

**MAGIC**  
The Gathering®



**RULES**

## **MTG 93/94**

### **X-POINT OLD SCHOOL RULES**

Old School X-POINT format is a 93/94 Magic sub-format that as a starting point follows the standard Atlantic old school rules but adding a 10-point system to restrict further the play of the most powerful and broken cards.

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.

You can maximum have 10-point worth of cards (see last page with overview of cards costing points) in your main deck and sideboard in total.

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**

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Legal Sets:

Decks may consist of cards from these sets printed in 1993-94:

Alpha  
Beta  
Unlimited  
Collector's Edition (CE)  
International Collector's Edition (IE)  
Arabian Nights  
Antiquities  
Revised  
Legends  
The Dark  
Fallen Empires

Additional Sets and Cards Allowed (ie. REPRINTS)

For unaltered cards we allow all non-foil cards from the sets above, that were reprinted in any language with the original frame + original art. So for example, a Chronicles City of Brass, Fifth Edition Wrath of God, Time Spiral Psionic Blast, and Collector's Edition Mox Ruby would all be legal. (original frame + original art), while an Ice Age Icy Manipulator or Arena 1996 Counterspell would not be allowed (different art) unless they were used as a the base of an alteration see more below. The misprinted Revised Serendib Efreet (with Ifh-Biff Efreet's art, and green border) is of course allowed, because it was printed in one of the original sets in 1994 (Revised) listed above. We always encourage you to seek out

the oldest and coolest versions of cards you can find, but these can serve as your de facto substitutes for original versions of cards printed in 93-94.

Proxies: Not Allowed

Artist Proofs: Are Allowed As long as they adhere to the above referenced reprint guidelines.

Art Alters: Are Allowed

## **RESTRICTED LIST**

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Ancestral Recall

Balance

Black Lotus

Braingeyser

Chaos Orb

Channel

Demonic Tutor

Library of Alexandria

Mana Drain

Mind Twist

Mox Emerald

Mox Jet

Mox Pearl

Mox Ruby

Mox Sapphire

Regrowth

Sol Ring

Strip Mine

Time Walk

Timetwister

Wheel of Fortune

## **BANNED LIST**

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### **Ante cards:**

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

## **ERATTA APPLIED IN THIS FORMAT**

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### **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 360 degrees during the flip, and lands resting on the chosen permanent, destroy that permanent. Then destroy Chaos Orb.

(Note: because of how Chaos Orb is worded, with it being destroyed after a flip, it can still be Disenchanted or Shattered in response to the activation, which will nullify the ability to flip, since it is no longer on the battlefield. This is consistent with the wording of Chaos Orb not being sacrificed upon activation, as it probably would with modern templating. Also note that Chaos Orb chooses but does not target.)

### **Falling Star**

Choose any number of non-overlapping creatures on the battlefield. Flip Falling Star from at least a height of 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 resting on. Any creatures damaged by Falling Star that are not destroyed become tapped.

(Note: Falling Star chooses upon resolution but does not target.)



# X point Old School v4.3

 <b>5 POINTS</b>	 <b>5 POINTS</b>
	
	
 <b>5 POINTS</b>	 <b>5 POINTS</b>
	
	
	
 <b>2 POINTS</b>	 <b>2 POINTS</b>
	
	
	
	
 <b>1 POINT</b>	 <b>1 POINT</b>
	
	
	
	
	
 <b>1 POINT</b>	 <b>1 POINT</b>

Atlantic 93/94 rules, sets and B&R list / 10 points max / Same art, same frame, no proxies