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A Fine Vintage, Indeed

Brian David-Marshall
The Week That Was
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Vintage is a tricky format.

I am not talking about the vast card pool and complex card interactions or even the steep supply-and-demand curve that pushes the prices of the most desirable cards ever higher. What's truly tough to gauge is the popularity of the format. Wizards of the Coast relies on tracking sanctioned events to take the temperature of a format, but there has been a thriving Vintage tournament scene that eschews sanctioning to allow competitors to play with up to five proxies in a deck.

On one hand, it has been great for the Vintage community. Not only are there more tournaments every weekend at which for them to sling their oh-so-expensive-spells, but there are bigger and better prizes being given away as well. Star City Games recently ran a proxy tournament and gave away the Power Nine for the Top 8 competitors to divvy up as the prize. It was a smash success and it seems to have inspired other organizers to join in the fun.

Worlds preview
The 2004 [Magic World Championships](#) are just around the corner, with opening ceremonies kicking off the event Wednesday, Sept. 1 in San Francisco. Randy Buehler sets the stage with this [video preview](#) (Windows Media Player, 20 MB).



The increase in tournament activity has also led to a more vociferous dialogue about the format on various websites. A batch of new writers has sprouted up talking about cards and decks that make Standard and Block players just scratch their heads. There was even [a terrific article](#) on this very site by Steve Menendian, one of the new breed of Vintage writers.

I was very curious to find out how the recent popularity of the format would translate to last weekend's Vintage Championships that Wizards held at Gen Con Indy. The Championships meant that players would need to have all the cards -- no proxies allowed in a sanctioned event -- and that could have been a barrier for players who play in unsanctioned events. Of course, the exclusive piece of Mark Tedin's Timetwister artwork produced specifically for the winner was quite a draw.

More than 150 players decked out with their Vintage best showed up to play. In the end, Mark Biller hoisted the trophy and is currently looking for a nice spot on his wall to hang his own private version of Timetwister. Biller's Control Slaver (or Drain Slaver) deck took down David Allen's Aggro Workshop deck in two games. Allen did manage to get Biller down to one life in the second game but could not draw the crucial *Fire/Ice* he needed to force a rubber game.



Mark Biller

Control Slaver 🃏

Main Deck 60 cards	Sideboard
<ul style="list-style-type: none"> 2 Darksteel Citadel 1 Flooded Strand 4 Island 4 Polluted Delta 3 Underground Sea 4 Volcanic Island 18 lands 4 Goblin Welder 1 Pentavus 1 Platinum Angel 1 Sundering Titan 7 creatures 	<ul style="list-style-type: none"> 1 Ancestral Recall 1 Black Lotus 4 Brainstorm 1 Demonic Tutor 2 Duress 1 Fact or Fiction 4 Force of Will 1 Mana Crypt 4 Mana Drain 2 Mindslaver 1 Mox Emerald 1 Mox Jet 1 Mox Pearl 1 Mox Ruby 1 Mox Sapphire 1 Mystical Tutor 1 Sol Ring 4 Thirst for Knowledge 1 Time Walk 3 Blue Elemental Blast 2 Duress 3 Flametongue Kavu 2 Mogg Salvage 3 Old Man of the Sea 2 Red Elemental Blast 15 sideboard cards

1 Tinker
1 Yawgmoth's Will

35 other spells

David Allen

5/3 Aggro Workshop



Main Deck

60 cards

4 Mishra's Workshop
2 Polluted Delta
3 Shivan Reef
1 Strip Mine
1 Tolarian Academy
4 Volcanic Island
4 Wasteland

19 lands

1 Duplicant
4 Goblin Welder
1 Gorilla Shaman
4 Juggernaut
2 Su-Chi
1 Sundering Titan
1 Triskelion

14 creatures

1 Ancestral Recall
1 Black Lotus
3 Crucible of Worlds
2 Fire/Ice
1 Mana Crypt
1 Mana Vault
1 Memory Jar
1 Mox Emerald
1 Mox Jet
1 Mox Pearl
1 Mox Ruby
1 Mox Sapphire
1 Mystical Tutor
1 Sol Ring
4 Thirst for Knowledge
1 Time Walk
1 Tinker
3 Trinisphere
1 Wheel of Fortune

27 other spells

Sideboard

4 Chalice of the Void
3 Hydroblast
3 Rack and Ruin
3 Red Elemental Blast
1 Tormod's Crypt
1 Trinisphere

15 sideboard cards

Billar's deck abuses **Goblin Welder** and tries to either set up a board position where he can "tinker" away a Pentavite token each turn to take his opponent's turn with **Mindslaver**. With so many broken cards flitting about the Vintage metagame, why shouldn't he get to play with all of them -- regardless of whose deck they are in?

