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Magic The Gathering Strategy And Deck Building Tips: A Complete Guide To Building A Magic Deck That Wins!



Synopsis

Magic the Gathering Strategy and Deck Building Tips: A Complete Guide to Building a Magic Deck that Wins! Magic the Gathering is an amazing game to play. At its core it's a game of strategy, planning and execution. If your deck is weak in strategy and you haven't planned correctly you'll never be able to execute a good game. If you're reading this book, then you've taken it upon yourself to learn exactly how to become a better player by learning Magic the Gathering strategy. And, by the end you will be. In this book you'll discover Magic the Gathering deck building tips and tricks that pro players use to build competitive decks. Through a specific set of strategies, that anyone can learn, you'll soon be able to increase your chances of winning. Guaranteed. Throughout each chapter, you'll learn key strategies that you can instantly use to build a better, more competitive deck. If you're looking to take your Magic the Gathering deck building skills to the next level, then this book is perfect for you. If you want to become a great Magic the Gathering player and learn the art of building a magic deck that rivals the most competitive opponent, then Grab your copy today. The key strategies await you. Inside You'll Discover - How to craft the optimal size deck - How much mana you should really include in your deck to harness the best advantage - What a mana curve is and why it's so important to winning the game - A proven card selection strategy that increases your odds of drawing a great hand - Ways to construct a deck around key cards that can generate a win - Tips on developing a winning strategy for any type of deck - How a deck theme can work to your advantage and help you dominate your opponent - A break down of what exactly makes up a good card with numerous examples of good cards versus bad cards - Crucial game play tips you must consider if you want to win the game - And so much more! Grab your copy of this Magic the Gathering deck building and strategy guide today. Starting from the first chapter.

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Customer Reviews

Look elsewhere. The other reviews are correct. This book reeks of something that a fifteen year old average player could whip up in a couple of days. I really have no idea how this gets any reviews above maybe 3 stars... don't trust the fake ones that aren't verified purchasers I guess? The book is quite short, covers only very basic stuff, discusses mostly seldom played obscure cards, and has no mention of sideboarding (probably one of most important parts of tournament MTG). There are no deck lists and no real insight that I gained from it. I learned that Evolving Wilds is a good card (no mention of fetch/shock lands), 60 card decks are probably the best way to go (obviously since 99% of tournament win decks are), and that you can keep one land hands sometimes (almost never correct). Besides 30mins that I wasted, the lack of proofreading and bad grammar make it tough to read... there were two grammar errors in the second sentence of the introduction. Even assuming there weren't punctuation and spelling errors on almost every page, the book has very little logical order to it. It is basically a mix of random "tips" such as that flash creatures can surprise the opponent (duh), that instants are better than sorcery (depends on the card, obviously), and other overly general statements which can be right or dead wrong depending on the situation. I would say it's ok for beginners, but I would even be lying on that. What it "teaches" (in the approximately 40 pages which are mostly pictures of cards) is basically common sense by the time you know enough about Magic to buy a book on it. I was expecting to learn at least a couple new ideas or tips, but I truly gained nothing here. You would be much better off buying a couple booster packs. I plan to leave this book at my local store for people to read between FNM tournament rounds, and I'm only doing that to give people a good laugh. I think a player new to the game would be better just reading free strategy and play info online. Don't waste your money, and if you get a free copy, probably don't waste your time. :/

This book was short (few pages, big font, too much white space, and overly huge black-and-white card images), incomplete (very few topics are treated, and only briefly at that), and filled with inaccuracies (I won't dwell on the spelling and punctuation errors, but the numerous Magic-related mistakes were off-putting). To give some background: I am a very experienced Magic: the Gathering

player and bought this book not because I was hoping to learn new strategies, but because I was hoping to learn how to adequately explain the basics to beginning players. Unfortunately, the explanations in the book were often misleading or wrong. Examples:- Page 17: "if you have four [Evolving Wilds] in your deck, it's similar to only playing 56 cards." This is not true; the deck thinning effect doesn't come close to drawing an extra card. A deck with 4 Street Wraith would be similar to playing 56 cards; a deck with 4 Evolving Wilds is not.- Page 18: A nonsensical formula is given to determine the number of Swamps and Islands to play in your deck. No experienced deck builder uses this formula. The formula primarily disregards color requirements. The proposed mana base would be horrendous if, for example, all 28 black cards cost a single black mana, and all 8 blue cards require triple blue.- Page 21: Mana curve examples are presented without context. In contrast to what is suggested by the examples, the number of lands should increase as the mana curve and average mana cost increases.- Page 34: The book recommends adding Angel's Mercy to an aggro deck, which is not only card disadvantage but also doesn't do anything useful for a deck that lacks late-game staying power.- Page 53: In a certain combat situation, the book recommends blocks that would leave you with a 1/1 at the end of the turn, while alternative blocks that would leave you with a 3/3 would also be possible.- Page 62: Regarding Vexing Devil, the book writes "You can play this card on turn one or turn twelve and it still has the same powerful effect. Your opponent will either lose 4 life instantly or allow a 4/3 creature to enter the game. You win either way." This explanation appears to run into a common beginner trap. Cards that give your opponent choices are typically bad because you always get the worst effect. On turn 1, the opponent will happily take four damage while he's adding actual creatures to the board. On turn 12, a 4/3 is likely to be outmatched by bigger creatures. You lose either way.- Page 65: Regarding Razortip Whip, the book mentions "Regardless, it's a great card anytime you pull it during the game." No. This card is pretty much unplayable in Limited and even worse in Constructed.- Page 71: "Compare Downpour to Blustersquall, which is also an instant but only allows you to tap one creature you don't control (unless you pay its overload cost. If you do it then it taps all instances of "target" creature.) It's obvious which card is better." It's obvious? Really? I have no idea which is better. This will depend on the format, deck, and matchup. Hand-waving with "it's obvious" is maddening and unsatisfactory to me.- Page 74: "This is a great way to mill a person's deck and potentially get rid of their strong cards." Milling a strong card is typically card disadvantage and not a good way to attack the strong cards in the relevant zones of the game: the opponent's hand and battlefield.- Page 86: The book recommends to keep a one-land hand with several "one man cost cards". This is questionable advice. Even with multiple one-drops, the decision to keep or not should depend on the deck,

matchup, exact composition of cards in the opening hand, and so on. In my experience, especially if the deck runs many expensive cards, an average six-card hand will often still be better. Sadly, I do not recommend this book to anyone. The freely available strategy that can be found online will be of better quality.

This book is unhelpful and useless. I bought it because I wanted an example text for some people I am teaching about Magic. This book is horrible, seems like it could have been written by someone who has played for a week, contains many typos, doesn't even have proper images of cards, and is all around an utterly pathetic attempt at writing a text for learning magic. There are many better, freely available articles available from the folks at Wizards, do not purchase this book unless you really need some kindling for a fire and cannot find any other source, or if you are on a desert island without any other access to texts about Magic. Good luck with other texts.

I bought the kindle version of the book because it was nice and cheap. I just started playing Magic, and I bought this book because I had a lot of difficulty making decks. I would spend hours making a deck because I had no idea of how to structure a Magic deck. I would ask friends how they structured their deck, and I kept getting different responses. This book is very helpful with providing examples of different strategies along with how to effectively use your mana. I liked that it provided pictures along with its examples. Overall, the book provides beginners with basic ways to make a successful deck. Once you get more experienced with how you like to play Magic and how other people play, you will be able to expand upon what is written in this book. The only thing that I wish the book would have help me with is how many creature cards are needed in comparison to enhancement/sorcery/ instant cards. I also would have liked it to be longer.

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