Underground River	Rare 1
Updraft	Uncommon 1
Urza's Bauble	Uncommon 1
Veldt	Rare 1
Venomous Breath	Uncommon 1
Vertigo	Uncommon 1
Vexing Arcanix	Rare 1
Vibrating Sphere	Rare 1
Walking Wall	Uncommon 1
Wall of Lava	Uncommon 1
Wall of Pine Needles	Uncommon 1
Wall of Shields	Uncommon 1
War Chariot	Uncommon 1
Warning	Common 1
Whalebone Glider	Uncommon 1
White Scarab	Uncommon 1
Whiteout	Uncommon 1
Wittigo	Rare 1
Wild Growth	Common 1
Wind Spirit	Uncommon 1
Wings of Aesthir	Uncommon 1
Winter's Chill	Rare 1
Withering Wisps	Uncommon 1
Woolly Mammoths	Common 1
Woolly Spider	Common 1
Word of Blasting	Uncommon 1
Word of Undoing	Common 1
Wrath of Marit Lage	Rare 1
Yavimaya Gnats	Uncommon 1
Zur's Weirder	Rare 1
Zuran Enchanter	Common 1
Zuran Orb	Uncommon 1
Zuran Spellcaster	Common 1

## A Vampire Venue

### A Day to Celebrate A Vampire Game

On June 24, 1995, retail stores across the U.S. and Canada (excluding Quebec) will celebrate Vampire Day. "It's an excellent way to introduce people to our second **Deckmaster™** game, **Vampire: The Eternal Struggle** [formerly titled **Jyhad**] and help them acquire new blood... so to speak," says Tamra Fry, Vampire Day promotion coordinator. It's also a means by which we can showcase our exciting future plans for **V: TES** with promotional products and can demonstrate that **Jyhad** and **Vampire** are 100 percent compatible.

To help promote the event, Wizards of the Coast is holding a special contest in which the winner will receive a trip for two to Seattle, along with a very personalized prize.

"This lucky person will be a vampire in a future **V: TES** expansion set," says Fry. "Wizards of the Coast artist Mark Tedin will paint the person's vampiric image."

To take part in the contest, participants must complete contest forms and mail them back to Wizards of the Coast by August 1, 1995. These forms will only be available at participating stores. To find out what locations are involved in Vampire Day, call the event's coordinator, Tamra Fry, at (206) 226-6500, extension 1818. Other items, such as cards and posters, will be given away as well.

Wizards of the Coast expects participation to be particularly high in cities like Salt Lake City, Utah; Anchorage, Alaska; Bloomington, Indiana; College Station, Texas; Portland, Oregon; and Tacoma and Seattle, Washington. The Camarilla, a vampire fan club started by several Wizards of the Coast employees, is especially large in these locations.

Wizards of the Coast is encouraging retailers to be imaginative when they promote Vampire Day in their stores. "V: TES is a creative game, so why not get creative when you showcase Vampire Day?" says Fry. "Dress up like vampires, host a blood drive, or open your doors after dark."

# VAMPIRE

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## Magic: The Puzzling

by Mark Rosewater  
with help from Henry Stern

### "Something's Not Right"

You're at a local game convention when your friends Christian and Shanin pull you over. They're in the middle of a game, and they think they might have made a mistake. Could you check it out? So, like any conscientious Magic player, you give them a hand. Very quickly you realize that yes, in fact, they've made a mistake—quite a number of them actually. It is the beginning of Shanin's attack phase. How many of the over thirty mistakes can you find?

**And for you masochists out there:** Also try to find reasonable excuses for how each of the mistakes could happen (and please be warned, some of the mistakes just can't happen so please don't injure yourselves).

### WARNING

It has been brought to my attention that since my puzzles have been introduced to the *Duelist Companion*, the suicide rate has increased by 9 percent. Also, the number of people committed to mental institutions has risen over 11 percent. Oh, yes, and exorcisms are up a shocking 23 percent. But I really don't think there's any connection. Nonetheless, I've been advised to warn you that if you feel any suicidal tendencies, mental instability, or demonic possession, you should put down the puzzle for a few moments until the feelings pass. That said, have fun!

## THE FINE PRINT

### Animate Artifact (Limited) 3 ♦

Target artifact is now a creature with both power and toughness equal to its casting cost; target retains all its original abilities as well. This will destroy artifacts with 0 casting cost.

### Animate Dead 3 ♣

Take target creature from any graveyard and put it directly into play under your control with -1/-0. Treat this creature as though it were just summoned. If Animate Dead is removed, bury the creature in its owner's graveyard.

### Artifact Ward \*

Target creature cannot be blocked by artifact creatures, and any damage taken from an artifact source is reduced to 0. Target creature is unaffected by any artifact effects that target it.

