

MTG

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> MTG	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY	Tom de Ruyter	December 25, 2022
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Copyright

Thanks

Distribution

Author address

Todo...

1.3 Glossary Index

Alliances Expansion
Alphabetical List of all cards
Antiquities Expansion
Arabian Nights Expansion
Attack Phase
Banned & Restricted Cards
Card Rulings
Chronicles Expansion
Fallen Empires Expansion
Glossary of Magic Topics
Homelands Expansion
Ice Age Expansion
Legends Expansion
M:TG Card Reprint Policy
MTG Fourth Edition
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MTG Unlimited edition
Other Rules and Rulings
Point System Tournament (Type III)
Printing Information
Promotional Cards
Spell and Effect Timing
The Dark Expansion
Tournament Rulings
Turn Order

VIRUS WARNING !!!

1.4 VIRUS WARNING !!!!

VIRUS WARNING

In spite of all checking we do, before releasing a new version to the public, it sometimes fails. Therefore we had to withdraw version 1.7 which was released on July 25, 1996.

In this version, there is a file named FV (FastView) with a length of 24560 bytes. This file contains the EBOLA virus, which will spread like hellfire. The original length of FV should be 23444 bytes. This length is of course for version 2.0 of FastView only.

In order to get rid of the EBOLA virus, we suggest you should use VirusZ version 1.25 or higher.

In this new archive, the infected FastView has been replaced with a clean one.

We apologize for all inconvenience caused, however we can not take any responsibility, as every Amiga owner should use a proper virus-checker, whenever unpacking new files.

Good luck and we will promise you it will never happen again.

Tom de Ruyter & Robert Dekker

1.5 Introduction

The Rulings Summaries for Magic: The Gathering, a Collectable
Card Game by ↵

Wizards of the Coast
, are just normal textfiles and have no links
whatsoever to each other.
Stephen D'Angelo
is doing a great job putting
the rulings together each month, however it's just a pain in the ass to
read them on an Amiga.

Therefore I decided to write a program in AMOS (I'm not a real good programmer) in order to view those rulings properly. This program, which has never been released (only to some close friends) became an obsession, because the original rulings summaries had to be edited heavily. The result was, that I ended up with textfiles, which were only readable with my own program. OK, now that's good news, I hear you say. In fact, it wasn't !! :(As the rulings summaries were updated each month, I had to spend a lot of time editing the already edited textfiles over and over again. It was boring like hell.

And suddenly I woke up. Wasn't there an Amiga program (Textviewer) which could do the same as my program or perform even better ?? Yes, there was. Simple and yet sophisticated enough to do the job I want it to do.

That's how this database was started. I hope you will like it as much as I like it.

Keep on playing, you planeswalkers.

Tom de Ruyter

1.6 Copyright

Copyright and credits

CONTENTS

All the rulings are collected by
Stephen D'Angelo
and produced in two text
files which are distributed once a month. He should take all the credits
for the contents of these text files.

All the card descriptions are taken from the socalled "Devjoes List"
(version 6.0) which is distributed irregularly by
Joseph W. DeVincentis
on the Internet.

All other information, like the "Reserved List" are taken from either
articles in Magazines like The Duelist (tm) and Scrye (tm) or directly from
text files distributed on the Internet.

FORMAT & ERRORS

I,
Tom de Ruyter
, take the credits for the Amiga Guide format. Any errors
introduced in the text files, during re-formatting them into Amiga Guide
format, are me to blame and nobody else.

COPYRIGHT

Magic: The Gathering, Arabian Nights, Antiquities, Legends, The Dark,
Fallen Empires, Ice Age, Chronicles, Homelands and Alliances are
trademarks of
Wizards of the Coast
.

1.7 And who's getting the flowers today ?

Thanks

I want to thank Robert Dekker for his ideas and support to keep me
going on. He edited most of the Ruling Guides to make them better
readable. In the process of doing this, he also corrected some little
mistakes, which were still hanging around in the Guide files.

He did a great job on the flavor texts for most editions.

He's also a nice person and a good Magic player ! :)
(He owns a hell of a Goblin deck.... really a burner !!!)

I also want to thank Chris Adema & Tak Tang for some work they both have done for the flavor texts.

Thanks to Tak Tang (again !) for finding some little mistakes (bugs ?) in the Guide files. (Missing nodes, missing titles, etc.)

1.8 How to get the latest update

Where to obtain the latest version

There are several ways to get the latest update of these rulings.

AMIGA GUIDE FORMAT

WWW: <http://www.xs4all.nl/~tdr>

FTP: [pub/aminet/docs/misc/MTGRUL*.LHA](ftp://pub/aminet/docs/misc/MTGRUL*.LHA) (* = month number)

BBS: Dominia BBS - PURMEREND - Sysop:
 Robert Dekker
 +31-(0)299-413332 (28k8 vfc)
 Filename: MTGRUL*.LZX (* = month number)

NORMAL TEXT FILES

FTP: Connect to [ftp.itis.com](ftp://ftp.itis.com) and look under "pub/deckmaster/rules" for "rule-*.txt" to get a copy.

Connect to [ftp.activesw.com](ftp://ftp.activesw.com) and look under "pub/sdangelo" for "rule-*.txt" to get a copy.

WWW: <http://www.activesw.com/~sdangelo>

<http://www.xs4all.nl/~tdr>

Both the Amiga Guide files and the normal text files versions are freely redistributable. Spread the word !!

1.9 Addresses

How to get in contact

If you find any errors, have any suggestions for improvements, or you simply would like to trade some Magic Cards, then please send it to one of the addresses below.

