

THE COMPANION

MARCH 1996

THE OFFICIAL NEWSLETTER OF THE DUELISTS' CONVOCATION™

ISSUE 19

THE PROS HAVE ARRIVED!!!!

MICHAEL LOCONTO WINS FIRST PROFESSIONAL TOURNAMENT IN NEW YORK CITY!

A raging snowstorm didn't prevent the stars from turning out for the first stop in the **Magic: The Gathering Pro Tour** in New York City. From February 16-18, 1996, the Puck Building in downtown Manhattan was the site of intense tournament competition as some of the best players in the world gathered (no pun intended) for two days of exciting tournament play. Michael Loconto (Grafton, Massachusetts, USA) took the first place honors by defeating Bertrand Lestrée (France) in a grueling, three-duel decision. Although well-known in the New York and New England regions, this was Michael's first premiere-level tournament. It won't, however, be his last—he plans to defend his title two months from now in Long Beach, California (the second stop in the '96 Pro Tour).

"I wasn't at all sure I could do it," Loconto said afterward. "Bertrand is an incredibly clever player. But all the hard work paid off in the end."

The results of the Seniors Division competition were as follows:

Placement	Name	Residence
1st	Michael Loconto	Grafton, MA
2nd	Bertrand Lestrée	France
3rd	Leon Lindbäck	Sweden
3rd	Preston Poulter	Irvine, CA
4th	George Baxter	Dallas, TX
4th	Mark Justice	West Valley City, UT
4th	Shawn (Hammer) Regnier	Manchester, NH
4th	Eric Tam	Toronto, Ontario
9th-16th	Bruce Swiney	Tacoma, WA
	Thomas Andersson	Sweden
	Andrea Redi	Italy
	Christopher Bishop	Charlottesville, VA
	Jim Lemire	South Boro, MA
	Sean Fleischman	Bronx, NY
	Dennis Bentley	Churchville, NY
	Nathan Wildgrube	New York City, NY

At the completion of play the two adversaries were immediately surrounded by press and photographers as they made their way to the presentation podium. Peter Adkison, president and CEO of Wizards of the Coast, presented the prizes. Loconto was jubilant and Lestrée pleased but subdued as the two fielded questions from the journalists covering the event. Both competitors, as well as all the top 32 finishers, are automatically invited to the second professional tournament in Long Beach.

The Juniors Division was no less exciting. Graham Tatomer's Necropotence deck dominated the competition, allowing him to defeat Aaron Kline in the competition for \$30,000 in scholarships. The results of the Juniors tournament were:

Placement	Name	Residence	Age
1st	Graham Tatomer	Santa Barbara, CA	17
2nd	Aaron Kline	East Windsor, NJ	17
3rd	Maxwell Suver	Seattle, WA	15
3rd	Ross Sclafani	Brooklyn, NY	18
4th	Brendon Herzog	Portland, OR	18
4th	Jon Finkel	Sanwood, NJ	17
4th	Jason Norment	Hackettstown, NJ	16
4th	Nate Fourie	Devon, PA	16

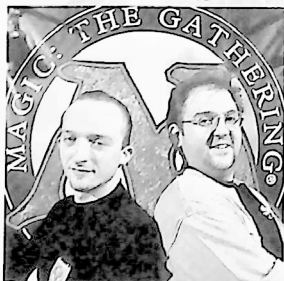
The Duelists' Convocation has sanctioned the entire Pro Tour circuit for 1996. We believe that these events can only serve to benefit the tournament environment as a whole, elevating **Magic: The Gathering** to the status of an intellectual sport. In this sense, according to Richard Garfield, creator of the game, **Magic** players "are genuine intellectual athletes," and the Pro Tour provides a venue for them to compete against one another and demonstrate to the world the skills and abilities necessary to play **Magic** competitively. We expect the Pro Tour to promote the game around the world and provide avid players an opportunity to participate in events which rewards their skill and creativity.

Entry into the second and subsequent professional tournaments is by invitation or qualification only. The top finishers (64 Senior, 32 Junior) in the New York event will be invited to Long Beach for the second event. Other players may qualify by earning a sufficiently high DC rating, or by winning a qualifying tournament (locations and dates to be announced very soon). If you want more information, leave your name, address, and phone number with one of the Wizards of the Coast Customer Services representatives at (206) 226-6500, and they will make sure you get the information as soon as it becomes available.

Jason Carl
Director, Duelists' Convocation

Jason A. Carl

Each of these finalists competed in seven rounds of modified, Type II, Swiss-style action. The Type II rules were adjusted to require all



Pro Tour Seniors Division First Place Winner Michael Loconto (USA), right, & Second Place Winner Bertrand Lestrée (France), left

competitors to include five cards (not including basic land) each from the *Fourth Edition* basic set, *Chronicles*, *Fallen Empires*, *Ice Age*, and *Homelands*, which obliged the players to exercise even more than the usual amount of creativity and strategic thinking which goes into normal deck construction. Both Michael Loconto and Bertrand Lestrée utilized white control decks, making for a particularly intense final round. (For a more in-depth description of play, see Peter Adkison's article on the next page.)



Juniors Division First Place Winner Graham Tatomer (USA)

PRESIDENT'S VIEW OF THE PRO TOUR

My View of the Pro Tournament

by Peter Adkison, president, Wizards of the Coast Games



The Pro Tour was amazing! Huge. I haven't been so pumped since the World Championship last summer.

There were *huge* upsets. The players played seven rounds of Swiss-style to get down to the final sixteen players. At that point, some big names were out of the running: Alexander Blumke, Swiss Nationals team, world champion—**HISTORY!** Marc Hernandez, French Nationals team, runner-up at the World Championship—**DEFEATED!** Henry Stern, U.S. champion, in the final four at the World Championship—**CRUSHED!** (Henry later referred to his deck as "Stern's Folly.") Luen Wang, Austrian champion, in the final eight at World Championship—**DESTROYED!** Henri Schildt, Finnish champion, in the final eight at World Championship—**KICKED TO THE CURB!** Chip Hogan, who people thought would make a great entrance to the Pro Tour—**TAPPED OUT!** Zak Dolan, 1994 world champion—**"OUTTA THERE!"**

The final sixteen did, however, include a few "name players" (and some who will be names now!). Mark Justice, U.S. Nationals team, in the final four at the World Championship, entered the final sixteen undefeated! George Baxter, author of *Deep Magic* and *Mastering Magic Cards*, self-proclaimed favorite at winning the next World Championship, also entered the final sixteen undefeated. Others included Eric Tam, the Canadian champion; Andrea Redi from Italy; Leon Lindback and Thomas Andersson from Sweden; and Bruce Swiney, a hometown boy from Tacoma, Washington.

