[Judge approaches the table to find two players in the midst of discussion]

Judge: It is time in the round, so we're going to start extra turns with the active player now.

Player One: Hi Judge, my opponent says they are going to win from a combo this turn anyway, so it should be over soon.

Judge: Ok. I'm going to sit here and keep an eye on the remaining matches anyway.

Player Two: Maybe you should pay attention to our game too. This is a seven-part combo that relies on triggering my Aetherflux Reservoir to win the game. I don't want to mess it up.

Player One: Alright, since life totals are going to matter, we should note what they are right now at the start of your turn. We'll need to pay close attention to the numbers as we go.

Player Two: You're at 25 and I'm at 48, right?

Player One: That's right.

Player Two: Ok, then to start I'll play my land for the turn and cast these 2 spells gaining 3 life from my Reservoir triggers. I now have 0 cards in hand, but after they both resolve I'll have 9.

Player One: To use a Magic Online term I'm F6. I have 2 cards in hand but can't do anything to stop you from paying 50 life.

Player Two: Which I could do now, but do you mind if I keep going to see how long I can combo?

Player One: Go ahead, I'm curious to see what you can do! To be honest I'm dropping after this round to go get food anyway.

Player Two: Well if I tap all my lands I have 29 mana floating. I can now cast two copies of Revitalize and a Rest for the Weary, which lets me draw two more and makes my life total 78.

[Judge starts paying attention to the adjacent match, as the players seem to have a handle on the ensuing shenanigans]

Player Two: I then tap my Cryptolith Fragment for red mana and we each lose 1 life. I'll then tap my Luxa River Shrine that has 4 brick counters on it to gain two more life. I'll then cast a second Aetherflux Reservoir for laughs, and I should be at eighty-six life after the cast trigger? Err sorry 85, I forgot to mark the loss from the Fragment.

Player One: I have you at eighty-five as well.

Player Two: Thanks. I'll now activate the 0 cost ability of my 4-mana Knowledge Vault, which causes me to discard down to 0 cards in hand, and then replace it with the 7 cards from exile.

Player One: I think I've seen your entire deck except those cards by this point. Are you trying to do something else with them or is your plan to actually use the Reservoirs?

Player Two: There was another plan, but I didn't find the right card and I somehow have only lands in hand now; so I guess it's time to kill you. You're at 14? Oh twenty-four, well by activating each Aetherflux Reservoir that means I will overkill you by 76!

Player One: I'm actually dead before both resolve, but nice! That was a lot of effort, and I'm pretty sure it was more than seven cards involved.

Player Two: I think of it as a seven key pieces joining together for the win. I know it's rather complicated, but it's about sending a message. I'm honestly surprised I'm doing so well at this event!

Judge: If I can get your match slip filled out for the end-of-round, we'll get things underway as fast as possible.

Player One (handing over the slip after signing a loss): Sure thing judge, all my info is there.

Player One (to Player Two): That was fun! Good luck in the next round!

[Player One gets up and leaves the table. The adjacent match concludes and Judge gets Player Two's signature and leaves the table to turn in both match slips. Judge returns to the table to find Player 2 waiting for pairings and shuffling his cards]

Judge: That is a pretty interesting combo deck. Is Aetherflux Reservoir your favorite card?

Player Two (laughing): Come on judge, if you had been listening properly, you would have realized I already told that to Alice- err Alicia during our game!

Round		
Table 11	Wins Draws	Drop?
Player 1: Mickes, <u>A</u> licia DCI <mark>N</mark> umber: 9991 Points: 7	0	X
Player 2: Schuster, Robert DCI Number: 9701 Points: 7		
	Alicia M	Bob
	Player 1	Player 2
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