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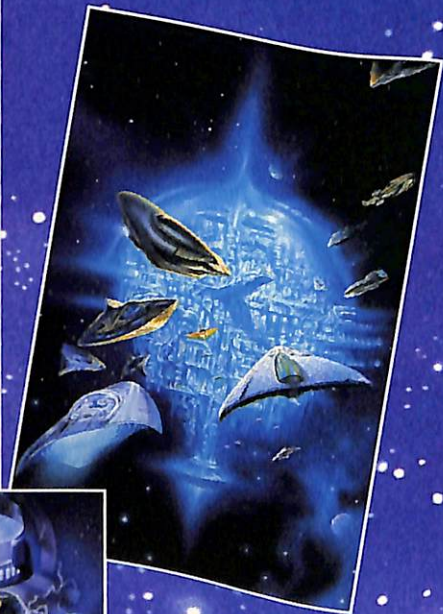
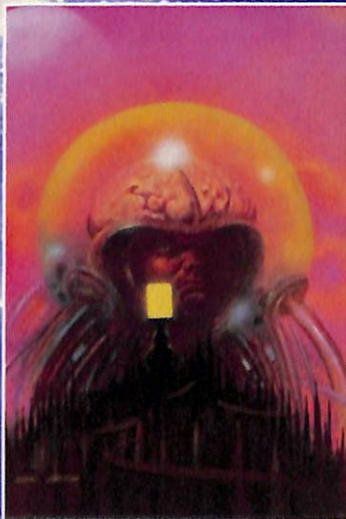
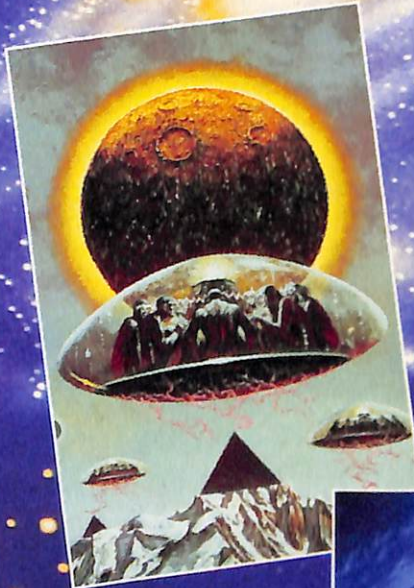
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Our cover features Spidey looking his keenest for the brand-spankin'-new Flee! *Marvel OverPower* superhero game.

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# Submitted For Your Approval

"Imagine, if you will, five men on a mission. Five men from *InQuest* magazine, sent to get enough *Magic: Ice Age* cards to cram a ton of *Ice Age* information into the latest issue of *InQuest*."

Hi, my name is Tom McKelvey, and I'm the associate price guide editor here at *InQuest*. Last month, *Wizard/InQuest* Art God Dan Reilly, *InQuest* Game Master Jeff Hannes, *Wizard* Assistant Price Guide Editor Bob Marshall, *InQuest* Assistant Editor Mike Fasolo, and I were dispatched to the Mecca of the world, New York City, to get cards for both our personal collection and use in the magazine.

Simple, right? Right...

On the way in, one of New York's notorious drivers decided to make a right turn from the left lane, cutting us off and scraping a healthy patch of paint off my car.

Despite this ominous omen, I was too excited by the imminent *Ice Age* to be discouraged. The five of us went into the first store and said, in unison, "We'd like to max out on *Ice Age*!"

The limit was two starter decks and 18 booster packs. That wasn't enough for me, so we hit the second target, in the middle of one of the busiest parts of the city, Rockefeller Center. We parked the car, went in, and once again maxed out.

Happily cooing over our cards, we walked outside to find the car... Actually, we didn't find it. At all. That's right—New York's finest had confiscated our car in one of their notorious parking sweeps.

We did find a meter maid, and asked where in Hades our car had gone. She gave us an address that was at least 30 blocks away—and pretty close to where we'd started our shopping spree.

After a long, hot walk, we arrived at The Pound. We spoke to a few very humorous people who gave us some water, took my \$150, and let us be on our way with our vehicle.

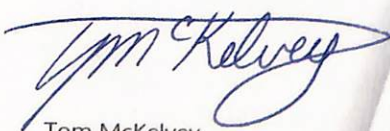
We were mad. We were hungry. We had to pass the third store on the way home anyway. We stopped and went in. (Actually, we stopped and four of us went in.)

Because of the money we'd spent on the impounded car, we couldn't get all the *Ice Age* we wanted. But it was enough to suit our purposes—and besides, our expedition to Manhattan isle had turned out to be a bit too much like Gilligan's fateful outing. Clutching our boxes, we made haste for the Batcave.

Where we were greeted by just a little teasing.

But, hey, we got *Ice Age* as soon as was humanly possible. We got to play early, and you, the fan, got to see the information as quick it comes. That alone makes it all worthwhile (maybe even including the scratch on my car).

And to think that *Chronicles* is right around the corner!



Tom McKelvey  
Associate Price Guide Editor

the guys and gals who make this

M T +



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- Assistant Editor: Mike Fasolo
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- Contributing Writers: Eric Black, Matt Forbeck,  
Matthew Lee, Beth Moursund, Richard Warren
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- NY: ph: (914) 268-3907 fax: (914) 268-5386
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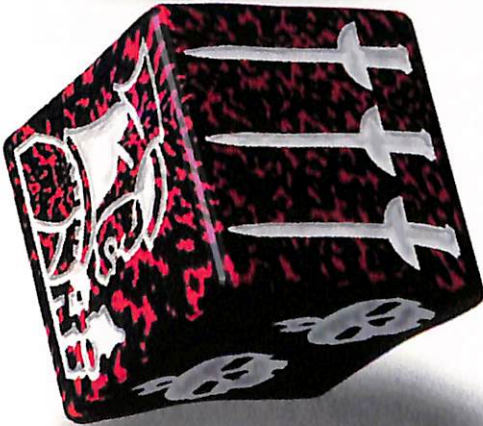
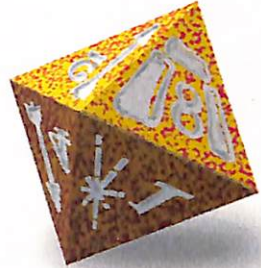
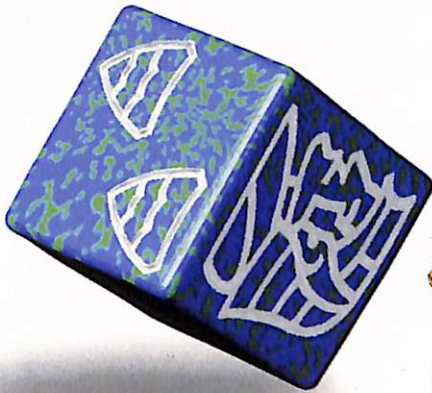
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# INQUISITION

## The End is Near

Boy, we've made some sweeping changes in *InQuest* over the last five months. We've gone up a total of 24 pages since #1, completely overhauled the price and players guides, added a bushel of new columns and departments, and replaced the letter-answerer guy...me.

While I love doing the letters, my responsibilities for other parts of *InQuest*, *Wizard: The Guide to Comics*, and the specials *Wizard Press* is putting out this year make it impossible for me to continue. As of next ish, *InQuest* Editor Michael Searle picks up the mailbag reigns.

Mike is really on the ball when it comes to fantasy gaming. He's pitched in and helped me answer questions in this column that left me clueless, and is overall one of the nicest people I've ever met. You'll be in good hands. (Thanks, Pat. I'll slip you the Beta Time Walk later. —Mjs)

YEAH, I PLAY  
MAGIC. I WATCH  
MELROSE TOO. WANNA  
MAKE SOMETHING  
OF IT?!



### Satan Plays Magic?

I have to say that I am totally disappointed with the parents and officials that are striking out against *Magic* because they think that it is evil or satanic. What they fail to realize is that it is a game....

You must look at what it also teaches kids. They learn logic and strategy. They learn how to trade and value what they have.

I am a 26-year-old man and I love *Magic*, and a lot of my friends do as well. I collect and play very frequently. I love going to my local shop and trading with kids, and often getting beaten by them in a game. They totally know what they are doing, and they don't see it as an evil game.

Concerned,  
David P. Linton Jr.  
Trenton, NJ

*Magic* lets you look at things in a totally new perspective every time you play, and it gets you thinking. As for people who think it rots your brains out, I'm the vice president of my school's National Junior Honor Society, and received four awards at our awards night, including a presidential education award signed by Bill Clinton. I think these accomplishments are something to think about from a kid who is addicted to the game.

[Some *Magic* cards have demonic images,] but, like *Dungeons & Dragons*, it just has a bad reputation.... Everyone I know who plays it, plays it for one reason only: it's just plain fun.

Robert Yamamoto  
Las Vegas, NV

I enjoyed your article on how people think that *Magic* is satanic. We have the same problem in our town. The parents have pressured our school to the point that students are no longer allowed to play. The penalty of play-

ing is getting your cards taken and not returned, and receiving a suspension. Is there anything we can do in order to help change their minds?

**CaveMan Og**  
**America Online**

If someone, be it a teacher, parent, or friend, views fantasy gaming (or one of your other hobbies) in a negative light, take the time out to educate them about what you're doing. People's fear and hate may subside once they understand what's really involved.

I WANNA LIVE!



### Magic Artist Busted

I don't usually respond to letters pages and editorials in magazines, but after seeing the Casting Call for *Magic* in *InQuest* #2, I have been "lured." I've been doing conventions from coast to coast for the last year and a half, and along the way, I've been running small, friendly competitions to see who can correctly name which famous person modeled or inspired the *Magic* cards I have illustrated....

The ones that pop up the most often [for the Veteran Bodyguard] are Mel Gibson and William Shatner. In fact, only three people have correctly guessed that the model was Lou Ferrigno...until *InQuest* revealed the truth!

Therefore, I would like to send my kudos to the group at *InQuest* for a job well done. However, I would like to add that if this movie ever does take place, can I meet the Serra Angel as played by Sharon Stone? Can I? Huh? Huh? Can I?

Until then, "May your Serras never be Earthbound!"

**Douglas Shuler**  
**Cyberspace**

Hey, thanks for the nice letter, Doug, and a special tip of the *InQuest* cap to Wizard: The Guide to Comics Editor Brian Cunningham for making all four of our Casting Calls pretty darn spiffy. As for meeting Ms. Stone, if that *Magic* movie ever gets made...get in line.

### Still a Vampire?

Is *Vampire: The Eternal Struggle* different from *Jyhad*? Are there new cards? Modified play?

**Gina M. Jenkins**  
**Sunnyvale, CA**

*Vampire: The Eternal Struggle* is an updated version of *Jyhad*. The rules are being streamlined, the cards are being redesigned for easy recognition (though the art will stay the same), and the card backs are being changed to fit their snazzy new name. Other than that, it's the same ol' blood-lickin' fun.

### Magic Misprint

Last weekend, my girlfriend and I each bought a Revised *Magic* booster pack. In hers was a Serendib Efreet. It's a blue card needing one island and two other mana to summon, but the border is green. Is it a misprint? Will it be worth more [than a correctly printed card]?

**Mike Wong**  
**Cyberspace**

Your Serendib Efreet is just like everybody else's Revised Serendib Efreet. Y'see, *WatC* made a li'l boo-boo with ol' Serendib. They intended to reissue the Arabian Nights Serendib Efreet, a blue card. What they ended up with was the power/toughness, casting cost, and abilities of the Serendib Efreet, but with the picture and border art of the Ifh-Biff Efreet, a green Arabian Nights card. Their card checkers were on vacation that week.

### Another Satisfied Customer

I have a few comments to make about your magazine.

1) What's with all these pages with practically nothing on them to read? There are an abundance of articles that seem relatively pointless (i.e., "Ultimate Chaos," Casting Call). I can see that you guys are trying to have a lot of fun with this, but it serves as little help to anyone who just wants to read about trading, strategy, combos, and decks, and stuff like that. More on cards, please.

2) Interviews are boring unless you have someone interesting.

3) Your tips on deck construction sound great, but there are a vast majority of players out there who read your magazine who have never heard of spells like Berserk and other out of print stuff. Maybe you should focus

on cards in print.

4) The prizes for your contests are great, but they seem very hard to win.

5) Keep the free cards rolling!

**Jeff Sturges**  
**America Online**

1) We've pumped up our page count over the past couple of issues, incorporating a whole slew of gaming-related stuff. Hope you like.

2) We agree.

3) Check out this issue's all-Ice Age deck. Some upcoming Killer Decks will consist of in-print, non-bank-account-emptying *Magic* cards. On top of that, the players guide tips this ish and last focus on Ice Age.

4) Yeah, some are kinda tough, but we do multiple contests per issue, so there are usually some that are easy to win. Try your hand at those you feel comfortable entering.

5) Okey-dokey.

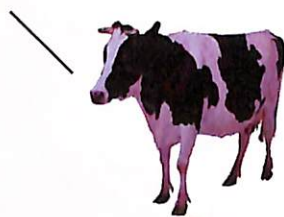
### Bloody Impulsive

I love your magazine—it gives me something else to do rather than make terrible *Magic* trades. I just got *Blood Wars* when I was out at the mall the other day—impulsively, I might add—because I've never tried anything other than *Magic*. Do you think that there are other good card games out there, or are they all just copies of *Magic*?

**WesManiac5**  
**America Online**

Heck, yeah! *Poker* is one of my favorites (and it's been around longer than Richard Garfield's great grand-pappy!). *Uno* is always great fun, *Hearts* is pretty keen, *Blackjack* is swell, and nothing beats *Go-Fish*. (But stay away from *Pinochle*. Evil freakin' game.)

I'LL SEE YOU ALL DEAD.



### Cows

Hahaha...[issue #2] page 28...Cows, bastards...hahaha, my sides hurt...

**Justin Machado**  
**Phillipsburg, NJ**

Your sides hurt? How do you think the cows feel?

### Thank Tourach

Planeswalkers everywhere are grateful. In a matter of a few months, over a handful of magazines have come out

devoted solely to collectible trading card games—and *InQuest* has turned out to be an early favorite. The articles are relevant and interesting, and the deck-building article is more than promising (thank Tourach you're monthly!). So, congratulations.

However, as with all new things, there are a few things that have to be corrected. The *InQuest* price guide is by far the easiest to read among the card price lists available, and the card descriptions are a thoughtful addition for players who have never seen the actual card (Golgothian what?).

It must be noted, though, that summarizing the descriptions is risky business.... For example, using "controller" instead of "caster" [for] *Personal Incarnation* changes the tone of the game entirely (ever heard of *Control Magic*?)...

All in all, however, the magazine holds a lot of potential. Damn, keep up the good work. Oh, and one more thing. Do I need to cut up my magazine to enter the Every *Magic* Card *InQuest* Contest, or can I photocopy it?

**Kensai**  
**America Online**

*We're constantly reviewing our price guide listings for errors, and we appreciate your pointing them out. As for the contest entries, you can photocopy a blank form or enter on a 3-by-5-inch index card instead of taking the official entry form from the magazine. But hurry, you're almost out of time!*

### Homelands Bound

I agree with Editor Michael Searle's article about [the cheesiness] of Channel-Fireballing people.

In the June issue (*InQuest* #2), you answered a question about upcoming expansion sets and mentioned *Ice Age* plus an *Ice Age* expansion called *Homelands*. Does this mean two *Ice Age* sets? What makes it an *Ice Age* expansion compared to a normal expansion?

**Joe Ibershoff**  
**Charleston, WV**

*While Legends, Antiquities, and The Dark were expansion sets for the basic Magic: The Gathering set, Ice Age is the first "stand-alone" expansion, meaning that it's intended to exist in its own little frosty world. While the cards are compatible with other Magic cards, Ice Age allows fans to play Ice Age-only games, where everyone is on equal footing cardwise, without Moxes, Black Lotus, and other spoilers that new gamers have a tough time getting. Wizards of the Coast is keeping mum, but we do know that Homelands will be an expansion set following on the footsteps of Chronicles either due out this fall or early '96.*



### The Shirts Off Our Backs

I think a good addition to the mag would be a card combos section where readers could send in their best card combinations, and if they're printed, maybe win an *InQuest* T-shirt or something.

**Cliff Meyers**  
**Buffalo, NY**

*Great idea, Cliff. If any o' you gaming fans out there have any spiffy card combos, for any game, jot 'em down on a slip of paper and mail 'em off to: Card Combos, c/o InQuest, 151 Wells Ave., Congers, NY 10920. If we use your combo, we'll credit you in the magazine, and you'll win some kinda neat prize.*

### More Chickens

I would like to say that your mag looks great. I probably would never have seen it if Dale Mulcahy (you know, the guy in the ninja suit from issue #1) hadn't said, "Check it out, they like me!" I read his letter [in issue #1], then snatched the magazine from him and spent the rest of the class looking at it. I bought issue #2, and I must say, I love the cover art (not a vampire with a bloody chicken, but just as good)....

Some questions or comments:

- 1) I remember reading something about the possibility of a fiction-writing contest. What's the status of that?
- 2) Where are the nude shots?
- 3) What is "Feliz Navidad" [mentioned in #1's "Ultimate Chaos" feature]?
- 4) You need more vampires with bloody chickens.

**Jason Dansby**  
**Madison, AL**

*First off, that was a dove on the cover to issue #1, not a chicken. It being a dove makes it more gruesome. Everybody eats chickens.*

Your answers:

- 1) Check out the Hyborian Gates contest in next month's issue.
- 2) In my wallet, where they belong.
- 3) Spanish for Merry Christmas.
- 4) It wasn't a chicken! (And we never said we liked Dale Mulcahy. That guy stole all our ideas.)

### Pen Pals?

I love your magazine! It has everything a person needs to know about collectible card games! I just have one suggestion: how about adding a list of CCG clubs and stores where they meet?

**Jay Davis**  
**Fort Smith, AR**

*Yikes. That would be some list. Talk about endangering the rain forests! What might be a little more feasible is a Pen Pals-type section, where we can hook gamers up with other gamers. Good idea? Crappy idea? Write in and let us know.*

### The Origin of the Species

Where did the miscellaneous *Magic* cards that you have listed in your price guide (*Arena*, *Giant Badger*, and the rest) come from? They look pretty spiffy, and I would like to know where to get them.

**David Amy**  
**Cary, NC**

*HarperPrism has released a series of novels based on Magic: The Gathering. The backs of the first four (*Arena*, *Whispering Woods*, *Shattered Chains*, and *Final Sacrifice*) feature order forms with which you can send away for exclusive cards.*

*And that was that. Thanks to all who wrote in. You not only helped make *InQuest* a better mag, you make it pretty fun to work on. Adios.*

Send yer letters to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or:

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IF IT'S NEWS,  
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# LEFT OUT IN THE COLD

**M**agic: *The Gathering* publisher Wizards of the Coast recently severed ties with Heroes World, leaving Heroes World customers without cards from the latest *Magic* expansion.

Heroes World and the stores it serves were initially shut out of the debut of the *Ice Age* expansion set, even though retailers and consumers had ordered and paid for the cards months in advance.

"Wizards of the Coast did send [Heroes World] some [of their order], but how much they sent I don't know. [Heroes World] sent me approximately one-third of my order," says a retailer who requested anonymity.

Heroes World is primarily a comic book distributor. After its recent purchase by Marvel Entertainment Group, owner of Marvel Comics, Heroes World announced that it would distribute only Marvel Comics comic books. The company also announced that on June 30, 1995, it would sharply curtail its distribution of game products.

In a statement sent to its clients, Heroes World speculated that Wizards of the Coast might have preserved its ties "if our sister company Fleer had not published what could be considered a competitive product." Heroes World carries *Marvel OverPower*, a card game based on Marvel Comics characters and produced by Marvel-owned Fleer.

However, a fax from Wizards of the Coast implied that Heroes World had cut ties. "Marvel bought Heroes World as their exclusive distributor, and thus they're not carrying any other products besides Marvel products," read a faxed statement from WotC Media Relations Director Carrie Thearle.

In a later fax, Thearle wrote, "It was a mutual decision."

Retailers who dealt with multiple distributors got more of their order. But the size of the discount many distributors offer is directly related to the amount of product stores buy. For many retailers, it's not cost-effective to deal with more than one distributor.

Heroes World allocated its shipments of *Ice Age* received before June 30, the day ties were officially severed, but it's not yet certain if orders will ever be completely fulfilled.

"They haven't said one way or the other whether we're getting it or not. If Wizards of the Coast agreed to take the orders from Heroes World, they should at least give them everything they ordered up to June 30," says one retailer.

"Look, even if the only thing the company is out

to do is to make money, they won't make it if they start to alienate the fans," complains Dan Scheffer, a player from Monroe, N.Y. "We're the ones who buy the games, and if they aren't available to us even when we place advance orders, they will lose us."

Heroes World declined to return numerous phone calls from *InQuest*.



**"Wizards of the Coast did send some [Ice Age], but how much they sent I don't know. [Heroes World] sent me approximately one-third of my order."** —anonymous retailer

# Higher Magic: WotC Raises Prices

For the first time in the history of the game, Wizards of the Coast is raising the price of *Magic*.

A June 21, 1995, letter to retailers signed by Wizard of the Coast President Peter Adkison announced price increases for *Magic's* Fourth Edition, *Ice Age*, and *Chronicles* sets. The letter attributes the increases to higher paper and printing costs, and a drop in the value of the U.S. dollar in international markets.

Starter decks for *Ice Age* and the Fourth Edition will now bear an \$8.95 suggested retail price, an increase of one dollar, while booster packs for those sets will bear a \$2.95 suggested retail, a 50-cent hike. *Chronicles*, which will be sold in boosters only, will carry a suggested retail price of \$2.45, up from \$2.

The price changes will take effect with orders shipped in September.

Wizards of the Coast was not available for comment.

# Loss of a Legend

Author Roger Zelazny succumbed to lung cancer on June 14, 1995. A resident of Santa Fe, N.M., he was 58 years old.

Zelazny, who wrote over 150 short stories and 50 books, was well-known and respected by fantasy and science fiction fans and writers alike. His career began in the '60s, when science fiction was first beginning to break away from its traditionally upbeat portrayal of the future. He and others gave readers a look at the possibilities of a future that held nightmarish consequences. His novel *Damnation Alley*, about four survivors of a nuclear holocaust, was made into a 1977 movie.

Zelazny's series of *Amber* novels about Amber, the one true world, and the intrigue and adventure surrounding around its royal family is well-known and loved among fantasy fans. Zelazny also helped create a 1991 diceless roleplaying game based on the world of Amber.

Over the course of his career, Zelazny won every major award for science fiction writing, including two Nebulas, which are awarded by the Science Fiction Writers of America.

Zelazny is survived by his wife, two sons, and a daughter.

# QUICK TAKES

## Challenges

The results of the first Corporate Card Challenge are in, and the Wizards notched the win. Wizards of the Coast's four-player team, which included company president Peter Adkison, defeated Microsoft's team in a matchup of Seattle, Wash.-area corporate giants. In the speed tournament, Gary Smith and Dan Cervelli tied for tops with 30 points each. *Magic* creator Richard Garfield was caught in a three-way knot for third place at 24 points. The only Microsoft employee to crack the top eight was Aaron Couto, who tied for sixth with 22 points.

The *Magic: The Gathering* World Championships will be held August 4-6, 1995, in the Sea-Tac Red Lion Hotel in SeaTac, Wash., not at Gen Con. Because of a hotel registration mix-up in Milwaukee, Wizards of the Coast moved the championships back to their home state of Washington.

## Comics 'n' Cards

Acclaim Comics' next *Magic: The Gathering* comic book is due in October. *Homelands Special*, a one-issue comic, will

be based upon the upcoming *Homelands* expansion set. Written by Dan Chichester (*Daredevil*, *Elektra: Roots of Evil*) and fully painted by Rebecca Guay (*Black Orchid*), with cover art by Greg and Tim Hildebrandt, the comic will include one of three rare cards from *Homelands*.

This October, Caliber Game Systems will add Youngblood

Rob Liefeld's Youngblood

characters are game if you are.



© 1995 Acclaim Comics

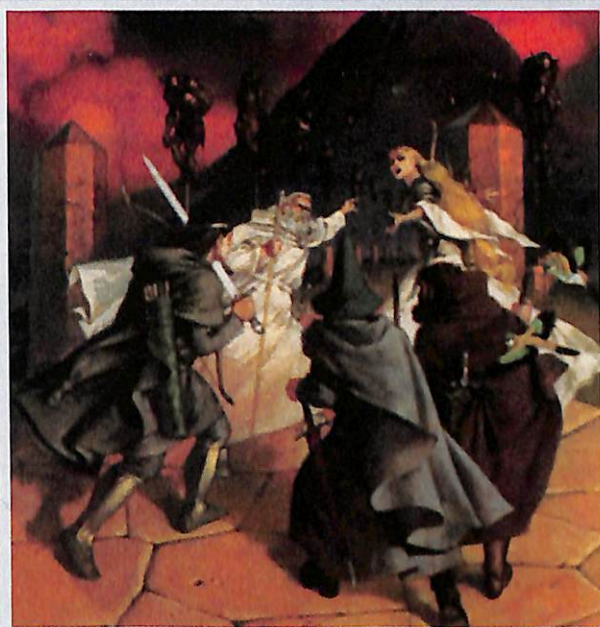


Roger Zelazny: Gone but not forgotten.

to its *Powercardz* collectible card game. The Youngblood superheroes, created by Rob Liefeld, join Todd McFarlane's *Spawn* as the second Image Comics property to be translated to *Powercardz*. Like the *Spawn Powercardz* set, the *Youngblood* set will contain 180 cards and be sold in 50-card starter decks and 15-card booster packs. Starters will retail for \$8.95, boosters for \$2.99.

## Art

Iron Crown Enterprises' *Middle-earth* collectible card game is due in November. The game, based on the fantasy universe from J.R.R. Tolkien's books, allows players to become one of five wizards sent to Middle-earth to stop Sauron. *Middle-earth*:



*The Wizards* will be sold in 76-card starter decks for \$9.95 and 15-card booster packs for \$2.95.

Destini Productions has a slew of limited edition prints for sale. Several are illustrations by Destini owner Ed Beard Jr., including cards from Destini's *Flights of Fantasy* and Wizards of the Coast's *Magic* card games. In the fall, Destini will sell limited edition prints of artwork from Iron Crown Enterprises' *Middle-earth* card game. For ordering information, write Destini at 73 Fessenden St., Warwick, RI 02886.

Destini will be selling artwork from the forthcoming *Middle-earth* game (above) and *Flights of Fantasy* (right).

## International News

Wizards of the Coast has contracted Ediciones Martínez Roca to market and distribute *Magic: El Encuentro*, a Spanish version of WotC's *Magic: The Gathering*. Ediciones Martínez Roca will provide customer support and organize tournaments in Spain, among other activities. *Magic: El Encuentro* will be released in early July, coinciding with the Spanish National Championships in Madrid. A division of Group Editorial Planeta, Ediciones Martínez Roca has translated and published authors like Isaac Asimov, Stephen King, Naguib Mahfuz, and Danielle Steel.

On June 30, a limited edition set of *Magic: The Gathering* was released to French-speaking fans. *Renaissance*, a limited edition French-language printing of all the cards added between

the Revised and Fourth Editions of *Magic*, is being sold in eight-card booster packs in French, Belgian, and Swiss stores.

## Animals

Margaret Weis and Tracy Hickman are returning to the world of Krynn. *Dragons of Summer Flame*, their first novel for the *Dragonlance* series in nine years, will depict the final struggle between the forces of good and evil as the dragon lance is passed on to its rightful heirs. This 560-page hardcover book, retailing for \$23.99, will be unveiled in November with an author tour in several major cities. Jeff Easley will be the cover artist.

Flying Buffalo will release four flip books with characters from their *Tunnels & Trolls* game. The flip books are a system of combat for RPGs that doesn't require dice. The books are designed to show the outcome of combat using pictures. The first four books will retail for \$5.50 each.

## Seconds

The second kicker pack for TSR's *Dragon Dice* will roll into stores this November. This set will be filled with creatures



called Firewalkers, who are companions to the evil Lava Elves. Eight Firewalker dice can be yours for \$5.95.

A second set of cards for the *Warhammer Quest* miniature roleplaying game are to be released in August from Games Workshop. The 55 treasure cards, awarded for successfully defeating monsters or opening chests, will include new potions, weapons, and items. They'll retail for \$8.99.

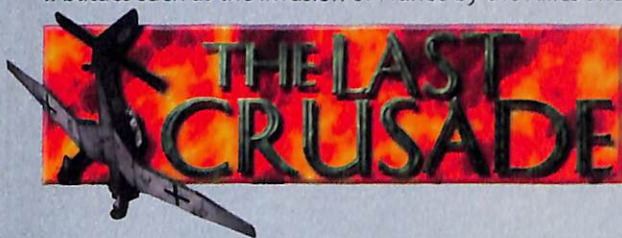
## History

Thunder Castle Games will release its first expansion set for *Towers in Time* in November. *Amazon* will be a stand-alone

# QUICK TAKES

expansion set, but will also be completely compatible with the original *Towers in Time* set. Artists from *Magic: The Gathering* such as Susan Van Camp and Mark Poole will be doing the art for this 165-card set. Fifty-four-card starter decks will retail for \$6.95, eight-card booster packs for \$1.45.

Chameleon Eclectic and Pinnacle Entertainment will release *The Last Crusade* this October. This collectible card game is based on World War II battles such as the invasion of France by the Allies and



the Battle of the Bulge. The 300-card set will sell in 60-card starter decks retailing for \$9, and will include 10 rare cards per deck.

## Look Out!

If you're planning to buy *Star Trek Warp Packs*, you may want to hold off. Decipher never intended these packs of 12 cards for its *Star Trek: The Next Generation Customizable Card Game* for retail sale; the packs are supposed to be given out free by retailers. Warp Packs can be received free just by writing to Free Warp Pack Offer, P.O. Box 465, Gainesville, VA 22065. If you know of retailers who are selling these packs, let Decipher know by writing to the same address.



We hear ya, Scottie.



## FREE WARP PACK



## Worldwide Magic

Software publisher MicroProse and on-line service provider GEnie announced that they are launching an on-line version of *Magic: The Gathering*. Users of MicroProse's upcoming *Magic* CD-ROM for IBM-compatible computers will be able to enjoy the service if they have a modem hooked up to their computer.



GEnie has "a tradition of working with a variety of other companies to help them run games in a national on-line kind of environment," says Arnold Hendrick, producer of MicroProse's *Magic* CD-ROM. "Among the traditional hardcore gamers, at least in the on-line world, GEnie is known as the place to go."

"GEnie has a proven track record with some of the big games that are currently on-line. *GemStone III*, which is currently one of the top-grossing games, is on the GEnie network," noted Paula Rebich, public relations manager for MicroProse.

MicroProse turned to Simutronics for help with the on-



line service. Simutronics designed a system that should hold thousands of players simultaneously.

"Everyone starts off with an unlimited

*Magic: The Gathering* and roleplaying enter cyberspace!

amount of basic land and about 100 cards. Every time you duel, depending on whether you win or lose, depending on how stiff an opponent you go up against, at the end of the duel, you get a certain amount of what is called Spell Shards. When you get enough of these, you can trade them in for a [computer-generated] booster pack of your choice," Hendrick says.

In addition to dueling, players will also be able to talk or trade with other mages.

