

THE COMPANION

APRIL 1996

THE OFFICIAL NEWSLETTER OF THE DUELISTS' CONVOCATION™

ISSUE 20

"GET RANKED!"

ANNOUNCING THE DUELISTS' CONVOCATION'S LONG-AWAITED MEMBERSHIP PLAN!

By the time this article sees print, our new membership plan should be ready to hit the streets! We gave you some hints about this project in *Companion* 16 (December 1995), describing our plan to implement a "two-tiered membership system" in the spring of 1996. Well, the season is upon us, and we take great pride in unveiling the plan here in the pages of *Companion*!

TWO LEVELS OF MEMBERSHIP

MANA MEMBERSHIP

Participants in any DCI sanctioned tournament will automatically become Mana members, absolutely free! New members need only complete a membership activation form—available at any sanctioned tournament—and return it to the tournament coordinator. Mana membership includes an official DC membership card and entry into the DC ratings database, making the player a part of the largest *Magic: The Gathering*® organization in the world!

The more matches members win, the more they improve their ratings! The highest ranked members are selected to participate in the *Magic: The Gathering Pro Tour™* and National Championship tournaments.

LEGEND MEMBERSHIP

Legend membership is designed for the serious tournament competitor who wants more—more information, more competitive tips, more special privileges! The Legend kit includes all the benefits of Mana membership, plus the following:

- A deluxe Duelists' Convocation membership card, featuring credit-card styling and full-color design—exclusive to Legend members
- Two playable *Magic: The Gathering* cards, featuring unique art—available *only* to Legend members
- A collectible *Magic: The Gathering* poker deck
- Special discounts on exclusive Duelists' Convocation merchandise—coming soon to a tournament near you
- Legend members-only subscription rates for *The Duelist™* magazine (\$14.95 for six issues)

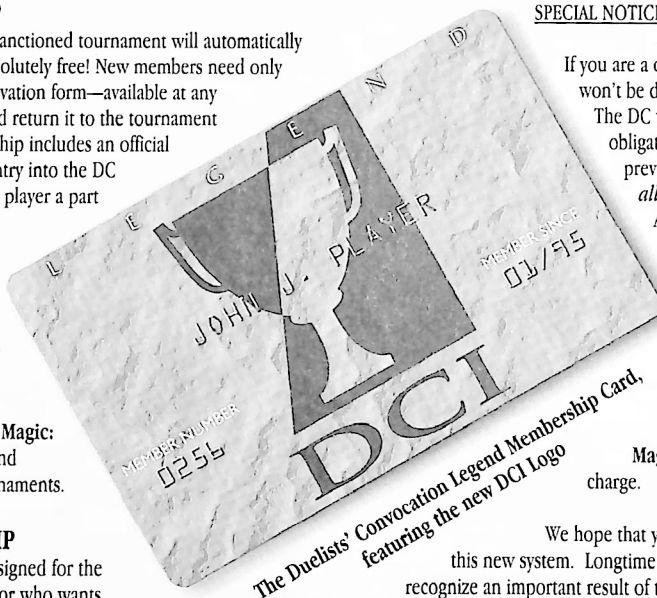
All these benefits, plus extra surprises, are available for the annual membership fee of \$12.00 per year.

Legend memberships are also available at sanctioned tournaments (simply check the "Upgrade" box on the activation form and return it to the tournament coordinator, along with your check or money order for \$12.00). Credit card orders for Legend membership may be placed by calling (619) 738-2379.

SPECIAL NOTICE TO ALL CURRENT DC MEMBERS

If you are a current DC member, don't worry—you won't be denied any of your current benefits!

The DC will honor all current membership obligations, including *Duelist* subscriptions previously ordered. But more important, *all* members who joined the DC before April 1, 1996, will *automatically* be converted to a Legend membership at no additional cost! That means, in addition to the great membership benefits you currently enjoy, you will receive all the Legend membership benefits (the new membership card, the unique *Magic* cards, the poker deck, etc.) free of charge.



We hope that you will be as pleased as we are with this new system. Longtime DC members will immediately recognize an important result of this plan: Since all participants in sanctioned tournaments are now able to become Mana members, the DC ratings database is about to become HUGE! Your ratings will be compared to an ever-increasing number of competitors, providing a more accurate picture of the competitive play environment. As always, we encourage you to let us know what you think about this development—to offer your opinions, comments, and suggestions, see our contact information on page 10 of this issue. We look forward to hearing from you!

Jason A. Carl

Jason Carl
Director, Duelists' Convocation

A MILLION BUCKS MINUS ED McMAHON . . .

Heather Henricks

Assistant Director and Special Projects Coordinator
Duelists' Convocation International

Magic: The Gathering® Professional Tournament™
Long Beach, California

The second **Magic: The Gathering Professional Tournament** will be held in Long Beach, California, May 3-5, 1996, and will offer \$130,000 in scholarship prizes. The top 64 competitors from the professional tournament in New York are invited to compete in the second tournament along with the top 25 ranked Duelists' members and top finishers of qualifier tournaments.

Queen Mary
Long Beach
California

\$100,000 cash purse
\$30,000 in scholarship money

Each of two (2) **Fourth Edition™** booster
packs to provide 38 cards for each
player stamped and repackaged by
the organizers of the event.

Each of eight players.
Each player, looking at the cards. The
first player (1) card, then passes the
card to the left. The booster must be
used by the first player.

A card is chosen, another
card is chosen in the same fashion, except
that the process continues until all
cards are chosen.

Each player draws a card from a random
deck from a random

Each player draws a card from a random
deck from a random

Each player draws a card from a random
deck from a random



Hotel Information

Where:
Hotel Queen Mary

Phone:
(800) 437-2934
or (310) 435-3511

Cost:
Room prices range
from \$84-\$114. The
venue is a boat
featuring unique room
and bed sizes. Suites
are also available.
Please ask reservations
for more information.
LIMITED TO SPACE

How to Qualify for the Second Professional Tournament

Competitors qualify for the second professional tournament in the
following ways:

1. Finishing in the top 64 in a previous professional tournament (New York).
2. Placing among the top 25 ranked Duelists' Convocation members announced April 1, 1996. The DC is the official membership and sanctioning organization for **Magic: The Gathering**. By competing in sanctioned tournaments, all DC members can improve their rank and take a step closer to the Pro Tour.
3. Finishing at the top in qualifier tournaments. Winners automatically enter the professional tournament. Qualifier tournaments precede each professional tournament in regions across North America and around the world.

Wizards of the Coast, Inc., will announce the dates and locations of
qualifier tournaments in all regions of the U.S. and the world as they
become available. Check our Web site (www.wizards.com) for up-to-date
information on qualifier tournaments in your part of the country.



