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Ten people alone

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Preview of Guildpact Welcome to the second week. This time is the sequel of the first week. Well, wait, the sequel tends to be a stuff (although I thought that individuals are more interesting for X-Men than 1 for one). Then how about if you decide that it is the second piece of trilogy? This thing will work out normally. The only problem is that there are only two weeks preview of the small set, the trilogy is not going to work. Oops, then how about using "my dramatic ending" with my old range of techniques? How nice. Then let's do with it. So, what we will deliver from now is a dramatic ending of "the wonderful world of Guildpact".



At last ten

What I want to talk about this week is about different aspects of Ravnica Block that Guildpact had to do. Its contents are about cycles. Normally, the cycle in Magic consists of five cards of the same rarity and different colors. But in the world of guilds, the numbers are not magical numbers (or Magic numbers). The magical number will be 10. what does this mean? In other words, if you want to make something fair for the whole guild, you have to make a cycle of ten cards. And according to the 4/3/3 structure of the set in the block, we can not let any cycle appear in just one set.

Actually, we are already doing these things (cycles crossing sets and blocks). For example, in the Odyssey block, we created a cycle of enchantments with different victory conditions across the block (" [Test of Endurance](#) " " [Battle of Wits](#) " " [Death Battle / Mortal Combat](#) " " [Coincidence Meeting / Chance Encounter](#) "" [Bold battle / Epic Struggle](#) "). Mirrodin has a cycle of equipment that straddles the whole block (" [Sword of Kaldra](#) " " [Shield of Kaldra](#) " " [Helm of Kaldra](#) "). And it is [mega megacycles of the legendary land](#) that crosses five blocks (" [Teferi 's Isle](#) " " [Volrath's Stronghold](#) " " [Yorimaya Hollow](#) " " [Yavimaya Hollow](#) " " [Co of haven / Kor haven](#) "" [Keld of dead city / Keldon Necropolis](#) ").

It is this guild cycle that makes Ravnica different from the other sets, so most cycles of this block will span three sets. That is, for the first time in history, this is a criterion rather than an exception. Then, what is it that you have to work on? Actually there are some problems. In this column, I will drill down on the challenge of making 10 card cycles and I will show clues as to what it means in Guildpact. And in the end, I will show you a new card from Isetto, one of those cycles. This guy is very interesting. So, if you want to go slowly ahead (or if you say that your patience is not as good as you, you can go down and go down - they can only live for a few hours So, if you have to do everything indefinitely - Oh, I know that it is not too bad to explain the joke - then let's keep silent prayer a couple of minutes I guess it would be nice to be around here. I should go ahead and I must do it for this kind of jokes.

Cycle for only two (million) people

To understand 10 card cycles, let's begin by looking at the limitations for that.

1: 10 is a very, very large number



One of the things we have to challenge to make a cycle is to find an idea with enough charm and space of design space to fill five cards. This is one of the challenges (The evidence is the fact that there are also cycles with only charms that can not be filled with 5 cards - the story of "Mage's Oath / Oath of Mages" Right. Ten cards are double that number. And let 's tell you a secret from me who is my twin father - in fact twice as much as I actually need more than twice as much effort. If you are going to be an additional twin and five additional cards, you will be tired out of being the first twin and five cards.

There are two ways to approach this. The first thing is to make the 10 cards exactly the same thing (usually with minor changes involving color). An example of this type of cycle in Ravnica is dual topography, a seal or "return home" (common two-colored land). The second is to make the cycle complicated and deep enough to make the design space flavored by the designer very large. An example of this type of cycle in Ravnica is an example of this example is an improving spell (a spell with additional effect or greater effect by using a certain color of mana


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when playing a spell), guild mage and guild It is home base (Uncommon's land cycle). However, these two alternatives each have problems. So let 's go ahead with the story

2: A different perspective than ever

The cycle of 10 cards spans three sets, so there are unique problems. One of them is one who never had something I had to work on so far. That's it. If you make the 10 cards the same thing and put the situation where the player is waiting for the remaining 7, the feeling of excitement will be lost in a certain way. Even though most of the cycles were presented at once, even if five cards were on the same ring, this was rarely a problem. However, the player is seeking new ones for the new set. If you decide to pass a regular guy as often as you'd like it over and over again, you will be disappointed to say it quietly.

