

# Artists in the Flesh!

Titanic Magic tournaments like the Pro Tour are not only occasions to test your mettle against formidable opponents. They're also opportunities to discover the parallel universe of great artists. In Hollywood you may bump into Rob Alexander and rk post.

Many people know Rob for his brilliant work on the lands of Magic, but more recently he's been branching out into some character art (or as we would call them, spells and creatures). Other recent work includes a large number of illustrations for a supplement to the guide-book of the world of Shannara by Terry Brooks, as well as an upcoming cover for the magazine Fantasy and Science Fiction.

Rob has been involved (as he put it) "since the beginning. I actually did some artwork for Wizards of the Coast before Magic, back when they were working on role playing books." A new book of his artwork titled Welcome to My Worlds: the Art of Rob Alexander is now available.

rk post started freelancing for the fantasy gaming industry doing interior illustration for several major game companies, gradually teaching himself how to paint with acrylics and eventually oils. He currently works full time as a senior environmental artist for Sony Online Entertainment on a MMORPG: The Agency. rk has contracted his work to a lot of famous companies and has his collected works available in a hard cover art book, "Postmortem: the Art of rk post." We've all played with his cards such as Lightning Angel, Avatar of Discord or even Teferi's Moat.



Rob Alexander



rk Post

# Kuala Lumpur: A Dream Top 8

The first Pro Tour of 2008 was held February 15-17 in exotic Kuala Lumpur, Malaysia. You can imagine that between two days of Limited, the players sneaked in a bit of tourism! With an amazing Top 8 containing no fewer than two Hall of Famers and two other Pro Tour champions, there were all the names who've been making Magic since ... forever. Leading up to Kuala Lumpur, Jon Finkel was told that Olivier Ruel was close to overtaking him for second place on the all-time list of Pro Tour points. Jon's reply? "So I'd better go and win Kuala Lumpur." No sooner said than done! With a match score of 16-1-1, Jonny Magic ran away with Pro Tour-Kuala Lumpur in purest Finkel style. Will he be there again in Hollywood? That's now the question on everyone's lips... In any case, we'll be there to admire their performances.



John Finkel, a well-known champion for this special Top 8



Guillaume Wafo-Tapa attacks!

**The worthy victors:**

1. Jon Finkel \$40,000
2. Mario Pascoli \$20,000
3. Marcio Carvalho \$15,000
4. Ming Xu \$13,000
5. Guillaume Wafo-Tapa \$11,000
6. Mike Hron \$10,500
7. Joel Calafell \$10,000
8. Nicolai Herzog \$9,500



Enthusiastic spectators encourage their heroes in the finals.

# Test yourself against the Pros and Magic's Designers

At every Pro Tour the best players in the world and members of R&D are ready to gunning against your best deck! Will you dare to battle the game's creators? In Hollywood you could grapple with Aaron Forsythe, Mike Turian and Erik Lauer of Magic's R&D team in addition to others. Don't miss the chance to leave glowing in victory against one of these Magic professionals! And as one good turn deserves another, every winner gets a cool Magic prize!



Aaron Forsythe, Director of Magic: The Gathering R&D, seems ready for the confrontation



Don't trust the seemingly relaxed attitude of Mike Turian.