THE QUEEN MARY



EUROPEAN
Antwerp, BE
Barcelona, Spain
London, UK
Ottawa, Canada
Paris, France
Rome, Italy
Stockholm, Sweden
Toronto, Canada

WotC Belgium
Martinez Roca
WotC UK
Kevin Preist
WotC France
Stratelibri
Neil Guthrie

City
prof

Albuquerque
Anchorage
Atlanta, GA
Boston, MA
Chicago, IL
Denver, CO
Hudson, MA
Hyattsville, MD
Iowa City, IA
Las Vegas, NV
Lincoln, NE
Little Rock, AR
Los Angeles, CA
Los Angeles, CA
Los Angeles, CA
Lubbock, TX
Menlo Park, CA
Minneapolis, MN
Mt. Laurel, NJ
New York, NY
New York, NY
New York, NY
Orlando, FL
Phoenix, AR
Philadelphia, PA
Reno, NV
Reno, NV
Rochester, NY
Sacramento, CA
Salt Lake City, UT
San Francisco, CA
San Francisco, CA
San Jose, CA
Seattle, WA
Seattle, WA
Springlake, NC
Syracuse, NY

Trevis V
Trevis W
Richard L
Laura C
Karl B
Jeff Wilcox
Jeff Wilcox

WotC Tournament
WotC Tournament
Joe Rhodes
John O'Shea

PRO TOUR QUALIFIER TOURNAMENT CONT'D

Qualifier Tournament Preregistration Information

Call (619) 738-2379, Monday through Friday, 8:30 AM– 5:00 PM PST to preregister for Qualifier tournaments.
Cost to register: \$25 entry fee. Visa, MasterCard, and Discover credit cards only. Registration is not transferable. All qualifier tournaments offer on-site registration. Some will charge \$30 for on-site registration.

For more information on qualifier tournaments for the second professional tournament:

	Organizer	Dates	France	
que, NM	Glen Goddard	21 Apr	France	T
AK	John Evans	6 Apr	Germany	Lei,
	David & Stacy Doust	21 Apr	Germany	Han
	Rob Dougherty	6 Apr	Germany	Braur.
	Todd Hansen	23 Mar	Germany	Wesel
	Eric Smith	6 Apr		Darmsta
	Doug Wolf	16 Mar	Germany	Hof
		14 Apr		
	Matt Gibson	14 Apr	Germany	Berlin
	Eric Smith	21 Apr		
	Don Mayhem	6 Apr	Germany	Westerland
	Jay Lucas		(Sylt)	
	Paul Matsumoto	30 Mar	Germany	Ratingen
	Paul Matsumoto	13 Apr	Greece	1-
	Paul Matsumoto	20 Apr	Israel	
	Mad Hatter	14 Apr	Norway	
		13 Apr	Spain	Madrid
		13 Apr	Sweden	Stockholm
			Sweden	18 May
Gabriel Alonso			Sweden	Gothenburg
Neutral Ground	9 Mar			06 Apr
Neutral Ground	30 Mar			
Neutral Ground	20 Apr	Sweden	Lund	26 May
d & Stacy Doust	31 Mar	Switzerland		15-16 Jun
Goddard		Netherlands	Groningen	03 Mar
	6 Apr	Netherlands	Eindhoven	17 Mar
ebb	30 Mar	Netherlands	Dordrecht	31 Mar
ebb	6 Apr	Netherlands	BA Eindhoven	12-14 Apr
oman		USA	Seattle	17-18 Aug
on/Michael Lewis	21 Apr			World
e	27 Apr			

RETRACTIONS.

REGIONAL SLOTS

In last month's *Companion*, there was a misprint. The Regionals (NW, SW and Alaska) divided the Nationals

31 Mar
13 Apr
27 Apr
April 13-14
14 Apr

	NW (5 slots)
21 Apr	Alaska (1 slot)
24 Mar	SW (5 slots)
13 Apr	
20 Apr	IT SHOULD HAVE BEEN:
13 Apr	NW (11 Slots)
24 Mar	Alaska (1 slot)
13 Apr	SW (11 slots)
0 Apr	

PRO TOUR PHOTOS IN NEW YORK

The photos on pg. 1 of The Companion #19 were taken by Jim Sulley the first Magic: The Gathering Professional Tournament in New York City. Thanks Jim!

MAGIC: THE GATHERING CARD REPRINT POLICY MARCH 4, 1996

INTRODUCTION

Wizards of the Coast understands that many of you were surprised by the quantity and selection of cards from the *Arabian Nights*®, *Antiquities*®, *Legends*™, and *The Dark*™ expansion sets that we reprinted in *Magic: The Gathering—Fourth Edition*™ and *Chronicles*™. We have therefore created this *Magic: The Gathering* Card Reprint Policy to explain why we choose to reprint cards and how many cards from which expansion sets you can expect to see reprinted in future *Magic* products.

WHY MAGIC CARDS ARE REPRINTED

Magic: The Gathering has tremendous appeal both as a game and as a collectible; however, Wizards of the Coast is a game company, and we believe that *Magic* is first and foremost a supreme game of strategy and skill. We choose to reprint certain cards from limited expansion sets in products like *Fourth Edition* and *Chronicles* because we believe that the cards we reprint make for enjoyable game play and that *Magic* players deserve an opportunity to play with these cards.

Wizards of the Coast understands that *Magic* also appeals to many of you as a collectible. For this reason, it has always been our policy to print any card with a new card power in black border before or at the same time as it is printed in white border. It has also been our policy never to reprint in black border a previously published *Magic* card using identical art and card power. The purpose of these policies was to make the black-bordered, limited edition versions of *Magic* cards as collectible as possible.

We have discovered, however, that, in addition to the limited nature of our black-bordered products, much of the collectibility of a *Magic* card is determined by its availability for game-play purposes. Accordingly, we have decided to expand on our previous policies by creating a new category of cards, called "Reserved Cards," that we will never print again in black or white border in game-functionally identical form.

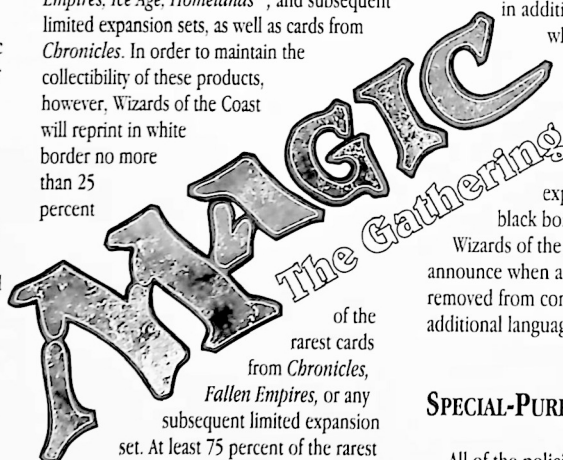
RESERVED CARDS

As mentioned above, "Reserved Cards" are cards that we will never print again in black or white border in game-functionally identical form. For this purpose, a card is game-functionally identical if it has the same card power and casting cost as another card. Note that the exclusion of any particular card from the Reserved Card list does not indicate that we have any plans to reprint that card.

