

MAGIC ^{The Gathering} Old School



STANDARD SINGLETON RULES

MTG 93/94 OLD SCHOOL - SINGLETON RULES

Legal series/sets are set by tournament administrators and according to *THE DANISH 93/94 MTG OLD SCHOOL GUIDELINES*

In Singleton format **ALL CARDS** - except from basic lands (Forest, Mountain, Swamp, Island and Plain) - are restricted to **max. 1 card of each in the deck.**

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

There is no sideboard.

BANNED LIST

Power 9 cards:

- Black Lotus
- Mox Pearl
- Mox Sapphire
- Mox Ruby
- Mox Jet
- Mox Emerald
- Time Walk
- Time Twister
- Ancestral Recall

Other cards:

- Library of Alexandria
- Mind Twist
- Sol Ring
- Mishras Workshop
- Brain geyser
- City in a Bottle
- Greater Realm of Preservation
- Circle of Protection Red
- Circle of Protection Blue
- Circle of Protection Black
- Circle of Protection Green
- Circle of Protection White

Ante cards:

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

Errata to Ring of Ma'rûf:

Ring of Ma'rûf can be used to bring any danish 93/93 old school legal card you own into the game. This also includes a card from the above banned list except from ante cards. You can bring in a card you already have one copy of in your deck.

Errata: Chaos Orb

1, Tap: 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.

Errata to Falling Star

Choose 1 or 2 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.

Cards typically stronger in Singleton format than standard competitive format:

- Creatures with flying
- Creatures with regenerate
- Bigger creatures
- Walls
- Cards that give direct damage to players life total
- X-cost sorcery and instant cards (like Hurricane, Detonate, Fireball, Earthquake, Disintegrate, Channel, Howl from Beyond)
- Red and Blue are strong colors in Singleton format followed by White
- Enchantments are even more powerful (like Sylvan Library, land tax, Moat, Abyss and Blood moon) – as they are extremely hard to remove.
- Artifacts creatures to supplement getting enough creatures into the deck like: Triskelion, Tetravus, Juggernaut and Su-chi
- Some Artifacts are more powerful than normal (like Disrupting Scepter, Jayemdae Tome, Forcefield, Black vise, Icy Manipulator, Nevinyrral's Disk, Ring of Ma´ruf, Aladin's Ring, Fellwar Stone and chaos Orb)
- Other cards more powerful in this format than normal (Balance, Wrath of God, Falling Star, Demonic Tutor, Regrowth, Steal artifact, Copy artifact, Control Magic)
- Basic Lands – as they are only lands that are not restricted, and you typically use/need more mana (24+ mana sources)

Other rulings that could be considered in singleton format as well:

Additional BANNED list:

- Karakas (to encourage play of Legends)
- Channel (can still be allowed if applying X-cost card kill rule below)

X-cost cards causing direct damage to players life total

X-cost spell kills are not allowed. If a player takes *direct* damage to life total from a X-cost spell (like Fireball, Disintegrate, Hurricane and Earthquake etc.) life total cannot go below 1 life.

X-cost cards that provide Indirect or combat damage to players life total from spells (like Detonate and Howl from Beyond etc.) is not subject to this limitation.