

MAGIC The Gathering® **Old School**



MTG OLD FRAME VINTAGE

Guide to Old school 93/94
MTG players

MTG Old Frame Vintage

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Looking at the banned and restriction list there are a few changes compared to the Old school 93/94 (Swedish) ban and restricted list that players should be aware of:

Unrestricted cards: Braingeyser, Mana Drain, Mishra's Workshop

Restricted Cards: Fastbond, Mana Vault

New keywords added in Old Frame Vintage compared to Oldschool Magic

Following is a list of *new keywords* that was introduced during 1995-2003, that players coming from Old School 93/94 format should be aware of:

Keyword Mechanics

Phasing

Phasing is a mechanic where permanents may phase out, causing them to be treated as if they don't exist until they automatically phase back in on their next untap step. This can be a protective action, or a means to temporarily disable an opponent's permanents. A phased-out permanent remains the same object, and so retains counters, attachments, and choices made during the "life" of the object.

Keyword actions

Reveal

By keywording it, the Sixth Edition rules change clarified that there was a difference between a player looking at hidden information (usually something in a player's hand) and that player revealing it which meant that all players saw it. This distinction isn't important in a two-player game but matters very much when three or more players are involved. Also, the game would later care about things being revealed.

Scry

Scry is a keyword action that allows a player to look at a certain number of cards from the top of their library and put them on the bottom of the library or back on top in any

order. It primarily features on instants and sorceries, but has also appeared on creatures, artifacts and lands.

Keyword abilities

Buyback

Buyback is a keyword ability that appears on instants and sorceries. It provides an optional additional cost that the player casting the spell with buyback may pay as they cast it. If the player does, as the spell finishes resolving, the spell card is put back into its owner's hand rather than into their graveyard.

Cumulative upkeep

Cumulative upkeep is a keyword ability on permanents that requires the permanent's controller to pay an increasing cost each turn, or else sacrifice that permanent.

Cycling

Cycling is a keyword ability that allows a player to pay a cost that includes discarding the card. When the activated ability resolves, that player draws a card.

Echo

Echo is a keyword ability on permanents that requires the permanent's controller to pay its echo cost at the beginning of their next upkeep after they gain control of it, or sacrifice it. All Urza's Block cards with echo have now been given errata to give them echo costs equal to their mana costs.

Flash

Flash is a keyword ability which allows the card it is printed on to be cast at any time you could cast an Instant.

Flashback

Flashback is a keyword ability on instants and sorceries that allows the player to pay an alternative cost to cast the spell directly from their graveyard. The spell card is exiled when the spell leaves the stack.

Flanking

Flanking is a keyword ability that gives creatures that block a creature with flanking -1/-1, unless the blocker also has flanking.

Phasing

The Phasing keyword ability generally causes a permanent to alternate between

phasing out and phasing in each turn. Specifically, a permanent with the ability phases out on each of its controller's untap steps if it wasn't already phased out, causing it to alternate unless another effect interferes with the cycle. Phasing out this way happens simultaneously with other cards phasing in.

Reach

Reach is an evergreen keyword ability that replaces the "[This creature] can block as though it had flying" ability seen on creatures such as Giant Spider.

Storm

Storm is a keyword ability that creates a copy of the spell when it's cast, for each spell cast before it in the current turn. It can become extremely powerful in decks that can arrange for many cheap spells to be cast in a turn. The Storm ability is considered among the most broken mechanics in MTG ever.

Unchanged abilities that just got renamed to a new keyword during the period 1995-2003:

"Shroud" keyword has changed to "Hex proof"

"Regenerates" keyword has changed to "Indestructible" (Until end of turn)

"Fear" keyword has changed to "Intimidate".