The current list of Reserved Cards includes 1) all cards from Alpha Beta Editions that do not appear in *Fourth Edition* or *Ice Age*™; 2) all uncommon and rare cards from *Arabian Nights* and *Antiquities* that have not yet been reprinted in white border (i.e., that do not appear in *Revised*™ [Third Edition], *Fourth Edition*, or *Chronicles*); and 3) all rare cards from *Legends* and *The Dark* that have not yet been reprinted in white border. Appended to this *Magic: The Gathering* Card Reprint Policy is a current list of all Reserved Cards.

REPRINTING CARDS FROM *FALLEN EMPIRES*™ AND SUBSEQUENT PRODUCTS

In order to create products that are enjoyable for *Magic* players, Wizards of the Coast may reprint cards from the *Fallen Empires*, *Ice Age*, *Homelands*™, and subsequent limited expansion sets, as well as cards from *Chronicles*. In order to maintain the collectibility of these products, however, Wizards of the Coast will reprint in white border no more than 25 percent



of the rarest cards from *Chronicles*, *Fallen Empires*, or any subsequent limited expansion set. At least 75 percent of the rarest cards from each of these sets will never be reprinted in either black or white border. For this purpose, the rarest cards from a given expansion set are all of those cards that appear with the lowest frequency on the rarest press sheet used to print that expansion (i.e., cards from *Fallen Empires*, *Chronicles*, and

Homelands designated "Uncommon 1" and cards from *Ice Age* designated "Rare 1" in *The Duelist*™ magazine's cardlists for these sets).

In conjunction with the release of each new edition of the basic game, such as *Fifth Edition*, we will announce which sets were considered eligible to have cards from them rotated into the basic game. Any rare card from those sets not rotated into the basic game at that time will become a Reserved Card and thus will never be printed again in black or white border in game-functionally identical form.

NON-ENGLISH-LANGUAGE EDITIONS

Note that the foregoing policies apply both to English-language and non-English-language cards. The only exception to this is that special considerations which arise when commencing publication of *Magic* in a new language may force us to publish some cards in that new language in white-border form (e.g., as part of *Fourth Edition*) without first publishing all of those cards in that new language in black-border form.

In addition, note that the *Arabian Nights*, *Antiquities*, *Legends*, and *The Dark* expansion sets will not be printed in black- or white-border form in any additional languages, although cards from these expansion sets may be printed in additional languages in black- or white-border form as part of non-English-language editions of the basic game or *Chronicles*. *Chronicles*, *Fallen Empires*, and subsequent limited expansion sets may be printed in black border in additional languages.

Wizards of the Coast will periodically announce when any of these products are being removed from consideration for reprinting in additional languages.

SPECIAL-PURPOSE REPRINTS

All of the policies described herein apply only to standard, tournament-legal *Magic* cards of standard size and bearing the standard *Magic* card back. Wizards of the Coast has printed and may continue to print non-standard versions of cards for sale or promotional use, such as factory sets and oversized cards.

MAGIC: THE GATHERING CARD REPRINT POLICY

RESERVED CARD LIST

Alpha/Beta Editions

Ancestral Recall
Badlands
Basalt Monolith
Bayou
Berserk



Black Lotus
Blaze of Glory
Braingeyser
Camouflage
Chaos Orb
Clone
Consecrate Land
Contract from Below
Copper Tablet
Copy Artifact
Cyclopean Tomb
Darkpact
Demonic Attorney
Demonic Hordes
Demonic Tutor
Dwarven Demolition Team
Earthbind
False Orders
Farmstead
Fastbond
Forcefield
Fork
Gauntlet of Might
Granite Gargoyle
Guardian Angel
Ice Storm
Illusionary Mask
Invisibility
Jade Statue
Juggernaut
Kudzu
Lance
Lich
Living Wall
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Natural Selection
Nettling Imp
Plateau (Brudi)
Plateau (Tucker)
Psionic Blast
Raging River
Regrowth

Resurrection
Roc of Kher Ridges
Rock Hydra
Sacrifice
Savannah
Scrubland
Sedge Troll
Sinkhole
Sol Ring
Taiga
Time Vault
Time Walk
Timetwister
Tropical Island
Tundra
Two-Headed Giant of Foriys
Underground Sea
Vesuvan Doppelganger
Veteran Bodyguard
Volcanic Island
Wheel of Fortune
Word of Command

Arabian Nights

Ali from Cairo
Bazaar of Baghdad
City in a Bottle
Diamond Valley
Drop of Honey
Elephant Graveyard
Guardian Beast
Ifh-Biff Efreet
Island of Wak-Wak
Jihad
Juzám Djinn
Khabál Ghoul
King Suleiman
Library of Alexandria
Merchant Ship
Old Man of the Sea
Pyramids
Ring of Ma'rûf
Sandals of Abdallah
Serendib Djinn
Shahrazad
Singing Tree
Ydwen Efreet

Antiquities

Argivian Archaeologist
Candelabra of Tawnos
Citanul Druid
Damping Field
Gaea's Avenger
Gate to Phyrexia
Golgothian Sylex
Haunting Wind
Martyrs of Korlis
Mightstone

Mishra's Workshop
Power Artifact
Powerleech
Su-Chi
Tawnos's Coffin
Transmute Artifact
Urza's Miter
Weakstone

Legends

The Abyss
Acid Rain
Adun Oakenshield
Al-abara's Carpet
Alchor's Tomb
All Hallow's Eve
Angus Mackenzie
Bartel Runeaxe
Boris Devilboon
Caverns of Despair
Chains of Mephistopheles
Cleanse
Disharmony
Divine Intervention
Elder Spawn
Eureka
Falling Star
Field of Dreams
Firestorm Phoenix
Forethought Amulet
Gosta Dirk
Gravity Sphere
Gwendlyn Di Corci
Halfdane
Hazezon Tamar
Hellfire
Imprison
In the Eye of Chaos
Infinite Authority
Invoke Prejudice
Jacques le Vert
Jovial Evil
Knowledge Vault
Kobold Overlord
Lady Caleria
Lady Evangela



Land Equilibrium
Life Matrix
Lifeblood
Living Plane
Livonya Silone
Mana Matrix

Master of the Hunt
Mirror Universe
Moat
Mold Demon
Nether Void
North Star
Nova Pentacle
Pixie Queen
Planar Gate
Quarum Trench Gnomes
Ragnar
Ramses Overdark
Rapid Fire
Rasputin Dreamweaver
Reverberation
Ring of Immortals
Rohgahh of Kher Keep
Spinal Villain
Spiritual Sanctuary
Storm World
Sword of the Ages
The Tabernacle at Pendrell Vale
Telekinesis
Tetsuo Umezawa
Thunder Spirit
Tuknir Deathlock
Typhoon
Ur-Draco
Willow Satyr
Wood Elemental

The Dark

City of Shadows
Cleansing
Eternal Flame
Exorcist
Frankenstein's Monster
Goblin Wizard
Grave Robbers
Hidden Path
Knights of Thorn
Lurker
Mana Vortex
Martyr's Cry
Nameless Race
Niall Silvain
Preacher
Psychic Allergy
Scarwood Bandits
Season of the Witch
Sorrow's Path
Stone Calendar
Tracker
Worms of the Earth
Wormwood Treefolk

The Swiss tournament system, also known as the Swiss Draw, is a tournament style that allows all participants to play in every round. Players are paired each round based on their current records and standings. To determine who plays against whom, the best records are matched against each other, and then the next-highest records, and so on.