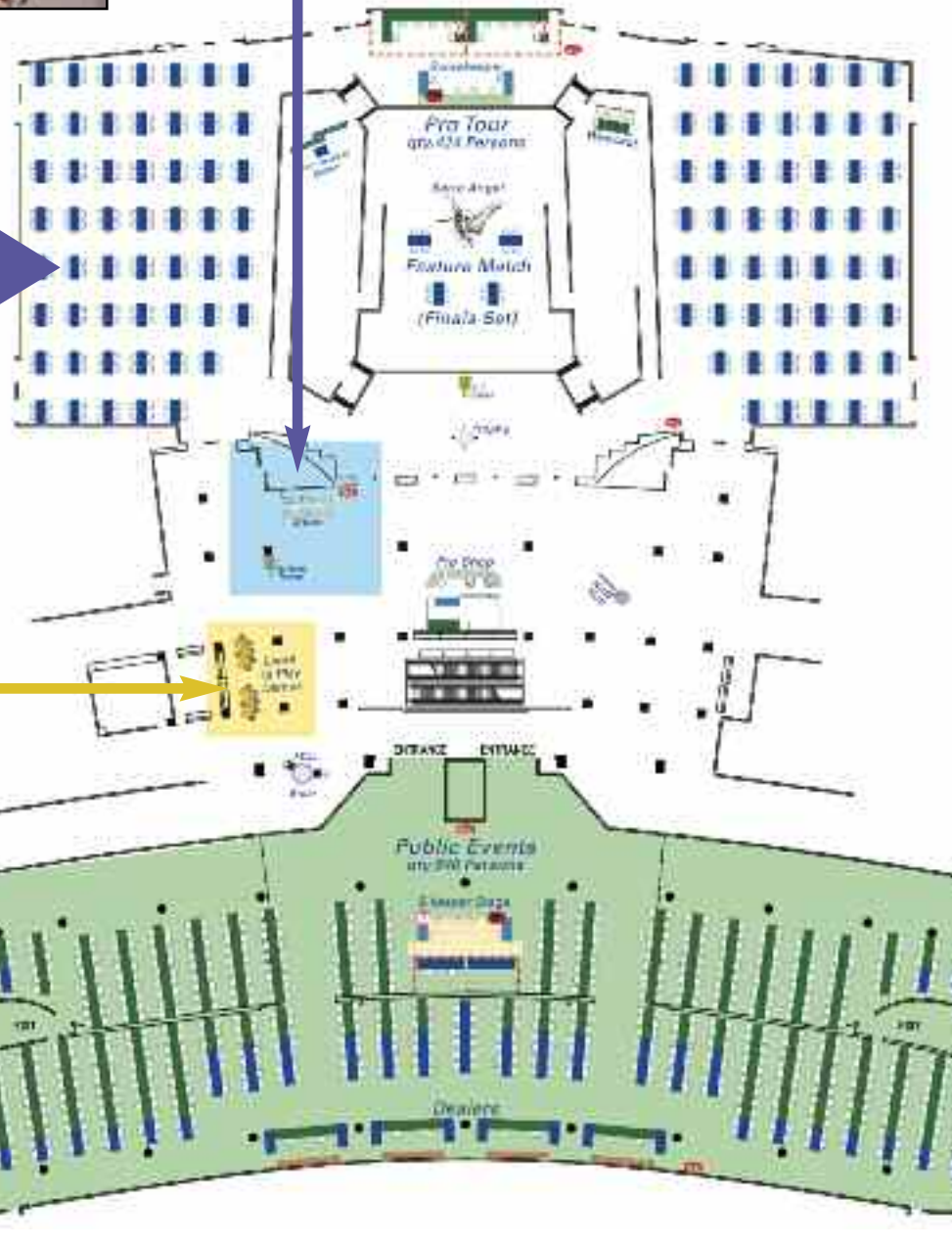
# Coverage

Want to follow the Pro Tour online because you can't be there yourself? No problem! Throughout the weekend the Online Coverage team and other reporters will cover the tournament as it happens. Experience the atmosphere of the event, follow individual matches, and of course watch the live webcast of the finals on Sunday.

Starting on Friday, you can follow everything that's happening at Pro Tour Hollywood by visiting the Tournament Center on [www.wizards.com/magic](http://www.wizards.com/magic). Know all about everything before anyone else!



Journalists at work!



# Public Events Schedule Thursday - Sunday

Check update at [www.magicthegathering.com](http://www.magicthegathering.com)

Number of Players	Number of 3-Round Bys
8 - 32	1
33 - 64	2
64 - 128	4
128+	8

## Thursday, May 22

Registration opens 1 hour before the scheduled start time and closes 15 minutes before the scheduled start time. Players should be ready for seating at least 5 minutes before the scheduled start time.

