

# Power/Toughness/Mana Cost run-off You Make The Card - Step 10

Mark Rosewater, R&D senior designer

Thursday, May 16, 2002

- 
- 



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

As I explained in my last post, no power/toughness/mana cost combination can win unless it had at least one third of the vote. As no one option achieved this level, we will have a run-off between the top three vote getters. From small to large (we don't want to falsely influence anyone) they are:

- 0/1 for GG
- 0/3 for 1GG
- 2/2 for 2GG

The remaining power/toughness/mana cost combinations fell as such:

- 4) 0/2 for 2G
- 5) 1/3 for 2GG
- 6) 0/4 for 3G
- 7) 1/1 for 1GG
- 8) 3/1 for 1GGG
- 9) 1/2 for 3G
- 10) 2/1 for 3G

We will show you the complete list of all the votes after the run-off vote. The run-off starts today and will end at midnight Monday, May 20th.

Vote [HERE](#) - Register [HERE](#)