

# MAGIC

The Gathering®



## A short introduction to Old School Magic The Gathering

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# Old school Magic the Gathering: What do I need to play ?



- The basis game (Cards you have decided to buy initially as your card pool)
- A main deck of minimum 60 cards – no max. but you must be able to shuffle your deck  
(with maximum of four of each card – some powerful cards are restricted to max. 1 card)

- A sideboard deck of exactly 15 cards  
(with maximum of four of each card – some powerful cards are restricted to max. 1 card)

- Four six-sided dice

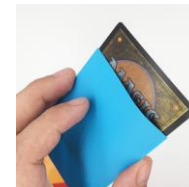
- Some tokens or some extra six-sided dice



- A playmat (it is used to resemble your playfield)



- Standard sized card sleeves  
(to protect your cards – magic card are an investment and to ensure cards are not recognizable from different wear and tear on the card backs )



# Old school Magic the Gathering



It is not a one-off purchase like a board game – it is a journey

## The base game

- Compared to a board game MTG does not have a fixed purchase price
- You set initial purchase prize yourself
- You decide what your base MTG game contains from the start
- You cannot buy a finished starting deck in the stores (if you are lucky perhaps a second hand pre-made deck)
- You select and acquire the content (card pool) of your base game card by card bottom up
- There are several sellers in DK and a huge online European trading portal with great visibility on cards for sale, prices, card condition etc.

*Price level: ~10.000-20.000 kr.*

## Expansions

- Playing MTG is a journey
- The journey can continue as long as you want to.
- In Old School expansions are not released at certain times – they already exists and are available at [cardmarket.eu](http://cardmarket.eu)
- You decide when you expand your game, what the expansion contains, the size of the expansion and what you would like to spend
- Typically, you expand your game very frequently in incremental steps

*Price level: Individually*

## The full Game

- Old school magic is not a race for keeping up with new cards
- Old school magic is limited to a fixed and locked set of series totaling only 879 different cards excluding basic lands.
- Most cards are therefore well-known to players and there are no new expansions or cards being added
- The continuous stream of new magic sets that keeps getting released every year from WoTC are therefore irrelevant and not used in Old School format.
- Adding cards as an expansion to the starting card pool is an individual journey that every player takes in their own speed and direction - considering ambition level and economy. Every step taken allows the player to embrace larger part of the game.
- Normally players does not end up purchasing the full game – most find a preferred niche, route and appetite.

# Magic the Gathering: Three key aspects of the game that are all important

## Expand your card pool

- Expand/change card pool
  - Acquire new cards
  - Trade cards
  - Sell Cards
- Upgrade cards
  - Upgrade cards to more exclusive versions (Black border or older versions)

## Build & Strategize

- Strategize
  - Learn and build card synergies
  - Learn about deck arc types
  - Learn about plays
  - Read/seek inspiration
  - Talk to other players about decks, cards, strategies and games played
- Build decks
  - Build new decks and sideboards
  - adjust / optimise decks
  - Deck lay up
  - Deck balance and average CMC
- Testing
  - Solo casual test
  - Test draw hands (also called gold fishing)

## Play the Game

- Casual play
- Tournament play
  - Tron Wars (monthly online)
  - Long Island Cup (Aarhus)
  - Eels Cup (Aalborg)
  - Tron Wars (Hirtshals)
  - Domina Day (Hadsten)
  - At the Mountains of Madness (Viborg)
  - DOS (København)
  - COS (København)
- Format
  - Normal Competitive
  - Singleton
  - Pauper
  - Two Headed Giant
- Experience
  - Learn to play your deck
  - When in attack and when in control or defense
  - read your opponent
  - Recognize deck types, strategies

