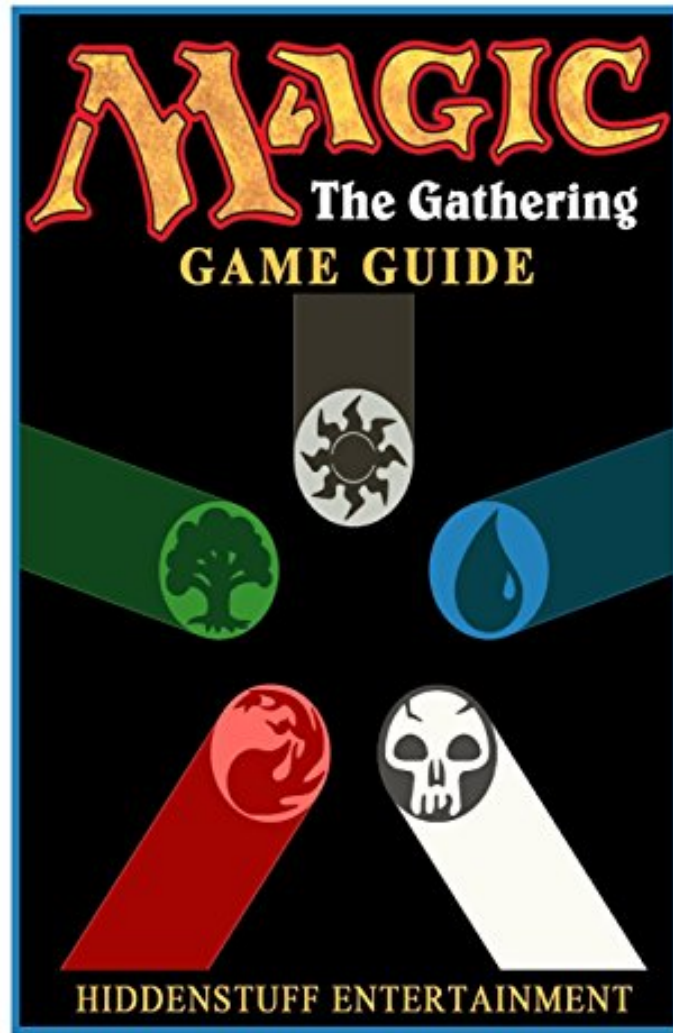


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Magic The Gathering Game Guide

Josh Abbott

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Josh Abbott : Magic The Gathering Game Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Magic The Gathering Game Guide:

10 of 10 people found the following review helpful. Extremely poor print qualityBy marikajeanExtremely poor print quality: inconsistent margins, table of contents reference page numbers but there aren't any in the book, formatting is unprofessional and strange (entire half pages blank with a paragraph starting in the middle of the following page), feels like it was printed on a home printer. Also, Arial font? Really?Even if it looked professional, the content is awful. The grammar is often incomprehensible (maybe English wasn't the author's first language?) and the descriptions are

inconsistent (it refers to 'enchancements' as 'charms' and says the card will sometimes say "Charm ____" even though there's a picture of a card with "Enchant Creature" right above that paragraph). Actual quote from the book: "A Goblin decks is similar to elf decks, aside from with more concentration on plenty of creatures and only a little concentration on enormous creatures. They assault rapidly and tirelessly, however couldn't care less on that they accomplish more than two destruction before dying. Trolls are red, therefore they work best by themselves, as Goblin Charbelcher." Such a waste of money. If you have questions about Magic or need a reference guide, use the free mtgsalvation website. 0 of 0 people found the following review helpful. Reader be aware... not the most readable intro to the GameBy Gadget Wisperer This is really basic info that can be found in easier reading styles elsewhere on the Inter-web... if you think the following is a well constructed English paragraph, then this book is for you: "First there are a couple of basic guidelines. Clearly in one on one diversions; players will alternate. In bigger gathering amusements, players will alternate clockwise. For most standard amusement sorts, all players will start with 20 life. Decks are built out of normally 60 cards, with a Bandage least of 40." However, if you're like me and prefer your English to be written in a conversational tone, I suggest you look elsewhere for intro materials. This seems to me to be a text written either "in-character, in-world" or more likely English as a second language. It's really too bad, because the entry level and the cover design is perfect for the price-point. Just seems like a missed opportunity for the price of a good book editor. Disappointing. 1 of 1 people found the following review helpful. Short, missing pictures, waste of money. By JabI was expecting a legitimate advice and in depth book. This book is very short, less than 25 pages. The information contained is less than that of WOTC's quick start guide. The deck building guidance is a paragraph or two. Total waste of time and money, better off just reading the free material online. The free material is more thorough and up to date.

With My Game Guide you will learn exactly what you need to know in order to become an expert player and beat your opponents! This is a complete guide with everything you need to know about the game. - Overview Basic Information. - Professional Tips and Strategies. - Card Basics. - Pro Deck Builds. - How to Play the Game. - All About Abilities and Card Types. - How to Beat your Opponents. - PLUS MUCH MORE! Purchase now and build the ultimate deck! Become a Pro Player Today! Disclaimer: This product is not associated, affiliated, endorsed, certified, or sponsored by Wizards of the Coast. This guide is to be used as a reference and as such does not modify the game in any way. This is a written guide and not a software program.