

# **MTG\_CARD\_RULINGS**

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<b>COLLABORATORS</b>
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## Chapter 1

# MTG\_CARD\_RULINGS

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Fourth Edition Gathering

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### 1.3 Limited Edition Gathering

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Limited Edition Gathering

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The Limited Edition was printed in two parts--the Alpha printing and Beta printing. The entire Limited Edition was printed with black borders on the face of the cards.

The Alpha printing used a different corner radius on the cards than all further printings. The radius was about 2 mm instead of the 1 mm which has been standard since then. The printing contained 295 unique cards. Approximately 2.6 million cards were printed. Cards were available from late August 1993 through late September 1993.

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Print Run numbers per card for the Alpha edition are:

Rare = 1,100  
Uncommon = 4,500  
Common = 16,000  
Land = 85,500 (per picture)

The Beta printing added one new picture for each of the five lands plus 2 new cards to the set to raise the total to 302 cards. Approximately 7.8 million cards were printed. Cards were available from mid October 1993 until mid December 1993.

Print Run numbers per card for the Beta edition are:

Rare = 3,200  
Uncommon = 13,500  
Common = 48,000  
Land = 171,500 (per picture)

In the Alpha printing, 23 cards had errors which were corrected in the Beta printing. These cards are: Basalt Monolith, Birds of Paradise, Channel, Circle of Protection: Red, Cyclopean Tomb, Death Ward, Demonic Hordes, Drain Life, Elvish Archers, Force of Nature, Icy Manipulator, Island Sanctuary, Karma, Mana Short, Orcish Artillery, Orcish Oriflamme, Phantasmal Forces, Red Elemental Blast, Rock Hydra, Sedge Troll, Tropical Island, Twiddle and Unsummon.

## 1.4 Unlimited Edition Gathering

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### Unlimited Edition Gathering

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The Unlimited Edition cards were printed with white borders on the face of the cards. In all other ways this edition matched the Beta printing of the Limited Edition. Approximately 40 million cards were printed. Cards were available from mid January 1994 through mid March 1994.

Print Run numbers per card for the Unlimited edition are:

Rare = 18,500  
Uncommon = 68,000  
Common = 244,500  
Land = 872,500 (per picture)

## 1.5 Revised Edition Gathering

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### Revised Edition Gathering

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The Revised Edition was released in order to clean up a number of rules problems that the Limited and Unlimited Edition rules had. The cards still had white borders, but the fake 3-D beveling was removed, and the art was lightened up considerably. Printing size is not known but is estimated to exceed 750 million cards. Cards were available from mid April 1994 through mid April 1995.

Print Run numbers per card for the Revised edition are:

Rare = 289,000  
Uncommon = 1,012,000  
Common = 3,657,000  
Land = 12,969,500 (per picture)

About half of the cards had text or formatting changes. The list is too long to include here. 35 of the cards in the First Edition were retired, and 39 cards from the Arabian Nights and Antiquities expansions were added, bringing the total card count to 306 cards.

## 1.6 Fourth Edition Gathering

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### Fourth Edition Gathering

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The Fourth Edition was released in order to rotate the contents of the basic set. The rulebook was updated to include most of the rules from the Legends expansion and to be much clearer on some points. The cards still have white borders but the color was made much richer and "copyright 1995" was added to the base of the cards. Cards were available from May 1995 well past the end of the run in April 1997.

Print Run numbers per card for the Fourth Edition are:

Rare = 353,500  
Uncommon = 1,060,500  
Common = 3,600,000  
Land = 6,222,000 (per picture)

50 cards were removed from the set and 122 cards were added bringing the set size up to 378 cards. The extra 72 cards came from the fact that lands were removed from the common and uncommon sheets and moved to a separate sheet. Basic lands appear in starter decks and not in booster packs.

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## 1.7 Fifth Edition Gathering

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new ??

### Fifth Edition Gathering

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The Fifth Edition was released in order to rotate the contents of the basic set. The rulebook was updated to include more rules and to be more detailed. The cards still have white borders and "copyright 1997" is on the base of the cards. Cards were available from March 1997 through the current date.

128 cards were removed from the set and 199 cards were added bringing the set size up to 449 cards. Mostly cards from Fallen Empires, Ice Age, Chronicles and Homelands were rotated in. Basic lands appear in starter decks and not in booster packs.

## 1.8 Arabian Nights

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### Arabian Nights

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The Arabian Nights expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section of the card. The expansion symbol is a Scimitar (a sword). The set contained 78 unique cards, but 14 of these have two variants so collectors consider it a 92 card set. Approximately 5 million cards were printed. Cards were available from late December 1993 until late January 1994.

The Erg Raiders, Oubliette, Fishliver Oil, Giant Tortoise, Naf's Asp, Wyluli Wolf, Bird Maiden, Rukh Egg, Army of Allah, Moorish Cavalry, Piety, and War Elephant have versions with light and dark backgrounded colorless mana symbols. The Hasran Ogress and Stone Throwing Devils have a variation with whitish versus orangish black mana symbols in the casting cost.