Monitors, called gamemasters, will be on-line to make sure things run smoothly. These gamemasters will also help organize various tournaments for on-line players.

MicroProse declined to give a specific date for the release of the CD-ROM, but said it should be on the shelves in the late summer or early fall, and should be priced in the \$50- to \$60-dollar range.



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ON THE SHELVES ON THE SHELVES ON THE SHELVES ON THE SHELVES ON THE SHELVES

# ON THE SHELVES

## THE GUIDE TO UPCOMING GAME RELEASES



© Ultimate Games Inc.

NAME:	<b>The Ancient Fighting Arts of China</b>
COMPANY:	Ultimate Games
SET SIZE:	120 cards
RELEASE:	August 1995
PACKAGING:	15-card booster packs
SUGGESTED RETAIL:	\$2.95 per booster

**Here's the Deal:** This first expansion set for *Ultimate Combat!* will introduce more fighting arts, like Kung Fu, Wu Shu, and Tai Chi, as well as expanded advanced rules for customizing personalized decks. It will also introduce two new card classifications to the game: Coach and Impact cards. The 15-card boosters will include one gold-, two black-, three brown-, and nine white-belt cards.

### ARCANA



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NAME:	<b>Arcana</b>
COMPANY:	Atlas Games
SET SIZE:	153 cards
RELEASE:	August 1995
PACKAGING:	10-card booster packs
SUGGESTED RETAIL:	\$1.95 per booster

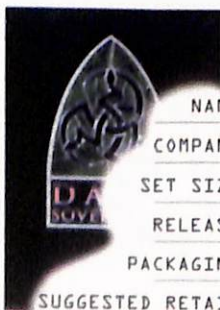
**Here's the Deal:** The mystic subculture of Al Amarja will be brought to light in this third *On the Edge* expansion set. Find out about con artists, psychic dolphins, and the Nekroi who roam the astral plane, among other fantastic characters. Each display box of *Arcana* will contain one of four rare chase cards depicting a character from the packaging of one of the *On the Edge* products: *The Cut-Ups Project*, *Shadows*, *Arcana*, and the *Surviving On the Edge* players guide.



© James O. Barr

NAME:	<b>The Crow</b>
COMPANY:	Heartbreaker Hobbies & Games
SET SIZE:	105 cards
RELEASE:	August 1995
PACKAGING:	15-card "Master Booster Packs"
SUGGESTED RETAIL:	\$2.95 per booster

**Here's the Deal:** Eric Draven is back—again. *The Crow Collectible Card Game*, which rises to the shelves this August, is based on the 1994 movie of the same name. The game will feature never-before-seen scenes from the movie. Every "master booster pack" will contain a four-page rule book, and scattered throughout the packs will be 10 extremely rare "special prism" cards featuring the moody paintings of Crow creator James O'Barr.



™ & © Wizards of the Coast & White Wolf Inc.

NAME:	<b>Dark Sovereigns</b>
COMPANY:	Wizards of the Coast
SET SIZE:	100 cards
RELEASE:	August 1995
PACKAGING:	15-card booster packs
SUGGESTED RETAIL:	\$2.45 per booster

**Here's the Deal:** Clans Giovanni and Ravnos will be introduced in this first expansion set for *Vampire: The Eternal Struggle* (aka *Jyhad*). This set will delve into the legends and myths of the vampires of Western Europe, uncovering some new vampire disciplines like necromancy and chimerstry; new locations like Heidelberg Castle and the Palace at Versailles; and new vampires like the Queen of London.



NAME: **Magic: The Gathering  
Pocket Players Guide**  
COMPANY: Wizards of the Coast  
RELEASE: August 1995  
SUGGESTED RETAIL: \$7.95

**Here's the Deal:** This book, the revised edition of the Pocket Players Guide, is the best source that players can look to for answers to their rules questions. The book will feature new sections on multiplayer games, Fourth Edition tournament rules, a Fourth Edition card list, and a section of collectors information on the expansion sets up to *Fallen Empires*. Original Quinton Hoover art graces the cover, and the interior contains other original illustrations. There'll also be a list of Wizards of the Coast personnel to contact for answers to any of your *Magic* questions.



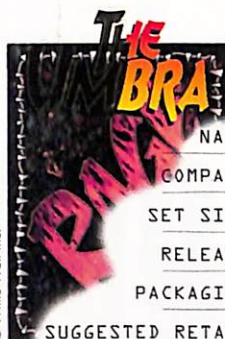
NAME: **Moons of Khadar**  
COMPANY: Outer Earth Games  
SET SIZE: 240 cards  
RELEASE: August 1995  
PACKAGING: 60-card starter decks; 15-card booster packs  
SUGGESTED RETAIL: \$9 per starter; \$3.50 per booster

**Here's the Deal:** Using cards and dice, this collectible trading card game will pit players against each other in a battle of strategy, cunning, and wit. Players are Khadans, or klan lords, who lead their clans to the battlefield to destroy their enemy's protective dome. Players can use objects from any of the five moon societies, including creatures, techno-magic, and vehicle cards. The initial starter decks will only have planetary cards, while there will be five types of booster packs, one for each of the five moon societies.



NAME: **Proxies & Powers**  
COMPANY: TSR  
SET SIZE: 134 cards  
RELEASE: August 1995  
PACKAGING: 15-card booster packs  
SUGGESTED RETAIL: \$2.50 per booster

**Here's the Deal:** The Blood Wars will take a new turn with this third expansion set, *Proxies and Powers*, when the gods get involved in the wars. Find out about your favorite deities, their powers, and their followers.



NAME: **Umbra**  
COMPANY: White Wolf  
SET SIZE: 90 cards  
RELEASE: August 1995  
PACKAGING: 12-card booster packs  
SUGGESTED RETAIL: \$1.95 per booster

**Here's the Deal:** This first expansion set for *Rage* deals with the spiritual realm of the werewolf. The set will include more Wyrms, Garou, and Event cards, giving the game an even nastier edge.



NAME: **Warzone**  
COMPANY: Heartbreaker Hobbies & Games  
SET SIZE: 100 cards  
RELEASE: August 1995  
PACKAGING: Eight-card boosters  
SUGGESTED RETAIL: \$1.60 per booster

**Here's the Deal:** This second expansion set for *Doomtrooper* focuses on corporations. It also features a new type of card, Warzones. These let players change the scene of the battle, which has various advantages and drawbacks depending upon the combatants. As with all *Doomtrooper* expansion sets, a distinctive logo will be printed on the faces of these cards to let players know they belong to *Warzone*. This expansion will be a one-time, limited-edition printing.



NAME: **Wing Commander**  
COMPANY: Mag Force 7  
SET SIZE: 300 cards  
RELEASE: August 1995  
PACKAGING: 65-card starter decks; 15-card booster packs  
SUGGESTED RETAIL: \$7.95 per starter; \$2.65 per booster

**Here's the Deal:** Based on the *Wing Commander III* CD-ROM computer game, this collectible card game will premier in August at Gen Con, where Mark Hamill will be promoting it. The game pits the alien Kilrathi in interstellar combat against the Terran Confederacy. Starter decks will either be red (Kilrathi) or blue (Terran), though booster packs will contain a mix of the races.

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# On Deck

Reviewing the latest releases in collectible card games.

## Rage

**R**age is a fast-paced collectible card game of combat where players control packs of werewolves. Players race to accumulate a preset number of victory points, which are acquired by destroying cards in play, including other players' werewolves.

Based on White Wolf Game Studio's *Werewolf: The Apocalypse* role-playing game, *Rage* is the second Storyteller game to hit the collectible trading card market. It bears many similarities to its vampiric predecessor *Jyhad* (co-produced with Wizards of the Coast, and due to be re-released as *Vampire: The Eternal Struggle* around the time you read this). But make no mistake about it: *Rage* is a game of combat. If you're the kind of player who likes to beat the heck out of your opponent, then *Rage* is the game for you. If you like sitting around and watching, go rent *The Howling*.

### Rage

LIMITED EDITION

PUBLISHER: WHITE WOLF GAME STUDIO

GENRE: HORROR

RELEASE DATE: JUNE 1995

SET SIZE: 321 CARDS

PACKAGING: 60-CARD STARTER DECK;

12-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$7.95 PER

STARTER; \$1.95 PER BOOSTER

RATING: \* \* \* \*

The one quality that sets *Rage* apart from other card games is the fact that players take their turns simultaneously. There's very little sitting around and waiting in this game. If multiple players want to do something at the same time, they randomly determine who goes first. It's simple, straightforward, and doesn't require 23 pages of timing rules.

Play begins with all of the werewolves active, so there's no build-up or preserving of precious resources. This really kick-starts the action.

All of the werewolves—Garou, as they're called in the game—belong to one of 13 tribes. These tribes are further subdivided by auspice, which represents the phase of the moon under which the werewolves were born.

Depending upon a Garou's tribe, auspice, and Gnosis (a score representing ties to the spirit world), Garou can be bestowed with certain Gifts. Gifts are special cards that represent supernatural werewolf powers. The more powerful Gifts require a higher Gnosis, and many are limited to specific tribes or auspices.

Unlike most werewolves in horror flicks, there's more to these beasts than bloodthirsty rampages. The Garou worship Gaia, or Mother Earth. In exchange, she grants them special abilities. Gifts can augment combat, provide defense, or steal equipment from other characters.

Despite its free-for-all style, the game isn't complete chaos. The turns in *Rage* are divided into five phases: Redraw, Regeneration, Equip/Ally, Moot, and Combat. The first four phases go pretty quickly.



Players start the game with two separate hands drawn from two separate piles. The Sept deck contains allies, enemies, equipment, gifts, moots, and rites. The Combat deck contains action and damage cards that can be used during combat only.

First, all players discard cards they don't want from their Sept hand, and fill it back up to five cards. (The Combat hand doesn't get touched until combat begins.) Then everybody's Garou heal some of the damage they've taken earlier in the game. In the third phase, players may play cards such as equipment, allies, and enemies. Allies and equipment are cards that augment your Garou, while enemies are cards that everybody's Garou can try and defeat. Unlike *Jyhad*, there's no restriction on how many actions an individual character may take during the Equip/Ally phase. In the Moot phase, players may call votes that affect

certain characters or game conditions.

The real action of the game takes place during the Combat phase. Each player chooses one character as her alpha, or pack representative. Each alpha may attack another alpha, challenge any character in play, or attack any enemy that has been played earlier in the game.

Combat is quick and easy, and very reminiscent of the resolution of challenges in Mayfair's *Cosmic Encounter*. Both players hold a combat card face down and then flip them over simultaneously. Some cards do damage, while others prevent or block your opponent's damage card. Damage cards that are not blocked are placed on the victim, and they remain there until healed during the Regeneration phase. Players continue to play cards in the above manner until one side is killed, until the challenger pulls back, or until both players run out of cards. During the combat, various pieces of equipment and Gifts can alter the outcome and effects of the combat cards.

When one of your Garou kills another Garou or an enemy, it is placed in your victory pool, and is worth its Renown score in victory points. Players can also earn victory points by playing certain moot and event cards. The game ends when one player reaches a preset number of victory points.

The strongest attribute of *Rage* is its speed. If all of the players know what they're doing, the game flies. The object of the game is very straightforward: kill lots of things. It is possible, but not easy, to win without killing anything, but decks that concentrate on such strategies are difficult to construct and not very reliable. If you sit on your haunches and watch everyone else play, you're probably going to lose.

The designers, Mike Tinney and Stephan Wieck, also did a very good job in minimizing poor draws. Since you start the game with several cards in play, it's very difficult to get a bad opening hand. Other games have tried to address the "luck of the draw" problem, but most of these systems rely on continuing to draw until you get certain cards. *Rage's* solution is simple and effective.

However, no new game is without

flaws, and *Rage* is no exception. For starters, the rule book doesn't go into nearly enough detail (there are no examples!), and it often leaves the reader guessing how certain types of cards should be played. White Wolf promises to fix this in the Unlimited Edition.

Another problem is the Moot system.



*Rage's* Gangrel Ally is a Vampire who has one nasty disposition.

While the fundamental premise is sound, this aspect of the game seems a little underdeveloped. Most of the Moots are pretty much cut and dry, essentially consisting of simple arithmetic.

As is the case with most collectible card games, the player who spends more money has a better chance of winning. The rule book doesn't state anything about deck construction restrictions for casual play (other than minimum sizes), but I strongly recommend playing with the official *Rage* tournament rules: no deck may contain more than three of any Sept card or two of any Combat card. This keeps decks varied and prevents moneyed players from loading up on some of the more ruthless cards, like Fang Dagger (equipment that allows a Garou to play two combat cards each round instead of one) and Entrail Rend (combat card that does 8 damage, enough to kill most Garou).

Past Lives, ultrarare cards that give Garou powerful abilities, are a neat idea, but too unbalancing. The rules allow you to start with them in play, and there's no limit. What's a midrange player supposed to do when he comes up against a deck that starts with five Past Lives in play? As with *Magic's* Moxes, there's usually no reason not

to use Past Lives—not a good characteristic for ultrarare cards.

The UV coating on the cards looks nice, but the slick surface makes them difficult to shuffle and even harder to stack. Sports card fans may be familiar with Upper Deck's trademark hologram, but to most people it's just an ugly silver blotch that takes away from the attractiveness of the card. Do they really think people are going to try to counterfeit a Flak Jacket?

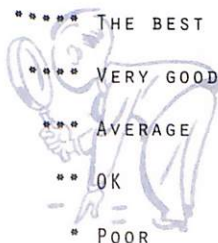
The biggest oversight in game design was the fact that cards get passed all over the table. It can easily become a hassle to determine which cards belong to which players. The best solution we found was to use plastic sleeves with little color stickers to denote who owns the cards. When the game is over, just sort through the playing area to make sure everyone gets their cards back.

Despite a few problems, White Wolf did a pretty good job overall in their first go-around. The transition from the roleplaying game is solid, and the game is relatively inexpensive. A box of boosters lists at under \$50, and one box will give you more than enough cards to make a couple of good decks.

Most importantly, *Rage* addresses something that many other new card games seem to neglect: the quality of game play. It seems like a lot of new game companies are more concerned with how their product looks than how well it plays. Kudos to the designers or *Rage* for coming up with an original system that's both enjoyable to play and fun to collect.

—Jeff Hannes

## R A t i n g s



# OverPower

**O**verPower is the new superhero-based collectible card game from FLEER featuring characters from Marvel comic books and television shows. This review is being written based on reading the nearly finalized rules in development and playing with prototype cards. For this reason, we can't really talk about how well the game plays out of a starter pack. There are 384 OverPower cards, including 39 characters. We've seen some card art from the game, and, as we've come to expect from FLEER, it's awesome!

OverPower begins when you and your opponent reveal which four Marvel characters you'll be playing. These four characters start face-up on the table. Three characters form your front line and one character stays behind, ready to move up in case one of your characters is knocked out during the game. The reserve character may not attack or be attacked without special cards. When all of your characters are KOed, that's it: you lose.

Each character is rated in three characteristics: Energy, including mental blasts, flames,

magnetism, optic beams, and the like; Fighting, combining fighting prowess, experience, and intelligence; and Strength, because Hulk likes to smash and Thing likes to clobber. The highest number a character may have in any characteristic is eight.

Your deck is made up of cards that your four characters use in an effort to defeat your opponents. There are several types of cards. Power cards can be used for any basic attack or defense. Special cards are especially designed for individual characters, and may be used by

Games consist of a series of hands or battles. At the start of each battle, each player draws eight cards, discarding duplicates (see below). Taking turns, each player "places" cards behind each of his four heroes. Each character may have three cards: a power card, a special card specific to that character, and a training, teamwork, or universe card.

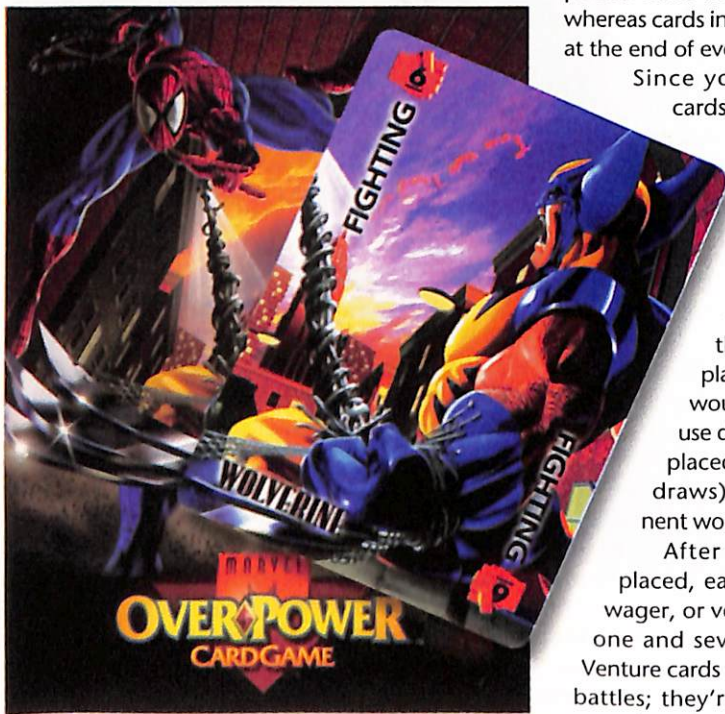
The placed cards, along with any left in hand, are used in the battle. The disadvantage of placing your cards is that your opponent may be better able to plan her attack. The advantage is that you get to keep placed cards from battle to battle, whereas cards in hand are discarded at the end of every fight.

Since you only get eight cards at the start of each battle, the number of placed cards can be key to victory. If one player has the maximum 12 cards placed, while the other has none placed, the first player would have 20 cards to use during the battle (12 placed plus the eight she draws), while her opponent would only have eight.

After cards have been placed, each player makes a wager, or venture, of between one and seven venture cards. Venture cards don't directly affect battles; they're basically just for score-keeping. The first player to win seven ventures wins the game. Should you feel confident in your chances of winning the battle, you'll want to venture more cards. However, if you venture three or more cards on a single battle, your opponent may draw extra cards, which reduces your chances of winning.

After both players have wagered, either may surrender. If you resign, you automatically lose your wager and your opponent wins hers, but you may be able to prevent your characters from being killed and discard a terrible hand for something better. When you do this, be sure to store any good cards you have in hand behind your characters.

After wagering comes the actual battle. The players take turns playing



If you ever wanted to kick Venom's ass, now's your chance.

those characters to attack, defend, or affect the game in other ways, like drawing a card. The specials, which include Cyclops' Optic Blast and Dr. Doom's Expendable Ally, really add a lot of flavor to the game.

Universe cards are things like light posts, guns, and explosives, and are used to make basic attacks and defenses more powerful. Training cards let heroes attack with their weaker assets. The Hulk is all strength, but with a training card can make a respectable energy attack. Teamwork cards can unleash devastating three-part attacks. Each of your front-line heroes may combine to try to KO an opposing character in a single round.

## OverPower

PUBLISHER: FLEER

GENRE: SUPERHERO

RELEASE DATE: AUGUST 1995

SET SIZE: 384 CARDS

PACKAGING: 64-CARD STARTER DECKS;

NINE-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$5.95 PER

STARTER; \$1.49 PER BOOSTER

RATING: \* \* \* \*

cards, mostly attack cards, against one another one at a time. For instance, Hulk with a Strength of 8 can play any Strength power card of value 8 or less. If he plays a Strength 7 card against Magneto, Magneto can either take the damage, use a special card to dodge the attack, or defend. To defend, Magneto must play his own power card of value 7 or more to counter Hulk's 7 attack. If the best Magneto can do is an Energy 6 card, then he can't stop the attack and must take the damage.

Why not just load your deck with high-level power cards? The answer to this is one of the keys to deck building. At the start of each hand, you must discard all duplicate cards, including power cards with the same value. So if you get an Energy 8 card and a Strength 8 card from your initial draw of eight cards, you've got to discard one before anything else happens, even before cards are placed.

If your initial draw is all power cards of value 7 and 8, you'll start the battle with just two cards in your hand. Now imagine your opponent drew one of every power card, 1 through 8. You're about to get your head handed to you!

Each successful attack becomes a permanent hit against the character that was attacked. Any character that takes 20 points worth of hits or one hit of each damage type—energy, fighting, and strength—is KOed.

We really enjoyed this game. Perhaps the greatest strength is a real poker element. Each battle, you must carefully watch which cards your opponent is using to get a feel for what's left in his hand. If you're certain you're going to lose a battle, you'll want to concede to keep your characters from taking hits. Your bluffing skills can be the difference between success and failure.

We also enjoyed the cool special cards that reflect the individual personalities of the heroes and villains we grew up with and still love. Who can resist shouting "Flame on!" or "Hulk smash puny human!?" My personal favorite was saying "I've always hated you" as Cyclops used his Optic Blast special card on Professor X. (*InQuest* Associate Editor Matthew E. Milliken, who controlled Professor X, wasn't so thrilled.)

*OverPower* has two minor problems. The venture process is a little complex. We would have preferred something simpler, using a pencil and paper if necessary. Second, it's impossible to believe Elektra could hurt the Silver Surfer or the Hulk, even if she blew up a building they were in. These are small quibbles, and once the game started, little attention was paid to Elektra's relative power, as long as she was using those lethal Sais as often as possible.

*OverPower* gets a high recommendation for its great artwork, excellent playability, and the great bluffing element to the game. This is a game *Magic* veterans and poker players can love!

—Marty Stever

## R A t i n g s

- \*\*\*\*\* THE BEST
- \*\*\*\* VERY GOOD
- \*\*\* AVERAGE
- \*\* OK
- \* POOR



# WildStorms: The Expandable Super-Hero Collectible Card Game

**S**uperheroes and villains are always fighting, it seems. In *WildStorms: The Expandable Super-Hero Collectible Card Game*, they have an excellent reason to put their fantastic powers to use. At stake are key battlesites, the controllers of which get special advantages. *WildStorms* lets players recreate battles that have already been staged in the popular Image Comics comic books by Jim Lee's WildStorm Productions characters. And, of course, there are always new battles to be waged...

Players combine their character, equipment, combat modifier, and plot twist cards into a deck. The more powerful the card, the bigger the point value printed on it. The basic game limits players to 200 points per deck, and no more than three of any one card with the same name in each deck. (Only one of each character may be in play at one time.) The rules also suggest a minimum 50 cards per deck.

When players choose who goes first, the one who loses gets an advantage: she picks a battlesite for the

game from her entire collection of cards. Some battlesites give bonuses, like HALO Enterprises, which gives +1 to the defense value of any WildC.A.T.s team member.

Once the game is under way, you draw a hand of seven cards. In later rounds, you draw up to seven cards, or one more if you already have seven in hand. The next step is combat (see below). After combat, players are given 10 points per turn to move new characters and equipment from their hand into a holding area. (As with deck building, you use the point values printed on the cards.) Characters in the holding area may not attack or be attacked, or exchange equipment with other characters.

If you choose to transfer characters from your holding area, you must move everyone out of the holding area, and you can't put any new characters or equipment there this round. Equipment cards are limited to one of any type per character, so characters can't bring in two guns to hand off to another character.

At the end of your turn, you must discard down to seven cards, or you may discard up to three cards if you have fewer than seven. Turns alternate between players until the battlesite is won.

In combat, characters can attack each other using their close-combat skills, their ranged combat skills (which usually require a weapon of some sort), or the unique teamwork rules. Combat cards can be played to modify any of these numbers.

Attacked characters that take a number of points equal to or greater than their defending value are stunned. If they're already stunned, they're

KOed, and if they're hurt once more after that, they're killed. When you KO a character, you get that card's points toward controlling the battlesite. When you reach the number required to win the battlesite, the battle is over.

Let's say I decide to use WarBlade to attack my opponent's Prince Drakken. Prince Drakken's Defense value (D) is 7, and WarBlade currently has a Close Combat value (C) of 6 and a Range value of 5. I play a combat card called Vitals Punch, which gives WarBlade +2 to his C. My opponent plays a Full Defense card, which gives Drakken +3 to his D.

I play a plot twist card, Achilles' Heel, on Drakken, which lowers his D by 2 until my next turn begins. As attacker, I get the tie-breaker in an 8-

## WildStorms: The Expandable Super-Hero Collectible Card Game

PUBLISHER: WILDSTORM PRODUCTIONS

GENRE: SUPERHERO

RELEASE DATE: AUGUST 1995

SET SIZE: 315 CARDS

PACKAGING: 60-CARD STARTER DECKS;

15-CARD BOOSTERS

SUGGESTED RETAIL: \$7.95 PER STARTER;

\$2.25 PER BOOSTER

RATING: \* \* \*





8 score, so Drakken is hit and stunned. If I can beat the prince's defense value a second time, he'll be KOed, and I'll get Drakken's six points. There's still a long way to go, since I need to get 30 points to control the Vampire Enclave.

The numerous skills and powers available in this set gives this game a longer shelf life than you might expect. The teamwork rules, which allow you to increase the combat power of an attacking member of your team, add some interesting strategies to the game.

In a Campaign game, a prize card is placed under the battlesite, and play-

ers are given additional points for deck building. These prizes are usually objects that have special powers but may only be used a limited number of times. You then play a series of battles, with each battlesite acquired giving you a number of points toward an agreed-upon total.

For example, HALO Enterprises is a battlesite that requires 40 points to control and is worth 20 points toward winning the campaign. A prize here might be an Orb of Healing with three counters. If you own it, you may remove one counter from the Orb to heal one injury to each of your active characters on the battlefield.

*WildStorms* plays fairly quickly, and the two types of game play offer radically different deck-construction strategies. A single battle could heavily favor combat cards, while a deck built around healing injuries might be the basis for a long-term campaign game.

The game is well-balanced, and the comic book flavor of the game shows through in the equipment and powers available: these remained surprisingly faithful to their comic book origins.

The weak spot of the game is the heavy bookkeeping involved in scoring points. When KOed characters heal, they negate the points given out for the knockout, and the adding and subtracting can get rather tedious.

Players who don't collect comics might not be able to enjoy the theme. The fact that villains and superheroes can go into the same deck may put off some players.

Calculating the points value of a deck is time-consuming, but necessary. The game heavily favors decks built around teams: if you have enough characters out, you can easily KO a character or two each round late in the battle. Since the teamwork rules work just fine with heavy-duty characters, some combinations are nearly unbeatable.

The problem with that approach is that all the tough characters cost big points, so you'll have to go with a smaller deck. And the high per-card expense means it'll take a while to get your characters into battle. In campaign play, having a smaller deck means that keeping your characters alive is vital.

Collectors may be interested in chase cards that appear in one out of every nine packs. These chase cards include characters from outside the *WildStorm* Universe, like Todd McFarlane's Spawn and Sergio Aragonés' Groo.

I should note that I was sent the play-test versions of the cards, and I cannot comment on the packaging and materials that will be sold to the consumer. Overall, though, the game is well-done, and should please both comic fans and card game veterans.

—Matthew Lee

## R A t i n g s

- \*\*\*\*\* THE BEST
- \*\*\*\* VERY GOOD
- \*\*\* AVERAGE
- \*\* OK
- \* POOR



A LOOK AT REAL LIFE BACK IN THE MIDDLE AGES

# REALITY FANTASY

BY ERIC BLACK

**W**henever I see paintings of sword-and-sorcery scenes—you know, barbarians locked in combat with serpent gods, dwarves cleaving orcs with battle axes, all that stuff—I'm always amazed at how well-conditioned everybody's hair is. Have you ever seen Conan with split ends? I don't know if he takes time out for hot oil treatments or what, but for a barbarian, his grooming is impeccable.

Everyone is always clean-shaven, too. Shape-shifting enchantresses never have armpit hair or leg stubble. Imperial guards, despite their duties fighting off palace thieves and giant spiders, somehow find time to exfoliate and moisturize. And although loincloth-clad warriors are always devoid of facial hair, they're never covered with little bits of toilet paper where they cut themselves shaving. I can only conclude there is much more body waxing going on in fantasy worlds than we read about.

And of course, no one ever has to go to the bathroom. You never see a knight stumbling away from a fire-breathing hydra, scrambling to undo his armor, nor do you ever see a wizard emerge from a tiled room holding the sports pages.

Meanwhile, you and I live in a world where people drool in their sleep, cut themselves shaving, and constantly face dry, fly-away hair. You think Red Sonja ever has a bad hair day? Of course not. So what's the deal? Do fantasy characters really live in a charmed world, or is there a dark side we don't hear about?

### CONAN'S BEAUTY SECRETS

Let's say you were to travel to a pseudomedieval fantasy world, like the one found in *Advanced Dungeons & Dragons* or Ursula K. LeGuin's *Earthsea* books. The people, the places, and the culture are all somewhat familiar, suggesting Europe of the Middle Ages, but mixed in you find wizards, dragons, elves, dwarves, and armor-clad, sword-toting adventurers looking for dungeons to explore. What miraculous things can you expect in such a world?

First off, there's no toilet paper. Making paper by hand is laborious and expensive, and you can bet no one is going around wiping anything with the stuff. Even if you were fabulously wealthy, handmade paper is riddled with flaky, splintery bits of wood pulp that hardly bring the words "quilted comfort" to mind.

What did medieval Europeans do? They used a curved wooden stick called a *torche-cul* that was usually provided in a basket next to the latrine. I will leave it to your

imagination to decide exactly how one might use a stick for this purpose. Of course, you can always use leaves if the idea of sharing a *torche-cul* with strangers is more than you can bear. Just keep your fingers crossed you don't pick poisonous ones.

Secondly, there are no toothbrushes or toothpaste. The local residents will suggest you take a hazel twig and rub it around your teeth. When you're done laughing they will say no, seriously, they've been doing that all their lives. At this point, you might notice that many of them, if not all, have had teeth pulled. Medieval physicians knew how to scrape out tooth decay and make fillings from bone shavings, but tooth-pulling was a far more common solution to dental problems. Those gap-toothed grins could inspire you to set some money aside for a *Cure Gingivitis* spell from the local wizard.

If you think poking your gums with a twig is unpleasant, wait till you try





WITH THE EXCEPTION OF 'LI'L ARNOLD,' YOU'D BE HARD-PRESSED TO FIND ANY BODY HAIR ON CONAN.

stand why shaving was infrequent in the Middle Ages.

Getting a haircut will be no great fun either. Medieval shears were clunky and inexact. You'll find they're really great at grabbing hair and pulling it out, but only so-so at cutting it. You could try using a knife to saw through your hair, but it's still going to hurt like hell, and you'll wind up with jagged edges. You're better off submitting to the shears, or just going long. If Conan didn't suffer through haircuts, why should you?

OK, so maybe fantasy hygiene isn't what you might have imagined. You're still in a world of enchanted creatures and magical treasure, and there's no reason not to explore it.

### GOOD COMPANY AND A HOT MEAL

You wander around the countryside, hoping to glimpse a dragon or a lost temple, but seeing only farm after farm, sheep after sheep, and—oh, look!—farm after farm again. (This is an agrarian society, after all.) After a few hours of this, you'll probably want to find an inn. Inns are good places to hear tales of battle and plunder, and maybe you'll meet up with a band of adventurers. Besides, you're bound to be hungry and tired by now.

Arriving at a village, you step inside the local inn. You imagined a saloon with swords, featuring gambling, singing, and occasional dueling downstairs, and quaint, private rooms upstairs. Here, however, you find only one room in the entire building—and everyone in it is staring at you. The floor is packed dirt covered with straw, it's dark inside, and the acrid smoke from the fire is making you cough.

