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You Make the Card 3 Step 5 - Mana Cost Vote

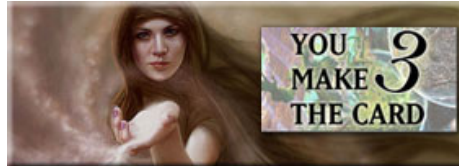
Mark Rosewater
You Make the Card 3
Tuesday, June 21,
2005



PRO TOUR-VALENCIA

(New to You Make the Card? [Go here](#) to learn more!)

The people have spoken and **Mechanic J** reigns supreme. Here's how the [vote](#) broke out (complete with the names of the mechanics' designers; remember that credit goes to the first person to turn in the idea):



Mechanic	Creator	Votes	%
Mechanic J	Gilbert Espinoza	1143	17.52%
Mechanic F	Keric Tang	841	12.89%
Mechanic C	Josu	836	12.81%
Mechanic B	Dimitar Grozev	769	11.79%
Mechanic E	Nathan Nagy	704	10.79%
Mechanic G	Frederick Marcotte	536	8.21%
Mechanic I	Danial Persaud	501	7.68%
Mechanic D	Frankwin Hooglander	466	7.14%
Mechanic A	Samuel Friedman	373	5.72%
Mechanic H	Nathan Clark	356	5.46%
Total		6525	100.00%

Final Wrap-up
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The Winning Mechanic - Gilbert Espinoza

Remove target creature from the game and draw cards equal to its power. At the beginning of your next upkeep, return it to play and discard cards equal to its toughness.

So, now we know what the card does (and don't worry, we'll have a playtest name shortly – Gilbert Espinoza, the designer of Mechanic J, earns the honor). Now it's time to figure out what it costs. Solving this problem will force us to make two key decisions. One, what color is the card. And two, do we want the card to be an instant or sorcery.

Color

The spell has two parts. The first is a flickering effect. That's defined as white in the color pie. The second ability is a card filtering effect. That's blue in the color pie. But because every color has some amount of card drawing, card filtering is a little easier to bleed. This means that the spell needs to be either mono-white or white/blue. Note that multi-color spells are cheaper than mono-colored spells as they require the dedication to a second color.

Speed

When we let you select the card type, we grouped instants and sorceries together as they are conceptualized the same. This vote will allow you to pick which speed you want. For those out there that enjoy hearing the obvious stated, instants are more expensively costed than sorceries.

That leaves us with four options. Here they are as determined by **Magic R&D**:

- White sorcery – 3*
- White instant – 4*
- White/Blue sorcery – 1♦*
- White/Blue instant – 2♦*

The deadline for this vote is when the site updates Sunday night. I'm curious to see what you select.

VOTE NOW!

(To vote, you must first [register](#). Forgot your [password](#)?)

Mark Rosewater

*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.*



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