

## **Magic: The Gathering**

### **Introduction**

Magic: The Gathering is also colloquially known as the magic card which the youth of today have been hooked upon. Basically speaking, Magic: The Gathering is originally a collectible type of card game which has been introduced by the Wizards of the Coast in the year of 1993. It is found out that there are about six million individuals that are playing the game in the different parts of the globe. The game can be played by two or more players which have their own sets of deck of cards printed and used in Magic: The Gathering. In this regard, it cannot be denied that in order to play the game, there should be two or more players that will engage in the fight or a battle. Meaning to say, it cannot be denied that the game signifies a fight and a battle between wizards that are powerful in using their magic. Hence, it is expected that the wizards will utilize different forms of spells in order to combat and fight another wizard. In addition to this, magical items and creatures will also be utilized in relation to the battle that each wizard should win. Meaning to say, the game is more like a role playing system wherein the players will pretend that they are witches and wizards in dealing with each other (Badwin, 115).

The battle is about who gets to defeat another wizard or witch for the win. In this regard, the players will cast a more powerful magical spell as compared to that of the other players. Each player should desire that they are the ones who will cast a powerful spell or call upon a creature that is more powerful than their opponent in terms of power and the capability to win. But then again, unlike other card games such as dungeons and dragons, the Magic: The Gathering has a more complex sets of rules and procedures in which the opponent and the players in general should master in order to achieve and attain the win rather than being destroyed by the power and magical spells of the other.

## **Areas of the Play**

One of the areas of the play that is being given emphasis or known as the zones involves the library. It is the composition of the deck of the cards. The deck of the cards is all faced down and are shuffled. The game will not start unless the deck or the cards in it are not shuffled accordingly to secure that there is no cheating that will and can take place. The other zone is the graveyard. This is the place where the destroyed card will be placed after a game. Hence, it can be seen that the graveyard is the zone where the card destroyed is being discarded. As a result of which, it is also called the discard pile. However, unlike the library, the graveyard zone requires that all the cards discarded to be face up. The hand is the cards which the players can play. Even if the players have their hand, such are hidden from the other players but the number is not. Basically speaking, the hand should only be seven in number and if the number goes beyond it, the excess should be discarded accordingly. The In play zone, on the other hand, must be shared by all players and most of the cards should be put into this zone. The stack, however, is the composition of all the cards of the players that have already been played but are not able to be resolved. While maintaining in the stack, the cards are known as spells. On the other hand, there is the removed from the game zone wherein the cards that are already been removed from the game are being placed in it.

## **Let the Game Begin**

In starting the game, the players will have to shuffle their respective deck of cards. After which, there will be a random selection of the player who will take the first turn in accordance to the rules of the game. When the first player has already been determined, it is said that the players should draw their seven cards from the deck to posit in the hand. After such act, both the players may decide as to whether or not to make a mulligan.

The player has the prerogative to shuffle the different cards in the hand and the library in order to draw the so-called new hand which is less of a card. This act can be made and practiced by the player for as long as they want. However, it cannot be denied that the player will not be allowed to draw a card for that turn if the player has been chosen to take the first turn. The players can only win upon the elimination of all the opponents to the game. The only time that the player loses is when the 2 life they have at the beginning of the game has turned zero or less. But then again, there are instances wherein even if the players still have some life and yet upon the latter has been required to draw a card but was not able to do so because there is no longer a card left, such player already loses. However, there are also other cards that will dictate the winning or losing of the game.

There are different parts of the turn of the players. First is the beginning phase wherein the player will have to untap all the cards followed by the upkeep step and the draw step accordingly. The main phase, on the other hand, is where the actions are taking place. There are two phases in this area which is the one before the combat and the second one is the combat phase. The combat phase is the most important of all since it is where the attacks and the defenses are taking place. Meaning to say, when the player attacks another player with the cards, the opposing player will have to block the same in order to avoid the damage that can be incurred (Moursund, 123). Hence, it can be seen that when the attack is not successfully blocked by another creature or spell, the damage that will be incurred is tantamount to the power of the attacking creature. Therefore, if the attacking power is 900,000, the damage incurred of an unsuccessful blocking is also 900,000. At the end of the phase, the player that has the most cards and life is the winner. As a result of which, it cannot be denied that this is the game of the fiercest wizard to name.

It cannot be denied that despite the popularity of the Magic: The Gathering there are still other games that are the same with the playing styles of the game. One of it is the poker game. In this game, the player has to conceal the value of the cards one has. However, there is no other purpose of the concealment but to ensure that the opponents will not be able to break the strategy that should be done and conducted by the players. The same principle applies to the game of magic. The players are concealing their cards in order to play strategically. However, despite the fact that the situation and the gaming styles of the two card games are similar with each other the truth of the matter speaks of the fact that there is a difference in terms of the manner in which the poker has a in-house dealer while the magic: the gathering do not have as such because it is the players that are dealing and shuffling their own cards (Brunson, 12). The most apparent similarity however, can be seen in the manner of each of the cards are being represented accordingly. Meaning to say, the magic cards are being represented with different creatures with diversified power. In the game of poker, each card is being given a more accurate and detailed numerical representation in order to determine the winner and the losers. In such games of poker, mahjong and magic: the gathering, the players are being expected to become the best players by employing strategy, critical thinking, skills and mastery of the art (Lo, 55).

## **Conclusion**

With all the foregoing, it cannot be denied that there are different games that are being played by individuals in the society such as the magic: the gathering, poker and the mahjong. In this regard, it cannot be denied that there are differences in which the same are being manifested only in the manner if the playing styles, abilities, skills and the strategies that are being exhibited by the players. Hence, it can be said that the magic: the gathering is only a game of skills and knowledge.

## References

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