

Top 10 Mechanics

You Make The Card - Step 5

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- **Mark Rosewater, R&D senior designer Archive**

After an extensive whittling process, we've managed to turn over 5,000 entries into a single Top Ten list. For more on how we did this and some information on a few that *almost* made the cut, see [Randy's column](#) for today.

To give you all a chance to discuss the cards before voting begins, we've delayed the start of voting until Monday. Voting will continue until midnight, Sunday, April 7th. In order for a mechanic to win, it will need to get over one third of the vote. If no single mechanic gets over a third of the vote, the top three vote-getters will have a run-off vote the following week. To avoid tainting the vote, the designers of the ten mechanics will not be revealed until after the voting has ended.

Remember that all the mechanics are for a green creature and that "M" stands for "an amount of mana to be decided later". But enough of my yapping. Without any further ado, here are the top ten mechanics for your consideration:

1. CARDNAME can't be countered.
Protection from blue
As CARDNAME comes into play, choose a creature type.
Creature spells of the chosen type can't be countered by spells or abilities.
2. When CARDNAME is put into a graveyard from play, you may reveal the cards in your library. If you do, target opponent chooses from among them three creature cards with different names. Put one of them into play and the rest into your graveyard. Then shuffle your library.
3. Whenever CARDNAME deals combat damage to a player, you may search your library for a card named CARDNAME and put it into play. If you do, shuffle your library.
4. All creatures able to block CARDNAME do so.
Whenever a creature blocks CARDNAME, you may draw a card.
5. Except for enchant creature spells, noncreature spells cost 1 more to play.
6. XM, T: Reveal the top X cards of your library. Put all creature cards with converted mana cost X into play and the rest into your graveyard.

7. CARDNAME can't be countered.
CARDNAME can't be the target of spells or abilities.
Whenever CARDNAME deals combat damage to a player, that player can't play instant spells this turn.
8. When CARDNAME is put into a graveyard from play, you may return it to play under its owner's control at end of turn.
9. At the beginning of each player's upkeep, if you control four permanents named CARDNAME, you win the game.
10. Whenever a player plays a spell, you may put a +1/+1 counter on CARDNAME.
At the beginning of your upkeep, you may remove all +1/+1 counters from CARDNAME and distribute them among any number of creatures.

There you have it. [Discuss these](#) amongst yourselves and make sure to swing by next week to put your vote in.