

The Card Wizard's Black Book

Digital Module CSP

By Ross Edwards

The Card Wizard's Black Book, Digital Module CSP

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Foreword

To utilize this digital module, you may need to purchase *The Card Wizard's Black Book: First Edition* in print or *The Card Wizard's Black Book: Digital Core Edition* in ebook format. That text contains the explanation of how “mapping” a trading card game set works and instructions on how to read and use the maps, as well as instructions on deriving maps of your own. This digital module exists solely as an “a la carte” product for the map of one TCG expansion, because it could not be included in the *Digital Core Edition* for legal and technical reasons. This digital module is printed in its entirety in *First Edition*.

You are, of course, welcome and encouraged to attempt to use this digital module independently of any other publications, but if you run into difficulty, now you know why. Good luck with your collecting efforts!

Coldsnap

Once I had broken *Time Spiral*, I wanted to try my hand at another set, and *Coldsnap* boxes were selling for \$35-45 at the time on the secondary market. This was justified to a degree – the *Ravnica*-block “shocklands” were still Standard-legal, so the *Coldsnap* “snow lands” and the mana ramp concept weren’t going to be seen for a while yet. The rest of the set really only offered Scrying Sheets and Ohran Viper as playables. *Lorwyn*’s “changeling” mechanic eventually made Haakon, Stromgald Scourge playable, and there were a few other “sort-ofs” and “almost-weres” in the set, but by and large *Coldsnap* was on the weak side. The designers knew it would be, since it was meant to complete what was, by modern standards, an underpowered block: *Ice Age/Alliances*. On those grounds, a valid decision.

Coldsnap contained 40 rares, so I suspected three instances per rare on a 121-card sheet and was not disappointed. This discovery led to the same mapping process that I used for *Planar Chaos*, except with only one sheet, simplifying matters. This set was the last set for which a foil card replaced a card of the same rarity, so every now and again the map would be one slot off because a foil rare had appeared. It was actually possible to go “find” the foil rare because of this, and the foil rares followed the map in the case in 6-5-4-3-2-1 sequence, of all things. This meant that, for *Coldsnap*, one could buy a case and literally “map” it in its entirety, foil rares and all. It would not be quite as neat as *Tenth Edition* and its one-rare-one-slot geometry, but it was pretty amazing, and sure beat surfing pack after pack for the precious Ohran Vipers.

A sample recorded box of *Coldsnap*, then the map:

Coldsnap, case A, box #4:

Arcum Dagsson	Tamanoa	Lovisa Coldeyes
Thrumming Stone	Garza’s Assassin	Vexing Sphinx
Zur the Enchanter	Karplusan Minotaur	Cover of Winter
Heidar, Rimewind Master	FOIL Haakon, Strom.	Ohran Viper
Shape of the Wiitigo	Fury of the Horde	Herald of Leshrac
Soul Spike	Scrying Sheets	Field Marshal
Cover of Winter	Diamond Faerie	Arcum Dagsson
Jokulmorder	Ohran Viper	Sek’Kuar, Deathkeeper
Garza’s Assassin	Karplusan Minotaur	Thrumming Stone
Phyrexian Etchings	Panglacial Wurm	Adarkar Valkyrie
Allosaurus Rider	Darien, King of Kjeldor	Sek’Kuar, Deathkeeper
Soul Spike	Braid of Fire	Scrying Sheets

That “best box ever” and others led to:

Magic: the Gathering Coldsnap Map

Phyrexian Etchings	Dark Depths
Sunscour	Allosaurus Rider
Braid of Fire	Brooding Saurian
Garza Zol, Plague Queen	Sunscour
Allosaurus Rider	Haakon, Stromgald Scourge
Soul Spike	Fury of the Horde
Jokulmorder	Garza Zol, Plague Queen
Lightning Serpent	Commandeer
Woolly Razorback	Phyrexian Soulgorger
Panglacial Wurm	Heidar, Rimewind Master
Zur the Enchanter	Shape of the Wiitigo
Arcum Dagsson	Tamanoa
Thrumming Stone	Darien, King of Kjeldor
Diamond Faerie	Lovisa Coldeyes
Rimescale Dragon	Scrying Sheets
Darien, King of Kjeldor	Brooding Saurian
Brooding Saurian	Void Maw
Herald of Leshrac	Field Marshal
Braid of Fire	Fury of the Horde
Commandeer	Commandeer
Adarkar Valkyrie	Garza's Assassin
Haakon, Stromgald Scourge	Heidar, Rimewind Master
Hibernation's End	Jester's Scepter
Zur the Enchanter	Shape of the Wiitigo
Rimefeather Owl	Sunscour
Void Maw	Soul Spike
Phyrexian Soulgorger	Braid of Fire
Lovisa Coldeyes	Scrying Sheets
Field Marshal	Allosaurus Rider
Ohran Viper	Darien, King of Kjeldor
Dark Depths	Sek'Kuar, Deathkeeper
Jokulmorder	Arcum Dagsson
Rimescale Dragon	Tamanoa
Phyrexian Etchings	Lovisa Coldeyes
Hibernation's End	Phyrexian Etchings
Garza Zol, Plague Queen	Panglacial Wurm
Haakon, Stromgald Scourge	Adarkar Valkyrie
Vexing Sphinx	Garza's Assassin
Woolly Razorback	Karplusan Minotaur
Jester's Scepter	Thrumming Stone
Diamond Faerie	Jokulmorder
Lightning Serpent	Ohran Viper
Void Maw	Sek'Kuar, Deathkeeper
Cover of Winter	Cover of Winter
Rimefeather Owl	Diamond Faerie
Panglacial Wurm	Arcum Dagsson
Herald of Leshrac	Soul Spike
Phyrexian Soulgorger	Scrying Sheets
Rimescale Dragon	Field Marshal
Dark Depths	Shape of the Wiitigo
Hibernation's End	Fury of the Horde
Tamanoa	Herald of Leshrac
Adarkar Valkyrie	Heidar, Rimewind Master
Vexing Sphinx	Ohran Viper
Lightning Serpent	Zur the Enchanter
Rimefeather Owl	Karplusan Minotaur
Jester's Scepter	Cover of Winter
Sek'Kuar, Deathkeeper	Thrumming Stone
Woolly Razorback	Garza's Assassin
Karplusan Minotaur	Vexing Sphinx

At this point, assuming you have read the preceding chapters, I think you will know how to utilize this information fairly well. Here were the first couple of boxes I broke down using the complete map:

Coldsnap, case B, box #2:

	Ohran Viper	
	Karplusan Minotaur	
	FOIL Soul Spike	Adarkar Valkyrie
	Scrying Sheets	
	Heidar, Rimewind Master	
Scrying Sheets		

Very nice. Any time you get to double up on one of the best couple of rares in the set without much wastage, the mapping session has to be considered successful.

Coldsnap, case D, box #6:

Jokulmorder	Ohran Viper	
	FOIL Haakon, Strom.	
	Braid of Fire	
Garza's Assassin		Phyrexian Etchings
		Thrumming Stone
	Ohran Viper	Zur the Enchanter
Shape of the Witiigo		
	Scrying Sheets	
	Diamond Faerie	Arcum Dagsson
	Karplusan Minotaur	
Phyrexian Etchings		Adarkar Valkyrie
		FOIL Sunscour

That box featured two foil rares, two Ohran Vipers, and more of interest. The reason I had so much wastage was because a Viper got caught in the collation disruption and relocated to the top of the box. Unfortunately, that does happen.

On the positive side, I made up a lot of ground for set-building purposes at the time.

Coldsnap, case C, box #1:

	Thrumming Stone	Jokulmorder
Diamond Faerie		
Ohran Viper		
Panglacial Wurm	Adarkar Valkyrie	
Lovisa Coldeyes	FOIL Sunscour	
	Arcum Dagsson	
Scrying Sheets		
	Commandeer	Garza's Assassin
Scrying Sheets		

That should about cover *Coldsnap*. Alas, it appears to be the oldest set that we know for a fact can be mapped 1:1 in the Type A format. *Dissension* is Type B, and the Type B sets continue back to *Mercadian Masques*, at which point the collation shifts to Type C.