

MTG

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> MTG	
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WRITTEN BY	Tom de Ruyter	February 12, 2023
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REVISION HISTORY

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What's in it for you ?

Introduction

Card Rulings

General Rulings

Card Descriptions

Glossary Index

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What's new ??

<<

!!! >>>

Give me feedback

<<< !!!

Copyright

Thanks

Distribution

Author address

Todo...

1.3 Glossary Index

Glossary Index

Alliances Expansion
 Alphabetical List of all cards
 Ante Cards
 Antiquities Expansion
 Artists List
 Arabian Nights Expansion
 Attack Phase
 Banned & Restricted Cards
 Card Rulings
 Changes 4th & 5th Edition Rules
 Chronicles Expansion
 Fallen Empires Expansion
 Glossary of Magic Topics
 Homelands Expansion
 Ice Age Expansion
 Legends Expansion
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M:TG Card Reprint Policy
MTG Fifth Edition
MTG Fourth Edition
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MTG Revised (3rd edition)
MTG Unlimited edition
Other Rules and Rulings
Point System Tournament (Type III)
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Promotional Cards
Spell and Effect Timing
The Dark Expansion
Tournament Rulings
Turn Order
Visions Expansion

1.4 Introduction

I N T R O D U C T I O N

The Rulings Summaries for Magic: The Gathering (TM), 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.

Therefor 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 spent a lot of time
editing the already edited textfiles over and over again. It was boring as 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

1.5 Please let me know that you're alive !

Please let me know that you're alive !

I decided to start a little survey for the readers/users of the MTG Guide.

Please take some time to answer the following questions.

1. How do you normally obtain the latest release of the MTG Guide ?
 - FTP
 - WEB
 - Other (please specify)
2. How many times do you read the MTG Guide ?
 - Every day
 - Once a week
 - Once a month
 - Only when I need to know a certain ruling/card description
 - Never (I use it to fill my harddisk with useless information)
3. What is your interest in the CCG of Magic: The Gathering ?
 - I'm mostly a player
 - I'm mostly a collector
 - I'm both a player and collector
4. Would you like to be informed (by email) about the new releases ?
 - Yes (send me your email address)
 - No
5. If you have any ideas to improve the MTG Guide, please let me know.

Please send your answers and suggestions or comments you have to my email-address at: tdr@xs4all.nl

Thanks !

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 7.0) which is distributed irregularly by
Joseph W. DeVincentis
on the Internet.

Descriptions for Alliances & Mirage were taken from the Spoiler Lists, which were distributed on the Internet by Neutral Ground, a store in New York/USA. This company has its own homepage (<http://www.nground.com>) and can be reached by Email at info@nground.com.

Flavor Texts for Homelands, Alliances & Mirage were taken from my own cards. All others came directly from a homepage 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.

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1.7 And who's getting the flowers today ?

T H A N K S

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.

Also many thanks for editing some of the new Visions guides.

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 texts/rulings.

AMIGA GUIDE FORMAT

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

FTP: [pub/aminet/docs/misc/MTGRUL**.LHA](ftp://pub/aminet/docs/misc/MTGRUL**.LHA) (** = 2 digit month number)

BBS: Dominia BBS - PURMEREND - Sysop:
 Robert Dekker
 +31-(0)299-413332 (28k8 vfc)
 Filename: MTGRUL**.LHA (** = 2 digit 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/magic/" for "rule-*.txt" to get a copy.

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

<http://www.xs4all.nl/~tdr/magic/rules.html>

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 information 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 HOOFDORP
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 what is new in the Card Rulings.
 - Click [HERE](#) to view the updated list of artists. Mirage has been added to the list. Alliances & Visions still have to be done. Also Fifth Edition has to be done (Aaaaaaargh).
 - Added extra links in some of the Guide files to make it better readable. It's now possible to jump from one Chapter to another. It still needs a lot of work though. Please let me know whether you like it or not.
 - Made a separate list for the Ante Cards.
 - Changed the distribution archive into LHA format, because Aminet no longer accepts the LZX format. This is because Aminet checks every upload and as their internet-computers are PC/Unix machines, it's not possible to check uploads when these are in LZX format.
 - Lots of other things you won't notice :))
-

1.11 When will it be finished....

What to do next....