But the big surprise came from the French player, Bertrand Lestrée, who made it to the finals against Michael Loconto. Bertrand came in second at the 1994 World Championship, losing the final match to Zak Dolan. Bertrand, who once lost his temper at a tournament and failed to make the French team in 1995 because of the incident, was invited to the Pro Tour on the condition he behave, which he did, and it's good for the French he was there—he was the only French player to make the final sixteen.

But making it to the finals was again the last stop for Bertrand. He was finally defeated by a newcomer to the WotC "big tournament" scene, Michael Loconto, a familiar face on the Northeast U.S. tournament circuit.

The final match was one of those matches that will go down in Magic history. The first game was long and grueling. Near the end, the pressure was on Bertrand, who was about to run out of cards—but in the end, he managed to finish off Michael while having only one or two cards left in his library. The second game went to Michael, evening up the match at one game apiece. Because the match was running late, both players agreed to play a three-game match instead of a five-game match. Toward the end of the third game, Bertrand got the upper hand with a Whirling Dervish followed by an Armageddon. This left Michael facing a very powerful creature. He had very little life, and no land in play. At the beginning of the next turn, Michael drew a plains. Bertrand responded with another hit by the Dervish, bringing Michael's life down four. The word was already starting to spread that Bertrand had won. The only card in Michael's Library that could save him was Swords to Plowshares—and that was the next card he drew! Michael was still at 4 life but the Dervish was out of commission. Michael rebuilt his defenses, and Bertrand was never again able to penetrate. The match ended when Bertrand ran out of cards.

This leaves the world wondering—will the French ever win a major title? For the third time in a row at one of our major Magic tournaments, the French have made it to the finals, only to get swept aside at the final moment. In 1994 the French team dominated the World Championship, but Zak Dolan managed to take the trophy. In the 1995 World Championship the European players put the Americans in their place in the semi-finals, but it was a Swiss player, Alexander Blumke, who defeated the other finalist, French player Marc Hernandez. And Sunday at the Pro Tour the French were denied again as a newcomer from Northeastern U.S. brought down the ill-fated Lestrée.

You can bet the French players will be looking for blood at the next **MAGIC: THE GATHERING PRO TOUR!**

A stylized, handwritten signature of Peter Adkison in black ink.

NEW BLOOD HEADED YOUR WAY

V:TES players, rejoice! The dark legacies and forbidden secrets of the Mediterranean Kindred will be revealed in early summer with the release of *Ancient Hearts*™, the second expansion for *Vampire: The Eternal Struggle*™.

ANCIENT HEARTS™

Ancient Hearts will add a new level of strategy to the game. The themes of corruption and redemption have been introduced as card mechanics—now, with the draw of a card, a Methuselah can decide who will be corrupted by the Beast Within or who will be given the hope of redemption.

Caught in the maelstrom of the Jihad, the Kindred explore the concealed tombs of the pharaohs and the hidden fortresses of the Damned. Two new clans, the Assamites™ and the Followers of Set™, can help or hinder them in their search. These two Non-Camarilla clans use two new Disciplines, Quietism™ (the art of quiet killing) and Serpents™ (the art of corruption). This expansion also features new vampires from all of the clans in the Camarilla, as well as more Giovanni™ and Ravnos™.

"In *Dark Sovereigns*™, we took players to the dusty halls of Europe and introduced them to elegant, refined Kindred and their old guard politics," says Matthew Burke, Product Manager for V:TES. "In *Ancient Hearts*, however, we're taking players to where the Jihad was born—Egypt, Greece, and other Mediterranean countries. The war of ages is more brutal there than anywhere else today, and it's kept all of its Byzantine ways."

Burke adds that players of *Vampire: The Masquerade*® will find some familiar faces in the set. Some of the most famous and infamous vampires—including the Setite Kemintiri and the Assamite Thetmes—are included. "We're also introducing a powerful type of ally for players to add to their libraries: mummies."

Ancient Hearts will certainly add new dimension to the V:TES universe—so watch out for it. And don't forget to call the DC to get your V:TES tournament sanctioned!

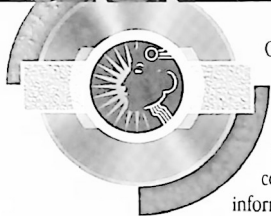


NETRUNNER®

SLATED FOR APRIL RELEASE

Players will explore the frontier of cyberspace when Wizards of the Coast® introduces its new trading card game this April. **Netrunner** is the latest in the **Deckmaster®** series and another creation of Richard Garfield, the mastermind behind the hit trading card game **Magic: The Gathering®**.

NET RUNNER



Netrunner is set in the high-tech, futuristic world of R. Talsorian's **Cyberpunk 2020™** adventure game.

Players may take on the roles of either Runners or Corporations.

Corporations (Corps) hold secret agendas and build elaborate fortresses of data to keep their intentions hidden. Runners hack the computer system to gather information and expose a Corp's operations.

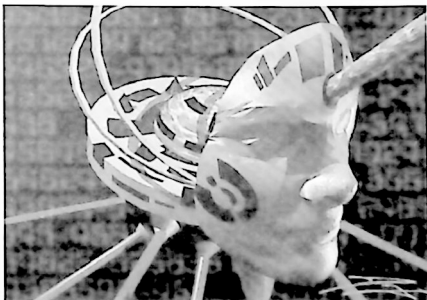
The game has evolved and changed since the early days of playtesting. "At first, I had all players taking the part of the Runner, who ran against a common enemy. Something was missing from this mix, however, since all conflicts have two sides and here one side was being played by a deck of cards," said Garfield.

Trading card game enthusiasts won't have to wait until spring to get their first taste of the cyberpunk genre. Wizards of the Coast, in conjunction with the Sendai media group, is planning a unique Internet promotion: **Webrunner: The Hidden Agenda**. Online contestants assume the role of a Runner and hack their way through puzzles to open code gates and uncover hidden agendas. This exciting promotion begins in mid-March. Participants will be eligible to win one of over 130 prizes.