### Ashnod's Transmogrant 1

Target non-artifact creature gains +1/+1 and is now considered an artifact creature, though it retains its original color. Discard Ashnod's Transmogrant after it is used.

### Blight ♦♦

If target land becomes tapped, destroy it at end of turn.

### Clockwork Beast 6

When Clockwork Beast comes into play, put seven +1/+0 counters on it. At the end of any combat in which Clockwork Beast is assigned to attack or block, remove a counter. X ♦♦ Put X +1/+0 counters on Clockwork Beast. You may have no more than seven of these counters on Clockwork Beast. Use this ability only during your upkeep.

### Clone 3 ♦

Upon summoning, Clone acquires all characteristics, including color, of any one creature in play on either side; any creature enchantments on original creature are not copied. Clone retains the characteristics even after original creature is destroyed. Clone cannot be summoned if there are no creatures in play.

### Cocoon ♦

Tap target creature you control and put three counters on it. Target creature does not untap as normal while it has one or more of these counters on it. Remove one counter during your upkeep. During the upkeep phase after the one in which the last counter was removed, Cocoon is destroyed and target creature gains a +1/+1 counter and flying ability.

### Consecrate Land \*

All enchantments on target land are destroyed. Land cannot be destroyed or further enchanted until Consecrate Land has been destroyed.

### Earthbind ♦

If cast on a flying creature, Earthbind removes flying ability and does 2 damage to target creature; this damage occurs only once, at the time Earthbind is cast. If another spell or effect later gives target creature flying ability, Earthbind does not affect this. Earthbind has no effect on non-flying creatures.

### Giant Strength ♦♦

Target creature gets +2/+2.

### Holy Strength \*

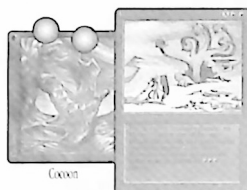
Target creature gets +1/+2.

## Chris (Black and Red)

8 Life Points Remaining



Sarcophagus  
(has targeted herself)



Cocoon

Rock Hydra  
(with no counters)



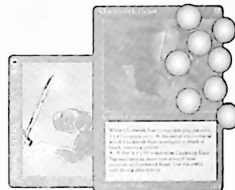
Black Vise (sleight by Maddin)  
(sleight to read "Blue Vise")



Nightmare



Maddin



Animate Artifact  
(black bordered)

Clockwork Beast



Lithurg



Min Ruby



Bottomless Vault

## Shanin (Black/Blue/White/Green)

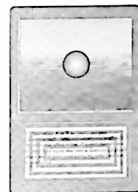
10 Life Points Remaining



Min Sapphire  
(sleight to produce white mana)



Savannah  
(hacked to a Bayou)



Swamp (turned into a Swamp by Cyclopean Tomb)



Lance



White Knight



Animate Dead



Holy Strength



Burlit Runeweave



White Ward



Earthbind



Tiburon's Collar  
(thidding Chon' Rokki)



Old Man of the Sea



Marsh Goblins (taken by Old Man)  
(sleight to Black & Green)

# MAGIC: THE PUZZLING



Cyclopean Tomb  
(stolen by Aladdin)



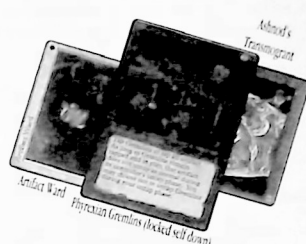
Allosaurus Mask  
(stolen by Aladdin)



The Lince



Gauntlet of Might



Anubis Transmogrify  
Anubis Ward Physician (retrieved self down)



Tetravus



Tetravus



Tetravus Counter  
Tetravus Counter



Ruh  
(Laced to Black)  
(In Shanin's Tarnox Coffin)



Ball Lightning



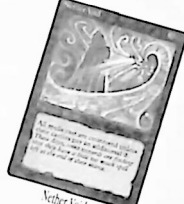
Iben stronghold



Mabura's Factory  
(Laced to Green)



Mountain

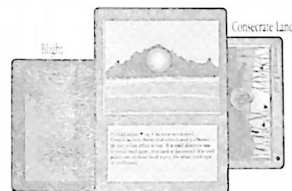


Nether Void



City in a Bottle

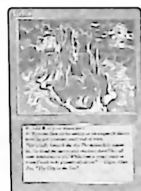
## IT IS THE START OF SHANIN'S ATTACK PHASE



Tropical Island  
(turned into a Swamp by Cyclopean Tomb)



Green Mana Battery



Urborg



Seavenger



Immolation



Mabura's Factory (stolen by Seavenger)



Phantasmal Forces



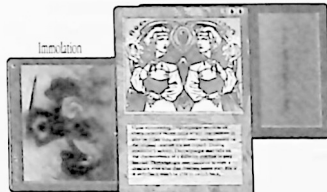
Serra Angel



Clone  
(of Assembly Worker)