- First of all I have to add the complete FIFTH EDITION card list. This has first priority and will be done before the next release in May 1997. After that I can directly start working on the new "Weatherlight" release.
- Add current print-run numbers per card (Current lists have them already included, except for Alliances, Mirage and Visions as there is no information available from WoTC yet). Please note, that I removed this information from the current lists and made it available in the Printing Information per edition.
- Add flavor text for each card (Mirage and Visions both have to be done entirely)
This has become a little problem, due to the copyright mumbo jumbo from Wizards of the Coast. I have to get into this matter to find out whether it's legal to reproduce the Flavor Texts.
- Make an alphabetical list of all artists, including links to the cards they have made. Still not finished, due to Visions and the new release of MTG Fifth Edition. More than 200 cards (!!) have new art in this edition :((
- More and better information about restricted & banned cards. Has to be updated, because there were a lot of changes the past months.
- Make better links in and between the various Amiga Guide files to make it better readable. (Has anyone suggestions ??)
I made some extra links in the General Rulings. I like it, because now you can easily jump to another part of the Guide, without going back to the main Guide. Please let me know, whether you like this or not ??
- Strange idea to convert everything to HTML format, sothat you can read it with a WEB browser, like Aweb. Advantage is that in fact every computer-owner can take a look to it, instead of only the Amiga community. However it's a lot of work, so I've put the idea into the refrigerator. :))
- 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 Fallen Empires was 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 (TM)

Wizards of the Coast are the publishers of Magic: The Gathering (TM)

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:	You should subscribe to:
General discussions of Magic products	mtg-l@oracle.wizards.com
Advanced strategy for Magic	mtg-strategy-l@oracle.wizards.com
List of auctions for Magic cards	mtg-auction-l@oracle.wizards.com
Trading/collecting Deckmaster cards	mtg-trading-l@oracle.wizards.com
List of trade auctions	mtg-trade-auc-l@oracle.wizards.com
General discussions of V:TES	vtes-l@oracle.wizards.com
Advanced strategy for V:TES	vtes-strategy-l@oracle.wizards.com
The Duelist magazine	duelist-l@oracle.wizards.com
The Duelists' Convocation	convocation-l@oracle.wizards.com
Wizards of the Coast announcement list	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-l 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".

You can also visit his homepage at "<http://wilma.che.utexas.edu/~devjoe>"

1.17 Changes to the General Rulings

CHANGES IN THE GENERAL RULINGS -----

TURN ORDER -----

About The Phases

SPELL AND EFFECT TIMING -----

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Color of a Spell
Comes Into Play Effects
Copy Cards
Creature Type
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Phasing
Regeneration

TOURNAMENT RULINGS -----

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Other Regulations
Type II (Standard Rules)
Ice Age Constructed Deck

1.18 Changes to the Card Rulings

CHANGES TO EXISTING CARD RULINGS

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Animate Dead	Arboria
Armageddon Clock	Balance
Barbed Sextant	Black Vise
Blanket of Night	Blessed Wine
Bottle of Suleiman	Bronze Tablet
Brood of Cockroaches	Catacomb Dragon
Celestial Dawn	Chains of Mephistopheles
Channel	City of Solitude
Cloak of Confusion	Conversion
Dance of the Dead	Dazzling Beauty
Delirium	Desolation
Dream Fighter	Elkin Bottle
Enchantment Alteration	Erosion
Firestorm Phoenix	Flare
Fork	Forsaken Wastes
Foxfire	Gate to Phyrexia
Gaze of Pain	Ghostly Flame
Giant Oyster	Hakim, Loreweaver
Heal	Infernal Harvest
Infinite Hourglass	Island Sanctuary
Ivory Tower	Jade Statue
Jeweled Bird	Juju Bubble
Krovikan Sorcerer	Land Tax
Leviathan	Library of Leng
Lure	Magus of the Unseen
Malignant Growth	Mana Flare
Mana Vault	Mind Ravel
Mind Twist	Mind Whip
Mindstab Thrull	Mishra's Factory
Nameless Race	Necrite
Necromancy	Necropotence
Ogre Enforcer	Oubliette
Panic	Portent
Primordial Ooze	Rabid Wombat
Radiant Essence	Rebirth
Relentless Assault	Ring of Ma'ruf
Runesword	Safe Haven
Sands of Time	Shimmer
Stasis	Strip Mine
Sylvan Library	Takklemaggot
Tempest Efreet	Thawing Glaciers
Time Elemental	Time and Tide
Timmerian Fiends	Tombstone Stairwell
Touch of Death	Updraft
Urza's Bauble	Verduran Enchantress
Vesuvan Doppelganger	Vision Charm
Wellspring	Wiitigo
Word of Command	Zombie Master
Zuran Orb	

1.19 New Card Rulings

NEW CARD RULINGS

Agility
Aleatory
Basalt Golem
Bone Harvest
Discordant Spirit
Emberwilde Djinn
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Gate to Phyrexia
Grave Servitude
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Jester's Mask
Lion's Eye Diamond
Livonya Silone
Memory Lapse
Orcish Squatters
Polymorph
Rampant Growth
Reign of Chaos
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Thawing Glaciers
