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MULTIVERSE GUIDE

Welcome to the Multiverse format! I would like to be your guide as you explore this expansive format. If this is your first time finding the Multiverse, you need to be confident in the rules of Elder Dragon Highlander (EDH, or *Commander*) and Planechase formats. You may also find it useful to be familiar with the Horde format. If none of these words make sense, please look for different resources on these formats or other players at your local game store or hobby shop. The Multiverse will utilize all of the rules for these three formats, and once you get the hang of playing in the Multiverse you'll realize just about every other format can be added in any combination you can think of!

General Concept

If you have played Magic, especially Planechase, there is this incredible wonder associated with arriving in new places, finding all of the cool stuff, trying out new ideas, and becoming the merciless Lord of the Universe. Here in the Multiverse, you'll have those very chances right within your grasp!

One of the goals of Planeschase, from my personal observations, is to allow players to physically feel they are battling for life and death in a *real* place—that is, giving the faceless void and battlefield of MTG meaning and color. Each place is unique, granting positive or negative abilities to your creatures, hand, graveyard, and/or library. Up until the release of Planechase 2012, players were only able to explore a single plane at a time, slowly revealing Planar cards as they rolled the six-sided Planechase die in an attempt to planeswalk. The basic idea behind the Multiverse is to expand Planechase from being one-dimensional to two-dimensional; in other words, the Planar cards act as a chessboard, with players being able to exist in completely separate planes at the same time.

Basic Grid

On the next page is an example of the Multiverse Grid: nine planes set up in a 3x3 square. This will act as the 'chessboard' where players will move from one plane to another. Each time the Planeswalk symbol is rolled, that player decides which direction they want to move or if they want to move at all. This grid is great for three or four players, but things might get a little crowded with more people than four. It is also recommended to cut down the size of the grid if you plan on playing two players.

In time, you can try different kinds of grids and experiment to find what best fits your playgroup. For more help in this area, see *Geometry of Planar Travel*.



Above: Grid Example; Below: Heidar, Rimewind Master Planeswalking



The beauty of this is if you already have Planechase Planar cards, you are already set up to start playing...well, in my opinion, *almost* ready.

The Referees

Assuming you've already begun thinking about how awesome this is, you've probably noticed a few possible problems and you might have a few concerns. We'll address the actual gameplay problem first: combo decks. If you play a combo deck in EDH, this is your dream format. "Begin the game away from everyone else so I can set my combo up without ever being bothered and then win the game without even trying?! Perfect, let's begin winning!"

No, no—not so fast. Let's set up a preliminary rule which should curb some of these ridiculous win conditions (which comes to EDH as naturally as playing land is for nearly every deck in existence—hey, I said nearly!): players cannot win the game or lose the game unless they share a plane with another player. To be more specific, you can't build up to Test of Endurance and auto-magically win the game. In fact, you still can't win the game by just seeing one other player in a plane; however, you have to meet every other player in any plane they populate. Here in a moment, we'll get to the subject of 'seeing.' We still have yet to curb domination from a single player.

Since this rule really isn't enough to prevent players from trying to break this format, we must utilize other means to make the game fun for everyone. This is where the Hordes come in. While the actual Horde format would suggest doom (DOOOOOOOOOOOOM!!!) even for a group of players, in the Multiverse everyone is on their own. You can battle the Hordes together, but this doesn't mean you'll win the game. In the Multiverse, the Hordes act as referees, attempting to keep players in line by targeting specific attributes. When coming up with the Multiverse, I imagined three entirely different Hordes—Zombies, Eldrazi, and Phyrexians. I settled on these due to their obvious attraction to large portions of meat (or creatures), large amounts of mana, and large amounts of power respectively. Their entire purpose is to move from one plane to another and hunt down players who might be trying to get away with something like unlimited mana. The *Multiverse Horde Guide on Rules and Interactions* give a more in-depth look into how these Hordes operate.

These three Hordes are just examples which make sense for the EDH format—any type of Horde will do. You could use a Spider Horde deck, if you found enough Spider tokens! It is recommended, however, that a player pilot all of the Horde decks. In this way, the Horde pilot will have no loyalties to a particular deck because all they will have is Horde decks. The positive side to this is they almost interact with other people more than they ever would before: it's similar to playing three decks all at the same time.



Above: Random Horde Starting Positions

The Hordes move just like every other player: each turn they get the chance to roll the Planechase die. They take turns just like regular Horde decks and can be defeated just like regular Horde decks. Hordes should be randomly hidden (so players can't avoid revealing them) among the face down Planar cards (See *Starting the Game*), and are revealed as a natural progression of the game—players reveal them by planeswalking to the plane where they exist! This brings me to my next subject.

"Seeing"

If you are in the same plane as an opponent or a Horde, then you can 'see' them. Your static abilities affect them, you can target them and their permanents, attack them, and they can do the same to you. If you aren't in the same plane, then none of these work. Your Day of Judgment will only destroy your creatures. Wildfire will cause you to sacrifice lands. The only cards which can affect other players/Hordes when you can't 'see' them are ones which involve gaining or losing turns. The *Specific Card Rulings* section investigates these interactions further.