Medieval buildings rarely had glass windows, and this one is no exception. Glass is expensive, and you'll find it used for windows only in well-funded cathedrals. Instead,

shaving. Medieval soap was soft and smelly, being composed of mutton fat, wood ash, and baking soda. You'll find it's not particularly effective as far as frothing up into a nice, creamy lather is concerned. You'll also notice the razors aren't very sharp by modern standards. In fact, they bear a disquieting resemblance to carving knives, which they double as. Imagine covering your face with hot sheep lard and scraping a big knife across it and you'll under-

windows are sometimes covered with oiled parchment. It's not transparent, but it does a pretty good job of letting light in and keeping flies, mosquitoes, and small, winged demons out. More likely, you'll find that the windows are just holes in the wall with wooden shutters. If it's cold out, you can bet the shutters are closed, and the only warmth and light in the inn will be from the fire, which is sitting in the center of the room without benefit of a chimney.

The fire pit set below a hole in the roof through which the smoke can escape... but not before it visits every corner of the room. The roof, you'll notice, is thatched with straw. Straw thatching is a good insulator, but it's highly flammable. It also makes a cozy home for mice, rats, fleas, and all their vermin pals. Since you'll be sleeping on a straw mattress, you'll get to find this out firsthand.

As far as food is concerned, well... The good news is

you won't be eating anything fried. Fat is too valuable to waste on cooking; the locals are saving it to make soap, tallow candles, and axle grease. The bad news is everything is boiled instead. The fare consists of meat (your choice: boiled or salted), bread, and ale. Since you're among peasants, you might actually see some vegetables, perhaps in the form of a nice turnip porridge or maybe a piping hot parsnip gruel. You won't see any fresh fruit, though. Medieval physicians believed it was bad for you.

By the way, you're much better off eating with the peasants than with the nobility. Apparently believing themselves above nutrition, medieval lords avoided vegetables, and dined almost exclusively on white bread, wine, and exotic meat concoctions like the following recipe for "An Entrayle": "Take a sheepis stomache. Then take uppe the egges hard boyld, and put it in the stomache with salte, and boyle it till it be enough, and serve it forthe."

Mmm! Eat it with a spoon so you can savor every drop.

### BE AFRAID. BE VERY AFRAID.

All that walking around and those extra helpings of boiled meat have probably taken the edge off your thirst for adventure. Plus the dour looks from that group of armed men in the corner are a little unsettling. At this point, you would just like to know where the bathroom is and where your

sleeping quarters are.

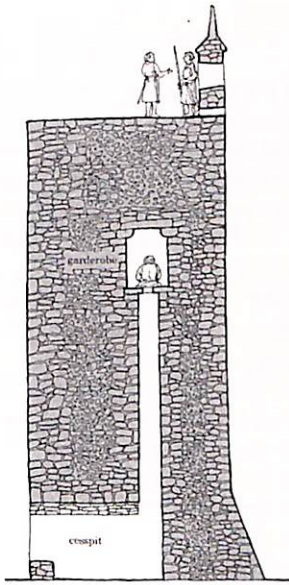
The inn, like most country buildings, has an outhouse nearby. An outhouse in the U.S. of A. is scary enough; can you imagine what magical hell you'll be walking into? If you're lucky, the innkeeper regularly dumps in charcoal ash to help keep down odors. If you're unlucky, in the



"PARDON ME IGNORANCE, GUVNOR, BUT WHAT'S A TIC-TAC?"



MEDIEVAL CUISINE WAS LESS THAN FIVE-STAR DINING. (YOU DON'T EVEN WANNA KNOW WHAT WENT INTO KING ARTHUR'S FAMOUS THREE-ALARM CHILI!)



SCIENTIFIC DATA AT ITS FINEST...  
DIAGRAM OF A GUY TAKING  
A DUMP.

morning you'll be assigned the task of cleaning out the cesspool (you're going to have to pay for your food and lodging somehow).

Castle bathrooms are even more fun. Castles usually have latrines built into the walls. Some latrines empty out into the castle moat, an arrangement that's convenient but extremely unhygienic. If there's no moat, the latrines will empty into a cesspool at the base of one of the towers. These cesspools can only be accessed from outside the castle, which means that during a siege, no one can

clean them. A siege can easily last a year.

As far as sleeping quarters go, do you remember the dirt floor in the tavern? Good. That's where you'll be sleeping. Don't bother waiting for a mint on the pillow; heck, don't bother waiting for a pillow. Just fluff up your straw mattress and hope there aren't too many bedbugs nesting inside.

After about one night of this, you're going to start wondering how you can get your hands on large sums of cash so you can live in the heroic style you imagined. Fortunately, the grungy band of adventurers who have been making you feel uneasy have a business proposition.

## HOW WOULD YOU LIKE TO LEARN ABOUT PIT TRAPS?

The adventurers are hearty souls complete with the bad skin and bleeding gums caused by a diet heavy in meat and bread and low in vitamin C. They're setting off to plunder a nearby dungeon, and they'd like you to join their party. They need another person, they say, and you fit the bill.

Don't be too flattered. They're not asking because you took that nine-week Let's Learn Jujitsu course at the local minimall. They want you to walk ahead of them and find out, the hard way, where all the pit traps are. The fact is, any modern combat skills you may have picked up are going to be useless to them.

Summer camp archery, for example, will not prepare you for the longbow. Longbows are six feet tall, and the shafts are three feet long. You have to be tall and strong to use one properly, and you need a lot of practice. If you

just pick up the bow and try to pull the string, you'll injure yourself. The proper technique is to push the bow away with your body while holding the string in place. A good longbow archer can deliver five accurate shots a minute. You and I would be better off using the bow to beat people over the head.

Two-handed swords are tricky, too. They are surprisingly light, weighing only a few pounds, but they are five to six feet long. This is too large for a human to strap to his back, despite what fantasy novels would have us believe. If you want to use a two-handed sword, you'll be stuck having to carry it, and you'll find it's very unwieldy. Knights were often killed by their opponents while trying to get such a sword into position for a blow.



ROAD SIGNS IN THE MIDDLE AGES WERE ALWAYS COLORFUL.

Crossbows and polearms don't require much training, so there might be some hope for you there. But crossbows are slow to reload—it takes about a minute to crank the drawstring back into position and load another bolt, if you've been practicing. By the time you're ready to fire, that hobgoblin with the longbow will have turned your chest into a pincushion. Medieval crossbow archers actually worked in pairs and used multiple bows; one archer constantly reloaded, while the other aimed and fired.

If you pick a polearm instead, you'll find that it's a great weapon—as long as you're facing a cavalry charge, for which polearms were designed. Few knights and even fewer horses would be stupid enough to charge into a phalanx of spears.

But when was the last time anyone faced a cavalry charge in a dungeon? Dungeon fighting is hand-to-hand combat. You might be able to hold an opponent off for a few rounds, but the moment you miss a strike, they'll rush in and knock you silly. Being long, heavy sticks, polearms take a while to reposition. Even if you did face a charging attack—from an enraged land squid, perhaps—a polearm might kill your opponent, but it won't stop its momentum. You're still going to get creamed by all that mass heading straight for you.

Let's face it: you'd be better off armoring up and just falling on your enemies.

## MAKE MINE S+EEL!

Fortunately, the adventurers have the same idea. They're willing to invest in a suit of armor, not so much out of the goodness of their hearts, but because if you die in the first pit trap, they won't have gotten their full



MALNUTRITION WAS RAMPANT IN THE MIDDLE AGES.

use out of you. And so off you go to the armorer's.

Plate mail, as we all know, is heavy. A suit can weigh anywhere from 60 to 100 pounds. But it's much easier to move around in than you might think. Fully armored knights can not only get up from the ground with ease, they can do somersaults and climb up the underside of a ladder using only their hands. As long as they're not exhausted, that is.

The problem with plate mail is that all that extra weight will tire you out very quickly. Even knights in excellent shape sit down when their squires suit them so they won't get worn out just putting on the armor. Bad conditions can make matters worse. At Agincourt, French knights drowned when they fell in the muddy fields and became bogged down. Plus it gets hot under all that metal. You have to wear a quilted undergarment beneath the armor to protect you from it, and heat tends to stay trapped next to your body.

Of course, you can't wipe away perspiration if you're wearing a helmet. You can't see or hear very well, either. Because of this, medieval knights relied on their squires to help fill them in as to what was going on in the battlefield. Tips like "Milord, there's an infantry battalion trying to decapitate you" came in very handy.

As if all that weren't enough, helmets can sometimes spin out of place when struck, effectively blinding you. If you think it's hard adjusting your helmet to get those little eye slits in just the right spot, try doing it while Derek the Chaotic Cleric is whacking you with a mace.

Worse still, helmets can get stuck. A helmet is often worn with a metal collar called a gorget. If either the helmet or the gorget are bent by a blow, they can lock together. A 12th-century English knight named William Marshal once won a tournament but afterwards could not be found to receive his prize. After a search, he was discovered at a nearby blacksmith's, resting his head on an anvil while the smith hammered at his helmet, trying to remove it without killing him.

Despite all that, you're still going to want the protection a helmet offers; in fact, you're going to want all the protection you can get when you find out what the armor doesn't cover. Medieval knights were cavalry troops. They were most effective on horseback, and you can't ride a horse very well if your butt and crotch are sealed up with metal. Plate mail, therefore, does not cover these areas. At best, you'll be given a chain-mail belt to help prevent opponents from cutting anything off, but it won't do much for—I hesitate to say it—bludgeoning attacks.

At least, though, it's pretty easy to go the bathroom. Since there's no armor there, all you have to do is pull down the padded trousers underneath and let nature take

its course. Contrary to popular belief, medieval knights did not go around soiling their armor.

## FINALLY, THE ADVENTURE

The plate mail's a lot of bother, so you and the adventurers pick chain mail instead and head off into the countryside, searching for the clearing where the entrance to the dungeon is said to lie.

Chain mail is lighter than plate—it weighs somewhere between 20 and 60 pounds—but that's still pretty heavy. It's basically a long shirt, called a hauberk, composed of metal links riveted together. Underneath you wear cotton padding, which the metal links can catch on, making it awkward to move around. Chain mail is great if someone is trying to cut you. But a good solid blow from a battle axe can drive the metal links into your skin, causing nasty infections. Many medieval knights died of wounds that weren't serious in and of themselves, but that got infected with gangrene due to bits of mail being imbedded in their flesh.

Sobering as these thoughts may be, they dissipate when, through a thicket of trees, one of the adventurers spies the clearing. At last, adventure! Magic! Gold!

Suddenly, two imperial guards pop up

and ask your party what they're doing here.

Searching for the clearing, someone says, coyly avoiding the topic of secret treasure.

That's the clearing, the guards say, but you won't be going over there today.

And then you hear the steady sounds of picks and shovels. Through the trees you can see that a large excavation

is underway. Earth has been turned; stone walls and floors have been dug up and set aside; and skeletons, trolls, and beholders are being herded into corrals, along with a rather sad-looking lich. Swords, scrolls, potions, and gold pieces are being stacked into separate piles, where they are counted and assessed before being hauled off in the emperor's carts.

Emperors and kings need a steady flow of liquid assets to wage wars and build palaces, after all. If there were huge quantities of gold lying

around in convenient, underground stockpiles, do you really think they would just leave it there?

The imperial guards turn your party away. Reality has struck, taxation has taken precedence over adventure, and there is to be no dungeon-delving today.

Oh, well. It doesn't have to be a total loss. Maybe you can open an electrolysis boutique back in the village to cater to barbarian warlords trying to keep up their hair-free image.

I wouldn't expect them to tip very well, though.

*Eric Black is a freelance writer living in Los Angeles. He feels bad for the lich.*



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# And Justice For All

By Michael Searle

How I hate cheese. You know, being served up a 46-point Fireball that obliterates you and your firstborn. Heck, let's give up on strategy altogether—baseball bats are readily available.

But you need fear no longer. We have a savior—the ultimate anti-cheese card: Justice.

Filled with Justices and Sleights of Mind, this deck is the equivalent of the M-1 Abrams tank—powerful enough to blast to cinders the first person to throw so much as a stone in your direction.

How does it work?

Simple: you get your opponent to damage himself.

The beauty of Justice is that whenever a red creature or spell deals damage, Justice deals an equal amount of damage to the controller of that creature or spell. So if that nasty Shivan Dragon comes screaming in for 10 points, its master will take 10 as well. It stops red's momentum faster than a train wreck. Yowch!

But Justice is even more than it seems at first glance. Any time a red creature deals damage, its controller takes damage. If that nasty Shivan decides just to sit there and mimic a big, huge, merciless wall, its owner still takes damage when it blocks. Double yowch!

And the beauty of this deck is that you can Sleight

Justice to any color you want in a snap. As long as you hold a Sleight of Mind and Justice is already in play, you can determine which color takes damage at any time—even in midcombat, which could knock heavily armed opponents out of the game in one shot. What's the strategy with a deck like this?

The key is patience. You play defense and slowly build your forces. Don't tip your hand too soon, and don't put out your important enchantments early—that'll give your enemy more opportunities to get rid of them. (Break this rule if someone is playing black and you fear discarding.)

When you decide to put things in motion, start with a COP and try to get out a Balduvian Shaman. With the Shaman or a Sleight of Mind, you can switch the COP (or Justice) to whatever color you like. But remember, once targeted with the Shaman, a white enchantment has a cumulative upkeep cost of one colorless mana. Eventually, it'll disappear. Try not to get too many people mad at you, especially in large multiplayer games. You may have defense, but it really works best against a single opponent, not an army.

Believe it or not, the Norritts are your real weapon. Their ability to untap blue creatures is fatally effective when used with creatures like the Skeleton Ship and Merieke Ri Berit, but they're even more effective as *agents provocateurs*. Force your opponent's creatures to attack, block them with your tough guys, and the color-tweaked Justice will make 'em pay.



## Judgment Day

### SPELLS

#### Blue

- 2 Counterspells
- 1 Power Sink
- 4 Sleights of Mind
- 1 Word of Undoing

#### Multicolor

- 1 Wings of Aesthr

#### White

- 2 Circles of Protection: Red
- 2 Disenchants
- 3 Justices
- 2 Swords to Plowshares

### CREATURES

#### Black

- 1 Knight of Stromgald
- 3 Norritts
- 1 Stromgald Cabal

#### Blue

- 2 Balduvian Shamans
- 1 Glacial Wall
- 1 Shyft
- 1 Sibilliant Spirit
- 1 Thunder Wall

#### Multicolor

- 1 Merieke Ri Berit
- 1 Skeleton Ship

### White

- 1 Blinking Spirit
- 1 Kjeldoran Royal Guard
- 1 Order of the Sacred Torch
- 1 Order of the White Shield
- 1 Seraph

### ARTIFACTS

- 1 Icy Manipulator
- 1 Jester's Cap
- 1 Zurvan Orb

### LANDS

- 1 Adarkar Wastes
- 8 Islands
- 1 Land Cap
- 8 Plains

### 1 River Delta

### 4 Swamps

### SIDEBOARD

- 1 Anrenson's Aura (for troublesome enchantments)
- 1 Circle of Protection: Black
- 1 Circle of Protection: Blue
- 1 Circle of Protection: Green
- 1 Circle of Protection: White
- 2 Disenchants (vs. heavy artifacts)
- 2 Energy Storms (yes, more anti-cheese!)
- 1 Glaciers (anti-mountains)
- 1 Hydroblast (can't have enough countering)
- 2 Icequakes (for those annoying land cards that keep popping up)
- 1 Swords to Plowshares (more creature elimination)
- 1 Wrath of Marit Lage (to pin creatures in place)





# Another Brick in the Wall

Work on summoning the rest of your creatures, and keep 'em on a short rein. Sure, attack when you can, but the idea is to keep these guys around for defense. A lot of the damage you do will come from creatures attacking you, so you need strong blockers.

Your flying defenders are the best, with big leaguers like the Sibilant Spirit, the Thunder Wall, and the Seraph (Egads! More creatures for you if you block and knock them off). On the ground, you have Glacial Wall (a blue Wall of Ice) and Blinking Spirit, the eternal blocker. In the rear, you've got the Kjeldoran Royal Guard (a superior Veteran Bodyguard, since you can choose when to accept the damage from unblocked creatures)—great for those suicide runs you're bound to see as frustration mounts.

Another benefit of the deck is that it's "color sensitive." The 4/2 Shyft can change color once an upkeep, while Order of the White Shield and Knight of Stromgald are both protected creatures who can be Sleighted against a particular color for instant defense or to slip through a defense.

To back all that up, you have countering ability. Stromgald Cabal or Order of the Sacred Torch can be Sleighted to counter a certain color, and already counter white and black. Of course, you've got your standard fare of Counterspells and a Power Sink. The idea is to keep your key enchantments safe and thwart surprise disasters.

To round things out, this deck has some great all-around Ice Age cards: Jester's Cap (peek at your opponent's library and remove his three nastiest cards, like Disenchant and the Tranquility-like Essence Filter); Icy Manipulator (good for defense and annoying artifacts); Zuran Orb (you can gobble up land for life at any time, and protect yourself from sneak cheese attacks); and Wings of Aesthir (make your most powerful creature the king of the hill, with flying, first strike, and +1/+0).

Like I said, you have to have a lot of patience with this deck, but it has its advantages. How much better does life get than having an opponent die by his own hand?

Ah, there is justice in this world after all.

"Now you can build an all-wall deck!" was one of the first things *InQuest* Editor and Killer Decks columnist Mike Searle said to me when he returned from the Ice Age debut tournament in Toronto.

After skimming through a handful of cards, he yanked out a Pox and passed it me. "Ummm...what does this have to do with a wall deck?" I asked.

"Nothing," he replied, "but how cool is that?" He then proceeded to show me the Walking Wall, a 0/6 artifact wall that, when pumped with three mana, becomes a 3/5 artifact creature that can attack!

By golly, Mike was right. *Ice Age*'s Walking Wall, coupled with *Legends*' Wall of Wonder (another wall that can attack) and Fourth Edition's Animate Wall (an enchant creature that allows target wall to attack), makes an all-wall deck possible. Heck, it doesn't just make it possible—it makes your opponent eat her words when she sees you plop down two or three walls and jokingly asks, "What, you playing an all-wall deck or something?"

Note: if your adversary casts a Shivan Dragon and a Dwarven Demolition Team, get rid of the dwarves first. Trust me.

## The All-Great Wall Deck

### CREATURES

#### White

- 3 Walls of Swords
- 1 Wall of Light

#### Blue

- 4 Walls of Wonder
- 2 Thunder Walls
- 1 Wall of Water
- 1 Wall of Air

#### Red

- 2 Walls of Opposition
- 1 Wall of Fire
- 1 Wall of Lava

### ARTIFACTS

- 4 Walking Walls

### SPELLS

#### White

- 4 Animate Walls
- 4 Disenchants
- 2 Swords to Plowshares

#### Blue

- 4 Counterspells

#### Red

- 2 Meteor Showers
- 2 Fireballs
- 2 Stone Hands
- 2 Smokes
- 1 Fork

### ARTIFACTS

- 1 Skull of Orm
- 1 Sol Ring
- 1 Zuran Orb

### LANDS

- 2 Strip Mines
- 1 Maze of Ith
- 4 Tundras
- 4 Plateaus
- 4 Volcanic Islands
- 1 Hammerheim
- 2 Plains
- 3 Islands
- 2 Mountains

**Pat McCallum**  
Bricklayer





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# Tomfoolery

By Beth Moursund

## Peculiar and powerful uses for some of *Magic's* more versatile cards.

What's up our sleeve this month? Two brand-new artifacts from *Ice Age*: Jester's Cap and Jester's Mask.

Just the rumor of Jester's Cap had folks on the Internet in a tizzy, even at a rumored cost of eight to 10 mana. Actually, Jester's Cap costs only four mana to cast, and two to activate. For this price, plus the sacrifice of the Cap, you get to look through any player's library, pull out the three cards you like least, remove them from the game entirely, and then reshuffle the deck.

When playing against a new opponent, the chance to look through and see what cards are in the deck could be extremely worthwhile. You can plan your play

strategy much better if you know what cards are likely to be showing up.

To avoid wrecking the game, though, I strongly recommend taking a tip from the *Star Trek: The Next Generation Customizable Card Game*: make a house rule limiting the time for these examinations—say, two or three minutes max. Otherwise, you could be sitting there for an hour or two while a new player with a Jester's Cap reads through and puzzles over every single card.

The real benefit of the Jester's Cap, though, is the chance to detune your opponent's deck. Don't like out-of-print spoiler cards? Pull out Time Walk, Timetwister, and Ancestral Recall, and even up the odds a bit. Relying heavily on your enchantments?

Pull three Tranquilities or Disenchants. Playing a land-destruction strategy? Take out three of the type of land your opponent is shortest on.

Doing this once may or may not make a difference, depending on how balanced the deck is; most of the benefit is probably psychological, not statistical. But if you have several Caps, or can recycle one using Reconstructions,

you can cause serious headaches. For major abuse, use an Argvian Archaeologist and recycle the Cap every turn! It won't take long to reduce a carefully honed, tournament-winning deck to a near-useless mess.

You can also use the Jester's Cap on yourself, just for the chance to reshuffle and tune your own deck a bit by removing cards you don't want. This will rarely be as helpful as using it on your opponent, but if you've used one of the cards that let you peek at the top few cards in your own library and you don't like what you saw, it's definitely worth considering.

Jester's Mask is similar, but instead of hurting your opponent's future draws, you get to ruin her current hand. It costs five to cast and comes into play tapped. Once you've untapped it, for a measly one mana you can sacrifice the Mask to take an opponent's hand and library, examine both of them, and then construct a new hand, with the same number of cards, out of whatever will be least useful. (No, you can't use this one on yourself—get real!)

If you get a lucky draw of a Jester's Mask and enough mana to cast it in the first turn or two of a game (two Dark Rituals or Mana Vaults will work), you've probably won. Simply give your opponent a Mulligan-type hand with no land and all of the highest-casting-cost spells in the deck. This will slow his development to a near standstill.

But such a draw is unlikely; more often, you'll not be able to cast the Mask until the midgame, when everyone already has four or five lands in play. By that time, players with fast decks will usually have few or no cards left in their hands, so the Mask won't do you much good, except for the chance to peek at the library.

But if you're up against a player using mostly expensive spells, or a blue "permission" deck player holding a fistful of counterspells who made the mistake of tapping out, they probably won't have cast much yet, and you can still ruin their day. Just give them a nice hand made entirely of basic land.

To add insult to injury—or maybe vice versa—play a Black Vise first. If you're playing land destruction, of course, stick with the no-land, high-casting-cost hand even in midgame.

Jester's Mask plus Mind Twist is a truly evil combination: fill your opponent's hand with the best cards in the deck, then Mind Twist them away.

And if an opponent complains about either of these cards, just give your silliest grin and ask, "Can't you take a joke?"

Beth Moursund had been an amateur rules lawyer most of her life, but *Magic* turned her into a professional. She wrote the *Mathias* and *Selene* section in the *Magic Pocket Player's Guide*, and answers questions on CompuServe as a *WatC* representative.



- The joke's on your opponent when you use these two powerful *Ice Age* cards.

PERDONÉME, SEÑOR,  
PUEDE DECIRME: ¿QUÉ ES  
UN ORNITHOPTER?

# Stumpers



Solving tough gaming questions for *Magic: The Gathering*.

**Q:** If I attack with Marton Stromgald and a bunch of other creatures and my opponent casts Sandstorm, killing Marton during the attack but before any damage in combat is dealt, do all my other creatures retain their bonuses?

—T. Belladone, Gulport, MS

**A:** The text says, "If Marton Stromgald attacks, all other attacking creatures get +\*/+\* until end of turn..." If he taps to attack, the creatures get the bonus until the end of the turn. The bonus will decrease for each creature the Sandstorm kills.

**Q:** How do you pronounce Fylgja?

—F. Mast, Bay City, MI

**A:** This word is Scandinavian in origin. Pronounce this as "FILL-ya."

**Q:** If I have the Snow Hound out but no other creatures, may I use the Snow Hound's special ability just to bring him back to my hand?

—S. Markowitz, West Lafayette, IN

**A:** Nope. You must have a target blue or green creature available as well.

**Q:** If I put Errantry on multiple creatures, may they all attack?

—K. Jordan, Orma, WV

**A:** Uh-uh, only one.

**Q:** If I cast Updraft on a creature after it's blocked by a Woolly Spider, does the Spider get its +0/+2 bonus?

—W. Jodice, Philippi, WV

**A:** The Woolly Spider checks to activate its bonus when blocking is declared. Since the attacking creature didn't have flying when blocking was declared, it doesn't get the bonus.

**Q:** If you're attacked by a Lured creature, may you cast Panic on one of your own creatures so it doesn't have to block?

—H. Goodwin, Canfield, OH

**A:** Yes.

**Q:** If I Magical Hack Reality Twist to have the word "plains" read "mountains"

then the card reads that mountains produce both ♣ and ♠. So which color does it produce?

—V. Bennet, Wenonah, NJ

**A:** Believe it or not, the folks over at Wizards of the Coast never thought of Hacking the Twist (Hacking the Twist? Sounds like a Chuck Berry song), and as of yet have no solution for this dilemma. We'll try and get an answer for next issue.

**Q:** How does the Mountain Titan card work? Do you have to spend two red and one other mana every time a black spell is cast, or do you pay that activation cost once? And are the +1/+1 counters permanent?

—M. Croci, Pensacola, FL

**A:** Pay the activation cost once each turn you want to use its ability. The counters are permanent.

**Q:** May you sacrifice the goblin tokens created by the Goblin Warrens to make more goblin tokens?

—G. Fray, Richmond, VA

**A:** You betcha.

**Q:** When you put a spell on the Ice Cauldron, can your opponent counter it?

—A. Forman, Montebello, CA

**A:** Nope—that's using an artifact ability, not casting a spell. He can counter it by using a Brown Duphe's ability (in which case the spell stays in your hand and the charge counter never appears), or he can counter your casting the spell when you take it off the Cauldron.

**Q:** I have a Chaos Lord in play, and during my upkeep there are an odd number of permanents. My opponent Disenchants an artifact, making the total number of permanents even. Since I control when things happen during my upkeep, may I count the number of permanents to determine where the Chaos Lord ends up before the Disenchant resolves?

—E. Gillikin, Los Angeles, CA

**A:** Sure can.

**Q:** An incoming Keldon Warlord is bearing down on me along with all my opponent's other creatures, two 1/1 guys. If my White Knight blocks the Keldon and my War Mammoth kills one of the 1/1s, what happens to my White Knight?

—T. Smith, South Bend, IN

**A:** The White Knight and Keldon Warlord both die. During resolution of the first strike, the White Knight does two points of damage to the Warlord. The Warlord is currently a 3/3 creature, so it lives. During resolution of normal combat, the Mammoth kills one of the 1/1 creatures, and the Warlord does three points to the White Knight. When the 1/1 and the White Knight both go to the graveyard, suddenly the Warlord is a 2/2 creature with two points of damage applied to him! So he goes to the grave too.

**Q:** I tap Arena and choose my Land Leeches. My opponent chooses his Grizzly Bears. Does the first strike knock off the bears immediately, or do they still do their damage like the card says?

—B. Gillotti, Lake Mary, FL

**A:** First strike has no effect in the Arena. The Leeches die too. (Also note that a Basilisk-like ability does not work in the Arena either.)

**Q:** If Farrel's Zealot is enchanted with Farrel's Mantle, may it attack once and—assuming it isn't blocked—do three damage to one creature and four to another?

—T. Espasandin, Modesto, CA

**A:** Yup.

**Q:** If my Dread Wight is killed several turns after it's put paralysis counters on some creatures, do the counters remain?

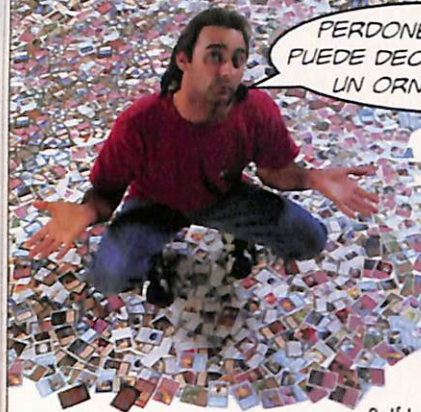
—S. Joya, Matthews, NC

**A:** They sure do.

**Q:** Can an interrupt beat a fast effect? Can you Red Elemental Blast a Prodigal Sorcerer before he can deal his point of damage?

—J. Vara, Lancaster, CA

**A:** Once an effect with an activation cost is activated (tapping the Prodigal Sor-



■ A Lured Basilisk heading your way? Learn a new way to keep one of your untapped creatures safe from harm.



■ Hmm... Nothing like a targeting Pestilence.

cerer is a cost), it always happens assuming its targets remain legal. Tim will die, but will still cause one point of damage.

**Q: Can a Maze of Ith stop the Serra Angel?**  
—M. Wilkon, Bloomington, IN

**A:** There's a new ruling on this. Under Fourth Edition rules, you should be able to determine whether a target is valid simply by looking at the text on the card being cast. If you can find a legal target for an effect, then you may play the effect on that target. Since Maze of Ith does not say "target untapped creature," but says "target attacking creature," you may use it on a Serra Angel. Although it can't execute the untapping, it can execute the rest of its effect.

**Q: What if you only have three creatures in play when you cast Hecatomb? The spell fizzles, but are those creatures sacrificed?**

—B. Jessup, Burbank, CA  
**A:** The creatures are toast.

**Q: Can you use Nature's Lore to retrieve a dual land (Bayou, Savannah, and so on) from your library?**

—F. Jenks, Greenwich, CT  
**A:** Nope.

**Q: When can you sacrifice a snow-covered land to return Whiteout to your hand?**

—R. Odell, Austin, TX  
**A:** Any time you can use fast effects.

**Q: Does a blocking creature with protection from black or red take damage from an attacking black or red creature when Ghostly Flame is out?**

—K. Wallach, Portland, OR  
**A:** Yes indeedy.

**Q: The new Icy Manipulator card does not say, "No effects are generated from tapped permanent." Does that mean if I tap my opponents' land it would add a point of mana to his mana pool and he would take a point of "mana burn" if he doesn't use it?**

—B. Matzelle, Sinking Spring, PA  
**A:** A card tapped by an outside spell or effect does not generate anything. Regardless of what the Ice Age Ice Manipulator says, that's part of the rules.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or write to:

**STUMPERS c/o InQuest**  
151 Wells Ave.  
Congers, NY 10920

Include your full name, address, and phone number.

# RAGE Stumpers

**Q: How does bluffing in combat work?**

**A:** You can play any combat card of any rage during combat, but there's no guarantee that it'll work. If the Garou's rage equals or exceeds the rage value of the combat card, the card will work as normal. If the card value is higher than the Garou's rage, this is a bluff. The combat card will only work if all of the other cards played that round are also bluffs, or if it is the only card played. If a bluff fails, the card is simply discarded with no effect.

**Q: Can a character in frenzy use cards from your regular combat hand during combat, or can he only use the cards in his frenzy hand?**

**A:** When a character goes into frenzy, that character gets an additional number of cards equal to his rage. These cards may only be used by that character, and they are discarded when the current combat ends. However, the character may use cards from your regular combat hand as well.

**Q: What happens if I manage to get enough Renown to win the game, but during the combat phase somebody kills my last character. The rules say I'm out of the game. Does this mean I lose?**

**A:** Just because you're no longer actively involved in the game doesn't mean that you're completely eliminated. If you have enough victory points to win at the end of the fifth phase, then you win, regardless of how many Garou you still have.

