



Timmy, Johnny, and Spike Revisited

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Making Magic
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Just over four years ago (on March 11, 2002), I wrote one of my first columns entitled “[Timmy, Johnny, and Spike](#)”. That column has the distinction of being the most visited column in the history of [magicthegathering.com](#). In it I talk about a fundamental tool R&D uses in design and development. But before I start talking about that, I have to start this article, as I did the one back then, with a test. Ever since I wrote the first article, I've been deluged with requests to update the test as it referenced cards from the *Odyssey* block that a lot of players are unfamiliar with. So without any further ado, here is the Timmy, Johnny, Spike test updated for *Ravnica* block. (If you have no idea what these terms mean, I promise to cover it in detail after the test.)

So please test the test and then we'll talk. Don't worry. It's quite painless.

See you after the test.

[CLICK HERE TO BEGIN](#)

*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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