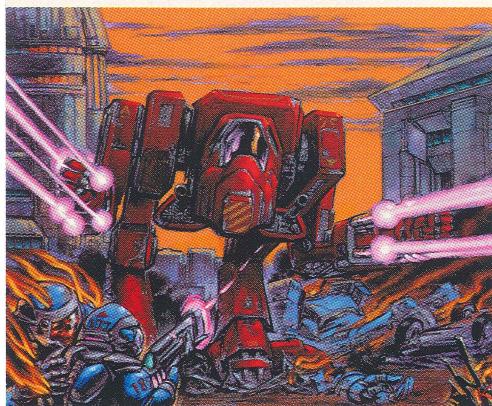


'Mech My Day

This issue's cover story focuses on a trading card game designed by Richard Garfield. With tournament support from the DCI, this TCG has developed a loyal following, complete with dedicated resources on the Internet and regular articles in *The Duelist*. While I could be talking about you-know-what, I'm not. The game in question is **BattleTech**. (Hopefully, the giant 'Mech on the cover was a clue.)

Living in the shadow of its "older brother," **BattleTech** doesn't always get the recognition it deserves. This is why we've chosen this issue to spotlight the game. With reviews, strategy articles, a card checklist, even a "What's New?" comic, we want to show off all the world of 3058 has to offer.



KELLY D. KRANTZ

For those of you who play that "other" Wizards of the Coast trading card game, this issue has plenty of material on *that* game as well. Rest assured, we haven't forgotten why most readers pick up *The Duelist*. But we hope you take this opportunity to learn more about the game of massive, battling war machines. With numerous roleplaying, computer, and arcade games supporting **BattleTech**, I think you'll find that the game introduces you to a rich and exciting world.

For those who already play **BattleTech**, this issue provides some extra coverage. While we are dedicated to bringing you the latest **BattleTech**

news, the reality is that the demands of readers dictate the amount of coverage devoted to each game in *The Duelist*. Nevertheless, we plan to take opportunities—such as this issue—to explore some of the games that receive less attention.

While I'm on the topic, I'd like to take a paragraph or two to talk about *The Duelist* and all the other TCGs that haven't yet sold over two billion cards. We get a lot of inquiries from players wanting to know why they don't see more of their favorite games. We've been tracking exactly which games are the most popular among our readers, and we're going to make a concentrated effort to investigate them.

Also, in an attempt to maximize reader interest, we're doing more strategy articles and less reviews. The reasoning is that a player interested in a game wants to learn what makes the game tick rather than read a simple recap of the premise. By presenting strategy articles, we're allowing a prospective player to get a glimpse of a game's inner workings while providing existing players with useful material.

So, as you leaf through this issue, take a chance and read some of those "other" articles. You might discover a game you like just as much as...well, you know.

Mark Rosewater
MARK ROSEWATER
Editor in Chief

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