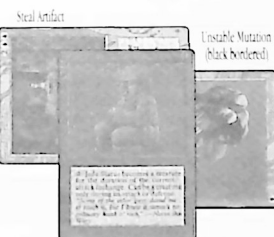
Dance of Many  
(of Clockwork Beast)



Vesuvan Doppelganger  
(copy of Laced Ruh)



Copy Artifact  
(copy of Transmogrified Physician Gremlins)



Jade Statue



Prodigal Sinner  
(all the Nervous Green)



Circle of Protection: Black (Alpha)



Concordant Crossroads

## Illusionary Mask 2

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you will have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

## Lance \*

Target creature gains first strike.

## Old Man of the Sea 1 ♦ ♦

Tap to gain control of a creature with power no greater than Old Man's power. If Old Man becomes untapped, you have control of this creature; you may choose not to untap Old Man as normal. You also lose control of the creature if Old Man dies or if the creature's power becomes greater than Old Man's.

## Phyrexian Gremlins 2 ♦

Tap Gremlins to tap an artifact. As long as Gremlins remain tapped and in play, that artifact does not untap as normal during its controller's untap phase. You may choose not to untap Gremlins during your untap phase.

## Savannah 3 ♦

T: Add either ♦ or ♦♦ to your mana pool. Counts as both plains and forest and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

## Scrubland 3 ♦

T: Add either ♦ or ♦♦ to your mana pool. Counts as both plains and swamp and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

## Seasinger 1 ♦ ♦

Bury Seasinger if you control no islands. ♦: Gain control of a target creature if its controller controls at least one island. You lose control of target creatures if Seasinger leaves play, if you lose control of Seasinger, or if Seasinger becomes untapped. You may choose not to untap Seasinger as normal during your untap phase.

## Steal Artifact 2 ♦ ♦

You control target artifact until enchantment is discarded or game ends. If target artifact was tapped when stolen, it stays tapped until you can untap it. If destroyed, target artifact is put in its owner's graveyard.

## Tawnos's Coffin 4

3: Select a creature in play; that creature is considered out of play as long as Coffin remains tapped. Hence the creature cannot be the target of spells and cannot receive damage, use special powers, attack, or defend. All counters and enchantments on the creature remain but are also out of play. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to untap Coffin during the untap phase.

## Tetravus 6

Flying  
Tetravus gets three +1/+1 counters when cast. During your upkeep, you may move each of these counters on or off of Tetravus. Counters moved off of Tetravus become independent 1 1 flying artifact creatures. If such a creature dies, the counter is removed from play. Such creatures may not have enchantments cast on them, and they do not share any enchantments on Tetravus.

## The Brute 1 ♦

Target creature gains +1/+0  
♦ ♦ ♦: Regenerates

## Thrill Retainer ♦

Target creature gets +1/+1. Sacrifice Thrill Retainer to regenerate the creature it enchants.

## Tropical Island

T: Add either ♦ or ♦♦ to your mana pool. Counts as both forest and islands and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

## Unstable Mutation (Limited) ♦

Target creature gains +3/+3. Each round, put a -1/-1 counter on the creature during its controller's upkeep. These counters remain even if this enchantment is removed before the creature dies.

## Urborg (Legendary Land)

T: Add ♦♦ to your mana pool. ♦: Remove first strike ability or swampwalk ability from target creature until end of turn.

## Vesuvan Doppelganger 3 ♦ ♦

Upon summoning, Doppelganger acquires all characteristics except color of any one creature in play on either side; any creature enchantments on the original creature are not copied. During controller's upkeep, Doppelganger may take on the characteristics of a different creature in play instead. Doppelganger may continue to copy a creature even after that creature leaves play, but if it switches it won't be able to switch back.

## White Ward \*

Target creature gains protection from white.

## MASSACHUSETTS RULES: THE NORTHEAST REGIONAL MAGIC: THE GATHERING CHAMPIONSHIP

by Rbias K. Hall

The Northeast Regional Championship took place over the Memorial Day weekend at the Roosevelt Hotel in New York City, an event sponsored and run by Double Exposure and Arcane Circle. Double Exposure is a New Jersey group responsible for Dexcon, a well-known annual gaming convention, as well as for many other area-wide events; Arcane Circle is an established gaming organization responsible for organizing many East Coast gaming tournaments. During the course of the weekend, both organizations went above and beyond the call of duty to assure that everyone at the Championship had a good time.

By 11:30 a.m. on Saturday, over 300 participants had already arrived and many of the events were under way. Using a deviously clever system which involved file boxes, poker chips, and a live weasel named Alphonse, judges handled tournament pairings quickly and efficiently with only a minimal wait between rounds. (I'm kidding about the weasel.)