Print Run numbers per card for the Arabian Nights edition are:

Uncommon 2 = 20,500  
Uncommon 3 = 31,000  
Uncommon 4 = 41,000  
Common 1 = 31,000  
Common 4 = 124,000  
Common 5 = 155,000  
Common 11 = 341,000 (Desert)

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Cards were written under the Limited/Unlimited Edition ruleset and so have a lot of unclear wordings.

## 1.9 Antiquities

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### Antiquities

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The Antiquities expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is an Anvil. The set contained 100 unique cards. Approximately 15 million cards were printed. Cards were available from mid March 1994 through late April 1994.

Print Run numbers per card for the Antiquities edition are:

Uncommon 1	= 31,000
Uncommon 2	= 62,000
Uncommon 3	= 93,000
Common 1	= 93,000
Common 2	= 186,000
Common 4	= 372,000

Cards were written under the Limited/Unlimited Edition ruleset and so have a lot of unclear wordings.

## 1.10 Legends

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### Legends

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The Legends expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is the top section of a greek column. The set contained 310 unique cards. Approximately 35 million cards were printed. Cards were available from mid June 1994 through late June 1994.

Print Run numbers per card for the Legends edition are:

Rare	= 19,500
Uncommon 1	= 58,000
Uncommon 2	= 116,000

Common 1 = 212,000  
Common 2 = 424,000  
LG Rulecard = 2,333,500

## 1.11 The Dark

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new ??

### The Dark

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The Dark expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a mostly eclipsed moon. The set contained 119 unique cards. Approximately 75 million cards were printed. Cards were available from mid August 1994 through mid November 1994.

Print Run numbers per card for the The Dark edition are:

Uncommon 1 = 128,000  
Uncommon 2 = 256,000  
Common 1 = 384,500  
Common 3 = 1,153,000

## 1.12 Fallen Empires

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### Fallen Empires

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The Fallen Empires expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a Crown. The set contained 187 unique cards, although only 102 unique card names and descriptions. The common cards came in 3 or 4 versions with different artwork. The printing size is estimated to be between 350 and 375 million cards. Cards were available from mid November 1994 to the current date. Although they stopped shipping in late January 1995, enough were printed to keep them on the shelves for many months afterward.

Print Run numbers per card for the Fallen Empires edition are:

Uncommon 1 = 744,000  
Uncommon 2 = 1,487,500  
Uncommon 3 = 2,231,500  
Common 3 = 6,694,500

Common 4 = 8,926,000

## 1.13 Ice Age

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### Ice Age

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The Ice Age expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a snowflake. The set consists of 383 unique cards. It was released in early June 1995 and went out of print in February 1996, although it did not really dwindle in availability until near the end of 1996.

Print Run numbers per card for the Ice Age edition are:

Rare	= 202,000
Uncommon	= 606,000
Common	= 2,047,000
Common	= 2,213,500 (Ice Age Promos)
Common	= 4,047,000 (Norrit)
Land	= 3,555,000 (per picture)

Several of the common cards were released in magazines prior to the release of the set. They were also given out to Duelist Convocation members.

## 1.14 Chronicles

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### Chronicles

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This set is a collection of white border reprints of cards from the Arabian Nights, Antiquities, Legends, and The Dark expansion sets. All the cards retain their original expansion symbols. The set consists of 125 unique cards. It was released in early August 1995 and went out of print in December 1996, although it was available for some time thereafter.

Print Run numbers per card for the Chronicles edition are:

Uncommon 1	= 516,500
Uncommon 3	= 1,549,000
Common 1	= 1,549,000
Common 2	= 3,099,000

Common 3 = 4,649,000  
Common 4 = 6,198,500

Several of the cards were released in various Magic comic books prior to and after the release of the set.

## 1.15 Homelands

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### Homelands

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The Homelands expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a circle with three swirled white blotches on it (it is supposed to be a planet). The set consists of 140 unique cards, although only 115 unique card names and descriptions. It was released in mid October 1995.

Print Run numbers per card for the Homelands edition are:

Uncommon 1 = 413,000  
Uncommon 3 = 1,239,500  
Common 1 = 1,239,500  
Common 4 = 4,958,500

A few of the rare cards were released in the Homelands comic book prior to the release of the set.

## 1.16 Alliances

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### Alliances

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The Alliances expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a waving flag. The set consists of 199 unique cards, although only 144 unique card names and descriptions. It was released in early June 1996.

## 1.17 Mirage

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## Mirage

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The Mirage expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a palm tree. The set consists of 350 unique cards. It was released in early October 1996.

## 1.18 Visions

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## Visions

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The Visions expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a fancy letter V. The set consists of 167 unique cards. It was released in early February 1997.

