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National Pride

Brian David-Marshall
The Week That Was
Friday, September 15, 2006



If the composition of the various National teams is to be any indication, we should be in for a heck of a show at Worlds this year. There has been a consistent thread of quality weaving its way through all of the Nationals rosters that includes three World *Champions* and multiple Pro Tour Top 8 competitors.

Carlos Romão first became a **Magic** superstar when he piloted **Psychatog** – utilizing an innovative strategy of not fighting over card-drawing spells in the mirror match – to the [World Championships in 2002](#). He was the first Latin American player to win a Pro Tour. Many suspected that Carlos' best days were behind him, but perhaps spurred on by losing out on the Latin American Invitational Ballot for the first time in years, he has been playing recently with the fire of old.



A much-younger Carlos Romão after he became the 2002 World Champion.

With a room full of Japanese, Dutch, Belgian, Portuguese, and French players, Carlos was not the non-North American pundits were picking to win [Grand Prix-Phoenix](#) but that is exactly what happened two weeks ago. From there it was straight home for Carlos to play in his National Championship, winning a berth on his National team. Carlos joins Norway's Nicolai Herzog and Austria's Benedikt Klauser as National team members at this year's Worlds in the most likely to be featured under a "Don't Call It a Comeback" headline category.

Brazil's National Championship was won by rising Brazilian star and Pro Tour-Charleston finalist Paolo Vitor Damo De Rosa, playing Akira Asahara's Snow Ideal deck from Japanese Nationals. The identical 75-card list was played by Francisco Barciella, who finished fourth but lost to Romão in the 3/4 playoff; Carlos was playing Budget Boros. Hats off to second-place finisher Elton Fior for the heads-up and the decklists – as you can see the Top 4 was dominated by the snow theme. This was the second time that Elton finished as high as second at this tournament.

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RULES

Paulo Vitor Damo da Rosa - Snow Ideal

2006 Brazilian National Championship – First place

Main Deck 60 cards		Sideboard
1 Boseiju, Who Shelters All	4 Wrath of God	4 Wall of Shards
4 Boreal Shelf	4 Counterbalance	3 Condemn
7 Snow-Covered Plains	4 Sensei's Divining Top	4 Mana Leak
7 Snow-Covered Island	4 Enduring Ideal	2 Commandeer
4 Scrying Sheets	4 Azorius Signet	2 Boseiju, Who Shelters All
23 lands	3 Coldsteel Heart	15 sideboard cards
	2 Confiscate	
	2 Faith's Fetters	
4 Court Hussar	2 Form of the Dragon	
4 creatures	1 Meishin, the Mind Cage	
	1 Dovescape	
	1 Zur's Weirding	
	1 Ivory Mask	
	33 other spells	

Elton M Fior - Snow Bob

2006 Brazilian National Championship – Second place

Main Deck 60 cards		Sideboard
8 Snow-Covered Island	4 Remand	2 Persecute
4 Snow-Covered Swamp	4 Hinder	2 Threads of Disloyalty
3 Watery Grave	3 Spell Snare	2 Deathmark

3 Underground River	2 Remove Soul	2 Annex
2 Frost Marsh	1 Muddle the Mixture	1 Nekkaraal
4 Scrying Sheets	3 Last Gasp	1 Seize the Soul
24 lands	2 Boomerang	1 Last Gasp
4 Dark Confidant	3 Sensei's Divining Top	1 Hideous Laughter
4 Phyrean Ironfoot	2 Counterbalance	1 Muddle the Mixture
2 Meloku the Clouded Mirror	2 Umezawa's Jitte	1 Darkblast
10 creatures	26 other spells	1 Spell Snare
		15 sideboard cards

Carlos "Jabaiano" Romão - Budget Boros		
2006 Brazilian National Championship – Third place		
Main Deck	Sideboard	
60 cards		
4 Sacred Foundry	4 Umezawa's Jitte	1 Kami of Ancient Law
4 Battlefield Forge	4 Char	2 Ronom Unicorn
1 Shinka, the Bloodsoaked Keep	4 Seal of Fire	3 Pacifism
1 Eiganjo Castle	4 Volcanic Hammer	3 Giant Solifuge
2 Boros Garrison	4 Lightning Helix	2 Manriki-Gusari
8 Plains	20 other spells	3 Blood Moon
1 Mountain		1 Pithing Needle
21 lands		15 sideboard cards
3 Eight-and-a-Half-Tails		
4 Paladin en-Vec		
4 Savannah Lions		
4 Isamaru, Hound of Konda		
4 Hand of Honor		
19 creatures		

Francisco "Xiko" Barciella - Snow Ideal		
2006 Brazilian National Championship – Fourth place		
Main Deck	Sideboard	
60 cards		
1 Boseiju, Who Shelters All	4 Wrath of God	4 Wall of Shards
4 Boreal Shelf	4 Counterbalance	3 Condemn
7 Snow-Covered Plains	4 Sensei's Divining Top	4 Mana Leak
7 Snow-Covered Island	4 Enduring Ideal	2 Commandeer
4 Scrying Sheets	4 Azorius Signet	2 Boseiju, Who Shelters All
23 lands	3 Coldsteel Heart	15 sideboard cards
4 Court Hussar	2 Confiscate	
4 creatures	2 Faith's Fetters	
	2 Form of the Dragon	
	1 Meishin, the Mind Cage	
	1 Dovescape	
	1 Zur's Weiriding	
	1 Ivory Mask	
	33 other spells	

The other Top 8 decks were Alex e Silva (Hand in Hand), Pedro Motta (UG Graft), Rafael Mendonça, and Daniel Frias (both with Structure & Force).