This system offers many advantages over single elimination. To begin with, all players get to participate for the duration of the tournament; also, any number of players may play with at most one bye per round. Other advantages of Swiss-style tournaments include the fact that players' overall rankings are more accurately determined, players are not penalized as badly for one misplayed game, and accidental early match-ups of top players do not result in either player being displaced from the tournament.

The drawbacks to Swiss-style tournaments are that they often require extra administration duties, but these can be minimized with proper planning. After you've become accustomed to running the Swiss system, it requires only slightly more effort in administration than elimination styles. Since players are not eliminated each round, Swiss-style tournaments will always require more space to run in the later rounds than elimination styles. Also, to get the full benefits of the system, you should run one more round than you normally would for single elimination.

THE BASICS OF THE SYSTEM

- 1) Pair the players randomly for the first round.
- 2) Each round record the players' scores on their note cards, either total duels (meaning single games) won, or total matches (meaning set of three games) won.
- 3) After the first round, randomly pair the players with the highest records against one another. If there is an odd number, match one of them with the person with the next-highest record.
- 4) Continue these pairings with the set of players at the next-highest score (selecting randomly among each group) until you get to the bottom of the list. If you have an odd number of players, give the bottom player a bye.
- 5) After the first round, try not to pair players who have already played against each other.

6) Play enough rounds to get accurate results. A good rule of thumb is to play one more round than you would if you were doing single elimination.

7) You may optionally set a qualification line after several rounds and move the top remaining participants into a finals round. If you do not use this format, allow withdrawals after a certain number of rounds and require early notification of withdrawal to ease bookkeeping.

HOW TO RUN A SWISS-STYLE TOURNAMENT

Running a Swiss-style tournament can be easily accomplished by taking the following steps:

- 1) Choose whether to declare the winner based on the number of duels won or the number of matches won.
- 2) Create a notecard for each player. Each card should have the player's name and DC membership number written at the top of it. (You may also want to assign each player a "player number.") Shuffle the notecards and pair them out for the first round, keeping the cards of pairings together; if you had an odd number of players, someone gets a bye (full score).
- 3) As players finish, record the score of the match they just finished and their total running score on the notecard, as well as who they played in that match (by name or by player number).
- 4) After recording match results, sort the cards by number of wins. Shuffle the cards of the top players (remembering to add to this pile one card of the next-highest player if the number of top players is odd) and pair out the matches. Then move on to the next-highest group of players. If you notice two players have played each other before, re-pair them among their group so no one plays the same person twice, if possible.
- 5) Follow this procedure for each round. If, at the end, you do not have a winner, you can do a tie-breaker in one of several ways:
 - a) stage a playoff of the top players;
 - b) use the number of matches or games won as the final score (whichever one you did *not* select at the beginning of the tournament as determiner of the official winner);

c) declare the winner the one whose *opponents* had the highest cumulative record.

6) If players do not finish a game, give them *no* points for it. If using duel score, this is simple; if using match score, give 1/2 point to each player if the *match* ended in a tie (1.5 games each, for instance).

POTENTIAL PROBLEMS

You may find many players dropping out halfway through the tournament as it becomes clear their case is hopeless. This is to be expected. Simply remove them from the tournament (saving their cards) and continue pairing as before. You may also find that you want to only run the Swiss system for enough rounds to determine the top four or so players, and then have those players play single elimination to determine the victor: Players who have no chance can stop playing; you will not have to use tiebreakers at the end of the tournament (although you may have to use them to determine the top four); and once you start the single elimination, it no longer matters if players have played each other before.

FINE POINTS

In choosing whether to use match versus duel record to determine scores, understand that there are advantages and disadvantages to each. Using the number of duels won to determine pairings will result in fewer ties, but the tie breakers will be much more complicated. Scoring by duel record can result in more accuracy more quickly, but it tests a slightly different skill than match play since there is slightly more emphasis on sideboarding with match play. It can, unfortunately, also reward those players whose opponents give up after losing two out of three games.

Scoring by duel record can result in more accuracy more quickly...

In choosing the number of rounds to play, there are several options. When using duel score, you can complete a tournament in less time than with the single-elimination style, at the cost of a huge loss in accuracy. If you run the same number of rounds as single elimination, the extra benefits of the Swiss system are somewhat negated. If you run too many rounds, you have problems of players playing one another again. The best option

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under most tournament circumstances is to play one more round than required for single elimination.

Complications can result from trying not to pair players who have already played against each other. It is possible to have a situation where people of the same record *cannot* play each other, or else they must play each other twice. In these cases, select the next-highest scoring players who have *not* played the top players before and pair them randomly against the top players. Continue the other pairings normally. (Note that this can often result in the "winner" being determined by a tiebreaker instead of by winning a "final" match, so you may consider letting players play each other twice, which is not preferable but often easier to administer.) The best solutions are going to single elimination at the last stages of the tournament or simply running only one more round than you would in single elimination (or even the same number of rounds).

ROSEWATER!

MAGIC THE PUZZLING

The sadistic Mark Rosewater, creator of the brain-cramping "Magic: The Puzzling" columns in *The Duelist*™ and *The Companion*™, now brings you *Magic: The Puzzling*! This gorgeous full-color book features 25 new puzzles, in both familiar formats and new, never-before-seen styles. There's even a special puzzle by *Magic* creator Richard Garfield! And, unlike *The Companion*, which

only prints Mark's most difficult puzzles, *Magic: The Puzzling* will feature puzzles for players of all skill levels. *Magic: The Puzzling* will hit store shelves in June and will retail for \$13.95. If you enjoy the puzzles in *The Companion*, you'll love the puzzles in *Magic: The Puzzling*!

ORIGINS™ '96

A LETTER FROM GARY E. SMITH, ORIGINS '96 ORGANIZER AND DC MEMBER #1229

Hello, fellow Duelists' Convocation members! As member #1229, it is a pleasure to greet all the members of this fine organization. For the last two years, the DC has been the benchmark of what a players' association should be. The DC's plans for the future are exciting and will ensure that this fine organization continues to exceed expectations. So, what does all this have to do with Origins? In fact, you may ask: What is Origins?

Origins is the official consumer show of the gaming industry. Yes, that's right, the show where *all* the manufacturers support and show off. Wizards of the Coast, like many other companies, considers Origins its home convention—the one show to go to if you're only going to one show! To back up these supportive words, WotC is planning its biggest and most exciting presence for the Origins convention.

