

The Great Designer Search: The Test

Monday, October 09, 2006

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Mighty Giant

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Creature - Giant

5/5

Whenever CARDNAME attacks, three target creatures can't block this turn.

#1) What is the most appropriate color for the above card?

- a) white
- b) blue
- c) black
- d) red
- e) green

#2) What is the most appropriate rarity for the above card?

- a) common
- b) uncommon
- c) rare

#3) What change would R&D most likely make to this card?

- a) Change "Whenever CARDNAME attacks" to "Whenever CARDNAME becomes tapped".
- b) Add "up to" before "three target creatures".
- c) Change "three target creatures" to "three target creatures another player controls".
- d) Change "can't block" to "can't block CARDNAME".
- e) Remove "this turn".

Touch Me Not

???

Creature - Beast

8/8

CARDNAME can't be the target of spells or abilities. Whenever CARDNAME deals damage to a creature, destroy that creature.

#4) What is the most appropriate color for the above card?

- a) white
- b) blue
- c) black
- d) red
- e) green

#5) What is the most appropriate rarity for the above card?

- a) common
- b) uncommon
- c) rare

#6) From a design perspective, what is the biggest problem with this card?

- a) The first ability should only prevent opponent's spells and abilities.
- b) The first ability should have a mana activation.
- c) The second ability is redundant on an 8/8 creature.
- d) The second ability should destroy the creature at end of combat.
- e) The two abilities have no synergy with one another.

Card Loving Guy

???

Creature - ???

3/3

First strike

Whenever CARDNAME deals damage to an opponent, draw a card.

#7) Of the following choices, what is the most appropriate color for the above card?

- a) white/black
- b) blue/black

- c) black/green
- d) red/green
- e) red/white

#8) If you wanted to make this a monocolored card, which of the following changes wouldnot work?

- a) Give the first strike an off-color activation cost.
- b) Change first strike to islandwalk.
- c) Add "and then discard a card." To the end of the second ability.
- d) Add "if you control an island" after "draw a card" in the second ability.
- e) Replace the second ability with "Whenever CARDNAME deals damage to an opponent, destroy target enchantment."

#9) Let's assume we decide to swap out first strike for an ability with more synergy with the second ability. Which swap would be the poorest choice in regards to synergy?

- a) double strike
- b) fear
- c) haste
- d) trample
- e) vigilance

Grave Matters

???

Enchantment

Whenever a creature is put into a graveyard from play, put two 1/1 NAME creature tokens into play.

Sacrifice a NAME: Target creature gets +2/-2 until end of turn.

#10) Assuming this enchantment could not be black but had to be monocolored, what is the next most likely color that R&D would make it?

- a) white
- b) blue

- c) red
- d) green

#11) Assuming R&D is going to make four of the following five changes, which of the changes shouldn't be made?

- a) Change "Whenever a creature" to "Whenever a nontoken creature".
- b) Define what color the tokens will be.
- c) Add "you control" after "Whenever a creature".
- d) Make the creature type unique (something not used anywhere else in **Magic**).
- e) Add mana cost to the activation cost.

#12) Assuming the four above changes are made, which player psychographic is most likely to enjoy this card?

- a) Timmy
- b) Johnny
- c) Spike

See How You Like It

???

Sorcery

Target creature an opponent controls that dealt damage to you deals damage to itself equal to its toughness.

#13) What is the most appropriate color for the above card?

- a) white
- b) blue
- c) black
- d) red
- e) green

#14) Which two colors are the least appropriate colors for the above card?

- a) white and blue
- b) blue and green
- c) black and red
- d) red and white
- e) green and black

#15) Four of the following five changes are ones R&D would make on this card. The fifth change we might make but might equally not make. Which is this fifth change?

- a) Change from sorcery to instant.
- b) Remove "an opponent controls".
- c) Change the first mention of "damage" to "combat damage".
- d) Add "this turn" after "that dealt damage".
- e) Change "toughness" to "power".

#16) Which of the following is usually not a reason for keywording a new mechanic?

- a) It makes it easier for players to talk about the mechanic
- b) It opens up design space
- c) It lessens text on the card
- d) It helps market the set
- e) It helps ease understanding of other cards that have the same mechanic

#17) You have the following sorcery: "Target player draws five cards, then discards four cards." What is the most appropriate color for this ability?

- a) white
- b) blue
- c) black
- d) red
- e) green

#18) R&D makes sure that each limited environment has one or more mechanics that help gameplay to ensure better consistency and/or smooth mana bases. Which of the following mechanics least meets this need?

- a) cantrips
- b) cycling
- c) kicker
- d) imprint
- e) morph

#19) You have a common monocolored spell with the following first line: "CARDNAME deals 2 damage to target creature." Which of the following is most likely to be the second sentence?

- a) Untap target creature and you gain control of that creature until end of turn.
- b) If that creature is put into a graveyard this turn, remove it from the game and remove from the game all cards in that graveyard with the same name as that card.
- c) Then deal 4 additional damage to that creature if it's a legendary artifact.
- d) You gain 2 life.
- e) None of the above answers is acceptable.