Here's how the bracket looked:

Top 8

Carlos (Boros) defeats Daniel (S&F)
 Elton (Snow-Bob) defeats Alex (Hand)
 Paulo (Ideal) defeats Pedro (UG)
 Francisco (Ideal) defeats Rafael (S&F)

Semifinals

Paulo defeats Carlos Elton defeats Francisco



The 2006 Brazilian National team.

Finals and Playoff

Paulo defeats Elton

Fracisco concedes to Carlos

"Besides me, the Brazilian Team is none other than Paulo Vitor Damo da Rosa and Carlos Romão!!" bragged Elton, who is a Pro Tour veteran and has finished as high as 19th at the World Championships. "I'll be the proud teammate of the two best Brazilian players, and they can attest, I'm no slouch either!"

Brazilian player Lucas Bethoud also wrote in with decklists and praise for the National team. He is expecting big things from this squad and assured me that they will produce solid results come Worlds: "That's easily the best the country could offer for the team competition. All the players are taking their game seriously this year and we hope great things can come from Paris in December."

If Brazilian Nationals was all about [Scrying Sheets](#), [Dutch Nationals](#) was all about [Breeding Pool](#) – five different players had decks that bore a passing resemblance to Sea Stompy. Of the five, only National Champion Kamiel Cornelissen had any red in his deck for cards such as [Seal of Fire](#), [Kird Ape](#), and sideboarded [Rumbling Slum](#). Three of the remaining five opted for a straight blue-green ninja build while the fifth deck was all about Snakes on a Plane.

As a professional observer of professional **Magic**, I found the Dutch bracket heart-breaking. One side of the bracket was loaded up with the Top Dutch names while the other featured Rogier Maaten and three lesser-known players. Not only did Frank Karsten and Jeroen Remie get knocked out in the quarterfinals but Rogier did as well, losing to eventual National team member Robert van Medevoort.

Joining Kamiel and Robert on the National team was former World Champion and Rookie of the Year Julien Nuijten. Julien has playfully groused about Karsten getting credit for his innovations – such as [AEther Vial](#) in the Affinity deck and the pattern Frank used to lay out Sealed Decks after the release of [Guildpact](#) – and he got to exact some revenge by knocking The Fanatic out in the quarterfinals, losing in the semis to Kamiel, and then earning a spot in the playoff for 3rd/4th. Julien joins Katsuhiko Mori and Carlos Romão as former World *Champions* on national teams this year.



Kamiel Cornelissen		2006 Netherlands National Championship	
Main Deck 60 cards		Sideboard	
2 Yavimaya Coast	3 Seal of Fire	4 Carven Caryatid	
4 Shivan Reef	4 Umezawa's Jitte	4 Rumbling Slum	
4 Forest	4 Remand	2 Pithing Needle	
4 Breeding Pool	4 Mana Leak	2 Threads of Disloyalty	
4 Steam Vents		1 Seal of Fire	
4 Stomping Ground	15 other spells	1 Meloku the Clouded Mirror	
		1 Thoughts of Ruin	
22 lands		15 sideboard cards	
3 Ohran Viper			
4 Kird Ape			
4 Birds of Paradise			
2 Llanowar Elves			
4 Ninja of the Deep Hours			
4 Trygon Predator			
2 Meloku the Clouded Mirror			
23 creatures			

Julien Nuijten		2006 Netherlands National Championship	
Main Deck 60 cards		Sideboard	
4 Yavimaya Coast	4 Umezawa's Jitte	4 Threads of Disloyalty	
6 Forest	4 Mana Leak	3 Hinder	
4 Breeding Pool	2 Remand	2 Arashi, the Sky Asunder	
3 Island	2 Spell Snare	2 Iwamori of the Open Fist	
1 Okina, Temple to the Grandfathers	12 other spells	2 Pithing Needle	
1 Minamo, School at Water's Edge		2 Higure, the Still Wind	
1 Simic Growth Chamber			
1 Oboro, Palace in the Clouds			
		15 sideboard cards	

21 lands

- 4 Ohran Viper
- 4 Birds of Paradise
- 4 Llanowar Elves
- 4 Plaxmanta
- 4 Ninja of the Deep Hours
- 4 Trygon Predator
- 3 Meloku the Clouded Mirror