- 4:00pm Last Chance Qualifier - Pro Tour Hollywood**
  - Format: Standard Constructed
  - Cost: \$25
  - Description: Straight Swiss tournament with no single elimination rounds. One additional Swiss round will be added to determine the final standings. Top-4 finishers will qualify for Pro Tour Hollywood. Product prizes will begin at 5th place. Players already qualified for Pro Tour Hollywood may not participate.

## Friday, May 23

Registration opens 1 hour before the scheduled start time and closes 15 minutes before the scheduled start time. Players should be seated at least 5 minutes before the scheduled start time.

- 10:00 am Apple Video**
  - Format: Shadowmoor Block Sealed Deck
  - Cost: \$22
  - Description: Sponsored by Strike Zone (<http://www.strikezoneonline.com>)
- 1:00 pm Pro Tour Qualifier - PT Berlin**
  - Format: Lorwyn-Shadowmoor Block Constructed
  - Cost: \$25
  - Description: Swiss tournament with cut to top-8 single-elimination. Players already qualified for Pro Tour Berlin may not participate. The winning player qualifies for Pro Tour Berlin and receives Airfare to Pro Tour Berlin.
- 2:00 pm "Old Box" Sealed Deck**
  - Format: Shadowmoor Block Sealed Deck
  - Cost: \$22
  - Description: 1 Shadowmoor Tournament Pack, 2 Shadowmoor Boosters.
- 4:00 pm Digital Camera Constructed**
  - Format: Standard Constructed
  - Cost: \$50
  - Description: Swiss +1 Tournament. No Single Elimination finals. Prizes based on final standings after Swiss +1 Rounds. Winning player receives a Digital Camera (Approx. retail value \$400). Remaining prizes are current set Boosters.
- 6:00 pm Super Friday Night Magic**
  - Format: Shadowmoor Block Sealed Deck
  - Cost: \$25
  - Description: 1 Shadowmoor Tournament Pack, 2 Shadowmoor Boosters.

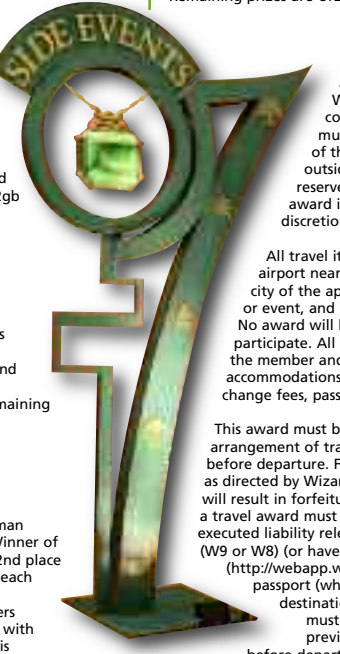
## Saturday, May 24

Registration opens 1 hour before the scheduled start time and closes 15 minutes before the scheduled start time. Players should be seated at least 5 minutes before the scheduled start time.

