



# MTG OLD FRAME VINTAGE RULES

# **MTG Old Frame Vintage**

# Rules

MTG Old Frame for fellow lovers of the old design of Magic the Gathering cards <u>before</u> Eighth Edition brought the Modern Frame. Premodern and several other formats do not allow players to enjoy all the powerful and iconic cards printed between Limited Edition Alpha and Scourge in the same deck.

Old School and Premodern are already quite popular formats but they are also completely separated from each other. However Old Frame Vintage, is a format that <u>combine both card pools</u> and bring you back to something very similar to what Vintage was in 2003 after Scourge had just been released.

In MTG Old Frame Vintage not only can you play the Power Nine in the same deck where a Psychatog, Phyrexian Dreadnought or Goblin Welder also are included. You can also play very iconic and powerful spells that are banned in Premodern, like Yawgmoth's Will, Tolarian Academy or Memory Jar.

#### **Deck Construction**

Minimum 60 card main deck - no maximum, but player must be able to shuffle deck appropriately. Between 0 and 15 cards in Sideboard. You can sideboard as you like as long as after side boarding your main deck must still contain minimum 60 cards and your sideboard maximum 15 cards. You are thus not required to swap cards between your main deck and sideboard on a one-for-one basis.

#### Mana Burn

There is no mana burn.

#### Mulligan Rule

We use the "London Mulligan" rule. This mulligan lets you draw a new hand of seven as a mulligan each time, and then on a keep, put back a number of cards on the bottom of your library equal to the number of mulligans taken.

#### Legal sets

The legal sets are listed below to the left combined with a visual representation of how MTG Old Frame Vintage combines other well-known formats during the 20-year

period into <u>one single</u> old frame format. The format includes every old frame set released by WoTC from 1993-2003 except Unglued.

MTG Old Frame Vintage						
Legal sets	Other well-known 1993 -2003 formats					
Alpha, Beta Arabian Nights, Antiquities, Legends The Dark Fallen Empires, Harper Prism Book Promos Homelands Ice Age Alliances	Old school 93/94	Old school 95	Alpha to Alliances (MTG A2A)	Old school 96	Not included ALICE	Not included
Mirage Visions, Weatherlight Portal, Tempest, Stronghold Exodus, Portal Second Age Urza's Saga, Urza's Legacy, Urza's Destiny Portal Three Kingdoms, Starter 1999 Mercadian Masques, Nemesis, Prophecy Invasion, Planeshift, Apocalypse Odyssey, Torment, Judgment Onslaught, Legions, Scourge	Not included	Not included	Not included	Not included	Not included	Premodern

## Reprint policy

All reprints done by Wizards of the Coast with <u>same</u> art that existed up to the Scourge set in 2003 and that use the Old Frame (Alpha to Scourge) are allowed. Cards that full-fill this requirement can be found following sets: Revised, 4<sup>th</sup> edition, 5<sup>th</sup> edition, 6<sup>th</sup> edition, 7<sup>th</sup> edition, Chronicles, Foreign Black Border sets, Foreign White Border sets, and Summer Edge Edition.

Allowed reprints also includes those that were not originally tournament-legal like Collectors' Edition, International Edition, 30th Anniversary Edition, Gold-bordered Pro Tour and World Championship cards.

None of these sets add additional cards compared to the legal list of sets mentioned above.

#### Proxy policy

Proxies and re-backed cards are allowed, but it is encouraged to use real magic cards as players build their card pool.

### **Banned and Restricted List**

The aim with the Old Frame Vintage format has been to keep things as close to where they were back in 2003. So, the starting point for the banned and restricted list is the official list 20 years ago. That list has been slightly modified, to accommodate changes needed to the format that runs a relatively different updated WoTC rule set compared to back in the days. However, if you left Magic the Gathering back in 2003 around the time Scourge was released, you will find very few differences.

Banned Cards	Restricted Cards			
Amulet of Quoz	Ancestral Recall	Mox Diamond		
Bronze Tablet	Balance	Mox Emerald		
Contract from Below	Black Lotus	Mox Jet		
Darkpact	Brainstorm	Mox Pearl		
Demonic Attorney	Channel	Mox Ruby		
Jeweled Bird	Demonic Consultation	Mox Sapphire		
Rebirth	Demonic Tutor	Mystical Tutor		
Tempest Efreet	Enlightened Tutor	Necropotence		
Timmerian Fiends.	Fact or Fiction	Regrowth		
	Fastbond	Sol Ring		
	Flash	Strip Mine		
	Frantic Search	Time Spiral		
Dexterity Cards*	Grim Monolith	Time Vault		
Chaos Orb (Restricted)	Gush	Time Walk		
Falling Star	Imperial Seal	Timetwister		
	Lion's Eye Diamond	Tinker		
	Lotus Petal	Tolarian Academy		
* It is up to the tournament	Library of Alexandria	Vampiric Tutor		
organizer if dexterity cards	Mana Crypt	Voltaic Key		
should be allowed.	Mana Vault	Wheel of Fortune		
	Memory Jar	Windfall		
	Merchant Scroll	Yawgmoth's Bargain		
	Mind Twist	Yawgmoth's Will		
	Mind's Desire			