

# 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: 5.000-10.000 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

## Build 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

## Play the Game

- Casual play
- Tournament play
  - DOOM (online)
  - Long Island Cup (Aarhus)
  - Domina Day (Hadsten)
  - At the Mountains of Madness (Viborg)
  - DOS (København)
  - COS (København)
  - Christmas Clash (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**      **10%**

**40%**

**50%**

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

## Expansions sets

Arabian Nights  
Legends  
Antiquities  
The Dark

## Reprints set

Chronicles\*

## 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 serie - no new unique cards

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

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

**4th edition** - Only allowed cards with same art print as the above  
series

## 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*

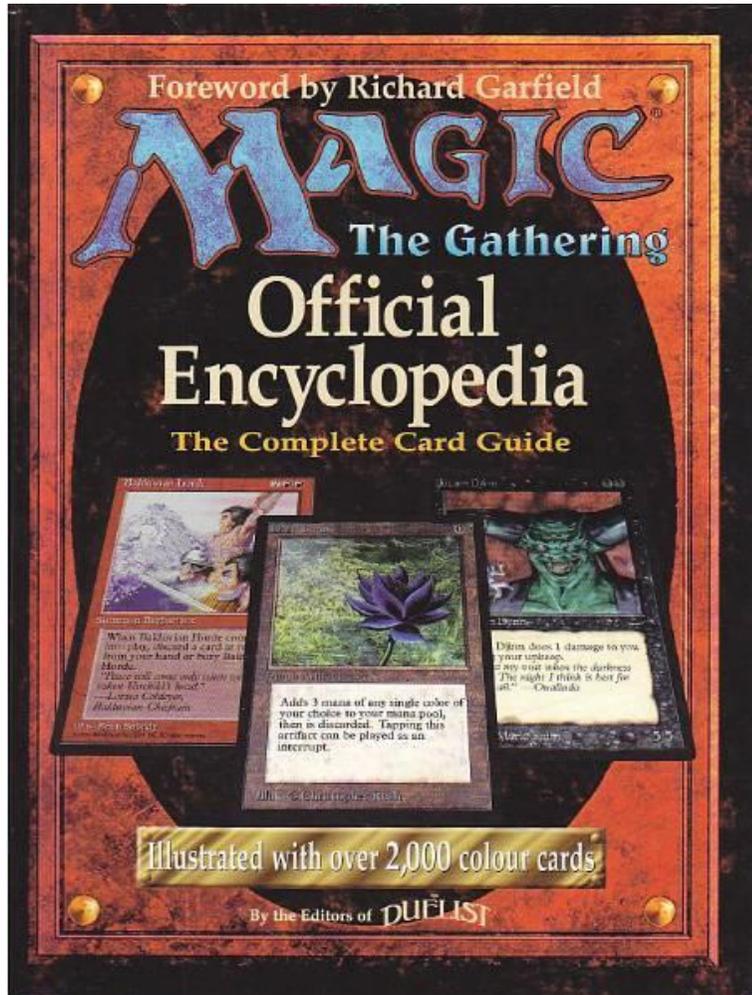
# 879 CARDS



# Danish Old School MTG – The card source book



The “must have” book with pictures of all card in the sets. You do not need any more



