

## Question 2 - card type

# You Make The Card

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- **Mark Rosewater Archive**

And the winner is... Green!

Blue put up a good fight but was overtaken by green in the last few days of voting.

Here's how the final tally looked:

G Green	2887
U Blue	2704
B Black	2176
R Red	1934
W White	1852
total vote 11553	



Now that we know our card's color, the next step is to figure out what card type we want to make it. We have four choices: creature, enchantment, instant or sorcery.

Each decision will have its own ramifications.



- Green is the creature color so green has a lot of options for the kinds of creatures it can create. What's more fun than turning your card sideways as you go in for the kill? If you choose this, you will have a wide spectrum of possibilities to play with.



- Enchantments are about defining the environment. Green is all about nature. This makes for a very flavorful combination. If you choose this, you have the ability to create something that will alter the very foundation of the game.



- Instants are all about the element of surprise. Nature is full of surprises. If you choose this, you will be able to create a card to fit the perfect "aha!" moment.



- Nature is a potent force. Sorceries tend to pack the most wallop per mana. If you choose this, you will be able to create a spell that shakes the game to its core.

All four choices will send us down an exciting path. The only question is which path will you choose? This is your card, so vote and tell us what you want.

Deadline for phase 2 is midnight, Sunday, February 17th.

**VOTE NOW!**