



Let's Play a Game



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The Metaworker



/u/chefsati



Rules of the Game

- 1) Each card has an objectively correct point value
- 2) You have a list of attributes with corresponding point totals
- 3) To calculate a card's point value, determine which attributes apply to the card on the screen and add up the corresponding point totals
- 4) Do not shout out the correct answer
- 5) Raise your hand when you want to provide your answer, and provide it when called upon
- 6) If you provide the correct answer, you will be rewarded with Dollaridoos



Objective

Have fun!

For this round you will get two Dollaridoos for participating, whether your answer is right or wrong.

Green: +1

Name: +2

Total: 3 points



Round 1

Goblin Snowman

3



Creature — Goblin



Whenever Goblin Snowman blocks, prevent all combat damage that would be dealt to and dealt by it this turn.

☞: Goblin Snowman deals 1 damage to target creature it's blocking.

"Strength in numbers? Right."

—Ib Halfheart, goblin tactician

Illus. Daniel Gelon

1/1

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1 Point



Indestructible Flare



Instant



Any damage dealt to target creature for the rest of the turn is reduced to 0.

Theodan strode the battle lines, snatching swords with his bare hands and casting them aside until all cowered before him.

Illustration: Mike Poole

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3 points



Haven Brigadier

3 ***



Commander — Bird Soldier



Flying

All other Birds get +1/+1.

All other Soldiers get +1/+1.

*He represents what little pride the
Order has left.*

3 points



Bond Beetle



Creature — Insect



When Bond Beetle enters the battlefield, put a +1/+1 counter on target creature.

*A beetle on your shoulder
—Elvish expression meaning
“a blessing of luck”*

—John Avon

0/1

3 points

Bond Beetle



Creature — Insect



When Bond Beetle enters the battlefield, put a +1/+1 counter on target creature.

*A beetle on your shoulder
—Elvish expression meaning
“a blessing of luck”*

—John Avon

0/1

Metalworker

3



Artifact Creature



⚙: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.

"At this rate I fully expect to be replaced by a clockwork golem by year's end."

—Barrin

Illus. Don Hazeltine

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1/2

3 points



End of Round 1

—

Round 2 Rules



Assigned Objective - Group A

- 1) At the end of the round, the player with the highest number of Dollaridoos wins



Assigned Objective - Group B

- 1) At the end of the game, the player with the highest number of Dollaridoos wins
- 2) If someone provides an incorrect point total, you can raise your hand to steal
- 3) If you provide the correct point total on a steal, you get the Dollaridoos instead. You will get an additional Dollaridoo, and the player who provided the incorrect point total will be penalized one Dollaridoo.

Round 2

All hallow's Eve

2



Sorcery

10

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from All Hallow's Eve, all players take all creatures from their graveyards and put them directly into play. Treat these creatures as though they were just summoned. You choose what order they come into play.

2 points



Possibility Storm

3 2 2



Enchantment



Whenever a player casts a spell from his or her hand, that player exiles it, then exiles cards from the top of his or her library until he or she exiles a card that shares a card type with it. That player may cast that card without paying its mana cost. Then he or she puts all cards exiled with Possibility Storm on the bottom of his or her library in a random order.

— Jason Felix

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1 point





Darksteel Garrison

2



Artifact — Fortification



Fortified land is indestructible.

Whenever fortified land becomes tapped,
target creature gets +1/+1 until end of turn.

Fortify 3 (3: *Attach to target land you control.
Fortify only as a sorcery. This card comes into
play unattached and stays in play if the land
leaves play.*)



David Martin

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1 point



Force of Savagery

2



Creature — Elemental

10

Trample

"Life cannot be created and then abandoned. It must be nurtured and fed so that it may express its ripened might."
—Freyalise

—Dan Scott

8/0

12 points



Vorel of the Hull Clade

1



Legendary Creature — Human Merfolk

♣♣, ♠: Double the number of each kind of counter on target artifact, creature, or land.

"I used to hurl rocks and eat scraps of meat burned over a fire. Look at what I've become and tell me Simic does not hold infinite possibility."