Besides the actual championship and qualifying events, several other competitions took place, including an Iron Man event in which each player began with a starter deck and two boosters, shuffled them together, and played blind. No one was allowed to look at their cards in advance, so every draw was a surprise. Rather than being destroyed after play, the cards were given to the winner of each duel.

At ten o'clock on Saturday night, I witnessed the first-ever clan-style tournament. In this variation, players form teams and each team plays cards of one color—that is, there's a blue team, a black team, etc. Once teams are formed, players receive armbands to designate their team color, and then the fun begins. Role-playing is strongly encouraged as alliances were made—and broken. This event continued until, at nearly five o'clock in the morning, it turned into a grand melee and the blue team (Captained by Big Chief Mox-head) emerged victorious. Vinnie Salzillo, who invented this entertaining tournament form, plans on running more of these in the future, and I encourage all of you to participate.

The next day, the 64 winners from Saturday's qualifiers advanced to the final rounds. Tension was running high as the sealed-deck competition

began. As the day progressed, it became clear that there would not be enough time to run five rounds of sealed-deck and five rounds of Type II tournament play. We gave the players a chance to vote on which they would rather play—four rounds of each, or five rounds of sealed-deck and three rounds of Type II play. The vote was almost unanimous for four rounds of each. By the time we were down to four players, everyone felt as if they had been playing for twelve hours... and this is probably because they had! The top four players—Dana Rossi, David Bachman, Sean Chen, and Brad Menell—went into the competition with all they had, and none of us who stayed to watch the carnage were disappointed by their performances. The round was fast and furious, and in a surprisingly short time, Brad and Dana had emerged victorious. All that remained was the final match to see which one of them would take the Northeastern Title.

The players went into the round feeling secure in the fact that both were going to Origins for the U.S. National Championship, and with that pressure off, they got down to the serious business of trying to destroy one another. Dana took the first duel in a matter of minutes; the second duel went to Brad. Now the heat was on. I don't know what Dana had in his hand, but when I saw Brad's first



draw I was pretty certain which way this duel was going. Both players were completely focused, and, much to his credit, Dana held off the onslaught beautifully. Brad's luck held out, however, and the cards he needed seemed to come to his hand at exactly the right times. The duel was well fought, but in the end, Brad emerged victorious.

So who are the Northeast Regional winners and how rocky was the road to victory? Brad Menell, 32, from Boston, has been playing *Magic* for nine months. He likes to game at SMK in Hudson, Massachusetts, where he regularly competes in their Wednesday night dueling sessions. For Brad, the most challenging of the weekend's events was the sealed-deck tournament, but he is looking forward to trying it again at Origins.

Dana Rossi from Monson, Massachusetts, is a twenty-one-year-old student at Amherst. When he's not playing *Magic*, he's working toward a double major in Chemical Engineering and Theater. For Dana, the most difficult part of the weekend was making it into the 64-player field. When asked if he feels that people will come gunning for him now that he is on the regional team, he says that this has already been happening, and he expects to be challenged frequently when he goes to larger events.

After a brief presentation ceremony at the end of the Northeast Regional Championship, both players shook hands and went home for some well deserved rest and to start building their decks for the big tournament in July.

## "WE CAME, WE SAW, WE SURVIVED ANYWAY"— A REPORT ON THE NORTH CENTRAL REGIONAL MAGIC: THE GATHERING CHAMPIONSHIP

by Carol Gundrum, member #1768, head judge

The North Central Regionals were held at Twin Con in Minneapolis, Minnesota, over the Memorial Day weekend, a date most appropriate: this event will undoubtedly become quite a memory for players and judges alike.

After a bit of a rocky start—with the usual confusion, questions, and clarifications—85 players were registered and ready to start play at eleven o'clock on Saturday morning. A round-robin qualifying round began the tournament, a format which most of the players (and judges) had never experienced. It was confusing at first, but proved to be good practice for the semi-final rounds. In fact,

most players liked the format: it assured that they wouldn't be eliminated right away if their decks simply shut down on them. To avoid confusion about the starting time, each match began with the instructions "Ladies and Gentlemen, start your engines!"

Good sportsmanship and high quality of play were both priorities at this tournament, even among the most serious or tense of players. Midwestern hospitality and friendliness shone as players started matches with handshakes and introductions and ended with handshakes and honest declarations of "good game," win or lose.

At the opening of the tournament, the judging team announced how a few of the more common judgment calls would be handled (for example, Maze of Ith versus Serra Angel); this made the whole tournament run more smoothly. Walking around, I noticed that the colors primarily being played were blue and black, with red as a support color. A surprising number of white decks with blue or green as support and many artifacts and special lands also turned up. I saw more Millstones and Mazes of Ith than I could count, and all of the decks seemed tightly constructed despite some of them being put together in less than two hours.

