

THE DUELIST

COMPANION

August 1995

The Official Newsletter of the Duelists' Convocation™

Issue 12

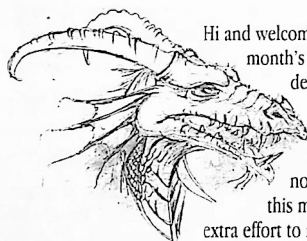
From the Director

The Duelists' Convocation wishes to clarify a potential misunderstanding regarding the release of the *Chronicles*™ card list. Releasing the list in no way implies that cards from the *Chronicles* expansion set will be allowed in *Magic: The Gathering*™ Type II tournaments before the expiration of the standard waiting period.

New grace period rules will now state that cards from an expansion or new edition of the basic set will not be allowed in Type II tournament play until 30 (thirty) days have elapsed from the release date of that product. In other words, you'll have to wait 30 days after the actual release of *Chronicles* to play with cards from that set in Type II tournaments.

We at the DC greatly appreciate your anticipated patience and compliance to help us avoid further misunderstandings in the ever-shifting world of *Magic* Type II tournament play.

Steve Bishop
Director, Duelists' Convocation International



Hi and welcome to the mini-*Companion*. This month's newsletter is tiny because I had to devote some of my time to putting together the *Road to the World Title* booklet, which is included with this issue. Originally we were not going to do a *Companion* at all this month, but I felt it was worth the extra effort to make certain that you (DC members) got something that wasn't available to just anyone.

Now, you have probably noticed that this issue has a card in it. It isn't a promo card; it is an Italian *Magic* card. I wanted to give you something to make up for this issue being so small, so I started harassing folks around the company to see what we could come up with. I was able to get a bunch of Italian starter decks. Ideally, I would have gotten enough decks to give each of you an entire starter...or at least a booster. That didn't happen, though, and I ended up with just enough to get each of you a single Italian card.

I know that this means that some of you will get a land and others will get a rare card—but it's still better than not getting anything, isn't it? So, no sniveling! The cards are being inserted randomly by folks who are fresh from the temp agency. These guys don't play *Magic* and wouldn't know a rare card if I gave them one, so there will be NO FAVORITISM.

Auntie Badger

Who's Who in the DC

It's time once again to introduce you to the Duelists' Convocation staff members. Email addresses are included for those who were willing to release them. If you need to ask a question of someone whose address is not included on this list, you may email me personally at badger@wizards.com and I will make sure your message gets to them.

Logan Grey is officially a Memberships Agent, but lately he has been so busy working on database design that his job title is more like "Computer Guy." Logan is currently bringing the DC out of the computer Dark Ages and into a more enlightened 4-D universe. He is the one who is best equipped to answer questions about the new rating system.

Rikki (pronounced rik-AY) **Beatty** is our new Memberships Agent. She is the one to contact if you need a change of address, or if you should have received your materials but didn't. Please remember that Rikki will be more inclined to help you if you are polite to her over the phone.

Heather Henricks (there is no 'd' in her last name!) is our Goddess of Sanctioning. Her responsibilities include: sending out sanctioning application packets; awarding sanctioned status to those tournaments who satisfy our requirements; processing tournament reports; and entering the necessary information into the database so that ratings can be correctly established. Her email address is henricks@wizards.com.

Rhias (rhymes with bias) **Hall** is the DC's Periodicals Agent. She puts together the *Duelists' Companion* as well as the "Convocation News" section of *The Duelist* magazine. If you have article ideas or suggestions, you can email them to her at badger@wizards.com.

Steve Bishop is the Director of the Duelists' Convocation. Steve is responsible for the basic guiding vision of the DC. He also writes the tournament rules and oversees the activities of Duelists' Convocation UK and Duelists' Convocation Europe.

Jason Carl is Steve Bishop's assistant. He helps keep the DC running smoothly by working to coordinate the department on those occasions when Steve is out of the office. He also attends meetings as Steve's proxy and facilitates many of our team meetings.

Red Crowley is coordinating the efforts of the UK & Eire chapter of the DC. He does a little bit of everything over there and can be contacted at uk@wizards.com.

Henk Coppelmans is the representative for DC Europe. He can be contacted at belgium@wizards.com and can answer questions about DC activities throughout Europe.

ICE AGE™ CONSTRUCTED DECK TOURNAMENT RULES

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. This applies to all tournament types used by the Duelists' Convocation without exception.

Deck Construction Rules

1. *Ice Age* tournament decks may be constructed from **Magic** cards from the *Ice Age* expansion set only, with the exception of basic land cards, which may be from any edition of **Magic: The Gathering**. All cards in the *Ice Age* tournament deck must have identical card back design. Use of any card that is not from the *Ice Age* expansion, with the exception of basic

land cards, will be interpreted by the Judge as a Declaration of Forfeiture (see Standard Floor Rule #15).