Additional Attractions

1. Twelve-sided Planechase Die: a change I've made to normal Planechase rules is creating a new die. This new die had been originally designed for Planechase, but I soon realized it's capability for the Multiverse. It acts just like the original Planechase die, except I've increase the percentage chance of rolling the Planeswalk symbol and reduced the chances of rolling blank. This is accomplished by adding new symbols (See *Symbol Mechanics*): Cataclysm, Nexus, and Ancient Artifact.
2. Ancient Artifacts: up until the new twelve-sided Planechase die, no original designing has been done—everything has been borrowed entirely from format rules with some creativity thrown in. So this is my design addition: a series of artifacts meant to add to the game and give something for players to go after. Each plane should begin the game with a single face down artifact. Whenever a plane is removed due to Cataclysm, the Phyrexian Horde (again, see *Multiverse Horde Guide on Rules and Interactions*), or because a player revealed a Phenomenon card (from Planechase 2012), put a new face down artifact on that Planar card. See *Ancient Artifact List* section.

Starting the Game

1. Place Planar cards as shown below, with each player beginning in a corner. Utilize dice or anything else to signify player locations.



Above: Ideal Starting Positions with Face Down Planar Cards

2. Randomly assign locations for the Horde decks to different face down Planar cards. I do this by putting a token card representing each Horde into the large sleeves with the Planar cards (yes, Wizards does make large sleeves meant for Planechase Planar cards, Vanguard, and other oversized card printings), and then shuffling all of the face down Planar cards to create randomization.
3. If you are playing with Ancient Artifacts, place a face down artifact on each Planar card.
4. Decide who is going first, and begin the game!

Further Advice/Suggestions

When you are deciding which planes to have players begin the game on, use Planar cards which have innocuous effects which don't give advantage to players (such as "at the beginning of your upkeep, you may exchange life totals with another player"). This way, players are forced to planeswalk in order to find planes which have awesome abilities.

In some way, try to include Cataclysm into your Multiverse even if you don't use the twelve-sided die. This keeps players who want to use the abilities of a particular plane from staying on that plane indefinitely. Due to this, you may need to have a lot of other Planar cards handy so switching out for a new plane is possible without having to constantly recycle the same planes. Exploring new planes is always a fun business.

Design your Horde decks to be powerful, but short of impossible. Horde format is meant to be used against several players, not just one-on-one. A large Horde deck can quickly overcome a single, unprepared person, so watch out; however, EDH is full of mass removal and fancy spells. Making a Horde deck too weak can mean players easily dispatch them, so don't skimp out with the Horde deck size (usually the Horde deck is cut down depending on the number of players—you want the Hordes to last as long as necessary). With this in mind, it is still suggested to increase the beginning life total from 40 to 60 life to prevent complete blowouts on the Horde's part (on the first test of this format, the Zombie Horde reduced a player from 40 to 8 life in one attack, and the next turn another player got brought down to 3 life from a lucky Eldrazi Horde flip).

Complications

First and foremost, not everyone has a Horde deck, much less three. Not everyone has blank twelve-sided dice or convenient pieces of cardboard for extra artifacts. A lot of people probably also aren't packing every Planechase into their deck box when they go out to play at the local hotspot. All of these are very legitimate concerns, and it can't be expected of every play group to have everything I've been using.

Unfortunately, the Planechase cards are a must. You can't exactly get away with not having them (although it is possible, on a budget, to make paper replicas of them for your own personal use only until you can get real ones). I have paper copies of all of the Ancient Artifacts, which is easy to do. If you don't have a twelve-sided die, you have two options: the difficult one is to print out the *Symbol Mechanics* section, cut out the layout of the die, tape the edges together, and make your own twelve-sided die; the other option is to make a list to coordinate numbers to symbols with a regular twelve-sided die.

Replacing the Hordes is tricky business. My third testing of the Multiverse, I used four of my own decks which I had powered up to ridiculous levels: Sharuum, the Hedgemon, Karrthus Tyrant of Jund, Heidar Rimewind Master, and Edric Spymaster of Trest. Within nine turns, Edric had accelerated to infinite mana and turns via Tamiyo, the Moon Sage and decimated all the other players. Heidar was a single turn away from getting infinite mana also. It was apparent to me, from this test, that combo decks—even with Hordes readily available—are a big problem. When I say combo decks, I mean decks which utilize the dirtiest, sneakiest tricks and combinations to win as quickly as possible. The problem is very complex: how do you keep players from directly abusing the separated planes without banning tons of cards, forcing players to follow a seemingly random rule set, or limiting the Multiverse in such a way that it cripples the fun element?

If your play group can move away from combo decks, not having Horde decks becomes less of an issue. They help put pressure on to keep moving around, but aren't vital because their purpose is not to kill off all of the players. Otherwise, you will have to rely on rule additions, such as forced Planechase dice rolls each turn, mana emptying from a player's mana pool whenever they planeswalk, and extra turns being eliminated.

Increasing Difficulty

In this format, there are always more ways to make the game harder for players. A direct approach is to increase the level of power for Horde decks. In the *Multiverse Horde Variants* section I have suggested a possible change to the Horde decks which should increase their power level. More complicated maps (such as in *Geometry of Planar Travel*) or rule stipulations (whenever a player planeswalks, all mana is emptied from that player's mana pool) can also challenge a play group. Make changes as necessary to increase the fun of gameplay.

Acknowledgments

I would first like to thank everyone responsible for developing/creating the EDH and Horde formats, for the Multiverse wouldn't be nearly as fun without them. Also, all the images and actual card names are Wizard of the Coast © material and shouldn't be used in such a way that would break copyright law or any other laws for that matter. This format is solely meant to give players an understanding of the depth and breadth of Magic the Gathering—a fun and exciting experience.

