

# MAGIC The Gathering Old School



*Dan Frazier "Iron Star"*

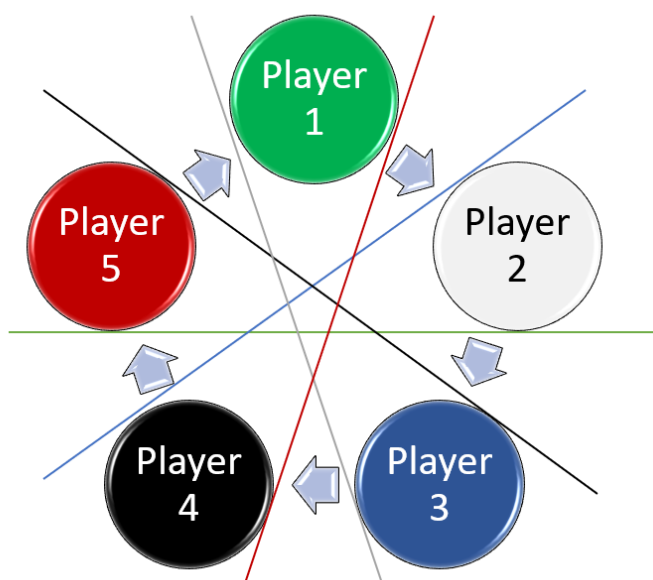
## FIVE PLAYER STAR RULES

**STAR** is a casual multiplayer form for *Magic: the Gathering* played by FIVE players. In STAR players sit five persons around a table. Each player's goal and winning condition is to kill the two players sitting opposite themselves. The first player to kill the two opposite players win. You win regardless of who or what kills the two players (i.e. it does not need to be you who necessarily make the kill)

STAR can be played with any set of agreed format (Swedish, Atlantic, Brawl, Singleton etc.. and any agreed banned and restricted rules

### Setup

Five player STAR magic is called "STAR" because players ideally sit around a table in a five-pointed star and if you draw a frontline for each player to illustrate who are a given player's enemies - the lines make a star.



*Illustration: Player 1 wins if Player 3 and Player 4 are killed. Player 3 wins if Player 5 and Player 1 are killed etc...*

The players sitting next to each player on the left and right can be considered neutral or "Allied" players as these *do not* have this player as a direct enemy they need to kill. The players sitting next to a player also *shares* one enemy player with that player.

This is illustrated below:

PLAYER	ENEMIES TO KILL	"ALLIES" - Players next to you ..... who share an enemy with you
1	Player 3 + 4	Player 5 + 2
2	Player 4 +5	Player 1 + 3
3	Player 5 + 1	Player 4 + 2
4	Player 1 + 2	Player 3 + 5
5	Player 2 + 3	Player 1 + 4

*Illustration: Player 3 sits next to Player 4 and Player 2 and shares an enemy with each of them. In addition, Player 4 and Player 2 do not have Player 3 as a direct enemy.*

However, a player might still need to intervene and prevent the “allied” players from winning before him. In some cases, this can even result in “allied” players attacking each other.

### Deck construction and other rules

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

There is no sideboard.

The first mulligan is to seven cards, then each mulligan afterward results in one fewer card (six, five, four etc.)

There is no mana burn, by default, but of course you can mutually opt to play with mana burn.

### Gameplay

Players randomly determine which player to go first, and [turn](#) order then progresses clockwise to the left.

All players can target and attack all other players. World enchantments and board effects, effects all players. All other players are per rules definition considered “a player” and “an opponent” in relation the text on cards. While a player can attack any player – a player can only block attacks directed against himself.

### Winning & loosing

A player wins as soon his two enemies die. If Player 1 is eliminated in the same time (f.esk casting a Psionic Blast on the last enemy Player 4, while at two lives both are killed and Player 1 does not win (one of the other remaining players also having player 1 as enemy might win instead)

A player’s two enemy players stays fixed throughout the game, also when the number of players is reduced and a player then sit next to a new players.

### Comments

STAR is a quicker five player multiplayer variant than Free-for-all format, where you still get all the decks interacting but only have 2 actual targets.

STAR is neither a full team play nor a full Free-for-all format. You don't show your allies your hand like you do in Two-headed Giant. Sometimes you might support one of the "allied" players sitting next to you in killing your shared enemy. Sometimes you might be forced to save other players to prevent another player from winning to actually win yourself. Sometimes you even might be forced to attack an "allied" player sitting next to you if that player has become too strong.

Most often the game will finish, and a winner is found then the second player leaves the match.

However, in one situation, where the second player who is eliminated sits opposite the first player that was eliminated, there will be three players left and two of them will have the same enemy left to kill, while the third player still needs to kill both other players.

This is essentially a two versus one situation – BUT the two players that have the same remaining enemy player race against each other to make the kill and might need to prevent or intervene towards the other player during this race.

#### **Variant: Mono colored STAR**

Players agree which color each player choose and each player then construct a mono color deck in one of the selected five colors.

Players are placed around the table in the color order shown above which matches the MTG color wheel. Player's position and "allied" players will then match the "Allied color pairs" and "enemy color pairs". In this format a ban list on color hoser cards is needed as these will significantly impact gameplay. For OS 93/94 MTG the suggested ban list is as follows:

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