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THE
DUELIST
MAGAZINE

MAGIC THE PUZZLING



by Mark Rosewater



MAGIC

The Gathering®

25 mind-bending puzzles based on the internationally bestselling trading card game Magic: The Gathering® – plus a special puzzle by Richard Garfield, award-winning creator of Magic.

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AUTHOR
Mark Rosewater

AUTHOR'S HOME
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S A L E S H A N D L E

A book of brand-new puzzles from puzzle mastermind Mark Rosewater, based on the the bestselling trading card game **Magic: The Gathering®**.

K E Y S E L L I N G P O I N T S

- * Twenty-five all-new puzzles, including familiar formats for puzzles, as well as new styles never before seen.
- * Foreword and a special featured puzzle from **Magic: The Gathering®** creator Richard Garfield.
- * Puzzles for all players—beginning, intermediate, advanced, and “nasty” levels.
- * Gorgeous full-color interior featuring the dazzling art of **Magic: The Gathering®**.
- * Includes puzzle hints and a guide to all of the cards in the book.
- * Second book available in October 1996.

M A R K E T I N G F A C T S

- * Rosewater's column, Magic: The Puzzling, is the most popular feature in Wizards of the Coast's award-winning magazine, *The Duelist*, which has a circulation of 130,000 — more than any other magazine in the industry!
- * Mark Rosewater will be appearing at Wizards of the Coast sponsored in-store events and is available for signings.
- * Full-page advertisements in various gaming publications, including *Games Magazine*, *The Duelist*, *Inquest*, and *Scrye*.
- * Puzzle contest appearing in the May issue of *The Duelist* magazine.
- * Presence on the Wizards of the Coast Web page.
- * Well over a million **Magic: The Gathering®**-related books in print.

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Puzzles!

With its incredible art, infinite strategies, and brainteasing possibilities, **Magic: The Gathering®** has opened the door to a world of fantastic challenges. Now *Magic: The Puzzling* offers Magic players and puzzle fans alike the opportunity to explore that fascinating world through a maze of thrilling riddles and tests, each one more fiendish than the last! With Magic mastermind Mark Rosewater as your guide, you'll search for that one elusive solution to twenty-five different puzzles: Should you attack with your Goblins, your Orcs, or both? Can your Prodigal Sorcerer save the day? What spectacular combination have you overlooked? Readers of *The Duelist* magazine have made Mark Rosewater's puzzles an international success; now's your chance to find out what the Magic is all about!

I had always been a big fan of puzzles, so the idea dawned on me that it might be cool for The Duelist magazine to publish Magic puzzles much like chess or bridge puzzles, where the game is shown in mid-play and some objective is assigned to solve the puzzle.

Little did I realize at the time that this was just the first hill in a rather bumpy roller coaster. Magic: The Puzzling quickly became very popular and was bumped up from one puzzle per issue to two (and, as Duelist readers will attest, grew from there).

In each puzzle, I try to get the solver to tackle a problem that forces him or her to use cards in an unorthodox manner. By making a player regularly reexamine the cards, I hope to teach the ultimate lesson of Magic—that the key to playing well is to always keep your mind open to all options, even those that might not, at first glance, seem worthwhile.

This puzzle book has been a very exciting project for me, and I hope that you have as much fun solving all the puzzles as I had in creating them.

—Mark Rosewater
excerpt from the introduction to Magic: The Puzzling



Double Duty

Your opponent is Paul. The duel has been very close but neither one of you has been able to finish off the other. Then, on your turn, you draw an Enchantment Alteration, and you realize that the game is yours. It is the beginning of your main phase. Defeat Paul this turn without dying yourself.

Paul (Black/Green) 5 life remaining



Bog Imp 1/5
(with both Webs)

Web (2)



Swamp

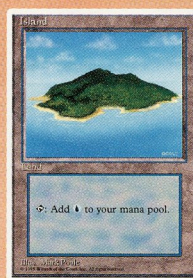


Swamp

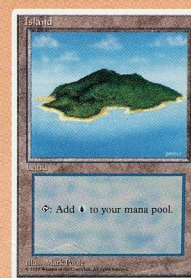
You (Blue/White) 4 life remaining



Plains



Island



Island



Blight

Your Hand



Enchantment Alteration



Flight



Giant Spider 2/4



Grizzly Bear 2/2



Forest



Forest



Pearled Unicorn 0/1 (with Weakness)

Weakness



War Mammoth 3/3

Control Magic



Unstable Mutation +3/+3



Disenchant



Green Ward

Puzzle Solution

Double Duty

- 1)** Tap the plains and two islands to add one white and two blue mana to your mana pool.
- 2)** Use one white mana to cast Green Ward on Paul's Bog Imp. This causes both Webs to bounce off the Imp.
- 3)** Use a blue mana to cast Enchantment Alteration to move the Green Ward to the War Mammoth with Control Magic on it.
- 4)** Use the final blue mana to cast Unstable Mutation on the War Mammoth.
- 5)** Attack with the War Mammoth. Paul can only block with the Bog Imp (due to the Green Ward).
The War Mammoth tramples over it, doing 5 points of damage.



Mark Rosewater is a regular contributor to The Duelist, where his puzzles first appeared. As a professional writer for the last seven years, Mark has had the opportunity to stage several of his own plays, to perform stand-up comedy, and to work on the writing staff of the television show "Roseanne." Having always had a fascination with games and puzzles, Mark is excited to be working for Wizards of the Coast, where they let him explore both every day. Mark lives in Seattle, Washington, with his pet lemming, Geronimo.

About the Author

Wrap your mind around
25 exciting new puzzles
created by Magic mastermind
Mark Rosewater.

MAGIC THE PUZZLING



You've played the game and stumped every opponent with your skill and wit. Now you hold in your hands the greatest challenge any **Magic: The Gathering**® player has ever seen: a collection of 25 tantalizing new puzzles from Mark Rosewater, based on the internationally bestselling trading card game. Since their first publication, Rosewater's *Magic: The Puzzling* columns have delighted and perplexed readers of Wizards of the Coast's *The Duelist* magazine. This volume features new puzzles in the traditional format found in *The Duelist* and brand-new brainteasers never seen anywhere. Every puzzle, whether at the beginning, intermediate, difficult, or "nasty" level, dares you to stretch your mind to solve each riddle and to use your cards in ways you never thought of before. Test your skill against these knotty new problems and see if you can master the magic!

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