**Q: Suppose one of my Garou in Crinos form takes lethal damage during combat. Can I play Mother's Touch to remove some damage before the Garou dies, or is it too late?**

**A:** It's too late. The damage card is removed, but the Garou's status has already changed to dead, so the Garou still dies.

**Q: Do I still get the victory points for an Umbral Quest if I manage to pull my Garou out of the hunting grounds before two full turns?**

**A:** If you can protect your Garou using a card like the Environmental Activist, you still get the victory points for the Umbral Quest.

**Q: One of my Garou is equipped with an Elder Stone. May I get three extra votes and then discard the Stone for an additional 10 votes after everyone has voted?**

**A:** You may only use one of the Stone's bonuses, not both. These votes must be used at the same time normal votes are used.

**Q: How the heck does Alias, the Glass Walker Gift, work? Does it copy the breed form or Crinos form of the Garou who uses it? If it's the breed form, does it turn into Crinos when it takes damage equal to its rage? What if the original Garou's stats are modified by some Gift like Whelp Body? Help!**

**A:** The Alias copies whatever state the Garou is currently in, and it cannot change forms later in the game. The only modifiers that apply to the copy are global effects such as the Lunar Phases.

**Q: What does Silhouette do if the character with the highest Renown is protected by something like the Flower of Aphrodite? Does she attack the next-highest character, or does she simply lose her attack?**

**A:** Silhouette attacks the most-Renowned character that she is legally allowed to attack. Since she can't attack a character protected by the Flower, she would move onto the next valid target.



■ Ah Mother Gaia, she's got that magic tough... but is it magic enough to thwart certain death?



■ Mirror, mirror on the wall... now wait a sec. Just how the heck does the Alias card work anyway?



■ Mmm, is that the smell of wet fur? Not quite, but the scent of the Flower of Aphrodite is more than enough to keep the bedbugs away.

**For answers to additional Rage Stumpers, call Justin Achilli at the Rage Hotline: (404) 292-WOLF. It's open from 9 a.m. to 5 p.m. on the East Coast, Monday to Friday.**

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INQUEST

# CONTEST

All by its lonesome, InQuest presents the

## MUST DESTROY MANA InQuest Contest!!!

Ah, mana. The great double-edged sword of *Magic: The Gathering*. You need it to play, but after you get a certain amount, it's kinda useless. You keep getting more and more mana that you really don't want. So what the heck can you do with all these extra cards?

### You tell us!

We need ideas—what can you do with all your extra mana cards? Shred 'em up and stuff a piñata with 'em? Duct-tape them together and make a boat? Sew them into a big *Magic: The Gathering* quilt? You tell us. Give us your most creative way to rid yourself of the scourge of extra mana. The inventor of the coolest idea will walk away with something nifty.

Fill this sucker out, attach your entry, put it an envelope, and send it to:

**Must... Destroy... Mana  
InQuest Contest,  
c/o Wizard Press, P.O. Box 118,  
Congers, NY 10920-0118.**

### The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press and their immediate families or anyone who gives us a "Mana from Heaven" joke. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your entry. Enter as many times as you like. Mail each entry separately to: Must... Destroy... Mana InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Only one version of each special land, which will be chosen by Wizard Press, will be given away as the prize. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Hal Fooled ya! There's no silly-ass quip here! All entries must be received at contest headquarters by September 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press based on creativity from all properly completed entries. Judging will take place on October 16, 1995. All decisions are final. Give us a problem and we'll whip your ass.

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to: Must... Destroy... Mana InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

**This contest is sponsored by us, hot dammit, and you'd better appreciate it.**

### Grand Prize (One winner)

One lucky reader, whose idea we think is *the best*, will receive something he or she can really use—a set of 68 special lands. Yeah, we rounded it off to a nice even number, so you'll get all the special lands to date like Library of Alexandria, Strip Mine, Pendelhaven, Dwarven Hold, plus all the *Ice Age* lands, including snow-covered lands—but you don't get the ever-so-lame Sorrow's Path (trust us, this is for your own good).

### Zonk! (One, uh, winner)

Another reader, whose idea we think is *the worst*, will receive all the extra mana we can find and Sorrow's Path. That's right, buckaroo—we're gonna gather up 53 metric tons (or so) of worthless, cheesy lands, throw 'em in a box, and send 'em to your house. And don't give us any crap about it or we'll come over there and give you a wedgie. Remember, we have your address and we can read a map.

### Contest Entry Form ▼

Deadline is **September 29, 1995**  
Must... Destroy... Mana

Name: \_\_\_\_\_

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Address: \_\_\_\_\_

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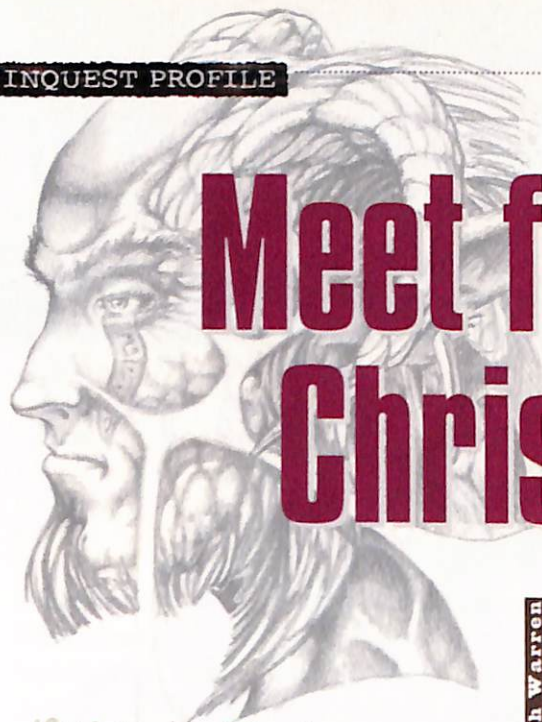
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White Zombie or Monster Magnet? \_\_\_\_\_

Official Must... Destroy... Mana InQuest

# CONTEST



# Meet fantasy artist Christopher Rush

Vital Stats

## Vital Stats

**Name:** Christopher Rush

**Birth:** April 4, 1965, in Long Beach, Calif.

**Occupation:** Artist

**Base of Operations:** Wizard of the Coast, Renton, Wash.

**Career Highlights:** Being a part of *Magic: The Gathering*

By Rich Warren

**W**izards of the Coast has given *Magic: The Gathering* artist Christopher Rush several job titles and responsibilities. As the lead graphic designer for *Magic: The Gathering*, he develops the logos and packaging for *Magic* products. He's also the art director for WoTC's upcoming *Netrunner* card game (based on R. Talsorian's *Cyberpunk*). When wearing that hat, he assigns and organizes the game's artwork. In his free time, Rush also freelances out of his home.

Rush considers the clean styles of Alphonse Mucha and J.C. Leyendecker to be two of his strongest influences. Often called the Father of Art Deco, Mucha specialized in stylized, commercial work in the '20s that often consisted of line drawings with pastel backgrounds. Leyendecker, who

Top: A sketch of Ruen, a planeswalker

Below: Eron the Relentless from the *Homelands* expansion set for *Magic: The Gathering*

Inset: Rush himself



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worked in the '30s and '40s, boasts a slick, squarish painting style that caught Rush's eye.

"I could also credit countless fantasy and comic artists," Rush adds. "Fortunately, I have gotten to meet, work with, and learn from many of them." These artists include Don Maitz and Michael Whelan, both known for their fantasy book covers, and Barry Windsor-Smith, a comic book artist who worked on Marvel's *Conan* and the Weapon X serial in *Marvel Comics Presents*, and Image's current WildStorm crossover.

Rush's first professional work was an antishoplifting sign for Wally's Book and Comic Exchange in Kirkland, Wash. Since then, he has done everything from comic books (a vampire story in Chrome Tiger's 1987 *Menagerie*) to commercial advertising.

"I love card games because they are illustration-specific...and, of course, the color," Rush says. "I would also like to do illustrations for magazines and books. One thing I like about fantasy art is that it gives me more freedom than any other industry or genre."

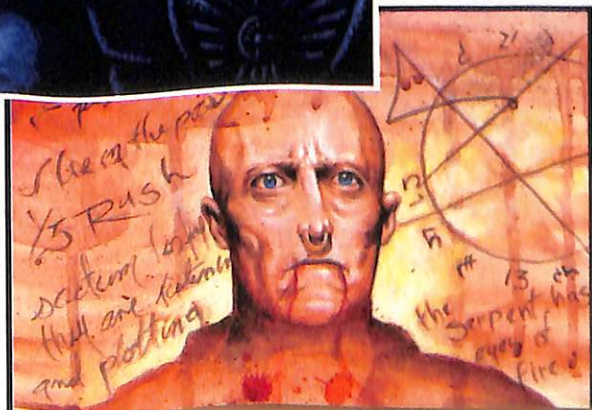
When asked what he sees himself doing in 10 years, Rush says, "Hopefully exactly what I'm doing right now. However, I also have a high interest in electronic media, especially 3-D rendering and multimedia."

Top: Unpublished illustration of a priest

Middle: Ihsan's Shade from the *Homelands* expansion set for *Magic*

Bottom: Painting for *Dark Sovereigns* expansion set for *Vampire: The Eternal Struggle*

Background: Sketches of Ruen's staff



### **Favorite work of your own...**

That changes a lot. So far it changes with every set I work on. There's a piece in the next *Magic* release, but I can't talk about it. I guess it would be Order of the Ebon Hand from *Fallen Empires*.

### **The one person you'd like to meet...**

Leonardo da Vinci, because of the way his mind worked, the way he looked at the world and tried to figure out every aspect of it. And, for the most part, I think he got it pretty right.

### **Most embarrassing moment...**

Waking up in a field wearing nothing but a blanket.... I won't fill in any more of that.

### **Things you collect...**

Besides *Magic* cards? Actually, the only other things I really collect are prints from artists I admire—or any new artists that I haven't noticed before.

### **Favorite television show...**

Today I would have to say *X-Files*. Mostly because of the supernatural and mystery, and because you don't get all the answers at the end of the show.

### **Most recent trick-or-treating costume...**

I was a pirate. I hope the next question isn't going to be when that was.... I have an excuse. It was a couple of years ago. I took my daughter out, and I didn't want her to be the only one in a costume.

### **The last good book you've read...**

*Tigana* by Guy Gavriel Kay. I liked the portrayal of the characters—the fact that they were real. Many artists and writers can create fantastic creatures and cultures, but to make them live and breathe: I think that's vital for a writer.

### **Favorite roleplaying or card game...**

I guess it would be boring to say *Magic*, though I really enjoy it. With roleplaying games, I don't think it really matters. It's portraying the roles, not putting the numbers together. I really enjoy roleplaying, and I use parts of many systems in my games.

### **Favorite fantasy character...**

Thomas Covenant [from the two *Chronicles of Thomas Covenant* series by Stephen R. Donaldson]. He's such a complete rat-bastard, and I hated him the entire time. But I sure kept reading.

### **The people you'd most like to work with...**

I think Industrial Light and Magic—if I had to choose something I wasn't doing right now. Mostly because they do so many things. As a freelance artist, you may do a lot of work one day and have nothing the next. Not only is ILM the best, but they have tons of jobs coming to them. There would always be something to do.

### **Favorite musicians...**

Vivaldi, Front Line Assembly, and Peter Murphy. I like the different range of styles and sounds. It's hard to say that I like any one type of music. If I hear it, I either like it or don't. These are the most vibrant that I've heard recently.

### **If you were an all-powerful wizard, what you would do...**

I would probably build the world that I've been creating on paper and in my mind ever since I became involved in fantasy.

ILLUSTRATION FOR  
POSITION ONLY!

2.5"

Scaled Wurm



SINGLE CARD DIMENSION

Summon Wurm

"Flourishing during the Ice Age, these Wurmms were the bane of all Kjeldorans. Their great size and ferocity made them the subject of countless nightmares—they embodied the worst of the Ice Age."  
—Kjeldor: Ice Civilization

Illus. Daniel Gelon

7/6

3.5"

2.5"

Scaled Wurm



Summon Wurm

"Flourishing during the Ice Age, these Wurmms were the bane of all Kjeldorans. Their great size and ferocity made them the subject of countless nightmares—they embodied the worst of the Ice Age."  
—Kjeldor: Ice Civilization

Illus. Daniel Gelon

125 RADIUS CORNERS

# Deck Build

CK DEPTH  
UALS ONE CARD  
MES SIXTY

CARD THICKNE  
: 10 MICRONS  
SIXTY



**There's more  
to creating a  
Magic deck  
than using  
five colors  
and 60 cards.**



# ing 101

By Michael Searle

**S**traight outta the cellophane, that first *Magic* pack can be a great, big confusion of colors, weird pictures, and even weirder text. Sure, it's fun to break open a starter deck, shuffle it up, and play against the first boosterless opponent who comes your way, but eventually you'll want more.

Whether it's to play your usual *Magic* gang or a brand-new set of tournament duellers, you'll probably want to know how to turn your card collection into winning, fun-to-play decks. You can learn how to do this using some basic formulas. No matter if you want a well-tuned machine or a wacky theme deck, these principles of deck building will help make you competitive in any league.

## I. The Concept: Brainstorm an Idea

Sorry, the *Ice Age* card won't help you with this. You're gonna have to use your own noggin to figure out exactly what you want. Think of a concept for the deck: anything from the colors you'll be playing (perhaps white and black) to the theme you'd like (a shapeshifting deck, for instance). For this article, we'll be building an all-commons deck.

## II. The First Cut: You Don't Want the *Encyclopedia Dominia*

Your next step on the road to a new deck is to examine all your cards and pick the ones you think will work with the deck. It's important to read the cards—there's bound to be a few you'd forgotten about or unjustly neglected.

But avoid the *Encyclopedia Dominia* approach of selecting at least one copy of every card you own, A through Z. Take only cards that fit strongly into your concept, or powerful cards in the colors you're using.

The key question is: What do you want your deck to do? If you're looking for a speed deck, you want mana-generating creatures, spells, and artifacts (Fyndhorn Elder, Wild Growth, Mana Vault). If you're looking for fast-strike offense, you may want some direct damage (Lightning Bolts, Storm Seeker) or quick, low-casting-cost creatures (so-called "weenies" like Savannah Lions, Scryb Sprites, and Merfolk). Make sure you have a weapon against every type of permanent: land (destroyed by Stone Rain), enchantment (Tranquility), creature (Lightning Bolt), and artifact (Crumble).

Don't get blinded by "Must...have...four...Serras!" fever. Remember the cards that have plagued you in the past, such as Maze of Ith or Goblin War Drums, and make sure your new deck can handle them.

For this article, I built a common deck, with the theme of accessible cards—nothing rare or uncommon—so all the cards in it should be relatively easy to find, especially since *The Dark* is the oldest set represented here. (Not to toot our own horn too much, but all I did was scan down the rarity column in the *InQuest* Players Guide to see what cards were available. It was a snap.)

### III. Crunching It Down, Part 1: 214 is Too Many

If you're like me, you'll probably have a 214-card deck at this point, and you want one in the 60-card range. To help weed out extraneous cards, sort your big pool of cards by color, then by spells and creatures (if you're playing a creatureless deck, make your own sorting rules), and sometimes even further by offensive, defensive, and miscellaneous capabilities.

A good rule of thumb is to go with a varied group of cards to give your deck flexibility. With this in mind, chuck out any duplicate cards. I know it's hard not to keep two of everything, but you'll still have the same ratio of really good cards as before; your deck will simply be smaller and more concise. If a creature or spell seems just too valuable to ditch, keep two in there. If it's absolutely crucial (i.e., the Atogs in your Atog deck), put three or four in—but I rarely go above three.

I had to make some tough choices when designing this deck, especially since it has such a big scope: anyone who's bought a binder and stretched the plastic pockets knows there are more than a few commons! I decided to go with two main colors; any more would be suicidal without special—hence rare—lands. I chose green for its mana producers and excellent creature array, and blue for its cheap countering ability and powerful complementary spells. I slipped in just a hint of red in the form of a few creature elimination/direct damage spells (not that I condone cheese, mind you).

### IV. Crunching It Down, Part 2: On the Road to the Finals

After more teeth-grinding and temple-knocking, I condensed the deck yet again. Don't be discouraged if your discard pile looks like a world-caliber deck—think of it as the next challenge you'll tackle once this deck is working.

After about an hour, I had the general outlines of the deck I wanted. These were my semifinalists for green:

#### 22 CREATURES

##### • 13 Low-Level Guys

8 green-mana-generating Llanowar and Fyndhorn Elves

1 artifact-eating Scavenger Folk  
1 artifact-stopping Brown Ouphe  
1 always-useful Fyndhorn Brownie  
2 red-mana-producing Tinder Walls

##### • 5 Midrange Creatures

1 trampling War Mammoth  
1 first-striking Land Leeches  
1 Balduvian Bear  
1 Grizzly Bear  
1 Woolly Spider for air defense

##### • 4 Powerhouses

1 Scaled Wurm

1 Crow Wurm  
1 pumpable Folk of the Pines  
1 Durkwood Boars

#### 10 SPELLS

##### • 7 Defensive

1 Crumble  
1 live-giving Stream of Life  
1 Fog for nasty surprise attacks  
2 Spore Clouds for your counterattack  
1 creature-preserving Regeneration  
1 anti-enchantment Tranquility

##### • 3 Offensive

3 Giant Growths good for offense and defense

ing for a challenge, heck, build a horde deck with 40 creatures or an artifact deck with 35 machines and go to town.

#### A. Creatures

Creatures are usually the first card type I look at, probably because it's the easiest type to evaluate. Based on their power/toughness, I break the creatures down into three categories: low-level (1/1s and 2/2s), midrange (3/3s and creatures with high toughness and low power, or vice versa), and high-power (4/4s and above).

Usually, you're looking for a mix of low to high power/toughness critters. Why? Well, the more powerful a creature, the more it typically costs to cast. Think about it: you want big creatures, but you want to get some creatures—practically *any* creatures—out quickly.

When you're choosing creatures, take their abilities into consideration. The Woolly Spider's anti-flier capabilities are clutch; mana-producing Elves boost your power supply tremendously; and a Brown Ouphe provides an important defense.

Remembering the rule of around 20 creatures per deck, I had to whittle down the green guys in order to fit in blue and artifact cards. Trampling and first strike are nice, but something had to go, so out were War Mammoth, Land Leeches, and the regular 2/2s, the Balduvian and Grizzly Bears. The sole midrange survivor was the Woolly Spider.

The powerhouses stayed as is, since I should be able to bring in the big guns fairly quickly with the help of the mana-generating Elves (thus mostly eliminating the need for midrange creatures). Still, I had to drop down further, and eventually decided on 16 total green creatures by cutting out two Elves. That left room for two artifact creatures and three blue creatures, bringing my grand total to 21.

#### B. Spells

Spells always seem to cause me grief, probably because it's more difficult to determine which has more bang for the buck. Instants and interrupts are fantastic, since you can use them at any time. Sorceries are generally more powerful, but have the drawback of only being playable during your turn. Enchantments are nice, since they stay in play and can help your cause for a long period of time; however, you might have to deal with maintenance costs, and always have to worry about protecting them.

In this deck, I chose all the green spells for their combat capabilities (Giant Growth, Spore Cloud, Regeneration) or their defensive abilities (Stream of Life, Tranquility); there were no cards with "miscellaneous" abilities like Regrowth. Blue was a little tougher. Before I even started getting down to the nitty gritty, I was forced to discard Flight, Flood, Unstable Mutation, and Unsummon, plus a slew of duplicates.

The final count brought in some countering and four all-purpose spells (two Rays of Command, Twiddle, and a Brainstorm). I needed creature elimination badly, so I threw in three Lightning Bolts and two Fireballs. Since I had only minimal room for mountains, it was a little risky to introduce another color, but the red-mana-producing Tinder Walls helped me stay on track.

#### C. Lands

Generally speaking, land should comprise a third of your deck—20 cards in a 60-card deck. To figure out how much land you need, count up the cards in each color and divide that number in half (round up). If you have 22 green cards, you'll end up with 11 forests in there, or a third of your 33 total cards.

Repeat this for all the colors in the deck. Although this process really works—trust me—you may have to make adjustments. For example, this deck only has six red spells, but I put in four mountains to improve my chances of having red spells

and red mana at the same time.

As with lands, you should count up your artifacts and divide the number in two, adding that many special lands or whichever mana you think you'll need most.

In a tournament deck, you want to make sure that you get enough mana, and that you get it early. Your general formula should be 24 lands and 36 creatures and spells for a 60-card tournament-legal deck.

#### D. Artifacts

Artifacts, which use colorless mana, can easily be worked into any deck—just find ones that complement your deck at a reasonable price.

Most of the time, you'll want to pick your artifacts around the same time as your creatures and spells, so it's easier to calculate the land you need. But with this deck, there were so few common artifacts that this was the last type of card I considered. I just went with two creatures with neat special abilities, Clay Statue and Yotian Soldier.

Whatever you do, don't start throwing in artifacts just because you think they'd be cool to play with: I've seen many a potentially good deck badly diluted by too many artifact afterthoughts. Sure, Ornithopter's a cheap blocker, but there are a lot of situations when that's the last card you want to draw from your deck.

#### V. The Check: Striving for Inner Harmony

I've got a checking method I use when I finish a fresh deck. Shuffle the deck thoroughly and deal yourself several seven-card opening hands to see what you get. Use a piece of paper to keep track of how many lands, creatures, and spells you deal. A good balance is three creatures, one or two spells, and two to three lands. You should be able to cast at least one card from your opening hand by the second or third turn.

Even after all this work, your deck is still in its "raw" stage. There are some questions you now have to ask yourself, for no matter how thoughtful you were while designing, you probably didn't get it completely right the first time around.

Is the deck doing what you thought it would? Are all the creatures and spells as useful as you thought, or do some cards sit in your hand because they're too expensive or simply not helpful? Does your deck have the tools to take on an assortment of opponents? If you can honestly answer yes to all these questions, you probably have a solid deck.

#### VI. The Deck: Into the Fray

Practice makes perfect, so most of your definitive answers will probably come after playing real opponents and strong decks. Don't get down if your deck doesn't work right away—the best way to make a deck better is to learn its weaknesses, identify the cards that give you problems, and plug in cards to cover those gaps. In play-testing this "Just a Buck" deck, I found it was easy to cast cards, and the hands I drew had a good repertoire of spells each time out.

Oddly enough, combinations you never thought of before will come to you as your deck begins working as a team. When a defending creature is tapped with Twiddle, it doesn't deal damage in combat—frequently dying at the hands of but not even scratching your creature. Using the Krovikian Sorcerer's special ability right before your turn lets you trade the extra land you've been holding on to for a new card. If your pumped-up Folk of the Pines can't quite knock off a much bigger enemy creature, using that spare mountain on a Lightning Bolt might do the trick. Untapping Woolly Spider with the Fyndhorn Brownie lets you swat down that pesky Mesa Pegasus.

The list goes on. Keep your mind open to the possibilities within your deck... and those outside it. There's always another deck idea on the way!

## The Deck Builder's Checklist

Six steps to thinner, stronger decks.

**I. The Concept.** Brainstorm an idea for your deck.

**II. The First Cut.** Examine all your cards and select the ones you think will fit into your theme or help your deck. Pick cards because of their usefulness, and make sure you can combat every kind of permanent: land, enchantment, creature, and artifact.

**III. Crunching It Down, Part 1.** Sort your cards by colors; by spells and creatures; and by offensive, defensive, and miscellaneous capabilities. Keep a varied group of cards on hand to give your deck flexibility, but start chucking duplicates unless they're integral to your concept.

**IV. Crunching It Down, Part 2.** Cut, cut, cut! Usually, one-third of your deck should be creatures, one-third should be spells, and one-third lands. In a 60-card deck, that means 20 of each type; in a tournament deck, put in at least 24 lands to ensure you get the right mana quickly. The order in which you evaluate card types depends on your deck.

**A. Creatures:** Get a mix of low-level, midrange, and powerhouse creatures. Remember, abilities and casting cost count along with power and toughness!

**B. Spells.** Sort these by offensive, defensive, and miscellaneous abilities, then choose the most useful ones.

**C. Lands.** Count up the number of cards in each color, divide by two, and put in that many lands, rounded up, of the appropriate color. For artifacts, add special lands or the mana you need most.

**D. Artifacts.** You can choose these by their own category, or by grouping artifact creatures with creatures and regular artifacts with spells. Don't throw in too many "oh-so-cool" artifacts or you'll ruin your focus!

**V. The Check.** Shuffle thoroughly, and deal yourself seven-card opening hands. Repeat several times, tracking the results. You want a good balance—around three creatures, one or two spells, and two to three lands—and the ability to cast at least one card from your hand in the first two or three turns. Look at your deck's speed and effectiveness.

**VI. The Deck.** Let the battle begin! Identify weaknesses and change your card mixture to handle them. As you play, you're bound to learn some important things about your deck.

## Just a Buck

### Creatures

#### Green

1 Brown Ouphe  
1 Craw Wurm  
1 Durkwood Boars  
1 Folk of the Pines  
1 Fyndhorn Brownie  
3 Fyndhorn Elves  
3 Llanowar Elves  
1 Scaled Wurm  
2 Tinder Walls  
1 Woolly Spider

#### Blue

1 Illusionary Forces  
1 Krovikian Sorcerer

1 Zuran Spellcaster

### Artifacts

1 Clay Statue  
1 Yotian Soldier

### Spells

#### Green

1 Crumble  
2 Giant Growths  
1 Regeneration  
1 Spore Cloud  
1 Stream of Life  
1 Tranquility

#### Blue

1 Brainstorm

2 Counterspells

1 Power Sink  
2 Rays of Command  
1 Spell Blast  
1 Twiddle

#### Red

2 Fireballs  
3 Lightning Bolts  
1 Stone Rain

### Lands

11 Forests  
6 Islands  
4 Mountains

## What you need to know to succeed as a game designer



# HOW TO BREAK

# GAMING

**INQUEST**

2 TO 8  
PLAYERS  
AGES  
8 TO ADULT

**By Matt Forbeck**

**F**rom the moment you cracked open your first *Dungeon Master's Guide* or broke the shrink wrap on your first *Magic: The Gathering* starter pack, one thought has burned in your mind: "This is cool!" You really like games—hell, you *love* playing them. You've spent dozens of sleepless nights storming the castle or blasting away at the alien invaders—so many that you've lost count.

Since then, you've looked at the games being published and thought to yourself, "I can't believe this thing

ever saw print.

Even I can do better than that." That seed took root in your mind, and was fertilized by game after game—until it finally bloomed in a moment of raw insanity. "I *can* do better than that!" you thought. "In fact, I will!"

Before you hunt around for that old manual typewriter your mother stashed in the attic years ago, stop and sit down for a moment. There's a few things you need to know before you go off half-cocked.

### **What You're Getting Into**

As a game designer, you can look forward to long hours pecking at a keyboard, locked away from the rest of the world. Interspersed with this, you'll play games

nk  
w  
e



that seem like they should work and don't— it being up to you to make them sing. After that, assuming you can find a publisher, you'll very likely get meager advances and little pay, if any, at first.

Sound like fun? If you love games, it can be. After all, there're few things more rewarding than making a living doing something you truly enjoy.

On the other hand, don't bet the farm on breaking in— especially not right away. It can be a long, hard haul. There are few jobs available as a designer in the adventure gaming industry, and people who manage to make a living as a full-time freelancer are even rarer.

Assuming all this doom and gloom hasn't dissuaded you, let's press on.

### Know Your Subject

If you want to write something set in a known game universe, read everything you can that's



been published about that game. Publishers are more likely to be impressed by your proposal if you've obviously taken the time to learn their game. After all, they published it—they're probably proud of it. If you can't be bothered to know at least a little about it, they likely won't bother reading your proposal.

Also, this way you'll know what this publisher has already done with the game. After all, if you tell TSR you've got this great new idea for a series of handbooks based on each type of character class, they won't bother wasting the post office's valuable time using your self-addressed, stamped envelope (SASE) to comment on your brilliant notion.



### Go to Conventions

This is a small industry.

This means that professional gaming people actually go to gaming conventions across this nation and, yes, play games. Often they do this with people they've never met before, and they have a lot of fun.

Game publishers are a lot more likely to pay attention to

a submission from someone whom they know, so use this opportunity to introduce yourself. It's human nature to give a proposal from a known name more serious consideration, no matter what the reason for knowing that name.

Whatever you do, though, don't go to a convention expecting to pitch a bunch of new ideas to your favorite publishers. The more polite ones will ask you to write them down and send them in. The others won't, and if they remember your name later, they won't remember it well.

If you just can't restrain yourself, contain yourself to talking briefly about your idea in a general sense. Ask if they'd be interested in seeing a proposal. If they say yes—Hallelujah!—it's time to get cracking.

### Equipment

Get access to a computer. With the desktop publishing revolution now years behind us, many publishers won't even accept a manuscript in a format their computer can't read. Most publishers are on Macs, but they can usually read IBM formats just fine.

If you don't have a computer, borrow one or find someone who will let you use one for a while. Many schools have computer labs their students can use. Maybe you can use your office computer after hours.

If you have a major word processor that's up to date, most companies will be able to translate your manuscript into their program's format (although they'd prefer it if you did it for them). Just don't expect them to be able to find a translator for your uncle's Timex Sinclair 1000.



### Getting Guidelines

Before you start writing a single sentence of the magnum opus that's destined to revolutionize the way people play games, you've got to write a simple letter. Address it to the company you hope will be wise enough to acknowledge your talent.

If you don't know the company's address (most list contact information in the front of their games or books), we've gone to the trouble to track down that information for you (see sidebar on page 48). Just remember us when you're on top of the world.

Offering up various pieces of your

anatomy ("I'd give my left arm!") is not likely to impress, so keep frothing to a minimum. Try to be professional.

Keep the letter short. Simply tell the company that you like its games and you're interested in writing something for them. Then ask for their writers guidelines. Always include a SASE for these.

Publishers don't come up with these guidelines just to see how well prospective authors can jump through hoops (at least, they've never publicly admitted so). They're designed to make the submission process as painless as possible for both them and you.

Obviously, they don't want you wasting their time with something that isn't going to work, but the reverse is true, too. Keep this in mind if you start questioning their policies. If you don't like their way of doing business at this stage, find another publisher now.



### Writing a Query

Most guidelines first ask for a query letter. This is usually a one- or two-page summary of the project you have in mind. If a project is rejected at this stage, no one's out a whole lot of time, and hopefully no feelings are hurt.

Be as succinct as possible. Mention your previous publishing credits if you've got any. Even working on your high school yearbook can help.

Some publishers get dozens of queries a week. Someone's got to sit down and read through them all.

Don't bore them. Grab their attention as quickly as you can, and don't let go. If you can't accomplish this over a two-page span, you're likely not going to be able to sustain it throughout an entire product. This is your first chance to show what you can do.

Again, always include a SASE if you want a response (hint: you do).

### Magazines

When reading over a good proposal, many publishers say, "This looks great, but can this person really deliver?" Of course, if you'd already proven yourself, you wouldn't have to be writing query

letters. They'd be calling you and offering you work, right?

One way to prove you can handle game design is to start small. Few publishers are willing to hand a large project over to an unknown writer, but magazine publishers aren't usually so picky.

