

Urban planning: Part 1

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Making Magic

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Ravnica preview, Welcome to the 1st week! Today is the end. I came to finally be able to talk about Ravnica. The cards I show you this time are pretty good (as usual, I recommend you to look at the cards after reading the column from above). But this time the title may have some idea, but the stories related to Ravnica's design are too big to enter because of one column. Two columns are still impossible. So I think that the trial column of the preview will all break into a story related to Ravnica's design. Of course, I'll show you the preview card at each. Does not it look interesting? (If that is not the case in the first place, why do you read magic design story?)

Multi, multicolor, multi color!

The story starts from the invasion. As you know, the Invasion block was popular. The multicolor theme was really acceptable. So, even after this block has ended, Bill Rose (design supervisor of the magic of the time - deputy general manager of the development department now) declares again that this multicolored theme will be visited again. We spent considerable time examining how long it would be "enough" to the invasion to the next multicolor block. If it says for someone who is not good at counting, the conclusion was five years. Five years later, let's visit there again. At that time, I told you to capture the same magic in a completely different way.



Let's talk over three years. It is a story when I was promoted to Magic design supervision just in December 2003 (By the way, there are things that have contents that I seldom touch in my column on my titles - sometimes I receive it) Do not worry. According to this year's survey, the term "design supervision" that appears in the column means "Rosanne" or "restriction creates creativity" or "elegance" or "I designed this It seems that there were more words than "Although I saw" I "as a third party like a word that myself). At the stage of thinking what to do with the design team of Kamigawa rebellion and Kamikawa salvation, Bill had already decided on members of the team. The control (the code name of the set of Ravnica Blocks is "Control", "Ortho", "Delete") is the first design team I decided on the team composition.

I knew that the control would be a hard work. This is the first attempt to revive the theme of the block (although it certainly has revived the themes of the old individual set indeed). That is not just a theme. This is a guy who gave us the market research department as the most popular block in the past. And what is absolutely necessary is that I thought that the block theme of the resurrection had to go in a completely different direction from the way that the invasion came. So we decided to identify a list of things that Invasion should not repeat in what we have done. A top-level team is needed for this challenge. So, I decided to organize such a team.

Mark · Rose Water (Leader) : When you wrote that Mark talks about yourself as a third party, you may have said "Mark did such a thing?" But it seems Mark will do so if you have a chance. Anyway, Mark chose Mark Oh, it is awkward. Anyhow Talk You must bring it first. More than anything I need more. So why did I choose to put myself in the team? It's easier to look at work over your shoulder than to look at work on someone else's shoulder as your first job (wait, can you do such a thing physically?). Also, the restrictions in this design should be tougher than any of the previous sets. I am like a moth that can draw on the difficult block design.

What I have to do next is to organize a team. I know that it is a mistake to use this set to try out the power of the rookie. So, I had to call a veteran who came together with my previous design team.

Mike Elliott : Mike and I worked together for the first time in Tempest. Before the invasion, I joined a two-thirds team. And Mike was also standing beside me at Mirrodin 's job. I know his field of expertise - he makes a ridiculous number of cards. If you throw an idea to Mike, he analyzes it and packs up all the ideas. Every set needs an energetic designer, and Mike is perfect for control.



Aaron Forsythe : Fifth Dawn was the first design team for Aaron (leader is me). So I was very impressed by the amount of his work as well as the delicacy of his design. In the first set of Aaron, he showed a Major League in Magic's design. If you build a team for control, the top of the list will be Aaron.



Tyler Bielman : Tyler was a member of the Mirrodin team, but I always admire his plenty of designs. I knew that flavor was important for the control and I thought it would be a good idea to put in a designer that can approach cards from a customer's point of view.


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Richard Garfield : Once in about two years Richard came to see me and said he wanted to do a magic design with me. And I, of course, added him to the team I will next enter (Richard and I have done together, Tempest, Odyssey, Judgment).

The basic skills of this team are as listed above. If there is a problem that this team can not solve, it means that there is no answer.



Mimicking



We decided to set goals to be fulfilled as a design team for the first time. What we have to make is that it is a multi-colored block that can enjoy all the strength of multicolor, but it does not repeat the invasion. But, I waited for a moment. As I wrote [last week](#) , I thought that there are some problems to address. Block design, interblock design, block and creative interrelationships. It's all quite a difficult problem.

We decided to start with clarifying what was originally the invasion in the first place. What on earth did this set aim for? If you can not figure out what the invasion was, you can not make control an invasion. Then what was the invasion? Below is our idea.

Invasion advised players to use as many colors as possible. If you use the invasion mana or the color adjustment card, players could use 4 color or 5 color deck.

- Invasion was paying attention to the color. Not only was there a lot of cards focusing on color, but that the proportion of cards that used color was high (because of the conspicuous protection as well).
- In the invasion block, all 2 color combinations were used, but there was a ranking between friendship color and hostile color. In Apocalypse, the hostile color was adopted entirely, but still the combination of friendship cards was three times more than the hostile color.

Next point is clear. Let's pick up what defines the invasion and let it go upstairs. If the aim was for the 5 color deck, the control aims the player to use less color combinations. If the invasion was focusing on color, control does not (well, it's almost that I do not do that). And most importantly, if the invasion makes the combination of colors unfair, the control will make all combinations fair all ten.

When we face the creative team for the first time in the first week of design (I am recommending a joint meeting of two teams), we will be that the next world will be a world where neither the alliance nor the hostile will be Declared. Control focuses on having players use two specific colors. If the invasion is five colors, the control will go in two colors.