**Time Spent**      **20%**

**40%**

**40%**

**Importance**    **33%**

**33%**

**33%**

# The card sets of Danish Old School Magic

By set name and card symbol

Fourth Edition		Fourth Edition	378 cards	April, 1995
<del>Fallen Empires</del>	<del></del>	<del>Fallen Empires</del>	<del>102 cards</del>	<del>November, 1994</del>
The Dark		The Dark	119 cards	June, 1994
Legends		Legends	310 cards	June, 1994
Revised		Revised Edition	306 cards	April, 1994
Antiquities		Antiquities	100 cards	March, 1994
Arabian Nights		Arabian Nights	92 cards	December, 1993
Alpha, Beta, & Unlimited		Alpha, Beta and Unlimited	295 cards	August, 1993
CHRONICLES		Chronicles / Renaissance	116 cards	July, 1995

*Old school Magic is the cards from the very first sets from 1993-1994 incl. The re-release of the core set from 1995 (4th edition) and the reprint set (Chronicles)*

*Fallen Empires is not included despite it is a set from 1994.*

*As revised and 4<sup>th</sup> edition core sets are mainly re-releases of the three identical sets (first edition Alpha and Beta + 2<sup>nd</sup> edition Unlimited) and foreign black/White border are just changed languages the total number of different cards is much smaller.*

## Core sets

Alpha  
Beta  
Unlimited

## Expansions sets

Arabian Nights  
Legends  
Antiquities  
The Dark

## Reprints set

Chronicles\*\*  
Revised (3<sup>rd</sup> edition)  
Foreign Black border  
Foreign White border  
4th edition  
Summer Edition

## Collectors sets

Collectors Edition (CE)\*\*\*  
International Edition (IE)\*\*\*

\*\* Reprints of selected cards from Arabian Nights, Legends, Antiquities, The Dark

\*\*\* Same as Beta set just square corners on cards and gold frame on backside of card

# Danish Old School MTG – Total different cards in the format



## Core sets

**Alpha, Beta, Unlimited** - 302 unique cards -> excluding 15 basic lands  
= **287 cards**

**Revised** 291 cards: +39 cards added from antiquities, Arabian Nights, -  
35 cards discontinued –no new cards added

**CE / IE edition** - Only reprint of Beta set - no new cards added

**Foreign Black border** - Only language changes no new cards added

**Foreign White border** - Only language changes no new cards added

**4th edition** - Only allowed the cards that has same art print as the  
Alpha, Beta, Unlimited sets or one of the expansion sets below.

## Expansions sets

**Arabian Nights** 92 unique cards -> excluding 1 basic Mountain and  
different versions = **78 cards**

**Legends** 310 unique cards -> no basic lands or diff. versions = **310 cards**

**Antiquities** 100 unique cards -> Counting Mishra's Factory, Strip Mine,  
Urza's Mine, Urza's Power Plant and Urza's Tower which all have 4  
versions as only 5 unique cards = **85 cards**

