

# MAGIC The Gathering Old School



## MONOCOLOR RULES

# MTG 93/94 OLD SCHOOL – MONOCOLOR DECK RULES

Legal series/sets are set by tournament administrators and according to *THE DANISH 93/94 MTG OLD SCHOOL GUIDELINES*. Also follows same restricted card list

Only one color allowed. No Power 9 cards and no artifacts allowed. You can only include lands that produce mana of the chosen color – *so no lands that generate colorless mana*.

Your main deck must contain at least 60 cards (no maximum as long you can shuffle your deck)

*There is no sideboard.*

## BANNED LIST

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### Power 9 cards:

- Black Lotus
- Mox Pearl
- Mox Sapphire
- Mox Ruby
- Mox Jet
- Mox Emerald
- Time Walk
- Time Twister
- Ancestral Recall

### Artifacts

- All Artifacts

### Other cards:

- Mind Twist
- Brain geyser
- Greater Realm of Preservation
- Circle of Protection Red
- Circle of Protection Blue
- Circle of Protection Black
- Circle of Protection Green
- Circle of Protection White
- Tsunami
- Karma
- Gloom
- Magnetic Mountain
- Lifeforce
- Flash fires
- Acid Rain
- Conversion
- Cleanse
- Volcanic Eruption
- Deathgrip

**Ante cards:**

- Bronze Tablet
- Contract from below
- Darkpact
- Demonic attorney
- Jeweled Bird
- Rebirth
- Tempest Efreet

**Errata to Ring of Ma'rûf**

Ring of Ma'rûf can be used to bring any danish 93/93 old school legal card you own into the game. This does not include a card from the above banned list.

**Errata: Chaos Orb**

1, Tap: Choose a non-token permanent on the battlefield. If Chaos Orb is on the battlefield, flip Chaos Orb onto the battlefield from a height of at least one foot. If Chaos Orb turns over completely at least once during the flip, and touches the chosen permanent, destroy that permanent. Then destroy Chaos Orb.

**Errata to Falling Star**

Choose any number of non-overlapping creatures on the battlefield. Flip Falling Star from a height of at least one foot. If Falling Star turns over completely at least 360 degrees during the flip, it deals 3 damage to each chosen creature it lands on. Any creatures damaged by Falling Star that are not destroyed become tapped.