A magazine article usually only runs a few thousand words. If you write a magazine article and the publisher decides it's not any good, you're only out a couple of days' time, and the publisher can usually make up the missing pages with something else.

Once you've got an article or two under your belt, send along a copy of your work when asked for a writing sample. This is bound to impress a lot more than, "I've never set pen to paper before this query letter, but I think your games rule!"

### Release Forms

In these days of 1-800-SUE4CASH, most publishers have gotten cautious about reading any unsolicited proposals or even query letters. Sometimes you'll get your letter back unread. Other times, you've managed to lessen the publisher's heating bill. Query letters make great kindling.

If the publisher needs you to sign a release form, they'll generally send it along with the writers guidelines. Read it over, and if they've for some reason left out the traditional clause concerning the fate of your firstborn, sign it and send it in with your query.

If you're planning on making a number of queries to a particular company, make yourself a few photocopies of their release form. This way you won't have to ask for a new one each time.

### Writing a Proposal

Once a publisher accepts a query letter, you're still not out of the woods. Then they usually ask for a longer proposal. In five pages or less, you need to outline your entire project on at least a chapter-by-chapter basis. Try to give the publisher as much of a feel for the entire project as you can in the space allotted.

Again, this is a chance for you to show what you can do. Don't just turn in your first draft. Take your time and polish your proposal. Make sure it's the best that you can make it be.

If your proposal's accepted, congratulations! The next step is to get yourself a contract and start writing.

Continued on page 48



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### Copyrights

With a few exceptions, most work for adventure game publishers is work for hire. This means that you sign over all copyrights to them in exchange for some sort of compensation (hopefully in the form of check with a lot of zeros on it).

This is pretty much standard procedure, especially if you're writing something set in a game universe that someone else has developed. After all, if you get to keep the rights to a certain part of their universe, it's not entirely theirs anymore, is it?

### Self-Publishing

If you don't want to hand the rights to your baby over to someone else, no matter how little they may be able to offer you, maybe you should try publishing it yourself. Be warned, however, that this can be an extremely hazardous proposition. Just because you can design games doesn't mean you can run a business, and that's what you're talking about getting into.

When asked about starting up a company, one publisher compared doing so to driving a nail through your genitals. If you still find this appealing, seek professional help.

By this, I mean that if you don't know the first thing about running a business, find someone who does and is willing to lend a hand. This is not something to be undertaken lightly.



### Final Thoughts

No matter what you may have read in this article, don't be entirely disheartened. Gaming is a tough field to break into, but as a quick glance at many published games will tell you, every publisher in the industry always needs strong writers willing to work for peanuts.

Despite what you may have heard, it's possible to survive by writing games full time. You just have to be willing to take the time to build a reputation as a professional. With enough talent, hard work, and mule-headed perseverance, you too can be lucky enough to join those of us who make a living doing something we truly enjoy: designing games.

*Matt Forbeck has been working as a full-time freelance game designer for over five years. Despite (or more likely because of) this, he's managed to amass a great deal of personal debt that he's fervently trying to work off by writing whatever he can—even magazine articles.*

## Whom to Contact

When you've finally got a great idea for a game and you know which company you want to submit it to, how do you get a hold of them? Here's a list of some of the top companies in the industry and the names of the people in charge of examining proposals submitted to them, plus some tips from those people.

### FASA

1100 West Cermak  
Suite 8305 Fifth Floor  
Chicago, IL 60608

#### Contacts

*Battletech:* Bryan Nystul  
*Earthdawn:* Louis J. Prosperi  
*Shadowrun:* Mike Mulvihill

**Do** be professional.

**Don't** submit a whole manuscript. No one will read the entire thing.

**Don't** change the universe the game is set in. That's out of a freelancer's range.

**Don't** insult the game, the authors, or the editors. No letters saying, "You bozos don't know what you're doing!"

**Don't** overcommit. If you've never written anything before, don't submit a proposal for a 100,000-word project. Who knows if you'll ever finish it?

### Games Workshop

Howard House  
16 Castle Boulevard  
Nottingham  
NG7 1FL  
England

**Contact:** Almost all of Games Workshop's game designs come directly from their design studio. They are not currently taking submissions (although even a snowball sometimes has a chance in hell).

### Heartbreaker Hobbies & Games

P.O. Box 105  
Folsom, PA 19033  
**Contact:** Bob Watts

### Iron Crown Enterprises

P.O. Box 1605  
Charlottesville, VA 22902

#### Contacts

General: Coleman Charlton  
*Hero/Champions:* Bruce Harlick  
*Middle-earth:* Jessica Ney-Grimm  
*Rolemaster:* John Curtis  
*Silent Death:* Matt Forbeck

### Mayfair Games

P.O. Box 48539  
Niles, IL 60648

#### Contact:

Darwin Bromley  
**Do** send us a two-page synopsis. Tell us the game's topic and who it's aimed at.  
**Do** tell us why it will sell and why Mayfair is the company that should sell it.  
**Do** describe the style of the game. What kind of components does it use?

**Don't** send us a prototype. Without a release form, we won't even look at it.

**Don't** tell us about how the game plays.

**Don't** send a copy of the rules.

### Metropolis Ltd.

P.O. Box 57083  
Washington, DC 20037  
**Contact:** Terry Amthor

### Palladium

12455 Universal Drive  
Taylor, MI 48180  
**Contact:** Maryann Siembieda

### R. Talsorian Games

P.O. Box 7356  
Berkeley, CA 94707

#### Contacts

*Cyberpunk:* Derek Quintanar  
*Cybergeneration:* Dave Ackerman  
*Mekton:* Mike MacDonald  
*Castle Falkenstein:* Mike Pondsmith

### Steve Jackson Games

P.O. Box 18957  
Austin, TX 78760  
**Contact:** Write Attention Submissions Guidelines

### TSR

P.O. Box 756  
Lake Geneva, WI 53147

#### Contacts

Amateur: Wolfgang Baur (*Dragon Magazine*) and David Gross (*Dungeon Adventures Magazine*)  
Published: Bruce Heard

**Do** act like a pro. Then you'll be treated like a pro.

**Do** make your manuscript readable.

**Do** contact us for writers guidelines. These are important, since game publishers like TSR have special demands.

Also, you'll get a release form with the guidelines.

**Do** send in the release form. Otherwise, we won't look at your submission.

**Do** be original. If we've already seen it a dozen times, we don't want it.

**International writers take note:** Always include International Reply Coupons when writing in. Otherwise, you'll never get your proposal back—or even a contract!

If English isn't your native tongue, know that you'll still be expected to meet the same high standards of writing we expect from anyone else.

### West End Games

Road 3, Box 2345  
Honesdale, PA 18431

#### Contacts

*Star Wars:* Bill Smith  
*Star Wars Adventure Journal:* Pete Schweighofer  
Anything else: Greg Farshtey

### White Wolf

Suite 100  
780 Park North Boulevard  
Clarkston, GA 30021

#### Contacts

*Vampire:* Jennifer Hartshorn  
*Wraith:* Richard Dansky  
*Werewolf:* Bill Bridges  
*Mage:* Phil Brucato  
*Changeling:* Ian Lemke  
*Rage:* Mike Tinney

**Do** send a query letter first.  
**Do** include an SASE if you want a response.

**Do** make your proposal as well-written as can be.

**Don't** send poetry!

**Don't** send illustrations. Those go to the art director.

### Wizards of the Coast

P.O. Box 707  
Renton, WA 98057-0707

#### Contacts

Roleplaying Games: Aron Anderson  
Anything Else: Matt Burke  
**Do** enclose a record of disclosure (release) form. Otherwise, we won't even breathe on your letter.

**Do** send in board game ideas.

**Don't** send in any Deckmaster submissions. We aren't accepting them.

**Don't** do something just like another game. No D&D or Star Trek knockoffs, please.

**Don't** submit a Magic board game, though. We've already seen plenty of these.

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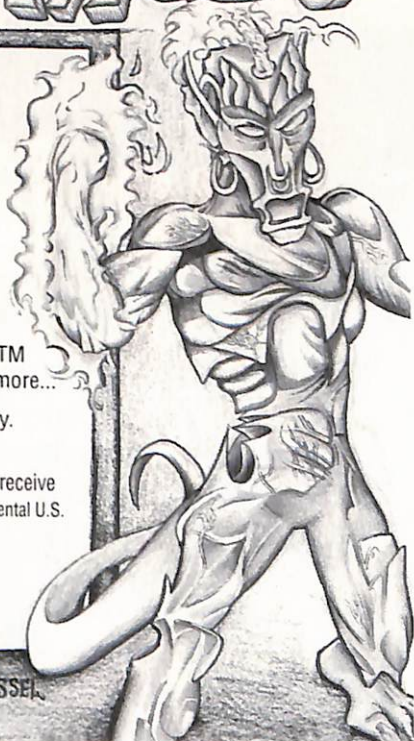
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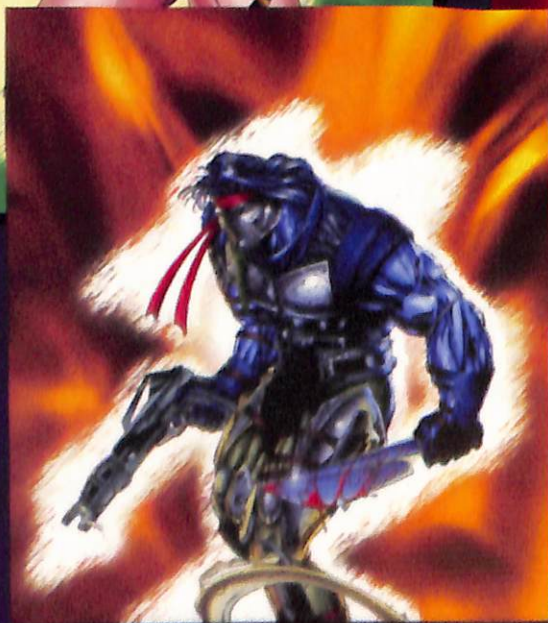
# CONTEST

WildStorm Productions Presents:

## The Dream Team

### InQuest Contest

Whoa, Nellie! *WildStorms: The Expandable Super-Hero Card Game* is hitting the shelves as we live and breathe, and it's just chock-full of all the cool WildStorm comic characters that we've come to know and love. Seems like there's a million of these dudes and dudettes: Fairchild, Grail, Grifter, Maul, Freefall, and Union, among others. And they're all on these wacky teams like Team 7, Gen<sup>13</sup>, WildC.A.T.s, and StormWatch. Heck, it's hard to tell the players without a scorecard. So maybe you ought to make one for us.



## How to Play

It's simple. Just put together your personal WildStorm Dream Team using any of the many WildStorm characters. Mix and match. Go nuts. Just tell us which characters you'd team together, why they'd work well together, and what your team's name would be. You can use up to five different characters, and you might want to go the maximum to improve your chances of winning some...

# GREAT PRIZES!

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One lucky reader will receive a complete set of *WildStorms: The Expandable Super-Hero Card Game* cards. That's right—the whole *enchilada*! And WildStorm head honcho Jim Lee will even autograph one of the cards for you!

### Second Prize (20 winners)

Another 20 readers will each receive a *WildStorms* starter deck and an extra card autographed by one of the many superfunky WildStorm artists who are a-drawin' the set.

**Fill this sucker out, put it in an envelope, attach it to your Dream Team lineup, and send to:**

**Dream Team InQuest Contest**  
**c/o Wizard Press**  
**P.O. Box 118**  
**Congers, NY 10920-0118**



### The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, WildStorm Productions, and their immediate families or major league baseball players. We're still not quite ready to forgive this strike thing. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your Dream Team lineup. Enter as many times as you like. Mail each entry separately to: Dream Team Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. About two verses into that "There's a hole in the bucket, dear Liza" song, I wanted to riddle that "dear Henry" guy with bullets. All entries must be received at contest headquarters by September 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press from all properly completed entries based on creativity. Judging will take place on October 16, 1995. What we say goes, so no whinin' if you don't win anything.

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to: Dream Team InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

**This month's contest is sponsored by WildStorm Productions, those groovy fellas who crank out swell comics and keen cards.**

### Contest Entry Form ▼

Deadline is **September 29, 1995**  
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Date of Birth: \_\_\_\_\_

Jacket Size: \_\_\_\_\_

Address: \_\_\_\_\_

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State: \_\_\_\_\_

ZIP: \_\_\_\_\_

Phone: ( ) \_\_\_\_\_

Regular or Unleaded? \_\_\_\_\_

Official Dream Team InQuest Contest Entry Form

# TOURNAMENT SURVIVAL KIT

## Required equipment for Magic tournament players.

By Marty Stever

You've become the king of *Magic: The Gathering* on your block? Your friends won't play for cards, even when you promise to put Moxes in your ante deck and let them start with 25 points of life?

Your local store won't let you play on Saturday afternoon because it demoralizes other customers?

Sounds like you're ready for a tournament, and buddy, *InQuest* is here for you. We know there's more to being a tournament champion than hav-

ing the best deck. You need both the physical and psychological edges that are the marks of every truly great player.

With that in mind, we've created a list of everything besides cards that you'll need to make you a winner at every tournament. Remember to send us 10 percent of all your winnings in gratitude. (Please note: In Type I tournaments, a Black Lotus and a fistful of Moxes will help your chances, too.)

**Psychic girlfriend:** The ultimate Black Lotus equalizer. Usually only available to superheroes, we used our friends at *Wizard: The Guide To Comics* to make a Love Connection and hook us up. Of course, it's painful when, the night before the tourney, she says, "You're going to lose. Let's go shopping instead."



**Mirror sunglasses:** Perfect for opponents who believe they can glare you down. Also good for buildings with annoying fluorescent lighting. (Warning: opponents may try to put you off-balance by reciting lines from *Cool Hand Luke*: "What we have here is a failure to communicate.")

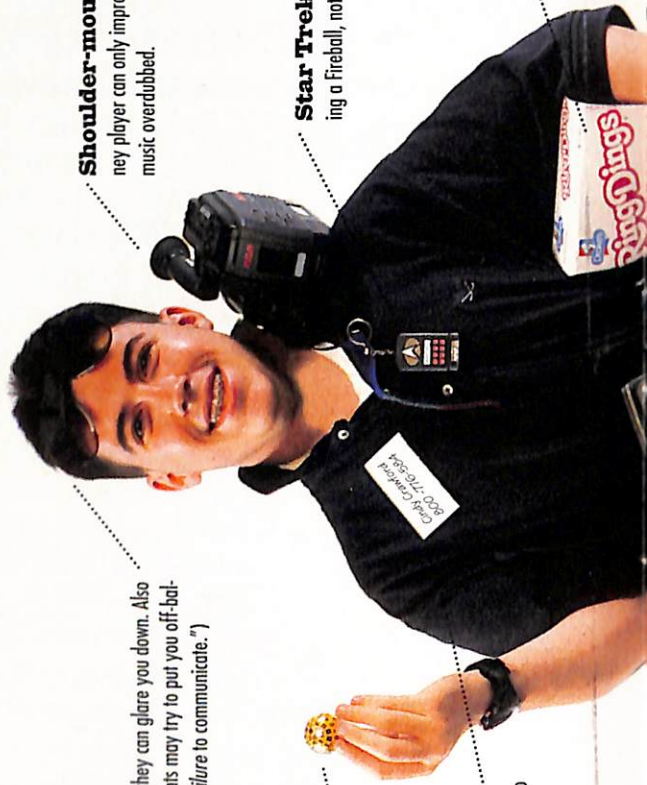
**100-sided die:** So you can smirk at your opponent and say, "What, you don't think I'm staying at 20 life, do you?"

**Cindy Crawford's home phone number:** If you have this, who cares if you win the tourney or not?

**Shoulder-mounted camcorder:** Like a professional athlete, the serious tourney player can only improve through self-study. Tapes are especially exciting with *Mission: Impossible* music overdubbed.

**Star Trek key ring:** Really want to piss off your opponent? Short of Channeling a Fireball, nothing can beat hitting the phaser noise every time you reduce his life.

**RingDings:** Mmmmm.



**Donald Trump's *The Art of the Deal*** For inspiration when you question the morality of trading a 9-year-old two "awesome" cards for a Shivan.

**Cellular phone with satellite hook-up, IBM notebook computer and modem:** Allows real-time trading of *Magic* cards on the Internet, AOL, and CompuServe. Especially helpful when you're playing slow or novice tourney opponents and you need to keep your mind occupied.

**Trained squirrels:** Give 'em the cue and they'll run up your pants leg and hand you that vital *Counter-spell* (although the bite marks on the cards tend to be a giveaway). Great for ante.

**One of those beaded seat covers favored by New York City taxi drivers:** We don't really know if they're all that comfortable, but the checkered bead pattern may distract and confuse your opponent.

**Jolt:** All the sugar and twice the caffeine. Need we say more?

**Bonus! For international tourney players only!**  
**Doyle's Guide to Rude Gestures in Any Country:** Self-explanatory.

**Scissors:** Fear your opponent has a card up his sleeve? Offer to give him a stylish short-sleeve look. (Warning: It's dangerous to run with scissors.)

**Annoying plastic sleeve thingies:** You can't let those precious *Magic* cards be touched by anything as potentially corrosive as air, can you?

**The Great Khan Game:** TSR's classic card game is ideal for relaxing between matches.

**Silk boxers:** They just feel so nice and smooth.

**Bounty, the quicker picker-upper:** Because *Magic* cards and 7-Up just don't mix. Also helps keep those sweaty hands dry during especially tense matches.

**The Club:** You've spent all your money on *Magic* cards, so there's no chance anyone will steal the bucket you call "The Juggernaut" ... but it's nice to pretend it could happen.

**Thighmaster:** The only piece of exercise equipment actually designed with the *Magic* player in mind.

**Crackers:** Just in case someone throws cheese your way.



Marty Stever, a longtime gaming conventioneer and tournament player, placed second in his last outing. He likes cheese. I mean really, really likes cheese.



What's up  
Jonathan Tweet's sleeves?  
Wizards of the Coast's latest roleplaying venture.

Alter Ego, the new  
roleplaying division  
of Wizards of the  
Coast, brings a new  
twist to the world  
of fantasy gaming.

By Rick Swan

**W**hy isn't this guy nervous? He ought to be. Jonathan Tweet, research and development coordinator of Alter Ego, the new roleplaying division of Wizards of the Coast, is putting the finishing touches on *Everway*, the riskiest project of his career.

For Wizards of the Coast, *Everway* is a gamble, an all-new roleplaying game from a company mainly known for card games like *Magic: The Gathering*. Because of *Magic's* staggering success—something like a half-billion cards sold and counting—expectations for *Everway* are high.

But Tweet may have even more at stake. For him, *Everway* represents three years of brainstorming and daydreams, an effort that could go down the drain if the game doesn't find an audience. And WotC's formidable clout provides few guarantees. When *Magic* appeared in 1993, it had the card game field more or less to itself. *Everway*, on the other hand, faces a market not only sat-



urated with roleplaying games, but dominated by monsters like *Advanced Dungeons & Dragons*.

If Tweet's worried, however, he doesn't show it. "I don't think Wizards of the Coast will ever be thought of as the company that does *Everway*," he shrugs, relaxing in his office at WotC headquarters in Renton, Wash. "*Magic* is a hard act to follow." He surveys the toys—Matchbox cars, an ocarina, a miniature forklift—decorating his desk. "What I care about is reaching new people."

So maybe he's not nervous. But you'd think he'd be worn out. On this Friday, Tweet's completed a performance review, answered a batch of e-mail, discussed a distributor meeting, written letters to other game companies, and mulled over a licensing deal. And it's only midafternoon. Work will also follow him home—planning, scheduling, more e-mail. He admits the job has gotten tougher since he came on board in June 1994. But the 29-year-old Tweet seems invigorated. "All I need," he laughs, "is a desk sufficiently far from my bed so I can only take one nap per day."

"He's very thorough," marvels Wade Racine, developer for the *Ars Magica* game and Tweet's WotC colleague. "He explores every aspect of a game, from the artwork to the text to how it ties into marketing. It's good to see someone who's in love with what he's doing."

The concept for *Everway* came in 1993, while Tweet was wandering around a science-fiction convention. "There were no roleplaying games for sale in the hucksters' room," he recalls. "I was wondering, why aren't these people buying my games?" But it wasn't just that Tweet's *Ars Magica* and *Over the Edge* were absent from the room—there weren't any roleplaying games being offered.

The problem, he concluded, was with the games themselves. Roleplaying games were targeting the same old audience with the same old systems. Maybe it was time for a new approach, with rules sophisticated enough for veterans, but simple enough for beginners.

He came up with a system based on imagery and symbols, avoiding the avalanche of numbers and charts that make novices throw up their hands and run for cover. In a traditional roleplaying game, for instance, players use formulas and statistics to create their characters. In Tweet's game, they use pictures. In a traditional game, players are limited to the kinds of characters

they can be. In Tweet's game, they can be anything. Traditional games use dice to resolve actions; Tweet's game foregoes dice altogether.

As for the setting, Tweet envisions an infinite number of parallel worlds, Earthlike and human-populated, where magic is real. Gifted individuals called sphere walkers, portrayed by the players, have the ability to travel from realm to realm.

The title came from a location integral to the setting. "*Everway* is named after a city that has gates to all the different worlds," Tweet explains. Most names, in fact, are based on common words. Instead of Jonathan or Rick, which Tweet calls "nonsense names," characters might be called Chance or Amber. A town named Endwall is literally that—a town at the end of a wall.

Two card decks, included in the boxed set, form the basis of the game system. The Vision Deck helps players create their characters. Each of the textless Vision Cards has a color illustration of a landscape, person, or monster. A player interprets the illustrations any way he wishes, using his interpretations to develop his character's background. For example, a player might hold one Vision Card displaying a primitive woman, another showing a dog-headed humanoid. After studying the cards, the player decides the primitive woman is his character's kidnapped sister, the dog-head is a member of the tribe that destroyed his village.

The referee resolves game actions with the Fortune Deck. Like the Vision Cards, the Fortune Cards feature colorful illustrations. But they also have ambiguous captions, which the referee must interpret and apply to a particular situation. Say, for instance, a character attempts to brew a poison antidote. The referee draws a card showing a person sowing stones like seeds, representing, as indicated by the caption, Fruitless Labor. The referee decides the antidote fails. Had the player drawn the card upside-down, with the picture facing the other way, the caption would have read Ceasing Fruitless Labor, in which case he might've steered the character in a more productive direction.

Suppose the antidote neutralizes the poison. A month later, the character awakens to find he's aged 20 years overnight. He consults a sage for advice. The referee draws a Fortune Card showing an image of a priestess in a room with a



**Everway Quest Card by Ed Lee**

smoky candle; the caption reads Understanding Mysteries. The referee hints that the character's condition is a side effect of the antidote.

Source and Quest cards provide background on various elements of the adventure, like miniature sourcebooks.

Veteran roleplayers may be surprised by *Everway's* unconventional adventures, which favor problem-solving over dungeon crawling. Tweet describes a recent session: "The characters had come down a river and stopped at a

village. The village was very simple, the people lived simple lives. When the characters woke up, their memories had been taken away." Like the villagers, the characters could perceive only the present moment. "The truth was, the villagers had done something so terrible that they were condemned to live day to day. The characters eventually found the past and future, who appeared as twin children living in a swamp."



Everway Vision Card by Andrew Robinson

According to Tweet, play-testers have been tickled pink, especially those unfamiliar with roleplaying games. "They're delighted they have a game that's easy to play and fun to look at, a game that encourages them to talk and be part of a group. Suddenly, they feel real smart."

Tweet's own love affair with games began in Rock Island, Ill. At the age of 12, while other adolescents were watching *Gilligan's Island* reruns, Tweet was tinkering with his favorite roleplaying games. "In those days, the rules were sort of funky," he recalls. "You had to be sort of an amateur game designer to get them to work." He even cooked up his own science-fiction extravaganza called *Have Laser Will Travel*. "You wandered around in the wilder-

wizardry that earned them a Gamer's Choice Award. More *Ars Magica* supplements followed, until the two parted company in 1989. Rein•Hagen went on to design the groundbreaking *Vampire: The Masquerade* game for White Wolf. Tweet toured Europe, attended game conventions, and drifted into mutual fund sales.

Throughout, Tweet kept designing games, but many of his efforts flopped. A game about cave men ("*Stone Age*—or something like that") was rejected by Chaosium, publisher of the acclaimed *RuneQuest* and *Call of Cthulhu*. He and Rein•Hagen also developed a bizarre roleplaying game called *Mindscape*, featuring an infinite universe where personal beliefs determine reality. "It was an abomination," admits Tweet. "We played one session and everyone hated it."

Tweet continued freelancing, placing a few *Advanced Dungeons & Dragons* supplements with TSR and putting together the surreal *Over the Edge* roleplaying game for the Minnesota-based Atlas Games. In 1992, a freelance assignment to revise the rules for *Talisanta* began his association with the then-microscopic Wizards of the Coast. Impressed with his work, Wizards phoned Tweet in the fall of 1993 and sounded him out about running its roleplaying line. ("I was real surprised!") Although Tweet didn't jump on the offer right away—his wife, an English professor in Rock Island, wanted to finish the school year—he had few doubts about accepting. "Freelancing has the luxury of freedom. But it doesn't have the resources for my ideas. I already had the idea for *Everway*, but there was no way I could produce it as a freelancer."

His wife wrapped up her term, they relocated to Washington, and Tweet joined Wizards of the Coast the following summer, becoming head of Alter Ego. The need to put roleplaying in its own department had become obvious. "The company had gotten too big for everyone to attend every meeting. We had to draw lines as to which people would be in which division." Staffers were assigned to teams, each responsible for a separate product line; one team would handle *Ars Magica*, another *Everway*. Alter Ego's overall mission: to produce games that would appeal to new audiences.

As the coordinator, Tweet was caught up in a whirlwind of staff meetings, planning sessions, and contract negotiations. The job was not without its frustrations. "I wasn't hired as a designer per se. There's always a sense

**Play-testers are delighted they have a game that's easy to play and fun to look at, a game that encourages them to talk and be part of a group. Suddenly, they feel real smart.**

ness and monsters came by and you killed them. When you got hurt, you went to the hospital and got better. It was really bad."

Despite selling a few articles to the now-defunct *Heroes* and *Different Worlds* magazines, Tweet's career didn't take off until he hooked up with Mark Rein•Hagen at St. Olaf College in Northfield, Minn. After forming the Lion Rampant company in 1987, they published the first edition of *Ars Magica*, a roleplaying game of medieval

that when I'm working with a freelancer, I could just take it over and write it myself." On the other hand, "it's very rewarding to see things develop."

Tweet flourished in his new environment, which operated more like a clubhouse than a corporation. It still does. Product teams tend to overlap one another. Everyone, regardless of their job descriptions, feels free to pitch ideas. Even Richard Garfield, mastermind of *Magic: The Gathering*, had a hand in *Everway*. "The game uses cards," says

Tweet, "and he came up with the concepts for some of the more interesting ones. He also helped with the setting."

Tweet relies not only on the staff for input, but also a stable of freelancers. And he knows what he wants. "I've got a certain vision, and I want people who are professional enough to fit with my ideas. The last thing I want is a freelancer to redesign [the game]."

Any advice for would-be freelancers? "Quit your day job," he says, only half-joking. "You've got to have a real commitment. A lot of people are willing to send me resumes, but not a lot are willing to gamble and make themselves noticed."

Freelancers will likely become more important in the future. "We're going to be expanding," promises Tweet. But for now, *Alter Ego* remains relatively tiny.

Elsewhere in the Wizards of the Coast compound, 26-year-old Wade Racine is polishing up the fourth edition of *Ars Magica*, which he says is in no danger of taking a back seat to *Everway* or *Magic*. "It's a strong game in its own right. We don't have the same budget as *Magic*. But *Ars Magica* is getting more attention at this company than it ever has before."

That's music to Tweet's ears, as he was less than thrilled with how *Ars Magica* was treated by its previous publisher. After Lion Rampant bit the dust, White Wolf acquired the game, then proceeded to reshape it, attempting to adapt it to the gritty World of Darkness that was home to the hit *Vampire: The Masquerade*. "I wasn't happy with White Wolf," says Tweet. "They added some things that didn't fit." Still, the durability of *Ars Magica* surprises him. "Despite a lot of hard-core fans being disappointed by White Wolf, it's just been growing. It's nice to see that given time, it has the sort of following we'd hoped for."

Was it hard turning *Ars Magica* over to someone else? "I was pretty much used to not being in control of it. But it was hard, because I'd like to be doing rewrites," admits Tweet. Racine "has a good grasp of history. He's a lot more organized than I used to be."

Racine, a self-described "Air Force brat," started playing *Ars Magica* when Tweet joined the company. "I was the only person vaguely working on roleplaying. When Jonathan came in, he said, 'If you want to run that line, it's yours.'" A Seattle resident since 1991, Racine had spent four years as a military intelligence analyst. He met Wizards of the Coast president Peter Adkison on the Internet and began corresponding via e-mail. Their relationship led to a job offer. Though Racine had no previous design experience, he's since gotten his feet wet with *Generation Gap*, a spin-off of the *Cyberpunk* roleplaying game, published by R. Talsorian.

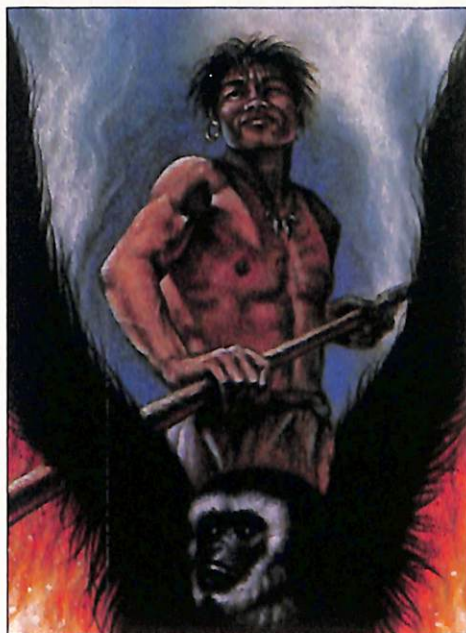
Racine describes *Ars Magica* as "a combination of the

familiar and fantastic" set in our own world's 13th century, in which "there really are angels and fairies." The fourth edition, scheduled for an October release, will comprise four books in a slipcase, packaged with a map of Mythic Europe. He intends to make the new version

easier to learn and play, streamlining the presentation, stripping out complicated rules, and improving the graphics. "Character creation will be changing significantly. The wizards won't be quite as restricted; I've loosened up their strengths and weaknesses."

Additionally, Racine promises a wealth of support material. Currently in the works are *Exotic Magic: Fire and Ice*, a look at unusual wizard orders; *Tribunals of Hermes*, featuring wizardly politics; and *The Storm Rider Returns*, an introductory adventure.

Tweet has a full plate, too. Upcoming supplements for *Everway* include a series of fantasy card sets, usable



Yet another Vision Card by Ed Lee

as Vision Cards, but sold in a trading-card format; several "sphere books" describing the creatures, organizations, and traditions of various *Everway* locales; an untitled quest book containing three adventures; and *Sphere Walker*, a sourcebook bundled with a set of cards.

A *Dominia* encyclopedia, detailing the multiverse of *Magic: The Gathering*, is also in the works. "That was originally designed as part of the *Magic* roleplaying game line," says Tweet. "Apparently, it'll be published separately. It's not under my direction." When will we see it? "Probably not any time soon." And the status of the *Magic* roleplaying game? "We've done some work on it, but currently, we're in the process of hiring someone to handle it." Look for it in 1996.

