

# Magic card stock mysteriously disappears

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Staff Writer

On May 14, the Wizards of the Coast retail store in the Clackamas Town Center ran completely out of Magic Cards. The store went one full week without Magic Cards, a circumstance that is far from coincidental with the final installment of the X-Files legacy and the occult.

In 1993, Richard Garfield introduced Magic: the Gathering (one of the first collectable trading card games) onto a nation of fantasy hungry teenagers.

In September of the same year, Fox aired its original pilot of the X-Files, a sci-fi investigation series into the paranormal.

From their meager beginnings, both media have captivated audiences, and have since their releases enjoyed large success, due mainly to their respective underground or cult followings.

On a personal level, I have been a supporter of both the X-Files, and Magic: the Gathering since their beginnings, (although taking a brief hiatus from the X-Files after the departure of Fox Mulder, played by David Duchovny) and was recently shocked and amazed when I went to my official Wizards of the Coast (Magic's production company) retail store to find not a single card to be had in the whole store.

"Apparently there was some problem with shipping," said Store Manager Eric Joy. But I was not convinced.

Suspicious, I returned to the scene of the crime two days later to find out the dirt behind this apparent "prob-

lem with shipping."

Cautious of bad publicity, Joy was reluctant to give answers beyond those of his original statement.

All the secrecy peaked my interest and curiosity in the issue, so I did some more digging into the history of Wizards of the Coast. My suspicions were confirmed when I found that in September of 1999, Wizards of the Coast was sold for more than \$325 million to Hasbro, Inc.

A few months later on X-Files, Special Agent John Doggett, played by Robert Patrick, replaces Mulder. A strange "coincidence" considering the recent sale of the original Wizards of the Coast to Hasbro, maker of games such as Yahtzee.

But what could tie my suspicions together?

Then it hit me.

What do both Magic: the Gathering, and the X-files have in common?

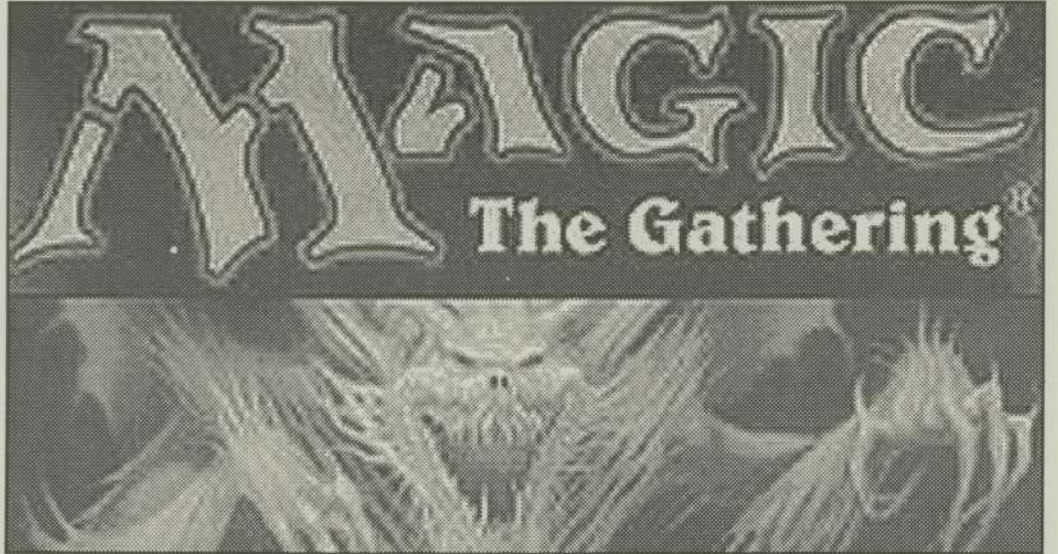
The occult.

There have been quite a few episodes of the X-files dealing with the occult, such as episode six of its fourth season, entitled "Sanguinarium".

On the Magic end of the spectrum, Wizards of the Coast has come under fire many times from Christian groups deeming it immoral.

Just as is the case with role-playing games, there are allusions to the occult in Magic: The Gathering.

"These include sorcery, witchcraft, and magic, all of which are condemned in both the Old and New Testaments of the Bible (see Lev. 19:26, Deut. 18:10, Gal. 5:20, Rev. 21:8). Terms such as enchantment, spell, sacrifice, and ogre are common to the game," said Eric



Internet Photo

**Magic cards disappear completely from local 'Wizards of the Coast' computer accessories store; fellow 'occult media,' the hit show *The X-Files*, goes downhill after the star Fox Mulder, played by David Duchovny, leaves the intense television show for good. What could be behind this decrease in 'occult' forms of entertainment? Who knows....**

Hamo, in an article written for Answers In Action, a non-profit, evangelical, Christian organization based in Costa Mesa, California, which trains individuals to "think logically and reasonably about all things."

This occult strangle hold has given both Fox, the television network, and Wizards of the Coast a powerful grip on the minds of the young people. In fact, an ad campaign for Magic: the Gathering was seen on the Fox television network over the past six years, 6 being one of the numbers in 666, the number of the beast.

What does any of that have to do with the recent shortage of Magic cards at the Wizards of the Coast retail store in the Clackamas Town Center?

The answer is quite simple.

At the time of this apparent "problem with shipping," I was visiting the store in search of employment. I now realize the futility of this due to the ever-fluctuating unemployment rate for the State of Oregon.

President Bush, in conjunction with the Hasbro Corporation, has launched a devious plot designed at taking away the freedom of the common nerd by:

1:) Purchasing all the latest Magic cards, and replacing them with a new "pro-Terrorism" collectable card game due to hit stores later this year. This will keep the general population confused and afraid while Bush takes advantage of oil drilling efforts in the Middle East.

2:) Destroying the X-Files in order to eliminate yet another quality television

program in order to promote his new television hypnosis series premiering this fall, and replacing all forms of entertainment (haven't you noticed a lack of effort from Matt Groening?)

How can you stop this?

You can't. You can however purchase Magic cards not produced within the last three years. Three being the number of persons contained within the Christian ideal of the Father, the Son and the Holy Spirit (the Trinity?).

I will not tell you to stop watching television. Rather, I will invite you to participate in occult behavior, including, but not limited to: demon resurrection, ogre, Ouija, and the burning of incense.

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