Robert Koschak of Minneapolis was the second-place winner of the tournament. Robert is a serious, quiet player who thinks carefully about his play but moves quickly through games. His duels are fun to watch because, although he is a hardcore player, he understands that this is all just a game in the long run.

And the winner: Jerry Hamm of Anoka, Minnesota, placed first in the North Central Regionals. Jerry made it to the final rounds as an alternate when one of the top eight players had to drop out of the tournament. By the time he made it to the final rounds, Jerry had a cheering section of other players, who broke out in quiet applause whenever he won a game. Jerry says he does really well in big tournaments when the pressure is on but that he loses games left and right when playing for fun. Some of his friends have the satisfaction of having beaten the Regional Champ already, but Jerry may be in for some stiff competition as other duellists play him for that same satisfaction. Those challengers will be waiting for both Jerry and Robert at the U.S. National Championship in July—the pressure will be high, but Jerry Hamm does his best work under pressure.

## FIRST PLACE—AN INTERVIEW WITH THE CENTRAL REGIONAL MAGIC: THE GATHERING CHAMPION

by Craig B. Clawson, member #6643

It's a long way from Kansas City, Missouri, to Philadelphia, Pennsylvania—just ask Matt Place, DC member #5263, who came out of the Show Me State to win the Central Regional Championship, which was held over the Memorial Day weekend.

"I owe a lot to my little brother [Daniel Burdick]," Matt says of his victory over Derek Rank at the Three-Rivers Gamefest in Philadelphia. "He's one of the best players; he wins almost every tournament he goes to."

It seems to run in the family: Matt won two straight games of *Magic* against Rank in the best-of-three final series. Both players will represent their region at the U.S. National Championship to be held this July. In addition to his victory and automatic placement at the U.S. Nationals, Matt was rewarded several booster packs of *Arabian Nights*, *Antiquities*, *Legends*, *The Dark*, and *Revised* cards, a *Magic: The Gathering* T-shirt, and, most important, status. Matt isn't worried about the notoriety that comes from being a *Magic* champ; in fact, he's eager to face off against those who might be gunning for him.

"It's good to be sought after," he says of his new-found reputation. "I hope they come after me; I'd like to win some cards in ante."

But his position didn't come easily: the Central Regional Championship was an intense competition, with sixty-four players competing in a round-robin format, eight players to a group. After testing their skills in both Type II and sealed-deck environments, the surviving eight players advanced to a single-elimination bracket for the final duels. The tournament's last day went on for a grueling fifteen hours, and the tension mounted to nearly the breaking point.

"It [the tension] has to be there," Matt says. "It helps you to be serious. Usually, it doesn't take that long and people don't get that upset."

Of the final four players, two played discard (or "hand destruction") decks, a trend Matt expects to see continued at the U.S. National Championship.

"Discard decks will not change at all," Matt suggests, thinking of the possible variations Fourth



Edition offers. "You still have Hypnotic Specters, the Racks, the Hymns to Tourach [from *Fallen Empires*], the Disrupting Scepters. I think it's going to be too rampant. Good players make good decks, but you'll see someone with two or three decks, and you can beat them all but the discard deck. That's not because they [the players] put a lot of thought into it; it's because the cards are almost made for that type of deck."

Matt may face discard decks again in July when the U.S. National Championship arrives, but he isn't worried about the competition—he's planning to prepare for the U.S. Nationals the same way he prepared for the regional competition: Practice.

"I have a Type II deck already built," he says. "We'll probably be playing around where I live, figuring out what works and what doesn't."

And, based on his performance in Philadelphia, it seems likely that Matt Place already knows what will work.

## SUNRISE AT SAUNACON—THE SOUTHEASTERN REGIONAL MAGIC: THE GATHERING CHAMPIONSHIP

by David Rogers

The buzzword around the Castlegate Hotel just off I-75 in Atlanta, Georgia, was "Welcome to SaunaCon III." Without (functioning) central air conditioning, the convention hall was very hot and very humid. But so was the tournament play throughout the weekend. After the sun went down Sunday, on the second day of competition, the best player in the Southeast had risen above the rest of the field to move on to the U.S. National Championships in July.

MagicCon split the field into two fields of play, Type I and Type II tournaments. Play continued through both fields until Saturday evening, when the sealed-deck phase began. Sealed-deck play finished up Sunday morning, and everyone returned to Type II rules. By three o'clock p.m., the eight duelists with the best point totals had been separated out, and the finals began.

Among the more interesting matches in the round of eight was the meeting of a Red/Blue/Black troll deck that mixed direct damage with Nevinyrral's Disk against a Green/White enchantment/Killer Bees deck. The trolls prevailed in games one and three of the match, though the second game provided the most dramatic play of the entire tournament—the Bees Spirit Linked two Serendib Effects

(when the Bees' controller was at two Life), and that player fought back to win the game with the additional help of a Conversion.