27 creatures

Robert van Medevoort

2006 Netherlands National Championship



Main Deck 60 cards

- | | |
|-----------------------------|-------------------|
| 2 Vitu-Ghazi, the City-Tree | 4 Umezawa's Jitte |
| 4 Temple Garden | 3 Castigate |
| 4 Overgrown Tomb | 2 Mortify |
| 3 Godless Shrine | 2 Putrefy |
| 3 Swamp | 1 Gather Courage |
| 5 Forest | |

12 other spells

21 lands

- 4 Ohran Viper
- 4 Birds of Paradise
- 4 Elves of Deep Shadow
- 2 Llanowar Elves
- 4 Hypnotic Specter
- 4 Okiba-Gang Shinobi
- 3 Loxodon Hierarch
- 2 Ink-Eyes, Servant of Oni

27 creatures

Sideboard

- 1 Vitu-Ghazi, the City-Tree
- 4 Deathmark
- 4 Carven Caryatid
- 3 Cranial Extraction
- 1 Loxodon Hierarch
- 1 Ink-Eyes, Servant of Oni
- 1 Castigate

15 sideboard cards

Rogier Maaten

2006 Netherlands National Championship



Main Deck 61 cards

- | | |
|----------------------------|-------------------------|
| 8 Island | 4 Heartbeat of Spring |
| 12 Forest | 4 Early Harvest |
| 1 Swamp | 4 Sensei's Divining Top |
| 1 Mountain | 4 Kodama's Reach |
| | 4 Spell Snare |
| | 4 Muddle the Mixture |
| | 2 Weird Harvest |
| | 1 Remand |
| 4 Sakura-Tribe Elder | 1 Pyroclasm |
| 4 Drift of Phantasms | 1 Crime // Punishment |
| 1 Maga, Traitor to Mortals | 1 Demonfire |

30 other spells

22 lands

- 4 Sakura-Tribe Elder
- 4 Drift of Phantasms
- 1 Maga, Traitor to Mortals

9 creatures

Sideboard

- 3 Bottled Cloister
- 2 Boseiju, Who Shelters All
- 2 Crime // Punishment
- 1 Counterbalance
- 1 Invoke the Firemind
- 1 Recollect
- 1 Savage Twister
- 1 Research // Development
- 1 Carven Caryatid
- 1 Viridian Shaman
- 1 Pyroclasm

15 sideboard cards

Frank Karsten

2006 Netherlands National Championship



Main Deck 60 cards

- | | |
|-----------------------|-------------------------|
| 6 Snow-Covered Island | 3 Hinder |
| 3 Godless Shrine | 1 Last Gasp |
| 2 Hallowed Fountain | 2 Muddle the Mixture |
| 1 Watery Grave | 4 Remand |
| 4 Underground River | 2 Remove Soul |
| 1 Adarkar Wastes | 3 Sensei's Divining Top |
| 2 Boreal Shelf | 3 Spell Snare |
| 2 Frost Marsh | 2 Umezawa's Jitte |

Sideboard

- 2 Last Gasp
- 2 Orzhov Pontiff
- 2 Threads of Disloyalty
- 2 Deathmark
- 1 Annex
- 1 Hinder
- 1 Ink-Eyes, Servant of Oni
- 1 Persecute

2 Scrying Sheets
1 Miren, the Moaning Well

24 lands

3 Meloku the Clouded Mirror
4 Dark Confidant
4 Court Hussar

11 creatures

3 Condemn
2 Counterbalance

25 other spells

1 Umezawa's Jitte
1 Govern the Guildless
1 Grand Arbiter Augustin IV

15 sideboard cards

Jasper de Jong

2006 Netherlands National Championship



Main Deck 60 cards

4 Breeding Pool
4 Yavimaya Coast
1 Okina, Temple to the Grandfathers
1 Minamo, School at Water's Edge
1 Oboro, Palace in the Clouds
4 Island
3 Forest

18 lands

4 Birds of Paradise
4 Ornithopter
4 Erayo, Soratami Ascendant
4 Ninja of the Deep Hours
3 Higure, the Still Wind

19 creatures

4 Sleight of Hand
4 Repeal
4 Mana Leak
4 Remand
4 Mishra's Bauble
3 Disrupting Shoal

23 other spells

Sideboard

4 Umezawa's Jitte
4 Carven Caryatid
2 Commandeer
2 Threads of Disloyalty
2 Llanowar Elves
1 Pithing Needle

15 sideboard cards

Jeroen Remie

2006 Netherlands National Championship



Main Deck 60 cards

4 Yavimaya Coast
6 Forest
4 Breeding Pool
3 Island
1 Okina, Temple to the Grandfathers
1 Minamo, School at Water's Edge
1 Simic Growth Chamber
1 Oboro, Palace in the Clouds

21 lands

4 Ohran Viper
4 Birds of Paradise
4 Llanowar Elves
4 Plaxmanta
4 Ninja of the Deep Hours
4 Trygon Predator
3 Meloku the Clouded Mirror

