



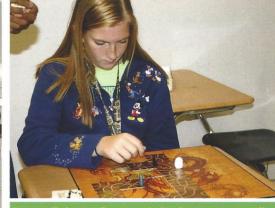
Guild is a club for people to come so they can socialize and bond over that they enjoy. The most popular the club is *Magic: The Gathering*, but a number of other options for the to play. Mr. Litzinger, while also to play. Mr. Litzinger, while also club director, is an avid participant teaches the newest members how these games. For instance, he often to show the amount of "mana" *Magic*. The use of strategy for each and the fun they have playing them both a challenging but enjoyable teach member.



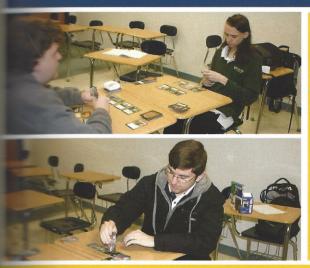
Seniors Kaylee Pacetti and Angel Bennett check their cards to see if they have the winning hand. Each card plays a different role and uses different ablities. Getting the right cards in the right order can ensure your win.



Senior Brendan McCorkle and Junior Felicity Steward think strategically submere to place their next piece to insure they don't lost to one another. Senior Angel Bennett sets up Tsuro so her friends can join.



Junior Felicity Steward thinks strategically about where to place her next piece in hopes of winning the game *Tsuro.* 



Top: Seniors Andrew O'Quinn and Erik Sammons play an intense game of *Magic: The* Gathering as they both try to defeat the other.

Bottom: Senior Gene Wynn places his hand down, beginning his game between him and his opponent. Having been a member for so long, he's made new friendships throughout the years.



Erik Sammons (12) picks another hand after defeating his opponent by using the Soul Conduit card, which switches the two players life totals. 33