

2000 Magic Invitational Formats Announced

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The preliminary rounds of the **Magic** Invitational will consist of fifteen matches (best two out of three) with each player facing off against every other player once. The two players with the best record at the end of the fifteen rounds will meet in the finals. The finals will consist of three matches (best two out of three games each) with the two finalists playing each of the three constructed formats. The winner will be the first player to win matches in two formats. Order of these final matches will be determined by blind voting submitted by the players at the player meeting.

The fifteen preliminary rounds will consist of five different formats: three constructed and two limited. Each format will be used for three matches.

Constructed Formats

You will need to construct the following three decks for the Invitational:

1) **Standard** - The following sets will be used for this format: *Sixth Edition, Nemesis, Mercadian Masques, Urza's Destiny, Urza's Legacy, Urza's Saga*. This format will follow the banned list as of January 1, 2000:

Banned

Fluctuator
Memory Jar
Time Spiral
Tolarian Academy
Windfall

2) **Classic** - All tournament legal expansions will be used for this format. This format will use the banned and restricted list as of January 1, 2000:

Banned

Any ante card
Channel
Chaos Orb
Falling Star
Mind Twist
Tempest Efreet

Formerly But No Longer Banned

Divine Intervention
Shahrazad

Restricted

Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Crop Rotation
Demonic Tutor
Doomsday
Dream Halls
Enlightened Tutor
Fastbond
Fork
Frantic Search
Grim Monolith
Hurkyl's Recall
Library of Alexandria
Lotus Petal
Mana Crypt
Mana Vault
Memory Jar
Mind Over Matter
Mox Diamond
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Mystical Tutor
Recall
Regrowth
Sol Ring
Strip Mine
Stroke of Genius
Time Spiral
Time Walk
Timetwister
Tinker
Tolarian Academy
Vampiric Tutor
Voltaic Key
Wheel of Fortune
Windfall
Yawgmoth's Bargain
Yawgmoth's Will

Formerly But No Longer Restricted

Ivory Tower

Mirror Universe

Underworld Dreams

3) **Block Party** - Decks for this format may be from any previous block constructed format. All cards banned in a block constructed format are banned in this format. The following blocks are legal:

Ice Age block (*Ice Age, Homelands, Alliances*)

Banned: Amulet of Quoz, Thawing Glaciers, Timmerian Fiends, Zuran Orb

Mirage block (*Mirage, Visions, Weatherlight*)

Banned: Squandered Resources

Tempest block (*Tempest, Stronghold, Exodus*)

Banned: Cursed Scroll

Urza's Saga block (*Urza's Saga, Urza's Legacy, Urza's Destiny*)

Banned: Gaea's Cradle, Memory Jar, Serra Sanctum, Time Spiral, Tolarian Academy, Voltaic Key, Windfall

Mercadian Masques block (*Mercadian Masques, Nemesis*)

Limited Formats

All limited events will have a forty card deck minimum size restriction. The following are the limited formats used at the 2000 Magic Invitational:

1) Duplicate - All competitors will receive an identical card mix from which to construct their deck.

2) Solomon Draft - This is a two player draft format. A randomly selected player begins by flipping up eight cards from the top of the card pile. He divides the eight cards into two piles (the piles need not be of the same size) allowing the other player to choose which pile to draft. The two players alternate dividing and drafting until all the cards have been selected. Each match will have a new draft involving different cards.