

MAGIC The Gathering Old School



Melissa Benson "Hand of Justice"

EMPEROR RULES

Emperor is a casual multiplayer format for *Magic: the Gathering* played by teams of three players (most often 2 opposing teams of 3 players). Each team has one "emperor", who is protected by the other players on their team. If an emperor loses the game, their entire team loses. Emperor can be played with any set of agreed format (Swedish, Atlantic etc.. and any agreed banned and restricted rules

Setup

Each team sits together on one side of the table, with team members deciding the order in which they're seated. The emperor is the player seated in the middle of the team. The remaining players on the team are "generals" (or "lieutenants") whose job is to protect their emperor while attempting to take down the opposing emperor. Players randomly determine one of the emperors to go first, and [turn](#) order then progresses to the left.

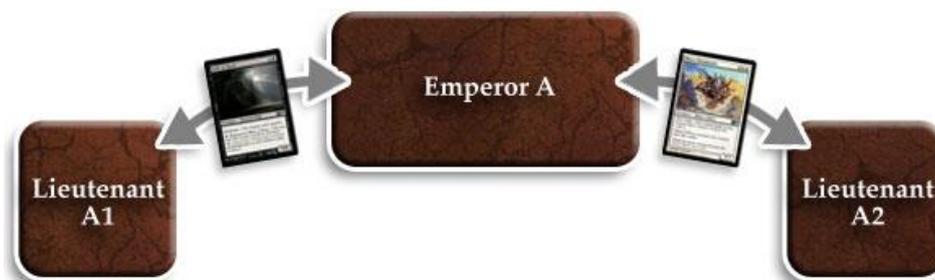
Gameplay

Each player plays as an individual. Players can collaborate by looking at each other's hands and discussing strategy, but each player keeps a separate [life](#) total (starting at 20).

The first special rule in Emperor is that all creatures on the battlefield have the "**Deploy**" ability:

"{T}: Target teammate gains control of this creature.

Activate this ability only any time you could cast a sorcery."

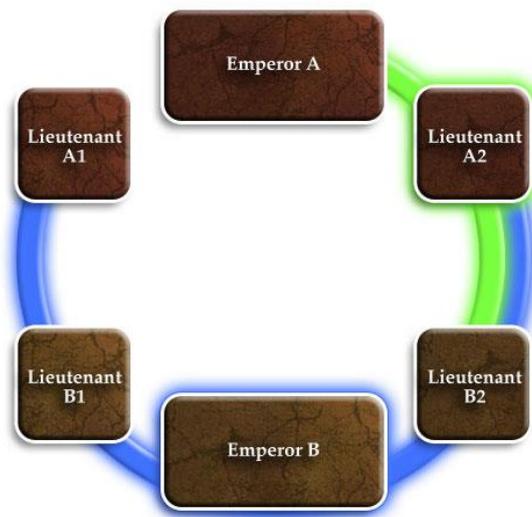


This allows creatures to be passed down to where they are needed most and shared among teammates. It's generally done by passing down to the next player on the team to have a turn, minimizing the "downtime" of a tapped creature.

However, just like in a normal game, when a player is eliminated from the game, all cards they own (including creatures controlled by other players) are [exiled](#) and then vanish from the game, and if that player controlled permanents that are owned by other players, they stay in the game and return to their owners' control.

The second special rule is that Range of Influence varies between the Emperor and Lieutenants. Range of Influence is how "far" a player's spells and other effects can reach cards across the table to target (and, in the official variant, otherwise affect) opponents and their cards

- Attacking: Players may only [attack](#) opponents seated immediately next to them. This means that at the beginning of the game, emperors can't attack anyone because no opponent is sitting next to them and Lieutenants can only attack the lieutenant from the opposing team opposite them
- Spells and abilities: In addition, emperors have a "range of influence" of 2 and generals have a range of influence of 1; a player's [spells](#) and [abilities](#) they control can only count and affect themselves and players within a number of seats equal to their range of influence.
- This means that in order to attack the opposing team's emperor or affect them with spells, a team must first defeat one of the opposing player's generals!



Winning & loosing

Winning and losing an Emperor game works differently than normal. A *team* loses the game when their emperor has been eliminated; it doesn't matter whether they have any generals remaining or not. This means that a general that's been eliminated from the game can still win if their team eliminates the opposing emperor later on!

More than 6 players

The Emperor format can be played with more than two teams; in that case, the appropriate [Free-for-All](#) rules are applied. The format can also be played with more than three members on each team, as long as each team has the same number. Each extra player on a team is an additional general. That means that some generals won't be sitting next to an opponent (they'll be between two teammates), so they can't attack anyone at the beginning of the game. Be sure to increase the ranges of influence accordingly.

Comprehensive Rules

From the glossary of the [Comprehensive Rules](#) (April 29, 2022—[Streets of New Capenna](#))

Emperor Variant

A multiplayer variant played among three-player teams. See rule 809, “Emperor Variant.”

From the [Comprehensive Rules](#) (April 29, 2022—[Streets of New Capenna](#))

- **809. Emperor Variant**
 - **809.1.** The Emperor variant involves two or more teams of three players each.
 - **809.2.** Each team sits together on one side of the table. Each team decides the order in which it’s seated. Each team has one emperor, who sits in the middle of the team. The remaining players on the team are generals whose job is to protect the emperor.
 - **809.3.** The Emperor variant uses the following default options.
 - **809.3a** The range of influence is limited to 2 for emperors and 1 for generals. See rule 801, “Limited Range of Influence Option.”
 - **809.3b** Emperor games use the deploy creatures option (see rule 804).
 - **809.3c** A player can attack only an opponent seated immediately next to them.

***Example:** At the start of an Emperor game, neither emperor can attack any opponents, even though both of the opposing generals are within their spell range.*

- **809.4.** Randomly determine which emperor goes first. Turn order goes to the players’ left.
- **809.5.** The Emperor variant includes the following specifications for winning and losing the game. All other rules for ending the game also apply. (See rule 104.)
 - **809.5a** A team wins the game if its emperor wins.
 - **809.5b** A team loses the game if its emperor loses.
 - **809.5c** The game is a draw for a team if the game is a draw for its emperor.
- **809.6.** The Emperor variant can also be played with any number of equally sized teams. If the teams have more than three players, the range of influence of each player should be adjusted.
 - **809.6a** Each general’s range of influence should be the minimum number that allows one general from an opposing team to begin the game within

their range of influence. Each emperor's range of influence should be the minimum number that allows two generals from opposing teams to begin the game within their range of influence. Players should be seated such that no emperor begins the game within the range of influence of another emperor.

Example: *In an Emperor game between two teams of four players each, the player configuration (either clockwise or counterclockwise around the table) should be: Team A general 1, Team A emperor, Team A general 2, Team A general 3, Team B general 1, Team B emperor, Team B general 2, Team B general 3. Each emperor has range of influence 3. Each general 2 has range of influence 2. Each general 1 and general 3 has range of influence 1.*

- **809.7.** In the Emperor variant, a team's resources (cards in hand, mana, and so on) are not shared. Teammates may review each other's hands and discuss strategies at any time. Teammates can't manipulate each other's cards or permanents.

From the glossary of the [Comprehensive Rules](#) (April 29, 2022—[Streets of New Capenna](#))

Emperor

The middle player on each team in an Emperor game. See rule 809, "Emperor Variant."

From the glossary of the [Comprehensive Rules](#) (April 29, 2022—[Streets of New Capenna](#))

General

Any player in the Emperor multiplayer variant who isn't an emperor. See rule 809, "Emperor Variant."