I would like to thank Brent Davidson, Scott Davidson, Zach Osbourne, and Ryan Kelley for being my initial test guinea pigs. Zach Paden and Mikael Yates have been invaluable support while also providing intelligent insight. And finally, my wife Rosemary, who feeds my obsession for the game.

Multiverse Horde Guide on Rules and Interactions:

- I. Planeswalking
 - a. Hordes are allowed three rolls of the modified Planechase die each turn as a means to chase down their targets.
 - b. Hordes are unable to take advantage of the primary abilities of planes.
 - i. This may be modified depending upon the plane. All creatures getting +1/+1 and haste is okay to allow. Scry 4 each turn is not (imagine the Horde being capable of choosing the best possible play each turn, and be very scared).
 - c. Hordes are unable to pick up the Ancient Artifacts as a result of rolling the Ancient Artifact symbol.
 - d. Hordes do not reveal face down Planar cards they planeswalk to.
 - e. If a Horde could planeswalk, it will if it means closing the distance to its target.
 - f. If the Horde has a choice in directions to planeswalk, it will always choose the direction which would produce the least amount of damage to itself (i.e. not passing through Naar Isle and thereby damaging itself; entering a plane with its Predator Horde—see *Predator Horde*). Otherwise, it chooses the plane which will benefit it the most.
 - g. If a Horde deck rolls a Cataclysm symbol and cannot planeswalk in the same turn, the Horde is pushed at the beginning of their next turn (when the Cataclysm trigger activates) to a random adjacent plane.
 - h. Phyrexian Planeswalking—the Phyrexian Horde planeswalks according to a designated pattern, determined at the beginning of the game by the player controlling the Hordes.
 - i. Any established patterns are allowed (such as ‘figure-8s’), as long as they cover the majority of the Planar card positions and do not repeat Planes within the pattern.
 - ii. If the Phyrexian Horde is pushed off of a plane due to a Cataclysm trigger in such a way as the next Plane in pattern order is the same Plane position just destroyed by Cataclysm, the Phyrexian Horde’s pattern should be changed (such as going in reverse) so they do not move onto that Plane position.
- II. Taking Turns
 - a. Once a Horde has been revealed, begin counting each of that Horde’s turns. After three turns, the Horde begin flipping cards.
 - b. At the beginning of each Horde turn, for each Horde the following is determined:
 - i. Does a player share the same plane as the Horde? If yes, flip cards from the top until you reveal a non-token card. Those cards are cast. Any cards in the Horde’s hand are simultaneously cast. Any cards in the Horde’s graveyard which have the capability of being cast (or abilities activated) are also simultaneously cast.
 - ii. Is the Horde’s target in the same plane as the Horde? If yes, the Horde attacks that player. If no, the Horde rolls the Planechase die, in an attempt to planeswalk to the same plane as their target.

- iii. If a Horde planeswalks into the same plane as their target, if they have not revealed cards this turn, they reveal cards from the top of their library until a non-token card is revealed. Those cards are cast.
- iv. The Horde attacks the target.
- v. End turn and clean-up.

III. Interaction Rules

a. Targets

- i. Eldrazi Horde—targets the player with the most mana production capability. This includes artifacts, lands, and creatures. Capability is understood to mean if all resources were exhausted to produce mana, without taking into consideration using said mana, attacking, casting spells, etc.
- ii. Zombie Horde—targets the player who controls the most creatures. No consideration is given to the player with the most creature generation capability.
- iii. Phyrexian Horde—no target/weakest player. In games with three or more players, the Phyrexian Horde only targets players whenever there are only two players left. The Phyrexian Horde then targets the player with the lowest Life total. Until then, the Phyrexian Horde planeswalks from plane to plane, each leaving plane gaining a Cataclysm trigger after the Phyrexians are gone. If the Phyrexians planeswalk to a plane with another Planeswalker during this time, the Phyrexians attack them one turn only and move on.

b. Grace Period

- i. Eldrazi Horde will only begin targeting players when a player exceeds ten mana capacity.
- ii. Zombie Horde will only begin targeting players when a player gains seven or more creatures.
- iii. See *Targets* for the Phyrexian Horde.

c. Predator Horde

- i. In the event when two Hordes are located on the same plane due to player targeting or natural movement, and the Hordes are left alone in the plane, one Horde will prey upon the other.
 - 1. Zombies will attack Eldrazi.
 - 2. Eldrazi will attack Phyrexians.
 - 3. Phyrexians will attack Zombies.
- ii. Predator Horde will refer to the Horde which attacks another Horde. The Prey Horde refers to the Horde being attacked.
- iii. If a Predator Horde begins a turn without any creatures on the battlefield, the Predator Horde will flip cards as regular.
- iv. Prey Hordes will not retaliate on an attack by a Predator Horde. At the beginning of a Prey Horde's turn, the Prey Horde will immediately make attempts to planeswalk to another plane.