**The Dark** 119 unique cards -> no basic lands or diff. versions = **119 cards.**

## Reprint sets

**Chronicles** 125 cards – but only reprint of Arabian Nights, Legends,  
Antiquities, The Dark – no new cards added

*Fallen Empires set not allowed in Danish Old school Magic*

# 879 CARDS

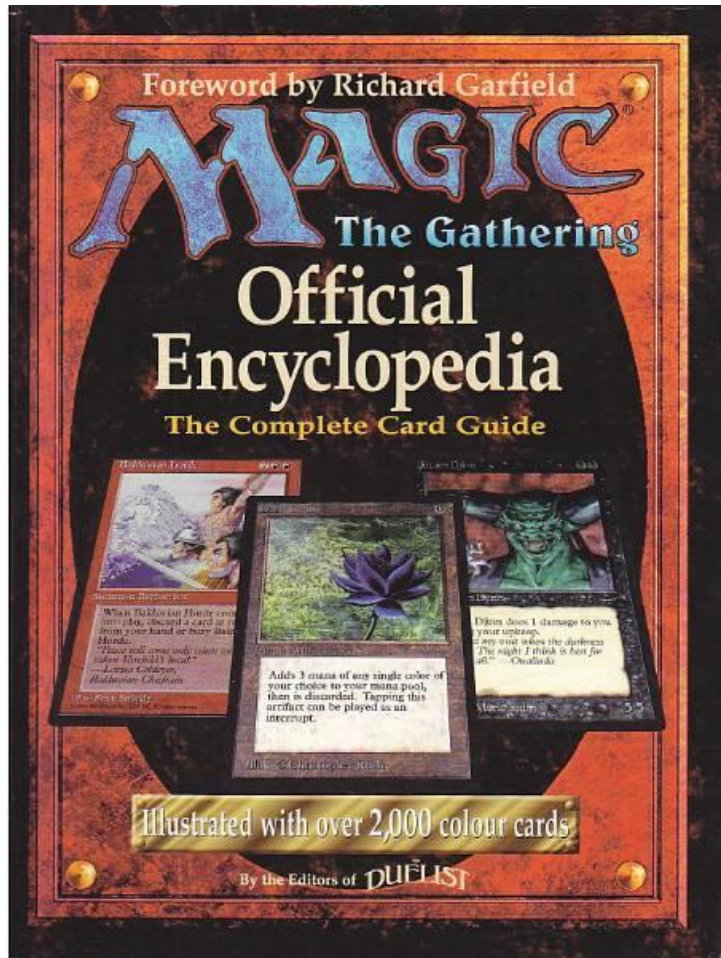
*Excluding lands*



# Danish Old School MTG – The card source book



The “must have” book with pictures of all card in the sets for beginners



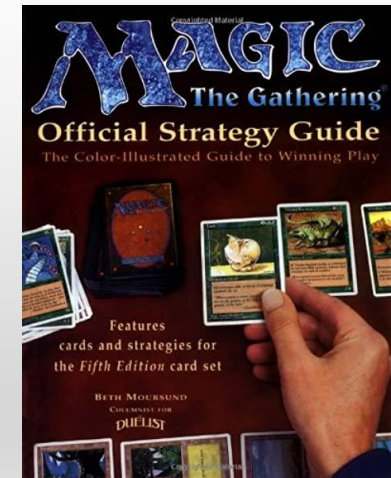
Both books can be found on secondhand market on Ebay, Amazon and Card market.

# 879 CARDS



## OPTIONAL

*If you a new to magic this little strategy guide with rich illustrations might be a good buy to get fast into some of the key strategic elements of playing magic*



# Danish Old School MTG



Banned cards and cards restricted cards in the format

**Banned cards** are cards that is part of the card sets but not allowed to be used.

**Restricted cards** are cards, that due to being very powerful, is only allowed to include 1 copy of the card in a deck. Normally up to 4 copies of a specific card is allowed in a deck – except from basic lands

**Card rules errata** is only relevant for two cards in the format, where card text has been adjusted

## RESTRICTED CARDS IN OLD SCHOOL:

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

## BANNED CARDS IN OLD SCHOOL:

BRONZE TABLET

CONTRACT FROM BELOW

DARKPACT

DEMONIC ATTORNEY

JEWELLED BIRD

REBIRTH TEMPEST EFREET

## CARD ERATTA:

### Chaos Orb:

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:

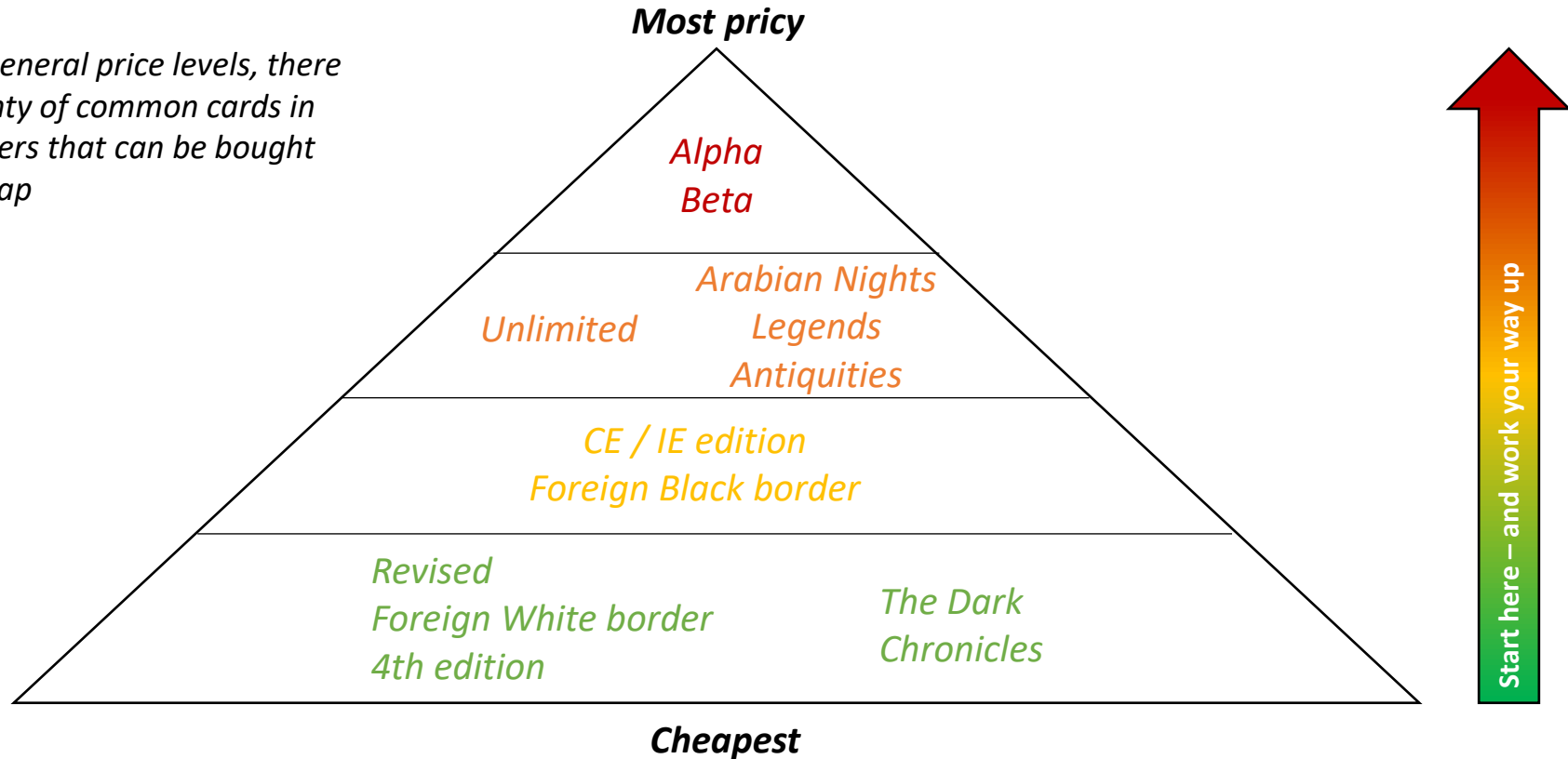
Choose any number of non-overlapping creatures on the battlefield. Flip Falling Star from a height of at least one foot. If Falling Star turns over completely at least 360 degrees during the flip, it deals 3 damage to each chosen creature it lands on. Any creatures damaged by Falling Star that are not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





# The four price tiers (by set name)

*This is the general price levels, there are still plenty of common cards in the upper tiers that can be bought relative cheap*



## Core sets

Alpha, Beta, Unlimited  
Revised  
CE / IE edition  
Foreign Black border  
Foreign White border  
4th edition

## Expansions sets

Arabian Nights  
Legends  
Antiquities  
Chronicles  
The Dark

## What drives value of a card ?

1. Part of Power nine cards (*The 9 power cards and the rest*)
2. The set (*old and less printed versus new and large prints*)
3. Rarity of card (*Rare, uncommon, common*)
4. Condition of card (*Mint, Near mint, Excellent, Good, Light Played, Played, Poor*)
5. Language - English versus foreign (*French, Italian, German, Spanish*)
6. Playability (*frequently played or a very playable/popular card*)

# Old school MTG: The Power 9 cards

The "Power 9" Cards which are some of the most expensive and sort after cards by collectors and players