Wizards of the Coast will be head of several events at Origins '96, including the third annual United States National **Magic: The Gathering**® Open, the United States National **Magic: The Gathering** Invitational, and the third in a series of professional tournaments, complete with huge cash prizes. Plus, Origins will have a complete schedule of every type of **Magic** tournament including, but not limited to, Type I, Type 1.5, Sealed Deck, experimental, multiplayer events, Grand Melees, drafts, and more! In addition to all the **Magic** you could ever ask for, we will have tournaments in **Vampire: The Eternal Struggle**™; WotC's newest game, **Netrunner**™; plus **RoboRally**™ and **The Great Dalmati**™.

But **Magic** isn't the only thing you'll be getting from WotC. The company will also be showing off its new trade show booth, from which it will sell the latest in WotC merchandise. In addition, the booth will act as a staging area for artists' signings, free draws, product demos, and more. Wizards' staff will be hosting a number of seminars on its products and the future of the company. Finally, classes will be set up to learn how to play WotC games, so make sure you bring your friends and family down to learn from the pros.

Okay, so now you know why Origins is WotC's home show, but what about the DC? The Duelists' Convocation has also adopted Origins as the one place all DC members should try to go each year. The DC will be hosting its annual membership meeting for all DC members (more details in the next issue of the *Companion*). At this meeting, the staff of the Duelists' Convocation will talk about the future of the organization and lead an open Q&A for the membership on any and all subjects *you* want to talk about. There will be prizes and even a charity auction of rare **Magic**-related materials.

The DC has not forgotten that it is here to serve the players; however, in order to serve its membership, the DC must hear from you. Please consider the annual membership meeting to be the single best way to communicate with the staff that leads you. Your communication might affect the future playability of certain cards; it might have an effect on future tournament rules and formats; it may even provide you with wealth and riches beyond your dreams—but, of course, there are no guarantees.

Okay, enough about the wonderfully cool things from WotC—let's talk about everything else happening at Origins '96. Origins will be attended by more than 10,000 gamers from around the world. At this year's show, Origins will feature Phil Foglio and Kaja Foglio as our Artist Guests of Honor; the latest in interactive computer gaming; over 1,500 different roleplaying, board, and trading card games; miniatures and special events; the incredible War College lecture series; over 100,000 square feet of exhibit booths and demo space featuring the newest products for you to see and buy; 24-hour gaming in our first-class facilities; and much more.

Origins '96 will be held on July 4-7, 1996, in Columbus, Ohio. The new home of Origins provides the show with a brand-new convention center, two attached hotels, 24-hour gaming, an international food court and shopping area, and low rates—all centrally located for driving and/or flying to the show. To get full information on Origins, please call the friendly folks at Andon Unlimited™ at (800) 529-EXPO (international call: [206] 204-5815). They will be happy to place you on their mailing list for this year's registration materials.

From everyone here at the Duelists' Convocation, Wizards of the Coast, and Andon Unlimited, we wish you the very best and look forward to seeing you at Origins '96!

SANCTIONED EVENTS APRIL/MAY 1996

Chaos Magic Tournament
Gamesters
Miami, FL
April 5
David Doust, Coordinator
(305) 661-9526

TYPE I

Daddy Jim's Weekly Tournament
Daddy Jim's Comics
High Point, NC
April 5
Robert Hall, Coordinator
(910) 889-9900

TYPE I and II

Friday's on First
Who's on First Comics and Cards
Hayward, CA
April 5
Jeffrey Kuta, Coordinator
(510) 582-1893

TYPE I

Shaun Con XII
Park Place Hotel
Kansas City, MO
April 5-7
Alan Grimes, Coordinator
(816) 455-5020

TYPE I, II, and SEALED

TBA
The Embassy
Minot, MD
April 6
John Carlson, Coordinator
(701) 852-5749

ICE AGE SEALED

Magic: The Tournament IV
Brown Activities Center, Bellarmine College
Louisville, KY
April 6
David Sparks, Coordinator
(502) 452-8181

ICE AGE SEALED

MagiCon
The Regency Hotel
Denver, CO
April 6
Eric Smith, Coordinator
(303) 366-3977

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

Southern Showdown I
Warehouse for Rent
Drexel, NC
April 6
Joe Williams, Coordinator
(704) 433-7521

TYPE I

The Gathering of the Magi 4
Harvey Hotel
Dallas, TX
April 6
Lance Scott, Coordinator
(214) 350-1772

TYPE I

The Saturday Gathering
Costa Mesa Women's Club
Costa Mesa, CA
April 6
Scott Larabee, Coordinator
(714) 444-4566

TYPE I and II

Magic: The Hatching
Bradley University
Peoria, IL
April 7
Duane Flier, Coordinator
(309) 677-1150

TYPE II

MagiCon
The Regency Hotel
Denver, CO
April 7
Eric Smith, Coordinator
(303) 366-3977

TYPE I, II, and SEALED

Master of Magic
Airport Regency Hotel
Miami, FL
April 7
David Doust, Coordinator
(305) 661-9526

TYPE I

The Players Gathering IV
Marriott Residence Inn
Washington, DC
April 7
John Hardison, Coordinator
(301) 650-6856

TYPE I, II, and SEALED

Chaos Magic Tournament
Gamesters
Miami, FL
April 12
David Doust, Coordinator
(305) 661-9526

TYPE II

April Type II
War Dogs
Jacksonville, FL
April 13
David Crowley, Coordinator
(904) 399-1975

TYPE II

Arena '96
Radisson Hotel
Burlington, VT
April 13
Marcus Certi, Coordinator
(802) 865-5721

TYPE II

Carolina Magic
William T. Brown School Cafeteria
Spring Lake, NC
April 13-14
Joseph Rhodes, Coordinator
(910) 497-2354

TYPE I and II

CCCCG Gathering
University of California at Berkeley
Berkeley, CA
April 13
Sean Chen, Coordinator
(510) 845-1227

TYPE II

EuCon '96
The Holiday Inn
Eugene, OR
April 13-14
Edward Gerdes, Coordinator
(503) 687-1394

TYPE I, II, and SEALED

HobbyTown Monthly
HobbyTown East Park Mall
Lincoln, NE
April 13
Cindy Stuefer Powell, Coordinator
(402) 434-5056

TYPE I

I-Con XV
Sunny at Stony Brook
Stony Brook, NY
April 13
Joseph Dinh, Coordinator
(516) 632-6015

TYPE I

In like Savannah Lions
Mad Hatters House of Games
Lubbock, TX
April 13-14
Mad Hatter, Coordinator
(806) 763-4054

TYPE I, II, and SEALED

Jeff & Brian's 3rd
University YMCA
Champaign, IL
April 13
Brian Habing, Coordinator
(217) 355-3628

SEALED

Magicide
SMK Collectables
Hudson, MA
April 13
Doug Wolfe, Coordinator
(508) 562-7898