- v. Predator Hordes will not pursue Prey Hordes unless doing so brings them closer to targets.
- d. Sudden Death
 - i. In the event when players refuse to planewalk and thereby revealing Hordes, these additional rules can be applied:
 1. Removing Grace Period rules.
 2. Revealing more than one non-token card at the beginning of each Horde turn.
 3. Increasing the number of Planechase rolls.
- e. Combo Wins
 - i. The Horde is incapable of using abilities which allow for infinite combos.
- f. Paying Costs
 - i. The Horde will pay any costs associated with attacking, cumulative upkeeps, upkeeps in general, untapping creatures, etc.
- g. Broken Cards
 - i. Players are capable of reducing a Horde deck to zero with the correct card combinations. These combinations should be taken in stride, and players should fairly determine whether or not those card combinations will affect a Horde in order to preserve the Horde's intent. Aether Flash and Elesh Norn, Grand Cenobite (and similar effects) do not apply to this rule in this case, because Hordes can escape from these cards by planeswalking (see *Suiciding*).
 - ii. Cards Which Do Not Effect Hordes:
 1. Mind Funeral—there are no lands in Horde decks, which means immediate death.
 2. Painful Quandary—the Hordes are forced to cast spells on turns they reside in the same plane as a player. Since the Hordes cast all spells simultaneously (including those in the hand), the Horde deck would be rapidly reduced.
 3. Teferi, Mage of Zhalfir—since Horde turn structures are different from normal MTG rules, the interaction between this card and a Horde should be avoided.
 - iii. Possible Non-Interactions
 1. Aether Storm, Angelic Arbiter, Ethersworn Canonist, Exclusion Ritual, Grid Monitor, Iona, Shield of Emeria, Steel Golem, etc.—all of these cards can be used to prevent the Horde from casting any spells. While the Hordes can possibly run away from the players controlling these, they represent a series of strange interactions and questionable rule problems. i.e. the possibility of Zombies having a non-Black card and Iona, Shield of Emeria being in-plane with the chosen color Black. Are cards revealed in hopes of revealing a non-Black card? What happens to all the other cards? Should the token cards be exiled and non-tokens returned to the player's hand, or are they considered effectively

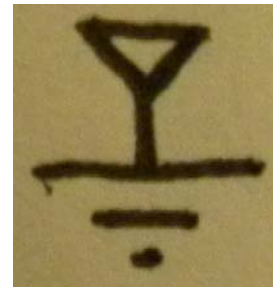
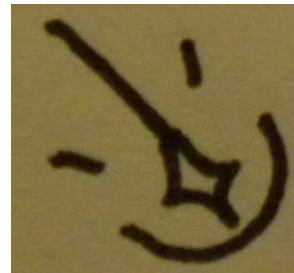
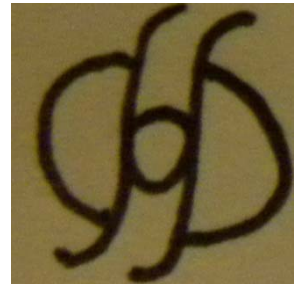
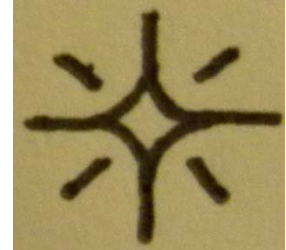
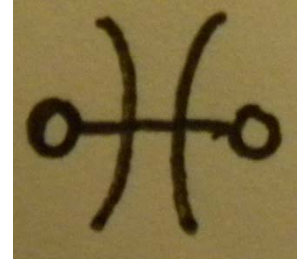
countered? Or are they also exiled? These are all questions which can possibly cause arguing among players with different priorities, which is generally un-fun.

h. Suiciding

- i. Hordes will not planeswalk into a plane with their target if doing so would require the complete expenditure of their resources, or a large portion thereof (in this case, the planar effect of Sanctum of Serra will not deter a Horde unless the only remaining permanents it controls are currently on the battlefield).
- ii. At the beginning of a Horde's turn, if they share the same plane as their target, but remaining would require the complete expenditure of their resources, or a large portion thereof, or the Horde is incapable of damaging their target due to static effects (i.e. Aether Flash), the Horde will immediately attempt to planeswalk to a nearby plane.
- iii. These rules are removed when two players are remaining in a game with three or more players.

