A "Strong" Card

what makes a card string? you can boil it down to being efficient, but that is too broad for this.

a good card is one that is useful at any point in a game, one that can help you win, one that strengthens your state while weakening your enemies.

e [[examine platinum angel, that white sweeper that makes tokens, and exsanguinate]]

if there are good cards, there must be bad cards, right? this is correct. a bad card is one that does not do anything for you, or is too high costed to be feasible, or puts you in too hard of a state to win.

[[examine the combo card for omniscience, and other dependent cards]]

a lot of cards are "strong", but only when they are on the right deck. cards like [[hapatra, hannah, UB mill 10]]. these are all good cards, but only strong on decks that can utilize them.

thus, our definition must expand to include cards that synergize well. or maybe we create a new card type, "Dependent Strong", which evaluates a card within the context of the deck it is a part of.

[[examine the cards we rated as weak above]]

while it (most likely) won’t be relevant, a concept you should be introduced to is one called "strictly better". this where you compare two cards, and they are the same, except for one doing more. it can be hard to grasp without an example, so here are a couple:

[[a couple of five drop exile all creatures, one with delirium]]

[[mystic elf and llano war elves or we the one that untaps lands is called]]

"if every card is good in a deck, how will I know what to draft?" well, that is what you will learn in the upcoming chapters, where we discuss drafting styles. this is just to teach you how to evaluate cards, so you can pick the best card for your deck.

[[TODO: Not in this chapter, but discuss the knowledge level at the table. stuff like people talking about choices and playstyles, double sided cards, lack of colours passed to you, cards that are missing from a pack the second time you’ve seen it, all the ways of telling what an opponent is drafting]]