"The Internet is the logical environment for us to promote **Netrunner**," said Jean Flynn, **Netrunner** Marketing Manager. "This promises to be unlike any promotion ever conceived before."

Netrunner is easy to learn and quick to play. Each starter pack contains one sixty-card deck of Corporation cards and one sixty-card deck of Runner cards, plus a full-color rulebook.

Booster packs will also be available, containing a mixture of fifteen Corporation and Runner cards. More than 350 beautifully illustrated cards make up the set.



"Micro Tech AI Interface"
by Douglas Shuler

"BANNED/RESTRICTED DAYS"

Many Duelists' Convocation members have remarked that, while they appreciate our policy of announcing changes in the Banned/Restricted lists one month before they become effective, there have been problems in getting the information out in a timely manner. So we have decided to make certain days of the year "Banned/Restricted Days!" No, that doesn't mean you'll have to cross those days off your calendar—it just means that we will announce changes to the Banned and Restricted lists **ONLY** on those days.

Type I: March 1, September 1

Type II: March 1, June 1, September 1, December 1

LISTS SEPARATED

In addition, the Duelists' Convocation would like to take this opportunity to announce that the Banned and Restricted lists for Type I and Type II sanctioned tournaments will henceforth be separated from one another. That is to say, each card which is Banned or Restricted in the future will be considered on its own merits *for each type of tournament*. The addition of a card to the Banned or Restricted list for Type I tournaments does **NOT** necessarily mean the card will also be added to the Type II Banned or Restricted lists.

CHANGES TO THE BANNED/RESTRICTED LISTS

(You saw it here first, folks...)

TYPE I RESTRICTED LIST

- Ali From Cairo is removed
- Black Vise is removed
- Sword of the Ages is removed

TYPE I BANNED LIST

- Time Vault is removed (see errata)

TYPE II RESTRICTED LIST

- Feldon's Cane is removed
- Maze of Ith is removed
- Recall is removed

TYPE II BANNED LIST

- No changes

*OFFICIAL TIME VAULT ERRATA

from Tom Wylie (Magic R & D)

Time Vault is reworded as follows to restore it to its original intent:

"Does not untap as normal.

If Time Vault is tapped and does not have a time counter, you may skip your turn to untap Time Vault and put a time counter on it.

⚙: Remove the time counter from Time Vault to take an additional turn immediately before the next normal turn."

THESE CHANGES ARE EFFECTIVE APRIL 1, 1996.

"DUELISTS' CONVOCAION MONTH" AT NEUTRAL GROUND

Neutral Ground
291 7th Avenue, 9th Floor
(Between 26th and 27th Streets)
New York, NY 10001
1-800-344-GAME
Fax: (212) 633-0979

What is "Neutral Ground?"

Neutral Ground is a 4,000 square foot gaming club, created with the serious player in mind. It's a clean and well-lit space with tables and chairs set up in a comfortable environment. There is an intensive schedule of **Magic: The Gathering** tournaments every day of the week, with DC-sanctioned tournaments Monday through Friday and big-prize tournaments on the weekends. The club also features leagues, casual pick-up games, and intensive trading.

The most important thing to know about Neutral Ground is that Duelists' Convocation members have the opportunity to substantially improve their ratings at the wide range of sanctioned tournaments held almost every day in March.

Sounds great—but what does this cost the player?

Daily admission to the club is \$7.00; packs of four daily admissions are available for \$19.95, and packs of 25 for \$100.00. Players may also purchase a monthly membership for \$35.00, or an annual membership for \$250.00. The club is open seven days a week, and players can also receive a free daily admission with any \$20.00 retail purchase. The club was created as a haven for gamers who were tired of being hurried out of the local restaurant, forced to decide whose house was most convenient for late evening play, or despaired of finding someone to trade for that particular rare card they needed.

What other features does the club offer?

Neutral Ground features a wide range of **Magic: The Gathering** singles, from Alpha to the newest edition, as well as out-of-print booster packs including Beta, *Unlimited*, *Arabian Nights*, and *Legends*. The club also offers a special order service to track down those hard-to-find cards.

SANCTIONED MAGIC: THE GATHERING TOURNAMENTS AT NEUTRAL GROUND

Every Friday in March, 1996, at 7 p.m.

March 1, 8, 15, and 22
Sanctioned Sealed Deck
Players purchase a *Fourth Edition* starter deck and two booster packs
The winner receives a \$25 Neutral Ground gift certificate

Every Monday in March, 1996, at 7 p.m.

March 4, 11, 18, and 22
Sanctioned Type II
\$2.00 entry fee; winner receives cash prize

Every Tuesday in March, 1996, at 7 p.m.

March 5, 12, 19, and 26
Sanctioned Type II
\$2.00 entry fee; winner receives a \$25 Neutral Ground gift certificate

Every Wednesday in March, 1996, at 7 p.m.

March 6, 13, 20, and 27
Sanctioned Type I
\$2.00 entry fee; winner receives a \$25 Neutral Ground gift certificate

Every Thursday in March, 1996, at 7 p.m.

March 7, 14, 21, and 28
Sanctioned Type II
Free entry; winner receives \$25 Neutral Ground gift certificate

OTHER MAGIC: THE GATHERING EVENTS AT NEUTRAL GROUND

Saturday, March 2

\$1,000 Grand Prize: New York Magic: The Gathering Tournament & Convention
The New Yorker Hotel
34th St. and 8th Ave., Manhattan
Doors open 9 a.m.; tournament commences at 12 noon
Type I & II qualifiers lead to an eight-person Sealed Deck final. \$14.00 entry fee in advance, \$17.00 at the door. Featuring twenty other tournaments throughout the day!

Saturday, March 9

Magic: The Gathering Pro Tour Qualifying Tournament

Doors open at 9 a.m.; tournament commences at 12 noon
\$25.00 advance entry fee, \$30.00 at the door.
Modified Type II format (Type II decks must include five cards each from *Fourth Edition*, *Chronicles*, *Fallen Empires*, *Ice Age*, and *Homelands*)

The winner receives a slot in, and round-trip airfare to, the second Magic: The Gathering Professional Tournament (Long Beach, CA, May 3-5, 1996) to compete for a \$130,000 cash purse.