Billar had fought his way past another Aggro Workshop deck played by Giovanni Conedera while Allen had made it past one of the more exciting decks to make the elimination rounds. Michael Simester's **Goblin Charbelcher** deck featured only two lands and was a dedicated combo deck. While most Vintage decks have some combo features, it is rare to see a deck with only one route to victory. In this case, Simester relied on getting out a **Charbelcher** and activating it to win. His only other option was to attack with **Elvish Spirit Guides**.

Giovanni Conedera

Aggro Workshop



Main Deck

60 cards

3 Badlands
4 Bloodstained Mire
4 Mishra's Factory
2 Mountain
1 Strip Mine
2 Swamp
4 Wasteland

20 lands

4 Goblin Welder
2 Gorilla Shaman
4 Juggernaut
4 Su-Chi
1 Sundering Titan
3 Triskelion

18 creatures

1 Black Lotus
3 Blood Moon
3 Chains of Mephistopheles
1 Demonic Tutor
1 Mana Crypt
1 Memory Jar
1 Mox Emerald
1 Mox Jet
1 Mox Pearl
1 Mox Ruby
1 Mox Sapphire
1 Sol Ring
4 Trinisphere
1 Wheel of Fortune
1 Yawgmoth's Will

22 other spells

Sideboard

3 Chalice of the Void
3 Coffin Purge
3 Crucible of Worlds
3 Rack and Ruin
3 Red Elemental Blast

15 sideboard cards

Michael Simester

Goblin Charbelcher



Main Deck

60 cards

Sideboard

1 Bayou	1 Ancestral Recall	1 Artifact Mutation
1 Tropical Island	1 Black Lotus	1 Darksteel Colossus
2 lands	2 Brainstorm	1 Gemstone Mine
	2 Cabal Ritual	1 Goblin Welder
4 Elvish Spirit Guide	1 Channel	1 Mishra's Workshop
3 Goblin Welder	4 Chromatic Sphere	3 Oxidize
4 Tinder Wall	1 Chrome Mox	1 Scavenger Folk
11 creatures	4 Dark Ritual	1 Taiga
	1 Demonic Tutor	1 Uktabi Orangutan
	4 Goblin Charbelcher	4 Xantid Swarm
	4 Land Grant	15 sideboard cards
	1 Lion's Eye Diamond	
	2 Living Wish	
	1 Lotus Petal	
	1 Mana Crypt	
	1 Mana Cylix	
	1 Mana Vault	
	1 Memory Jar	
	1 Mox Emerald	
	1 Mox Jet	
	1 Mox Pearl	
	1 Mox Ruby	
	1 Mox Sapphire	
	1 Mystical Tutor	
	1 Necropotence	
	1 Sol Ring	
	1 Tendrils of Agony	
	1 Timetwister	
	1 Tinker	
	1 Vampiric Tutor	
	1 Wheel of Fortune	
	1 Yawgmoth's Will	
	47 other spells	

The rest of the Top 8 was rounded out by Nick Trudeau (lost to Simester in the quarterfinals), Stephen Menendian (lost to Allen), Tom Rotchadl (lost to Conedera), and Kevin Cron (lost by Biller). Trudeau's match with Simester was lightning fast -- it took a total of five turns (three in game one and two in the second). Trudeau conceded to Simester's Land Grant in one game when he revealed the combo to pay the alternate casting cost.

Simester claims his deck kills 30 percent of the time on turn one and 70-80 percent of the time on turn two if his opponent is not playing counters. He playtested 100+ hours with hundreds of goldfish hands. He only played two lands in his main deck, but the basic lands in his sideboard were there to get around **Trinisphere**. His secondary kill condition was Tendrils, and he described his deck as being like a puzzle -- every game is different and you have to put the right pieces together to win.

One example of such problem solving saw Simester with an active Welder and an unimprinted **Chrome Mox** in play. In his hand he had **Lion's Eye Diamond**, Charbelcher, and some nonessential cards. He played **Lion's Eye Diamond** and discarded the Belcher for three mana from the pseudo-Lotus. He welded the Mox for the Belcher and belched his opponent for the win. Fun stuff.

