

## From ten mechanics to three...

# You Make The Card - Step 6

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This vote proved to be the most varied of any so far. As no single mechanic got over a third of the vote, this week we will be having a run-off vote. The mechanic with the most votes (which by definition will have to have over a third of the vote) will be the winner. Voting starts today and goes through midnight Wednesday, April 17.

The top three vote getters (in order that they appeared originally, not necessarily the vote order):

### Card #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.

### Card #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.

### Card #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.

Credits for all ten cards along with complete breakdowns of the voting will be published after this voting is complete.

Aside on voter "registration": Any **Magic** player worth his salt detests cheating. We wanted You Make The Card to be both fun and fair. While Aaron, Doug (the webmaster), and I can handle the occasional complaint or hate-mail about the process, we didn't like the whispers about lack of security earlier on in the process. To make the entire voting method more fair, we instituted a registration system.

So please register and vote. We have no ulterior motives here. We're not collecting data to sell to credit card companies. We just want to make sure that You Make The Card -- and any future features on MagicTheGathering.com -- are as equitable and accurate as possible.

Voting was way down in this last round; I know that many people were put off or scared away by having to register. If there was an easier way to do it that wouldn't get exploited, trust me, that's what we would have done.

So make sure your voice is heard. Vote for a mechanic. Even if you aren't one of the people that wanted a green creature to win, keep voting. We are considering doing You Make The Card regularly but we need to keep participation high.

Thanks again, and may your favorite mechanic win!

Mark Rosewater

[VOTE HERE](#) or [REGISTER HERE](#)