E-Mail: tdr@xs4all.nl

Fidonet: 2:286/407.100
NLA Net: 14:101/200.100

Snailmail: Tom de Ruyter
Femina Mullerstraat 51
2135 MG HOOFFDORP
The Netherlands

1.10 What's new in this version ??

What's new in this version ??

- Click [HERE](#) to see what has changed in the General Rulings.
- Click [HERE](#) to see what has changed in the Card Rulings.
- Click [HERE](#) to see the Alphabetical List of all cards.
- Added new information for the alternative art cards Counterspell and Incinerate, which are distributed exclusively among "Legend Members" of the Duelist Convocation.
- Finally added all of the Flavor Text for the Homelands expansion. Alliances still needs a lot of work.
- Updated some links between the various Guide files
- Lots of other things you won't notice :))

1.11 When will it be finished....

What to do next....

- Add current print-run numbers per card (Current lists have them already included, except for Alliances, as there is no information available from WoTC yet)
- Add flavor text for each card (this will be a hell of a job, but we did it for most of them..... Alliances still need some work though.... and yes... Homelands has been done... finally)
- Make alphabetical list of all artists, including links to the cards they have made.
- More and better information about restricted & banned cards.
- Distributing a separate archive with PICTURES of all cards. The idea is to issue a basic archive with 100+ pictures and then maintain an upgrade list. All pictures can be viewed from within the Amigaguide text files. This idea is still in very beta test phase, so it may take a while before you see anything of it.
- Make better links in and between the various Amiga Guide files to make it better readable. (Has anyone suggestions ??)
- Win the lottery :-)
- ???

1.12 What about me ?

Who am I ??

Not much to tell. By the way.... who cares anyway ?

I started playing Magic: The Gathering in the beginning of 1995, just after Revised and Fallen Empires were released.

I played the game a lot with some very good friends and got totally hooked to it :))

After getting a littlebit deeper into the game of Magic, I found out, that there were certain additional rulings and errata for some cards. Because I had Internet access it wasn't too difficult to get the Various Rulings from

Stephen D'Angelo

.

As you can read in the

Introduction

I got bored of the plain text files and so I decided to make this baby.

That's it. Nothing further to tell. And as I said before.... who cares !

1.13 What about them ?

Wizards of the Coast

Wizards of the Coast are the publishers of Magic: The Gathering.

WoTC can be reached at the following addresses:

Wizards of the Coast
P.O. Box 707
RENTON, WA 98057-0707
U.S.A.

Phone: (206) 624-0933 (Customer Services)

E-Mail: custserv@wizards.com (General questions)
questions@wizards.com (Rules questions)

Homepage: <http://www.wizards.com>

Mailing Lists

1.14 WotC Mailing Lists

Wizards of the Coast Mailing Lists

If you are interested in:

General discussions of Magic products
Advanced strategy for Magic
List of auctions for Magic cards
Trading/collecting Deckmaster cards
List of trade auctions
General discussions of V:TES
Advanced strategy for V:TES
The Duelist magazine
The Duelists' Convocation
Wizards of the Coast announcement list

You should subscribe to:

mtg-l@oracle.wizards.com
mtg-strategy-l@oracle.wizards.com
mtg-auction-l@oracle.wizards.com
mtg-trading-l@oracle.wizards.com
mtg-trade-auc-l@oracle.wizards.com
vtes-l@oracle.wizards.com
vtes-strategy-l@oracle.wizards.com
duelist-l@oracle.wizards.com
convocation-l@oracle.wizards.com
wizinfo-l@oracle.wizards.com

To subscribe to any of these lists, send an email request to
listserv@oracle.wizards.com

Your request should follow this format:
subscribe <list name> <your real name>

1.15 What about him ?

Stephen D'Angelo

Stephen D'Angelo is the network representative for the mtg-1
mailing list

He can be contacted by Email at dangelo@netcom.com or you can visit his
homepage at <http://www.activesw.com/~sdangelo>

1.16 What about him ?

Joseph W. DeVincentis

Joseph W. DeVincentis is the editor of the socalled "Devjoes List". This list
contains all descriptions of every card ever printed in Magic.

He can be contacted by Email at devjoe@wilma.che.utexas.edu or you can visit
his FTP site at <ftp://wilma.che.utexas.edu/magic> for the latest edition of the
"Devjoes List".

1.17 Changes to the General Rulings

CHANGES IN THE GENERAL RULINGS

Turn Order Rules and Rulings

Phase 2: Upkeep

Attack Phase

Declare attackers by tapping them

Spell and Effect Timing

Life-Cycle of a Spell/Effect
Announcing a Spell/Effect
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Simultaneous
Specialized Timing Effects
Triggered Effects
Damage Prevention

Glossary of Magic Topics

Activation Cost
Artifact Creature
Color of a Spell
Continuous Effects
Controller, Caster and Owner
Counters
Creature Type
Damage
Enchantments
Fast Effect
Library
Losing the Game
Lucky Charms
Order to Apply Effects
Permanent
Phase Skipping
Rampage

Other Rules and Rulings

Tournament Rulings

General

1.18 Changes to the Card Rulings

CHANGES TO EXISTING CARD RULINGS

Blood of the Martyr
Bounty of the Hunt
Chains of Mephistopheles
Dance of Many
Fasting
Force of Nature
Ivory Gargoyle
Martyrdom
Mishra's Factory
Necropotence
Plateau
Spiny Starfish
Titania's Song

NEW CARD RULINGS

Gaze of Pain
Keldon Warlord
Kjeldoran Pride
Melee
Vibrating Sphere