Menendian played a monoblue deck that was designed to foil the metagame. With so many Crucible decks running around to abuse **Strip Mine** and **Wasteland**, Menendian tried to give those decks no targets while denying them mana with **Back to Basics** and **Energy Flux**. Menendian's metagaming seemed prescient since he went 6-0 in the Swiss before conceding to his teammate Kevin Cron to ensure Cron back-to-back Top 8 appearances in this event (Allen also went back to back this year).

Stephen Menendian		
Monoblue		
Main Deck		Sideboard
60 cards		
2 Flooded Strand	1 Ancestral Recall	3 Blue Elemental Blast
8 Island	4 Back to Basics	3 Control Magic
1 Library of Alexandria	1 Black Lotus	1 Counterspell
3 Polluted Delta	2 Counterspell	4 Energy Flux
1 Strip Mine	4 Force of Will	4 Propaganda
4 Wasteland	4 Impulse	15 sideboard cards
19 lands	4 Mana Drain	
	4 Mana Leak	
2 Morphling	1 Misdirection	
4 Ophidian	1 Mox Emerald	
6 creatures	1 Mox Jet	
	1 Mox Pearl	
	1 Mox Ruby	
	1 Mox Sapphire	
	3 Powder Keg	

1 Sol Ring
1 Time Walk
35 other spells

Cron played a Smokestack control deck that he described as the "fastest chronological combo concession" deck. Some decks have combos that kill in the first two turns but they take a long time to play the cards and actually "go off." His deck draws a concession with only a few cards in play -- Cron showed off his ideal turn-three board position as an example. He did not mulligan throughout the Swiss and he modestly gave that credit for his repeat visit to the Top 8. Matches where he played a turn-one **Trinisphere** against Affinity, followed by a **Smokestack** on the next turn, probably had more to do with it, though.

Kevin Cron		
\$T4KS Smokestack		
Main Deck	Sideboard	
60 cards		
4 City of Brass	1 Ancestral Recall	2 Blue Elemental Blast
3 Gemstone Mine	1 Balance	2 Fire/Ice
4 Mishra's Workshop	1 Black Lotus	1 Hurkyl's Recall
1 Strip Mine	4 Crucible of Worlds	1 Mindslaver
1 Tolarian Academy	1 Darksteel Ingot	3 Red Elemental Blast
4 Wasteland	1 Demonic Tutor	2 Tormod's Crypt
17 lands	1 Grim Monolith	1 Triskelion
	1 Hurkyl's Recall	3 Tsabo's Web
	1 Lotus Petal	15 sideboard cards
4 Goblin Welder	1 Mana Crypt	
2 Sundering Titan	1 Mana Vault	
6 creatures	3 Meditate	
	1 Mox Emerald	
	1 Mox Jet	
	1 Mox Pearl	
	1 Mox Ruby	
	1 Mox Sapphire	
	4 Smokestack	
	1 Sol Ring	
	4 Tangle Wire	
	1 Tinker	
	4 Trinisphere	
	1 Wheel of Fortune	
	37 other spells	

Rotchadl and Trudeau provided two different examples of how you can approach the format. Rotchadl's blue-red Fish deck is relatively inexpensive to build and sports none of the flash that the other decks were bringing to the table. Trudeau took pride in his unique foil and Asian cards residing alongside his power cards. Even without a **Black Lotus** -- he calls his **Mana Vault** the poor man's Lotus -- he estimated his deck's value to be over \$3,000!

Nick Trudeau		
Main Deck	Sideboard	
61 cards		
3 Forest	1 Blood Moon	2 Artifact Mutation
4 Mishra's Workshop	2 Crucible of Worlds	2 Blood Moon
1 Mountain	1 Mana Crypt	2 Chalice of the Void
1 Strip Mine	1 Mana Vault	1 Duplicant
4 Taiga	1 Memory Jar	1 Genesis
4 Wasteland	1 Mox Emerald	2 Naturalize
3 Wooded Foothills	1 Mox Jet	1 Platinum Angel
20 lands	1 Mox Pearl	3 Tormod's Crypt
	1 Mox Ruby	1 Viashino Heretic
	1 Mox Sapphire	15 sideboard cards
1 Anger	1 Sol Ring	
1 Duplicant	4 Survival of the Fittest	
1 Flametongue Kavu	4 Trinisphere	
4 Goblin Welder	20 other spells	
4 Juggernaut		
1 Karn, Silver Golem		
1 Masticore		
1 Squee, Goblin Nabob		
3 Su-Chi		
2 Sundering Titan		

