



[Products](#)
[Gameplay](#)
[Rules](#)
[Help](#)
[Learn to Play](#)
[Fun Stuff](#)

Daily Articles

Wed, Dec 10

[A Wandering Eye](#)
 Think before you commit
 by Brian David-Marshall

Tue, Dec 9

[The MVP Award](#)
 Shining in a team format
 by Anthony Alongi

Mon, Dec 8

[Red Letter Day](#)
 It's time for another mailbag column
 by Mark Rosewater

Sat, Dec 6

[Saturday School #55](#)
 Broodstar on a Soul Foundry
 by Rune Horvik

Fri, Dec 5

[Banned-ing Week](#)
 Randy explains this week's bannings
 by Randy Buehler

Thu, Dec 4

[Beat the Band](#)
 An irrelevant column for an obsolete topic
 by Mark Gottlieb

Search

Magic Arcana

Wednesday, September 10, 2003

Magic Dossier: Michael Elliott

The people that make the game go

Name: Michael Elliott

Age: 41

Job title and duties: Senior Designer, Collation Manager. Duties include: designing new TCG game systems, designing card sets and individual card applications for existing TCG lines.

Family: Married (apologies to all the groupies who follow game designers).

Education: MS, Biological Sciences.

Began working at Wizards: January 1996.

Previous job: Night supervisor in pathology at a large hospital.

How you got your job here: Recruited at a convention by Joel Mick, former VP of brand. Got into **Magic** through several friends I used to play tournament Bridge with.

Expansions or projects you've worked on: *Mirage* (developer), *Visions* (developer), *Weatherlight* (design, lead developer), *Tempest* (design, developer), *Stronghold* (lead design, lead developer), *Exodus* (lead design, developer), *Urza's Saga* (lead design, lead developer), *Urza's Legacy* (Lead design, developer), *Unglued* (design), *Urza's Destiny* (lead developer), *Mercadian Masques* (lead design, developer), *Nemesis* (lead design, developer), *Fifth Edition* (lead design/developer), *Prophecy* (developer), *Invasion* (design), *Vanguard I/II* (lead design), *Planeshift* (lead design), *Apocalypse* (lead developer), *Odyssey* (developer), *Torment* (design), *Judgment* (design, developer), *Onslaught* (lead design), *Legions* (lead design), *Scourge* (developer), *Mirrodin* (design). **Non-Magic projects:** *Duel Masters* (original game design), *Neopets* (lead design), *Harry Potter* (design), *Star Wars TCG* (design, development), *Simpsons* (Lead design), *Netrunner* (design), *X-Men TCG* (Lead developer), *Pokémon* (WotC lead 2000-2001), *Earthquake* card game (design), *Instinct* card game (design).

Favorite part of your job: Arguing with Mark and Randy, designing cards.

Least favorite part of your job: Collation, it's a completely thankless job.

Thing you've worked on that you're most proud of: Slivers, one of the most popular race decks ever.

Other games you currently enjoy playing: Ticu (very obscure German card game), *Ra*, bridge (although I almost never get to play these days, at some point I would like to go back to playing).

Favorite Magic card(s): *Living Death*, *Portcullis*, wacky game altering effects. In general I like cards that you start with and build a deck around.



[See other **Magic** Dossiers.](#)

[Magic Arcana Archive](#)



[WHAT'S NEW](#) [CORPORATE INFO](#) [WHERE TO BUY](#) [INTERNATIONAL](#) [SUPPORT](#) [SITEMAP](#) [PRODUCTS](#)

[© 1995-2003 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.](#)
[Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.](#)
[PRIVACY STATEMENT](#)