This is a huge obstacle in 10 card cycles. If they are all straightforward, they will reveal a significant percentage of the subsequent set in October. In other words, the development department should do something very carefully for this "all same" 10 cycle. In fact, we were pretty bewildering and used only pure cards that no one would be surprised at whatever it was. The rose is a rose, and the double topography is a double topography. In 10 card cycles, if it is not a few chores cards, it means that the first category must be avoided. So let 's continue talking to problem two.

3: Complexity is difficult

It is easy and wonderful to say that "there is a commonality along the same theme and there is diversity to be unpredictable on that topic".

But actually making it is a different story. Let me show some of such difficult problems. Each card in that cycle is a different combination of two colors. Any idea has to find a place for each combination of two colors. And in Magic's design, certain colors are supposed to be unable to do anything specific. This is a tough challenge. Second, deriving from the mechanism does not have content that derives 10. For example, suppose a cycle is associated with each of the common creature abilities. (8) protection, (9) regeneration, and yeah, (1) flying, (2) preemptive strikes, (3) trample, (4) haste, (5) vigilance, (6) And (10) It is a two-stage attack. It is okay to have finished ten, but there are no guarantees that this ten can be applied. In addition, preemptive attacks are backwardly compatible with two-stage attacks, but there are also small problems.

Third, this is an extended version of the prospect problem. When the composition of the cycle is overstatement, the problem arises that the prediction becomes too stiff before the second set or the third set comes out. And on that extension line there are four problems. In order to satisfy the player's desire for evolution in the block, it becomes necessary to create a cycle that has evolutionary scope. What do you mean? There is something in the cycle that you have to add a new twist while going to the end. Let's talk about these samples later in the column.

4: Guild. You remember?

Standing on all of these is that it is most effective to clarify the significance of the existence of the cycle, ie the difference (or definition) between the guilds. Yes, the cycle must be fun, and not just the ones that have a prospect, but also the combination of each color must show what the guild is. Fortunately, designers love interesting challenges.

Cycle load

This story will last until my blood clears from my face (or a finger striking a key). But the best way to explain 10 card cycles is to talk about that card itself. I will tell you, but I do not reveal everything. But I will show clearly the contents of Ravnica's 10 card cycles as clearly as possible to show how Guildpact deals with it.

Dual terrain

It is the same in the future. I do not intend to disturb you, right?

seal

This is also the same.

"Return home" (two colored lands of common)

Ibid.

Guild's headquarters

This is the uncommon land that represents the headquarters of each guild. Each land can tap and put out mana (In our regulations today, land has to have the ability to tap and put out mana or tap and bring land to put out mana). Also, on each land there is an activated ability that requires one mana color mana (plus mana as necessary for each need) from each color. This ability is either a tap ability or a meaningless effect on using twice. The effect is something suitable for the image of a specific guild. Guildpact is also in line with that guideline. This ability is given all directions, so the range of possibilities is wide enough that you keep away from the level where you can predict ability.

Improve spells



Again, this is a spell with a certain second color mana when playing the spell, which adds additional effect and greater effect. In Ravnica, all enhancement spells were instant or sorcery. In Guildpact, we added a twist to this cycle and made it an ability to improve the ability to add creatures when they came into the playing field (this also seems to be quite compare to the fact that the disenchanters did this cycle).



Legendary creature

Guild legendary creatures are actually two ten card cycles. The first one is the leader of the guild. The leader of the guild is simply a powerful and phenomenal rare. Each mechanical connection is that each mana cost includes CCDD (meaning the first color of the guild is 2 mana and the second color means 2 mana). The actual main image is to say that they are the vertex showing what the guild is. This theme can be continued even with Guildpact. Niv - Midget (which is touched on last week 's Matt Cavotta [column](#) ' The Taste of Magic ') is also one of such guild' s leaders. Orzov's leader is scheduled to touch in this week's column "That play points" of Zubi Mosovitz ().

The second rare legacy creature cycle is more mechanically connected. Each creature is designed to be able to benefit from using the two colors of that guild. In fact, this is realized by having two abilities to be able to benefit from using one of the corresponding two colors (sometimes even permanent or spell). These cards are created so that both abilities always trigger when using the corresponding multicolor card. Like the Guild Leader's cycle, this "Children" cycle is likewise reproduced in Guildpact, but how to apply the mechanism is reasonable flexibility.