Saturday, March 16

\$1,000 Grand Prize: New Jersey Magic: The Gathering Tournament & Convention

The Raritan Inn
Edison, NJ
Doors open 9 a.m.; tournament commences at 12 noon
Type I & II qualifiers lead to an eight-person Sealed Deck final. \$12.00 advance entry fee, \$15.00 at the door. Featuring twenty other tournaments throughout the day!

Saturday, March 23

Grand Master and Mini-Master tournaments throughout the day.

Saturday, March 30

Magic: The Gathering Pro Tour Qualifying Tournament

Doors open at 9 a.m.; tournament commences at 12 noon
\$25.00 advance entry fee, \$30.00 at the door
Modified Type II format (Type II decks must include five cards each from *Fourth Edition*, *Chronicles*, *Fallen Empires*, *Ice Age*, and *Homelands*)

The winner receives a slot in, and round-trip airfare to, the second Magic: The Gathering Professional Tournament (Long Beach, CA, May 3-5, 1996) to compete for a \$130,000 cash purse.

Saturday, March 3

"Lotus Lunacy"
Sealed-Deck tournament commences at 3 p.m.
Players purchase one *Ice Age* starter deck and two booster packs to create a forty-card minimum deck. Winner receives an *Unlimited Black Lotus*!

continued on next page

NEUTRAL GROUND

Sunday, March 10

"Monster Melee"

Grand Melee tournament commences at

3 p.m.—a huge multiplayer game!

Free entry. Prizes include a box of *Ice Age*,

Italian *Legends* booster packs, an Abyss, and a Jester's Cap.

Sunday, March 17

"Two-Headed Giant"

Free entry. Team tournament commences at

3 p.m. Winning team receives a box of *Fourth*

Edition boosters and a box of *Homelands*.

Sunday, March 24

"Mox Madness"

Free entry. Type II tournament commences at

3 p.m. Winner receives an *Unlimited Mox*.

Sunday, March 31

"Reject Skills"

Play with the cards nobody wanted! Players draft

decks from vast quantities of cards which have

been discarded or donated. Free entry;

tournament commences at 3 p.m. Winner

receives a box of *Homelands*.

Note: There will be several other pro tournament qualification events across the U.S.; these will be announced in the *Companion*, and are not necessarily affiliated with *Neutral Ground*.

NEW VOICES...

DC WELCOMES NEW STAFF MEMBER

Those of you who call the DC will be hearing a new voice on the phone from now on. Kathy Cochran, who has been with Wizards of the Coast for some time, has transferred into the DC to work as receptionist and general assistant. Kathy will be answering most of our phone questions, mailing out sanctioning packets, and generally helping us to be more efficient and to better serve our members. She is a very positive, creative, and helpful person, and we are proud to have her as part of our team.

NOTE: This issue of *Companion* has been delayed due to the Pro Tournament. The next issue will be shipped on March 27. Thank you for your patience.

—Rbias K. Hall

UPCOMING RELEASES

The following is a list of WotC products and licensed products scheduled for release in 1996. Please bear in mind that this schedule is not written in stone—even the best-made plans are subject to change from time to time.

Jan. '96	Acclaim Comics: <i>Elder Dragons™</i> #2 Acclaim Comics: <i>The Legend of Jedit Ojanen™</i> #2 Acclaim Comics: <i>Shandalar™</i> #2
Feb. '96	<i>Ice Age™</i> in German, French, and Spanish HarperCollins: <i>Ashes of the Sun</i> by Hanovi Braddock Acclaim Comics: <i>Dakkon Blackblade™</i> Acclaim Comics: <i>Fallen Angel™</i>
Mar. '96	<i>Ice Age</i> in Italian and Portuguese
April '96	<i>The Duelist™</i> #10 <i>Magic: The Gathering—Fourth Edition™</i> in Japanese <i>Netrunner™</i> Limited Edition Acclaim Comics: <i>Serra Angel™</i>
May '96	<i>Ancient Hearts™</i> (V:TES expansion) Acclaim Comics: <i>The Urza-Mishra War™</i> #1 HarperCollins: <i>Tapestries</i> , edited by Kathy Ice; mass-market paperback MicroProse: <i>Magic: The Gathering®</i> CD-ROM game
June '96	<i>The Duelist</i> #11 <i>Magic: The Gathering—Alliances™</i> (<i>Ice Age</i> expansion) in English, German, and French <i>Magic: The Puzzling</i> book by Mark Rosewater Acclaim Comics: <i>Ice Age™</i> HarperCollins: <i>Song of Time</i> by Teri McLaren
July '96	HarperCollins: <i>And Peace Shall Sleep</i> by Sonia Orin Lyriss Workman Publishing: 1997 <i>Magic</i> wall calendar and page-a-day calendar
Summer '96	<i>Magic</i> gift box <i>Netrunner</i> Unlimited Edition
Aug. '96	<i>The Duelist</i> #12 <i>Magic: The Gathering—Fourth Edition</i> in Chinese Acclaim Comics: <i>Planeswalker War™</i> #1
Sept. '96	<i>The Duelist</i> #13 Stand-alone <i>Magic</i> expansion (unnamed), foreign-language edition Acclaim Comics: <i>Planeswalker War</i> #2
Oct. '96	<i>The Duelist</i> #14 <i>Netrunner</i> strategy guide <i>Magic: The Gathering—Fourth Edition</i> in Korean Acclaim Entertainment: Home videogame for the Sony Playstation, Sega Saturn, and Windows 95
Nov. '96	<i>The Duelist</i> #15
Fall '96	<i>Netrunner</i> expansion set (unnamed) V:TES: <i>Vampire</i> poker deck <i>Holiday Dalmuti</i>
Dec. '96	<i>The Duelist</i> #16 <i>Magic</i> deluxe gift box
Winter '96	<i>The Sabbath™</i> (stand-alone expansion for V:TES) HarperCollins: <i>Dark Legacy</i> by Bob Vardeman

REGIONAL EVENTS

The Duelists' Convocation has announced dates and sites for the 1996 U.S. **Magic: The Gathering** Regionals. The top competitors from each of the nine regions will earn a slot at the 1996 U.S. Nationals, which will take place at Origins, July 4-7, in Columbus, Ohio. The top four finishers at the Nationals will represent the United States at the **Magic World Championships**, to be held Aug. 15-18 in Seattle, Washington.