The most expensive cards from expansion sets



Other very sought-after cards played in many Old School decks



# Old school MTG: Some very expensive cards, but also a lot less expensive

## Core sets

### Unlimited:

9 Power nine cards  
 10 Dual lands  
 Chaos Orb  
 Time Vault  
 Gauntlet of Might  
 Wheel of Fortune  
 40 other rare/uncommon cards  
 50 uncommon cards  
 189 remaining cards

### CE / IE

9 Power nine cards  
 10 Dual lands  
 Chaos Orb  
 Time Vault  
 Gauntlet of Might  
 Wheel of Fortune  
 10 other rare/uncommon cards  
 25 rare cards  
 244 remaining cards

### Revised/Foreign Black/White border:

10 Dual lands  
 Wheel of fortune  
 Demonic Tutor  
 Copy Artifact  
 Mana Vault  
 Fastbond  
 Fork  
 275 remaining cards

### 4<sup>th</sup> Edition:

Sylvan Library  
 Mana Vault  
 Land Tax  
 288 remaining cards

## Expansion sets

### Arabian Nights:

21 rare/uncommon cards  
 20 rare cards  
 37 remaining cards

### Legends:

20 rare cards  
 20 rare cards  
 270 remaining cards

### Chronicles:

Concordant crossroads  
 Blood Moon  
 City of Brass  
 122 remaining cards

### The Dark:

Blood Moon  
 Goblin wizard  
 10 rare cards  
 107 remaining cards Rest

### Antiquities:

Mishra's workshop  
 Candelabra of Tawnos  
 Mishra's factory winter  
 Power artifact  
 Tawnos Coffin  
 Triskelion  
 Argivian Archaeologist  
 Transmute artifact  
 15 rare/uncommon cards  
 62 remaining cards

RED = very expensive cards  
 YELLOW= Medium price cards  
 Green= lower price cards

# Old school MTG: Exact same card – different price depending on set of origin

## Example: Serra Angel

*(Rare card + Powerful + very popular + very playable)*



Oldest

Newest



Start here

*Approx. price multiplier every time you take one step to the left to get an older version of the exact same card. If you are mainly in it as a player and not as an collector stick to the newer versions of the cards*

# Old school MTG: Buying cards

The biggest online market portal in Europe is **cardmarket.com**. Here availability, condition and prices are very transparent just like buying and selling shares on a stock market portal.

Example: searching for 4 Serra Angels

**Table 1: Search Results**

Name	Rarity	#	Available	From
<b>IX</b> Serra Angel			702	0,02 €
<b>R</b> Serra Angel			464	0,14 €
Serra Angel		33	9131	0,01 €
<b>U</b> Serra Angel			126	9,95 €
<b>MS</b> Serra Angel		32	4210	0,01 €
<b>E</b> Serra Angel		224	371	1,00 €

**Table 2: Card Details - Serra Angel (Rarity R)**

Rarity	R Revised
Printed in	Revised
Reprints	Show Versions (45) Show Offers
Available items	464
From	0,14 €
Price Trend	3,08 €
30-days average price	1,88 €
7-days average price	2,27 €
1-day average price	7,95 €

Selecting Serra Angel from cheaper Revised set available from prices of 0.14 EUR (notice the "R" symbol)