1 Triskelion
1 Uktabi Orangutan

21 creatures

Tom Rotchadl

Blue-red Fish



Main Deck

60 cards

1 Bloodstained Mire
2 Faerie Conclave
3 Island
4 Mishra's Factory
2 Mountain
4 Polluted Delta
1 Strip Mine
4 Volcanic Island
4 Wasteland

2 Crucible of Worlds
4 Curiosity
3 Daze
4 Force of Will
3 Null Rod
4 Standstill
3 Stifle

23 other spells

25 lands

4 Cloud of Faeries
4 Grim Lavamancer
4 Spiketail Hatchling

12 creatures

Sideboard

2 Fire/Ice
3 Rack and Ruin
4 Red Elemental Blast
3 Sigil of Sleep
3 Sword of Fire and Ice

15 sideboard cards

Rotchadl's deck is one of the most popular decks in the format because you can probably build it for less than it costs for any one of the power cards. Yet it is still a potent enough force in the metagame that the winner's deck was sporting **Old Man of the Sea** in his sideboard to stem the rising tide of Fish decks (they are also pretty good against opposing Welders). With so many cards to choose from, anything is possible in this format. In round two, Rotchadl had an opponent go infinite against him with a **Fastbond**, **Crucible of Worlds**, and **Barbarian Ring** with **Glacial Chasm** to prevent the damage.

One of the big surprises in the Top 8 was the absence of Hulk Smash, Carl Winter's winning Psychatog deck from last year. It was handicapped as one of the best decks coming into the event but neither it nor Winter could repeat last year's performance. Also absent was the four-color control deck that won a recent Star City event. With the increasing schedule of Vintage tournaments over the coming year, these players will have ample opportunity to avenge their poor showing in the Championships.

For those Vintage players out there interested in slinging against a Wizards of the Coast R&D member, mark your calendars for Oct. 23 in Richmond, Va. That's when Star City's Power Nine Tournament will feature guest player Aaron Forsythe! StarCityGames.com president Pete Hoefling said that anyone who defeats Forsythe in Swiss will receive an Italian *Legends* booster pack, courtesy of StarCityGames.com.

Play of the Week

This week's play comes from the PTQ for Columbus in Berlin. Top-8 competitor Lukas Rohland was playing his Big Red deck (with a little black -- see [Swimming with Sharks](#) for the decklist) in the semifinals. He attacked with a **Megatog** on his fourth turn, backed up by two artifact lands and a Talisman. His opponent chose not to block and Rohland floated four mana and ate his artifacts to boost his 'Tog to 12 power. He finished his opponent off when he "flung" the Tog for another 12 points with an nonentwined **Grab the Reins**.

Setting up Nagoya

This past weekend was also the 2004 Japan Junior Championship. The event was held at the Character Hobby Festa in Chiba, Japan. There were 39 competitors -- all aged 15 and younger -- for this Standard event. The Japan Junior Championship invites players who win an in-store qualifier tournament (held between April and August), as well as the top players from the Japan Junior Ranking. Prizes were as follows:

1st: Box each of *Mirrodin*, *Darksteel*, *Fifth Dawn*; ¥30,000 in book coupons
2nd: 18 packs each of *Mirrodin*, *Darksteel*, *Fifth Dawn*; ¥20,000 in book coupons
3rd-4th: Box of *Fifth Dawn*; ¥10,000 in book coupons
5th-8th: 18 packs of *Fifth Dawn*; ¥5,000 in book coupons
9th-16th: 9 packs of *Fifth Dawn*; ¥3,000 in book coupons
17th-32nd: 6 packs of *Fifth Dawn*; ¥1,000 in book coupons

Here's a look at the Top 8 decklists:



Takayuki Koike

Champion, age 14



Main Deck 60 cards

3 Coastal Tower
2 Flooded Strand
9 Island
8 Plains
3 Temple of the False God

25 lands

3 Eternal Dragon
3 Exalted Angel

6 creatures

2 Akroma's Vengeance
2 Concentrate
3 Condescend
3 Decree of Justice
4 Mana Leak
2 Renewed Faith
3 Rewind
1 Scrabbling Claws
4 Thirst for Knowledge
1 Vex
4 Wrath of God