The regional tournaments will be Type II format. The competition will be a Swiss-style structure, with a single-elimination tournament to determine the winner.

Regions were divided based on population density and sound distribution of regional tournaments (see accompanying map). All players are required to play in their area residence. In some cases, a state was divided into different regions. If you are unsure which region you should be competing in, call (206) 204-8032 for more information.

Region I, Northeast (Maine, New Hampshire, Vermont, New York, Massachusetts, Rhode Island, Connecticut)
May 11-12, The New Yorker Hotel (New York City, NY)
Contact: Neutral Ground —(212) 633-1288 (11 slots)

Region II, Great Lakes (Ohio, Michigan, Indiana, Buffalo NY, Western Pennsylvania [including Pittsburgh])
May 24-27, Pittsburgh Greentree Marriott (Pittsburgh, PA)
Contact: Andon —(206) 204-5815 (11 slots)

Region III, Midwest (Illinois, Wisconsin, Minnesota, Iowa, Missouri, Kansas, Nebraska, North Dakota, South Dakota)
May [TBA], Location [TBA]
Contact: Chris Galvin —(312) 528-4731 (11 slots)

Region IV, Mid-Atlantic (Eastern Pennsylvania, New Jersey, Delaware, Maryland)
May 4, Holiday Inn (Cherry Hill, NJ)
Contact: Multigenre —(908) 262-9249 (11 slots)

Region V, Southeast (Alabama, Georgia, Florida)
May 25, The Castlegate Hotel (Atlanta, GA)
Contact: David Doust —(305) 661-9526 (11 slots)

Region VI, East Central (Virginia, West Virginia, North Carolina, South Carolina, Kentucky, Tennessee, District of Columbia)
May 11, VFW Battlefield Post No. 9808 (Richmond, VA)
Contact: PrezCon —(804) 823-7433 (11 slots)

Region VII, South Central (Texas, Oklahoma, Louisiana, Arkansas, Mississippi)
May 18, Holiday Inn Civic Center (Lubbock, TX)
Contact: Mad Hatter —(806) 763-4054 (11 slots)

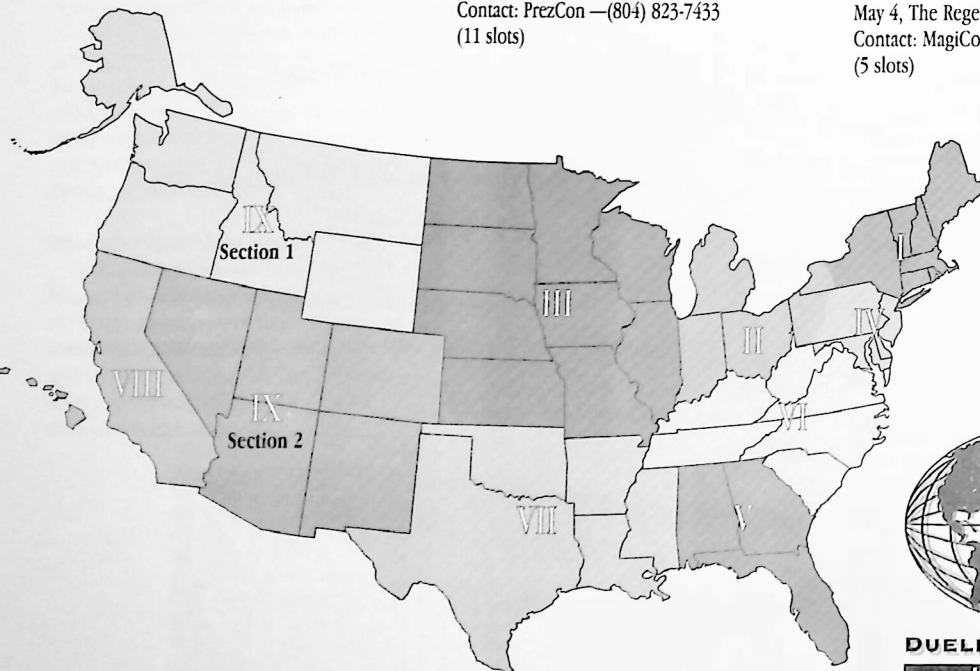
Region XIII, California
May 25, Wyndham LAX (Los Angeles, CA)
Contact: RPV —(714) 671-1270 (11 slots)

Region XIII Subsection: Hawaii
May 4, Kewalo Conference Room (Honolulu, HI)
Contact: Hawaii Gamers Guild —(808) 596-7531 (1 slot)

Region IX, West
Section I Northwest (Washington, Oregon, Idaho, Wyoming, Montana)
May 11, Wizards of the Coast Tournament Center (Renton, WA)
Contact: Wizards of the Coast —(206) 204-8032 (5 slots)

Section I Subsection: Alaska
May 18, Diamond Center (Anchorage, AK)
Contact: Peter Newman —(907) 272-4523 (1 slot)

Section II Southwest (Nevada, Utah, Arizona, Colorado, New Mexico)
May 4, The Regency Hotel (Denver, CO)
Contact: MagiCon —(303) 366-3977 (5 slots)



DUELISTS' CONVOCATION
INTERNATIONAL

CARD BANNING...

A Note from the Editrix

How and why cards are banned has always been an important issue to the Duelists' Convocation. In an effort to maintain an even playing field, we have often had to ban cards which we felt were in danger of shifting the balance of the game in favor of any one kind of deck. Every time we make a change to the Banned/Restricted lists, we get lots of mail from those who oppose our actions, as well as from those who support them. We do try and answer as much of this mail as we can, and our Customer Service Team is always very helpful—even if they do get flamed by the occasional disgruntled player. We know that many of you feel that our explanations and justifications are difficult to understand, so in an effort to clarify just how and why cards are added to the Banned/Restricted lists, there will be a feature article in the next issue of *The Duelist* magazine which should help you to understand how these difficult decisions are reached. So, please be patient. All will be revealed in *Duelist* #10!

—Rbias K. Hall

RETRACTIONS...