**879 CARDS**



*Can be found on second hand market on Ebay og Amazon*

# 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.



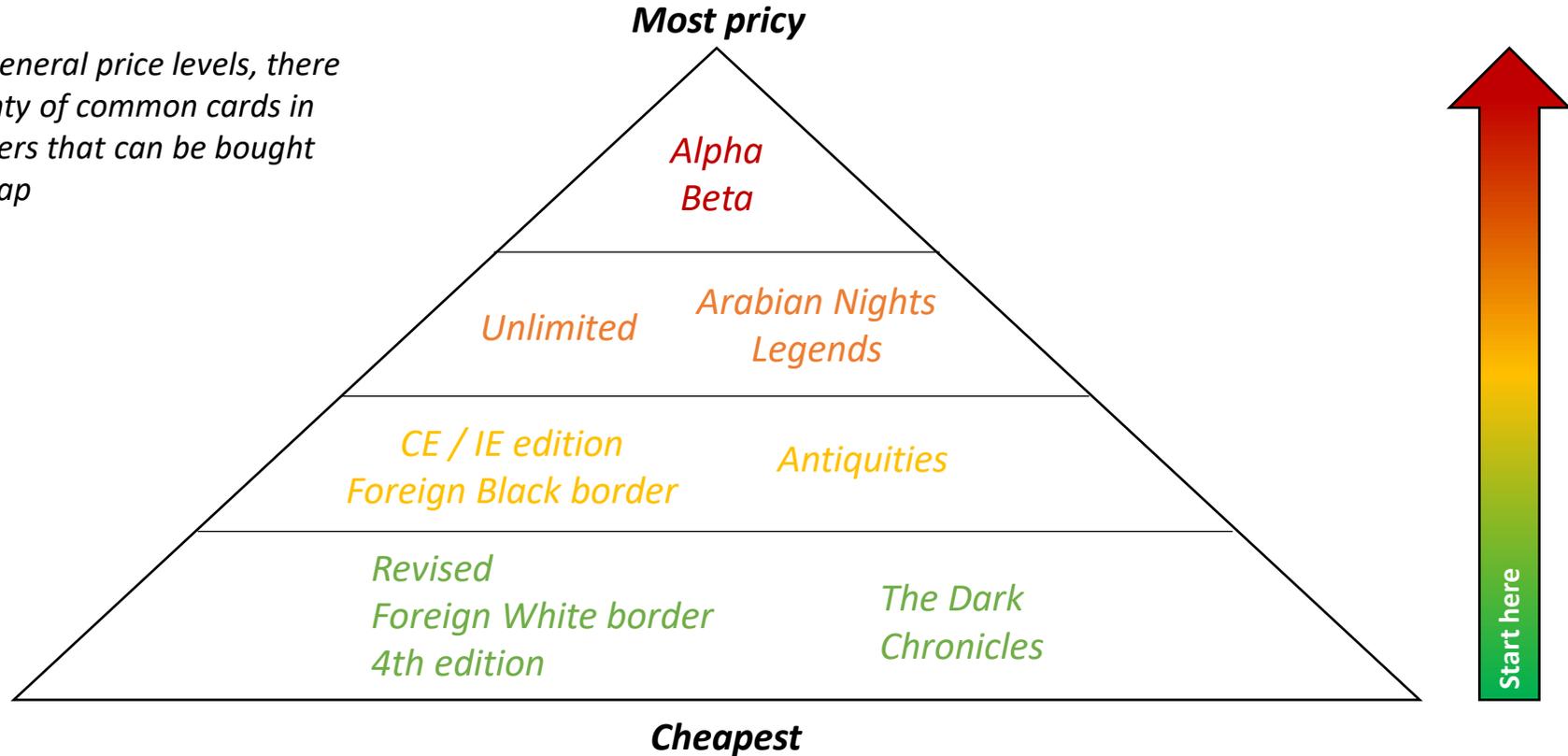
### Falling Star:

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

# Old school MTG: Very expensive cards, but they are few

## Core sets

### Unlimited:

Power 9 cards

10 Dual lands

Chaos Orb 500 EUR

25 other rare cards

248 remaining cards 0.1-30 EUR

### CE / IE

Power 9 Cards 350-2100 EUR

10 Dual lands 50-200 EUR

Chaos Orb 200 EUR

25 rare cards 15-50 EUR

248 remaining cards 0.30-15 EUR

### Revised/Foreign Black/White border:

10 Dual lands 50-250 EUR

Wheel of fortune 40-60 EUR

Demonic Tutor 15 EUR

Copy Artifact 14 EUR

Mana Vault 14 EUR

Fastbond 8 EUR

Fork 7 EUR

Winter Orb 5 EUR

274 remaining cards 0.1-3 EUR

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

Sylvan Library 24 EUR

Mana Vault 15 EUR

Land Tax 12.5 EUR

Strip Mine 3EUR

287 remaining cards 0.02-3 EUR

## Expansion sets

### Arabian Nights:

10 rare cards 150-850 EUR

20 rare cards 20-80 EUR

48 remaining cards 0.1 - 10 EUR

### Antiquities:

Mishra's workshop 750 EUR

Candelabra of Tawnos 300 EUR

Mishra's factory winter 100 EUR

Power artifact 80 EUR

Transmute artifact 80 EUR

15 rare cards 15-40 EUR

65 remaining cards 0.02 - 12 EUR

### Legends:

15 rare cards 60-1250 EUR

20 rare cards 20-60 EUR

275 remaining cards 0.5 - 20 EUR

### Chronicles:

Concordant crossroads 14 EUR

Blood Moon 9 EUR

City of Brass 5 EUR

122 remaining cards 0.1 - 2 EUR

### The Dark:

Blood Moon 30 EUR

10 rare cards 10-15 EUR

108 remaining cards Rest 0.02 - 5 EUR

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

## Example: Serra Angel

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

Alpha

Beta

CE/IE

Unlimited

Revised

4th edition



Start here

# 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
Serra Angel	IX		702	0,02 €
Serra Angel	R		464	0,14 €
Serra Angel	U	33	9131	0,01 €
Serra Angel	U		126	9,95 €
Serra Angel	U	32	4210	0,01 €
Serra Angel	U	224	371	1,00 €