29 other spells

Sideboard

2 Acquire
2 Annul
1 Decree of Silence
2 Mindslaver
3 Relic Barrier
2 Scrabbling Claws
3 Silver Knight

15 sideboard cards

Akihiro Kawamura

Finalist, age 14



Main Deck 60 cards

4 Blinkmoth Nexus
2 Darksteel Citadel
3 Glimmervoid
4 Great Furnace
4 Seat of the Synod
3 Vault of Whispers

20 lands

4 Arcbound Ravager
3 Arcbound Worker
4 Disciple of the Vault
4 Frogmite
2 Ornithopter
3 Somber Hoverguard

20 creatures

4 Chromatic Sphere
4 Cranial Plating
4 Night's Whisper
4 Shrapnel Blast
4 Thoughtcast

20 other spells

Sideboard

4 Furnace Dragon
3 Mana Leak
3 Pyroclasm
3 Seething Song
2 Shatter

15 sideboard cards

Kouei Itou

Third, age 14



Main Deck 60 cards

2 City of Brass
3 Contested Cliffs
7 Forest


4 Creeping Mold
3 Magma Jet
3 Plow Under

Sideboard

2 Dwarven Blastminer
3 Flashfires
1 Hunted Wumpus


7 Mountain	2 Pyroclasm	3 Naturalize
4 Wooded Foothills	1 Starstorm	3 Oxidize
23 lands	4 Stone Rain	1 Plow Under
	17 other spells	2 Pyroclasm
		15 sideboard cards
2 Arc-Slogger		
4 Birds of Paradise		
4 Eternal Witness		
3 Molder Slug		
4 Ravenous Baloth		
3 Vine Trellis		
20 creatures		

Changsu Kou

Fourth, age 14 


Main Deck		Sideboard
60 cards		
4 Cloudpost	3 Akroma's Vengeance	3 Circle of Protection: Red
4 Flooded Strand	1 Concentrate	2 Decree of Silence
7 Island	3 Condescend	2 Last Word
8 Plains	4 Decree of Justice	3 March of the Machines
2 Temple of the False God	4 Mana Leak	3 Stifle
25 lands	3 Pulse of the Fields	2 Wing Shards
	2 Rewind	15 sideboard cards
3 Eternal Dragon	3 Thirst for Knowledge	
3 creatures	3 Wayfarer's Bauble	
	2 Wing Shards	
	4 Wrath of God	
	32 other spells	

Shin'ya Katou

Fifth, age 14 

Main Deck		Sideboard
60 cards		
2 Blinkmoth Nexus	4 Chromatic Sphere	1 Arcbound Worker
2 Glimmervoid	4 Cranial Plating	1 Blinkmoth Nexus
4 Great Furnace	1 Fiery Gambit	2 Electrostatic Bolt
4 Seat of the Synod	2 Shrapnel Blast	3 Fiery Gambit
4 Vault of Whispers	4 Thoughtcast	4 Furnace Dragon
16 lands	6 Unknown	4 Seething Song
	3 Welding Jar	15 sideboard cards
4 Arcbound Ravager	24 other spells	
4 Disciple of the Vault		
4 Frogmite		
4 Myr Enforcer		
4 Ornithopter		
20 creatures		

Kazuki Yashiro

Sixth, age 12 

Main Deck		Sideboard
60 cards		
4 Blinkmoth Nexus	4 Electrostatic Bolt	4 Dwarven Blastminer
4 Great Furnace	4 Magma Jet	3 Engineered Explosives
15 Mountain	4 Pyroclasm	2 Furnace Dragon
23 lands	3 Seething Song	3 Scrabbling Claws
	3 Shrapnel Blast	1 Seething Song
4 Arc-Slogger	4 Talisman of Indulgence	1 Shrapnel Blast
2 Furnace Dragon	4 Unknown	1 Swamp
1 Rorix Bladewing	26 other spells	15 sideboard cards
4 Solemn Simulacrum		

11 creatures

Kyou Suzuki

Seventh, age 15



Main Deck 60 cards

2 City of Brass
10 Forest
8 Swamp
20 lands
4 Eternal Witness
4 Headhunter
3 Krosan Tusker
4 Ravenous Baloth
4 Solemn Simulacrum
19 creatures

4 Chrome Mox
4 Death Cloud
2 Decree of Pain
1 Night's Whisper
3 Oxidize
4 Rampant Growth
1 Smother
2 Unknown
21 other spells

