

MAGIC: THE GATHERING (TM) "P Magic"

- PERPETUAL MAGIC SEALED DECK LEAGUE -

Perpetual Magic creates a continually evolving Magic environment. The limited format allows effective use of cards and combos that would never make the cut in a constructed format. Ante rules adds spice while allowing for the protection of a mage's most prized cards. With no ending date, P Magic has a role playing flavor, allowing mages to develop over an indefinite period of time. There are no final winners or prizes; cards exchanged are almost always common or uncommon. Thus there is no real incentive for poor gamesmanship. All participants are honor-bound to observe the rules of the league. The goal is HAVING FUN, while honing and demonstrating your skill in deck-construction, play, and card evaluation. Invite your friends to join the league, there are groups of people around the bay area with decks, and more people means more fun!

For meeting info on game groups contact: Martin Toggweiler, perpetualmagic (at) gmail (dot) com

A. Deck construction - The league began *waaay* back in the era of the 60-card starter deck, since then the packaging of product has gone through various changes which has necessitated some tweaks to maintain clarity and a rough fairness among mages created over the years. The essential idea is to generate a group of 68 random cards containing no basic lands, examine them, then add 27 basic lands in a 6,6,5,5,5 type distribution of your choice yielding **95 total cards**. This is your mage's *universe*. From this, build a 40-card minimum deck, and keep the remaining cards as your sideboard.

A convenient method is to use a 75-card tournament pack from a set before *Shards of Alara*, remove the basic lands, then remove 7 random cards (or one random uncommon and 6 random commons), add two 15-card booster packs, examine your cards, then add 27 basic lands in the 6,6,5,5,5 distribution of your choice. Verify that this yields 95 cards. Put the removed cards away where they can't mistakenly get mixed with your mage's universe. Build your deck as above.

With *Shards of Alara* and presumably going forward the 75-card TP contains only 9 uncommons instead of 10, thus the removal of the random uncommon indicated above is unnecessary. A *Shards* booster contains one basic land (as do recent core set boosters). This means a mage created using a *Shards* TP + 2 *Shards* boosters would need only to remove 5 random commons (or 5 completely random cards).

Note that a foil card takes the place of a common card in a booster or TP: if a basic land, you may automatically remove it in place of one random common; if an uncommon, rare, or mythic rare, it is exempt from being removed due to random common removal. Consider yourself lucky!

Purple time-shifted cards from *Time Spiral* are considered exempt from random removal of commons (this is a reversal of original policy for overall simplicity's sake). Time-shifted cards from other sets are considered to be their indicated rarity (rare/uncommon) even though they may take the place of a common card in a booster. See the webpage for special rules regarding *Coldsnap*, *Ice Age*, *Alliances* and snow-covered land.

Alternatively, any assortment of boosters can be chosen, if in excess of 68 cards, cards are randomly removed to restore to 68. Note: It is possible and allowable to start with more basic lands than indicated above if using boosters which include basic lands: Portal, 3rd & 7th editions, etc. -- just add what you get. Prior to inspecting any cards you may choose to remove all such extra basic land from your universe, instead getting a like number of non-'basic land' cards from a random source. **Only a randomized source of cards may be used to create a mage: the preconstructed play decks currently produced are prohibited.**

Although an unlikely situation, it is allowable to have more than four of a non-'basic land' card in your deck.

Trading cards with another mage is forbidden, except where provided below (see Forced Tradeback).

B. Dueling - Players flip a coin (or roll dice, etc.) to decide who chooses to play first or draw for the first game. Before every game the top card of each deck, after shuffling and cutting, is the ante. The traditional (no land/all land) mulligan rule is in effect unless both players agree otherwise -- the ante card is NOT shuffled into the deck and no additional ante is made when taking a mulligan. Ideally, a complete match (at least best of three) should be played, thus challenging players to effectively adapt to the opposing mage. Cards can be transferred between deck and sideboard in any fashion after the first game, as long as the minimum deck size is observed. The loser of the last game chooses to play first or draw for the next game of the match.

C. Forced Tradeback - If the loser of the game wishes to retain his ante card, he may invoke forced tradeback, compelling the winner to get a different card:

[1] If (before the game) the winner had a *universe size* (total cards in deck + sideboard) equal to or greater than the loser's, the loser removes up to two cards from his sideboard (*protected cards*), hands the rest of his sideboard to the winner, who chooses ANY ONE card which he keeps and adds to his universe instead of the ante card.