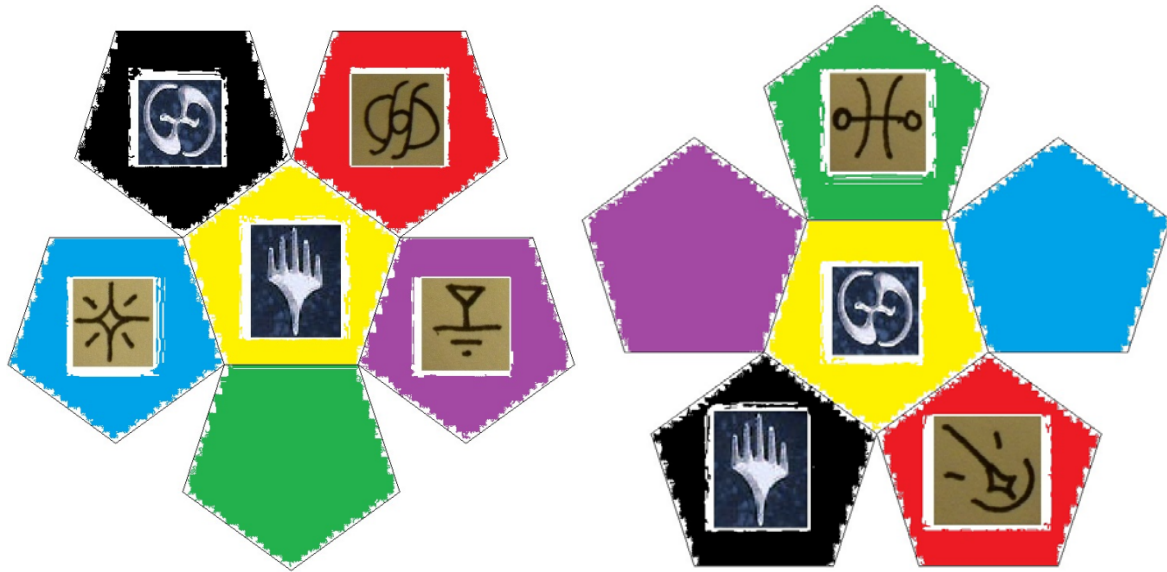
Symbol Mechanics

- I. Dual Planes—whenever this symbol is rolled, the player reveals the top Planechase card. If it is not a Phenomenon, players are now in that Plane as well as the currently revealed Plane. If it is a Phenomenon, put the Phenomenon card on the bottom of the Planar deck, and repeat this process.
- II. Nexus—whenever this symbol is rolled for the first time in a game, the current Plane becomes the ‘Nexus.’ For every time this symbol is rolled afterwards, players planeswalk to the ‘Nexus.’ If the current plane is the ‘Nexus,’ nothing happens. If there is dual planes, one of them is the ‘Nexus,’ and the Nexus symbol is rolled, nothing happens.
- III. Isolation—whenever this symbol is rolled, the player who rolled it becomes “isolated.” They can no longer target other players or permanents those players control, and other players cannot target them or permanents they control. An isolated player can no longer roll the Planechase variant die. Isolated players effectively cannot ‘see’ other players, even other isolated players. Whenever another player planeswalks, all isolated players are brought back into the game. If all players become isolated, all players planeswalk and re-enter the new plane.
- IV. Cataclysm—whenever this symbol is rolled, players have until the end of the round (or the beginning of the turn of the person who rolled the Cataclysm symbol, before the Untap step) to planeswalk. If they do not, each player sacrifices a permanent they control, and all players planeswalk to the next Plane. If a player rolls a Cataclysm symbol before the end of the round, the Cataclysm is reset to that player’s next turn.
 - a. Multiverse Variant—players are ‘pushed’ onto a random, nearby Plane as a result of a Cataclysm trigger on their Plane.
- V. Ancient Artifact—whenever this symbol is rolled, players reveal the top card of the Ancient Artifact deck. That artifact comes into play under their control. Whenever an Ancient Artifact would be returned to a player’s hand, put into the graveyard, or exiled, instead put it on the bottom of the Ancient Artifact deck. Ancient Artifacts have no converted mana cost and cannot be cast.

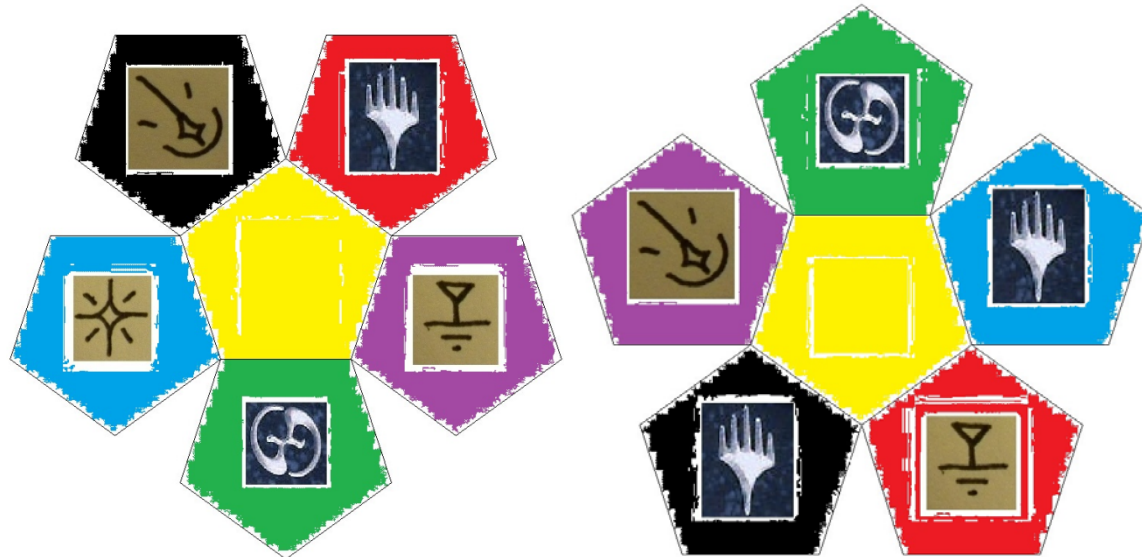


Die Symbol Randomization

I. Planechase Variant:



II. Multiverse Variant:



Legend:

1. The two pictures in each section represent 180° views. If the white space is removed and each side connected, the two halves from a single variant will create a twelve-sided die.
2. Same colors represent opposite sides of the die.
3. Spaces with no symbols are considered "blank."
4. "Planechase" and "Chaos" symbol images are borrowed from Wizards of the Coast as a Magic the Gathering product.