Optional rule: All of the cards in a player's deck are required to 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 no basic land cards from the original Alpha card set are to be used in the *Ice Age* tournament deck. 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 *Ice Age* tournament deck must contain a minimum of 60 (sixty) cards. In addition to the 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 Standard Floor Rule #5.

3. There may be no more than 4 (four) of any individual card, by card title, in the *Ice Age* tournament deck (including Sideboard), with the exception of the five basic land types (Plains, Forest, Mountain, Island, Swamp; this includes Snow-Covered varieties).

4. The Restricted List:

There are currently no cards on the *Ice Age* restricted list.

5. The Banned List:

The following card is banned from *Ice Age* tournament decks:

· Amulet of Quoz

This card is not allowed because it clearly states to remove it from your deck if not playing for ante, and ante is not required to be wagered in an *Ice Age* tournament (see Standard Floor 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.

Ice Age Tournament Floor Rules

The *Ice Age* tournament uses all of the Standard Floor Rules.

ICE AGE SEALED-DECK TOURNAMENT RULES

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. This applies to all tournament types used by the Duelists' Convocation without exception.

Deck Construction

1. Decks may be constructed using the contents of 1 (one) sealed **Magic: The Gathering—Ice Age** deck, and of 2 (two) sealed *Ice Age* booster packs.

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 *Ice Age Sealed-Deck* Floor Rule SD2), 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 players' index cards as they receive their lands). This pool of basic lands can be from an individual collection or from having each player donate one or more 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 *Ice Age Sealed-Deck* play, any cards from the starter deck and booster(s) not used in the tournament deck will function as the player's Sideboard. The total number of cards in a player's deck and Sideboard combined may change during the course of play, as *Ice Age Sealed-Deck* tournaments require the wagering of ante (see Modifications to Standard Floor Rule #6 for *Ice Age Sealed-Deck*). The use of the Sideboard is further explained in Standard Floor Rule #5.

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

Ice Age Sealed-Deck Floor Rules

Ice Age 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 an *Ice Age 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 the allotted time. If a player has not completed deck construction at the end of this time, it may be interpreted by the Judge as a Declaration of Forfeiture (see Standard Floor Rule #15). In the event all players in the tournament have completed deck construction prior to the end of the forty-five minutes, the tournament may commence without delay.

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

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

Modifications to Standard Floor Rules for Ice Age Sealed-Deck:

Note: Rule numbers below correspond to those in the Standard Floor Rules.

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 *Ice Age Sealed-Deck* tournaments, it is required that player's 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 an *Ice Age 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.