Sideboard

4 Cabal Interrogator
3 Creeping Mold
1 Decree of Pain
2 Scrabbling Claws
3 Terror
2 Viridian Shaman
15 sideboard cards

Yuuta Umezawa

Eighth, age 12



Main Deck 60 cards

4 Cloudpost
2 Coastal Tower
3 Flooded Strand
7 Island
6 Plains
2 Temple of the False God
24 lands
3 Eternal Dragon
3 creatures

3 Akroma's Vengeance
3 Condescend
4 Decree of Justice
3 Mana Leak
2 Mindslaver
2 Pulse of the Fields
4 Rewind
2 Stifle
3 Thirst for Knowledge
3 Wayfarer's Bauble
4 Wrath of God
33 other spells

Sideboard

2 Acquire
3 Circle of Protection: Red
2 Decree of Silence
3 March of the Machines
2 Sacred Ground
1 Stifle
2 Wing Shards
15 sideboard cards

Pro Tour Qualifer/Grand Prix Trial results

Here are the results from some of the North American PTQs and GPTs held this past weekend. If you don't see your result here, you should nudge your tournament organizer to get the info to Wizards of the Coast in a timely fashion.

Event City	Event Date	Event TO	Attendance
Waco, Texas (PT Qualifier)	8/21/2004	Edward Fox	86
Finish: 1. Herman Armstrong; 2. Jacob Sklar; 3. Hunter Burton; 4. Clinton Whitehurst; 5. Chris Moore; 6. Brent Kaskel; 7. Jim O'Brien; 8. Gregs Duran			
Wheat Ridge, Colo. (GP Trial)	8/21/2004	Eric Smith	27
Finish: 1. Kevin Robert Hansen; 2. Jonathan Job; 3. Brent Bellio; 4. Abraham D. Foster; 5. Russell Yakupov; 6. Bruce Emo; 7. William Grimes; 8. Matt Motchkavitz			
Las Cruces, N.M. (GP Trial)	8/21/2004	Jim Finstrom	20
Finish: 1. Jonathan Watson; 2. Christopher Nelson; 3. Shariff Barakat; 4. Dennis Rogers; 5. Jared Singh; 6. David Rosales; 7. Nick Zaharko; 8. Michael Mitchell			
Memphis, Tenn. (GP Trial)	8/21/2004	Mike Rodieck	24
Finish: 1. Steven Strasberg; 2. Cory Poage; 3. Aaron White; 4. Griffin Poole; 5. John Cooke; 6. John Spencer; 7. Robert Larrabee; 8. Zack Ellis			
Vancouver, B.C. (PT Qualifier)	8/21/2004	John Wong	85
Finish: 1. Dylan Lerch; 2. Eddie Liang; 3. Kellan Johnson; 4. Jason Adams; 5. Jeff Fung; 6. Adrian Wong; 7. Nikolai Decker; 8. Mark Douglas			
Seattle (PT Qualifier)	8/21/2004	Tim Shields	101
Finish: 1. Richard Oleksak; 2. Sean McBee; 3. Ricky Pine; 4. Matthew Greene; 5. Richard Boyes; 6. Steven Standnicki; 7. Elliott Woo; 8. Jesse Hampton			
Indianapolis (PT Qualifier)	8/21/2004	Victor Aldridge	113

Finish: 1. Matthew Kasper; 2. Anthony Lombardi; 3. Matthew Katz; 4. Tyson Swigart; 5. Thomas LaPille; 6. Michael Purn; 7. Joshua Barrett; 8. Jacob Beal

Seattle (GP Trial)

8/21/2004

Tim Shields

22

Finish: 1. Mike Thompson; 2. Kosuke Yoshida; 3. Mike Larson; 4. Tyler Butterworth; 5. Zack Maples; 6. David James; 7. William Nsuya-vu; 8. Ryan Englercht

Grand Prix Nagoya

There will be a much bigger Standard event taking place in Japan this week, with much larger ramifications. Grand Prix–Nagoya will be the last major event before Worlds and could have a major impact on the decks that get played the following week in San Francisco. It could also impact the Rookie of the Year race, the Player of the Year race, and the ever-popular year-end payout. Look for my coverage from Japan this weekend as we head down the home stretch for Worlds.

Keep your browser here for all the action, drama, and decklists.

*Brian David-Marshall has been involved in **Magic** since 1994 when he was violently shaken by someone searching for the game. He has organized tournaments, run a store, and is currently the Pro Tour Historian. His latest venture is [Top8Magic.com](#), the publishing house that is releasing Michael J. Flores: Deckade.*



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