Quadrants

[[Have a chapter after these three that says something like "After a lot of practice, you will think to yourself 'These theories are all wrong, I have a better way of picking', and you may be right. However, these theories have been crafted by experts with years of experience, so at the very least try to incorporate them into your style"

or "After a lot of drafting you will come to develop your own style of drafting. This is fine. There is no 'Best' theory, at least not yet, and no way of always drafting a perfect deck"]]

[[I should also have a small chapter on some MtG theory like tempo

http://mtg.gamepedia.com/Category:Magic\_theory]]

[[A quick chapter about the basics

https://1d4chan.org/wiki/Magic:\_The\_Gathering\_Gameplay\_Principles]]

[[Have a very short chapter before these three talking about some misc. evaluation techniques. Have it after.

The vanilla test. Find that tappedout post where the guy defines an actual formula to use. The purpose of the vanilla test is to define a baseline for continued evaluation. If it has a good CMC to PT ratio, it starts at a better evaluation point than a card like scornful egoist.

The setup cost. Things that are powerful, but require a turn or two or a mana investment. Stuff that sues energy, or stuff like mind’s eye (the pay 1 draw)

Not conceding. Just because you know you’re about to lose doesn’t mean they do. It also lets you see more of their deck, which can help with sideboard choices.

When selecting a card, don’t just think about how it will do in a perfect scenario. Also think about how it will do in bad one.

http://magic.wizards.com/en/articles/archive/limited-information/tools-trade-2015-06-17]]

[[READ THIS, DIDNT WORK ON TABLET https://www.reddit.com/r/magicTCG/comments/2ebnra/quadrant\_theory\_how\_to\_evaluate\_cards\_more/]]

imagine a grid

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top left is parity

top right is ahead

bottom left is opening

bottom right is behind

Read this again and incorporate it: http://magic.wizards.com/en/articles/archive/li/quadrant-theory-2014-08-20

Same: http://www.manaleak.com/mtguk/2017/06/what-is-mtg-quadrant-theory-and-what-do-you-do-when-it-doesnt-work/

A good deck will look like a circle, or at least have a few in each grid, with the majority being early and parity

Consider the set you are drafting. If it is a synergy heavy set then you can influence your rankings based on if you have a synergous card or have the chance of getting one (better rank if the card you need is a common)

Also, obviously, if you have settled into two colours take that into account. Hate drafting, while still a thing, will be discussed later.

Talk about how much each quadrant is weighted. If you are ahead, you don’t really care. If you are behind, you need something great.

[[Find a card that fits all four quadrants (doom blade or path to exile?), and find four cards that each fit a separate quadrant]]

[[Also talk about how some cards (like Illusory Angel) can be hard to define]]

Different players can be in different quadrants

Not all quads will be hit by a player

Opening is probably the most important part of the game. It is where you say, "I am here" and attempt to dominate the board. If you have a better opening than your opponent, it is hard for them to recover.

Opening or Developing. Both players are playing cards from their opening hands, and establishing themselves as the aggressor or the control player. This is the early part of the game, and one that is critical to how the rest of the game will play out.

Parity. Both players have played most or all of the spells from their hands, but neither has been able to establish a dominating board position. It's a stalemate, with the top of the deck providing the only fuel available to both players.

Winning. You have two big flying creatures attacking in the air while your walls gum up the ground, for example. If nothing changes, you win the game in three turns. This is one possible winning board state.

Losing. See Winning, but the opposite. You are being beaten down by some threats you can't handle, and you need an answer fast.

Parity is when both players are at roughly the same state. usually, when this happens, neither player can attack for one pf two reasons:

- the other will block, either wiping the board or coming out ahead

- it will leave them open to too much damage

examples of this state include

One player has an important creature [[name something powerful without first strike]] and the other player can kill it (with something like [[deathtouch]])

both players have roughly the same amount of creatures

the other player has something that cannot be killed (like oketra double strike god)

a card fits in the Parity quad if it can help you escape this state. spot removal fits here, disablers (i.e. arrest) fit here, neuters fit here (i.e. -x, -0). board wipes do not fit in this section, as they result in parity, unless they are one sided (In Garruk’s Wake). card draw fits here, discard fits here, land destruction fits here.

Ahead is when you are ahead. the cards for this section either keep you here or put you farther ahead.

can’t remember this quad

Behind are cards that help you escape from a bad position. this is where board wipes belong. card draw fits here as well, if it is powerful enough. mass token generation fits here. anything that worsens your opponent’s state while advancing yours belongs here.

a card should fit in one of those quadrants (hence the name of the drafting style). the closer to the center a card is, the more well-rounded, the more opportunity to be useful, but not necessarily more powerful.

of course, you should not go too into a single quad. you should diversify, so you will always have a good play to make.

[[examples]]

as you may have noticed, many cards fit in multiple quadrants. a good deck will, when laid out on the grid, look like an eyeball, a circular outside with a dot in the middle ([[is this true? add a picture here).