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# Squall slip-up

Magic Arcana  
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Here's an interesting tidbit that we get several emails about every month.

*Starter* (the doomed heir to *Portal*) was released in July of 1999, and the *Mercadian Masques* expert-level expansion was released in October of that same year. Both contained the card *Squall*, but each had a different mana cost. The *Starter* version cost 1, and the *Masques* one was 2.



How did that happen? Unclear. There's a note in the *Masques* file from the head of R&D telling the developers to synch the *Masques* *Squall* up with the *Starter* version, but apparently someone changed one of them at the last minute.

As with other mana cost discrepancies (such as the [Alpha/Beta Orcish Artillery and Oriflamme](#)), the [Oracle](#) is the final arbiter, and that document sides with the *Masques* cost, meaning that Starter *Squalls* are tournament legal, but they must be played as if they cost 2. The later appearance of the card in *Seventh Edition* further cements the 2 cost as correct.



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