#20) Which of the following is not an example of a linear mechanic?

- a) Slivers
- b) buyback
- c) affinity
- d) threshold
- e) amplify

#21) Which of the following statements about Magic colors is incorrect?

- a) White believes the good of the group outweighs the good of the individual.
- b) Blue believes that everything is born as a blank slate to be shaped by its environment.
- c) Black believes that power should be in the hands of those that can take it.
- d) Red believes that emotions are more important than intellect.
- e) Green believes that it is up to the individual to change the world.

#22) Which of the following five descriptions is the most acceptable at common?

- a) The card is excessively complicated
- b) The card is a "flavor bleed" (it is a flavor stretch for that color)
- c) The card is "tier one" (among the highest powered cards in the set)
- d) The card has to drop font size because it has so many lines of text.
- e) The card is too swingy in limited.






#23) From a design standpoint, which set would **Vampire Hounds be most at home in?**

- a) *The Dark*
- b) *Judgment*
- c) *Nemesis*
- d) *Planeshift*
- e) *Urza's Legacy*

#24) Which of the following cards is *not* a Timmy card?

- a) Shivan Dragon
- b) Mana Clash
- c) Spirit Link
- d) Mindslicer
- e) Coat of Arms

#25) Which of the following abilities is most likely to appear on a common red 3/4 Giant?

- a) : Target creature you control with power less than this creature's toughness gains flying until end of turn. Sacrifice that creature at end of turn.
- b) Sacrifice a mountain: Target Goblin you control gets +1/+0 and gains flying until end of turn.
- c) , Sacrifice a Giant: Destroy target land.
- d) *, , Sacrifice a creature: Destroy target enchantment unless its controller has CARDNAME deal 4 damage to target creature of his or her choice.
- e) : CARDNAME gets +1/+0 until end of turn.

#26) According to modern design rules, which of the following is allowed? (Not counting silver-bordered sets.)

- a) A player putting another player's card into his or her hand
- b) A card with an activated ability that works while in the library
- c) A card on which graveyard order matters
- d) An effect that searches the library but does not shuffle it
- e) A card having a static ability in any zone other than in play

#27) Which of the following is true according to the modern day color pie?

- a) White is not allowed to sacrifice creatures.
- b) Blue is not allowed to draw multiple cards at instant speed.
- c) Black is not allowed to gain life.
- d) Red is not allowed to destroy enchantments.
- e) Green is not allowed to destroy creatures.

#28) Which of the following types of spells is more often done at instant speed?

- a) creature removal
- b) discard
- c) land searching
- d) land destruction
- e) returning creatures from graveyard to hand

#29) Which of the following is *not* a reason for having a variety of formats supported in organized play?

- a) It shapes the game to different playing needs
- b) It makes it easier to find an opponent with an appropriate deck.
- c) It enhances design space
- d) It makes more cards matter
- e) It challenges players

#30) If we had chosen to use buyback as the keyword mechanic for one of the *Ravnica* guilds, which of the following guilds would have been the most appropriate?

- a) Boros
- b) Izzet
- c) Orzhov
- d) Rakdos
- e) Simic

#31) Which of the following statements is not actually a modern design rule? (Note that *Coldsnap* for "retro" reasons broke one of the four rules.)

- a) Artifacts never have colored mana in their mana cost.
- b) Creatures must always have a power and toughness. (Having a variable power or toughness does count.)
- c) Enchantments never tap as a cost.
- d) Lands always produce mana.
- e) Sorceries can never affect a turn other than the one it's played.

#32) Of the following *Ninth Edition* cards, which one do we least often make a variant each block?

- a) Confiscate
- b) Diabolic Tutor
- c) Furnace of Rath
- d) Wrath of God
- e) Zombify

#33) Which of the following statements is *not* true?

- a) Timmy by definition is a less experienced player.
- b) Johnny wants to express something.
- c) There are cards specifically designed for Spike.
- d) Timmy wants to experience something.
- e) Johnny can be happy winning less than half his games.
- f) Spike wants to prove something.

#34) You're designing a common monocolored 6/6 creature for a new set. Which of the following abilities is most likely to be used?

- a) When this creature comes into play, sacrifice it unless you sacrifice two Forests.
- b) At the beginning of your upkeep, if a player has more life than any other, that player gains control of this creature.
- c) At the beginning of your upkeep, you lose 2 life.
- d) This creature can't attack unless defending player controls an Island.
- e) Blue and black creatures have protection from this creature.

#35) A designer on the design team turns in the following card:

Aura Fiend
5B
Creature - Horror
4/3
Flying
Sacrifice an enchantment: Regenerate target creature

What is the biggest design problem with it?

- a) Black always requires mana to activate regeneration.
- b) Black is not supposed to easily be able to sacrifice its own enchantments.
- c) Black fliers with 4 or more power are always Vampires.
- d) Black only gives bonuses to itself; it never helps others.
- e) Sacrificing enchantments to regenerate creatures doesn't make any sense from a flavor perspective.

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