Adam Maysonet of Sunrise, Florida, won the Championship and sat down to talk after he recovered from the elated shock of what he'd just accomplished.

Adam has been playing Magic since *Antiquities* came out, making him, at about a year and a half of playing, one of the younger "veteran" Magic duelists. The Taft Street Arcade is the Magic hotspot in Sunrise, a video arcade that supports a thriving community of Magic players. Weekly tournaments have helped him build his skills and decks to the level that allowed him to win the Southeast Title. While he's not currently a member of the Convocation, he intends to join in a week or two, so he can keep his ranking earned from MagicCon and whatever other points or rewards he might achieve at the U.S. Nationals and beyond.

When asked about the recent tournament rules changes and the very recent release of *Fourth Edition*, Adam has a few opinions. He supports the elimination of dual lands because their absence will concentrate decks into fewer colors and force duelists to use better strategy in planning and playing their decks. He is also supportive of the restriction of Balance and Fork and of their elimination from Type II play, acknowledging that they were abusive cards.

Additionally, he believes that the new tournament rules will result in a vibrant, more varied tournament environment; however, that said, he thinks that if Moxes and Lotuses were banned, Type I tournaments could be a more viable, competitive option for a wider range of the Magic community nationally.

Adam will face a unique challenge while he prepares for the U.S. National Championship, because MagicCon made the decision to allow competitors to use either *Revised* or *Fourth Edition* cards, but not both, in constructing their Type II decks. At the U.S. National Championship, a true Type II deck will have to be used, and Adam is still unsure what he will come up with to represent the Southeast. He's pondering *Ice Age*'s effect on the World Championship and is hoping that he will have the option to get enough *Ice Age* to incorporate it in his deck at the Nationals.

Congratulations to Adam Maysonet, the 1995 Southeastern Magic: The Gathering Champion. The other Southeast players will look forward to trying to dethrone him in the 1995-1996.

## IN BRIEF: THE SOUTHWEST REGIONAL CHAMPIONSHIP

by Rhias K. Hall

The Southwest Regional, held at the LAX Windholm Hill Hotel in Los Angeles over the Memorial Day weekend, was quite a grueling competition, with a high-number of players—all seeking to be the regional representative headed for the U.S. Nationals. When the dust had settled, only four of the over 200 participants remained to fight it out for the title of Southwest Regional Champion. The variety of deck constructs were not unusual for a tournament with this level of skill—the most popular decks fielded in the competition were the black "card-denial" deck, the blue "persuasion" deck, the white "weenie" deck, and the ever-popular Millstone deck (for milling away the hours...or the cards). Players in Los Angeles fought hard for their positions; Sunday's play continued for over 16 hours, leaving many of the winners somewhat shell-shocked by the end of the event. Paul Matsumoto and Mark Rosewater, both of whom put in a great deal of effort towards actually organizing and running the events, are still in recovery, but the champion Joel Unger is already sharpening his skills for the U.S. National Championship. The final standings for this regional competition:

Champion—Joel Unger  
2nd Place—Mark Justice  
3rd Place—Mark Chalice  
4th Place—Ral Bauson

Congratulations to Joel and Mark, who—as the two leaders of the pack from the Southwest Regional—will be going to the Nationals to represent their region. From there, either of them could go on to the World Championship to be crowned the best Magic player in the world. Good luck, Joel and Mark!

## CREDITS

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

Rhias K. Hall—In charge or something...  
Michael G. Ryan—Editor above-and-beyond the call of duty  
Mark Rosewater—The Puzzle King  
Dan Frazier—Dragonmaster  
Craig B. Clawson—DC member #6643  
Carol Gundrum—DC member #1768  
David Rogers—DC member #2862  
Heather Henricks—Goddess of Sanctioning  
Steve Bishop—Grand Inquisitor  
Mark Ellis Walker—Best Boy Layout  
James Ernest—Zen Guide Layout  
Göt & Hecubus—Key grips

## SANCTIONED EVENTS July 1995

**Michicon** TYPE I  
Van Dyke Hotel and Conference Center  
Van Dyke Warren, MI  
July 1  
Howard Dawson, Coordinator

**Comics and Card Expo '95** TYPE I  
Northlands Agricom  
Edmonton, Alberta, Canada  
July 1-2  
Jason Quintal, Coordinator

**East Portland Magic** SEALED DECK  
Division Crossing Shopping Center  
Portland, OR  
July 1  
C. Scott Wilhelm, Coordinator  
503-255-0712