For now, Tweet's anxious to launch *Everway*. "In some ways, I wish it were a one-shot deal. Then I'd be done with it. But as soon as it's out, I'll be on to the next thing."

Any plans to celebrate? "Maybe a stress reduction seminar," he laughs.

Or maybe he can move a bed into his office. Sounds like he's earned his nap.



Everway Fortune Card by Scott Kirschner

Rick Swan, author of *The Complete Guide to Roleplaying Games* (St. Martin's Press), always reads the last page of this magazine.

PLUGGED IN



# Touring the GIX

By Buddy Scalera

Sure, getting on-line can be kind of intimidating. It's best for new users to find someone to hold their hand in the beginning. That's why *InQuest* started this column, which will highlight the best gaming stuff available on-line.

And that's also why, when I wanted to take a look at America Online's Game Information Exchange or GIX forum, I lassoed a tour guide: Donna Millheim, the forum host. Follow along as we check out some fun stuff.

*InQuest* readers who recall last month's "Plugged-In" feature remember that the GIX is where we played *Magic* on-line. Actually, Donna was the player Matt Milliken and I whipped in our first on-line game. Right, Donna? (<G> We still haven't given Donna a rematch. And it's drivin' her nuts!)

The GIX (you can use that keyword to get there) is an easy-to-use on-line forum and a great resource for gamers. The home screen is broken down into six areas. If you're new, start in the "About the Forum" area.

Once you've settled in, click into the File Library. Donna says there are over 300 megabytes of information and software to download free of charge.

Free stuff is listed chronologically in the Collectible Card Games Library. Scroll down to 4/7 for *Hordes*, a popular Windows program that helps track cards for buying, selling, and trading. It's easy to use and has sharp graphics. There are *Hordes*-ready decks for *Magic*, *Star Trek*, *Wyvern*, *Blood Wars*, and other games. (*Hordes* can also be found on CompuServe at Go: Card Games.)

Other tracking programs use FileMaker Pro or Hypercard, including versions for *Star Trek* (3/14) and *Jyhad* (2/14).

Among the most popular downloads on GIX are the sample decks and play tips for *Magic*. I enjoy the CoffeMage tips uploaded by someone called CoffeeMate. The moves are well-written and downright entertaining. The files are at 4/4, 4/6, 4/20, 4/22, and 5/16.

Three particularly humorous files are "Sweet Betsy Filksong"

(2/25), "Irritants List" (10/11), and "12 Days of *Magic*" (12/12).

One of my favorites downloads was a QuickTime movie (1/5) that shows a fly-by of a *Magic* card in full 3-D animation. (Most Macs have QuickTime. Windows and Mac users can download QuickTime from CompuServe at Go: QTime.)

There're many megs that I don't have room to mention. A good rule of thumb is: if it's been downloaded more than 400 times, you should probably check it out.

GIX actually has a second file archive, the GIX Library, filled mainly with graphics and gaming-related stories. It's worth a look-see if that kind of thing tickles your artifacts.

GIX is also the place where many AOL users meet to play and discuss gaming. The Game Registry and the Schedules & Events sections list gamers and conventions across the nation.

Everything on GIX is clearly explained, including the Collectible Card Game Classifieds and the bulletin boards. Donna is a great tour guide for those of you who are overwhelmed by some of these gaming forums. If you check out GIX, zap Donna with an instant message (it's like live AOL e-mail) addressed to OGFDiamond. Ask her to show you around the place, like she did for me. And tell her *InQuest* sent ya!

## E-Notes:

- The MicroProse Home Page on the World Wide Web at <http://www.microprose.com/mpshp.html> has information about all of its popular games. More importantly, it has links to its file transfer protocol area, where you can download a demo of the upcoming *Magic* multiplayer CD-ROM. To link directly to the MicroProse FTP, key in [ftp.microprose.com](ftp://ftp.microprose.com).

- CompuServe's Play-By-Mail Gaming Forum (Go: PBMGAM) also has important on-line gaming information. If you're eager to start gaming on-line, check out the *Magic* Games Library. The files *Magic.PBM* and *Rules.EML* will give players a good idea of what to do.

- eWorld users can find a *Magic* Card Tracker in the Macintosh Board & Card Library on the Inside Games forum. To use it, you'll need FileMaker Pro.

- CompuServe and Prodigy each offer full access to the World Wide Web for PC users. America Online has a "beta test" version of its WWW browser for both PCs and Macs. To download the software, use Keyword: WWW.



■ Bone up on your favorite game, download *Magic* tips, or just talk—you can do it all with America Online's Game Information Exchange.

*At parties, Buddy Scalera wears a lampshade on his head. He's Wizard's on-line editor, and can be reached at [WizardTGTC@AOL.com](mailto:WizardTGTC@AOL.com) or [74774.2707@CompuServe.com](mailto:74774.2707@CompuServe.com).*

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THE MAXX<sup>™</sup>

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**Contests! • Prizes! • Cool Free Stuff!**



**INQUEST**

# CONTEST

**Comico Gaming Presents:**

# CHRYSALIS

BORNE OF THE SUPERNATURE™

## InQuest Contest

So you like them thar card games, huh? But sometimes you and your buddies find it hard deciding which one to play. Maybe you're in a sword-and-sorcery mood, but your partner is feeling a bit more high-tech. What to do, what to do?

Well, we recommend you try *Chrysalis: Borne of the Supernature*. Why? Because it incorporates elements of superheroics, science fiction, sword-and-sorcery, and other funky stuff into a single game. No more worries about what kind of game to play—go with *chrysalis* and you're playing them all!

And it ain't like the cards are hard to look at, either. With top-flight artists like Simon Bisley, Walt Simonson, Buzz, Dave Gibbons, and Jill Thompson contributing pieces, the art content is pretty darned groovy, indeed. Just check out this swell Jill Thompson piece. While you're at it, think about where in your house you want to hang it.

## Grand Prize (One winner)

One lucky reader will win this spiffy-as-all-heck Jill Thompson original S.P.-EYE illustration that appears in the *Chrysalis* set!

## Second Prize (10 winners)

Another 10 readers will each receive an uncut sheet of *Chrysalis: Borne of the Supernature* cards, and it'll even be autographed by Jill Thompson and a slew of other *Chrysalis* artists.

## Third Prize (25 winners)

Twenty-five readers will each receive autographed copies of the new *Comico Comics Oblivion #1* (signed by creators Jack Herman, Tony Daniel, and Pam Eklund) and *Elementals #1* (signed by Jack Herman and Andy Dimitt).



## Fourth Prize (50 winners)

Fifty readers will each receive a *Chrysalis: Borne of the Supernature* booster pack. Flip 'em! Trade 'em! Play 'em!

## How to Play

**It's so darned simple even we understand it. Fill out the entry form. Send it in. It's a random drawing. And read *Elementals*. It's a cool book.**

Fill this sucker out, put it in an envelope, and send to:

***Chrysalis: Borne of the Supernature InQuest Contest*,  
c/o Wizard Press,  
P.O. Box 118,  
Congers, NY 10920-0118.**

## The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Comico, and their immediate families or John Jacob Jingleheimer Schmidt. His name is my name, too. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: *Chrysalis: Borne of the Supernature InQuest Contest*, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Spooking of hot dogs, did you know that the government says that as long as no more than 20% of a hot dog is made of human flesh, it's fit for human consumption? Weird, huh? All entries must be received at contest headquarters by September 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by a random drawing by Wizard Press from all properly completed entries. Drawing will take place on October 16, 1995. All decisions are final. Cause a stink and we'll screw with your credit rating.

For a list of winners, available after October 16, 1995, send a self-addressed, stamped envelope to: *Chrysalis: Borne of the Supernature InQuest Contest Winners*, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

**This month's contest is sponsored by Comico, and we think they're real swell. Plus they're from Chicago, so they really know hot dogs.**

## Contest Entry Form

Deadline is **September 29, 1995**

# CHRYSALIS

Name: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_

ZIP: \_\_\_\_\_

Phone (\_\_\_\_) \_\_\_\_\_

# CONTEST



# ICE STORM!

## Limited availability keeps *Ice Age* cards in demand.

BY DOUGLAS GOLDSTEIN

Even though *Ice Age* has been out for months now, its limited release to the stores has kept gamers from getting the quantity of cards they so desperately want. Most have accepted the fact that packs go for \$3-\$4 and are limited to three or five per customer. Hell, you've probably paid your sister to go in and buy some for you.

The same situation holds true for the *Magic: The Gathering* Fourth Edition. Boxes come in, the stores sell out, and we wait until the next shipment. If *Chronicles* has come out by the time you read this, you'll have noticed that it's extremely limited as well. The set may be printed year-round, but it'll come to us in a trickle. Don't be surprised if packs go for \$4 or more for several months.

Watch for prices to drop immediately on older cards that show up in *Chronicles*, but don't panic yet. If the rumors regarding its limited release are true, demand for the originals will return.

Also keep in mind that WotC is thinking about pushing back the release of the *Ice Age* expansion set *Homelands* until early 1996, which will give the industry some recovery

time. Not only are gamers scrambling to keep up with this three-month, one-*Magic*-set-per-month bonanza, there are a hell of a lot of new games coming out that players want to try.

## *Ice Age* Card Activity

A few special cards in *Ice Age* were extremely powerful and desirable, and the prices for them are very high.

Jester's Cap is arguably the best card in *Ice Age*. Not only does it let you look through your opponent's entire library, but you can remove three cards from the game with it! This can cripple many single-minded decks that rely on a few cards to kill you. The Cap's cousin, Jester's Mask, lets you go through your opponent's library and draw her a new hand from it. Apparently, these and other library cards are very popular nowadays. The Cap and Mask go for as high as \$20 and \$15 respectively in some places.

There are several other big *Ice Age* cards. Blinking Spirit (\$6-\$10) is a white creature that can be unsummoned at will, meaning it's next to impossible to kill. Call to Arms (\$6-\$10) is a version of the old, still-popular Jyhad, which hasn't been affected price-wise. Chaos Moon (\$6-\$10) is, if you're careful, a Gauntlet of Might (also unaffected). Deflection (\$8-\$12) is invaluable: a Counterspell and Fork combined in one. Elder Druid (\$8-\$12) can Twiddle things as a fast effect. (Twiddles are about as valuable as banana peels nowadays, thanks to all the cards that do similar things.)

General Jarkeld, Marton Stromgald, and Skeleton Ship are all sought-after legends because of their powerful fast effects. They're around \$10 each—but the other *Ice Age* legend, Merieke Ri Berit, won't increase much in price because she can't untap without the aid of another card.

The improved-upon creatures in *Ice Age* are particularly desirable. The Fourth Edition Sengir Vampire only gets a +1/+1 token for each creature it kills, but the new Krovikian Vampire gives you control of the creatures it kills! It fetches \$4-\$6, and should go higher. Whereas the Serra Angel can attack without tapping, Seraph, like the Krovikian bloodsucker, also gives you control of creatures she kills. She should also go



Monstrously powerful cards like the Jester's Mask and Jester's Cap have helped make *Ice Age* the hottest expansion set since *Legends*.

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beyond her current \$8-\$12 price. People are even seeking out the new Balduvian Hydra at \$5-\$8 each, if only because its big brother the Rock Hydra is now discontinued (and can fetch up to \$18).

Surprisingly, the new Brainstorm (draw three cards and put back two from your hand) hasn't yet affected the price of the old Ancestral Recall (draw three cards), which still fetches between \$50 and \$70 for the Unlimited version. Time should wear down demand for Ancestral Recall, since we don't really need it anymore.



Ice Age's Legends: Some good, some not so good.

## Magic Card Activity

The Fourth Edition's new card roster has inspired a lot of market activity. Carrion Ants and Killer Bees are two of the Fourth's biggest attractions. Even though the originals have dropped in value, they continue to sell. People are also grabbing the new Strip Mines and Circles of Protection: Artifact when they can. Useful cards like Living Artifact are also nudging up in value. Remember that the biggest key to a card's value is its usefulness.



Are you one of the people who've decided to seek out the killer creatures in *Magic*? The powerful ones, the monsters that can turn a game on its ear, are all in demand and gaining value. The Fourth Edition Royal Assassin (tap to kill any tapped creature) goes for \$10-\$15, and older ver-

Carrion Ants, aside from being able to move rubber tree plants, are keeping *Magic* Fourth Edition hot.

## UNTAPPED POTENTIAL

Card Name: **Icatian Lieutenant**  
Set: **Fallen Empires**  
Current Value: **\$1.50-\$2.50**  
Rarity: **Rare**

The Icatian Lieutenant was always somewhat useful because it could pump up the power of a target Soldier. But the Lieutenant (a Soldier himself) didn't catch on at first because *Fallen Empires* had the only Soldiers, and they weren't too impressive. Also, one white and another mana is a lot for +1/+0.

*Ice Age* brings this card into the spotlight because most of the Kjeldoran white creatures are Soldiers! The Kjeldoran Skyknights and Skycaptains—which both band, fly, and have first strike, and are 1/1 and 2/2, respectively—work frighteningly well in tandem with the Icatian Lieutenant, since the whole point of a first-strike creature is to get its power high. Watch for this card to improve white decks tremendously.



sions are going up in price. The discontinued Vesuvan Doppelganger is heavily sought-after, and the Revised V.D. (boy, that's one card that shouldn't be initialized) fetches up to \$25. Creatures that give their brethren pluses, like Goblin King and Thrull Champion, are also on the move.

Let's not forget about the old Revised "gotta-have-'em-or-you're-a-loser" discontinueds like Fork and the dual lands. The new *Ice Age* dual lands aren't as easy to use as the old duals, and if you're playing a multicolor deck, you've gotta have them. Everyone knows this, so all 10 old duals can go for around \$20 each.

Speaking of Fork... is it restricted? Yes. In demand? Yes. Cheap? No. How much? \$15-\$25.

## New Guide Twist

Take a good look at the price guide. Notice anything? There's two prices for each card instead of one, a low price and a high price. No, there aren't a few hundred tiny Vesuvan Doppelgangers running through the price guide, we've simply improved our price-gathering methodology and presented the results in a more reader-friendly format.

The high and low prices account for the price variety you'll find throughout the country. The small-town shop might sell Vesuvan Doppelganger for \$13, but stores in suburban or metropolitan areas may ask for \$15. Therefore, instead of boiling our survey information down to one price, we eliminate the highest and lowest 10 percent of the prices and presented a range. This gives collectors a better guide to fair pricing.

If you have any feedback on our price guide, please fill out our survey and let us know.

*Douglas Goldstein claims to be Spock. But he's not, dammit! C'mon, where are his friggin' Vulcan ears? And Spock wears pants!*



**We want to know what you think**

**Hey, got five minutes?** Good. Fill this out. Y'see, with your help, the *InQuest* price guide will continue to grow like a squirrel monkey on steroids, serving up the best darn price guide both sides of the Mississippi.

Oh, and feel free to photocopy this page so you don't destroy your issue.

**Questions, Comments & Concerns**

We want to know what you think of our magazine. Tell us what you thought was good about this issue of *InQuest*, and what you thought was not so good. (Use extra paper if necessary.)

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**Price Changes**

Are cards selling in your area for a lot more or a lot less than *InQuest* is listing them at? List any major discrepancies you feel exist in the *InQuest* price guide. (Use extra paper if necessary.)

Set	Card Name	What it sells for in your area

**Top Ten Hottest Cards**

What are the hottest cards in the circle of gamers you play with? List them in order of hotness (hotness?), with the hottest card listed at the number one slot.

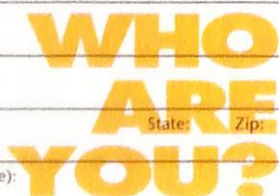
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Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_ Age: \_\_\_\_\_

E-mail address (if you got one): \_\_\_\_\_



Mail to:  
**Dan Albaugh**  
 InQuest Survey  
 P.O. Box 458  
 Waterford, PA 16441  
 e-mail: *or*  
 Wizrprice@aol.com

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# GUIDELINES

## WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

## CONDITION GUIDE

### About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it. A value listed for a card in a price guide does not definitively state what a card is "worth."

### How to use the *InQuest* Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

All cards have their color designations to the left of the card name.

Dark Heart of the Wood	35	75
Dark Sphera	3.50	5.00
Deep Water	35	75
Diabolic Machine	2.25	3.00
Drowned	35	75
Dust to Dust	35	75
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	35	75
Eternal Flame	4.00	6.00
Exorcist	6.00	10.00
Fallen, The	3.25	4.00
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	35	75
Fire and Brimstone	2.25	3.00
Fire Drake	2.25	3.00

B.A.I.F.	1.25	2.00
Bank Merger	1.50	2.00
Bank of England	1.50	2.00
Bavarian Illuminati	1.50	2.00
Bermuda Triangle	1.50	2.00
Big Sellout, The	1.50	2.00
Bigger Business	.75	1.50
Blitzkrieg	3.25	4.00
Bodyguard	1.50	2.00
Book of Kells	.75	1.50
Botched Contact	.75	1.50
Bribery	.75	1.50

### How to use the *InQuest* CCG Price Guide

In this example, **Doomtrooper** is the name of the game, **Heartbreaker** is the name of the manufacturer, and **Inquisition** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

Circle of Protection: Artifact	7.00	10.00
Citadel Druid	3.50	5.00
Clay Statue	.75	1.50
Clockwork Avian	8.00	12.00
Classus of Sardia	10.00	15.00
	4.00	6.00

Dark Heart of the Wood	35	75
Dark Sphera	3.50	5.00
Deep Water	35	75
Diabolic Machine	2.25	3.00
Drowned	35	75
Dust to Dust	35	75
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	35	75
Eternal Flame	4.00	6.00
Exorcist	6.00	10.00
Fallen, The	3.25	4.00
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	35	75
Fire and Brimstone	2.25	3.00
Fire Drake	2.25	3.00

Scarw	1.50	2.00
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### Price Guide Contributors

Adventures in Comics & Games in Carmichael, Calif.; All Pro Sports in Newark, Del.; Augusta Comics & Cards in Carmel, Ind.; B&R Baseball Cards in Suffern, N.Y.; Book & Music Exchange in Louisville, Ken.; Books, Comics & Things in Ft. Wayne, Ind.; Books Galore in Erie, Pa.; Broadway Comics in Valrico, Fla.; Card & Comic Arcade in New York, N.Y.; Cards, Coins & Collectibles in Monroe, La.; Chimera Comics & Cards in Fond Du Lac, Wis.; Collector's Choice in Athens, Tenn.; Collector's World in Anderson, Ind.; The Comic Shop in Fairbanks, Ark.; Comic on Parade in Santa Barbara, Calif.; Comically Speaking in Maynard, Mass.; DR Comics & MR Games in Oakland, Calif.; Dwyer Cards & Comics in Dover, N.H.; Dragon's Lair in Austin, Tex.; The Dragon's Lair in West Springfield, Mass.; Fantasy Works Comics in Aurora, Col.; Fantasy Zone Comics in North Kingstown, R.I.; Gallup's Comics & Games in Statesboro, Ga.; Game-Atot in Santa Cruz, Cal.; Games Plus in Woodinville, Wash.; Hansen's Hobbies in Wilmette, Ill.; Leisure Hours Hobbies in Juliet, Ill.; Lion & Unicorn in Hoover, Al.; M&M Sports Cards and Comics in Cedar Rapids, Ind.; Major League in Lansing, Mich.; Mission Games in Mission, British Columbia, Can.; Odin's Cosmic Bookshelf in Lilburn, Ga.; and Stone Mountain, Ga.; Paul & Judy's in Arthur, Ill.; Shinder's in Minneapolis, Minn.; Source Comics & Games in St. Paul, Minn.; The Time Tunnel in Statesville, N.C.; Troll and Teed in Keavy, Ken.; WarGames & Fantasy in Metairie, La.; Wizard World in Nanuet, N.Y.; The Zone in Louisville, Ken. Also thanks to our on-line helpers LCSmith@vt.edu; Purplepix@ix.netcom.com; RichH90572@aol.com; SuperAmit@aol.com; Sin@csua.berkeley.edu; BParker933.

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked... One person's Mint is another's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

**Mint (MT):** Perfectumundo! Beautiful! Sort of a card cross between the Taj Mahal and Gindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

**Near Mint (Nr MT):** Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

**Excellent-Mint (EX-MT):** This card is still a great looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

**Excellent (EX):** Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

**Very Good (VG):** A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

**Good (GD):** A card that's graded Good isn't really good. Think of it as an OK card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center, and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

**Fair:** Boy, if you thought Good cards were bad, you ain't seen nothing yet. Fair cards contain holes, tears, stains, water damage, and everything else under the sun. These cards, too, are not tournament legal and look like they went through the wash in your jeans. Fair cards sell for five to 15 percent of price guide listings. (Which would make a Fair Wall of Wood, like, negative six bucks.)

**Poor:** OK, let's get one thing straight: Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Poor cards sell for less than five percent of price guide listings (i.e., they suck).

price guide



Table listing Magic cards such as Braingeyser, Burrowing, Camouflage, Castle, Celestial Prism, Channel, Chaos Orb, Chaoslace, Circle of Protection: Black, Circle of Protection: Blue, Circle of Protection: Green, Circle of Protection: Red, Circle of Protection: White, Clone, Clockwork Beast, Cockatrice, Consecrate Land, Conservator, Contract from Below, Control Magic, Conversion, Copper Tablet, Copy Artifact, Counterspell, Craw Worm, Creature Bond, Crusade, Crystal Rod, Cursed Land, Cyclopean Tomb, Dark Ritual, Darkpact, Death Ward, Deathgrip, Deathlace, Demonic Attorney, Demonic Hordes, Demonic Tutor, Dingus Egg, Disenchant, Disintegrate, Disrupting Scepter, Dragon Whelp, Drain Life, Drain Power, Drudge Skeletons, Dwarven Demolition Team, Dwarven Warriors, Earth Elemental, Earthbind, Earthquake, Elvish Archers, Evil Presence, False Orders, Farmstead, Fastbond, Fear, Feedback, Fire Elemental, Fireball, Firebreathing, Flashfires, Flight, Fog, Force of Nature, Forcefield, Forest, Fork, Frozen Shade, Fungusaur, Gaea's Liege, Gauntlet of Might, Giant Growth, Giant Spider, Glasses of Urza, Gloom, Goblin Balloon Brigade, Goblin King, Granite Gargoyle, Gray Ogre, Green Ward, Grizzly Bears, Guardian Angel, Healing Salve, Helm of Chazuk, Hill Giant, Hive, The, Holy Armor, Holy Strength, Howl from Beyond, Howling Mine, Hurlloon Minotaur, Hurricane, Hypnotic Specter, Ice Storm, Icy Manipulator, Illusionary Mask, Install Energy, Invisibility, Iron Star, Ironclaw Orcs, Ironroot Treefolk, Island (Dark Blue Sky), Island, Island Sanctuary, Ivory Cup, Jade Manolith, Jade Statue, Jayemdae Tome, Juggernaut, Jump, Karma, Keldan Warloard, Kormus Bell, Kudzu, Lance, Ley Druid, Library of Leng, Lich, Lifeorce, Lifelace, Lifetap, Lightning Bolt, Living Artifact, Living Lands, Living Wall, Ulwanor Elves, Lord of Atlantis, Lord of the Pit, Lure, Magical Hack, Mahamoti Djinn, Manabombs, Mana Flare, Mana Short, Mana Vault, Meekstone, Merfolk of the Pearl Trident, Mesa Pegasus, Mind Twist, Mon's Goblin Raiders, Mountain, Max Emerald, Max Jet, Max Pearl, Max Ruby, Max Sapphire, Natural Selection, Nether Shadow, Netting Imp, Nevynmal's Disk, Nightmarer, Northern Paladin, Obsidian Golem, Orkish Artillery, Orkish Oriflammie, Paralyze, Pearled Unicorn, Personal Incarnation, Pestilence, Phantasmal Forces, Phantasmal Terrain, Phantom Monster, Pirate Ship, Plague Rats, Plains, Plateau, Power Leak, Power Sink, Power Surge, Prodigious Sorcerer, Psionic Blast, Psychic Venom, Purelance, Raging River, Raise Dead, Red Elemental Blast, Red Ward, Regeneration, Regrowth, Resurrection, Reverse Damage, Righteousness, Roc of Kher Ridges, Rock Hydra, Rod of Rain, Royal Assassin, Sacrifice, Samite Healer, Savannah, Savannah Lions, Scathe Zombies, Scavenging Ghoul, Scrubland, Scryb Sprites, Sea Serpent, Sedge Troll, Sengir Vampire, Serra Angel, Shanoind Dryads, Shatter, Shivan Dragon, Simulacrum, Sinkhole, Siren's Call, Sleight of Mind, Smoke, Sol Ring, Soul Net, Spell Blast, Stasis, Steel Artifact.

Table listing Magic cards such as Sedge Troll, Sengir Vampire, Serra Angel, Shanoind Dryads, Shatter, Shivan Dragon, Simulacrum, Sinkhole, Siren's Call, Sleight of Mind, Smoke, Sol Ring, Soul Net, Spell Blast, Stasis, Steel Artifact, Stone Giant, Stone Rain, Stream of Life, Sunlesses of Urza, Swamp, Swords to Plowshares, Targo, Terror, Thicket Basilisk, Thoughtlace, Throne of Bone, Timber Wolves, Time Vault, Time Walk, Timebender, Tranquility, Tropical Island, Tsunami, Tundra, Tunnel, Twiddle, Two-Headed Giant of Forays, Underground Sea, Unholy Strength, Unsummon, Utterban Troll, Verduran Enchantress, Vesuvan Doppelganger, Veteran Bodyguard, Volcanic Eruption, Volcanic Island, Wall of Air, Wall of Bone, Wall of Brambles, Wall of Fire, Wall of Ice, Wall of Stone, Wall of Swords, Wall of Water, Wall of Wood, Wanderlust, War Mammoth, Warp Artifact, Water Elemental, Weakness, Web, Wheel of Fortune, White Knight, White Ward, Wild Growth.

Table listing Magic cards such as Wild-O'-The-Wisp, Winter Orb, Wooden Sphere, Word of Command, Wrath of God, Zombie Master.

UNLIMITED EDITION

WIZARDS OF THE COAST 1994
Cards are white-bordered, but otherwise identical to Beta cards.
Full Set (302) \$1,400.00 1,800.00
Starter Deck (60 cards) 125.00 150.00
Starter Box (10 decks) 1,200.00 1,500.00
Booster Pack (15 cards) 45.00 60.00
Booster Box (36 packs) 1,600.00 2,000.00



TOP TEN HOTTEST CARDS

9) Deflection
While not as all-around useful as a good old Counterspell (though just as annoying), Deflection still kicks ass. For four mana, you can redirect a single-target spell to any other legal target.

Table listing Magic cards such as Stone Giant, Stone Rain, Stream of Life, Sunlesses of Urza, Swamp, Swords to Plowshares, Targo, Terror, Thicket Basilisk, Thoughtlace, Throne of Bone, Timber Wolves, Time Vault, Time Walk, Timebender, Tranquility, Tropical Island, Tsunami, Tundra, Tunnel, Twiddle, Two-Headed Giant of Forays, Underground Sea, Unholy Strength, Unsummon, Utterban Troll, Verduran Enchantress, Vesuvan Doppelganger, Veteran Bodyguard, Volcanic Eruption, Volcanic Island, Wall of Air, Wall of Bone, Wall of Brambles, Wall of Fire, Wall of Ice, Wall of Stone, Wall of Swords, Wall of Water, Wall of Wood, Wanderlust, War Mammoth, Warp Artifact, Water Elemental, Weakness, Web, Wheel of Fortune, White Knight, White Ward, Wild Growth.

Table listing Magic cards such as Air Elemental, Ancestral Recall, Animate Artifact, Animate Dead, Animate Wall, Ankh of Mishra, Armageddon, Aspect of Wolf, Bad Moon, Badlands, Balance, Basalt Monolith, Bayou, Banish Hero, Berserk, Birds of Paradise, Black Knight, Black Lotus, Black Vise, Black Ward, Blaze of Glory, Blessing, Blue Elemental Blast, Blue Ward, Bog Wraith, Braingeyser, Burrowing, Camouflage, Castle, Celestial Prism, Channel, Chaos Orb, Chaoslace, Circle of Protection: Black, Circle of Protection: Blue, Circle of Protection: Green, Circle of Protection: Red, Circle of Protection: White, Clockwork Beast, Clone, Cockatrice, Consecrate Land, Conservator, Contract from Below, Control Magic, Conversion, Copper Tablet, Copy Artifact, Counterspell, Craw Worm, Creature Bond, Crusade, Crystal Rod, Cursed Land, Cyclopean Tomb, Dark Ritual, Darkpact, Death Ward, Deathgrip, Deathlace, Demonic Attorney, Demonic Hordes, Demonic Tutor, Dingus Egg, Disenchant, Disintegrate, Disrupting Scepter, Dragon Whelp, Drain Life, Drain Power, Drudge Skeletons, Dwarven Demolition Team, Dwarven Warriors, Earth Elemental, Earthbind, Earthquake, Elvish Archers, Evil Presence, False Orders, Farmstead, Fear, Feedback, Fire Elemental, Fireball, Firebreathing, Flashfires, Flight, Fog, Force of Nature, Forcefield, Forest, Fork, Frozen Shade, Fungusaur, Gaea's Liege, Gauntlet of Might, Giant Growth, Giant Spider, Glasses of Urza, Gloom, Goblin Balloon Brigade, Goblin King, Granite Gargoyle, Gray Ogre, Green Ward, Grizzly Bears, Guardian Angel, Healing Salve, Helm of Chazuk, Hill Giant, Hive, The, Holy Armor, Holy Strength, Howl from Beyond, Howling Mine, Hurlloon Minotaur, Hurricane, Hypnotic Specter, Ice Storm, Icy Manipulator, Illusionary Mask, Install Energy, Invisibility, Iron Star, Ironclaw Orcs, Ironroot Treefolk, Island (Dark Blue Sky), Island, Island Sanctuary, Ivory Cup, Jade Manolith, Jade Statue, Jayemdae Tome, Juggernaut, Jump, Karma, Keldan Warloard, Kormus Bell, Kudzu, Lance, Ley Druid, Library of Leng, Lich, Lifeorce, Lifelace, Lifetap, Lightning Bolt, Living Artifact, Living Lands, Living Wall, Ulwanor Elves, Lord of Atlantis, Lord of the Pit, Lure, Magical Hack, Mahamoti Djinn, Manabombs, Mana Flare, Mana Short, Mana Vault, Meekstone, Merfolk of the Pearl Trident, Mesa Pegasus, Mind Twist, Mon's Goblin Raiders, Mountain, Max Emerald, Max Jet, Max Pearl, Max Ruby, Max Sapphire, Natural Selection, Nether Shadow, Netting Imp, Nevynmal's Disk, Nightmarer, Northern Paladin, Obsidian Golem, Orkish Artillery, Orkish Oriflammie, Paralyze, Pearled Unicorn, Personal Incarnation, Pestilence, Phantasmal Forces, Phantasmal Terrain, Phantom Monster, Pirate Ship, Plague Rats, Plains, Plateau, Power Leak, Power Sink, Power Surge, Prodigious Sorcerer, Psionic Blast, Psychic Venom, Purelance, Raging River, Raise Dead, Red Elemental Blast, Red Ward, Regeneration, Regrowth, Resurrection, Reverse Damage, Righteousness, Roc of Kher Ridges, Rock Hydra, Rod of Rain, Royal Assassin, Sacrifice, Samite Healer, Savannah, Savannah Lions, Scathe Zombies, Scavenging Ghoul, Scrubland, Scryb Sprites, Sea Serpent, Sedge Troll, Sengir Vampire, Serra Angel, Shanoind Dryads, Shatter, Shivan Dragon, Simulacrum, Sinkhole, Siren's Call, Sleight of Mind, Smoke, Sol Ring, Soul Net, Spell Blast, Stasis, Steel Artifact, Stone Giant, Stone Rain, Stream of Life, Sunlesses of Urza, Swamp, Swords to Plowshares, Targo, Terror, Thicket Basilisk, Thoughtlace, Throne of Bone, Timber Wolves, Time Vault, Time Walk, Timebender, Tranquility, Tropical Island, Tsunami, Tundra, Tunnel, Twiddle, Two-Headed Giant of Forays, Underground Sea, Unholy Strength, Unsummon, Utterban Troll, Verduran Enchantress, Vesuvan Doppelganger, Veteran Bodyguard, Volcanic Eruption, Volcanic Island, Wall of Air, Wall of Bone, Wall of Brambles, Wall of Fire, Wall of Ice, Wall of Stone, Wall of Swords, Wall of Water, Wall of Wood, Wanderlust, War Mammoth, Warp Artifact, Water Elemental, Weakness, Web, Wheel of Fortune, White Knight, White Ward, Wild Growth.

