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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 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.

Book Information

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Customer Reviews

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 interpunction 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.

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.

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