Activation by other colors

A group of this card actually consists of two kinds of 10 card cycles. The background of this idea is to make a card that starts with the other color for each color (except for "Elves of Deep Shadow", except for the other color) It is becoming the ability to produce instead of). This activated ability gives the card some capability that can not be achieved by the original color alone. Every guild has such a card for each color of each guild. In Ravnica, all cards belonging to this large cycle were creatures. In Guildpact this is a little tweaked, it applies to a color month moon permanent that is not a creature. I think you understand it, but it's about enchantment.

Guild Artifact

Guild artifacts are designed to have one ability to be used by anyone and one ability to require the color mana of the corresponding guild. The basis of thinking is that these artifacts belong to the guild, so it can be used optimally only by specific colors. As with the other 10 card cycles, this design also has sufficient flexibility, and Guildpact does not require a special twist.



Guild mage

The end is a guild mage who can be said as the root of Ravnica's 10 card cycles. Apart from the exact same cycle, the guild mage has the most solidly connected concurrent structure. Below are the conditions that the guild mage must have. One, the mana cost must be a mixed mana 2 mana (exactly 2 mana) of the corresponding color. That 2, 2/2. Third, creatures have two activated capabilities, each requiring separate mana of the corresponding color for cost. Fourth, the two abilities are grabbing the essence of the guild. And that fifth, that the two abilities are linked from an aesthetic point of view.

The last condition can be achieved in various ways. First of all, it is a way that two abilities are mutually useful. "Selesnya Guildmage" is a good example of this - creating a creature and giving +1 / +1 to all creatures is functionally overlapping. Second, how to make the two abilities work on two similar aspects of the game. In this

category, "Dimir Guildmage of Dimir" is a good example - drawing a card and discarding a card means taking two actions for the same purpose. Thirdly, the two abilities are parallel. Unfortunately, there is no guild mage of Ravnica that falls under this. But I will show an example. Oh, yeah, I forgot to have the right to show preview cards. God of the great preview card Give the card that corresponds to the fourth example to give the reader learning (The preview God is very powerful, it seems you will not show the preview card until you [click here](#) Right.



If you think that you do not come with a pin on this card or you do not think it is interesting, Izzette is not recommended for you. If you are a fan of Isetz, you will be glad to see this card and will dance. Even I am (I am a fan of Isetto, did you think it was not so?) Hi, welcome to my column.

This is also an interesting card, but there is also a funny story behind it. One of my roles as a designer's leader is to review the design file before proceeding. And we make some modifications whenever necessary. So the ability of "Izzet Guildmage" for a time was a combination of terrible abilities anyway. It is almost like this.

"Izzet guild Mage / Izzet Guildmage"

(U / R) (U / R)
 Creature - Human Wizard
 2/2
 5U: lose the game.
 5R: Make all your cards bold.

As a fan of perfect Isetto, this was reworked. "Izzet Guildmage of Izzette" should not be a bad card. And worse, it can not be a "funny" card. So I decided to start a better "Izzet Guildmage". Well, what is the thing the Mage of Isett wants to do? The answer is to play lots of instant and sorcery as I explained last week. I see, I guess, then why is the guild mage so happy? That is because he has two activated ability, not the ability to be triggered by playing instant or sorcery. When I was thinking about a breakthrough against this problem during lunch on a certain day, it was my tableware

It was a spoon there. From there, The TickDeciding dialogue (It is a very funny super hero parody, has become a comic, anime, special effects something.) Recalled from the spelling dialogue when it plunges into the enemy is "spoon!". From there "

Earth of shining (A serious book about South Africa that I read when I was a high school student), from which I remembered "Cry Baby" (a bizarre movie starring John Waters, Johnny Depp) and from there "Baby Blues (Comics on Child-rearing), and remembered "Hill Street · Blues" (a wonderful police drama of the 1980s), from there "Sticking" (Emilio Estevez and Richard Dreyfuss' s not too big friendship police film), and from that I noticed that I am eating at a steak and not using spoons. Hopefully there is a fork, or " Fork "!



Oh, it certainly was not such a thing, but my way of thinking is almost like this. Anyway, I came up with a good way to use instant and sorcery is to copy it. That's why I combined the "Fork" which can be used repeatedly like "Mirari" like wind, with the form of "Limited small spells" of " Isochronous Scepter " style, turning and knitting guild mage I made it up.

So that's what I wanted to talk about this time. Hopefully, I am glad that you can understand this little bit about the Ravnica world.

See you next week. This is the end of dispensing guildpact. Let's talk in brief the next time. It will be an interesting story. Even if promised.

During that time. I pray that you will stop a little bit and sniff the nuance (at least notice it).

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