



FALDA
    
Old School

RULES

MTG 93/94

FALDA OLD SCHOOL RULES

Old School FALDA format is a 93/94 Magic sub-format that as a starting point follows the standard Swedish/Danish old school rules but limiting the card pool and with an extended restricted card list. The name “FALDA” is derived from the first letter in the name of the five expansion sets that this format builds on.

Your main deck must contain at least 60 cards (no maximum as long you can shuffle your deck)

You must build a sideboard of 15 cards. After side boarding your main deck must still be at least 60 cards and your sideboard maximum 15 cards.

There is no mana burn.

London Mulligan rule. The first mulligan is for free to seven cards, then each mulligan afterward results in one fewer card (six, five, four etc.)

CARD SETS



Allowed sets are (the five Old school expansion sets):

ARABIAN NIGHTS
LEGENDS
ANTIQUITIES
THE DARK
FALLEN EMPIRES

In addition, *only* **Basic Lands** and **Dual Lands** from LIMITED ALPHA/BETA, UNLIMITED and REVISED from core sets are allowed

Reprint policy: Reprinted cards from the expansion sets, that have been re-printed in REVISED, CHRONICLES, 4TH EDITION, FBB (Foreign Black Border) and FWB (Foreign White Border) sets, are also allowed

BANNED LIST

Ante cards:

- Bronze Tablet
- Contract from below
- Dark pact
- Demonic attorney
- Jeweled Bird
- Rebirth
- Tempest Efreet

RESTRICTED LIST

- Library of Alexandria
- Strip Mine
- Mana drain
- Mishra's Workshop
- Shahrazad
- Mishra's Factory *(added)*
- Diamond Valley *(added)*
- Maze of Ith *(added)*
- Karakas *(added)*
- Hymn to Tourach *(added)*



The ten enchantments *(added)*

- The Abyss
- Blood Moon
- Living Plane
- Arboria
- Chain of Mephistopheles
- Land Tax
- Lands Edge
- Moat
- Nether Void
- Underworld Dreams



ERRATA APPLIED IN THIS FORMAT

Errata to Ring of Ma'rûf:

Ring of Ma'rûf can be used to bring any legal card under these rules that you own into the game. This cannot include a card from the above banned list or ante cards. This can also be a restricted card already in the deck or a card you already have four of in the deck/sideboard.



Errata to 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.



REMARKS ON BANNED AND RESTRICTED LIST

Added restricted list:

The ten enchantments: Due to the absence of the core set in FALDA Oldschool – then cards as Chaos Orb, Counterspell, Disenchant and Tranquility is not present. This makes it very difficult to remove enchantments in this format. This is also the reason for the restriction on the ten most powerful enchantments.

Diamond Valley, Mishra's Factory and Maze of Ith: have been restricted due to the more limited land removal in this format. Mishra's also to encourage more gameplay with 2/2 and 3/3 creatures

Karakas: has been restricted, as this format want to encourage the play of Legendary Creatures.

REMARKS ON CARDPOOL

Some examples of potential interesting cards in this format that might see more play:

Only "all removal": Desert Twister (*The Chaos Orb of this format*)

General land removal: Mana Vortex (*The "slow" Armageddon of this format*), Blight, Strip Mine, Fissure, Erosion, Cleansing

Blue/Red removal: Active Volcano, Flash flood (*The blue/Red Elemental Blast of this format*)

Mana Boosters: Fellwar Stone (*The Sol Ring of this format*), Standing stones, Mana Batteries, Untamed Wilds, Elves of Deep Shadow, Apprentice Wizard, Sisters of the Flame, Implements of Sacrifice, 5 x Sacrifice lands and 5x Storage Lands from Fallen Empires.

Card Draw/Cycling: Jalum Tome, Greed, Sylvan Library, Recall, Knowledge Vault, Winds of change, Book of Rass, Sindbad, Xira Arien, Sage of Lat-Nam, Petra Sphinx, Conch Horn, Ring of Renewal

General Creature removal/passivation: Oubilette (*The Swords to Plowshares of this format*), Spirit Shackle, Falling Star, Drop of Honey, Remove Soul, Fissure, Immolation, Demonic Torment, Inferno, Ashes to Ashes, Spirit Link, Rubinia Soulsinger, Preacher, Tor Wauki, Tetsuo Umezawa, Sandstorm, Desert, Lady Caleria, Lady Evangela, Blazing Effigy, Angus Mackenzie, Imprison, Barl's Cage, Tawnos Coffin

Specific Creature removal: Spinal Villain, King Suleiman, Hellfire, Cleanse, Winter Blast, Exorcist, Old man of the Sea, Ramses Overdark, Martyr's Cry, City in a Bottle, Golgothian Sylex

Artifact removal: Divine Offering, Dust to Dust, Crumble, Detonate, Shatter Storm, Artifact Blast, Scavenger Folk, Rust, Golgothian Sylex

Discard: Amnesia (*The Mind Twist of this format*), Hymn to Tourach, Mindstab Thrull, Wand of Ith, Nebuchadnezzar, Mind Bomb, Gwendlyn Di Corci

Direct damage: Chain Lightning (*The Lighting Bolt of this format*), Pyrotechnics, Syphon Soul, Storm Seeker, Detonate, Ith-Biff, Inferno, Eternal Flame, Fire and Brimstone, Witch Hunter, Mind Bomb, Rocket Launcher, Psychic Purge, Typhoon

Only "general" Counterspell: Mana Drain, Force Spike

Specific Counterspells: Avoid Fate, Flash Counter, Ring of Immortals, Reverberation, In the Eye of the Chaos, Invoke Prejudice, Presence of the Master

Returning: Boomerang, Time Elemental, Obelisk of Undoing, Hurkyl's Recall

Notable Creatures: Ghazban Ogre (*The Savannah Lion of this format*), Kird Ape, Barbary Apes, Su-Chi, Triskelion, Mishra's Factory, Tetravus, Avian Clockwork, Serendib Efreet, Juzam Djinn, Erhnam Djinn, Serendib Djinn, Azure Drake, Ith-Biff, Killer Bees, Evil Eye of Oms by Gore, Fallen Angel, Flying Men, Jasmine Boreal, Sol'kanar the Swamp King, Tetsuo Umezawa, Stangg, Whirling Dervish, Zephyr Falcon, Scavenger Folk, Elves of Deep Shadow, Clay Statue, Primal Clay, Atog, Guardian Beast, Giant Tortoise, Dandan, Dancing Scimitar, Ball Lighting

Protection vs. direct damage: Greater Realm of Preservation

Cards under observation (Optional restriction)

City in a Bottle:

Considering restricting this card as this prevents all cards being played from one of the four sets in this format and this is quite impactful on the card pool. Also, a key difference to Golgothian Sylex is that it stays in the game.

On the other hand, the Arabian Nights creatures are even more powerful in this format due to more limited instant creature removal or control as both Psionic Blast, Swords to Plowshares, Terror, X-damage spells and control magic is not part of this format. So having this card unrestricted makes players consider more on how many Arabian Nights creatures to build into main deck.