- 10:00 am Pro Tour Qualifier - PT Berlin**
  - Format: Lorwyn-Shadowmoor Block Constructed
  - Cost: \$25
  - Description: Swiss tournament with cut to top-8 single-elimination. Players already qualified for Pro Tour Berlin may not participate. The winning player qualifies for Pro Tour Berlin and receives Airfare to Pro Tour Berlin.
- 12:00 pm Shadowmoor Foil Set Sealed Deck**
  - Format: Shadowmoor Block Sealed Deck
  - Cost: \$22
  - Description: 1 Shadowmoor Tournament Pack, 2 Shadowmoor Boosters.
- 2:00 pm "Old Box" Constructed**
  - Format: Extended Constructed
  - Cost: \$10
  - Description: Swiss +1 Tournament. No Single Elimination finals. Prizes based on final standings after Swiss +1 Rounds. The winning player receives a set of Italian Revised or Japanese Urza's Destiny displays, 2nd place gets the other. Remaining prizes are current set Boosters.
- 4:00 pm Apple iPod 2HG**
  - Format: 2HG Shadowmoor Block Sealed
  - Cost: \$40
  - Description: Sponsored by Gaming, Etc. (<http://www.gamingetc.com>)
- 5:00 pm "Generic" Grand Prix Trial**
  - Format: Standard Constructed
  - Cost: \$10
  - Description: Swiss +1 Tournament. No Single Elimination finals. Prizes based on final standings after Swiss +1 Rounds.
- 6:00 pm Multiplayer, Free-for-All!**
  - Format: Standard Constructed
  - Cost: \$10
  - Description: Limited to 64 players. Players will compete at tables of 8 players. Last man standing at each table advances to final table. Winner of final table receives a display of Italian Legends, 2nd place receives a set of foil Mirodin cards. 3rd and 4th each receive a set of regular Mirodin cards. No limited range of influence will be used. Players can attack any player at the table. As you attack with each creature, you declare which other player it is attacking. This event is Non-Sanctioned! Open to all players, including Wizards employees.

The winning player receives a 160gb iPod classic, 2nd place receives 80gb iPod classic, 3rd and 4th each receive a 2gb iPod shuffle. Remaining prizes are current set boosters.

- 12:00pm "Old Box" Sealed Deck**
  - Format: Shadowmoor Block Sealed Deck
  - Cost: \$22
  - Description: 1 Shadowmoor Tournament Pack, 2 Shadowmoor Boosters.
- 2:00pm Revised Dual Lands**
  - Format: Legacy Constructed
  - Cost: \$10
  - Description: Sponsored by Queen's Domain (<http://stores.queen.com/Queens-Domain>)
- 4:00pm Magic Art Prints**
  - Cost: \$40
  - Description: Limited to 32 players



**Travel:** The players eligible to receive a travel award will receive instructions from Wizards of the Coast on whom they must contact and the deadline by which they must arrange their travel awards. Wizards of the Coast will not refund travel made outside this service. Wizards of the Coast reserves the right to award a cash equivalent award in lieu of any travel award in its sole discretion.

All travel itineraries must be from the international airport nearest the player's home and to the host city of the applicable Pro Tour or World Championship event, and must include all the dates of that event. No award will be substituted if member is unable to participate. All other expenses are the responsibility of the member and may include, without limitation, accommodations, ground transportation, taxes, itinerary change fees, passport and visa fees.

This award must be redeemed through member's arrangement of travel itinerary no later than 600 days before departure. Failure to complete travel arrangements as directed by Wizards of the Coast prior to this deadline will result in forfeiture of the award. Every member receiving a travel award must provide to Wizards of the Coast an executed liability release, the appropriate US taxation form (W-9 or W-8) (or have one on file), current contact information ([https://webapp.wizards.com/cmc/member/](mailto:https://webapp.wizards.com/cmc/member/)), proof of ID and passport (when required by international destination). In all cases, all such documentation must be provided to Wizards of the Coast, or previously on file, at least thirty (30) days before departure. Failure to timely provide such documentation will result in forfeiture of the award.

As with other awards, the players must attend, compete (though not necessarily on the same team), and be listed as finishing in the applicable tournament for which he or she received the travel award. Failure to comply with these requirements will result in forfeiture of the award. All taxes are the responsibility of the members, and members acknowledge Wizards' recommendation that they consult a tax advisor in their jurisdictions for questions regarding their tax liabilities.

# Learn to Play

Are you bringing a friend who doesn't know Magic and wants to try it out? Or maybe you need to brush up on your game? Check out the Learn to Play area at the Pro Tour. The fantastic demo staff will be available all weekend teaching all aspects of the game. After that, it's up to you to beat your path towards the next Pro Tour!