TYPE I, II, SEALED, ICE AGE, and ICE AGE SEALED

Mox Tourney
That Hobby Place
South Amboy, NJ
April 13
Mike Murtha, Coordinator
(908) 727-7186

TYPE II

TechCon
Illinois Institute of Technology
Chicago, IL
April 13
Candi Suriano, Coordinator
(312) 567-5270

ICE AGE SEALED

The Saturday Gathering
Costa Mesa Women's Club
Costa Mesa, CA
April 13
Scott Larabee, Coordinator
(714) 444-4566

TYPE I and II

Jan's Black Lotus Tournament
Classic Comics & Cards Game Room
Roseville, CA
April 14
Jan Humphrey, Coordinator
(916) 781-7764

TYPE II

Magicide '96 III
Menlo College-Student Union
Atherton, CA
April 14
Brian Chew, Coordinator
(415) 938-1272

TYPE I and II

Pentacon 8
Cornell University
Ithaca, NY
April 14
Gregory Marques, Coordinator
(607) 257-9845

TYPE I and II

Chaos Magic Tournament
Gamesters
Miami, FL
April 19
David Doust, Coordinator
(305) 661-9526

SEALED

Daddy Jim's Weekly Tournaments
Daddy Jim's Comics
High Point, NC
April 19
Robert Hall, Coordinator
(910) 889-9900

TYPE I and II

Pittsburgh Comicon
Pittsburgh ExpoMart
Monroeville, PA
April 19-21
Michael George, Coordinator
(814) 467-6214

TYPE I, II, and SEALED

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

TYPE II

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

TYPE I

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

TYPE II

Masters of the Game
Norwich Grange Hall
Norwich, NY
April 20
Vincent Palmere, Coordinator
(607) 334-9228

TYPE II and ICE AGE

Neo-Con
The Family Inn
Lawrence, KS
April 20
Mike Thornton, Coordinator
(913) 843-0934

V:TES

Penta Hydra Con
Washington Park Mall Community Room
Bartlesville, OK
April 20
Shane Monkress, Coordinator
(918) 336-2503

TYPE II

Salem Magic Tournament I
Borderlands
Salem, OR
April 20
Maurice Maynard, Coordinator
(503) 364-8922

TYPE II

The Saturday Gathering
Costa Mesa Women's Club
Costa Mesa, CA
April 20
Scott Larabee, Coordinator
(714) 444-4566

TYPE I and II

UMR Spring Magic
University Center East
Rolla, MO
April 20
Tom Bumgardner, Coordinator
(314) 368-4791

TYPE II and SEALED

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

ICE AGE and ICE AGE SEALED

TBA
Chadwicks
Kenosha, WI
April 21
Doug & Jean Chadwick, Coordinator
(414) 658-GAME

TYPE I

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

TYPE I and II

Main Event
Main Event/McKenley Fun Center
Corona, CA
April 21
Eric Phillips, Coordinator
(909) 781-2772

TYPE II

UB-CON Student Union Social Hall Buffalo, NY April 21 Denis Reilly, Coordinator (716) 645-2950	TYPE I	The Saturday Gathering Costa Mesa Women's Club Costa Mesa, CA April 27 Scott Larabee, Coordinator (714) 444-4566	TYPE I and II	MagiCon The Regency Hotel Denver, CO May 4-5 Eric Smith, Coordinator (303) 366-3977	TYPE I, II, and SEALED	Masters of the Game Norwich Grange Hall Norwich, NY May 18 Vincent Palmere, Coordinator (607) 334-9228	TYPE II and ICE AGE SEALED
UMR Spring Magic University Center East Rolla, MO April 21 Tom Bumgardner, Coordinator (314) 368-4791	ICE AGE and ICE AGE SEALED	Wizards Challenge XIV Games Festival Travelodge Hotel Regina, Saskatchewan, Canada April 27 Kenneth McGovern, Coordinator (306) 352-2981	TYPE I	May Day! Mad Hatters House of Games Lubbock, TX May 4-5 Mad Hatter, Coordinator (806) 763-4054	TYPE I, II, and SEALED	South Central Regional Championship Holiday Inn Civic Center Lubbock, TX May 18 Mad Hatter, Coordinator (806) 763-4054	TYPE II
Chaos Magic Tournament Gamesters Miami, FL April 26 David Doust, Coordinator (305) 661-9526	TYPE II	TBA Holiday Inn Miami, FL April 28 Al Sousa, Coordinator (305) 279-3983	TYPE I	Mid-Atlantic Regional Championships Holiday Inn Cherry Hill, NJ May 4 Helcen Durston, Coordinator (908) 262-9249	TYPE II	The Saturday Gathering Costa Mesa Women's Club Costa Mesa, CA May 18 Scott Larabee, Coordinator (714) 444-4566	TYPE I and II
Daddy Jim's Weekly Tournament Daddy Jim's Comics High Point, NC April 26 Robert Hall, Coordinator (910) 889-9900	TYPE I and II	Rochester Magic Day 7 Dandrea's Party House Rochester, NY April 28 Richard Lipman, Coordinator (716) 427-2190	TYPE I and II	Salem Magic Tournament II Borderlands Salem, OR May 4 Maurice Maynard, Coordinator (503) 364-8922	TYPE I	You Con 10 Brunswick Valley Bowl Simi Valley, CA May 18 Jamey Parker, Coordinator (805) 579-0312	TYPE II and SEALED
TBA Mike's Baseball Cards & Comix II Voorhees, NJ April 27 Tony Conte, Coordinator (609) 489-1777	TYPE I	Spring Fling Mendota Lions Inn Mendota, IL April 28 Dan Dunlap, Coordinator (815) 539-6301	TYPE II	Southwest Regional Championship The Regency Hotel Denver, CO May 4 Eric Smith, Coordinator (303) 366-3977	TYPE II	Chadwicks Kenosha, WI May 19 Doug & Jean Chadwick, Coordinator (414) 658-GAME	ICE AGE
TBA Sibley Lumber Centers INC St. Clair Shores, MI April 27-28 Howard Dawson, Coordinator (810) 772-2020	TYPE I	The Underworld Not Another Cafe Ann Arbor, MI April 28 Bryan Cassidy, Coordinator (313) 998-0547	SEALED	The Saturday Gathering Costa Mesa Women's Club Costa Mesa, CA May 4 Scott Larabee, Coordinator (714) 444-4566	TYPE I and II	Great Lakes Regional Championship Pittsburgh Greentree Marriott Pittsburgh, PA May 24-27 Gary Smith, Coordinator (206) 204-5815	TYPE II
CCCCG Gathering University of California at Berkeley Berkeley, CA April 27 Sean Chen, Coordinator (510) 845-1227	TYPE II	Wizards Challenge XIV Games Festival Travelodge Hotel Regina, Saskatchewan, Canada April 28 Kenneth McGovern, Coordinator (306) 352-2981	TYPE II	Sand Con Sawmill Creek Hotel and Resort Huron, OH May 5 Kevin Gamber, Coordinator (419) 625-9032	TYPE I and II	TBA Mike's Baseball Cards & Comix II Voorhees, NJ May 25 Tony Conte, Coordinator (609) 489-1777	TYPE I
Contraption Northfield Hilton Troy, MI April 27 Barratt Moy, Coordinator (517) 351-5811	TYPE I	CCCCG Gathering University of California at Berkeley Berkeley, CA May 2 Sean Chen, Coordinator (510) 845-1227	TYPE II	Northeast Regional Championship New Yorker Hotel New York City, NY May 11-12 Glen Friedman, Coordinator (212) 633-1288	TYPE II	California Regional Championships Wyndham IAX Los Angeles, CA May 25 Paul Matsumoto, Coordinator (714) 671-1270	TYPE II
Dueling at the Library Central Brevard Library Cocoa, FL April 27 David Nottingham, Coordinator (407) 639-9130	TYPE II	Demicon VII 4800 Merle Hay Rd Urbandale, IA May 3-5 Jeffrey Coen, Coordinator (515) 255-5402	TYPE I, II, and ICE AGE	The Saturday Gathering Costa Mesa Women's Club Costa Mesa, CA May 11 Scott Larabee, Coordinator (714) 444-4566	TYPE I and II	LASF Magic Tournament Los Angeles Science Fantasy Society North Hollywood, CA May 25 Gregory Bilan, Coordinator (818) 760-9234	TYPE II
Kamikaze Dragon Whelps April Armageddon Active Club Building Port Orchard, WA April 27 Rebecca Merrill, Coordinator (360) 275-4873	TYPE II	Lehicon 6 Days Inn Allentown, PA May 3-5 Michele Mishko, Coordinator (610) 264-2556	TYPE I, II, and SEALED	East Central Regional Championships VFW Battlefield Post #9808 Richmond, VA May 14 William Edwards, Coordinator (804) 823-7433	TYPE II	Southeast Regional Championships The Castlegate Hotel Atlanta, GA May 25 David Doust, Coordinator (305) 661-9526	TYPE II
M:TG Sealed Deck Tournament St. Cecilia Music Society Grand Rapids, MI April 27 Michael Jackowski, Coordinator (616) 336-9463	SEALED	Monadnock III Franklin Pierce College Rindge, NH May 3-5 Brian Hess, Coordinator (603) 899-4200	TYPE I, II, and V:TES	MidWest Regional Championship O'Hare Expo Center Chicago, IL May 17 Chris Galvin, Coordinator	TYPE II	The Saturday Gathering Costa Mesa Women's Club Costa Mesa, CA May 25 Scott Larabee, Coordinator (714) 444-4566	TYPE I and II
Mox Tourney That Hobby Place South Amboy, NJ April 27 Mike Murtha, Coordinator (908) 727-186	SEALED	Can Trip on Ice Larkspur Ice Palace Grass Valley, CA May 4 Stuart Smith, Coordinator (916) 273-1211	ICE AGE	TBA Shop next to: Comics and Collectables Plantation, FL May 18 Karen Kirwan, Coordinator (305) 791-8022	SEALED	TBA Pending Tinley Park, IL May 26 Lori Gentile, Coordinator (815) 469-5092	SEALED
S.O.G. I Knights of Columbus Hall Joplin, MO April 27-28 William Troutz, Coordinator (417) 623-1512	TYPE I, II, and ICE AGE	Hawaii Regional Championships Kewalo Conference Center Honolulu, HI May 4 Michael Eaton, Coordinator (808) 596-7531	TYPE II	Alaska Regional Championships Diamond Center Anchorage, AK May 18 Peter Newman, Coordinator (907) 272-4523	TYPE II	The Underworld Not Another Cafe Ann Arbor, MI May 26 Bryan Cassidy, Coordinator (313) 998-0547	TYPE I