27 creatures

4 Umezawa's Jitte
4 Mana Leak
2 Remand
2 Spell Snare

12 other spells

Sideboard

4 Threads of Disloyalty
3 Hinder
2 Pithing Needle
2 Iwamori of the Open Fist
2 Naturalize
2 Higure, the Still Wind

15 sideboard cards

Jasper Bongaards

2006 Netherlands National Championship



Main Deck 61 cards

4 Breeding Pool
2 Temple Garden
3 Yavimaya Coast
2 Brushland

4 Sosuke's Summons
4 Umezawa's Jitte
3 Coat of Arms
3 Glare of Subdual

Sideboard

4 Loxodon Hierarch
3 Pithing Needle
3 Meloku the Clouded Mirror

4 Simic Growth Chamber	3 Spell Snare	3 Sundering Vitae
1 Okina, Temple to the Grandfathers	3 Remand	2 Voidslime
3 Forest	1 Chord of Calling	15 sideboard cards
2 Island		
1 Plains	21 other spells	
<hr/>		
22 lands		
<hr/>		
4 Sakura-Tribe Scout		
4 Sakura-Tribe Elder		
4 Coiling Oracle		
4 Patagia Viper		
2 Seshiro the Anointed		
<hr/>		
18 creatures		

If you have checked out the Tournament Center this weekend, then you already had seen the Dutch coverage as well as the [Spanish Nationals coverage](#) featuring National Champion Javier Dominguez. If Javier's name seems familiar to you, it is because he was part of the Spanish cabal that cooked up Cephalid Breakfast for Columbus, which he played to a Top 32 finish at that tournament.

Here are six of the Top 8 decklists from Spanish Nats.

Marcos Cardenal		
Nacional español 2006 - Vipies		
Main Deck 60 cards		Sideboard
4 Llanowar Wastes	4 Umezawa's Jitte	3 Deathmark
4 Overgrown Tomb	2 Genju of the Cedars	3 Distress
3 Swamp	3 Putrefy	4 Bottle Gnomes
1 Snow-Covered Swamp	2 Persecute	2 Crime // Punishment
4 Snow-Covered Forest	4 Demonfire	2 Indrik Stomphowler
4 Stomping Ground	15 other spells	1 Giant Solifuge
1 Karplusan Forest		15 sideboard cards
1 Shizo, Death's Storehouse		
<hr/>		
22 lands		
<hr/>		
4 Hypnotic Specter		
4 Llanowar Elves		
4 Dark Confidant		
3 Giant Solifuge		
3 Ohran Viper		
4 Birds of Paradise		
1 Ink-Eyes, Servant of Oni		
<hr/>		
23 creatures		

Ernesto Rodriguez		
Nacional español 2006 - White Weenie Blue		
Main Deck 60 cards		Sideboard
1 Oboro, Palace in the Clouds	4 Umezawa's Jitte	3 Boomerang
1 Eiganjo Castle	4 Shining Shoal	4 Devouring Light
4 Adarkar Wastes	4 Remand	1 Ghost Quarter
4 Hallowed Fountain	2 Mana Leak	1 Weathered Wayfarer
7 Plains	14 other spells	1 Manriki-Gusari
3 Island		3 Pithing Needle
1 Quicksand		2 Kami of Ancient Law
1 Ghost Quarter		15 sideboard cards
<hr/>		
22 lands		
<hr/>		
2 Eight-and-a-Half-Tails		
4 Paladin en-Vec		
4 Azorius Guildmage		
4 Isamaru, Hound of Konda		
3 Savannah Lions		
2 Hand of Honor		

3 Hokori, Dust Drinker
2 Weathered Wayfarer

24 creatures

Ferran Vila

Nacional español 2006 - Tocinet's Friki



Main Deck 60 cards

1 Shizo, Death's Storehouse
2 Azorius Chancery
1 Watery Grave
3 Godless Shrine
2 Orzhov Basilica
1 Eiganjo Castle
2 Caves of Koilos
1 Island
1 Hallowed Fountain
1 Plains
1 Mikokoro, Center of the Sea
1 Minamo, School at Water's Edge
1 Miren, the Moaning Well
2 Swamp
2 Tendo Ice Bridge
1 Underground River

23 lands

1 Adarkar Valkyrie
3 Angel of Despair
1 Meloku the Clouded Mirror
3 Court Hussar
2 Kokusho, the Evening Star
1 Yosei, the Morning Star
1 Ink-Eyes, Servant of Oni

12 creatures

2 Dimir Signet
3 Azorius Signet
4 Compulsive Research
4 Remand
2 Persecute
3 Zombify
3 Mortify
4 Wrath of God

25 other spells

Sideboard

1 Bottle Gnomes
2 Darkblast
2 Repeal
1 Crime // Punishment
3 Castigate
2 Night of Souls' Betrayal
3 Descendant of Kiyomaro
1 Persecute