Price trend curve

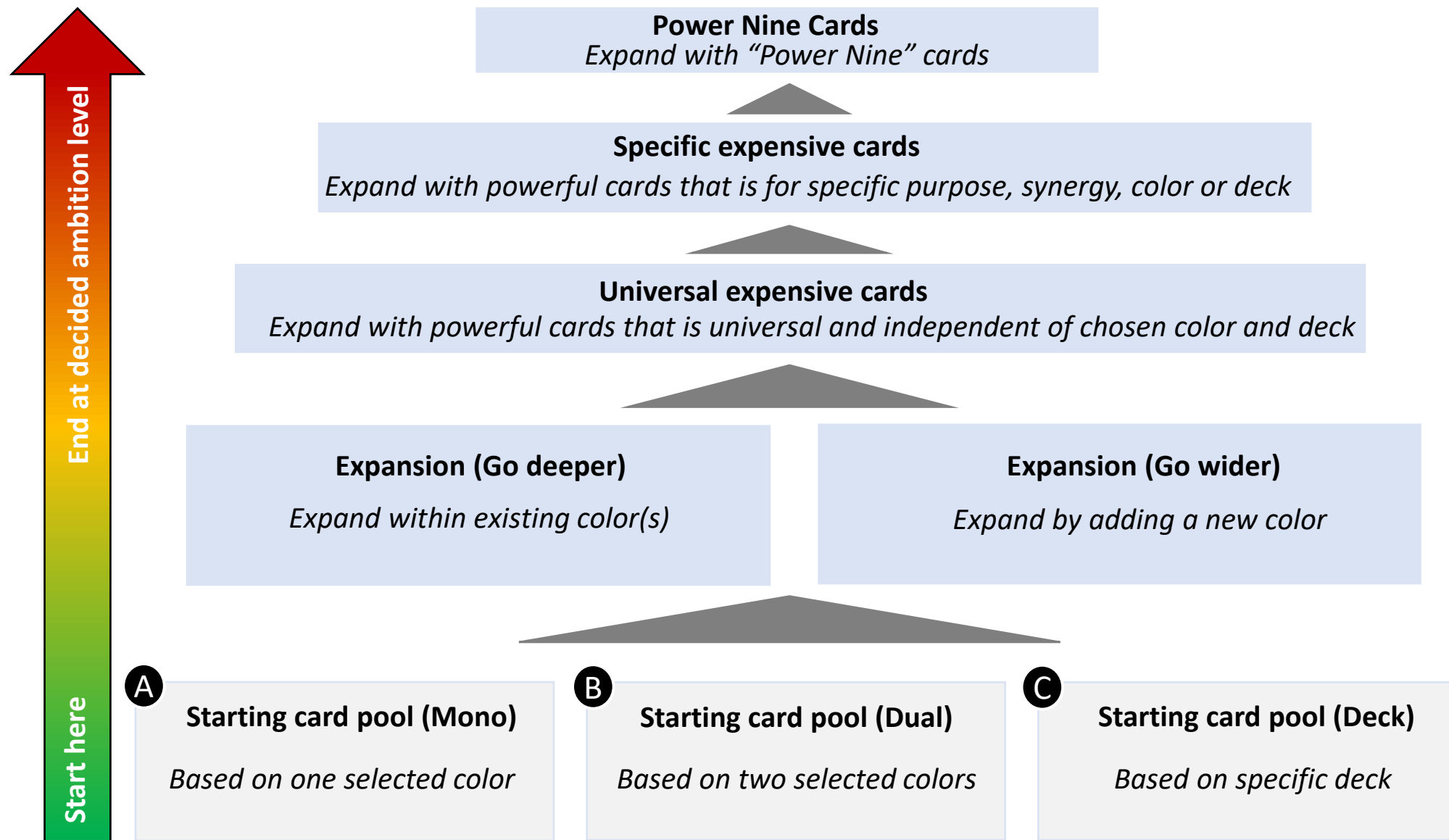
Price statistics

Seller country and name. How many cards seller has for sale (i.e big shop seller or small private seller), average shipping time and condition of card (using smiley grading score), price and number of cards for sale. This German seller has two cards for sale for 0.89 EUR per card

Seller	Country	Price	Quantity
Fast & Secure		0,59 €	1
ARCAN...		0,60 €	2
new seller, cheap and...		0,69 €	1
ARCAN...		0,70 €	2
ARCAN...		0,75 €	1
#JH001		0,75 €	1
		0,75 €	2
Farbenfinsternis	Germany	0,75 €	1
Millah	Germany	0,80 €	1
Lokiche	Germany	0,80 €	1
aletheia	Germany	0,80 €	1
haartwig	Austria	0,84 €	5
Team-chick	Germany	0,85 €	1
fanfandesbois	Germany	0,85 €	1
Domi111	Germany	0,88 €	1
Magicdealer-patte-de	Germany	0,89 €	2
MoonVillage	Germany	0,90 €	2

