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# Better Late Than Never

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The Play's The Thing  
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John White writes in:

I am the tournament organizer for the local tournaments. Last week in a triple *Ravnica* draft, time ended in the round with one match still being played. The match was at 1-1 and time was out, so the extra 5 turns had started. On turn two (after the draw phase) the game looked like this:

### Opponent (15 life):

*in play:*

- 1 Elves of Deep Shadow
- 2 Gate Hound
- 1 Selesnya Evangel
- 3 Saproling Tokens
- 4 Forest
- 4 Plains
- (all were tapped in order to summon...)
- Autochthon Wurm

*in hand:*

0 cards in hand

### Player (18 life):

*in play:*

- 1 Elvish Skysweeper
- 1 Selesnya Guildmage
- 1 Screeching Griffin
- 1 Nightguard Patrol
- 1 Birds of Paradise
- 1 Saproling Token
- 2 Forest
- 3 Plains

*in hand:*

- 1 Devouring Light
- 1 Faith's Fetters
- 1 Seed Spark
- 1 Forest
- 1 Chord of Calling

*in deck:*

- 1 Razia, Boros Archangel

What is the BEST decision? Use the Devouring Light, Chord of Calling, Faith's Fetters or attack all out (giving all creatures +1/+1 with the Guildmage), take the damage and win with the Griffin in the air the next turn?



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Getting Razia now does just as much damage and gives you a better attack next turn. Therefore the only question you need to ask here is, could I potentially die if I go for Razia and leave the Wurm in place?

[So what's the best play?](#)

So what ended up happening? As it turns out, after about 5 minutes of considering, the player used the **Chord of Calling** to find Razia, and the opponent conceded for lack of flying creatures. Any play capable of killing the opponent would have worked.

Here's a question though: [what would the correct play be if you were not in extra turns and had some time to work with?](#)

[But which spell should you use?](#)

Now for another question. Given the game was in extra turns, [was your opponent correct to cast Autochthon Wurm?](#)

This seems like a horrible deal. He is greatly increasing the chance that he loses without giving him much of a chance to win – he essentially has to trick you into an alpha strike and then topdeck a pump spell to finish you off. If he has three copies of **Seeds of Strength**, that could make it a gamble worth taking. [But what is the other factor at work here?](#)

The key thing to take away is that Finkel's mantra of “focus only on what matters” applies not only to the current game but beyond it to the structure of the tournament. You need to treat the end of the five turns as the end of the game and act accordingly. There is nothing wrong with changing your actions in extra turns to adjust for how good or bad it is for the game not to finish. Figure out what you need to accomplish and then give yourself the best chance of success that you can.



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