15 sideboard cards

Javier Dominguez

Nacional español 2006 - Erayu Minju



Main Deck 60 cards

4 Yavimaya Coast
4 Breeding Pool
5 Snow-Covered Island
3 Snow-Covered Forest
1 Okina, Temple to the Grandfathers
1 Minamo, School at Water's Edge

18 lands

4 Erayo, Soratami Ascendant
4 Ornithopter
4 Birds of Paradise
4 Ninja of the Deep Hours
3 Higure, the Still Wind

19 creatures

4 Mishra's Bauble
4 Sleight of Hand
4 Mana Leak
4 Remand
3 Disrupting Shoal
4 Repel

23 other spells

Sideboard

2 Meloku the Clouded Mirror
4 Umezawa's Jitte
1 Disrupting Shoal
4 Phyrexian Ironfoot
2 Boreal Druid
2 Trygon Predator

15 sideboard cards

Manuel Martinez

Nacional español 2006 - Rojo/Negro/Fusion!



Main Deck 60 cards

1 Quicksand
10 Snow-Covered Mountain
1 Mountain
2 Yamabushi's Flame
4 Shock
4 Seal of Fire

Sideboard

4 Cryoclast
3 Pithing Needle
2 Bottled Cloister
1 Shard Phoenix

2 Snow-Covered Swamp	3 Genju of the Spires	3 Pyroclasm
1 Mikokoro, Center of the Sea	4 Char	2 Deathmark
4 Blood Crypt	4 Volcanic Hammer	15 sideboard cards
4 Sulfurous Springs	4 Cruel Edict	
23 lands	3 Demonfire	
	28 other spells	
4 Dark Confidant		
3 Rakdos Guildmage		
2 Giant Solifuge		
9 creatures		

Aniol Alcaraz		
Nacional español 2006 - Balance		
Main Deck		Sideboard
60 cards		
7 Island	3 Sensei's Divining Top	1 Ink-Eyes, Servant of Oni
1 Adarkar Wastes	2 Umezawa's Jitte	1 Nezumi Graverobber
1 Tendo Ice Bridge	3 Condemn	1 Muddle the Mixture
3 Hallowed Fountain	2 Counterbalance	2 Yosei, the Morning Star
1 Miren, the Moaning Well	2 Remove Soul	4 Last Gasp
1 Minamo, School at Water's Edge	4 Remand	2 Threads of Disloyalty
1 Shizo, Death's Storehouse	2 Muddle the Mixture	2 Orzhov Pontiff
4 Underground River	3 Spell Snare	2 Annex
2 Watery Grave	4 Hinder	15 sideboard cards
3 Godless Shrine	25 other spells	
24 lands		
4 Dark Confidant		
3 Meloku the Clouded Mirror		
4 Court Hussar		
11 creatures		

I would also like to thank Gustavo Fischer for sending me the results from Uruguayan Nationals.

"The metagame was very varied," explained Gustavo. "Loosely grouped, we had at least 20 different archetypes, with blue-red **Magnivore** and blue-white control variants (some with splash green or red) being the most played with five appearances out of 50 players, green-black Rock decks (most also splashing, red and white being the most popular splashes) with four, and Boros, Heartbeat Combo, blue-red Tron and Glare appearing three times each."

Here are the Top 4 decks from that event as well as the metagame breakdown:

Ernesto Delgado - Izzetron		
2006 Uruguay National Championship – First place		
Main Deck		Sideboard
60 cards		
3 Island	1 Orochi Hatchery	2 Pyroclasm
4 Urza's Tower	4 Compulsive Research	2 Quash
4 Urza's Mine	3 Electrolyze	2 Remove Soul
4 Urza's Power Plant	2 Repeal	1 Blaze
4 Shivan Reef	2 Telling Time	3 Volcanic Hammer
1 Steam Vents	3 Remand	1 Repeal
1 Minamo, School at Water's Edge	2 Confiscate	4 Spell Snare
1 Shinka, the Bloodsoaked Keep	2 Tidings	15 sideboard cards
1 Oboro, Palace in the Clouds	1 Invoke the Firemind	
23 lands	4 Mana Leak	
	1 Mimeofacture	
3 Meloku the Clouded Mirror	2 Pyroclasm	
2 Niv-Mizzet, the Firemind	4 Izzet Signet	
1 Ryusei, the Falling Star	31 other spells	
6 creatures		

Federico Bigalli - GhaziGlare

2006 Uruguay National Championship – Second place



Main Deck

60 cards

6 Forest
3 Plains
4 Brushland
3 Selesnya Sanctuary
4 Temple Garden
3 Vitu-Ghazi, the City-Tree

23 lands

4 Llanowar Elves
4 Selesnya Guildmage
4 Watchwolf
4 Wood Elves
4 Loxodon Hierarch
3 Kodama of the North Tree
1 Indrik Stomphowler
3 Yosei, the Morning Star
2 Arashi, the Sky Asunder

