

LONG ISLAND
SPICY CUP



Tournament Rules



Long Island Spicy Cup

Introduction



*T*he intention of the Long Island Spicy Cup format is to encourage and challenge the players into new more spicy deck brews which differs from the “usual suspect” Tier 1 decks, that normally roams the meta. This is supported by a point system that forces the players to dig deeper into the old school card pool and explore card alternatives.

*T*he point system is not intended to deny the use of any of the cards normally allowed under the Danish Old-school rules. However, the points are directed towards limiting the use of the normally “auto-include” cards as well as making it more difficult to use cards that are incredible strong or often decisive in a game.

Examples of cards in focus for the point system are:

- Power 9 cards
- Other very powerful/broken and often decisive cards
- Cheap and/or game decisive card draws
- Most dominating powerful enchantments in the meta
- Most dominating creatures that are significantly better than the average mana curve
- Most dominating cheap and powerful counter and removal spells
- Most powerful direct X-damage spells
- Cards that enables massive land fetch and/or land destruction

*I*f you are ready to try to win in a format where you will be challenged to build a different deck than normally, compete against new spicy brews and where the usual meta with archetype decks will not rule..... then this format might interest you.

The Tournament is managed using the Tolaria event organizer.

Happy brewing !

The Long Island Crew

**Long Island Spicy Cup rules follows
Danish Old School B/R rules and allows
following sets:**

ALPHA
BETA
UNLIMITED
ARABIAN NIGHTS
ANTIQUITIES
LEGENDS
THE DARK
REVISED
CHRONICLES
4TH EDITIONS
FBB (*Foreign Black Border*)
FWB (*Foreign White Border*)
SUMMER EDGE MAGIC

•CARDS; ONLY WITH SAME FRAME PRINT
AS IN: ALPHA, BETA, UNLIMITED,
REVISED, ARABIAN NIGHTS, ANTIQUITIES,
LEGENDS AND THE DARK

•COLLECTORS EDITION/ INTERNATIONAL
EDITION IS LEGAL TO PLAY AT THIS
TOURNAMENT

BANNED CARDS IN OLD SCHOOL:

BRONZE TABLET
CONTRACT FROM BELOW
DARKPACT
DEMONIC ATTORNEY
JEWELLED BIRD
REBIRTH
TEMPEST EFREET

RESTRICTED CARDS

*(Only play with one copy in
a deck and sideboard)*

ANCESTRAL RECALL
BALANCE
BLACK LOTUS
BRAINGEYSER
CHANNEL
CHAOS ORB
DEMONIC TUTOR
LIBRARY OF ALEXANDRIA
MANA DRAIN
MIND TWIST
MISHRA'S WORKSHOP
MOX EMERALD
MOX JET
MOX PEARL
MOX RUBY
MOX SAPHIRE
REGROWTH
SHAHRAZAD
SOL RING
STRIP MINE
TIME WALK
TIMETWISTER
WHEEL OF FORTUNE

ERATTA:

Chaos Orb (2)

Artifact

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.

Falling Star (2R)

Sorcery

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.

7-point Brew System

Your deck can contain a **maximum of 7-point** total, from the following list. You do not have to use all 7 points. IF you start your deck with for example 1 card Mana Drain and 2 cards of Black Vise, you have a 7-point total and may not have more cards from the below list in your deck.

Deck must be minimum 60 cards and there is no sideboard.

We play with mana burn.

5 point card



4 point card



3 point card



7-point Brew System

2 point card



1 point card