**Table 2: Card Details - Serra Angel**

Rarity	R Revised
Printed in	R 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 €

**Table 3: Seller Listings**

Seller	Country	Price	Quantity
Farbenfinsternis	Germany	0,59 €	1
Millah	Germany	0,60 €	2
Lokiche	Germany	0,69 €	1
aletheia	Germany	0,70 €	2
Team-chick	Germany	0,75 €	1
fanfandesbois	Germany	0,75 €	1
Domi111	Germany	0,75 €	2
<b>Magicdealer-patte-de</b>	Germany	<b>0,89 €</b>	<b>2</b>
MoonVillage	Germany	0,90 €	2

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

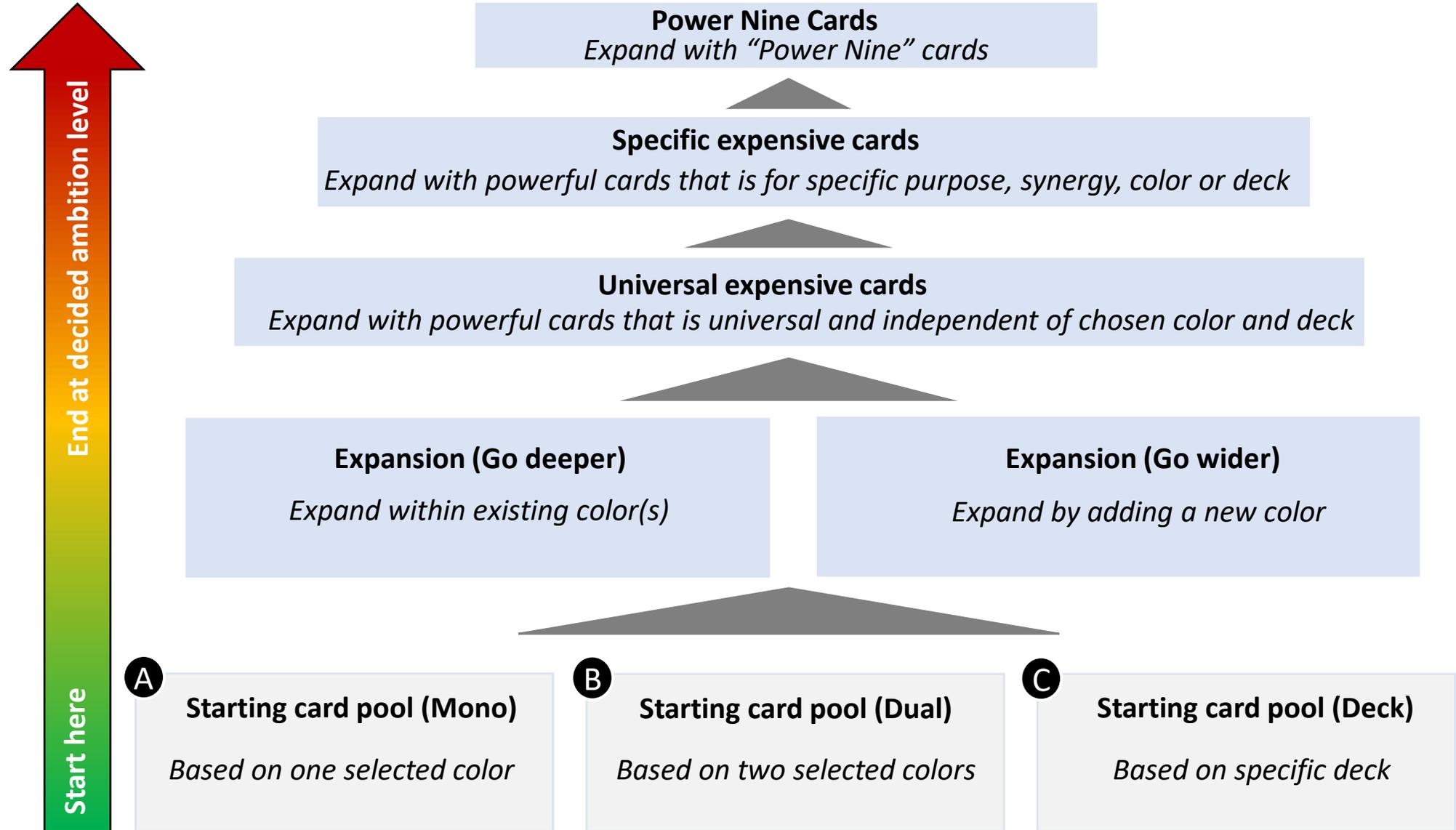
Price trend curve

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

# 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, Erhnamgeddon, 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