WENT UP WENT DOWN HEAVILY TRADED



price guide

Table listing Magic cards and their prices. Includes cards like Fastbond, Fear, Feedback, Fire Elemental, etc.

Table listing Magic cards and their prices. Includes cards like Mountain, Max Emerald, Max Jet, etc.

Table listing Magic cards and their prices. Includes cards like Vesuvan Doppelganger, Veteran Bodyguard, Volcanic Eruption, etc.

REVISED EDITION WIZARDS OF THE COAST 1994. Cards are white-bordered and are nearly identical to the Unlimited cards...

Table listing Magic cards and their prices. Includes cards like Air Elemental, Aladdin's Lamp, Aladdin's Ring, etc.

Table listing Magic cards and their prices. Includes cards like Death Ward, Deathgrip, Deathlace, etc.



TOP TEN HOTTEST CARDS

8) All from Cairo. This card is nuts. You see, while Ali is in play, you cannot go below one life. Guaranteed to get an "Oh, crap" from your opponent when brought into play.

Table listing Magic cards and their prices. Includes cards like Elvish Archers, Energy Flux, Erg Raiders, etc.

Key: ARTIFACT BLACK BLUE GREEN MULTICOLRED RED WHITE LAND

Table listing Magic cards with their names, types, and prices. Includes cards like Hypnotic Specter, Instill Energy, Iron Star, Ironroot Treefolk, Island, Island Fish Jasconus, Island Sanctuary, Ivory Cup, Ivory Tower, Jade Monolith, Jandar's Ring, Jandar's Saddlebags, Jayemdae Tome, Juggernaut, Jump, Karma, Keldon Warlord, Kird Ape, Kormus Bell, Kudzu, Lance, Ley Druid, Library of Leng, Life Force, Lifeline, Lifelap, Lightning Bolt, Living Artifact, Living Lands, Living Wall, Llanowar Elves, Lord of Atlantis, Lord of the Pit, Lure, Magical Hack, Magnetic Mountain, Mahamoti Djinn, Mana Flare, Mana Short, Mana Vault, Manabars, Maelkstone, Merfolk of the Pearl Trident, Mesa Pegasus, Mijae Djinn, Millstone, Mind Twist, Mishra's War Machine, Mons' Goblin Raiders, Mountain, Nether Shadow, Nettling Imp, Nevinyrrel's Disk, Nightmare, Northern Paladin, Obsidian Golem, Onulet, Orcish Artillery, Orcish Oriflame, Ornithopter, Paralyze, Pearled Unicorn, Personal Incarnation, Pestilence, Phantasmal Forces, Phantasmal Terrain, Phantom Monster, Pirate Ship, Plague Rats, Plains, Plateau, Power Leak, Power Sink, Power Surge, Primal Clay, Pradigal Sorcerer, Psychic Venom, Purlace, Rack, The, Raise Dead, Reconstruction, Red Elemental Blast, Red Ward, Regeneration, Regrowth, Resurrection, Reverse Damage, Reverse Polarity, Righteousness, Roc of Kher Ridges, Rock Hydra, Rocket Launcher, Rod of Ruin, Royal Assassin, Sacrifice, Samite Healer, Savannah, Savannah Lions.

Table listing Magic cards: Scathe Zombies, Scavenging Ghoul.



TOP TEN HOTTEST CARDS

7) Royal Assassin
Some creature's special abilities are better than others. Some ping for a point, some make cute lil' creature tokens, and some, like the Royal Assassin, top to kill any tapped creature!! No wonder this card's hot.

Table listing Magic cards with their names, types, and prices. Includes cards like Scrubland, Scryb Sprites, Sea Serpent, Sedge Troll, Sengir Vampire, Serendib Eftreet, Serra Angel, Shanodin Dryads, Shatter, Shatterstorm, Shivan Dragon, Simulocum, Siren's Call, Sleight of Mind, Smoke, Sol Ring, Sorceress Queen, Soul Net, Spell Blast, Stasis, Steel Artifact, Stone Giant, Stone Rain, Stream of Life, Sunglasses of Urza, Swamp, Swords to Plowshares, Taiga, Terror, Thick Basilisk, Thoughtless, Throne of Bone, Timber Wolves, Titania's Song, Tranquility, Tropical Island, Tsunami, Tundra, Tunnel, Underground Sea, Unholy Strength, Unstable Mutation, Unsummon, Urthden Troll, Verduran Enchantress, Vesuvan Doppelganger, Veteran Bodyguard, Volcanic Eruption, Volcanic Island, Wall of Air, Wall of Bone, Wall of Brambles, Wall of Fire, Wall of Ice, Wall of Stone, Wall of Swords, Wall of Water, Wall of Wood, Wanderlust, War Mammoth, Warp Artifact, Water Elemental, Weakness, Web.

Table listing Magic cards: Wheel of Fortune, White Knight, White Ward, Wild Growth, Will-O-The-Wisp, Winter Orb, Wooden Sphere, Wrath of God, Zombie Master.

FOURTH EDITION

WIZARDS OF THE COAST 1995

Cards contain a copyright date beneath the artist's name on the front of the card.
Full Set (378 cards) \$250.00 350.00
Starter Deck (60 cards) 8.00 12.00
Starter Box (10 decks) 75.00 100.00
Booster Pack (15 cards) 2.50 3.50
Booster Box (36 packs) 85.00 110.00

Table listing Magic cards with their names, types, and prices. Includes cards like Abomination, Air Elemental, Alabaster Potion, Aladdin's Lamp, Aladdin's Ring, Ali Baba, Amrou Katkin, Amulet of Kroog, Angry Mob, Animate Artifact, Animate Dead, Animate Wall, Ankh of Mishra, Apprentice Wizard, Armageddon, Armageddon Clock, Ashes to Ashes, Ashnod's Battle Gear, Aspect of Wolf, Backfire, Bad Moon, Balance, Ball Lightning, Battering Ram, Benalish Hero, Bird Maiden, Birds of Paradise, Black Knight, Black Mana Battery, Black Vise, Black Ward, Blessing, Blight, Blood Lust, Blue Elemental Blast, Blue Mana Battery, Blue Ward, Bog Imp, Bog Wraith, Bottle of Suleiman, Brainwash, Brass Man, Bronze Tablet, Brothers of Fire, Brute, The, Burrowing, Carnivorous Plant, Carrion Ants, Castle, Cave People, Celestial Prism, Channel, Chaosclaw, Circle of Protection: Artifact, Circle of Protection: Black, Circle of Protection: Blue, Circle of Protection: Green, Circle of Protection: Red, Circle of Protection: White, Clay Statue, Clockwork Avian, Clockwork Beast, Cockatrice, Colossus of Sardia, Conservator, Control Magic, Conversion, Coral Helm, Cosmic Horror, Counterspell, Crew Worms, Creature Bond, Crimson Manicore, Crumble, Crustals, Crystal Red, Cursed Land.

Table listing Magic cards with their names, types, and prices. Includes cards like Cursed Rock, Cyclopean Mummy, Dancing Scimitar, Dark Ritual, Deathgrip, Death Ward, Deathlace, Desert Twister, Detonate, Diabolic Machine, Dingus Egg, Disenchant, Disintegrate, Disrupting Scceptor, Divine Transformation, Dragon Engine, Dragon Whelp, Drain Life, Drain Power, Drudge Skeletons, Durkwood Boars, Durwar Warriors, Earth Elemental, Earthquake, Ebony Horse, E-Hajaj, Elder Land Worm, Elven Riders, Elvish Archers, Energy Flux, Energy Tap, Eng Raiders, Erosion, Eternal Warrior, Evil Presence, Eye for an Eye, Fear, Feedback, Fellwar Stone, Fire Elemental, Fireball, Firebreathing, Fissure, Flashfries, Flight, Flood, Flying Carpet, Fog, Force of Nature, Fortified Area, Forest, Frozen Shade, Fungusaur, Gaea's Liege, Gaseous Form, Ghost Ship, Giant Growth, Giant Spider, Giant Strength, Giant Tortoise, Glasses of Urza, Gloom, Goblin Balloon Brigade, Goblin King, Goblin Rock Sled, Gopeshot Catapult, Gray Ogre, Greed, Green Mana Battery, Green Ward, Grizzily Beers, Healing Salve, Helm of Chatrik, Hill Giant, Hive, Tho, Holy Armor, Holy Strength, Howl from Beyond, Howling Mine, Hurky's Recall, Hurloon Minotaur, Hur Jackal, Hurricane, Hypnotic Specter, Immolation, Inferno, Instill Energy, Iron Star, Ironflow Orcs, Ironroot Treefolk, Island, Island Fish Jasconus, Island Sanctuary, Ivory Cup, Ivory Tower, Jade Monolith, Jandar's Saddlebags, Jayemdae Tome.





Table listing various Magic cards and their prices, including Gaea's Avenger, Gate to Phyrexia, Goblin Artisans, Golgothian Sylex, and many others.

Table listing Magic cards such as Blue Mana Battery, Boomerang, Boris Devlboon, Brine Hag, and Bronze Horse.

Table listing Magic cards including Giant Strength, Giant Turtle, Glyph of Doom, Glyph of Delusion, and Glyph of Destruction.

Table listing Magic cards like Presence of the Master, Primordial Ooze, Princess Lucrezia, and Psionic Entury.



TOP TEN HOTTEST CARDS

4) Fork

A 10-point Hurricane for two red mana? Demonic Tutor for two red? Regrowth for two red? An interrupt that can make an exact duplicate of any instant or sorcery just cast. Fork is a freakin' monster.

Table listing Magic cards from the 'Cocoon' section, including Cocoon, Concordant Crossroads, Cosmic Horror, and many others.

Table listing Magic cards including Green Mana Battery, Gwendlyn Di Corvi, Halfdane, Hammerheim, and Hazeron Tamar.

Table listing Magic cards such as Jacques le Vert, Jasmine Boreal, Jedit Ojanen, and Jorard of the Closed Fist.

Table listing Magic cards like Raging Bull, Ragnor, Rapid Fire, Ramirez DePietro, and Ramses Overdark.

Table listing Magic cards including Ring of Immortals, Riven Turnbull, Rahgahh of Kher Keep, and Rubinia Soulsinger.

LEGENDS

WIZARDS OF THE COAST 1994 Full Set (310 cards) \$1,100.00 - 1,400.00

Table listing various Magic cards from the Legends set, including Abomination, Abyss, The, Acid Rain, and Active Volcano.

Table listing Magic cards from the Legends set, including Spirit Link, Spirit Shackles, Spiritual Sanctuary, and Stang.



Table of Magic: The Gathering cards with columns for card name and price. Includes cards like Circle of Protection: Green, Circle of Protection: Red, Circle of Protection: White, Clairvoyance, Cloak of Confusion, Cold Snap, Conquer, Cooperation, Counterspell, Crown of the Ages, Curse of Marit Lage, Dance of the Dead, Dark Banishing, Dark Ritual, Death Ward, Deflection, Demonic Consultation, Despot's Scepter, Diabolic Vision, Dire Wolves, Disenchant, Dread Wight, Dreams of the Dead, Drift of the Dead, Drought, Dwarfven Army, Earthlink, Earthlore, Elder Druid, Elemental Augury, Elkin Bottle, Elvish Healer, Enduring Renewal, Energy Storm, Enervate, Errant Minion, Erantry, Essence Filter, Essence Flare, Essence Vortex, Fanatical Fever, Fear, Fiery Justice, Fire Covenant, Flame Spirit, Flore, Flooded Woodlands, Flow of Maggots, Folk of the Pines, Forbidden Lore, Force Void, Forest, Forgotten Lore, Formation, Foul Familiar, Foxfire, Freyalise Supplicant, Freyalise's Charm, Freyalise's Winds, Fumarole, Fylgia, Fyndhorn Brownie, Fyndhorn Elder, Fyndhorn Elves, Fyndhorn Pollen, Fyndhorn Bow, Game of Chaos, Gangrenous Zombies, Gaze of Pain, General Jarkeld, Ghostly Flame, Giant Growth, Giant Trap Door Spider, Glaciers, Gorilla Pack, Glacial Chasm, Glacial Crevasse, Glacial Wall, Goblin Lyle, Goblin Mutant, Goblin Sappers, Goblin Ski Patrol, Goblin Snowman, Gravebind, Green Scarab, Grizzled Wolverine, Hallowed Ground, Halls of Mist, Heal, Hecatomb, Hemalite Talisman, Hipparian, Hoar Shade, Hot Springs, Howl from Beyond, Hurricane, Hyalopterous Lemure, Hydroblast.

Table of Magic: The Gathering cards with columns for card name and price. Includes cards like Hymn of Rebirth, Ice Berg, Ice Cauldron, Ice Floe, Icequake, Icy Manipulator.



TOP TEN HOTTEST CARDS

1) Jester's Cap
Da winnah an' new cham-peen! Knocking Juzom from the pole position is the mighty Jester's Cap. Just pump two mana into it, tap it, and sacrifice it to search through your opponent's library...and remove three cards from the game! Not a good way to make new friends.

Table of Magic: The Gathering cards with columns for card name and price. Includes cards like Icy Prison, Illusionary Forces, Illusionary Presence, Illusionary Terrain, Illusionary Wall, Illusions of Grandeur, Imposing Visage, Incinerate, Infernal Darkness, Infamul Denizen, Infinite Hourglass, Infuse, Island, Jester's Cap, Jester's Mask, Jeweled Amulet, Jokult Wurm, Jokultuugs, Juniper Order Druid, Justice, Karpulus Forest, Karpulus Giant, Karpulus Yeti, Kelsinko Ranger, Kjeldoran Dead, Kjeldoran Elite Guard, Kjeldoran Frostbeast, Kjeldoran Guard, Kjeldoran Knight, Kjeldoran Phalanx, Kjeldoran Royal Guard, Kjeldoran Skycaptain, Kjeldoran Skyknight, Kjeldoran Warrior, Knights of Stormgold, Krovikan Elementalist, Krovikan Fetish, Krovikan Sorcerer, Krovikan Vampire, Land Cap, Lapis Lazuli Talisman, Lava Burst, Lava Tubes, Legions of Lim-Dal, Leshrac's Rite, Leshrac's Sigil, Uthugoyl, Lim-Dal's Cohort, Lim-Dal's Hex, Lightning Blow, Last Order of Jarkeld, Lure, Maddening Wind, Magus of the Urssen, Malachite Talisman, Marton Stormgold, Meleo, Melting.

Table of Magic: The Gathering cards with columns for card name and price. Includes cards like Mercenaries, Merleke Ri Benit, Mesmeric Trance, Meteor Shower, Mind Raven, Mind Warp, Mind Whip, Minion of Leshrac, Minion of Teshv Szat, Mistfolk, Mole Worms, Monsoon, Moor Fiend, Mountain, Mountain Goat, Mountain Titan, Mudslide, Musician, Mystic Might, Mystic Remora, Nacro Taltaman, Naked Singularity, Nature's Lore, Necropotence, Nornitt, Oath of Lim-Dal, Onyx Talisman, Orich Cannoniers, Orich Conscripts, Orich Farmer, Orich Hoarder, Orich Librarian, Orich Lumberjack, Orich Squatters, Order of the Sacred Torch, Order of the White Shield, Pale Bears, Panic, Pentagram of the Ages, Pestilence Rats, Phantasmal Mount, Pit Trap, Plains, Polar Kraken, Portent, Power Sink, Pax, Prismatic Word, Pygmy Allosaurus, Pykrite, Pyroblast, Pyroclasm, Rally, Ray of Command, Ray of Ensure, Reality Twist, Reclamation, Rag Scarab, Regeneration, Rime Dryad, Ritual of Subterfuge, River Delta, River Arch, Rusted Arch, Sabretooth Tiger, Sacred Boon, Sacred Wurm, Sea Spirit, Seizures, Sengul, Shambbling Strider, Shatter, Shield Bearer, Shield of the Ages, Shift, Silbunt Spirit, Silver Elm, Skeleton Ship, Skull Catapult, Slight of Mind, Snow-Covered Forest, Snow-Covered Island, Snow-Covered Mountain, Snow-Covered Plains, Snow-Covered Swamp, Snow Devil, Snow Fortress, Snow Hound, Snowblind, Snowfall, Soldani Golem, Soldani Machinist, Soldani Sandstorm, Songs of the Diamond, Soul Bearer, Soul Burn, Soul Kiss, Spectral Shield, Spoils of Evil.

Table of Magic: The Gathering cards with columns for card name and price. Includes cards like Spoils of War, Staff of the Ages, Stampede, Stench of Evil, Stone Rain, Stone Spirit, Stonehands, Storm Spirit, Stormbind, Stormgold Cabal, Stunted Growth, Sulfurous Springs, Sunstone, Swamp, Swords to Plowshares, Tarpan, Thermokast, Thoughtseach, Thunder Wall, Timberline Ridge, Tender Wall, Time Bomb, Touch of Death, Touch of Vitae, Tor Giant, Total War, Trailblazer, Underground River, Updraft, Urza's Bauble, Veldt, Venomous Breath, Vertigo, Vexing Arcanix, Vibrating Sphere, Walking Wall, Wall of Lava, Wall of Pine Needles, Wall of Shields, War Chariot, Warning, Whalebone Glider, White Scarab, Whiteout, Wild Growth, Wind Spirit, Wings of Aesthir, Winter's Chill, Withering Wisps, Witigo, Woolly Mammoths, Woolly Spider, Word of Blasting, Word of Undoing, Wrath of Marit Lage, Yavimaya Gnats, Zur's Weiriding, Zuran Enchanter, Zuran Orb, Zuran Spellcaster.

SPECIAL OFFERS

Table of Special Offers with columns for card name and price. Includes Arena, Giant Badger, Mana Crypt, Nalathni Dragon, Saviors of Estark, Windswept Cantaur.

FACTORY SETS

This set is known as the "Domestic Version." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. M.TG Beta Factory Set (363 cards) \$200.00 250.00

Known as the "International Version," this set is the same as above except the cards are from the Unlimited series. Cards are also not tournament legal. M.TG Unlimited Factory Set (363 cards) \$275.00 350.00

This set contains two, 60-card revised starter decks, 30 counters and a revised checklist. M.TG Revised Revised Set \$20.00 25.00

This set contains two, 60-card fourth-edition starter decks, 30 counters and a fourth-edition checklist. M.TG Revised Revised Set \$18.00 25.00

# INQUEST

## checklist

**Full Set (124 Cards)**

Card Name	Origin
<input type="checkbox"/> Abu Ja'far	AN
<input type="checkbox"/> Active Volcano	LG
<input type="checkbox"/> Akron Legionnaire	LG
<input type="checkbox"/> Aladdin	AN
<input type="checkbox"/> Angelic Voices	LG
<input type="checkbox"/> Arcades Sabbath	LG
<input type="checkbox"/> Arena of the Ancients	LG
<input type="checkbox"/> Argothian Pixies	AQ
<input type="checkbox"/> Ashnod's Altar	AQ
<input type="checkbox"/> Ashnod's Transmogrator	AQ
<input type="checkbox"/> Axelrad Gunnarson	LG
<input type="checkbox"/> Ayesha Tanaka	LG
<input type="checkbox"/> Azure Drake	LG
<input type="checkbox"/> Banshee	DK
<input type="checkbox"/> Barf's Cage	DK
<input type="checkbox"/> Beasts of Bogardan	LG
<input type="checkbox"/> Blood of the Martyr	DK
<input type="checkbox"/> Blood Moon	DK
<input type="checkbox"/> Bog Rats	DK
<input type="checkbox"/> Book of Rass	DK
<input type="checkbox"/> Boomerang	LG
<input type="checkbox"/> Bronze Horse	LG
<input type="checkbox"/> Cat Warriors	LG

<input type="checkbox"/> Chromium	LG
<input type="checkbox"/> City of Brass	AN
<input type="checkbox"/> Cocoon	LG
<input type="checkbox"/> Concordant Crossroads	LG
<input type="checkbox"/> Crow Giant	LG
<input type="checkbox"/> Cuombajj Witches	AN
<input type="checkbox"/> Cyclone	AN
<input type="checkbox"/> Dakkon Blackblade	LG
<input type="checkbox"/> Dance of Many	DK
<input type="checkbox"/> Dandan	AN
<input type="checkbox"/> D'Avenant Archer	LG
<input type="checkbox"/> Divine Offering	LG
<input type="checkbox"/> Emerald Dragonfly	LG
<input type="checkbox"/> Enchantment Alteration	LG
<input type="checkbox"/> Ertnam Djinn	AN
<input type="checkbox"/> Fallen, The	DK
<input type="checkbox"/> Fallen Angel	LG
<input type="checkbox"/> Feldon's Cane	AQ
<input type="checkbox"/> Fire Drake	DK
<input type="checkbox"/> Fishliver Oil	AN
<input type="checkbox"/> Flash Flood	LG
<input type="checkbox"/> Fountain of Youth	DK
<input type="checkbox"/> Gabriel Angelfire	LG
<input type="checkbox"/> Gauntlets of Chaos	AN
<input type="checkbox"/> Ghazban Ogre	AN

<input type="checkbox"/> Giant Slug	LG
<input type="checkbox"/> Goblin Artisans	AQ
<input type="checkbox"/> Goblin Digging Team	DK
<input type="checkbox"/> Goblin Shrine	DK
<input type="checkbox"/> Goblins of the Flarg	DK
<input type="checkbox"/> Hasran Ogress	AN
<input type="checkbox"/> Hell's Caretaker	LG
<input type="checkbox"/> Horn of Deafening	LG
<input type="checkbox"/> Indestructible Aura	LG
<input type="checkbox"/> Ivory Guardians	LG
<input type="checkbox"/> Jalum Tome	AQ
<input type="checkbox"/> Jeweled Bird	AN
<input type="checkbox"/> Johan	LG
<input type="checkbox"/> Juxtapose	LG
<input type="checkbox"/> Keepers of the Faith	LG
<input type="checkbox"/> Kei Takahashi	LG
<input type="checkbox"/> Land's Edge	DK
<input type="checkbox"/> Living Armor	DK
<input type="checkbox"/> Marhault Elsdragon	LG
<input type="checkbox"/> Metamorphosis	AN
<input type="checkbox"/> Mountain Yeti	LG
<input type="checkbox"/> Nebuchadnezzar	LG
<input type="checkbox"/> Nicol Bolos	LG
<input type="checkbox"/> Obelisk of Undoing	LG
<input type="checkbox"/> Palladia-Mors	LG
<input type="checkbox"/> Petra Sphynx	LG
<input type="checkbox"/> Primordial Ooze	LG
<input type="checkbox"/> Puppet Master	LG
<input type="checkbox"/> Rabid Wombat	LG
<input type="checkbox"/> Rakalite	LG
<input type="checkbox"/> Recall	AQ
<input type="checkbox"/> Remove Soul	LG
<input type="checkbox"/> Repentant Blacksmith	AN
<input type="checkbox"/> Revelation	LG
<input type="checkbox"/> Rubinia Soulsinger	LG
<input type="checkbox"/> Runesword	DK
<input type="checkbox"/> Safe Haven	DK
<input type="checkbox"/> Scavenger Folk	DK
<input type="checkbox"/> Sentinel	LG
<input type="checkbox"/> Serpent Generator	LG
<input type="checkbox"/> Shield Wall	LG
<input type="checkbox"/> Shivan Night Stalker	LG
<input type="checkbox"/> Sivriti Scarzam	LG
<input type="checkbox"/> Sol'kanar the Swamp King	LG
<input type="checkbox"/> Stangg	LG
<input type="checkbox"/> Storm Seeker	LG
<input type="checkbox"/> Takklemmaggot	LG
<input type="checkbox"/> Teleport	LG
<input type="checkbox"/> Tobias Andion	LG
<input type="checkbox"/> Tor Wauki	LG
<input type="checkbox"/> Tormod's Crypt	DK
<input type="checkbox"/> Transmutation	LG
<input type="checkbox"/> Triassic Egg	LG
<input type="checkbox"/> Urza's Mine (four versions)	AQ
<input type="checkbox"/> Urza's Power Plant (four versions)	AQ
<input type="checkbox"/> Urza's Tower (four versions)	AQ
<input type="checkbox"/> Voevictis Asmadi	LG
<input type="checkbox"/> Voodoo Doll	LG
<input type="checkbox"/> Wall of Heat	LG
<input type="checkbox"/> Wall of Opposition	LG
<input type="checkbox"/> Wall of Shadows	LG
<input type="checkbox"/> Wall of Vapor	LG
<input type="checkbox"/> Wall of Wonder	AN
<input type="checkbox"/> War Elephant	AN
<input type="checkbox"/> Witch Hunter	DK
<input type="checkbox"/> Wretched, The	LG
<input type="checkbox"/> Xira Arien	LG
<input type="checkbox"/> Yawgmoth Demon	AQ



**CHRONICLES TOP FIVE HOTTEST CARDS**

**5) Blood Moon**  
The ultimate equalizer, Blood Moon turns every non-basic land, like Maze of Ith, City of Brass, and dual lands, into basic mountains!



**CHRONICLES TOP FIVE HOTTEST CARDS**

**4) Sol'kanar the Swamp King**  
Weighing in at a monstrous, swampwalkin' 5/5, this bad boy gives his controller one life whenever any black spell is successfully cast.



**CHRONICLES TOP FIVE HOTTEST CARDS**

**3) City of Brass**  
While this land stings you for a point every time you tap it, it can also generate any color mana you want. Not too shabby!



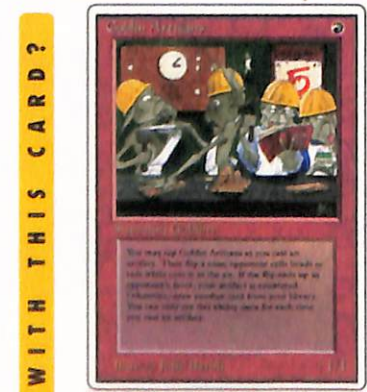
**CHRONICLES TOP FIVE HOTTEST CARDS**

**2) The Elder Dragons**  
The skies of Dominaria just got a whole lot more dangerous. The mighty Elder Dragons live again. Somebody go tell the Shivan to get in the back seat.



**CHRONICLES TOP FIVE HOTTEST CARDS**

**1) Recall**  
Acting like a Regrowth on a caffeine high, Recall can bring one, two, three—hell, as many cards as you want out of your graveyard. We're talkin' big-time power!

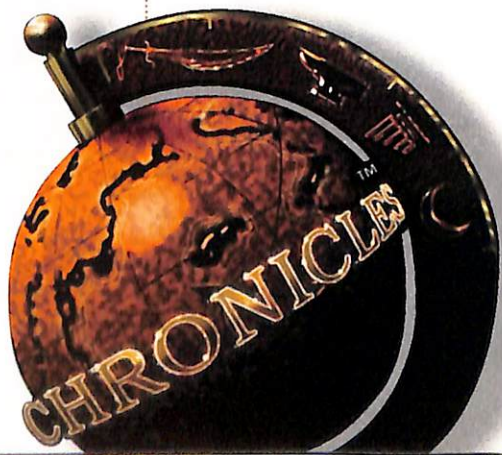


**CHRONICLES CRUMMIEST CARD**

**Goblin Artisans**  
Somebody over at Wizards of the Coast is screwing with us. Why did they bring back Goblin Artisans? "T: Tap a coin when you cast an artifact. If opponent casts it, artifact is countered. If not, draw another card." "T: Suck ass" is more like it.

WHAT'S WITH THIS CARD?

WHAT'S WITH THIS CARD?



**Key:**

<input type="checkbox"/> ARTIFACT	<input type="checkbox"/> BLACK	<input type="checkbox"/> BLUE	<input type="checkbox"/> GREEN	<input type="checkbox"/> MULTICOLORED	<input type="checkbox"/> RED	<input type="checkbox"/> WHITE	<input type="checkbox"/> LAND
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# HAND BOO

## What you need to know about the *InQuest* MAGIC Players Guide

The *InQuest* Player's Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for *Magic: The Gathering* available, along with one other collectible card game that is the Player's Guide Spotlight of the month.

### POWER RATINGS

..... **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

.... **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

... **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

.. **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

### EXAMPLE LISTING

ART	Book of Razdal	ART	U	••	Sev	6	DK	Whenever anyone loses a land, each lost land.
	2: Sacrifice 2 life to draw 1 card.							Disrupting Scepter
	Bottle of Suleiman	ART	R	•••	1Mh	4	AN,R	3, T: Opponent must discard during turn of controller.
	1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn taken, which is a 5/5 flying artifact creature.							Draconian Cylind
	• Bronze Tablet	ART	R	•	TW6	6	AQ,4TH	2, T: Randomly discard a creature target creature.
	4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.							Dragon Engine
	• Candelabra of Tawnos	ART	R	••••	DSh	1	AQ	2: +1/+0 until end of turn.
	X: Untap X separate lands.							Ebony Horse
	Celestial Prism	ART	U	••••	AW6	3	A,B,U,R,4TH	2: Untap one of your attacked, except that do another creature.
	2, T: Provides 1 mana of any color (play as an interrupt).							Elven Lyre
	• Chaos Orb	ART	R	••••	MTe	2	A,B,U	1, T: Sacrifice Elven Lyre of turn.
	1: Flip card from height of one foot. If it rotates 360 degrees, any							• Feldon's Came
								0: Reshuffle your graveyard from game when it is

### RARITY

*InQuest* is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

#### C Common

Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

#### U Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

#### R Rare

Whoa mamma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

▲ Bottle of Suleiman is an artifact that is rare, it has a three power rating, and it was painted by Jesper Myrfor. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take 5 damage. How do we know all that? Because our Lord Satan told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts listed below. Satan had next to nothing to do with it.



### SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Card Type. A Summon Faerie means the Brownie is a creature of the genus Faerie.
- C** — Text. The description of exactly what the card can do.
- D** — Flavor Text. A sometimes funny or informative quote, usually historical in nature.
- E** — Artist's Name.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbols means he is from the *Legends* set.
- H** — Power/Toughness. Only present for creatures.



## ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

- Alexander, Rob RAI
- Asplund-Faith, Randy RAF
- Baroh, Julie JBa
- Beard, Edward Jr. EBe
- Benson, Melissa MBe
- Bishop, Kristen KBi
- Brockschmidt, Kev KBr
- Brudi, Cornelius CBr
- Buck, Catherine CBU
- Danforth, Liz LDa
- Detwiler, Denise DDe
- Emond, Rick REd
- Ernest, James JEr
- Everingham, Sandra SEv
- Faglio, Kaja KFo
- Foglio, Phil PFo
- Frazier, Dan DFr
- Gallegos, Randy RGe
- Gelon, Daniel DGe
- Hampton, Justin JHa
- Hoover, Quinton QHo
- Hudson, Heather HHu
- Jones, Fay FJo
- Kaman, Kerstin KKA
- Kane-Ferguson, Richard RKF
- Kimble, Mike MKi
- Kirschner, Scott SKi
- Leonard, Nicola NLe
- Maddocks, Anson AMa
- Masness, Phillip PMa
- McNeill, Harold HMc
- Menges, Jeff A. JMe
- Meyer, Ken Jr. KMe
- Morrissey, Pat PMo
- Myrfors, Jesper JMj
- Organ-Kean, Margaret MOK
- Poole, Mark MPo
- Raabe, Mike MRa
- Rush, Christopher CRu
- Rusu, Andi ARu
- Shuler, Douglas DSh
- Snoddy, Brian BSn
- Spencer, Ron RSp
- Tedin, Mark MTe
- Thomas, Né NTh
- Thomas, Richard RTh
- Thompson, Ruth RTp
- Tucker, Drew DTu
- Van Camp, Susan SVC
- Venters, Pete PVe
- Wackwitz, Bryon BWa
- Wänerstrand, Tom TWä
- Waters, Anthony AWa
- Weber, Amy AWe
- Whelan, Michael MWe
- Williams, L.A. LWi
- Willich, Dameon DWi

## CARD TYPES

- AC Artifact Creature
- ART Artifact
- CU Cumulative Upkeep
- EA Enchant Artifact
- EC Enchant Creature
- EE Enchant Enchantment
- EL Enchant Land
- EN Enchantment
- EW Enchant World
- INS Instant
- INT Interrupt
- LAN Land
- SC Summon Creature
- SOR Sorcery

## SET ABBREVIATIONS

- A Alpha Limited
- AQ Antiquities
- AN Arabian Nights
- B Beta Limited
- DK The Dark
- FE Fallen Empires
- 4th Fourth Edition
- IA Ice Age
- LG Legends
- R Revised
- U Unlimited

# SPOTLIGHT:

## RAGE

This month we take a closer look at White Wolf Game Studio's *Rage*. Based on White Wolf's hit roleplaying game *Werewolf: The Apocalypse*, *Rage* pits packs of werewolves against one another as players battle to acquire a preset number of victory points. To find out more about *Rage*, take a look at our review on page 18, then flip back here to get a quick jump on the game.

### RAGE CARD DESCRIPTION

- A. Card Name:** The name of the character or card.
- B. Renown:** The value or experience of the card. A card is worth its renown in victory points.
- C. Tribe:** The tribe of werewolves to which the character or card belongs.
- D. Auspice:** The phase of the moon under which the character was born.
- E. Breed:** The natural form of the character.
- F. Rage:** Just how much it takes to piss off the character. For damage cards, this is the minimum requirement for a non-bluff attack.
- G. Gnosis:** For characters, the strength of their connection to the spiritual world. Many Gift and Equipment cards have minimum Gnosis requirements.
- H. Health:** The amount of damage it takes to kill a character.
- I. Type:** Certain cards fall under a specific category that is referred to by other cards.
- J. Requirements:** For some cards, the tribe, auspice, or breed required to use them.
- K. Damage:** The amount of damage dealt by a combat card.
- L. Special Abilities:** For many cards, specific information on their function in the game.
- M. Artist:** The guy or gal who brought the card to life.
- N. Hologram:** Completely useless trademark of Upper Deck, the card printers.



Here are the artists for

## RAGE

- Alexander Gregory .....AGr
- Andrew Kudelka .....AKu
- Anson Maddocks .....AMa
- Aileen E. Miles .....AMi
- Allan Pallack .....APa
- Alex Shekman .....ASh
- Brian Dugan .....BDu
- Brian Le Blanc .....Blb
- Chris McDougough .....CMc
- Chris Mueller .....CMu
- D. Alexander Gregory .....DAG
- Dennis Cabra .....DCa
- Drew Tucker .....DTU
- E. Allen Smith .....EAS
- Erin Dixon .....EDi
- John Bridges .....JBr
- John Cobb .....JCc
- James Daley .....JDa
- Jason Felix .....JFe
- Joshua Gabriel Timbrook .....JGT
- Jeff Holt .....JHo
- John Matson .....JMa
- Jeff Miracola .....JMi
- Jesper Myrfors .....JMj
- Jeff Rabner .....JRe
- John K. Snyder III .....JSn
- Jamie Tao Kelsum .....JTa
- John Van Fleet .....JVF
- Ken Mayer Jr. .....KMo
- Kevin Murphy .....KMu
- Kathleen Ryan .....KRy
- Lawrence Allan Williams .....LAW
- Lee M. Fields .....LFI
- Larry MacDougal .....LMA
- Lawrence Snelly .....LSn
- Mike Chavez .....MCh
- Mike Danza .....MDa
- Mike Dringenburg .....MDr
- Matt Haley .....MHa
- Mark Jackson .....MJa
- Matt Milberger .....MMi
- Michele Chianello .....MPr
- Omaha Perez .....OPe
- Quinton Hoover .....QHo
- Richard Kane Ferguson .....RKF
- Paul Lee .....PLe
- Ron Spencer .....RSp
- Ron States .....RSi
- Richard Thomas .....RTh
- Stuart P. Buel .....SBo
- Scar .....SCA
- Steve Casper .....SCs
- Shaggy Dixon .....SDi
- Scott Hampton .....SHa
- Tony DiTerlizzi .....TDi
- Tony Harris .....THa
- Tom Simmons .....TSi
- William O'Conner .....WOC











players guide

Table with columns: Name, Kind, Rarity, Rating, Artist, Cost, Sets Found. Includes entries like Worms of the Earth, Wretched, Xenic Poltergeist.

Table with columns: Name, Description, Kind, Rarity, Rating, Artist, Cost, Sets Found. Includes entries like Clone, Control Magic, Copy Artifact, Counterspell, Creature Bond, Dance of Many, Dandan, Deep Spawn.

Table with columns: Name, Description, Kind, Rarity, Rating, Artist, Cost, Sets Found. Includes entries like Flash Counter, Flash Flood, Flight, Flood, Flying Men, Force Spike, Gaseous Form, Ghost Ship, Giant Shark, Giant Tortoise, Glyph of Delusion, High Tide, Homarid, Homarid Shaman, Homarid Spawning Bed, Homarid Warrior, Hurkyl's Recall, In the Eye of Chaos, Invisibility, Invoke Prejudice, Island Fish Jascenius, Jump, Juxtapose, Land Equilibrium, Leviathan, Lifetop, Lord of Atlantis, Magical Hack, Mahamoti Djinn, Mana Drain, Mana Short.



Barbarian Guides & Arcum's Weathervane: The Barbarian Guide can give any creature you control the snow-covered landwalking ability of your choice.

BARBARIAN GUIDES

ARCUM'S WEATHERVANE

Yawgmoth Demon SC R ●●●● SEv BB4 AQ
Flying, first strike. During your upkeep, sacrifice one of your artifacts...

BLUE

Acid Rain SOR R ●●● NTh U3 LG
Destroy all forests in play.
Air Elemental SC U ●●●● RTh UU3 A,B,U,R,4TH
Flying, 4/4.
Amnesia SOR U ●●● MPo UUU3 DK
Examine target player's hand. Target discards all non-land cards in hand.

may not be target of spells or effects until end of turn. Top Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.
Deep Water EN C ●● JMh UU DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.
Devouring Deep SC C ●● LDa U2 LG
Islandwalk, 1/2.
Drafnia's Restoration SOR C ●● AWe U AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.

Jump INS C ●● MPo U A,B,U,R,4TH
Target creature has flying until end of turn.
Juxtapose SOR R ●●● JHo U3 LG
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.
Land Equilibrium EN R ●●● JMj UU2 LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new opponent puts in play.























players guide

Table with 5 columns: Name, Kind, Rarity, Rating, Artist, Cost, Sets Found

Main table of Magic cards from the Ice Age set, listing Name, Kind, Rarity, Rating, Artist, Cost, and Sets Found.

BLUE

Table of Magic cards from the Blue color family, listing Name, Kind, Rarity, Rating, Artist, Cost, and Sets Found.

Table of Magic cards from the Ice Age set (continued), listing Name, Kind, Rarity, Rating, Artist, Cost, and Sets Found.

Table of Magic cards from the Ice Age set (continued), listing Name, Kind, Rarity, Rating, Artist, Cost, and Sets Found.



PHANTASMAL MOUNT

SHYFT

Phantasmal Mount & Shyft: The Phantasmal Mount can tap to give any creature with toughness less than three flying and +1/+1 until the end of turn...

Table of Magic cards from the Ice Age set (continued), listing Name, Kind, Rarity, Rating, Artist, Cost, and Sets Found.

Table of Magic cards from the Ice Age set (continued), listing Name, Kind, Rarity, Rating, Artist, Cost, and Sets Found.







Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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**cards.** Target creature cannot be blocked by blue creatures.

**Call to Arms** EN R ●●● RGA W1 IA  
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.

**Caribou Range** EL R ●●● RTP WW2 IA  
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.

**Circle of Protection: Black** EN C ●●● Sev W1 A,B,U,R,4th,IA  
1: Prevent all damage to you from one black source.

**Circle of Protection: Blue** EN C ●●● Pve W1 A,B,U,R,4th,IA  
1: Prevent all damage to you from one blue source.

**Justice** EN U ●●●● RTP WW2 IA  
Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.

**Kelsinko Ranger** SC C ●●● MPo W IA  
W1: One green creature gains first strike until end of turn. 1/1.

**Kjeldoran Elite Guard** SC U ●●● MBe W3 IA  
T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.

**Kjeldoran Guard** SC C ●●● AWo W1 IA  
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.

**Warning** INS C ●●● PMo W IA  
Target attacking creature does no damage in combat this turn.

**White Scarab** EC U ●●● PFo W IA  
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.

### LANDS

**Adarkar Wastes** LAN R ●●● MRa IA  
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

**Brushland** LAN R ●●● BWa IA  
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

**Forest** LAN C — PMo A,B,U,R,4th,IA  
T: Add G to your mana pool.

**Glacial Chasm** LAN U ●●● LDo IA  
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

**Halls of Mist** LAN R ●●● MPo IA  
CU: 1. No creature may attack if it attacked during its controller's last turn.

**Ice Floe** LAN U ●●● JMe IA  
You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.

**Island** LAN C — AMa A,B,U,R,4th,IA  
T: Add U to your mana pool.

**Karplisan Forest** LAN R ●●● NLe IA  
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.

**Land Cap** LAN R ●●●● LWi IA  
If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.

**Lava Tubes** LAN R ●●●● BWa IA  
If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.



**GAZE OF PAIN**



**KROVIKAN VAMPIRE**

**Gaze of Pain & Krovikan Vampire:** Cast the Gaze of Pain on your Krovikan Vampire and whatever other critters you deem fit, send 'em in, and paw, combine the damage to take control of the biggest critter your opponent has. (Nail your opponent's blockers with Panic to make sure things go your way.)

**Circle of Protection: Green** EN C ●●● Sev W1 A,B,U,R,4th,IA  
1: Prevent all damage to you from one green source.

**Circle of Protection: Red** EN C ●●●● Pve W1 A,B,U,R,4th,IA  
1: Prevent all damage to you from one red source.

**Circle of Protection: White** EN C ●●● Sev W1 A,B,U,R,4th,IA  
1: Prevent all damage to you from one white source.

**Cold Snap** EN U ●●● RGA W2 IA  
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.

**Cooperation** EC C ●●● PFo W2 IA  
Target creature gains banding.

**Death Ward** INS C ●●● HMc W A,B,U,R,4th,IA  
Regenerates target creature.

**Disenchant** INS C ●●●● BSn W1 A,B,U,R,4th,IA  
Destroy target enchantment or artifact.

**Drought** EN U ●●●● Nth WW2 IA  
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its costing cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.

**Elvish Healer** SC C ●●● REm W2 IA  
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.

**Enduring Renewal** EN R ●●●● HMc WW2 IA  
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.

**Energy Storm** EN R ●●●● Sev W1 IA  
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.

**Formation** INS R ●●● KMa W1 IA  
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.

**Fylgia** EC C ●●●● EBa W IA  
Put four healing counters on Fylgia when it comes into play. O: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.

**General Jarkeld** SC R ●●● Rth W3 IA  
T: Exchange two blocking creatures without creating an illegal block. 1/2.

**Green Scarab** EC U ●●● NLe W IA  
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.

**Hallowed Ground** EN U ●●● DSh W1 IA  
WW: Return a non-snow-covered land you control to its owner's hand.

**Heal** INS C ●●● Mta W IA  
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.

**Hipparian** SC U ●●● DWi W1 IA  
Hipparian cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.

**Kjeldoran Knight** SC R ●●●● RSp WW IA  
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.

**Kjeldoran Phoenix** SC R ●●● RKF W5 IA  
First strike, banding. 2/5.

**Kjeldoran Royal Guard** SC R ●●●● LWi WW3 IA  
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.

**Kjeldoran Skycaptain** SC U ●●●● MPo W4 IA  
Flying, banding, first strike. 2/2.

**Kjeldoran Skyknight** SC C ●●●● MPo W2 IA  
Flying, banding, first strike. 1/1.

**Kjeldoran Warrior** SC C ●●● MPo W IA  
Banding. 1/1.

**Lightning Blow** INS R ●●● HMc W1 IA  
Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.

**Last Order of Jarkeld** SC R ●●● ARu WW2 IA  
\* equals the number of creatures controlled by target opponent. 1+\*/1+\*.

**Mercenaries** SC R ●●● CBr W3 IA  
If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.

**Order of the Sacred Torch** SC R ●●●● RTP WW1 IA  
T: Sacrifice 1 life to counter a black spell. 2/2.

**Order of the White Shield** SC U ●●● RTP WW IA  
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.

**Prismatic Ward** EC C ●●● LWi W1 IA  
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

**Rally** INS C ●●● HHu WW IA  
All blocking creatures gain +1/+1 until end of turn.

**Red Scarab** EC U ●●● Sev W IA  
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

**Sacred Boon** INS U ●●●● Mta W1 IA  
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.

**Seraph** SC R ●●●● CBr W6 IA  
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.

**Shield Bearer** SC C ●●● DFr W1 IA  
Banding. 0/3.

**Snow Hound** SC U ●●● PMo W2 IA  
1. T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.

**Swords to Plowshares** INS U ●●●● BFo W A,B,U,R,4th,IA  
Remove target creature from game. Creature's controller gains life points equal to the creature's power.

**River Delta** LAN R ●●●● Sev IA  
If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.

**Snow-Covered Forest** LAN U — PMo IA  
T: Add G to your mana pool.

**Snow-Covered Island** LAN U — AMa IA  
T: Add U to your mana pool.

**Snow-Covered Mountain** LAN U — TWa IA  
T: Add R to your mana pool.

**Snow-Covered Plains** LAN U — CRu IA  
T: Add W to your mana pool.

**Snow-Covered Swamp** LAN U — DSh IA  
T: Add B to your mana pool.

**Sulfurous Springs** LAN R ●●● PFo IA  
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.

**Swamp** LAN C — DSh A,B,U,R,4th,IA  
T: Add B to your mana pool.

**Timberline Ridge** LAN R ●●●● JMe IA  
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.

**Underground River** LAN R ●●● Nth IA  
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.

**Veldt** LAN R ●●●● BWa IA  
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.

●/● Restricted/Banned	ART Artifact	EC Enchant Creature	EU Enchant Land	EW Enchant World	WT Upgrade	SC Summon Creature	CU Cumulative Upkeep
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	WS Instants	LAN Land	SOR Sorcery	

KEY











players guide

Name	Description	Rarity	Rating	Artist	Gnosis	Requirement
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STICKY PAWS



RECLAIMING THE STOLEN

**Sticky Paws & Reclaiming the Stolen**  
As if the Ragabash weren't annoying enough! Try this little trick if you really want a sour look from your opponents: use Sticky Paws to steal an item from one of your own Garou, then hand it back during the Equip & Ally phase. Voilà! The stolen property has been reclaimed, and you gain two victory points.

<b>True Fear</b>	U	●●●●	LMal	4	Ahr, Red, Sha	
Target opponent cannot play any combat cards during the next round of combat.						
<b>Whelp Body</b>	U	●●	BLe	7	Rag	
Reduce target's Rage by 3 for the rest of the game. Rage cannot be lower than 3 as a result of this Gift.						
<b>Wisdom of the Seer</b>	R	●●●	DTu	8	Sta	
You may look at another player's sept hand once per turn until this Gift is cancelled.						

MOOTS

Name	Description	Rarity	Rating	Artist	Renown
<b>Caern Building</b>	Target player gains 4 victory points if the moot passes. For the rest of the game, creatures in the Hunting Grounds fight members of that player's pack at +2 Rage.	U	●●●	ASH,LSn	6
<b>Calling a Champion</b>	Target Garou must act as alpha for the upcoming combat if the moot passes. Only Ahroun may vote during this moot.	R	●●●	RKF	3
<b>Close the Bawn</b>	All spirit allies in play are discarded if the moot passes. Only Homids may vote during this moot.	R	●●	RTh	5
<b>Impergium</b>	All human Kinfolk allies in play are discarded if the moot passes. Only Lupus may vote during this moot.	R	●●	SBe	5
<b>Jackal's Curse</b>	Choose 1 kill from any victory pile. The kill is discarded if the moot passes. Only Ragabash may vote during this moot. Can only be cast on each pack once per game.	C	●●●●●	JMa	4
<b>Justice Under Gaia</b>	No equipment can be used during the next Combat Phase if the moot passes.	R	●●	BLe	3
<b>Legendary Leadership</b>	Play after a successful mout that you played. You gain victory points equal to that's moot's Renown cost.	R	●●●●●	SCa	1
<b>Praise the Malformed</b>	Play during the Moot Phase, before the moots are voted on. You decide how all metis in play vote.	R	●●●	RTh	2
<b>Quoting the Litany</b>	Double the Renown of a Philodox you control for one vote.	U	●●●●●	D,AGr	1
<b>Rite of Passage</b>	During the next Combat Phase, only Garou of 1 or 2 Renown may be the pack alpha. If a pack does not have a character of Renown 1 or 2, it has no alpha this turn.	C	●●●	JBr	1
<b>Ritual Challenge</b>	Choose 2 Garou. If the moot passes, these Garou immediately enter combat for 3 rounds. Pack tactics and actions cannot be used during this combat.	C	●●●	JDa	2
<b>Saving Face</b>	Play on a Garou who called a moot that didn't pass. That Garou must be the pack alpha during the next Combat Phase.	C	●●	BLe	1
<b>Silver Record</b>	Target player gains 2 victory points if the moot passes. Can only be played on each pack once per turn.	C	●●●	JBr	2

Name	Description	Rarity	Rating	Artist	Renown
<b>Skindancer</b>	If the vote passes, target Garou is placed in the Hunting Grounds and becomes an enemy. If the vote fails, the character calling the vote loses his ability to vote for the rest of the game.	R	●●●●●	MDa	6
<b>Stolen Wolf, The</b>	If the vote passes, target Garou reverts to his breed form and cannot change form until he frenzies. If the vote fails, target Garou frenzies and immediately goes into combat with the character who called the vote. Only members of the target's auspice may vote.	U	●●●●	LAW	6

Name	Description	Rarity	Rating	Artist	Tribe
<b>Leukippes</b>	Combat cards are played at +3 Rage against male characters and enemies. Pack members' frenzies cannot be cancelled. +3 Health. Weaknesses: Cannot take actions if there is a male character in her pack.	UR	●●●●	DCa	Bla
<b>Lone Wolf Lupo</b>	Give Lupo any one piece of non-fetish equipment from your library. This equipment cannot be destroyed or disarmed. All Glass Walkers vote as Lupo does during moots. Weaknesses: Lupus gain +2 Rage against Lupo.	UR	●●●	KMu	Glo
<b>Oisin Mac Goelach</b>	All faerie kin gain +3 rage and become Oisin's allies for the rest of the game. Can use any Galliard gift of any Gnosis. Weaknesses: After five turns, Oisin, host garou, and all faeries in play are discarded.	UR	●●●●	WOC	Fio
<b>Old Red Eagle</b>	All of your pack members can regenerate an extra damage card during the Regeneration Phase. +4 Gnosis. Weaknesses: -3 Health (but not below 1).	UR	●●●●	JMi	Ukt
<b>Old Wolf of the Woods</b>	Can use any Lupus Gift of any gnosis. Old Wolf is at +3 Rage vs. Homids or Kinfolk. Weaknesses: Cannot use equipment.	UR	●●●●	JSn	Red
<b>Shogeka Hunter Moon</b>	Her frenzies cannot be cancelled. All Wendigo and Uktena must vote as Shogeka does during moots. +3 Health. Weaknesses: Will not vote in favor of tribal alliances. Must be alpha.	UR	●●●	BLe	Wen
<b>Shu Horus</b>	Can enter the Umbra at will. Once per game, can bring his entire pack into the Umbra. +1 health. Weaknesses: Vampires gain +3 rage and frenzy when attacking Shu.	UR	●●●●●	PLe	Str
<b>Yuri Tvarivich</b>	Gains +8 Renown during moots. +1 health.	UR	●●●	Tha	Sil

RITES

Name	Description	Rarity	Rating	Artist	Renown
<b>Gathering for the Departed</b>	Play when one of your Garou is killed. You gain 1 victory point.	C	●●	RKF	2
<b>Rite of Glory</b>	Play during Combat, before alphas are chosen. Choose one of your characters to enter the Hunting Grounds. If that character survives this Combat Phase, he gains +1 Rage and +1 Renown.	C	●●	Aku	1
<b>Rite of Investiture</b>	Play at the end of a Moot Phase in which one of your Garou called a successful moot. One of your allies becomes a full member of your pack.	R	●●●	RTh	0



TRUE FEAR



ENTRAIL REND

**True Fear & Entrail Rend**  
Rend- Here's a combo that'll finish off just about any Garou. Use True Fear during the first round of combat, making your opponent a sitting duck for the next round. Since the victim can't play a card, you're free to bluff with any combat card. For the ultimate thrashing, we recommend Entrail Rend...

<b>Winter Wolf</b>	Remove one Garou of Renown 6 or higher from play if the vote passes. That Garou is placed in its owner's victory pool.	C	●●●	EAS	6
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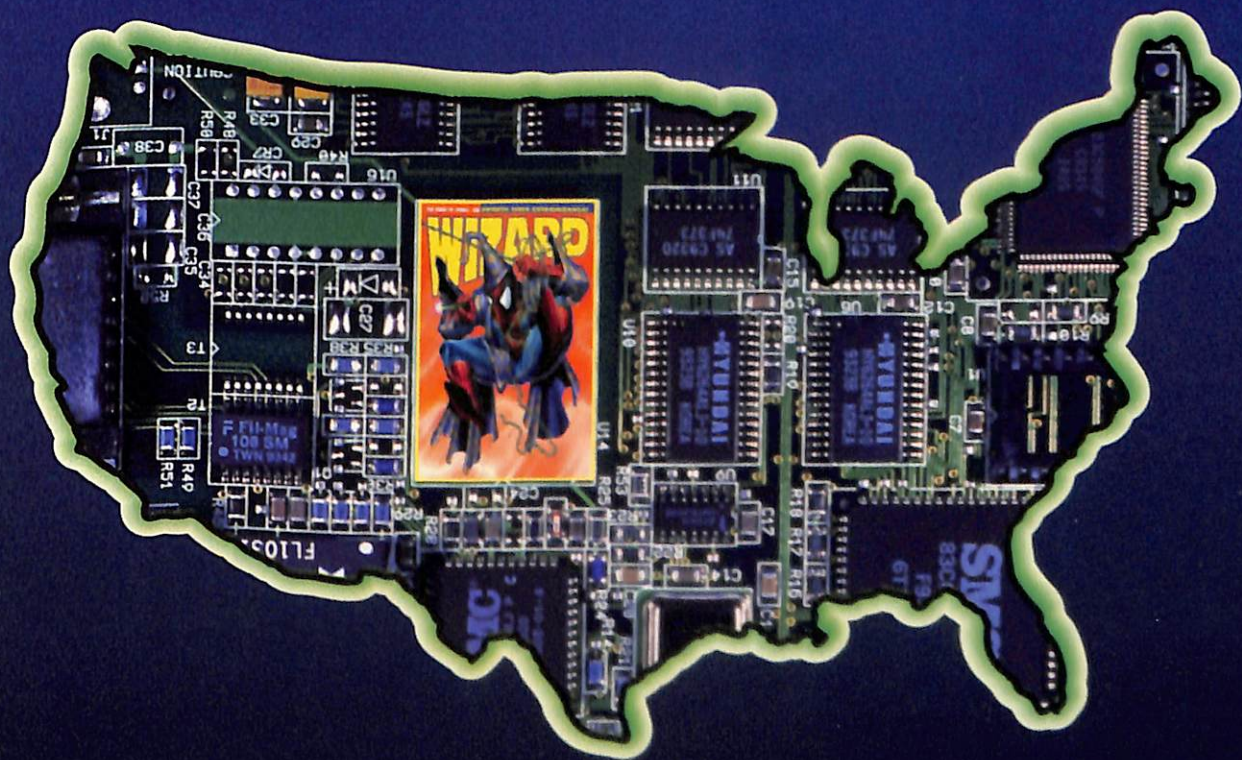
PAST LIVES

Name	Description	Rarity	Rating	Artist	Tribe
<b>Alexandru ThunderRage</b>	Gains +4 Renown while acting as Alpha. Can select alphas for other packs once per game.	UR	●●●●	MCh	Sha
<b>Gunnar Draughbane</b>	May change into Crinos form at any time. +4 Rage, +5 Health. Weaknesses: Cannot use any gifts.	UR	●●●●●	CMa	Get
<b>Jack Debitongu</b>	During his alpha action, Jack can attack the highest renown target in play, and up to 10 renown of pack members can join.	UR	●●●●	JVF	Bon
<b>Kelly Still Waters</b>	Once per turn, Kelly can end any combat after 2 rounds. Weaknesses: 2 rage, cannot frenzy.	UR	●●●●	SHa	Chi
<b>Klailth Stargazer</b>	Can use any Gift of any Gnosis. Can make one Garou forfeit an action once per turn. Weaknesses: Cannot participate in pack actions.	UR	●●●●●	JTa	Sta

<b>Rite of Wisdom</b>	Play on one of your characters at the beginning of the Moot Phase. That character must vote first on each moot, and if the character is on the winning side for every moot, he gains +1 Gnosis and +1 Renown.	C	●●	JBr	1
<b>Rite of Wounding</b>	Play on a Garou who declines a challenge. That Garou cannot regenerate until it engages in battle. This Rite can be removed by a successful vote during a moot.	U	●●●	Aku	6
<b>Satire Song</b>	Only usable by Galliards. Target character, which must have a lower Renown than the acting Galliard, permanently loses 1 Renown.	U	●●	KMe	3
<b>Stone of Scorn</b>	Play on a character who declines a challenge. That character cannot vote until it engages in battle.	U	●●	EAS	4
<b>Victory Party</b>	Play when a pack defeats an enemy of Renown 8 or higher. This card is worth 2 victory points.	C	●●●	BLe	4



# Wire Into Wizard



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# The Quest for Glue

By Rick Swan

Recently, I suffered a tragic loss.

No, nobody died. The house didn't burn down. What happened was, in order to get my 3-year-old daughter out of my hair for a few minutes, I gave her some *Magic: The Gathering* cards to play with. When she gave them back, one was bent.

I'm not talking about a little fold in the corner. I'm talking a major league bend, all the way through the center, so bad that when you hold the card at the top and wiggle it, the bottom flops back and forth like a broken wing on a dead wren.

And this wasn't just any old card. It was an Alpha Gauntlet of Might, which the price guide in this very magazine places in the neighborhood of—gulp—\$100.

But surely, I thought, even in its damaged state, the poor little Alpha must still be worth something. I crossed my fingers and contacted a few experts.

They were, to put it mildly, less than encouraging. Said John Clark of Nybbles & Bytes in Tacoma, Wash., "I don't believe that there is any way that this card can be sold to any collector, regardless of what you do to it."

Eric Cleaver, sales representative of Gator Games & Hobby in San Mateo, Calif., concurred. "The card is now effectively valueless. I have a Mox Pearl"—worth about \$150 in near mint—"in similar condition and was unable to sell

it for even \$10."

OK, so a hundred bucks just went down the dumper. But wasn't there some way the Gauntlet could still be used in a game? Here, the experts were more upbeat. You can probably forget tournament play, they agreed, but the

card might be acceptable in informal settings.

"It can't be repaired so that it can be used in an authorized Duelists' Convocation game," said Jonathan Huston, owner of Troll & Toad, a distributor in Keavy, Ky. "But in private gaming, the rules for condition of the cards are up to the participants. Theoretically, if you bent every card in your deck in the same place, they would no longer be marked and you could play with the Alpha Gauntlet of Might." Sure—like I'm gonna mutilate an entire set.

Cleaver suggested I photocopy the Gauntlet and paste it on a land card. "Then, when the card comes into play, whip the damaged card out to prove that you own it." Clark recommended I paste the Gauntlet itself on a land card. "This will strengthen it, and it will no longer be a marked card. It will be thicker, but I don't believe that would be a problem. You may want to trim the sides to make it more shuffle-friendly. Try this method out on two land cards first." I did, and the results convinced me I was too inept with scissors to risk the Gauntlet.

Michael Jason Teegarden of Commissary Games and Hobbies in Houston, Texas, offered another idea. "Thin-laminate the affected card to prevent further deterioration. Carefully trim the edges so that it will match the remainder of the cards. If the card is to be taken out of play, then thick lamination would be best, of course."

If I opted to take the card out of play, he said, then I might consider including it in a complete set of Alpha cards, stored in a ring binder with plastic sleeves. "Very few sets that we have bought, traded, or sold are used for play purposes," he added. "Actually, most sets are display or collector's items."

In the end, I decided to ignore the advice of the experts and rely on a brainstorm of my own. Using a razor blade, I slit the Gauntlet in half, right along the fold. Then I aligned the pieces and brushed rubber cement along the seam.

How'd it work? About as well as you'd expect. The glue didn't hold. Worse, I managed to smear a glob all over the front, thus rendering the card even more worthless than it was before I started.

Now I have a pair of the world's most expensive book marks. Guess I'll keep 'em with the copy of *X-Men* #94 I use for toilet paper.

Rick Swan, former newspaper editor and hot dog vendor, wound up giving his daughter the Gauntlet to use as a bath mat in her doll house.



■ Tourney legal? You make the call...

«the eye was rimmed with fire...  
and the black slit of its pupil opened  
on a pit, a window into nothing.»

-the LORD of the rings



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