

7:06:14 pm - Samantha Harr:

Hello everyone, and welcome to first week May this is our final presentation of the week. Welcome, thank you for joining us. This beautiful Friday. So today we have a really exciting guest. We have Jason flatford on to talk with us. Not a lot of, you know, him as flats. And we're gonna be talking about Mtg melee, we're going to be talking about tournament controller and all the cool stuff you can do in there. I know I'm really excited to learn about all the functionality there and see what all this neat stuff can do. So flats, will you give yourself a little introduction for our audience here?

7:06:48 pm - Jason Flatford:

Yeah, I'm super happy to be here. There's a lot of information about melee that's in my head that I want to get out and distribute among the judge program. So just an introduction for myself, I started playing in Nemesis, which was a long time ago, I think. And then I started judging in 2010 on the SV tour or it wasn't the SUV tour back then, it was just starts to the Games events. But After that, I became a Level Three judge while working for Star City Games and did a lot of Grand Prix and a lot of opens and that sort of thing. I work for Star City Games for about four years, where I worked in the Organized to play department as an admin helping with tournament operations. But then I transitioned into more of a technology role with software design. I ended up creating their registration platform that they used until recently. And then after starts the games, I moved into network security and a job doing software design for network security and started working on melee.

7:07:59 pm - Samantha Harr:

That's amazing. You know I feel like a lot of us, you know, who have been on the East Coast, got our starts with Star City and varying degrees. You know, that was my first big tournament as a judge was with Star City and they're a great group to work with.

7:08:12 pm - Jason Flatford:

For sure.

7:08:12 pm - Samantha Harr:

Oh, so Flats. Tell us a little bit about melee specifically and how it came to be. Tell us all about it.

7:08:19 pm - Jason Flatford:

Right. So in 2019, I saw a need for a platform for digital tournaments and Arena was becoming a thing. And I noticed that there was a lack of just tools that were needed for digital specific events. And that's when I decided to start designing melee, eventually brought on Steve Port and Brad Nelson. Those are some familiar names in the Magic Community. Steve being a PTO back in the day and Brad being pro player. Who's very prolific player In 2020, we that was at the start of the pandemic we, right before the pandemic, we decided on doing just like a stealth rollout with a few organizers. And then the pandemic started and events, started closing down, and we were like, Oh okay, let's go, let's let's do this thing. And we just released to all the organizers and we started growing significantly at that point. We hosted some large tournaments on our platform. We did Red Bull, and tapped for a number of years. Those were well over a thousand players, and those are all online for Magic Arena. We also did the SUT tour online in the NRG

series tournaments as well. Eventually, we were contracted with wizards to host the mythic championships where we did the player interaction. The pairings is standings and also data access for the coverage, the coverage team. As the pandemic started changing and paper tournaments started becoming a thing we've pivoted into doing not only digital alternatives but also paper tournaments and we're doing. We're hosting the NRG series tournaments and it starts the games tournaments in the US. And we recently partnered with dreamhack to coordinate scheduling of regional championship qualifiers for the local game stores.

7:10:28 pm - Samantha Harr:

That's amazing. And you know as somebody that that's known you sort of casually over the years, it's been really amazing to see this whole project evolve and build and grow and You know, as as awful as the pandemic has been I think one of the little silver linings that we can pull out of it is how many people have been able to sort of, take the opportunity to really dive into serious passion projects and things that they didn't have time to work on before. Didn't know what else to do with and seeing all these really amazing creative efforts. Come out of all, this has been just, you know, really inspiring. And I think that this is a great example of that. So, thank you for doing this. And thank you for sharing it with all of us. That's amazing.

7:11:06 pm - Jason Flatford:

Yeah, melee melee is definitely a passion project for me working at Star, City Games and working with Dcir and we're in some of the other tournament softwares. I really wanted to have my own. I really wanted to take the lessons that I learned from starts the games and apply them to the tournament platform and when I saw the opportunity I just jumped on it and there's been some up and downs. One point where I was ready to just throw in the towel but and luckily, we're getting there at this point, which is great.