SANCTIONED EVENTS

August 1995

Dallas Game Expo Dallas, TX August 4-6 Jon B. Walker, Coordinator	TYPE I and TYPE II (214) 221-2481	Magic Tournament Montana State University Billings, MT August 12 David Schantz, Coordinator	SEALED DECK (406) 248-1776	Clash of the Titans II Miner Recreational Building Rolla, MO August 20 Michael Dove, Coordinator	TYPE I and TYPE II (314) 364-8968
Cangames Chateau Laurier Hotel Ottawa, Ontario, Canada August 4-6 Ian Reddit, Coordinator	TYPE II (905) 820-5548	Wizards' Armageddon '95 Chestnut Hall Springfield, MO August 12 Mo Ghani, Coordinator	TYPE I, TYPE II, and SEALED DECK (417) 889-8760	Dog Days MSU Student Union Mississippi State, MS August 26-27 Keith Noland & Tracy Henley, Coordinators	TYPE I and TYPE II (601) 323-0883
Corpse Con II Howard Johnson's, Shoreline Corpus Christi, TX August 5 Nick Horak, Coordinator	TYPE II (512) 991-8754	SPAM's Summer Spellslinging Spectacular VFW Sun Prairie Sun Prairie, WI August 12 Steve Port, Coordinator	TYPE II and SEALED DECK (414) 623-3058	Magic Tournament Utah Valley State College Orem, UT August 26 Karl Batdorff, Coordinator	TYPE II (801) 378-6691
Capital Tournament XII Sid's Pizzeria and More Salem, OR August 5 Neal Feldman, Coordinator	TYPE II (503) 581-8335	Waynesboro First Aid Crew Magic Benefit Waynesboro First Aid Crew Bingo Hall Waynesboro, VA August 13 John Steed, Coordinator	TYPE I and TYPE II (703) 949-5828	Dragonflight Seattle University Seattle, WA August 26 Matt Hyra, Coordinator	TYPE I (206) 781-0047
And Now For Something Completely Different Bash Riprock's Lubbock, TX August 5-6 Mathew Blackman, Coordinator	TYPE I and TYPE II (806) 763-4054	Sealed in Ice Seylynn Hall North Vancouver, British Columbia, Canada August 18 Chris Foley, Coordinator	SEALED DECK (604) 929-2528	Magic Tournament East Park Mall Lincoln, NE August 26 Merlin Hayes, Coordinator	TYPE II (402) 782-8040
Dallas Con '95 Sheraton Grand Hilton Dallas Ft. Worth, TX August 5 Mike Eckrich, Coordinator	TYPE I (214) 506-5070 (ext. 3164)	A Day of Magic Reed Center Bellevue, NE August 19 John Geistdoerfer, Coordinator	TYPE I, TYPE II, and SEALED DECK (402) 339-0994	Aftermath's Magic YMCA Lake Geneva, WI August 26 John Gibbons, Coordinator	TYPE I (414) 249-0080
First Base Trading Cards Tournament Port Orchard Armory Port Orchard, WA August 6 Steve Lawrence, Coordinator	TYPE I (360) 876-5193	Capital Tournament XII Sid's Pizzeria and More Salem, OR August 19 Neal Feldman, Coordinator	TYPE I (503) 581-8335	Magic Tournament FOE Lodge Aerie #2189 Astoria, OR August 27 Michael Wangen, Coordinator	TYPE I (503) 325-7134
Capital Tournament XII Sid's Pizzeria and More Salem, OR August 8 Neal Feldman, Coordinator	SEALED DECK (503) 581-8335	Middle of Nowhere Tournament Middle of Nowhere Abilene, TX August 19 Elton Killebrew, Coordinator	TYPE I and TYPE II (915) 698-4355	Manamania Lighthouse Point Restaurant Pensacola, FL August 27 James Tilson, Coordinator	TYPE I (904) 452-3806
Nebraska Con X East Park Mall Lincoln, NE August 11-13 Merlin Hayes, Coordinator	TYPE I, TYPE II, and SEALED DECK (402) 782-8040	Emerald City Magic The Auction House Eugene, OR August 19 Edward Gerdes, Coordinator	TYPE I, TYPE II, and SEALED DECK (503) 687-1394	Shadow Con Jr. Executive Inn Paducah, KY August 27 James Yohe, Coordinator	TYPE I and SEALED DECK (502) 753-7407
Dallas Fantasy Fair Dallas Market Hall Convention Center Dallas, TX August 11-13 Lance Scott, Coordinator	TYPE I (214) 238-1476	StarQuest '95 Red Lion San Jose, CA August 19-20 Casey Grimm, Coordinator	TYPE I (510) 441-2351	The August Gathering Silverdale Community Center Silverdale, WA August 27 Pete Steinmetz, Coordinator	TYPE I and SEALED DECK (360) 697-723
Dawn of the Ice Age Malaspina University Campus Nanaimo, British Columbia, Canada August 12 Rheal Konieczny, Coordinator	TYPE I (604) 753-4110				

THE SOLUTION!

Solution to "Something's Not Right"

Magic: The Puzzling

by Mark Rosewater

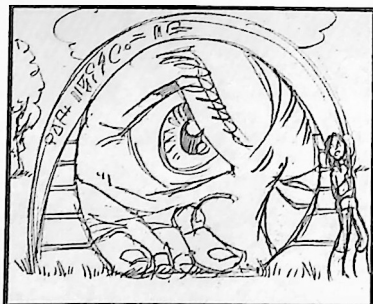
Things That Can Be

- A The Rock Hydra is alive with 0 counters because the Gauntlet of Might is in play.
- B Aladdin (if in play legally) is allowed to steal multiple artifacts and need not be tapped to keep those it steals.
- C The Rukh is allowed to have a creature enchantment on it, as can all token creatures (with the exception of the Tetravus "bugs," which are specifically exempted).
- D A Bottomless Vault may be tapped and still have counters on it.
- E Assuming the Gremlins are legally Transmogranted, they are capable of locking themselves down.
- F There is no problem with lacing a Mishra's Factory.
- G A sleighted Mox may produce another color of mana.
- H The Tropical Island may be turned into a swamp, since the Cyclopean Tomb's effect is not considered an enchantment and thus is not stopped by Consecrate Land.
- I The Seasinger (if legally in play) is allowed to steal a Mishra's Factory and keep it, since the stolen card only needs to meet the Seasinger's requirements at the time of the theft.
- J The Doppelganger may copy the Rukh (or any token creature).

