

Home > Games > Magic > Magicthegathering.com > Columns

English | 日本語

You Make the Card 3 Step 2 - Card Type

Mark Rosewater
 You Make the Card 3
 Tuesday, February 8, 2005



PRODUCTS

PRO TOUR-VALENCIA

Two weeks ago we asked you to select the art for the third You Make the Card. And you did. The winner was this piece of art, created by Rebekah Lynn Osario, which received 3726 votes.



Art by Rebekah Lynn Osario

Here's how the voting went down.

Piece #	Image	Votes
Piece #5		3726
Piece #4		1515

Final Wrap-up
[Top 8 Video Archives](#)

MAGIC ONLINE

MESSAGE BOARDS

Magic General Forum
 magicthegathering.com Forum

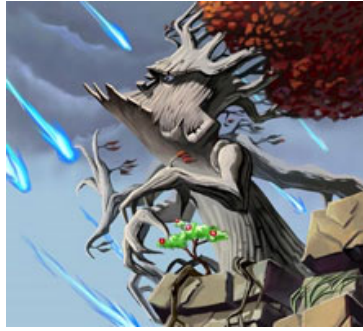
RULES

Piece #3



1369

Piece #7



943

Piece #8



761

Piece #6



567

Piece #9



510

Piece #1

450



Piece #10

300



Piece #2

269



So what's next? It's time to start figuring out what the card is. To do that we have two logical avenues. One, we could figure out its color. Or two, we could figure out its card type. As You Make the Card #1 & #2 both started by choosing color, I thought it would be more interesting to start with card type.

There are six choices, but I've condensed it down to three. First, I've combined instant and sorcery as both card types are identical from a creative standpoint. Plus, mechanically it's best to leave us the ability to modify spell speed as a tool to later fine tune the card. Second, I've eliminated artifacts, as the art does not support being an artifact. And third, I've eliminated land for the same reason. This leaves us with three options:

1. Creature
2. Enchantment
3. Instant or Sorcery

The deadline for this vote is midnight this Friday (Feb. 11). If you would like someone to bounce thoughts off of, please visit this article's thread on the bulletin board.

As always, have fun!

[Click here to VOTE!](#)

To vote, you must first [register](#).

*Mark Rosewater is Head **Magic** Designer. What this fancy title means is that he's in charge of **Magic** design. This gets him a lot of mail (which he actually reads). When not alternatively destroying and saving **Magic**, he likes to spend time with his family, do stereotypically geeky things (play games, read comics, watch a lot of science fiction, etc.) and write about himself in third person.*



[Discuss](#) on the message boards



[Respond](#) via email



[Mark Rosewater](#) archive

© 1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.
[Terms of Use](#) - [Privacy Statement](#)

