# Timmy, Johnny and Spike







# Timmy

- "Timmy likes to win big. He doesn't want to eke out a last minute victory. Timmy wants to smash his opponents. He likes his cards to be impressive, and he enjoys playing big creatures and big spells."
- "Timmy cares more about the quality of his win than the quantity of his wins."
- He is called a "power gamer."
- "Timmy sits down and plays ten games. He only wins three games out of ten but the three he wins, he dominates his opponent. Timmy had fun. Timmy walks away happy."

# Johnny

- "Playing Magic is an opportunity for Johnny to show off his creativity."
- "Johnny enjoys winning with cards that no one else wants to use. He likes making decks that win in innovative ways."
- "What sets Johnny apart from the other profiles is that Johnny enjoys deckbuilding as much as (or more than) he enjoys playing. Johnny loves the cool interactions of the cards. He loves combo decks. Johnny is happiest when he's exploring uncharted territory."
- "Like Timmy, Johnny cares more about the quality of his wins than the quantity."
- "Let's say Johnny builds a new deck that has a neat but difficult way to win. He plays ten games and manages to get his deck to do its thing... once. Johnny walks away happy."

# Spike

- "Spike is the competitive player. Spike plays to win. Spike enjoys winning. To accomplish this, Spike will play whatever the best deck is. Spike will copy decks off the Internet. Spike will borrow other players' decks. To Spike, the thrill of **Magic** is the adrenalin rush of competition. Spike enjoys the stimulation of outplaying the opponent and the glory of victory."
- "Spike cares more about the quantity of wins than the quality. Spike plays ten games and wins nine of them. If Spike feels he should have won the tenth, he walks away unhappy."

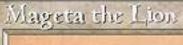
## Masques Block

- Fifth Block
- Released in 1999
- Includes Mercadian Masques, Nemesis and Prophecy
- The block included the creature types Mercenaries, Rebels and Spellshapers (these are considered classes)
- The block introduced the keyword Fading and the mechanic rhystic.





Illus, Jerry Tiritilli







Creature — Spellshaper Legend

2

②★★, ⑤, Discard two cards from your hand: Destroy all creatures except for Mageta the Lion. Those creatures can't be regenerated.

In the jungle of war there is always a Lion.

Ilius, Brom 01903-2000 Wigards of the Coss, Inc. 19/143

3/3





## Invasion Block

- Sixth Block
- Invasion came out in 2000
- The block included Invasion, Planeshift and Apocalypse
- This block was centered around multiple colors working together and thus included more gold cards than previous cards
- The block included the keyword ability Kicker and split cards
- The block included tribal themes and Domain cards before it was a keyword









#### Instant



Kicker 8 2 (You may pay an additional 8 2 as you play this spell.)

Urza's Rage can't be countered by spells or abilities.

Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.

Illus. Matthew D. Wilson 01993-1000 Wands of the Coast, Inc. 178/350











•, •, Sacrifice a creature or enchantment: Counter target spell.

Altered by Phyrexian science, corrupted by black mana, and twisted by rage, Ertai still looked in the mirror and saw only glory.

Illus. Kev Walker 01993-2001 Witands of the Coast, Inc. x107/143 3/4





### Sixth Edition

- Sixth edition brought about a rules overhaul (1999)
- The stack was introduced
- Simply tapping an artifact didn't automatically turn the artifact's abilities off
- Interrupts were removed from the game
- The word "summon" were changed to "creature —"