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

P.O. Box 707
Renton, WA 98057-0707

Phone: (206) 204-8032

Fax: (206) 204-5936

Email:

General DC questions: dci@wizards.com
Membership questions: manatee@wizards.com
DC structure and policy questions: vincent@wizards.com
Sanctioning questions: ocean@wizards.com
Ratings questions: jackal@wizards.com
Companion submissions and questions: badger@wizards.com

GENERAL INQUIRIES:

Wizards of the Coast
P.O. Box 707
Renton, WA 98057-0707

Phone: (206) 624-0933

Email:

General questions: custserv@wizards.com
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

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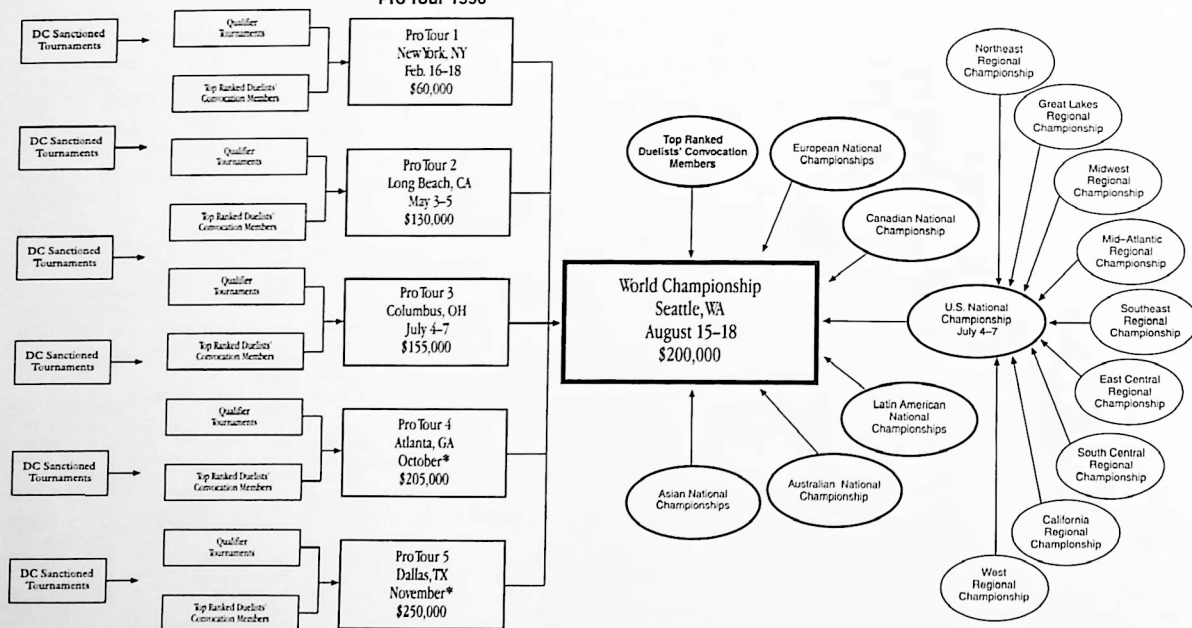
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THE ROAD TO THE TOP!