7:11:41 pm - Samantha Harr:

That's amazing. That's really I'm glad you stuck it out and I'm glad things turned around and you know became a lot better you know, positionally for you all. So let's get into sort of the how-to's of all this. I know a lot of people are really excited to learn how melee works and how Tournament Controller specifically works. And I, I know, I haven't gotten a chance to, to see it myself and see it in action, so that's really cool stuff. And I'm glad you're able to demonstrate that. So if we can, let's go ahead and switch over to that and start doing that. So flats, can you tell us a little bit about how to become an organizer in melee?

7:12:16 pm - Jason Flatford:

Yes, so it's it's really easy to become an organizer in melee. In this case, you just need to go up to the Organizers button on the menu page and become an organizer. And then you need to give us a name and a contact email for that organization and that's it. That's all you have to do. Now, judges, we encourage judges to have an organizer account. They wish they, the organizer accounts don't appear in the list of organizers and till they've run an actual real event. So what you can do as a judge is go ahead and become an organizer and then you're able to run test tournaments on melee to get a feel for the tournament controller and the player controller and etc. So that's that's very simple to do. Um, Once you've created an organization on melee, you're gonna have access to an organization dashboard. And that's going to be where all of your information on melee is housed for your organization. You have. Automatically is created for

you or Organizer Profile. That that is public. But this organizer dashboard is where you control all of your inputs and outputs as far as an organization. You can see here on the left, we have several things payouts penalties, You can see the players that have played in your tournament. So you can see what permissions that you're very staff members. Have you can add and delete staff from your organization. It gives them access to things like your tournaments and your dashboard etc. There's a stats page. You could suspend specific players using their email or arena IDs etc. You can see tournaments that you've run, you can see the various tournament entries. That players have made into your tournaments. There's a new thing that we're rolling out in the coming months which are just custom fully custom formats using like a JSON configuration file. That's not quite ready yet, but it's coming. And you can also there's there's you can upload and share files with the organizer via the player controller. And those are housed here as well. Don't have a lot to show off on the dashboard. But this is the place where you go for organizers to find all their information and edit their tournaments etc.

7:14:55 pm - Samantha Harr:

Well, fantastic, that's a great start. So once an organization is all set up. How do how do they dive into the tournament controller?

7:15:05 pm - Jason Flatford:

Yeah, so first you need to create a tournament and here on the Tournaments tab, you there's a button that creates a tournament. I have already created one, so, This is what the page looks like. When you go to create a tournament, there's a lot of controls here and I'm going to go over some of the, the more important ones. So when you create a tournament, the probably the most important thing for judges might be this, this tournament is for testing flag. This tournament is for testing, basically says that real players can't find this tournament. They can't play in this tournament at all. This is just for me and my testing. When you're creating a real tournament, you would potentially want to change the platform that the tournament is on, and that changes various things about the tournament and it displays to the user, you know, when they're registering what platform? They're they're playing on tags, here are for searching. So players want to search for specific tournaments. There's various tags here that you can add to the tournament to facilitate that There's a lot of controls around registration so that that you could set when the registration end date is or when the last date that a player can unenroll. Those are there. The registration type is whether it's open or an invite-only tournament. In this case, I have an invite only tournament that allows entry via code so you can distribute a code to your players and that would allow them to register into that tournament. There's different entry types. So in this case, you can have a free and open tournament where you can have a entry fee tournament If you do, have, if you want to run entry fee, tournaments through melee, you can do so by adding your PayPal account to your Organizer dashboard. And it's that it's really that simple. There's some various branding aspects of the tournament. So if you want on the tournament page, you might want to pass along some information to the players. This is how you do that. Like the hashtag or maybe you want to embed a video into the tournament view you can. And below that is additional player communications. So you you can write custom description, the rules of the tournament, the schedule, the tournament prizes contact etc. Just to facilitate that that play your communication on the Tournament View page. And this is all custom using markdown so you can you can insert images and links and that sort of thing. One of the most powerful things about melee possibly is the player data. Metadata we call it the metadata. This allows organizers to