Ancient Artifact List

1. Card Name—(Card Super Type-Sub type); abilities. Numbers in parentheses indicate colorless costs. (Tap) indicates tapping the permanent, or a permanent. *Italicized text is flavor text.* (Power/Toughness) if applicable.
2. Artificer's Anchor—(Legendary Artifact); The first spell you cast each turn has Hinge (the next spell you cast costs (1) less for each colored mana in the converted mana cost of this spell). *First through the door, then into the world.*
3. Artificer's Key—(Legendary Artifact); When Artificer's Key enters the battlefield, chose a color. Spells you cast of that color have Hinge (the next spell you cast costs (1) less for each colored mana in the converted mana cost of this spell).
4. Concentrated Serum Capsule—(Artifact); Concentrated Serum Capsule enters the battlefield with 2 charge counters. (Tap), remove a charge counter: shuffle your library, then Scry X where X is the number of cards in your hand.
5. Corroded Sculpture—(Asa, Lost to Time ((double-sided card, Corroded Sculpture on top))
 - a. (Artifact); Cumulative Upkeep—(1). Whenever you pay this card's upkeep cost, put a Loyalty Counter on Corroded Sculpture. (3): Transform Corroded Sculpture.
 - b. (Planeswalker-Asa); +0: Remove all age counters from Asa, Lost to Time and transform him. -1: Target permanent gains "Cumulative Upkeep—(1)." -12: Destroy all nonland permanents target player controls. For each permanent destroyed this way, put a 0/1 sand creature token into play under that player's control.
6. Dark Bowl Without Depth—(Legendary Artifact); (5): Destroy all creatures. Any player may play this ability. If they do, that player sacrifices two lands. (8): Destroy all non-land permanents. *Water without healing. A space devouring all.*
7. Immortal Hunter—(Legendary Artifact); Creature spells you cast have Devour 2. Whenever a creature you control dies, you may put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on the creature who died.
8. Memory Jar Shard—(Legendary Artifact); (Tap), exile Memory Jar Shard: target player exiles their hand face down, then draws 7 cards. At the end of turn, that player discards their hand and picks up the cards exiled by Memory Jar Shard.
9. Orb of Overlay—(Legendary Artifact); Imprint—If a creature would enter the battlefiend under your control you may instead exile it imprinted onto Orb of Overlay. Landfall—whenever a land enters the battlefield under your control, you may have target land you control become a copy of a creature imprinted on Orb of Overlay.
10. Panacean Soldier—(Artifact Creature-Soldier); If Panacean Soldier would be killed, instead regenerate it and put two +1/+1 counters on it. (4): Panacean Soldier can't regenerate this turn. Any player may play this ability. (1/1)
11. Powerstone Complete—(Legendary Artifact); (Tap): Put a charge counter on Powerstone Complete and add (1) to your mana pool for each charge counter on Powerstone Complete. If there are 7 or more charge counters on Powerstone Complete, take 5 poison counters. *An ancient discovery coveted above all else.*

12. Rings of Dakkon¹—(Legendary Artifact); Whenever you roll the Planescape die, planeswalk in addition to that roll.
13. Rod of Triumph³—(Legendary Artifact); Whenever you cast an instant, you may pay (2). If you do, all other spells become a copy of that instant. The controllers of each spell may choose new targets. *No defeat. No regret. No matter what.*
14. Sealed Container—(Artifact); (6), (tap): Each player shuffles their library and reveals the top card. If there are any permanents among them, you may choose one and put it into play under your control. If you do, sacrifice Sealed Container. *Open the jar to insure what's inside...*
15. Seal of Corondor²—(Legendary Artifact); Land cards in your hand have "(2), pay 1 life: Remove this card from the game with 1 time counter on it. At the beginning of your upkeep, remove a time counter. Then if there are no time counters, put this card into play under your control." *Hints at powers long since forgotten.*
16. Storybook Jar—(Artifact); Imprint—Whenever Storybook Jar enters the battlefield, exile all creatures (they are imprinted onto this artifact). Whenever a non-token creature enters the battlefield, its controller may have that creature become a copy of a creature imprinted on Storybook Jar. If they do, put the imprinted creature into its owner's graveyard.
17. Sword of Prosperity and Sorrow—(Artifact-Fortification); Fortified land is a 4/4 creature. It is still a land. Fortified land has protection from Red and Green. Whenever fortified land deals combat damage to a player, untap all creatures you control and remove three cards in target player's graveyard from the game. Fortify (2).
18. Tocasia's Thopter⁴—(Legendary Artifact); Sacrifice Tocasia's Artifact: Creatures you control gain flying until end of turn. *Broken and flightless, it too will sacrifice as its creator did before.*

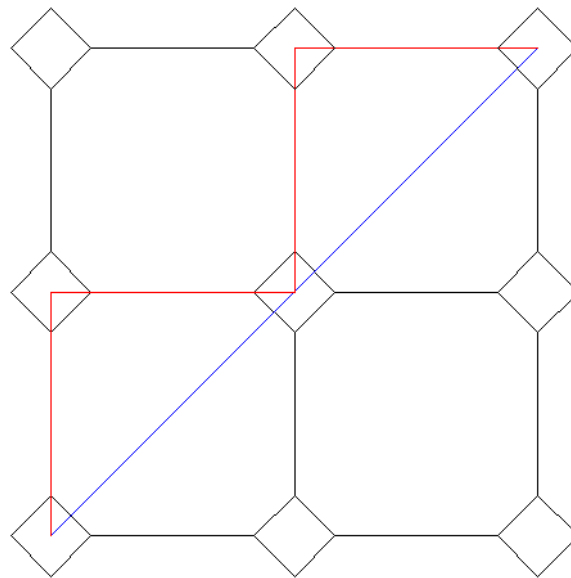
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<http://wiki.mtgsalvation.com/article/Corondor>. Accessed May 2012.
3. This references the ability of the card, not the card's name. Red Counterspell
4. Hannes. "Tocasia." MTG Salvation Wiki. 2012.
<http://wiki.mtgsalvation.com/article/Tocasia>. Accessed May 2012.

