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# Ambitions

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Limited Information  
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Unfortunately, this is where the errors really started catching up. It was starting to get late, and shockingly, narrating every turn of every game was an extra toll I didn't precisely account for when the process started. Nevertheless, there were some good plays and interesting interactions throughout this very tight first game.

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Oh, that **Broken Ambitions** makes me cringe. Believe it or not, I've been doing this long enough that misclicks are fairly rare. Yet we recover well enough, despite the insane tossed Ambitions and **Sygg** play. Errors *do* happen, but the real test is what you do after. I've played against people who screw up, and basically concede the game out of shame, when they were still definitely in it. In this one, things got tight but we stayed the course as best as possible and managed to pull it out. Is it okay to be proud and embarrassed at the same time?

Somewhat less rousing; I've yet to be impressed generally with **Militia's Pride**. I'm certain more mistakes were made, but hopefully less spectacular than the game previous. And again, **Wrath** effects do good things against aggressive decks.

## Wrap Up

As I said at the end of the last game, I'd love to hear your thoughts on the format. I doubt it will [Neck\\_Snap](#) become too common, but if it struck a chord with enough fans, it's certainly worth revisiting. For me, this was a more challenging and therefore more instructive process than I had anticipated. When I'm playing a normal **Magic Online** game, and certainly when playing with paper **Magic**, I do not articulate each play I make. Indeed, many moves are practically automatic. It was a different experience altogether to speak to the camera. In some ways it was worse. I'm fairly sure the effort and the stymieing of anything intuitive was a downtick on performance. On the other hand, there's a lot of value in taking a step back and picking apart why you're drawn to one play over another. It was naïve to assume I'd be able to relay thoughts as they occurred without any change in performance; the very act of recording changed the results. Yet in the end I'm very pleased this project was finally able to come to fruition. My thanks go to Greg Collins and the team at ModoSharks.com, who helped immeasurably in getting this off the ground. Until next week, enjoy the [Prerelease](#) and *Morningtide*!



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