29 creatures

3 Glare of Subdual
2 Congregation at Dawn
1 Seed Spark
2 Shining Shoal

8 other spells

Sideboard

3 Faith's Fetters
2 Viridian Shaman
1 Seed Spark
3 Bathe in Light
3 Hokori, Dust Drinker
3 Paladin en-Vec

15 sideboard cards

Bruno Pisani - Solar Flare

2006 Uruguay National Championship – Third place



Main Deck

60 cards

2 Tendo Ice Bridge
2 Azorius Chancery
2 Orzhov Basilica
1 Minamo, School at Water's Edge
1 Eiganjo Castle
1 Shizo, Death's Storehouse
3 Plains
1 Caves of Koilos
2 Underground River
1 Swamp
1 Miren, the Moaning Well
1 Mikokoro, Center of the Sea
1 Godless Shrine
1 Watery Grave
1 Hallowed Fountain

21 lands

3 Angel of Despair
2 Kokusho, the Evening Star
1 Yosei, the Morning Star
4 Court Hussar

10 creatures

4 Wrath of God
3 Condemn
2 Mortify
3 Dimir Signet
3 Azorius Signet
1 Orzhov Signet
3 Zombify
2 Persecute
4 Compulsive Research
4 Remand

29 other spells

Sideboard

1 Meloku the Clouded Mirror
1 Ink-Eyes, Servant of Oni
4 Descendant of Kiyomaro
1 Mortify
4 Castigate
2 Persecute
2 Cranial Extraction

15 sideboard cards

Nicolás Righetti - The Rock

2006 Uruguay National Championship – Fourth place



Main Deck

60 cards

1 Swamp
1 Forest
3 Llanowar Wastes
2 Sulfurous Springs
4 Karplusan Forest
4 Stomping Ground
3 Blood Crypt
4 Overgrown Tomb

22 lands

4 Putrefy
3 Phyrexian Arena
3 Last Gasp
4 Rolling Spoil

14 other spells

Sideboard

3 Nightmare Void
2 Sowing Salt
4 Stone Rain
2 Creeping Mold
4 Volcanic Hammer

15 sideboard cards

4	Birds of Paradise
3	Elves of Deep Shadow
4	Burning-Tree Shaman
4	Hypnotic Specter
4	Rumbling Slum
2	Ink-Eyes, Servant of Oni
2	Kodama of the North Tree
1	Kokusho, the Evening Star
24 creatures	

Metagame Breakdown:

UR **Magnivore** - 5
 UW(g/r) Control - 5
 GB (w or r splashes) Rock - 4
 Heartbeat Combo - 3
 GW(b) Glare - 3
 BW(u) Hand in Hand - 3
 Boros (with & without **Howling Mine**) - 3
 UR Tron **Wildfire** - 2
 Solar Flare - 2
 UG(b) Aggro - 2
 5-color Aggro - 1
 UR Tron/Niv-Mizzet - 1
 Izzet Combo - 1
 Ninja Erayo - 2
 WG **Tallowisp** - 1
 Structure & Force - 1
 Monored Snow/LD - 1
 B/R Rakdos (Burn & non-Burn) - 1
 RG LD - 1
 BW Husk - 1
 Monoblue **Counterbalance** - 1
 UGw Snakes - 1
 Sea Stompy (classic) - 1
 Zoo - 1

Michael Durham also wrote in to update us on the Hungarian Nationals scene and to point out that second-place finisher Daniel Gulyas made the Top 8 for the fifth time at this tournament:

The results of Hungarian Nationals:

1. Szőke Zoltán (**Magnivore**)
 2. Gulyás Dániel (WWr Boros)
 3. Hodován Miklós (BGR Vipies)
 4. Várady Balázs (Erayo Ninja)
 - 5-8. Csizmadia Péter (Firemane control)
 - 5-8. Tököli Zsolt (Greater Gifts)
 - 5-8. Bokor Bence (**Magnivore**)
 - 5-8. Szabó András (BGW Rock)
-
9. Suller Gergő (**Counterbalance**)

Quarterfinals

Szőke Zoltán (**Magnivore**) - Csizmadia Péter (Firemane control) 3 - 0
 Várady Balázs (Erayo Ninja) - Tököli Zsolt (Greater Gifts) 3 - 0
 Gulyás Dániel (WWr Boros) - Bokor Bence (**Magnivore**) 3 - 1
 Hodován Miklós (BGR Vipies) - Szabó András (BGW) 3 - 1

Semifinals

Szőke Zoltán (**Magnivore**) - Hodován Miklós (BGR Vipies) 3 - 1
 Gulyás Dániel (WWr Boros) - Várady Balázs (Erayo Ninja) 3 - 0


3rd-4th place

Hodován Miklós (BGR Vipies) - Várady Balázs (Erayo Ninja) 3 - 0

Finals

Szőke Zoltán (**Magnivore**) - Gulyás Dániel (WWr Boros) 3 - 1

He also included the decklists, which featured a dangerous twist on the Erayo Ninja deck from the fourth-place finisher:

Szőke Zoltán - Magnivore		
2006 Hungarian National Championship – First place		
Main Deck		
60 cards		