\$1,000,000
Magic: The Gathering
Pro Tour 1996



"WHICH WAY TO THE WORLDS?"

It's tournament season—again! Tournament competitors all over the world are about to set foot once again on "The Road to the World Title," which ends at the World Championship in August (Seattle, WA). 1995 World Champion Alexander Blumke will be on hand to defend his title against competitors from over 25 nations at this prestigious event. The exact format for the World Championship is still under wraps (yes, we know what it is, but there are one or two details to be finalized), but it will interest members to know that the 1996 Worlds will offer a cash purse of \$200,000!

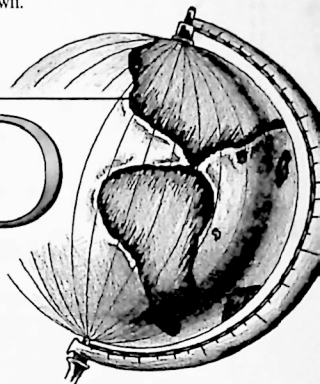
For U.S. hopefuls, this journey to fame and fortune begins with the U.S. Regionals in May. The DC announced the dates and locations of these events in *Companion* 18—if you need this information and have misplaced that issue, contact the Duelists' Convocation (see our contact information on page 10 of this issue), or download the data from our Web page. The country has been divided into nine regions, based on population density and event distribution. Regions VIII and IX each contain a subsection (Hawaii and Alaska, respectively), and Region IX is divided into Northwest and Southwest sections, making a total of eleven separate tournaments. Each tournament will be Type II format with a Swiss-draw structure, which then breaks into a single-elimination competition to determine the winners. All participants are required to compete in the region in which they are residents.

Last year, two winners from each region qualified for the U.S. National Championship at Origins™. This year, there is an even greater opportunity for all participants to make it to Origins (July 4-7, Columbus, OH), which will be the home of the event for the foreseeable future. *Eleven* winners from each region (including one each from the two subsections) will earn a spot in the National Championship tournament—that's a total of 99 players who can qualify through Regionals this year! The DC is extremely

pleased by this dramatic improvement in the championship tournament structure, and we look forward to setting the plan in motion in just a few short weeks.

The Regional winners will join the DC's top 25, the winners of the U.S. National Championship Open Tournament, and the highest-rated players from the **Magic: The Gathering®** Pro Tour™ in the semifinal rounds at Origins. After what promises to be an incredibly intense four-day event, one winner will be crowned as the 1996 U.S. National Champion. The champion and three additional winners will comprise the 1996 "Team USA" and will represent America at the World Championship. See the previous page for a graphic breakdown.

Road to the WORLD TITLE



It's important to note that competitors may earn spots in the U.S. National Championship through *one method only*! This avoids duplication of entrants at Nationals. For example, members of the Top 25 cannot qualify for Nationals by winning a regional tournament as well.

Naturally, *The Companion* will follow the championship season closely, bringing you all the latest developments as they occur. The Duelists' Convocation wishes each and every participant in this year's championship season the very best of luck!

Jason Carl
Director, Duelists' Convocation

CREDITS

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

Rhias K. Hall—Editor-in-Chief
Rich Kaalas—Layout

Michael Ryan & Jennifer Clarke Wilkes—Text Editors

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Jason has now sufficiently recovered from the Pro Tournament to take up the arduous task of answering letters again. I enjoyed doing it last issue, but am glad to see that the task is being passed back to Jason, who is imminently more qualified to answer real questions than I am.

—Auntie Badger

HOW DARE YOU TELL ME...

Dear Jason Carl,

This letter is in response to the letter I received yesterday, February 2, entitled OFFICIAL SANCTIONED TOURNAMENT RULES UPDATE. There are a few points I would like to discuss. Let's start with the Black Vise: HOW DARE YOU TELL ME "...this card is in far too many decks in which the card *shouldn't* appear in the first place...." WHEN YOU START BUYING MY MAGIC CARDS, THEN PERHAPS YOU CAN TELL ME WHAT TO PUT IN MY DECK!!! If you people are going to restrict a card, then fine, do it. However, you are taking yourselves a little too seriously when you start telling ME how to make MY decks!

Michael 'MaD SaXXon' Jones
Gardena, CA

Let me begin my response by stating that we don't normally print letters that contain a rude or offensive tone, but Michael raises a good point and deserves an answer.

The Duelists' Convocation is the highest governing authority for all official, sanctioned Magic: The Gathering® tournament play. As such, it's our responsibility to create and enforce the rules and regulations pertaining to this tournament environment. There are similar agencies in most organized sports: tennis, chess, bridge, football, basketball, hockey, etc. Each of these sports is subject to the appropriate supervisory organization which sets the rules, such as what type of equipment may be used when participating in the sport, how long a given competition will last, who is eligible to compete in the sport, and all other aspects that affect play. To suggest that the DC should not regulate the deck construction rules for Magic tournaments would be the same as suggesting that the NBA refrain from preventing basketball players from using explosive charges in their court shoes to gain altitude when they slam-dunk the ball.

The DC does not regulate casual or friendly Magic play. If players want to put eight Land Taxes, ten Black Vises, and sixteen Strip Mines in their favorite non-tournament decks, it's okay by us!

I WANT TO STAY A MEMBER

To: Wizards of the Coast, Duelists' Convocation, or Any Kind Soul Who Can Answer a Few Questions,

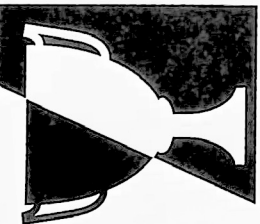
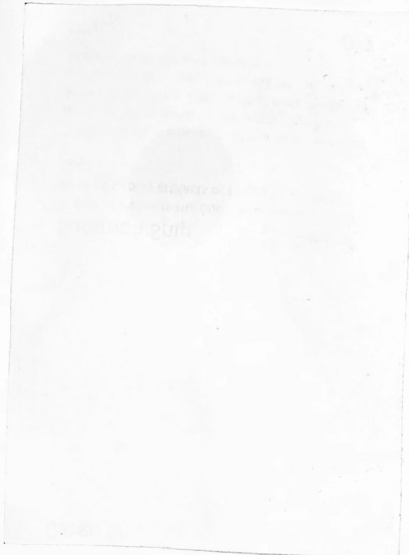
Does the DC notify their members when their membership is about to run out? If not, how do I go about finding out? I want to stay a member.

Terry Lee McCleese
Carter, KY

The DC sends each member a renewal reminder postcard about one month before membership expiration. If you believe your membership has expired and you have not received a renewal notice, please contact us as soon as possible! Likewise, if your address has changed, please inform us right away. We don't want anyone to miss out on the most exciting tournament season ever!



BLK RATE
ZIP+4



DCI

Wizards of the Coast

The Duelists' Convocation

P.O. Box 707

Renton, WA 98057-0707