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Let Me Count the Ways...

Magic Arcana
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how many legal ways are there to win or lose a game of Magic, as of right now?
 (Thanks to Devin Low for today's Arcana, and to Steve from Chicago for the question that inspired it.)

What's your guess?

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The answer is 28.

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Oh, you actually wanted to know what they were? Well just remember it the way **Magic** R&D's Devin Low does, with this... er, *simple* mnemonic poem he devised:

*5 Tormented Odysseys,
 5 Paths to Lose by Rules,
 7 Scattered Crazy Wins,
 3 Fortunes' Final Fools,
 3 Liches to Live in Death,
 5 Risks for Those Who Find Them,
 One Comp Rules to Rule them All, and in the Darkness Bind Them.*

5+5+3+7+3+3+5 = 28. Simple. If you didn't catch them all from the poem, just sound it out.

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More detail?? Really. Okay. So the comprehensive rules say you win when your opponents all lose, or when a card effect says you win.

"5 Tormented Odysseys"

Odyssey Block has a cycle of 5 alternate win conditions:

1. **Battle of Wits**
2. **Chance Encounter**
3. **Epic Struggle**
4. **Mortal Combat**
5. **Test of Endurance**

"5 Paths to Lose by Rules"

There are 5 ways your opponent can lose according to the [comprehensive rules](#):

1. He or she has zero life.
2. He or she tries to draw a card with no cards left in his or her library.
3. He or she has ten poison counters.
4. He or she loses and wins at the same time. (HINT: You lose.)
5. He or she concedes.

"7 Scattered Crazy Wins"

There are 7 other alternate win conditions across various sets:



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6. Door to Nothingness
7. Phage the Untouchable

(These last two are wins disguised as losses.)

"3 Fortunes' Final Fools"

There are 3 Final Fortunes:

1. Final Fortune
2. Last Chance
3. Warrior's Oath

"3 Liches to Live in Death"

There are 3 Liches that can make your opponent lose the game:

1. Lich
2. Lich's Tomb
3. Nefarious Lich

"5 Risks for Those Who Find Them"

And there are 5 other risky cards your opponent might use that can make him or her lose the game:

1. Amulet of Quoz
2. Forbidden Crypt
3. Form of the Squirrel
4. Rocket-Powered Turbo Slug
5. Transcendence

Yup, 28.



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