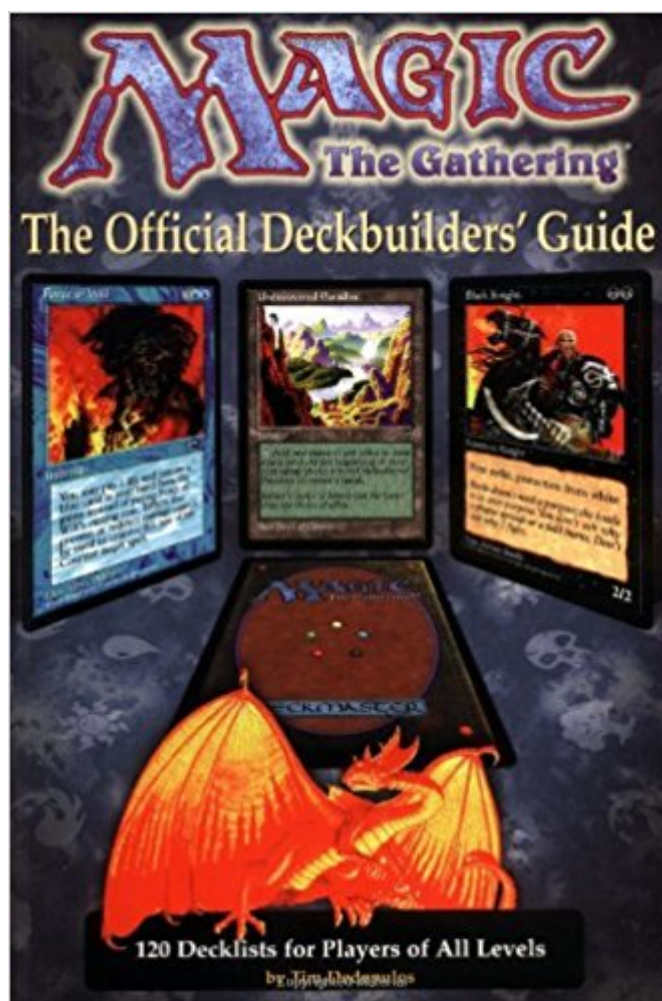


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# Magic: The Gathering -- Official Deckbuilder's Guide



## Synopsis

Magic: The Gathering is to the 1990s what Dungeons and Dragons was to the 1980s--an extremely popular fantasy fighting game that has taken the world by storm. This guide to the construction of the "perfect deck" gives precise directions on creating and playing more than 100 decks, based on winning tournament strategies. 100 illustrations.

## Book Information

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## Customer Reviews

The decks include 5th edition, Portal, Type I, Type II, Theme decks (like a deck of cards by 1 artist), Multi-player, Extended, and Classic-Restricted Type 1.5. Each deck is given 1 full page of coverage, with the card list to make it, including sideboard. A helpful touch is that there is a quick info box on top of each page with: Type of deck (beginner deck, tourney deck,..); Colors (green, red, ...); Strategy (...use weenies to crush your opponent); Cost (category of price to buy and make the cards in the deck (very low through very expensive); DCI Tourney Category (Type II ..); and the card count (60 main deck, 15 sideboard). This little info box is handy. If you are looking to make a competitive red/green Type II deck from all common cards, you'll quickly find it. If you want to make a Type I deck that will cost you \$1500, that's here too. The remainder of each page is dedicated on the strategy for playing the deck.If you are into building and testing a variety of decks, you'll love this book. Simple and straight-forward.I have read almost all the Magic books.

Sitting at night in my room for hours on end, sorting through cards, and trying to think of different card combos. Finally, after a couple of hours, I would get a nice deck that I liked. I would use it, and sure enough, I would lose. That WAS me until I bought the deck builders book. If your a serious magic gamer, this is the book for you. In only a short amount of time, DeckBuilders shows you valuable combos, and various others in deck building. It gives you ideas, and goes really "in depth" into what you put into your deck. In 10 minutes, I had an awesome deck, and have not lost yet. I recommend this book to anyone, beginner or expert. You won't be sorry, but your dualing partners will be.

This book gave me the decks to destroyed all others decks I previously lost from. The only thing I missed in the beginning was some explanation of some combination of cards.Later when I was playing the game more and more I found some great combo's that where not explained in the book. Especially in the beginners decks I missed this. Although explaining all the possibilities upfront will take away a lot of fun, for a beginning player it would be more than nice to have.So if you just started playing the game wait a while with buying this book. If you have played the game more than once. Buy this book. Oh, by the way did I already mentioned to buy this book??

So, you think you bought your cards and you are ready to play Magic - The Gathering with the rest of them? I don't think so. This book is a definite "must read" for the serious Magic -The Gathering - buff. This book will help even the cleverest player improve his or her strategy. Whether it is simply what cards to use or how to build a proper game deck this book is the ultimate choice! A necessity for the serious gamer.

This is a must read if you love to play magic but you either A. Cant build good decks, or B. you can't find a deck you like. If I had one of those problems then the book would get a 5, but I dont so it just gives me deck lists to tinker with.**WARNING!!! THE BOOK IS JUJT DECK LISTS AND 1/2 PAGE INSTRUCTIONS ON HOW TO PLAY THEM. IT PROVIDES NO DECKBUILDING INSTRUCTION OR PERSONAL HELP FOR CERTAIN DECK IDEAS!!!**

This book provides you with 120 different decks, and gets your creative juices flowing. However, I started Magic three years ago, but I still don't have even a quarter of the cards that are in these decks! This is way, way out of date, and made with cards that you can't get anymore, unless you already have them. So if you started Magic after 1998,**DO NOT BUY!!!!!!!!!!!!**

This collection of decklists is appropriate for an intermediate player who wants a springboard to better play. However, each deck can be greatly improved; core combos are excellent, but the support cards are not the best. A good reference of deck patterns and tournament types.

This book was very good back when it was first published, unfortunately it only gave decklists and not advice on mana curve, the land:spell proportions, or things like that. So, as of 2004, it's not fit unless you're playing type 1, or extended.

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