[2] If the winner had a universe size less than the loser's, the winner chooses whether to get his card from the loser's sideboard or from his deck (he has no right to inspect either before deciding). If he chooses the sideboard, he follows the procedure in [1]. If he chooses the deck, the loser protects two cards from his deck and hands the rest to the winner; the winner chooses six cards and RANDOMLY determines which ONE he gets. **{over}**

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Before invoking forced tradeback, it's wise for the loser to try to make a deal. Your sideboard is a valuable resource and losing a better card than necessary weakens your mage in future ante negotiations. Any deal made *must only* consist of the winner getting ONE card from the loser's universe and the loser getting nothing besides keeping his ante. E.g. offering an unnecessarily good card in return for an *understanding* of future reciprocation is a no-no.

Optional ante resolution: The following rule may be used with the prior agreement of both players: A victorious mage with a smaller universe may refuse the larger mage's ante or offers, and instead may take one card at random from the larger mage's sideboard. No cards are protected from the sideboard in this case.

YOU CAN START PLAYING NOW, THE RULES WHICH FOLLOW CAN WAIT UNTIL YOU HAVE A FEW GAMES UNDER YOUR BELT. . .

D. Growing Mages - If a mage's universe size exceeds 101 cards, his minimum deck size increases: 102-103 cards requires a 41+ card deck, 104-105: 42+, 106-107: 43+, 108-109: 44+, 110-111: 45+, etc.

E. Ailing Mages - If a mage's universe contains 90 or fewer cards upon completion of his last match, he may "seek aid", upgrading his universe by adding upto 15 random cards (other than basic land), most simply by opening any 15-card booster (called a "pity pack"). If he now has more than 95 cards, remove cards of your choice (new or old) to bring him back to 95 cards before resuming league play. Seeking aid may not be done more than twice, after which, if still dissatisfied, retire the mage and start a new one. While seeking aid, a mage may exchange a basic land for a basic land of another type from outside of the league, i.e. NOT from another mage; this may be done repeatedly as desired so long as the 6,6,5,5,5 distribution ceiling is not exceeded. In the case that previous play has put a mage beyond the distribution ceiling, that mage may not make any land exchanges unless after all exchanges are made, the 6,6,5,5,5 ceiling is satisfied.

F. Removing special cards - Some players may want to use cards from their sideboard to build a non-league deck. Up to two such cards may be removed, exchange such a card with a proxy card with the name of the removed card written on it. Proxies cannot be used in a deck, and must be chosen from the sideboard as protected cards when forced tradeback is invoked. Note this cannot be done if playing with the optional forced tradeback rule. Foil cards may be freely replaced with regular versions of the same cards.

G. Multiple Mages - There is no limit to the number of mages a player may have active in the league. A player may not initiate a game between two of his own mages.

H. Challenges - A smaller mage may officially challenge a larger mage belonging to another player (universe sizes are compared). The challenge cannot be ducked merely to avoid an undesired matchup. Each mage must disclose all the spell colors in his deck. Both mages may sideboard prior to play. Mage X is expected to accept a challenge match from Mage Y no more than once per month. Otherwise no mage may be forced to duel another. Please be mindful that the goal is to allow a mage to pursue another that possesses a much desired card, but not to do it so frequently as to become annoying to the point of ruining his opponent's fun. Further refinement of the challenge rules may be made. For flavor's sake and to facilitate challenges, players are encouraged give their mages names or some other identifying designations.

I. Future Changes - This league is an evolving beast and small changes could be made if a clear majority of participants are receptive to the change. No changes will be made to this league which unfairly penalizes newcomers. Keep up-to-date by visiting the Type P site: <http://mtoggweiler.tripod.com/pmagic.html>

J. Miscellaneous - Except for disregarding the DCI banned/restricted lists, the league follows whatever card texts, rules, and rulings are officially in effect. Due to the wacky non-skill related cards in Unglued, a mage whose universe includes Unglued cards may not officially play a mage whose universe does not. The token cards in Unglued are not included in a mage's universe. *Judgment* "Wish" cards may not fetch cards outside that mage's universe; a card thus fetched during a game is considered part of the mage's playdeck for forced-tradeback purposes, as is the Wish (unlike the DCI rule).

Design notes: A goal of the league is to keep all mages competitive: each victory has a chance of increasing the winner's power without greatly diminishing the loser's deck. Land is at a premium in this league, and the wise victor will often select land instead of a marginal spell improvement.