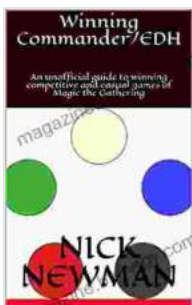


# An Unofficial Guide To Winning Competitive And Casual Games Of Magic The Gathering

Magic: The Gathering is a complex and challenging game, but it's also a lot of fun. If you're looking to improve your game, there are a number of things you can do. One of the best ways to learn is to read about the game and learn from the experiences of others. That's why I've written this guide.

In this guide, I'll cover everything you need to know about Magic: The Gathering, from the basics of deck construction to advanced strategies and tactics. Whether you're a new player looking to learn the ropes or a seasoned veteran looking to improve your game, this guide has something for everyone.

Magic: The Gathering is a collectible card game in which players use cards to represent creatures, spells, and other objects. The goal of the game is to reduce your opponent's life total to 0.



## Winning Commander/EDH: An unofficial guide to winning competitive and casual games of Magic the

**Gathering** by Joe Pepitone

★★★★☆ 4.4 out of 5

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The game is played on a battlefield, which is divided into two halves. Each player has their own half of the battlefield, and they can only play cards in their own half.

The game is turn-based, and each player takes their turn in Free Download. On their turn, a player can play one land card, one creature card, and one spell card. They can also attack with their creatures and block their opponent's creatures.

The game ends when one player's life total reaches 0.

One of the most important aspects of Magic: The Gathering is deck construction. A good deck will have a good mix of creatures, spells, and lands, and it will be tailored to your preferred playstyle.

There are many different ways to build a deck, but there are some general principles that you should keep in mind.

- **Mana curve:** Your mana curve is the distribution of mana costs in your deck. A good mana curve will have a mix of cards of different mana costs, so that you can play cards on every turn.
- **Card type:** You need to have a good mix of creature cards, spell cards, and land cards in your deck. Creatures are used to attack your opponent and block their creatures. Spells are used to cast powerful effects, such as dealing damage or countering your opponent's spells.

Lands are used to generate mana, which is the resource you need to play cards.

- **Card synergy:** You want to choose cards that work well together. For example, you might have a creature that gets a bonus if you have another creature of the same type on the battlefield.

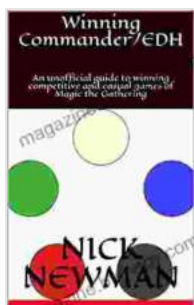
Once you have a good understanding of the basics of Magic: The Gathering, you can start to learn some more advanced strategies and tactics.

- **Mulliganing:** Mulliganing is the act of discarding your hand and drawing a new one. You can mulligan once per game, and it's often a good idea to do so if you have a bad hand.
- **Tempo:** Tempo is the speed at which you play the game. A fast tempo deck will try to win the game quickly, while a slow tempo deck will try to control the game and win in the late game.
- **Card advantage:** Card advantage is the difference in the number of cards in your hand and the number of cards in your opponent's hand. A player with card advantage will often be able to win the game.
- **Board control:** Board control is the ability to control the creatures on the battlefield. A player with board control will be able to attack their opponent's creatures and block their opponent's attacks.
- **Bluffing:** Bluffing is the act of making your opponent think that you have a better hand than you actually do. Bluffing can be a powerful tool, but it's important to use it sparingly.

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So what are you waiting for? Pick up a copy of Magic: The Gathering today and start playing!



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