**Supertournament VI** TYPE I and TYPE II  
Addison Conference Center  
Addison, TX  
July 8  
Jim Parker, Coordinator

**Capital Tournament XII** TYPE II  
Sid's Pizzeria and More  
Salem, OR  
July 8  
Neal Feldman, Coordinator  
503-581-8335

**Heigh Ho, Heigh Ho,** TYPE I and TYPE II  
**It's Off to Origins We Go**  
Bash Riprock's  
Lubbock, TX  
July 8-9  
Mathew Blackman, Coordinator

**Win Day II** TYPE II  
Hotel Fort Garky  
Winnipeg, Manitoba, Canada  
July 9  
Michael Macinnon, Coordinator  
204-942-3427

**The July Gathering** TYPE I  
Silverdale Community Center  
Silverdale, WA  
July 9  
Pete Steinmetz, Coordinator

**Southern Vermont Magic Tournament** TYPE I  
Holiday Inn  
Rutland, VT  
July 9  
Jeramie Westbay, Coordinator  
802-492-3758

**Capital Tournament XII** SEALED DECK  
Sid's Pizzeria and More  
Salem, OR  
July 11  
Neal Feldman, Coordinator  
503-581-8335

**Origins** TYPE I  
Philadelphia Convention Center  
Philadelphia, PA  
July 13-15  
Gary Vandergrift, Coordinator  
206-204-5815

**Summer Chill** SEALED DECK  
Sunflower School  
Nevada City, CA  
July 15  
Stuart Smith, Coordinator  
916-273-1211

**Capital Tournament XII** TYPE I  
Sid's Pizzeria and More  
Salem, OR  
July 15  
Neal Feldman, Coordinator  
503-581-8335

**QuinCon X** TYPE II  
Signature Room in Franklin Square  
Quincy, IL  
July 21-23  
Don Flinspach II, Coordinator  
217-224-8444

**The Emerald City Magic Tournament**  
TYPE I, TYPE II and SEALED DECK  
The Auction House  
Eugene, OR  
July 22  
Edward Gerdes, Coordinator  
503-687-1394

**Magicide** TYPE I  
Odd Fellows Hall  
Hudson, MA  
July 22  
Doug Wolfe, Coordinator  
508-562-7898

**Middle of Nowhere** TYPE I  
Abilene, TX  
July 22  
Elton Killbrew, Coordinator

**Magic Tournament** SEALED DECK  
The Bullpen on Sackville Street  
Dartmouth, Canada  
July 23  
Grant Mclean, Coordinator

**Card Con VI** TYPE I  
Hyatt LAX  
Los Angeles, CA  
July 29  
Paul Matsumoto, Coordinator

**Magic: The Gathering and Other**  
TYPE I, TYPE II and SEALED DECK  
Albany High School  
Albany, NY  
July 29  
Maria Perry, Coordinator  
578-489-3656

**DuBois Area Magic: The Gathering** TYPE II  
DuBois Senior Community Center  
DuBois, PA  
July 29  
Ryan Stapleton, Coordinator

# "ARE YOU IN A BAND?"

## *Installment #9: Macho Women With Moxes*

New York...the Big Apple...the city that never sleeps...if I can make it there I'll make it.... Well, you know what I mean. Heather Henricks (Goddess of Sanctioning) and I were sent there to cover the Northeast Regionals; Heather, who used to live in New York, promised to keep me from getting mugged if I promised to teach her how to avoid answering rules questions. (Last time Auntie Badger answered a rules question, there was an international incident. The incident had nothing to do with Magic, but you can't be too careful!)

Heather picked me up at 7:00 on Friday morning, and I was actually grateful not to be flying out at some ungodly hour like four a.m. (which, as you all know, is standard procedure for Wizards of the Coast employees and can be considered responsible for our occasionally erratic behavior. So the next time you see a WoTC employee trading a Black Lotus for a Fireball, you'll know why). Sleep deprivation is not a pretty thing—and, come to think of it, at four a.m., neither am I.

The Northeast Regional Championships were run by Vinnie Salzillo and Steve Balbo, also known as the tournament tag-team of Screamin' Steven and Vicious Vinnie. These guys were great—they made sure we were picked up at the airport, bought us dinner, and even managed to find the time to run more than 20 different tournaments in two days. Just *thinking* about it makes me tired!

I won't go into too much detail about the dinner. We went for sushi, and when you grow up in a small town you learn to make certain associations—for instance, I associate "express lanes" with having nine items or less instead of with my ride to the office. When I see big yellow or pink fish eggs, I can only think of baiting a hook with them. Anyway, I just want to say IN PRINT that Heather is far braver than I when it comes to the snorking-down-raw-fish portion of a business trip.

Having grown up in rural Oregon, I was a little bit nervous about going to the Big City™. Would the height of my hair be dwarfed by the buildings? Would the hotel room have roaches the size of a Chevy Impala? Would I get to kill anyone?