collect information about the players upon registration. Normally that normally organizers would like share like a Google Doc or Google form to collect specific information that they need about a player. This would remove the need for something like that for. So, for example, You can require the player to share their age with you. If you have an age restriction or their country, If you have a country restriction or in some cases, you might want to require them to share their wizards account, email allowing you to put them into event link later if you're using melee for registration, for example. And some various other things. And we allow for completely custom metadata. So in this case, I have a question that will appear on the player registration form when they go to register. And it says, What is your quest and the rationale for that is, we need to know if you're worthy. That would just appear on the registration form. There'll be able to fill that out and then you'll get a list of those answers later in the tournament controller. And of course, you can add as many of these custom metadata records as you want of different types and it just eliminates the need for like a custom Google form that sort of thing. Here are controls for deck list Decklist can be public or private during the tournament, they're submitted on the player controller so whenever the player registers, they go to their controller and then they fill out their necklace, and we'll get to that later. Um, you can set a specific deckless submission deadline so that they can't submit after that. And of course, that information is communicated via the Tournament View page to the player. You can require or a decklist or not, and you can auto drop people who haven't submitted decklist, which is mostly for those digital tournaments. And then we have some advanced options here in this case, we have the first one is player cap. That's we that's normally set to like 128 or something, but you can always contact us after you've created your organization and we are able to increase that cap, but you can set it to whatever number you need to cap to be. There's age restrictions here. There's a wait list option. You can restrict entry for kind of by country or by region. And several other options like enabling or disabling draws and enabling around timer. So this is an overview of how to create a tournament. And now I'm going to move on to what you do after you've created a tournament. So this is the tournament controller. Like I said, there's a player controller and there's a tournament controller tournament controllers where you and your staff do all of your all of the things that you need to do to run the tournament. You get to the tournament controller via the tournament view page. So this is the view page that was created for the tournament that we just created. You can see that the description is here. The brand text is here, the name and etc. The Tournament Controller button is right here and that's how you get to the tournament controller. The first thing that needs to be done whenever you're running, a tournament is actually defined the structure and the format at the tournament. We do that using phases. a phases, you can think of phases like Let's say, you want to run a standard and a modern phase of a tournament? So, those would be two phases or you want to run a tournament. That is day one and day, two, that might be two phases. For example, you might have a cut between the two phases. So there's a cut today too. For example, or you want to run Swiss and top eight. Those are two different types of phases. They define the structure and the format. When you create a phase you give it a pairing method. In this case, we have several pairing methods, single elimination play, intolox wins or play Until x losses is pretty popular. You set the format of that phase. So if you want, if you want your permit tournament to be multiple phases, you or multiple formats, you would have multiple phases one for each format and you set the match type which is all communicated to the player at the end phase is also have table numbers for for in-person tournaments in order to have a cut. That's also defined on the face. You didn't have different cut types. Like, you have to reach a point threshold or, you know, be in the topics players. Those that is phases again, they define the format and