1/4

5 points



End of Round 2

Round 3 Rules



Assigned Objective - Groups A and B

- 1) At the end of the game, the team with the highest number of Dollaridoos wins
- 2) Before starting Round 3, pair up with any other player. Your Dollaridoos are now shared.
- 3) If you provide the correct point total for the card and explain the calculation you used to arrive at that total, you and that player each receive the full Dollaridoos reward for that card.
- 4) Stealing rules are same as round 2.



Assigned Objective - Group C

- 1) Seek out a player from Group A to team up with. Encourage them to take a shot at getting the correct answer, and complete their answer if it is incomplete. Doing this will help address some of the negative feedback we got from last round.
- 2) If you provide the correct point total for the card and explain the calculation you used to arrive at that total, you and that player each receive the full Dollaridoos reward for that card.

Round 3

Gitaxian Probe



Sorcery



(Φ can be paid with either \spadesuit or 2 life.)

Look at target player's hand.

Draw a card.

"My flesh holds no secrets, monster. The spirit of Mirrodin will fight on."

—Vy Govalt, Mirran resistance

9 points



Char-Rumbler

222



Creature — Elemental

10

Double strike

⚡: Char-Rumbler gets +1/+0 until end of turn.

Elementals flourished as Dominaria healed and new forms of life adapted to the land's reinfusion with mana.

— Lee Koy Walker

-1/3

-1 points



Timetwister

2



Sorcery

Set Timetwister aside in a new graveyard pile. Shuffle your hand, library, and graveyard together into a new library and draw a new hand of seven cards, leaving all cards in play where they are; opponent must do the same.

Illus. © Mark Pedin

6 points



Lightning Bolt



Instant

Lightning Bolt does 3 damage to one target.

Illus. © Christopher Rush

2 points



Transguild Courier

4



Artifact Creature — Golem



Transguild Courier is all colors
(even if this card isn't in play).

*Reluctant to meet face to face, the
leaders of the ten guilds prefer to do
official business through a go-between
immune to bribes and threats.*

— John Aron

3/3

4 points



End of the Game



Round 1

- Simulation of Magic at the kitchen table
- Many or all players have incomplete knowledge of the rules
- No punishment for being wrong or taking chances
- Flat prize structure



Round 2

- Simulation of Magic in organized play
- Players have varying levels of knowledge
- Players start to get punished for being wrong
- Fewer hands went up



Change in Participation

- Once people started getting penalized for being wrong, participation went down
- Mentally checked out
- Less concerned with winning, less concerned with learning
- Did anybody ask questions?



Round 3

- Simulation of Magic in organized play
- Players have varying levels of knowledge
- Implemented 4 improvements that influenced player behaviour



Round 3

- Simulation of Magic in organized play
- Players have varying levels of knowledge
- Implemented 4 improvements that influenced player behaviour



Outcome



The way a thing turns out, a consequence

Behaviour



The way in which one acts or conducts oneself, especially towards others



Outcome Problem Statements

- We have a toxic environment that is unwelcoming in addition to being unfamiliar
- We have low event attendance and potentially low participation



Behaviour Problem Statements

- Enfranchised players are often opportunistic
- New players are unwilling or unable to ask for help