Things That Just Can't Be

- 1 The Sorceress Queen is not allowed to use her power on herself, as the card text says, "Tap to make another creature 0/2".
- 2 Cocoon cannot be placed on an opponent's creature: the card text reads, "Tap target creature you control...." (Christian does not have any green mana to cast this spell.)
- 3 The Black Vise cannot be sleighted to "Blue Vise" since it has been ruled that the name of a card is not sleightable (even if it appears in the text box).

- 4 The Phyrexian Gremlins cannot be turned into artifact creatures since Artifact Ward prevents any artifacts from affecting the target creature (although Ashnod's Transmogrator is able to target them).
- 5 The Nightmare should be dead as there are no swamps in play on Christian's side.
- 6 Aladdin and the Old Man of the Sea should be in the graveyard since City in a Bottle is in play.
- 7 The Clockwork Beast cannot have more than seven counters on it.
- 8 The Clockwork Beast cannot have Animate Artifact on it since the *Limited* version specifically says that artifact creatures cannot be a target of the spell.
- 9 The Tetravuses may not share counters between themselves, as the card specifies that only the counters brought on when casting the spell may be moved on or off.
- 10 The Tetravus "bug" is not allowed to have creature enchantments placed on it, as stated in the card text.
- 11 The Rukh cannot be in Tawnos' Coffin since it ceases to exist if it ever leaves the game (as do all token creatures).
- 12 Ball Lightning cannot exist beyond the turn it was summoned; since it is not Christian's turn, this card should not be in play.
- 13 There cannot be two Urborgs in play at the same time.
- 14 The Ebon Stronghold does not produce counters.
- 15 Nether Void cannot be tapped since enchantments don't tap.
- 16 Nether Void cannot be in play at the same time as Concordant Crossroads since they are both Enchant Worlds.
- 17 The hacked Savannah does not become a Bayou. It is treated as both a forest and a swamp, but it will still produce green or white mana.
- 18 The Scrubland cannot be affected by the Cyclopean Tomb, since the card specifically says, "turn any non-swamp land...." and Scrubland counts as a swamp.
- 19 The Tropical Island should not have a Blight on it since Consecrate Land would remove that enchantment.
- 20 The Seasinger should be in the graveyard as Shanin no longer has any islands in play (the Tropical Island has been turned into a swamp).
- 21 The Seasinger cannot take control of the Mishra's Factory since Christian has no islands in play.
- 22 The stolen Mishra's Factory cannot have a Giant Strength on it, since the enchantment no longer has a valid target once the land stops being a creature (the enchantment is red and could not have been cast by Shanin, whose turn it is).
- 23 Animate Dead cannot be cast on the White Knight, which has protection from black.
- 24 Bartel Runeaxe cannot have Holy Strength or White Ward on it as this card cannot be the target of enchant creature spells.
- 25 The Holy Strength also cannot be on Bartel Runeaxe, since the White Ward would kick it off.
- 26 The Phantasmal Forces should be dead since Earthbind causes two damage when cast.
- 27 The Serra Angel cannot be tapped, as there is no way on the board to tap it and it does not tap when it attacks.
- 28 A Clone cannot copy an Assembly Worker as it is not naturally a creature and thus not a proper target.
- 29 The Dance of Many may not copy the Clockwork Beast: an artifact creature is not a Summons spell.
- 30 The Vesuvan Doppelganger should be dead: its Toughness is reduced by -4 from the two Immolations, and it is not a red creature, so it cannot receive the +1/+1 bonus from the Gauntlet of Might. (The Rukh's redness is overridden by the Doppelganger's blueness.)
- 31 Copy Artifact may not copy the Transmogranted Phyrexian Gremlins since they are not naturally an artifact and thus not a proper target.
- 32 The color of Marsh Goblins cannot be changed by a Sleight of Mind, since it has been ruled that explanatory text cannot be sleighted.
- 33 The Marsh Goblins are an illegal target for the Old Man of the Sea since they have a strength of 3 (1 + 1 from the Thrull Retainer + 1 from the Gauntlet of Might).
- 34 The Jade Statue cannot have an Unstable Mutation on it since it can only be a creature during the attack or defense—and at that time no enchantments may be cast.
- 35 The Unstable Mutation should not be in play since it is an *Arabian Nights* version (notice the black border) and City in a Bottle is in play.
- 36 The Alpha run of *Limited* cards did not include Circle of Protection: Black (where did Shanin get hold of one?).



CREDITS

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

Rhys K. Hall—Caller of Shots
 Michael G. Ryan—Editor Par Excellence
 Mark Rosewater—Puzzle Mage
 Heather Henricks—Goddess of Sanctioning
 Steve Bishop—Grand Inquisitor
 Dan Frazier & Phil Foglio—Lovely Sketches
 Mark Ellis Walker—"Oh Yeah" Layout
 Göt & Hecubus—Stunt Doubles