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# Frenetic Encounter

Magic Arcana  
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Under the printed wording of **Frenetic Efreet** (from the *Mirage* expansion), it is possible to make a **Chance Encounter** deck that can win ten coin flips in no time. Just play the Efreet on turn three, then the Encounter on turn four and then activate the Efreet a few thousand times in response to one another. The Efreet would either phase out or die as a result of the first resolution, but you'd get to keep flipping coins. And you'd be sure to win ten flips out of thousands, satisfying **Chance Encounter's** win condition.

But the alert people on the rules team stopped this little combo dead before it ever had a chance to work, issuing errata on **Frenetic Efreet**. According to the [Oracle](#) card reference, Frenetic should now read as follows:

Frenetic Efreet  
{1}{U}{R}  
Creature -- Efreet  
2/1

Flying  
{0}: If Frenetic Efreet is in play, flip a coin. If you win the flip, Frenetic Efreet phases out. If you lose the flip, sacrifice Frenetic Efreet.

Now if the Efreet isn't in play (and it won't be once a single flip resolves), you don't flip any more coins. So much for that killer combo!



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