# Old school MTG: Recommended starting options and expansions

More detailed explanation of each step on next page



## Power Nine cards

Go for the rest of Power Nine cards that matches your deck (*Mox, Emerald, Mox Ruby, Mox Jet, Mox, Pearl, Mox Sapphire, Ancestral Recall, Time Walk, Time Twister, Black Lotus*)

## Selected Power Mox cards

Go for the **Power Mox cards that matches your chosen colors**. This is 1 (if still mono color), 2 (if dual Color) or 3 (if tri-color)

## Specific powerful cards

Go for specific *powerful cards* that supplement your decks with more or stronger synergies or allow you to make new builds from older expansions from Legends and Arabian Nights (*examples: The Abyss, Moat, Diamond Valley, Living Plane, All Hallows Eve, Falling Star, Underworld Dreams, City in a Bottle, Guardian Beast, Bazaar of Bagdad*)

## Universal powerful cards

Go for **Library of Alexandria, Mirror Universe** and **Chaos Orb** that both are extremely powerful cards and 100% universal stable cards regardless of deck and colors being played

### Expand (Go deeper)

#### Sticking to the starting color(s):

Go for the *discontinued very playable cards* that supplement your decks with more or stronger synergies. These are from Unlimited core set or CE/IE sets.

Buy CE/IE instead of unlimited if you want to save money. (*Examples: Berserk, Psionic Blast, Sinkhole, Ice Storm*)

*Very playable cards* that supplement your decks with more or stronger synergies from the more expensive expansions (Legends, Arabian Nights)

### Expand (Go wider)

#### Add a new color to your starting color(s):

Buy cards from core set from newest series (Revised and 4<sup>th</sup> edition) + Cheapest expansions (The Dark, Chronicles and antiquities)

Use the “must haves” card list as guidance or if going for a specific deck look at deck pictures of the selected decks as guidance for what to buy\*

Buy the dual lands that matches your chosen colors - **4 duals lands** if advancing from mono color to dual color **or 8 additional dual lands** if moving from dual color to tri color (*if blue color was deselected the price for the dual lands ill be lower*)

End at decided ambition level

Start here

### A Starting card pool (Mono)

Select 1 preferred color (*disregarding blue color can reduce your cost to expanding your card pool*)

Buy cards from core set from newest series (Revised and 4<sup>th</sup> edition) + Cheapest expansions (The Dark, Chronicles and antiquities)

Use the “must haves” card list as guidance and look at the competitive mono-colored decks as guidance for what to buy (*examples: White Weenie, Red burn, Blue Merfolk, Black aggro, Green Aggro*)\*

No dual lands needed

### B Starting card pool (Dual)

Select 2 preferred colors (*disregarding blue as a starting color can reduce your cost to expanding your card pool*)

Buy cards from core set from newest series (Revised and 4<sup>th</sup> edition) + Cheapest expansions (The Dark, Chronicles and antiquities)

Use the “must haves” card list as guidance

**Buy the 4 dual lands** that matches your two chosen colors (*if blue color was deselected the price for the dual lands ill be lower*)

Decide for what dual color decks you want to play with the chosen colors\*

### C Starting card pool (Deck)

Select 1 or 2 specific deck(s) that can be build with 2 colors (*disregarding decks with blue in can reduce your cost to expanding your card pool*)

Buy cards from core set from newest series (Revised and 4<sup>th</sup> edition) + Cheapest expansions (The Dark, Chronicles and antiquities)

Look at deck pictures of the selected decks as guidance for what to buy (*examples: Red/Blue Counter-Burn, Troll disco, Erhnam-geddon, Erhnam-Burn them*)\*

**Buy the 4 dual lands** that matches your two chosen colors (*if blue color was deselected the price for the dual lands ill be lower*)

\*Exclude and replace Power Nine cards and expensive cards from your build and replace with something else