

# **3E\_BLUE**

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**COLLABORATORS**

	<i>TITLE :</i> 3E_BLUE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## 3E\_BLUE

### 1.1 Revised Edition - Blue Cards

#### Revised Edition - Blue Cards

Air Elemental	Animate Artifact
Blue Elemental Blast	
Braingeyser	
Clone	
Control Magic	
Copy Artifact	
Counterspell	
Creature Bond	Drain Power
Energy Flux	Feedback
Flight	Hurkyl's Recall
Island Fish Jasconius	Jump
Lifetap	Lord of Atlantis
Magical Hack	Mahamoti Djinn
Mana Short	Merfolk o.t. Pearl Trident
Phantasmal Forces	Phantasmal Terrain
Phantom Monster	Pirate Ship
Power Leak	Power Sink
Prodigal Sorcerer	Psychic Venom
Reconstruction	Sea Serpent
Serendib Efreet	Siren's Call
Sleight of Mind	Spell Blast
Stasis	Steal Artifact
Thoughtlace	Unstable Mutation
Unsummon	
Vesuvan Doppelganger	
Volcanic Eruption	Wall of Air
Wall of Water	Water Elemental

### 1.2 Braingeyser

Braingeyser

Color = Blue  
Rarity = A/B/UL(R) / RV(R)  
Type = Sorcery  
Cost = XU  
Artist = Mark Tedin  
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Target player must draw X cards.

Draw X cards or force opponent to draw X cards.

Rulings

### 1.3 Clone

Clone

Color = Blue  
Rarity = A/B/UL(U) / RV(U)  
Type = Summon Clone (\*/\*)  
Cost = 3U  
Artist = Julie Baroh  
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000)

Upon summoning, Clone acquires all characteristics, including color, of any one creature in play on either side; any creature enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be summoned if there are no creatures in play.

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these normal characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Rulings

### 1.4 Copy Artifact

Copy Artifact

Color = Blue  
Rarity = A/B/UL(R) / RV(R)  
Type = Enchantment  
Cost = 1U  
Artist = Amy Weber

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Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Select any artifact in play. This enchantment acts as a duplicate of that artifact; it is affected by cards that affect either enchantments or artifacts. The copy remains even if original artifact is destroyed. Enchantments on the original artifact are not copied.

Select any artifact in play. This enchantment acts as a duplicate of that artifact; enchantment copy is affected by cards that affect either enchantments or artifacts. Enchantment copy remains even if original artifact is destroyed.

Rulings

## 1.5 Vesuvan Doppelganger

Vesuvan Doppelganger

Color = Blue  
Rarity = A/B/UL(R) / RV(R)  
Type = Summon Doppelganger (\*/\*)  
Cost = 3UU  
Artist = Quinton Hoover  
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Upon summoning, Doppelganger acquires all characteristics except color of any one creature in play on either side; any creature enchantments on the original creature are not copied. During controller's upkeep, Doppelganger may take on the characteristics of a different creature in play instead. Doppelganger may continue to copy a creature even after that creature leaves play, but if it switches it won't be able to switch back.

Upon summoning, Doppelganger acquires all normal characteristics (except color) of any one creature in play on either side; any enchantments on the original creature are not copied. During controller's upkeep, Doppelganger may take on the normal characteristics of a different creature in play instead. Doppelganger may continue to copy a creature even after that creature leaves play, but if it switches it won't be able to switch back.

Rulings

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