Motivation

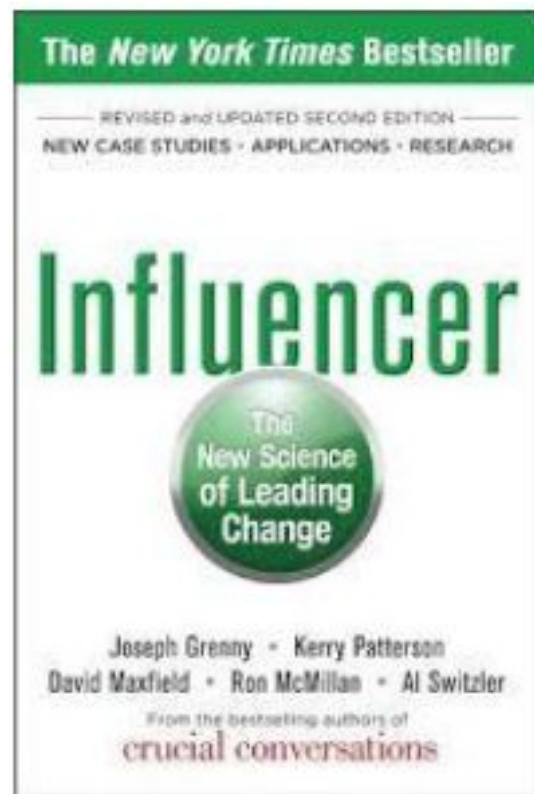


The general desire or willingness of someone to do something.

Ability



Possession of the means or skill to do something



	Motivation	Ability
Personal	1 Make the Undesirable Desirable	2 Surpass Your Limits
Social	3 Harness Peer Pressure	4 Find Strength in Numbers
Structural	5 Design Rewards and Demand Accountability	6 Change the Environment



Personal

Motivation

- Communicate the reason why the event is being run
- Share articles with personal experiences on your community's social media

Ability

- How to call a judge
- When to call a judge
- Opening announcements



Social

Motivation

- Talk to enfranchised players about what a welcoming community *does* and *does not* do
- “You want to be a part of the solution”

Ability

- Ask people to remind each other about language policy
- Buddy system
- Standardize expectations across multiple stores



Structural

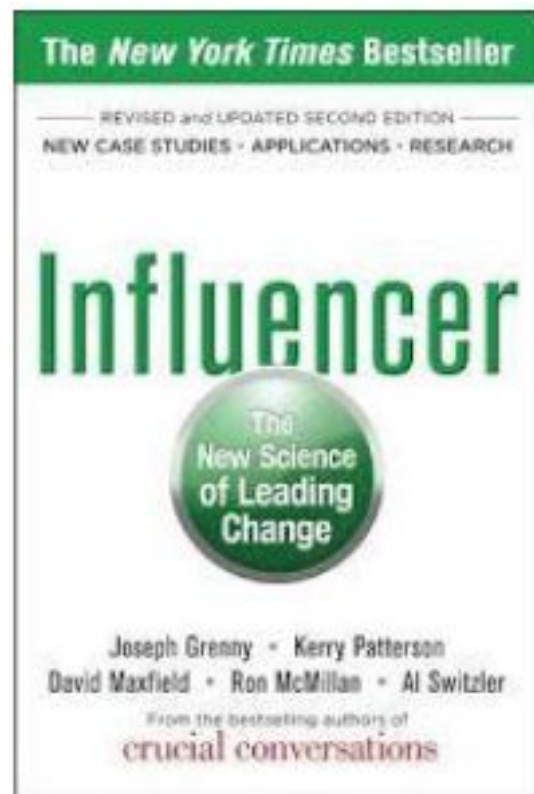


Motivation

- Flat prize structure
- Sportsmanship / alternative prizes

Ability

- Positioning of the head judge table
- Provide a good way for new players to provide event feedback
- 2HG



	Motivation	Ability
Personal	1  Make the Undesirable Desirable	2 Surpass Your Limits
Social	3 Harness Peer Pressure	4  Find Strength in Numbers
Structural	5  Design Rewards and Demand Accountability	6  Change the Environment



Discussion

- What do you plan on doing back at your own LGS?
- How might you implement these concepts at a GP?
- Do you have a specific tough example you'd like to discuss with the group?



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The Metaworker



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Introduction to the Game - Group A

Colour of Card

White: 1

Blue: 2

Black: -1

Red: -1

Green: 1

Name

Add +1 point for
each word in the
card's name



Complete Rules of the Game - Group B

Colour of Card

White: 1
Blue: 2
Black: -1
Red: -1
Green: 1

Subtype

Goblin: -1
Forest: 1
Aura: 2
Arcane: -1
Fortification: -1

Name

Add +1 point for
each word in the
card's name

Power / Toughness

Add 1 point for each
point of power and
subtract 1 point for
each point of
toughness

Legality

Add 5 points if the
card is banned in
Modern.

Power

Add 3 points if the
card is in the power 9