# Glossary

- Bye:** Match with no opponent (you win!)
- Constructed:** Magic format where you bring your own cards. This format includes Standard, Extended, Legacy and Vintage.
- Disqualification:** Penalty expelling a player from the tournament for serious rule breaking, such as cheating. Also known as a "DQ".
- Drop:** Term used when a player leaves the tournament before the end.
- Game:** Duel between 2 players
- Game Loss:** Penalty. The sanctioned player loses the game.
- Grand Prix:** International tournament open to all players.
- Head Judge:** Person in charge of the judges and the tournament organization. They are the ultimate authority in the tournament.
- Judge:** Person to enforce the rules and help players in case of difficulties with rules.
- Match:** Best of three games between 2 players.
- Match Loss:** Penalty. The sanctioned player loses the match.
- Open:** Tournament open to all players.
- Pairings:** A list showing your opponent for each round
- Pro Tour Qualifier:** Tournament open to all players and offering invitations to a Pro Tour.
- Registration:** Time when all players must register for the tournament
- Result Slip:** Piece of paper with the players name on it, used to record the match result. The paper is given to a judge.
- Public Events:** Tournaments that are open to the public. Generally an invitation is not required to participate in these events.
- Standings:** A list showing the ranking of all the players in the tournament.
- Swiss Rounds:** Tournament where for each match each player meets another player who has the same number of points.
- Warning:** Penalty warning a player of a mistake.



Juggle with the judge's jargon

# Enter the Pro Tour Drawing!

Drop your tickets in the box at the Public Events Stage, and enter to win exciting prizes! Drawings will be held at 12pm and 6pm on Friday, Saturday and Sunday. Prizes may include current and classic booster packs, rare cards, gaming accessories and Pro Tour memorabilia!! Get your tickets in one of the following ways:

- Register for a tournament at the Public Events stage
- Update your information at the DCI Booth
- With each purchase at the Pro Shop
- Challenge one of the Gunslingers
- Try a new game in the Learn to Play Area
- Have one of your cards signed at the Featured Artists Booth

Public events are side tournaments open to the public. All public events are sanctioned events unless otherwise noted.

- 8-Player Single-Elimination Pick Ups**
  - These tournaments will be added as requested (subject to players, space and judge availability).
  - Registration Opens: 9am
  - Registration Closes: 12am (9pm, Sunday)
  - Prizes: Finalists will win 8 boosters for 1st place, and 4 boosters for 2nd place

Format	Cost
Booster Draft	\$17
Extended	\$5
Standard	\$5
Sealed Deck	\$22

- Prizes**
  - Booster pack prizes will be awarded based on attendance. Unless otherwise noted, top finishing players will receive current set boosters.
- Pro Tour Qualifiers**
  - Qualifiers for Pro Tour tournaments award an invitation and a travel award to a specific Pro Tour tournament for the top-finishing competitor.
- Grand Prix Trials**
  - Trials for individual-format Grand Prix tournaments award a three-round bye to a Grand Prix tournament for one or more of the top-finishing competitors. The number of three-round byes awarded will be determined by the number of players in the Trial as shown in the table below. Grand Prix Trial byes no longer pass down. If a player already possesses a three-round bye, finishes high enough to win another bye from a Grand Prix Trial, that bye will not be passed down to the next eligible player.

NO PURCHASE NECESSARY. VOID WHERE PROHIBITED. To enter, complete a drawing ticket and drop it off in the Official Entry Box at the Public Events stage at a 2008 Magic: The Gathering® Pro Tour ("Event"). Events occurring during the following time periods: Feb 15-17, May 23-25, Oct 31-Nov 2, entries accepted until 1:00pm on the last day of each Event. Winners will be selected on Friday, Saturday, and Sunday of each Event. Prizes vary, and will be posted at the Official Entry Box. Approximate retail value of prizes is US \$5,000 annually. Odds of winning depend upon number of eligible entries received. Must be present at the Event and pick up the Prize by the end of final day of each Event to win.