structure of the tournament and you have to have phases defined before you can actually publish tournament. Any tournament that you create on melee is first created hidden. And then you have to actively publish them after you've set up the structure of the tournament. Those controls are up here on the right. You can start. You can publish, you can undo publish, you can cancel tournament, all of that lives up here on the top, right? um, Going down the list here, on the left, we have tournament staff, so you have organizer staff, which is the organizer level a staffing, so they have access to everything on the organization level. Here you have tournament staff tournament staff is on the tournament level. Obviously this is for things like judges who you want to give access to specific tournament. You would create those staff records here. And it's easy as just putting in a username or email and defining what role that they should have. The role that the staff record has determines what capabilities they have on the tournament controller. Um, moving down there's pre-registrations. So not going to talk much about pre-registration but you have the ability to import CSV files basically or or a list of players and you can put them in as pre-registered and paid or pre-read is not paid. You can check out the screen for more information but this is a very powerful way of getting people into the tournament pre-registered. We have tournament announcements. Now, these are probably not used a lot at paper tournaments, but for digital tournaments, it's very good to get an announcement out to all of the players on their player controller. So you can send an announcement of various types in those will pop up with a with a sound by on the player controller. We have support tickets. And, again, this is something that's more for the digital world, but players have the ability to submit support tickets, and that kind of gates the incoming request for health. They submit support ticket, and then you have your judges or admin staff can handle each one individually. Again, mostly for digital but could also be used for for in-person tournaments. For example, if they submit a support ticket before the tournament, that will come to the organizer's email, so that they would be able to correspond via email that way. Moving on down to the players. I've already put some fake players in again this is a test tournament so I have to enroll people who are not actual real users but I have there's a button here for for people who are not want to run test tournaments, just to enroll a bunch of fake players into the tournament that way they can test various functions. um, Once players are enrolled, cool thing that I really like is not only do we have this hover card so if you hover over someone, you can see all their information about about that player in the tournament. But if you click on them that opens up a player card that gives you really all a real breakdown of everything about that player. You can see that the registration status, you can see the fixed table, you can do things like unenroll them. You can enter penalties for them on this screen. You can see all their support tickets, they're deck lists, they're pairings, they're standings penalties, even their metadata here. Very powerful player card there. In addition to that, there's A each one of these tables. Again melee is specifically designed for a digital tournaments but there's also some columns that exist that might be useful for paper tournaments. On the Players tab, there's a lot of different columns that you might want to enable that are disabled by default. For example, you might want to know, someone's fixed table so you can enable that column in the fixed table appears on the On the table. You can filter by status. Using this status filter. Here, you can enroll players. Now, this is the enrollment form. in this case, I can search for green. I hope I can of course it's a demo, so nothing ever works. but, You can search for a user here and you move them over and you can enroll them or you can enroll people who don't have a melee account. Importantly, you can enter an email for them and their name and whatever metadata that you require and that will put them into the tournament. That will create a melee account for them. And then for them to be able to access it, they will have to go confirm their email and then

they'll be able to get on the player controller and submit results. That is the Players tab for the most part. There's deckless, This is a deckless tab. In this case these are a bunch of fake players, so they don't have deckless. But as players submit their necklace, they would appear on this tab and you could see them. You can make changes. If you need to, you can import, you can import a new deck list if you need to or even delete them. And, of course, you can see their necklace. If there wasn't Eccles here, you could click on it and go view. The deck list, it might be useful for Ted is doing deck checks for example. This is the Pairings tab, you can see all the pairings, for the round. In this case, we can actually enter some dummy results because it's the test tournament, but the pairings tab here allows us working for to edit pairings. You can enter pairings manually or you can you can basically do everything you need to do to run a tournament using the edit pairings there dialogue. Um, and you can delete pairings if you need to repair them. Of course, there's various other controls here for editing a result, you can enter a penalty here. You can, you can no show them here as well, which if it's, if it's during a round it will drop them and set the pairing to 20 in favor of the opponent. And then standings standings, we don't have obviously right now but standings would appear here as well. Um, and I think that's what I have to say about the tournament controller. Is there anything that like I I talked about that that doesn't make sense for you sama or

7:30:32 pm - Samantha Harr:

Now this is really informative, that's a whole lot of information. And it seems really, it seems really intuitive which I appreciate about it. Because I've definitely encountered tournament software in the past that, you know, you there's a bit of a learning curve and this is, this is very intuitive, very straightforward. And I appreciate that about its design. I always really enjoy seeing the names that people come up with when they sort of design, fake tournaments, test tournaments and stuff. Like and of course, I love all your names in there. I tend to go with, you know, characters from random animes. I'm watching, I think my last test tournament had, like the cast of Jojo's Bizarre Adventure playing in a draft like, anyway, Anyway, that's always my favorite

7:31:14 pm - Jason Flatford:

Yeah.

7:31:14 pm - Samantha Harr:

part, but yeah, so

7:31:15 pm - Jason Flatford:

I think all the friends are in here.