4 Shivan Reef
 4 Steam Vents
 2 Izzet Boilerworks
 6 Island
 5 Mountain
 1 Oboro, Palace in the Clouds
 1 Minamo, School at Water's Edge
 1 Boseiju, Who Shelters All

24 lands

4 Magnivore
 4 creatures

4 Sleight of Hand
 4 Stone Rain
 4 Compulsive Research
 4 Pyroclasm
 4 Eye of Nowhere
 3 Wildfire
 2 Tidings
 3 Demolish
 4 Mana Leak

32 other spells

Gulyás Dániel - Budget Boros

2006 Hungary National Championship – Second place



Main Deck 60 cards

4 Battlefield Forge
 2 Boros Garrison
 1 Eiganjo Castle
 2 Mountain
 7 Plains
 4 Sacred Foundry
 4 Umezawa's Jitte
 4 Seal of Fire
 4 Lightning Helix
 4 Char
 3 Flames of the Blood Hand
 1 Hidetsugu's Second Rite

20 lands

20 other spells

4 Isamaru, Hound of Konda
 4 Savannah Lions
 4 Hand of Honor
 4 Paladin en-Vec
 2 Eight-and-a-Half-Tails
 2 Kami of Ancient Law

20 creatures

Sideboard

3 Bathe in Light
 2 Devouring Light
 1 Kami of Ancient Law
 2 Manriki-Gusari
 3 Pithing Needle
 2 Shining Shoal
 2 Wrath of God

15 sideboard cards

Hodován Miklós - Vipies

2006 Hungary National Championship – Third place



Main Deck 60 cards

5 Forest
 2 Karplusan Forest
 4 Llanowar Wastes
 4 Overgrown Tomb
 4 Stomping Ground
 3 Swamp
 3 Umezawa's Jitte
 4 Demonfire
 2 Putrefy
 2 Persecute
 2 Genju of the Cedars

22 lands

13 other spells

4 Birds of Paradise
 4 Llanowar Elves
 4 Ohran Viper
 4 Dark Confidant
 4 Hypnotic Specter
 2 Okiba-Gang Shinobi
 3 Giant Solifuge

25 creatures

Sideboard

4 Carven Caryatid
 2 Crime // Punishment
 4 Deathmark
 3 Nezumi Graverobber
 1 Persecute
 1 Umezawa's Jitte

15 sideboard cards

Várady Balázs - Dark Erayo

2006 Hungary National Championship – Fourth place



Main Deck 60 cards

6 Island
 1 Minamo, School at Water's Edge
 1 Oboro, Palace in the Clouds
 1 Shizo, Death's Storehouse
 1 Swamp
 4 Mishra's Bauble
 3 Sensei's Divining Top
 4 Disrupting Shoal
 3 Spell Snare
 4 Remand

2 Commandeer
 2 Cranial Extraction
 3 Deathmark
 3 Flashfreeze

4 Underground River	4 Repeal	3 Last Gasp
4 Watery Grave	2 Compulsive Research	2 Okiba-Gang Shinobi
18 lands	24 other spells	15 sideboard cards
4 Ornithopter		
4 Erayo, Soratami Ascendant		
3 Higure, the Still Wind		
4 Ninja of the Deep Hours		
1 Mistblade Shinobi		
1 Throat Slitter		
1 Ink-Eyes, Servant of Oni		
18 creatures		

Arena Closing its Doors

For those of you who look back fondly of your early **Magic** experiences and recall oversized cards, alternate art lands, **Fireballs**, and **Disenchants**, and Vanguard I am afraid I have some sad news. After 10 years the Arena program is being shut down. In North America, there is no widespread program replacing it; however, any retail store will be able to purchase an Intro to the DCI tournament kit, which will include exclusive premium cards, a poster with **Magic** art, and league support information.

For stores already running DCI-sanctioned **Magic** tournaments, a new Tournament Support kit will be available. This kit will feature two different exclusive premium cards, along with other tournament-support information. If you're itching to play at your local store, ask your retailer to look into the new tournament kits. For the official Wizards of the Coast statement about the closing of Arena, click [here](#).

In Europe, Arena is being replaced with the [Gateway Program](#), a two-tiered effort to support new players with a more casual tournament experienced. I spoke with Felix Huybrechts, Senior Organized Play Manager for Europe, about the new initiative and he was kind enough to do a little Q&A with me.

I understand this program is phasing out Arena in Europe ... why?

Felix: Gateway is specifically designed for the European markets and it frames our increased efforts to make sure beginning players easily can find their way to Organized Play and enjoy their first experiences in leagues and tournaments. Arena has been hugely successful in Europe but was also one of the oldest Organized Play programs, initially launched in Early 1997. Over the years the needs of the players and stores changed, so it was time to redesign our in-store entry-level program.

From looking at the web page it seems to offer two different paths to players – casual and competitive. What are the different experiences like?