Well, the room was nice—and apparently roach-free, though I have heard that nothing in New York is really roach-free; however, I did notice that the bed seemed to have been moved in the night. I blamed it on continental drift. (Not to be confused with incontinental drift, which has something to do with waterbeds...I think.)

On Saturday morning, we went downstairs and helped out with the opening ceremonies. We did this by standing in everyone's way and making nuisances of ourselves—it was kind of like a day at the office. Once the tournaments were under way and Heather was busy playing the first of her approximately 9,000 games of Magic, I opened up the lap-

top and began to write. Covering an event this size is a real challenge and one which another reporter might have found intimidating; I mean, with so many players and events taking place around me, it was really difficult to focus on what was important—the snack food. When Vinnie and Steve put on a tournament, they go all out. About five feet from me were several tables loaded down with representatives of all the major junk-food groups. There were cookies, chips, soft drinks (not technically a food group) and hot dogs, all provided free of charge for the participants in the event. When I wasn't dodging the occasional severed limb (a word of advice: Don't come between a hungry gamer and his Cheetos), I was hunched over my keyboard trying to keep track of who was advancing to the final sixty-four. I was so busy that I even signed a Serra Angel card for a guy named Brian Villaneuva. Now, don't get me wrong, I love signing cards and all, but it's usually cards like Giant Badger or Jyhad's Tura Vaughn that I sign—no one ever asked me to sign an Angel before. I was glad to see that the card didn't explode into flame when I touched it, though there was a slight smell of smoke. I blamed it on the elevators.

The elevators in our hotel had to have been installed by the David Lynch elevator company, particularly the dreaded #5. Elevator #5 may have been haunted. Every time I was on it, it was filled with people speaking languages other than English. I can usually recognize what language people are speaking by listening to them. But not the elevator people. There were always three or four of them on the elevator with me, and although they seemed to be having conversations of some sort, I think they may have been speaking ancient Lemurian. My favorite experience on #5 came when, after several hours of making a nuisance of myself, I decided to head upstairs to my room to rest up before my next round of being annoying. It seemed simple enough to begin with... all I had to do was get on an elevator and push the button for the sixteenth floor. Oh what a fool I was. First, the elevator went to the fourth floor, where we picked up a group of elevator people. They pushed the button for the seventeenth floor. The elevator then took them to the eighth floor, where they disembarked, cheerfully smiling at me and shouting incomprehensible phrases at one another. The doors closed again, and I was alone on elevator #5. It ascended to the fifteenth floor next and opened its doors to an empty hallway. Again, the doors closed—and we

went back to the mezzanine. So I pushed the sixteenth floor button again. In fact, I poked the button hard, to let the elevator know that I was not about to be pushed around. The doors squeaked shut and I was, once more, trapped within the confines of elevator #5. This time we went to the eleventh floor without stopping—and then promptly back to the mezzanine. I gave up and went back to the tournament, leaving #5 to its own devices; it was no doubt laughing until its cables ached. Elevators have really odd senses of humor.

When we finally managed to sneak away from the hotel for a couple of hours of sight-seeing, Heather became possessed with the desire to get her nose pierced. Now, in Seattle, you get nose piercings free with your morning espresso (at Fat Lenny's Espresso Cart and Piercing Parlor, for example) but in New York, they apparently only do that sort of thing with a stiletto in dark alleys. Since I sympathized with Heather's desire to bring back a souvenir from New York (although scar tissue and a possibly fatal infection are not on my list of souvenir values, but I guess I'm just old-fashioned), I agreed to help her find a suitable piercing parlor. We ended up in Greenwich Village, but our quest yielded nothing. I offered to pierce Heather's nose for her, but since the only implement at my disposal was a stuffed bunny rabbit, it might have gotten messy.

At last, we gave up in defeat and decided to get some dinner. Heather had eaten enough fish eggs for one business trip, so we decided to go to a place called Jeckyl and Hyde's. Jeckyl and Hyde's is sort of like a Chuck E. Cheese's for the undead... how could I resist the chance to dine in a restaurant where the doorman is a bleached skeleton and the waiter is Dracula? It was great, and after a couple of test tubes filled with unknown concoctions from the bar, we were more ready than ever to go back to the tournament and get in Vinnie and Steve's way.

When we returned to the hotel, Vinnie and Steve were still hard at work. In fact, I never saw them take a break all weekend. I am not completely certain that they are human; I think they may be some sort of genetic experiment perpetrated by a gamer/mad scientist who, in his quest to create the ultimate gamer, created instead great game organizers. Whoever this scientist is, I wish he would make some more of these guys. They're really cool.

The next day we flew home, tired, but happy to have met so many great people. This episode of *Are You In a Band?* is dedicated to everyone who participated in the Northeast Regional Championship Tournament.