7:31:18 pm - Samantha Harr:

Hmm.

7:31:18 pm - Jason Flatford:

Like Rachel Green. I think all the friends are in here.

7:31:21 pm - Samantha Harr:

Oh perfect. Yeah exactly let's see who else in there? um, so I I think next, we kind of

7:31:26 pm - Jason Flatford:
Yeah.

7:31:27 pm - Samantha Harr:
wanted to talk a little more about player registration, right?

7:31:30 pm - Jason Flatford:
Yeah, so I'm going to switch over to the I'm going to switch over to the player's side of things. And log into my player account. So, if anyone has any questions I think we're going to stick around after the stream to To do like a Q&A.

7:31:56 pm - Samantha Harr:
Yeah, absolutely. If anybody has any questions, please submit them in the twitch chat. I am monitoring that we're all taking a look and keeping an eye out for questions and we'll be answering those at the very end.

7:32:07 pm - Jason Flatford:
Yeah. So it's just going to take me just a little bit to, to get logged in. So, maybe we could build a question while we're doing this.

7:32:18 pm - Samantha Harr:
I did see that Daniel Daniel in the chat asked, so the classic GP format of day. One cut day, two, cut top eight would be three phases. Is that right for how the phases work?

7:32:28 pm - Jason Flatford:
Yeah, they they won day two and then the top eight. Yeah. Three phases with a cut in between the the three. Yeah.

7:32:40 pm - Samantha Harr:
Fantastic. I feel like if you wanted, you could make like demonstration deck lists too, but make entirely fake card names for magic cards.

7:32:52 pm - Jason Flatford:
So whenever you're importing a card, it does validation and make sure that every single card that you put in is a real card.

7:33:02 pm - Samantha Harr:
Curse your efficiency.

7:33:02 pm - Jason Flatford:
What? We're changing some things around the deckless entry like mostly it's made for digital tournaments. And what you want to be able to branch out in other games as well. So we're making some changes that allow for stuff like text necklace and and stuff like that.

7:33:26 pm - Samantha Harr:

So Flats You have a question specifically in chat. Um who is your favorite partner to work with to work on melee with whose name doesn't does not start with an S.

7:33:39 pm - Jason Flatford:

Who's I'm now, My mind is going like who asks that question? Because they're wanted me to call them out.

7:33:47 pm - Samantha Harr:

Ffreak mtg.

7:33:52 pm - Jason Flatford:

Brad has been an amazing partner. I can't, I can't say.

7:33:57 pm - Samantha Harr:

He says none come to mind. Cool.

7:33:59 pm - Jason Flatford:

I can't say enough about Brad and and how much he has helped. Let's see.

7:34:08 pm - Samantha Harr:

So funny. I find a lot of big magic products end up being very much community projects in their own little little ways sometimes, which I think is what's really endearing about a lot of the work, we, we all do here.

7:34:24 pm - Jason Flatford:

Yeah, I I think. One of the things that is good about. What we're doing is I think that given that we're a third party, we're capable of doing? A lot of cool things that watch the itself. Maybe isn't capable of doing? Just the fact that they're a large organization, for example, allowing for community, ran tournaments might be a difficult thing for such a large organization, but we have been able to allow organizers to bootstrap using melee to run tournaments. So I I think yeah, the grassrootsness of a lot of projects just allows for more good things that happen. Yeah, around magic.

7:35:18 pm - Samantha Harr:

I'm definitely agree with that. Um, in the chat we have a question. Is there a wait for A to get approval on the site or is it automatic?

7:35:27 pm - Jason Flatford:

So it used to there, used to be a weight. There used to be an application process that you had to go through but that's not the case anymore. It's just a, it's a, it's an immediate thing now.

7:35:37 pm - Samantha Harr:

Well, that's very efficient. That's cool.

7:35:40 pm - Jason Flatford:

Okay, so Working through the various issues that I've just experienced, I am now on the player controller, so we can switch back over to the, to My screen.