Yes, I know it is impossible to believe, but I actually made *two* mistakes last issue. The first mistake is on the contact list; it should read:

Rules Questions go to questions@wizards.com
General Questions go to Custserv@wizards.com

(It was printed in reverse order—I blame dyslexia.)

The second mistake in last issue wasn't as much a mistake as an error in judgment on my part. The article "After Mr. Suitcase" should have been pulled from the issue because Mr. Suitcase is the intellectual property of Paul Peterson. (It's kind of like how Disney could sue me if I started making my own movies starring Mickey Mouse.) Well, fortunately, Paul is a really cool guy and has forgiven me, provided that I never, ever let it happen again.

I apologize profusely to everyone affected by these mistakes.

—Rbias K. Hall

DC CONTACT LIST

In order to remain as accessible to DC members as possible, we are providing the following contact information:

Duelists' Convocation North America

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Fax: (206) 204-5936

Email:

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Membership questions: manatee@wizards.com

DC structure and policy questions: vincent@wizards.com

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Rules questions: questions@wizards.com

Wizards of the Coast Web page: <http://www.wizards.com>

MAILING LISTS:

If you are interested in:

General discussion of Magic products

Advanced strategy for Magic

List of auctions for Magic cards

Trading/collecting Deckmaster® cards

List of trade auctions

General discussion of V:TES

Advanced strategy for V:TES

The Duelist™ magazine

The Duelists' Convocation

Wizards of the Coast announcement list

You should subscribe to:

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duelist-1@oracle.wizards.com

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wizinfo-1@oracle.wizards.com

To subscribe to any of these lists, send an email request to listserv@oracle.wizards.com.
Your request should follow this format: `subscribe <list name> <your real name>`.

ALLIANCES

Coming in Jun

John ConMagic TYPE II, Ice Age Sealed
Johns Hopkins University
Baltimore, MD
March 1-3
Marc D'Amelio, Coordinator
(410) 516-8209

Magic Tournament TYPE I
Dr. Bob's Video Game Store
Huntsville, AL
March 2
Jason Arnold, Coordinator
(205) 880-3726

CCCCG Gathering TYPE II
University of California at Berkeley
Berkeley, CA
March 2
Sean Chen, Coordinator
(510) 845-1227

HobbyTown Monthly TYPE II
HobbyTown East Park Mall
Lincoln, NE
March 2
Cindy Stuefer Powell, Coordinator
(402) 434-5056

Lehigh Valley Games Day '96 TYPE I and II
Blue Valley Farm Show Building
Bangor, PA
March 2
Andrew Dawson, Coordinator
(610) 367-4857

The Saturday Gathering TYPE I and II
Costa Mesa Womens Club
Costa Mesa, CA
March 2
Scott Larabee, Coordinator
(714) 444-4566

MagiCon TYPE I, II, and SEALED
The Regency Hotel
Denver, CO
March 2-3
Eric Smith, Coordinator
(303) 366-3977

Gryphon '96 TYPE I and II
University Centre
Guelph, Ontario, Canada
March 3
Matthew Keeley, Coordinator

SANCTIONED EVENTS MARCH/APRIL 1996

Con of the North TYPE II and SEALED
Landmark Center
St. Paul, MN
March 8
Kevin Matheny, Coordinator
(612) 721-0089

Magic Tournament TYPE II
East Port Plaza
Portland, OR
March 9
Robert Rising, Coordinator
(503) 761-4420

Comunicon Magic TYPE II
Acadia University
Wolfville, Nova Scotia, Canada
March 9
Daniel Gottschall, Coordinator
(902) 542-1798

Concentric '96 TYPE I
O'Hare Ramada
Rosemont, IL
March 9
Sam Heckman, Coordinator
(708) 468-0774

Sigma Chi Delta Charity TYPE I
Cornell University
Ithaca, NY
March 9
Brian Sidlawskas, Coordinator
(607) 257-9845

Silver City M:TG Tournament TYPE I
Silver City Recreation Center
Silver City, NM
March 9
Jeff Beedham, Coordinator
(505) 388-4721

The Saturday Gathering TYPE I and II
Costa Mesa Womens Club
Costa Mesa, CA
March 9
Scott Larabee, Coordinator
(714) 444-4566

You Con 6 TYPE I and II
Brunswick Valley Bowl
Simi Valley, CA
March 9
Jamey Parker, Coordinator
(805) 579-0312

Equinox Magic TYPE I, II, and SEALED
Mad Hatter's House of Games
Lubbock, TX
March 9-10
Mad Hatter, Coordinator
(806) 763-4054

Comic Book Extravaganza TYPE I and II
Marriott East Hotel
New York, NY
March 10
Steve Fritz, Coordinator
(718) 441-9868

Sunday/Monday Night Tournaments TYPE I
Kato Krause's Card Cage
Buffalo, NY
March 10-11
Kato Krause, Coordinator
(716) 824-5555

Magic Tournament SEALED
Shop next to: Comics and Collectables
Plantation, FL
March 16
Karen Kirwan, Coordinator
(305) 791-8022

CCCCG Gathering TYPE II
University of California at Berkeley
Berkeley, CA
March 16
Sean Chen, Coordinator
(510) 845-1227

Fort Greely Youth Services ICE AGE SEALED
APVR-GPA-CF-YS
APO, AK
March 16
Sam Wager, Coordinator
(907) 873-3191

The Saturday Gathering TYPE I and II
Costa Mesa Womens Club
Costa Mesa, CA
March 16
Scott Larabee, Coordinator
(714) 444-4566