Felix: Gateway is very flexible both for players and the stores hosting it. Depending on the demands or profile of the store's customers, it can be run as league or as a tournament. League is of course very casual but we recommend that the tournaments are kept small and at a very low competitive level as well. We have made sure that all stores understand that this is an entry-level program, real expert players should not play in this and beginners should move on after a few months. We see Gateway leading players to programs like Friday Night Magic and Prerelease tournaments.

What kind of prizes are available? It seems like the more you play the more you get? What is the top-level prizing like?

Felix: The Gateway kits will be renewed with each **Magic: The Gathering** release. Prizes are mainly exclusive foil promo cards. For the *Time Spiral* season, this will be **Icatian Javelineers** and **Fiery Temper**. Players collect stamps on the stamp card. Once they get 30 stamps, their card is full and they can choose a promo. Stamps are given out for participating, winning and even losing matches.





Gateway prizes for the first season.

What is your hope for this program – who do you see taking part in this?

Felix: Gateway is mainly for new customers who have made their first **Magic** purchases and slowly start to learn the game and build decks. It is made to give them a first great game-play experience at a non-competitive, social, and casual level.

What has the reaction been like in the European **Magic** community to the Hall of Fame induction of Raphaël Lévy?

Felix: Extremely positive! Raphaël is appreciated and recognized by the whole community as a very talented player and also as a very nice guy. It is also importantly that at last we have a Hall of Famer who is still very active and really on top of his game. Check out his Pro Tour attendance record, I believe there is not even a Wizards employee who attended so many PT's...

Five Questions with Pete Hoefling

This was originally intended to appear in last week's column but I decided to bump it to not detract from any of the Hall of Fame hubbub. I would like to make Five Questions a regular feature in this column where I talk to various people behind the scenes in **Magic** besides the players themselves: Wizards of the Coast program managers, store owners, judges, artists, and other people who make **Magic** happen.

You may know him as the man behind the popular **Magic** website starcitygames.com, but Pete Hoefling is also a store owner and tournament organizer who has been at the center of Mid-Atlantic **Magic** for the past 10 years. He recently expanded his physical Star City Games location to a staggeringly large facility that includes a parents' lounge and restaurant.

1. When did the original site open?

Pete: Our original store opened in January 1994 as an 800 square-foot comic book store. We began carrying CCGs in 1995, and launched the first Star City website shortly thereafter. In 1996, we expanded into a 5,000 sq. ft. facility, and began focusing more on in-store tournaments and other forms of Organized Play. In December of 2001, we ceased carrying comic books, converted our entire store into more of a CCG-based tournament center and began devoting more resources to our rapidly growing mail-order division. In 2004, we purchased a 25,000 square-foot facility. Two years later, the new Star City Game Center officially opened.

2. Can you explain the difference between running a retail game store and running a tournament center?

Pete: A retail game store focuses on selling merchandise, and sometimes offers Organized Play as a service to their retail customers. A tournament center focuses on Organized Play, and structures everything that they sell around that.

3. What prompted you to move to the new game center?



Courtesy Star City Games

Pete: Every division within our company was rapidly expanding, and we simply needed a much larger facility in order to accommodate that growth. However, in terms of the actual game center itself, I simply wanted to offer fans an incredible place to play, shop and hang out. So far, the feedback we've received has been overwhelmingly positive.

4. *What are the differences between the old site and the new one?*

Pete: Our old site was basically an average game store that offered comfortable seating for approximately 50 players and parking for around 30 cars. The new Star City Game Center is capable of comfortably accommodating 300 players (with plenty of room to spare!) and has parking for almost 150 cars. The new place also features many amenities not seen in your typical game store, such as a private parents' lounge and a full-service, in-store restaurant appropriately named, "The Sideboard." I'm also going on record, as saying we have the nicest bathrooms you'll ever see in a game store. :-)



Courtesy Star City Games

5. *What exciting, upcoming events do you have on tap for the new site?*

Pete: On October 7-8, we'll be hosting one of our back-to-back "Duel for Duals" Legacy weekends offering 200 dual lands in prize support. In November, we'll be giving two complete sets of the "Power Nine" away when the final back-to-back Star City "Power Nine" Vintage weekend of 2006 is held right here at the new Star City Game Center. That actually hadn't been announced yet... so... well... there you go. :-)

Thanks Pete! Here's the address of the new store:

Star City Game Center
5728 Williamson Rd. NW
Roanoke, VA 24012
Ph: 540.767.GAME (4263)
Hours: Sunday-Thursday 10am-6pm
Friday and Saturday 10am-11pm

Firestarter: One Question...

What types of people would you like to see highlighted in the Five Questions feature in future columns? Is there anyone at Wizards you would be especially interested to hear from? What types of questions would you like to see asked? Help me shape this feature by going to the forums and sharing your opinions there.

*Brian David-Marshall has been involved in **Magic** since 1994 when he was violently shaken by someone searching for the game. He has organized tournaments, run a store, and is currently the Pro Tour Historian. His latest venture is Top8Magic.com, the publishing house that is releasing Michael J. Flores: Deckade.*



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