7:35:55 pm - Samantha Harr:

So player registration.

7:35:57 pm - Jason Flatford:

Yes. So I've already registered, but I assure you that whenever we, I went through the registration process that registration Yes. I assure you that whenever we, I went assure you that whenever we, I went through the registration process that registration metadata we talked about earlier, like, requiring the age for example. The registration form itself has a box where they put in their birth date and then below that. It says, I I Am allowing this organizer to have access to my age. So basically it proactively says that this player allows that organizer to have access to their age which is important for data privacy security. Um, but now that I'm in, this is the player controller. You can see the announcement that I sent earlier is here, these are persistent, so that if you send an announcement to the player controller, they are going to see it until they clear it, which is important. You can see the here is a clock that counts down to the to whenever the tournament is starting and there's various other clocks. Like If you had a deckless submission deadline, it would say, You know, X time until deckless submission ends, for example, And this is where this is. Where the The round timer exists as well. You see information about the tournament, some important stuff, like, What phase room? What format we're playing the match type? What round are we in? How many matches are remaining? So on the player controller and updates Automatically players have the ability to drop here if they want. This necklace submission is on the player controller. So basically if a player asks like, What do I do? When I'm playing in a melee tournament, you tell them to go to the player controller because that's where everything is for them. In this case, you can submit a decklist here. You can add cards one at a time or you can upload or paste the necklace from the clipboard if you'd like in here below. That is where their matches our hosted. So for the digital tournaments matches are delivered automatically and it also happens for the paper tournaments as well. But they're more likely not going to be on their phone at the moment that the paintings are delivered. So usually they go to the player controller and hit refresh and their current matches here, waiting for them. This is also where you submit your match result, as well. You submit the match result, hit okay, and then it'll pop up with the screen. It says, Hey are you sure you want to submit this match result? And then they have to click again and then that that will submit it. The the opponent will then have the opportunity to confirm that on their own device if they wish and they have the option to confirm it right here. Below that are a list of all the matches for the tournament and the standings. If the players want to see that they have the ability to upload files for the organizer to see. So that, that is hosted here as well. In any announcements that they may have missed show up down here as well. And that is the player controller.

7:39:22 pm - Samantha Harr:

That's great and also very intuitive.

7:39:23 pm - Jason Flatford:

Anything.

7:39:24 pm - Samantha Harr:

And also very intuitive. You can see the I love that. You can see the, I love that you can sort of retroactively go look at announcements or kind of keep on top of the announcements. Because, you know, as as ADHD as I am, people will tell me things and then five minutes later or I forgotten. So the ability to go back and look at things again, is is really, really nice.

7:39:41 pm - Jason Flatford:

Yeah, I think that all of this data is hosted somewhere and and I feel like if it's hosted somewhere when we can deliver it efficiently, then there's no reason that we can't just have this on the player controller so that everybody can see it. You would have access to it on site anyway. So let's just let's just put it here. Make it convenient.

7:40:02 pm - Samantha Harr:

Fantastic, that's really cool. Alright audience. So we are gonna move into questions and answers. So if anybody has any questions, again, go ahead and submit those in the chat, we'll be taking a look at that. Um, right off the bat, we have Billy Willy in the chat asking. Flats. What is a problem you solve that you originally thought would be simple but was surprisingly difficult.

7:40:28 pm - Jason Flatford:

Hmm. I don't know, it feels like all the problems have been difficult.

7:40:35 pm - Samantha Harr:

That's what makes them problems, right?

7:40:37 pm - Jason Flatford:

Right. I like having various formats, is one thing that has. I think it trips up some new organizers when when I'm talking about phases. And, and really, it's It's difficult for like a phase is not something that's in the zeitgeist, right? So you have to kind of explain that a phase is like a section of the tournament once you get it, you know, it makes sense. But I think getting that point across that In order to like set up the tournament and have structure and have the formats, you got to create phases that has been a challenge. Even though you might think that You just create a list of phases and that's simple.

