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Daniel Myers · *Inside Magic Online*
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Welcome to the first installment of “*Inside Magic Online*”, where you’ll hear about what’s going on behind the scenes as we develop the game. I’m your host, Daniel Myers. You may recognize me from articles such as “[Circle of Protection: Magic Online](#)” or “[Everything Is Fine. Nothing Is Broken.](#)”

Yes, I’m back and happy to say that the reports of my death have been greatly exaggerated. For those of you who don’t know me already, I’ve been running the *Magic Online* website for the past few years. Before that, I was a **Magic** editor working mostly on—you guessed it—*Magic Online*.

Many of you have met me online. Others got to know me this past fall as I reported on the status of the game during and after the Version 2.0 launch. Then, this past October, I pretty much dropped off the face of the earth as far as *Magic Online* is concerned. You see, I was hired on to produce **Magic** product pages on the Wizards of the Coast website. For about two months, it seemed my three-year *Magic Online* career had come to an end.

Event Horizon

I’ve been known to compare working on *Magic Online* to being near a black hole—once you get caught in its gravitational pull, there’s no escape. It seems I’m no exception to this rule.

After dealing with various external communication problems this past year, the *Magic Online* Team began reworking its strategies for getting information out to the community. They realized they needed a gatekeeper for what we talked about, who talked about it, and how we got the information out. What the team needed was a Communication Manager.

Also during this time, we were building up to the launch of the [magicthegathering.com](#) redesign. In this grand scheme, the disparate sites dealing with the **Magic** game ([magicthegathering.com](#), *Sideboard Online*, and the *Magic Online* website) would all be joined under the [magicthegathering.com](#) banner. Wizards of the Coast wanted a “one-stop shop” for everything related to playing **Magic**.

So, we shuffled around some personnel in Online Media to take on this task. I got scooped up along the way to handle product pages and also to make sure that *Magic Online* was covered on the redesigned site. I’ve always believed that there’s too much separation between the physical **Magic** community and the *Magic Online* community, so I was more than happy to put online information on the new site where it belongs.

Just as things were settling in, the *Magic Online* team knocked on Online Media’s door and asked if I could handle the Communications Manager role for them. After three years working on the project, I’ve developed a soft spot in my heart for the online game. (If you’re thinking the soft spot is more likely in my head, you wouldn’t be the first...and probably won’t be the last.) After some discussion about what exactly this would entail, I came back into the online fold as Communication Manager for *Magic Online*.

Where Do We Go Now?

One of the key things the *Magic Online* team decided was that they wanted to significantly improve communication with the players, and a big part of that commitment is this column. Each week, I'll be bringing you the inside scoop on what's going on with the game. Some of the topics I plan on covering in the upcoming weeks include:

- Progress of the *Darksteel* beta,
- Progress on getting the **Premier Events** room back up, and
- Long-term plans for *Magic Online*.

What I talk about in this column will be dictated mostly by what's currently going on in development and what the Steering Committee is talking about.

For those of you who don't know, the Steering Committee is a group of people from Brand/Marketing, Organized Play, R&D, and Development that is responsible for overseeing the continuing development of *Magic Online*. In the past few weeks, most of the conversation has been about the scope of future development on the game. Right now the plan is looking out through the next year-and-a-half or so.

It may seem odd that we'd be looking that far out at the moment, since there's obviously a lot that needs put to rights now. But after spending the last six months fitting the pieces back together, someone needs to be looking at the puzzle as a whole. One of my goals is to bring some insight to the community about the future as it becomes clearer to the team.

There Can (And Should) Be Only One

So, what can you, the *Magic Online* reader, expect from the new magicthegathering.com? In addition to my column, Nate Heiss will be continuing "Building On A Budget" here, as well. We'll also be retaining a page for things like the server status link, download links, and customer service information. (For the moment, it looks a whole lot like the old *Magic Online* website.)

The main reason for coming to magicthegathering.com is that it's the one place you can get the most inside information about the *Magic* game. It doesn't matter whether you play online, physical, or both ways—it's all one great game.

I'll be seeing you online.

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