VI Con II North Boone High School Poplar Grove, IL March 16 Gene Crim, Coordinator (815) 569-2598	TYPE I, II, and SEALED	AggieCon XXVII Memorial Student Union College Station, TX March 22 Brian Spencer, Coordinator (409) 845-1515	TYPE I, II, SEALED, and ICE AGE	Planes Campaign I Loveland Community Center Dixon, IL March 23-24 Steve Gruenwald, Coordinator (815) 284-7567	TYPE II and SEALED
Magic Tournament Dr. Bob's Video Game Store Huntsville, AL March 16-17 Robert Nicaise, Coordinator (205) 880-3726	TYPE II and SEALED	D.J.'s Weekly Magic Tournament Daddy Jim's Comics High Point, NC March 22 Robert Hall, Coordinator (910) 889-9900	TYPE I and II	Castle Perilous Monthly Tourney Castle Perilous Games and Books Carbondale, IL March 24 Scott Thorne, Coordinator (618) 529-5317	TYPE I
Moo Con '96 Kellogg Center East Lansing, MI March 16-17 Paul Melkild, Coordinator (517) 351-5811	TYPE I and SEALED	Neovention XV Gardner Student Center Akron, OH March 22-24 Brian Podlogar, Coordinator (216) 972-7345	TYPE I and II	Cross-Over 6 University Union Capital Rooms Macomb, IL March 24 John Medley, Coordinator (309) 837-7300	TYPE II
Nova 21 Oakland University Rochester, MI March 16-17 Thomas Stockel, Coordinator (810) 731-3489	TYPE II	Magic Vacation: The European Adventure UCF, Orlando Campus Melbourne, FL March 23 Peter Varcoc, Coordinator (407) 259-4969	TYPE II	Magic Fest '96 I Home Field Advantage Menlo Park, CA March 24 Brian Chew, Coordinator (415) 938-1272	TYPE II
Gamer's Con III Sharoton Cherry Hill Cherry Hill, NJ March 17 Nick Sauer, Coordinator (908) 530-9378	TYPE I, II, and SEALED	Magicide SMK Collectibles Hudson, MA March 23 Doug Wolfe, Coordinator (508) 562-7898	TYPE I, II, SEALED, ICE AGE, and ICE AGE SEALED	Spring Gathering Port Orchard Armory Port Orchard, WA March 24 Steve Lawrence, Coordinator (360) 876-5193	TYPE I
Master of Magic Airport Regency Hotel Miami, FL March 17 David Doust, Coordinator (305) 661-9526	TYPE II	Mana Wars V Wolff's Flea Market Mt. Prospect, IL March 23 James Kiefer, Coordinator (847) 956-7548	TYPE II	Egyptian Campaign '96 Southern Illinois University Carbondale, IL March 29-31 Cindy Morgan, Coordinator (618) 529-4630	TYPE I, II, SEALED, and V:TES
Ages Tournament LCC College Longview, WA March 21 Henry Steele, Coordinator (360) 572-3413	TYPE II	Phoenix Gaming Convention UNB Student Union Building Fredricton, New Brunswick, Canada March 23 Terry Thompson, Coordinator (506) 452-9410	TYPE I	Magic Tournament The Mall—Center Court Area Salina, KS March 30 Ralph Callis, Coordinator (913) 826-9827	TYPE II and ICE AGE SEALED
SIMCON XXVIII University of Rochester Rochester, NY March 21-24 Jeremy Smith, Coordinator (716) 275-6186	TYPE I, II, and SEALED	The Saturday Gathering Costa Mesa Womens Club Costa Mesa, CA March 23 Scott Larabee, Coordinator (714) 444-4566	TYPE I and II	Dept. Public Health Junior Tournament West End House Boys and Girls Club Alliston, MA March 30 Doug Wolfe, Coordinator (508) 562-7898	TYPE I and II

CALENDAR CONT'D

Fuzzy Fest II: Fuzzier Than Ever President Inn Grand Rapids, MI March 30 John Hoslett, Coordinator	TYPE I and SEALED	Magic the Tournament IV Brown Activities Center, Bellarmine College Louisville, KY April 6 David Sparks, Coordinator (502) 452-8181	SEALED	Arena '96 Radisson Hotel Burlington, VT April 13 Marcus Certa, Coordinator (802) 863-5721	TYPE II
The Saturday Gathering Costa Mesa Womens Club Costa Mesa, CA March 30 Scott Larabee, Coordinator (714) 444-4566	TYPE I and II	MagiCon The Regency Hotel Denver, CO April 6 Eric Smith, Coordinator (303) 366-3977	TYPE I, II, and SEALED	CCCCG Gathering University of California at Berkeley Berkeley, CA April 13 Sean Chen, Coordinator (510) 845-1227	TYPE II
LepreCon Magic Holiday Inn Milwaukee, WI March 30-31 Darryl Behling, Coordinator (414) 321-1504	TYPE I, II, and SEALED	MO. Magic II Memorial Union Columbia, MO April 6 Lance Goetz, Coordinator (314) 443-7778	TYPE I, II, and SEALED	HobbyTown Monthly HobbyTown East Park Mall Lincoln, NE April 13 Cindy Stuefer Powell, Coordinator (402) 434-5056	TYPE I
Magic Tournament Holiday Inn Miami, FL March 31 Al Sousa, Coordinator (305) 279-3983	TYPE II	The Gathering of the Magi 4 Harvey Hotel Dallas, TX April 6 Lance Scott, Coordinator (214) 350-1772	TYPE I	I-Con XV SUNY at Stony Brook Stony Brook, NY April 13 Joseph Dinh, Coordinator (516) 632-6045	TYPE I
Buffalo I American Legion Downtown Post 64 Buffalo, NY March 31 Kato Kraus, Coordinator (716) 824-5555	TYPE I	The Saturday Gathering Costa Mesa Womens Club Costa Mesa, CA April 6 Scott Larabee, Coordinator (714) 444-4566	TYPE I and II	Jeff & Brian's 3rd University YMCA Champaign, IL April 13 Brian Habing, Coordinator (217) 355-3628	SEALED
Northern Alberta Freeze '96 Phaze Zero Gaming Room High Prairie, Alberta, Canada March 31 Robin Lambert, Coordinator (403) 523-5306	ICE AGE	MagiCon The Regency Hotel Denver, CO April 7 Eric Smith, Coordinator (303) 366-3977	TYPE I, II, and SEALED	The Saturday Gathering Costa Mesa Womens Club Costa Mesa, CA April 13 Scott Larabee, Coordinator (714) 444-4566	TYPE I and II
The Underworld Not Another Café Ann Arbor, MI March 31 Bryan Cassidy, Coordinator (313) 998-0547	TYPE II	Master of Magic Airport Regency Hotel Miami, FL April 7 David Doust, Coordinator (305) 661-9526	TYPE I	In like Savannah Lions Mad Hatter's House of Games Lubbock, TX April 13-14 Mad Hatter, Coordinator (806) 763-4054	TYPE I, II, and SEALED
Ice Age Tournament The Embassy Minot, ND April 6 John Carlson, Coordinator (701) 852-5749	ICE AGE SEALED	The Players Gathering IV Marriott Residence Inn Washington, DC April 7 John Hardison, Coordinator (301) 650-6856	TYPE I, II, and SEALED	EuCon '96 Holiday Inn Eugene, OR April 13-14 Edward Gerdes, Coordinator (503) 687-1394	TYPE I, II, and SEALED

