

Investigations by J-Wong
Speakers Notes and Scenario Answers

Slide 8

Start with the easier side: UW Control

- Hieroglyphic Illumination was cycled = +1
- Glimmer of Genius was cast = +2
- Settle the Wreckage (gives the opponent +3 or less, depending on how many lands NAP found)
- Why is there 7 mana tapped? Is there a card missing?

Temur Energy:

- Attune with Aether (+1)
- Rogue Refiner (+1)
- Chandra, Torch of Defiance (+???, how did it get into the graveyard?)
- Exiled creatures (+???, how many basic lands found from Settle? Could it possibly be three?)

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- Previous card count indicates no extra cards were drawn. What about now that NAP has one fewer card, in the exact same situation? ... Maybe NAP forgot to draw a card off Rogue Refiner?

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- We talk the talk but we never walk the walk.

Slide 24

- In this scenario, NAP represented three of their 1/1 flying spirits with card tokens, and the fourth with a piece of paper behind their library. AP, seeing three flying creatures on the other side of the board, decides to attack for lethal. NAP surprises AP with that fourth 1/1 spirit. What questions do you ask here?

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- Now that we've gone through an investigations seminar, how would we approach this call?