7:41:27 pm - Samantha Harr:

That makes a ton of sense and like thinking about the way events flow, they do flow in phases, so that it makes a whole lot of sense. Instinctually having been to a million tournaments and events, but you have somebody's brand new to it. I could see why. Maybe they're not quite familiar with

7:41:41 pm - Jason Flatford:

Right.

7:41:42 pm - Samantha Harr:

that, you know, line of thinking. But, you know, I think it becomes very obvious once you get into the rhythm of hosting magic events.

7:41:50 pm - Jason Flatford:

Yeah. If you're used to, if you're used to locals tournaments that you run for Swiss rounds and you don't really have a top eight, you, you know, you might be a little confused about phases, but yeah.

7:42:06 pm - Samantha Harr:

All right, another question at Hbmo. We had several players that registered unintended cards with very similar names, All right, Another question at Hbmo. We had several players that registered unintended cards with very similar names, like All right. We had several players that We had several players that similar names like, Heliodic, God of the Sun versus

7:42:25 pm - Jason Flatford:

Um not sure how someone would be able to do that for the most part. Like I said, We're coming from a digital world so without designed I expected people to basically copy and paste from arena. We do have some updates in the pipeline for the deckless submission, the deckless builder. But probably what happened? I imagine is they started typing Heliod and then select the wrong one on the drop-down, maybe.

7:42:53 pm - Samantha Harr:

Hmm.

7:42:54 pm - Jason Flatford:

so, Yeah, I think I think just being on top of it is probably the best plan.

7:43:01 pm - Samantha Harr:

Yeah, you know, with so many cards and so many cards that have similar starts to their names, they're, you know, Is a thing but we can all stand to be more careful with that kind of stuff. I know, I certainly need to pay attention.

7:43:13 pm - Jason Flatford:

It's very easy to see the decklist. When you have a decoys in the tournament controller, you can hover over it and that will give you the contents of the deck list. And and of course you're allowed to import a new deck list or change it if you need to as a tournament admin.

7:43:32 pm - Samantha Harr:

Well, that's great to know. So you're not stuck with your mistakes, at least. There's

7:43:36 pm - Jason Flatford:

No.

7:43:38 pm - Samantha Harr:

Better, go find another heliot. Awesome. All right. Well if nobody else has any questions. Um, Is there are there any sort of parting thoughts you have flats that you want to wanna share with everybody any sort of last? Last notes to leave on.

7:43:55 pm - Jason Flatford:

Yeah, one thing is that we do constant updates to melee and roughly like a monthly cadence or what have you. But we have a If you go to your profile link on the menu bar at the top of the page, there's a, What's New button and you can stay on top of me. What's new at melee? Via that page I post, all my Dev notes there and of course we're on Twitter as well. I think it's at Mtg melee.

7:44:29 pm - Samantha Harr:

Fantastic. I know, I spend way too much time on Twitter. So I'll be around too, awesome. Well, Jason, thank you so much. This has been a pleasure. It's been really, really cool getting to see all the melee stuff in action. I know I've been super excited about it and I know a lot of people in our audience have been wanting to take a look as well. So, thank you for coming out. Thanks for being on the show.

7:44:50 pm - Jason Flatford:

Thanks for having me. I'm really glad to get this information out of my head and into everyone else's. That's that's really good opportunity. Thank you.

7:44:59 pm - Samantha Harr:

Absolutely. All right everyone. We'll join us next month for first week. April May June. Oh my God! already? How is it June coming up on June

7:45:09 pm - Jason Flatford:

This time still exist.

7:45:10 pm - Samantha Harr:

Anyway.

7:45:10 pm - Jason Flatford:

I don't know.

7:45:12 pm - Samantha Harr:

It seems impossible that, you know, the last month just flew. So yeah, join us next month for first week. June, I know we already have some great presenters lined up and those will be announced fairly fairly soon. So keep an eye out and until next time I'm Samantha Har and this has been Jason Flatford.

7:45:29 pm - Jason Flatford:

Thank you, everyone.