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## Puzzle Answer

Here is the answer to last week's [Magic Puzzle](#).

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- 1) Tap all your lands for . Use **Misery Charm** to destroy **Aven Soulgazer**.
- 2) Play **Standardize** to turn all creatures in play into Wizards for the rest of the turn. **Doubtless One** becomes 0/0 and is destroyed.
- 3) Tap **Frightshroud Courier** to deal 2 damage to **Gustcloak Skirmisher**.
- 4) Tap **Callous Oppressor** to take control of **Rorix Bladewing** (which is no longer a Dragon).
- 5) Tap **Aphetto Alchemist** to untap Rorix.
- 6) Play **Crown of Suspicion** on your **Goblin Piledriver**. (Really, you could put it on any creature in play with toughness greater than 1 other than the Skirmisher.)
- 7) Pay to change your **Mistform Stalker** into a Goblin.
- 8) Tap your **Imagecrafter**, targeting Rorix.
- 9) While that ability is still on the stack, sacrifice **Crown of Suspicion**. All Wizards get +2/-1. Your **Imagecrafter** and **Frightshroud Courier** are destroyed. Martin's **Gustcloak Skirmisher**, **Foothill Guide**, **Flamestick Courier**, and **Imagecrafter** are destroyed. **Fallen Cleric** becomes 6/1, **Rorix Bladewing** becomes 8/4, and **Goblin Piledriver** becomes 3/1.
- 10) Your **Imagecrafter's** ability resolves. Choose "Goblin," turning Rorix into a Goblin.
- 11) Play **Artificial Evolution** on your **Fallen Cleric**. Change "Cleric" to "Wizard."
- 12) Enter your attack phase. Attack with **Mistform Stalker**, **Fallen Cleric**, **Rorix Bladewing**, and **Goblin Piledriver**. The Piledriver gets +4/+0 because you're attacking with two other Goblins.
- 13) Martin's only untapped creatures are **Graxiplon** and **Slipstream Eel**. Though he can block the Stalker, since both of his creatures are blue Wizards without flying, they can't block any of your remaining three attackers. You deal 21 damage to Martin and win the game!

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Another possible solution uses **Peer Pressure**:

- 1) Tap all your lands for . Use **Misery Charm** to destroy **Aven Soulgazer**.
  - 2) Tap **Frightshroud Courier** to deal 1 damage to Martin's **Imagecrafter**.
  - 3) Play **Standardize** to turn all creatures in play into Goblins for the rest of the turn. **Doubtless One** becomes 0/0 and is destroyed.
  - 4) Tap **Callous Oppressor** to take control of **Rorix Bladewing** (which is no longer a Dragon).
  - 5) Tap **Aphetto Alchemist** to untap Rorix.
  - 6) You now control 8 Goblins to Martin's 7. Play **Peer Pressure** and choose "Goblin." You gain control of all of Martin's creatures. None of them may attack, however, because you just gained control of them.
  - 7) Enter your attack phase. Attack with **Mistform Stalker**, **Fallen Cleric**, **Rorix Bladewing**, **Imagecrafter**, and **Goblin Piledriver**. The Piledriver gets +8/+0 because you're attacking with four other Goblins.
  - 8) Martin has no blockers. He takes 21 damage.
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I received a bit of mail about this puzzle. Very few people got it right. Common mistakes included:

- Playing **Artificial Evolution** on **Goblin Piledriver**. You can't... it has protection from blue.
- Playing **Peer Pressure** and then attacking with the creatures you steal. You can't... **Peer Pressure** does not give creatures haste.
- Forgetting that Martin could use his **Flamestick Courier**. If you **Standardize** to Goblins, he can use his Courier to give the **Imagecrafter** haste, and then use it to mess you up. This was the problem with the original puzzle.

This sure was a toughie... thanks to everyone that gave it the old college try!

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