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Blue is just better

But it isn’t. Red is.

Blue is better, it just does different things, even if those things aren’t what you want.

You’re right, red doesn’t counter spells, and it’s not an asshole. But blue is just against the inherent philosophy of the game. It doesn’t let players do stuff. It doesn’t let players do what they want which is what the game is about.

No it’s not.

Okay, you could say the game is about killing the other person –

The game is about playing.

The game is about –

The game is about playing. The game is not about resolving spells.

You’re right, but to play you have to –

You have to be aware of all the cards in existence. Depending on the format you’re playing and so –

And to actually enjoy playing that you have to be able to do what you want –

It’s very easy to enjoy playing against blue decks.

Not if you can’t play.

It’s still playing.

It’s the same thing playing – okay, would you enjoy playing against a deck that just makes you discard your entire hand? Would you enjoy playing that game? You might enjoy it for the skill involved in winning the game, you would enjoy it for the competition, but if you wanted to sit down and enjoy just for fun –

Then don’t play competitive magic. If you want to enjoy playing for the sake of enjoying playing, play casually.

I like playing competitive magic, you know that, right? But even somebody who enjoys playing competitive magic can be allowed to just sit down and cast some spells.

You’re allowed to cast spells.

Okay, but resolve spells, you know what I mean. You’re allowed to resolve spells all you want, as long as I allow it.

Exactly! And that’s what’s wrong with blue.

No.

That is what’s wrong with blue, it doesn’t let people do what they want.

Yea it does.

Okay. I understand –

It lets people do exactly what blue wants.

You get to do what blue wants! That’s the issue. Like, I understand, the idea of –

You’re saying counter spells are unfair?

I’m not saying a couple counter spells are unfair, I’m saying that a deck so packed with permission isn’t fun to play against.

What is the different between me countering a spell and just destroying your creature?

If you destroy my creature it gives me an opportunity to do more, to respond to it. Even something to protect your creature instead of just straight up – you can’t do it. Like, using the stack in more ways than just a pile of counter spells. Like, using the stack in more ways than just ‘I counter it’. Counter spells are just so boring.

Killing it is just so boring. Killing it is like ‘okay, it can enter the battlefield and I’ll give you a slight hope of it becoming useful. And then I’ll kill it.

Okay, but killing it you can still have things you can do with it, you can still – like even though the creature is about to die, there’s still so much more you can do in response to the killing the creature, like it you have an opportunity to cast other spells in your hand that interact with that creature. Whereas a counter spell, if you are playing a non-blue deck, its countered, done, end of story.

Then play blue.

Then people don’t get to play what they want. You see what I mean? It’s against the idea of players getting to play what they want.

The game isn’t about doing what you want.

So you’re saying that the game is about bowing to the knees of the blue player?

No, of course not.

Then what are you saying?

The game is about playing.

But against blue decks, half the time you aren’t playing.

Yea you are.

Okay, when you get into top-deck mode against a blue deck and they’ve got a freaking handful of counter spells because they have crap tons of draw spells and –

That – yes. At the point the blue player has won though, even if your life isn’t yet at zero.

And, yea, at that –

The game against a control deck is just a race. You need to win the game before they can stabilize and have the capability to counter any spells that you play. If you can do that, then it’s the control player not having fun anymore. Because they’re loosing.

I don’t know… maybe I’m just still mad from when you we replaying stupid esper control in ravnica standard…

Probably. I was kinda playing a top tier deck while you were still a noob and playing some shitty G/R agro deck that wasn’t actually fast enough to race a control deck.

Yea… Whatever, I still think red is better than blue, regardless. I just think if you look at actual deck stats, then red is more prominent.

Depends on the format.

I guess. Whatever, let’s just get back to our freaking game instead of arguing about this again. Are you done your turn yet?