



Timmy, Johnny, and Spike Revisited

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Making Magic
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Welcome to the updated Timmy, Johnny & Spike Test. All you need to do is answer two questions.

Question #1: Of the following cards, choose the **five** cards you most enjoy playing with:

- | | | |
|---|--|---|
| <input type="checkbox"/> Angel of Despair | <input type="checkbox"/> Char | <input type="checkbox"/> Circu, Dimir Lobotomist |
| <input type="checkbox"/> Dark Confidant | <input type="checkbox"/> Debtors' Knell | <input type="checkbox"/> Dimir Cutpurse |
| <input type="checkbox"/> Dimir Doppelganger | <input type="checkbox"/> Djinn Illuminatus | <input type="checkbox"/> Doubling Season |
| <input type="checkbox"/> Firemane Angel | <input type="checkbox"/> Followed Footsteps | <input type="checkbox"/> Ghost Council of Orzhova |
| <input type="checkbox"/> Ghostway | <input type="checkbox"/> Giant Solifuge | <input type="checkbox"/> Gleancrawler |
| <input type="checkbox"/> Glimpse the Unthinkable | <input type="checkbox"/> Hatching Plans | <input type="checkbox"/> Helldozer |
| <input type="checkbox"/> Hunted Dragon | <input type="checkbox"/> Leyline of the Void | <input type="checkbox"/> Life from the Loam |
| <input type="checkbox"/> Lightning Helix | <input type="checkbox"/> Mimeofacture | <input type="checkbox"/> Moldervine Cloak |
| <input type="checkbox"/> Niv-Mizzet, the Firemind | <input type="checkbox"/> Quicken | <input type="checkbox"/> Rumbling Slum |
| <input type="checkbox"/> Skeletal Vampire | <input type="checkbox"/> Stitch in Time | <input type="checkbox"/> Warp World |

Question #2: From the following list, choose the top **three** reasons why you like to play **Magic**:

- | | |
|--|--|
| <input type="checkbox"/> I enjoy the art | <input type="checkbox"/> I enjoy attacking with big creatures |
| <input type="checkbox"/> I enjoy being the best at something | <input type="checkbox"/> I enjoy the challenges of deck building |
| <input type="checkbox"/> I enjoy the community | <input type="checkbox"/> I enjoy the competition |
| <input type="checkbox"/> I enjoy the cool card interactions | <input type="checkbox"/> I enjoy creating innovative decks |
| <input type="checkbox"/> I enjoy the depth of strategy | <input type="checkbox"/> I enjoy the fantasy flavor |
| <input type="checkbox"/> I enjoy flaunting my victories | <input type="checkbox"/> I enjoy hanging out with my friends |
| <input type="checkbox"/> I enjoy how each game is different | <input type="checkbox"/> I enjoy how the game keeps changing |
| <input type="checkbox"/> I enjoy making money playing a game | <input type="checkbox"/> I enjoy the mental challenge |
| <input type="checkbox"/> I enjoy showing off my deck | <input type="checkbox"/> I enjoy smashing my opponents |
| <input type="checkbox"/> I enjoy winning in creative ways | <input type="checkbox"/> I enjoy winning in any way |

Score my test and take me to the rest of the article

*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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