

Alpha, Beta, Unlimited & Revised

- Alpha was released in July 1993 with 295 cards
 - The vast majority of today's rules and card types were implicitly included in Alpha
 - Beta was released later that year and with 302 cards addressed error and misprints found in Alpha
 - Unlimited was just a reprinting of Beta with different border (beveled)
 - Revised was released in April of 1994 with 306 cards, it is sometimes known as 3rd ed.
 - Revised contained no new cards, a tradition that would be upheld in "core sets" until Magic 2010. Revised did away with some of the more powerful or confusing cards.
 - A attempt at a fixed version of Revised was printed in the summer of 1994 but was recalled and almost completely destroyed due to errors including the famous "Blue Hurricane"
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Mana

- Mana is the uncountable of the countable Land in the world of Magic
- Lands, unlike all other cards are not spells, they do not use the stack
- The rules dictate that one land a turn can be put into play (during one of the two main phases)
- There are five colors of Mana (White, Blue, Black, Red and Green) which translates to five basic land subtypes (Plains, Islands, Swamps, Mountains and Forests)
- When land is taped for mana it adds mana of the appropriate type and color to the mana pool



Creature

- A creature is a permanent (it stays in play until it is forcibly removed)
- Like all cards it has a casting cost
- Creatures often have an ability, this one has flying
- Creatures have power and toughness (P/T)
- Creatures have a subtype, in this case Elemental
- Many creatures, like other card types, have flavor text in italics which relate to the themes and storylines of the game but have no bearing on the rules



Enchantment

- Enchantments are permanents — they usually stay in play indefinitely
- They usually have some form of a continuous or triggered ability, although some have an activated ability (this one has which?)
- This enchantment is an example of what is now called an aura (a subtype of enchantment) which means it must be attached to another permanent of the specified type
- An enchantment without the subtype aura need not be attached to anything and functions like an artifact; likewise auras function like equipment



Artifact

- Artifacts are permanents
- They can be creatures, equipment or just plane artifacts
- They represent magical items, treasure, constructs or devices
- They usually only cost generic mana
- Their abilities are many and diverse



Instant

- A instant is a non-permanent
- A instant goes on the stack when it is played and it does not require an empty stack
- A instant, like an activated ability, can respond to something already on the stack
- An instant can be played just about anytime, even during another player's turn
- An instant takes effect when their mana cost is paid and they resolve, then they go straight to the graveyard — they do not enter play
- All interrupts and mana sources are now considered instants

Sorcery



- Sorceries are non-permanents
- Sorceries are like instants except they can only be played during a player's main phase and when nothing else is on the stack



Power Nine

- Ancestral Recall
- Black Lotus
- Moxen
- Timetwister
- Time Walk
- Six artifact and three blue



Survivors

- Only eight cards have been in all eleven core sets
- Air Elemental, Bog Wraith, Drudge Skeletons, Nightmare, Giant Growth, Giant Spider, Howling Mine and Rod of Ruin
- Birds of Paradise, Shivan Dragon and Llanawar Elves have all only missed one set
- Regeneration and Orcish Artillery have survived as functional reprints



Boons

- A cycle of cards involving the number 3
- The boons include Healing Salve, Ancestral Recall, Dark Ritual, Lightning Bolt and Giant Growth

Mirrored Pairs



- Alpha contained a great deal of mirrored pairs (26)
- Later sets would not contain as many mirrored pairs



Vertical Cycle

- Alpha contained 3 vertical cycles
- A vertical cycle is a set of cards with one for each rarity level
- An example was Mons's Goblin Raiders, Goblin Balloon Brigade and Goblin King
- Many later sets would include vertical cycles



Dual Lands

- The dual lands were a set of ten cards with two basic land types that each produce mana of an allied or enemy pair
- They would not be reprinted after Revised ed.
- A land with two basic land types now must have some condition to be played



Top-down Cycle

- A cycle of cards designed at the last minute to fill unused artwork
- Top-down design is rare but not unheard of in Magic
- Included Island Sanctuary, Stasis, Word of Command, Sedge Troll and Birds of Paradise
- Only Birds of Paradise has been especially successful of these hastily designed cards



Ante

- One of the few Ante cards
- Playing for ante meant permanently risking one random card from your deck while standing to win one
- Playing for ante is a risky casual format
- The last card to reference Ante was 1995's Timmerian Fiends
- Ante is not sanctioned in tournament play due to unpopularity and legal concerns



First-turn Win

- One of the earliest conceived first-turn wins
- Channel could be played on the first turn along with a Fireball or Disintegrate and a Black Lotus as long as a Mountain was laid down
- This combination wins the game

Arabian Nights & Antiquities

- Arabian Nights was the first expansion to Magic released (December 1993)
 - Antiquities and Arabian Nights are not considered part of any block
 - Antiquities, March 1994, was the second expansion
 - Both of these sets are not readily available today, especially the more popular cards
 - Arabian Nights was almost printed with different card backs
 - Arabian Nights has a theme including Djinni and Efreet along with characters from The Thousand and One Arabian Nights and took place on the plane Rabiah the Infinite
 - Antiquities introduces the fictional brothers Urza and Mishra who were powerful artificers, the setting is the continent of Terisiare on the plane of Dominaria (the nexus of the Multiverse)
 - Urza would become a major character in Magic and many cards and even an entire block reference him and his story
 - Both expansions contain no five-color cycles
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Djinni and Efreet

- Arabian Nights included four Djinn and four Efreet in every color except white



The Tenth

- One of the most powerful draw engines in the game
- Often referred to as the tenth member of the Power Nine
- This card is an example of a Nonbasic Land

Bazaar of Baghdad



Land

Tap to take two cards from your library, after which you must immediately discard three from your hand to your graveyard. If you don't have three or more cards in your hand, discard your whole hand. No spells may be cast between drawing and discarding cards.

Illus. © Jeff A. Menges

Lands that don't produce Mana

- Another Nonbasic Land
- Arabian Nights had a number of Lands that didn't produce mana such as Diamond Valley and Island of Wak-Wak
- This card is very popular and sought after in the Vintage format



Expansion Hoser

- This was the first card to give expansion symbols game relevance
- There are only three other expansion hosers; Golgothian Sylex, Apocalypse Chime and World-Bottling Kit from Unhinged



One-Drop

- A one-drop is a creature that only costs one mana to play
- This particular one-drop is considered one of the best because it becomes a 2/3 creature for one so easily
- Savannah Lions from Alpha is also considered a very good one-drop and has been called the best "white-weenie"

Mishra's factory



Land

Tap to add 1 colorless mana to your mana pool *or* give any Assembly Worker +1/+1 until end of turn.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker is still considered a land as well.

Illus. © Kaja & Phil Foglio

Manlands

- Manlands are Nonbasic Lands that can become creatures usually for a limited time
- Mutavault, Blinkmoth Nexus and Nantuko Monastery
- Manlands usually imply that the Land's inhabitants go into battle but sometimes that Land comes alive in the form of an elemental creature as with Stalking Stones and a cycle of lands from Worldwake
- Mishra's Factory is considered one of the best Manlands

Urza's Mine



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.

Mines became common as cities during the days of the artificers.

Illus. © Anson Maddocks

The Urzatron

- There are three components of the Urzatron; Urza's Mine, Urza's Power Plant and Urza's Tower

- Each card has four alternate pieces of artwork

- No Urza themed deck is complete without them



Atogs

- The species Atog was introduced in Antiquities
- Atogs are reptilian/amphibious creatures with insatiable appetites and unusual diets
- The toothy grin is a trademark of their race
- Atogs live on many of the continents of Dominaria and also on the planes Mirrodin and Rath