Pittsburgh Comicon TYPE II and SEALED
Pittsburgh ExpoMart
Monroeville, PA
April 19-20
Michael George, Coordinator
(814) 467-6214

Magic Tournament TYPE II
Shop next to: Comics and Collectables
Plantation, FL
April 20
Karen Kirwan, Coordinator
(305) 791-8022

CardCon VI TYPE I
Recreation Center
Livermore, CA
April 20
Mikel John, Coordinator
(510) 449-5233

Eye of the Basilisk TYPE II
The Basque Center
Boise, ID
April 20
Ed Willis, Coordinator
(208) 343-4288

The Saturday Gathering TYPE I and II
Costa Mesa Womens Club
Costa Mesa, CA
April 20
Scott Larabee, Coordinator
(714) 444-4566

UB-CON TYPE I
Student Union Social Hall
Buffalo, NY
April 20
Denis Reilly, Coordinator
(716) 645-2950

You Con 7 ICE AGE, ICE AGE Sealed
Brunswick Valley Bowl
Simi Valley, CA
April 20
Jamey Parker, Coordinator
(805) 579-0312

Card Party III TYPE I and II
University Center
Stevens Point, WI
April 21
Bert Blaine, Coordinator
(715) 627-2526

Pittsburgh Comicon TYPE I
Pittsburgh ExpoMart
Monroeville, PA
April 21
Michael George, Coordinator
(814) 467-6214

CCCCG Gathering TYPE II
University of California at Berkeley
Berkeley, CA
April 27
Sean Chen, Coordinator
(510) 845-1227

Dueling at the Library TYPE II
Central Brevard Library
Cocoa, FL
April 27
David Nottingham, Coordinator
(407) 639-9130

M:TG Sealed-Deck Tournament SEALED
St. Cecilia Music Society
Grand Rapids, MI
April 27
Michael Jackowski, Coordinator
(616) 336-9463

The Saturday Gathering TYPE I and II
Costa Mesa Womens Club
Costa Mesa, CA
April 27
Scott Larabee, Coordinator
(714) 444-4566

Wizards Challenge XIV TYPE I
Games Festival
Travelodge Hotel
Regina, Saskatchewan, Canada
April 27
Kenneth McGovern, Coordinator
(306) 352-2981

S.O.G. I TYPE I and II
Knights of Columbus Hall
Joplin, MO
April 27-28
William Toutz, Coordinator
(417) 623-1512

Magic Tournament TYPE I
Holiday Inn
Miami, FL
April 28
Al Sousa, Coordinator
(305) 279-3983

Rochester Magic Day 7 TYPE I and II
Dandrea's Party House
Rochester, NY
April 28
Richard Lipman, Coordinator
(716) 427-2190

The Underworld SEALED
Not Another Café
Ann Arbor, MI
April 28
Bryan Cassidy, Coordinator
(313) 998-0547

Wizards Challenge XIV TYPE II
Games Festival
Travelodge Hotel
Regina, Saskatchewan, Canada
April 28
Kenneth McGovern, Coordinator
(306) 352-2981

CREDITS

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was brought to you by:
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LEGAL TEXT

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WE GET LETTERS...

LETTERS TO AUNTIE BADGER

Since Jason still has writer's cramp from covering the Pro-Tournament in New York, I'll be answering a couple of the letters that have come to me lately. We will return you to your regularly scheduled (and decidedly less silly) column next month, when Jason will have recovered both his senses and the feeling in his hands....

PROVE IT!

Could you please send me a copy of the *Duelist Companion* with the final rankings for the 1993-1994 season? I believe that it is issue #5, but I don't remember for sure. I was talking to some friends about being ranked #1 in 1993-94, and they wanted to see some proof. My copy is in Germany, and I would appreciate it if you could send me a copy or even a copy of the front page stats.

Eric Downing
Member #1493

Dear Eric's Friends:

Eric really WAS the number-one-ranked player in September of 1994. Shame on you for doubting him. Didn't you know that DC members are incapable of lying?

—Auntie Badger

INVOKING THE MUSE

Thank you for the personal note and signed cards (*editor's note: Michael sent me some Giant Badgers to sign for him*). It is very nice of you to take time out of your schedule. I enjoy your haiku very much (*next editor's note: I sent him my notes from a meeting—they were in the form of haiku*). I happen to write haikus to describe my M:TG experience. Hope you enjoy these:

Please Mr. Suitcase
Why won't you trade me that Mox?
You don't want Atogs?

Bashful Khabāl Ghoul—
Elusive card of my dreams
Why can't I find two?

Michael Pusateri
DC Member # 3538

Michael:

*Thanks for the haiku—
Perhaps you should consider
some kind of treatment.*

—Auntie Badger



SOLUTION TO "I SHOT AN ARROW INTO THE AIR..."

by Mark Rosewater

Poor Mark—he's been pinned down by Nerf™ snipers. I have no choice but to write up the solution to last month's puzzle myself. Fortunately, I'm brilliant and was able to solve the puzzle... I only had to look through Mark's desk once! Here is the way that the cards were originally sorted—and just as important, what criteria they were sorted by.

Now to lay down a line of suppressive fire so that we have a puzzle for next month's issue.

—Auntie Badger

Group A

(Wrong artist credits)

Active Volcano (Justin Hampton)
Onulet (Anson Maddocks)
Psionic Entity (Justin Hampton)

Group B

(Appeared in Beta but not in Alpha)

Circle of Protection: Black
Forest (third piece of artwork)
Volcanic Island

Group C

(Have been removed from basic set and then returned)

Icy Manipulator
Ironclaw Orc
Twiddle

Group D

(Have had more than one piece of artwork)

Hymn to Tourach
Plateau
Serendib Efreet

Group E

(Have examples in text box)

Magical Hack
Mirror Universe
North Star

Group F

(Flavor text is credited to another card)

Arctic Fox
Shield of Ages
Truce

We're still waiting to
hear from you!