

THE ENGINE SENTENCE AND FIVE-QUESTION REMOVAL CARD

In Best-of-One, remove the card that creates repeatable resources or multiplies future actions, not automatically the largest creature. Read the board as fuel, engine, multiplier, protection and payoff. Ask what repeats without another card, what grows if it survives one turn, and whether the visible finisher can still be answered later. This framework improves decisions without pretending one static kill list fits every matchup.

What dies first?	The permanent whose survival makes future turns compound, unless the current payoff is already lethal.
Is the biggest creature always the engine?	No. A small mana, draw, token or trigger source can be more dangerous than the visible attacker.
How do I practice?	Pause before removal, write the engine sentence, predict one turn, then review the choice after the match.

USE THIS WHILE YOU PLAY

Best-of-One punishes the wrong answer more than the missing answer

Best-of-One compresses adaptation. There is no second game in the match where narrow cards leave and specialized answers enter.

Write one engine sentence before touching removal

The Puzzlewick engine sentence is deliberately plain: when fuel enters or leaves, this engine creates or discounts resources; this multiplier turns those resources into pressure; this protection or interruption preserves the sequence; this payoff ends the game. You do not need every clause.

The five-question inspection finds the quiet threat

Ask five questions. What repeats without another card?

REVIEW THE DECISION, NOT ONLY THE RESULT

1. Best-of-One punishes the wrong answer more than the missing answer

Best-of-One compresses adaptation.

2. Write one engine sentence before touching removal

The Puzzlewick engine sentence is deliberately plain: when fuel enters or leaves, this engine creates or discounts resources; this multiplier turns those resources into pressure; this protection or interruption preserves the sequence; this payoff ends the game.

3. The five-question inspection finds the quiet threat

Ask five questions.

4. Kill order changes when the payoff is already lethal

Engine-first is a heuristic, not a religion.

5. No Friend Protocol is a case study, not a trophy

Robert's No Friend Protocol is a disclosed 60-card Rakdos experiment built from his audited Arena collection.

6. Combat math begins before attackers are declared

Threat assessment includes combat texture.

7. Removal is a family of verbs

Destroy, exile, damage, bounce, counter, sacrifice and shrink are not interchangeable.

8. The ten-match engine laboratory

For ten matches, pause at the first difficult removal decision.

SOURCE BOUNDARY

Current format, ban, timing, and legality facts are checked against Wizards of the Coast and Scryfall. Dated metagame rankings are identified as editorial snapshots. Marketplace and community attention are never converted into invented sales or win-rate claims.

Unofficial Puzzlewick reference. Current publisher rules and policy take precedence. Reviewed September 8, 2026.