Half of mood

Before we go forward with our story, we have to go back to the past. Before we became a team, I was thinking about how to make the control different from the invasion. I was really intrigued by this challenge. While thinking about, I took a step back and looked at the multicolored card with a fresh feeling. What on earth is this? What is the value of multicolor? For example, double topography. This makes it possible to handle multicolor cards so that they are not substantially multicolored. To begin with, the fact that land represents two colors is a truly intriguing fact. Let me explain a bit.

What is the value of multicolor?

The most basic effects of multicolor cards are the following two.

Combination - Allows you to **combine** two or more different effects pulling at least one from one color, so that neither color can be done. Invasion's "bounce / Recoil" would be perfect as an example. Neither black nor blue can destroy a specific permanent, but if you combine hand-waste and bounce, it suddenly becomes possible.

Duplication - You can do whatever you can with either color, by using mana of both colors cheaply. A good example of this category would be " **Heroes' Reunion** ".

The reason why it is important to clarify this difference is that it shows interesting points. Multicolor is not just "A and B". You can also have "A or B". Magic continues to show its high flexibility from time to time. While thinking about these things, I came up with a simple idea. What if there is a multicolor card that does not require two colors of mana? Rather than requesting two colors of mana, you **can** use **either color** for playing spells . As I dig into this idea, I went on and on and on and on. I have created a multicolored card that does not resemble any other multicolored card. If you want to do it, you do not even need both colors to put it in the deck.

And, until this point, some of you guys say "Wha?" Then I will show you what this means.

[Here](#) When you click, today's preview card debut.



The new mana symbol of this card means that each color mana must be paid in green mana or white mana (called "halved half card", later officially "mixed "It was supposed to be a card).

For me, the hybrid mechanism is very intriguing in several ways. First of all, that this is incorporated into multicolor in a way that has never been before. The idea itself is quite simple, and the situation is quite odd that things like this have never been done. Secondly, this is pushing the use of two colors in a very interesting way. The basis of this game is to promote monochrome when thinking about stability of color mana as top priority. However, hybrid cards solve this problem. A hybrid card with green or white has no problem even if it is put in a green white deck. If you put it in a single color deck, it only works as a single color card. If you have two colors of mana, you can use both abilities. This is a delicate point, but it is important in terms of the significance of hybrid cards. And thirdly, if you think about it for a moment, this will help with basic problems in multicolored shielding battle.

In summary, I think that hybrid cards are completely different viewpoints in considering multicolor. That's what Control is looking for.

Chaos theory

At the beginning we were considering a set that evenly put all 10 combinations of colors, we made a list of old and new multicolored cards. But from the stage of building a deck from there, we noticed a mistake. As a result of mixing a lot of multicolor cards (it is impossible not to mix a lot of multicolor cards in multicolor blocks), it was impossible to form a two color deck. Even a 3 color deck was very hard to combine.

To make it as easy to understand, let us imagine a set that equally contains all ten different color combinations. Suppose there are 75 cards (ordinary shield game) for use with Limited. There are only 7.5 specific combinations of two specific colors. Even if you decide to build a 3 color deck, only 22.5 cards can be used. Simply it's just the last amount of 40 decks to put together. Besides, you must use all cards, ignoring the strength of the cards. Well, if it is an actual card there will be some single color cards that will help the deck, but the problem with the overall card selection was obvious.

So I remembered the idea of a half half card (ie hybrid card). Although hybrid cards are multicolor cards, they are widening the range of color choices for decks. Green and white hybrid cards fall into seven of the 10 different color combinations! So we added 10 hybrid cards and played again. The current development department is basically composed of players who are very good at magic. For example, many of us once participated in Pro Tour, and some of them actually won the Pro Tour in real life ("We are" them here, though they are). And this test play was causing confusion when we divided the card pool by color combination. According to Henry Stern, "A mountain of 25 kinds of cards, 25 mountains! The concept itself is tough"

Creative's helping hand

When such a situation is happening, Brady Dommermuth (one of the creative teams) came back with an interesting idea. What if each color combination has its own personality? From past market research, we knew that players liked the role of color. Then how about having 10 roles in control instead of 5 colors? Brady compared this idea to a guild.

As soon as I heard the idea of Brady, I realized this was the direction I should take the set. The color interrelations were of sufficient interest to embrace the creative aspects of the block. However, there was a key that we had to find out there was to find a way to blow each guild into the card.

And as soon as it says that it is still not enough, as a result of repeated test play, it turned out that 25 mountains (10 colors of 2 colors, 10 mountains of mixed color, 5 mountains of monochrome) are simply too much it was. The traditional color cards and hybrid cards were mutually too confusing. I have to leave either. And, as this is a multicolored set, the conclusion was very easy. Farewell, a hybrid card. The worst thing was that this situation occurred around the middle of the design. We spent considerable time fleshed out of hybrid cards. Turning it down at the time when the design time was only half was meant to be restarted from a state of extremely compromised in various ways.

However, the team liked the idea of the guild very much. The problem was that we could not find out what to do with it. And the time goes by quickly. How can I save a set?

- Continue next time -

So the next one is next week. Did you first explain the situation?

See you next week. At the time I talked about the challenge of Ravnica's design (hint: I ended up very well in the end).

While praying for you that you will be able to understand the enjoyment of flexibility.

Mark · Rose Water



*Mark Rosewater Is Head **Magic** Designer. What This Fancy Title Means Is That He'S In Charge Of **Magic** Design. This Gets Him A Lot Of Mail (Which He Actually Reads). When Not Alternatively Destroying And Saving **Magic** , He Likes To Spend Time With His Family, do stereotypically geeky things (play games, read comics, watch a lot of science fiction, etc.) and write about himself in third person.*



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