



# KEEP IN TOUCH

COMICS . CARDS . MINIATURES

## Too much on our schedule!

No, not really... We just want everyone to know that we are very appreciative of those that participate in our tournaments and help us bring a clean and fun environment to the Salt Lake City area. With four Magic Tournaments, one Tabletop Miniature Tournament, Comic Book night, and two D&D gaming groups that fill our schedule every week. We at Hidden Keep feel that there is always something going on.

Upcoming events to look for in the next 2 months are as follows:

Mar 6, 2010: Magic the Gathering, Worldwake Game Day.

Mar 20, 2010: Dungeons & Dragons Player Handbook 3 Game Day.

Apr 17, 2010: Magic the Gathering, Rise of the Eldrazi Pre-Release.

Apr 23, 2010: Magic the Gathering, Rise of the Eldrazi Release.

Apr 30, 2010: Warmachine/Hordes, Coin Tournament.

Keep Gaming!

**Visit our website for more information at  
[www.hiddenkeep.com](http://www.hiddenkeep.com)**

### Hidden Keep Special Pricing

- Collectible Card booster packs are 3 for \$10 every day, and they become 4 for \$12 if you participate in a tournament. Visit our website for the gaming calendar.
- Become a member of your local playing group and receive great discounts at the Hidden Keep.
- Comic book hold boxes receive free service of bags and boards.
- Free tables and chairs for the use of cards, miniatures, and role-playing.

# The Magic of Magic

By: Magicgeek

I am not much of a history buff, but I will admit that I've always loved World War II. There is something about the era, the weapons, the battles and the outcome that has always intrigued me. So what, you might be asking, does my interest in WWII have to do with Magic: TG? Well, I am going to try and connect the two. If you're a better M: TG player than I am, or paid more attention in history class than I did, you may find deeper connections. Either way, it is my hope that by the end of this article you have come to a greater appreciate both of WWII history and Worldwake.



Let's start with a simplistic connection: The BOMB. Most Americans, when asked about a WWII event, would point to the dropping of the atomic bomb on Hiroshima on August 6, 1945 as being the defining moment of the war. And many magic players, when asked about the Worldwake expansion, would consider Jace, the Mind Sculptor, to be the bomb...err...defining card of the set. It is hard to argue that point since Jace currently retails around \$50. But if you read on, I will enlighten you on other, less appreciated aspects of the war and cards in the set that are truly at the heart of both the WWII era, and the Worldwake set.

On June 6, 1944, Operation Overlord began and the Allied Forces began the D-Day invasion to take back France. (The Allied Forces were comprised of soldiers from many countries, but the United States of America, the United Kingdom, and Russia comprised the bulk of the force.). The synchronization of battalions, sharing of resources, and utilization of each other's strengths was the reason Paris was liberated by the allies after the D-Day invasion and the reason why the war in Europe came to an end.



Worldwake gives you the chance to command allies of your own. Like Gen. Dwight Eisenhower, you can command your Halimar Excavator (looking right at home on Juno, Gold, Omaha, Sword or Utah beach) to mill your opponent out of resources, use Hada Freeblade or Bojuka Brigand to break through enemy blockades, get something for nothing with Agadeem Occultist, explode artifacts with Tuktuk Scrapper, renew your mana supply with Haribaz Druid, or employ Jwari Shapeshifter to maximize any of your allies' effectiveness.

Armies need commanders, and Worldwake gives us them, too. Sir Winston Churchill served as England's Prime Minister during the war. And although I love his "We shall defend our island..." quote, it is his "Although prepared for martyrdom, I preferred that it be postponed." statement that makes me connect the Admonition Angel and her abilities to this great man. She arrives on the battlefield like a beacon of light and as you advance the 'front' forward by dropping land, Admonition Angel removes threats from her path. This proves to be a very effective way to defend what is yours.





Kazuul, Tyrant of the Cliffs is as Russian a card as has ever been printed. Although under-industrialized, the Russian army endured the bitter cold of the Ukrainian winter and used their primeval strength to halt Germany's advances. I can almost see the Nazi army pushing forward through the Soviet terrain only to find themselves face to face with one of Kazuul's 3/3 Ogres. His burly artwork and red mana cost also seem very Russian to me, and also allude to Russia's post WWII political actions. The next time to need a red beat stick, consider dropping Comrade Kazuul.

The U.S. had a slew of important generals: Eisenhower, Bradley, Patton, and Nimitz to name a few, but it was this country's vast resources that really made the difference in our war efforts. At that time, no other country in the world could have moved so many troops and supplies across the Atlantic Ocean so quickly. Nor could any other country have sustained the great losses of men and machines at Pearl Harbor, Guadalcanal, or Coral Sea in the Pacific Ocean and still emerge victorious. For those reasons, I connect Omnath, Locus of Mana, as the powerful supply legend representing the United States during WWII.



The Allies were not the only armies in need of generals during the war in Europe. The Axis powers needed leadership as well. The sneaky Thada Adel, Acquisitor seems a perfect Benito Mussolini. During Italy's economic recession, Mussolini encouraged citizens to donate their gold jewelry in exchange for steel bracelets inscribed with "Gold for the Fatherland". Whenever I look at Thada Adel's artwork, I just can't help but see a family heirloom being melted into a gold bar for distribution to national banks. Thada's ability to search a library and 'steal' an artifact serves to further remind me Il Duce.

And finally, we come to Germany. With Blitzkrieg, V-2 rockets, the SS, storm troopers, propaganda, Hitler's Youth, Tiger Tanks, and the coolest military uniforms of all time, the Germans had it all. Well, almost. What they lacked was a military leader. Adolph Hitler was a brilliant speaker, manipulator, and politician. He unified a country and convinced its people to engage in a war based more on destroying a race than on acquiring resources or protection from a military threat. For that reason, and many more, I connect the Abyssal Persecutor with German leadership. Dark, hideous, scary, and intimidating, this 6/6 flyer is sure to strike fear into all who see him. His only weakness comes in his rules text: "You can't win the game and your opponents can't lose the game." With leadership like this, the Nazi movement was doomed to failure.



Well, that about wraps it up. But before I go, I want to leave you with another quote from Good Ol' Winston C.: "*Never in the field of human conflict was so much owed by so many to so few.*" So the next time you see an active serviceman or war veteran, take the time to thank him/her for their service. And the next time you open a pack of Worldwake and don't get a Jace, take a good look at what you did get, and think of ways to best command what you have.

Until next time, Keep Gaming!

-MagicGeek