Preview boosters were released in the Multiverse Gift Set in November 1996. These boosters had a different wrapper, and said they were a Special Edition on the back of the wrapper. 25 cards were released this way. They are: Bull Elephant, Dark Privilege, Feral Instinct, Giant Caterpillar, Goblin Recruiter, Gossamer Chains, Jamuraan Lion, King Cheetah, Knight of the Mists, Lichenthrope, Lightning Cloud, Necrosavant, Ovinomancer, Peace Talks, Rock Slide, Shrieking Drake, Talruum Champion, Tempest Drake, Undiscovered Paradise, Undo, Urborg Mindsucker, Vampirism, Viashino Sandstalker, Warrior's Honor, and Wicked Reward.

Several cards in the preview boosters differ slightly from the final versions. King Cheetah's preview version does not have its name capitalized in the flavor text. Viashino Sandstalkers has a similar lack of capitalization of Sandstalkers in the flavor text. Ovinomancer's preview version's text wraps differently; the text "{Tap}: ... owner's hand:" fits on one line. Peace Talk's preview version's text wraps differently; the second line ends with "...an attack". And all the black cards (Dark Privilege, Necrosavant, Urgorg Mindsucker, Vampirism, and Wicked Reward) have slightly longer copyright lines on the preview versions than the final versions.

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## 1.19 Weatherlight

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### Weatherlight

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The Weatherlight expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is an open book. The set consists of 167 unique cards. It was released in early June 1997.

## 1.20 Portal

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### Portal

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The Portal set is not an expansion to the main Magic: The Gathering game. It is instead a new game based on the same rules, but with many complex issues removed from the game. It has a certain amount of compatibility with the core Magic game, but it is not entirely the same.

Portal was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a circle with radial lines on it that is supposed to remind you of a tunnel or possibly a door. The set consists of 220 unique cards. It was released in early June 1997.

## 1.21 Tempest

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### Tempest

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No information yet...

## 1.22 Promotional Cards

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### Promotional Cards

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The Nalathni Dragon was first distributed to attendees of DragonCon in Atlanta during July 1994 (1 per person). One card was also distributed in Duelist Magazine issue #3 in October 1994 and 3 copies were included in the Duelist Companion newsletter issue #4 in November 1994. The card has a black border and the expansion symbol is a dragon's head which is displayed on the right side of the middle section of the card. Print size is estimated at 275,000.

The Sewers of Estark and Arena were distributed to people who purchased the first Magic novel "Arena". Some were also given out to Duelist Convocation members. "Arena" was made available in September 1994. The cards have a black border and the expansion symbol is a pen which is displayed on the right side of the middle section of the card. Print size per card is estimated at 165,000.

Windseeker Centaur was distributed to people who purchased the second Magic novel "Whispering Woods". Some were also given out to Duelist Convocation members. "Whispering Woods" was made available in January 1995. The card has a black border and the expansion symbol is a pen which is displayed on the right side of the middle section of the card. Print size is estimated at 100,000.

Giant Badger was distributed to people who purchased the third Magic novel "Shattered Chains". Some were also given out to Duelist Convocation members. "Shattered Chains" was made available in late February 1995. The card has a black border and the expansion symbol is a pen which is displayed on the right side of the middle section of the card. Print size is estimated at 100,000.

Mana Crypt was distributed to people who purchased the fourth Magic novel "Final Sacrifice". "Final Sacrifice" was made available in April 1995. The card has a black border and the expansion symbol is a pen which is displayed on the right side of the middle section of the card. Print size is estimated at 75,000.

Special printings of Fireball (Shadow Mage #1) and Blue Elemental Blast (Shadow Mage #2) appeared in Magic comic books. They look just like the Fourth Edition versions of these cards except the copyright date is 1994.

A set of five basic lands with new artwork are being made available to people that join the new Arena League sponsored by Wizards of the Coast. Also, a new Disenchant and Fireball are going to be made available as prizes in the league.

New artwork versions of Counterspell and Incinerate have been given out to members of the Duelist Convocation (at Legend level of membership).

## 1.23 Card Rulings

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### Card Rulings

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B	K	T
C	L	U
D	M	V
E	N	W
F	O	X
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## 1.24 Acknowledgments and Disclaimers

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### Acknowledgments and Disclaimers

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While this work is not officially issued by Wizards of the Coast, it does represent the collected rulings from official sanctioned representatives of and publications by Wizards of the Coast.

This summary is collected from rulings made by officials and network representatives of Wizards of the Coast, along with a number of unofficial rulings also collected from the net. Whenever a source for a ruling is known, the name of that person is listed with the ruling. "bethmo" is Beth Moursund, the network representative for the "mtg-l" mailing list. "D'Angelo" is Stephen D'Angelo, the previous "mtg-l" representative. "Peterson" is Paul Peterson, the previous "mtg-l" representative. "bethmo" was also the representative before Paul. "Aahz" is Tom Wylie, the Magic Rules Guru. "DeLaney" is David Delaney, the network representative for the "rec.games.deckmaster" and "rec.games.trading-cards.magic.\*" newsgroups. "Snark" is Dave Howell of WotC. Official rulings from the rules team are marked as "WotC Rules



Team". Rules from the Mirage rule book are marked with "Mirage Page #". Errata from the Magic Official Encyclopedia are marked with "Encyclopedia Page #".

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