Geometry of Planar Travel

A Planar map is the map used by players to travel from one plane to another. Essentially, maps can be generated to create any surface and any three-dimensional object. Before creating solids, let us begin with the basics and release our stranglehold on the current perception of geometry.

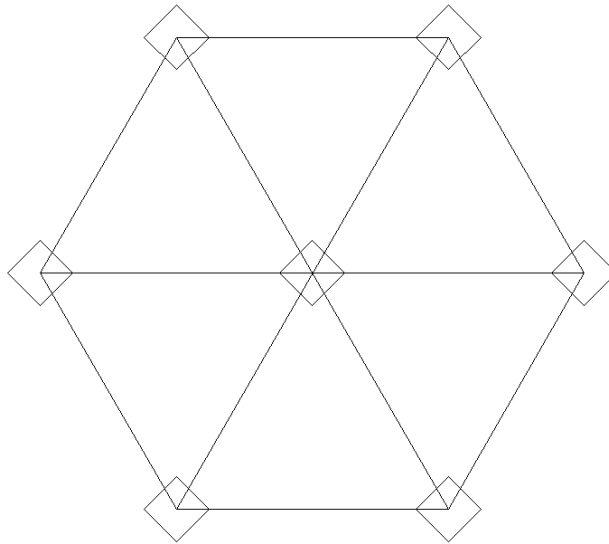
If and when you play the Multiverse, you will immediately notice the only two forms of travel are up/down and left/right. This is known, usually, as taxicab geometry. While the nuances of this geometry can be glazed over, currently it reveals a truth about the way we think: we think of space in terms of coordinate systems. Each planar card represents an $\langle x, y \rangle$ coordinate in space, and the distance between any two planes is given by the change in 'x' plus the change in 'y.' Taxicab geometry is very simple, and seems to apply directly to our notions of reality; however, this does not need to be completely true. We could instead use a form similar to coordinate geometry, also known as Chebyshev geometry. This allows for diagonal travel:



Above: Taxicab represented by red lines, Chebyshev by blue.

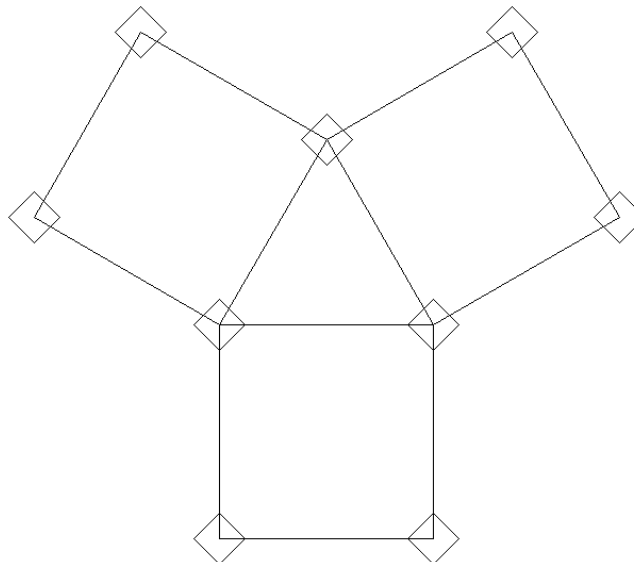
Either of these geometries is useful, and the most common forms of geometry for game board play; however, these barely cover the types of geometries available to us. For example, let us determine the problem of playing with the above board with only three players: where should each player start? Well, if you choose two corners and halfway between the other two corners as starting places, it is obvious the latter of the three starting positions is the best using taxicab geometry. In addition to this, the third player can choose between five different planes to planeswalk to as opposed to the three options corner players can choose from. Options in the Multiverse, while not specifically card advantage, are still a powerful tool to be utilized.

The easiest solution is to let go of the coordinate system we have been using and define a new one.



Above: Using triangles instead of squares.

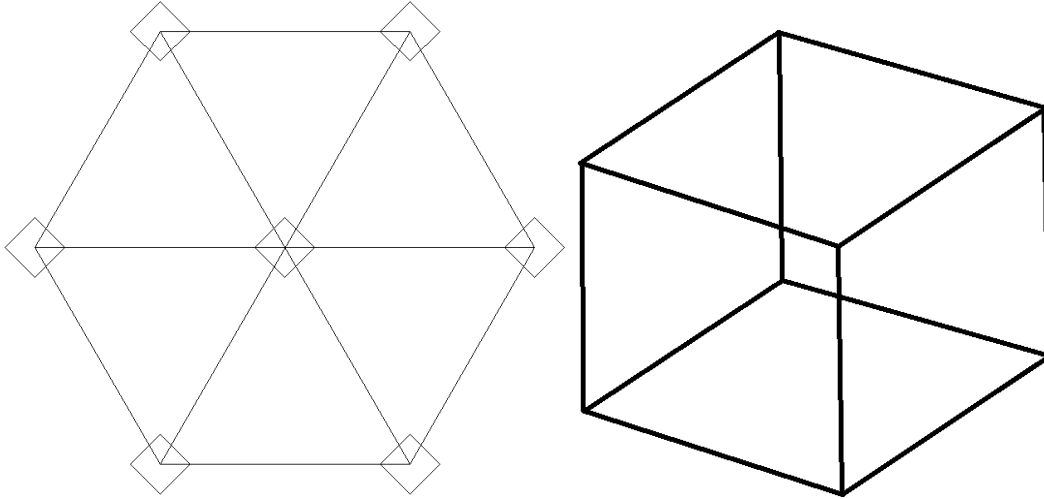
Battling on this—in the case of three players—will give no one player advantage in distance or options. It is possible to generate combinations of triangles and squares which give no advantage to a vast number of players, and other geometric shapes can be introduced in order to cover the rest (if you haven't noticed, if the number of players is prime then a new shape is required to cover that number; otherwise, triangles and squares can cover the rest). Here is an interesting map configuration possible for six players:



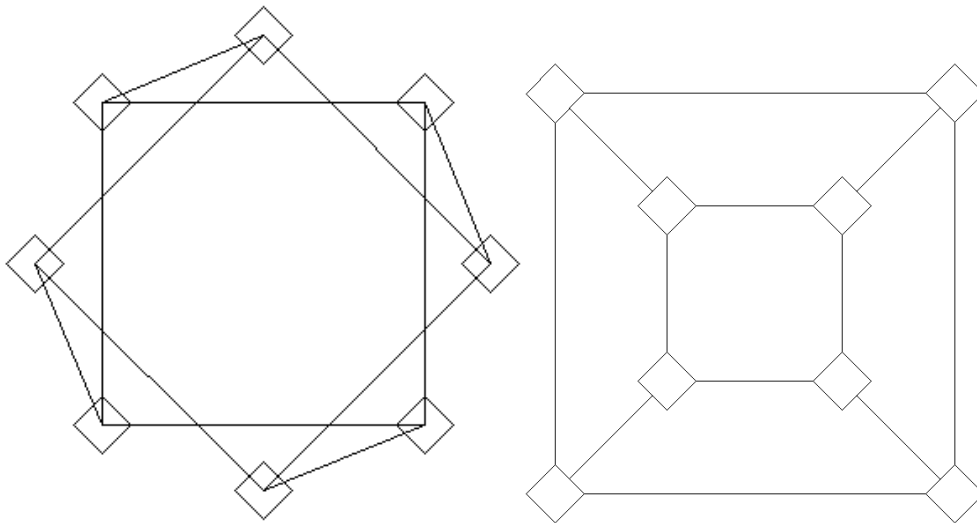
Above: Possible six-player configuration.

Three-Dimensional Object Maps

They are possible, especially simple shapes—in fact, if you’ve read this far you’ve already seen a map which is almost three-dimensional!



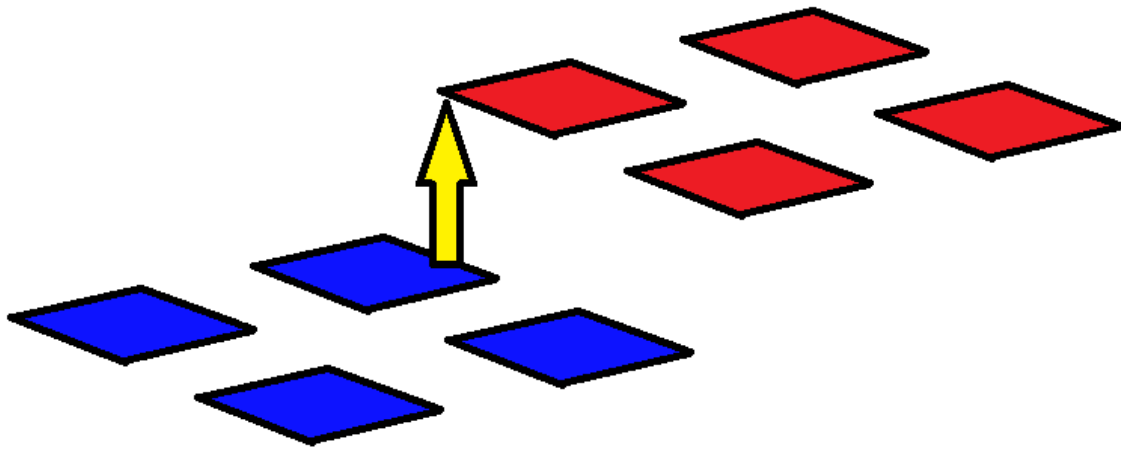
Above: Basic triangle map slightly modified.



Above: Cube map, ‘flattened’ and configured for Multiverse use.

Flattened, in this sense, means defining a specific rule-set where only some moves are possible which gives the illusion of three-dimensional space. For instance, the right image above allows for up/down, left/right, and diagonal movement, but only in specific directions. Even though the ‘flattened’ versions of three-dimensional objects are excellent maps for common use, layered maps are not out of the realm of possibility for extended game play

between many players. Layered maps means exactly as it sounds: each layer of map is (most likely) identical to the layer beneath it, which allows for 3-D movement between planes.



Above: Planeswalking from Blue Layer to Red Layer, as in the 'z' direction.

Conclusion

Play groups should develop maps which support their particular brand of gameplay. The true beauty of the Multiverse is its ability to adapt to exactly what the players want out of it. By embracing different concepts of board games, Magic can use the Multiverse to be a strategy game unlike any other.

Multiverse Horde Variants

With the onslaught of combos possible in EDH, Horde decks can become more useless. While changing some of the basic rules might allow some more control over decks aiming for infinite mana and/or turns, Hordes will need more power than what the current rules provide. Through the three initial tests, it became obvious a new type of Horde might need to be called upon. Thankfully, the Multiverse allows for some interesting options not possible in normal Magic.

Plague Deck

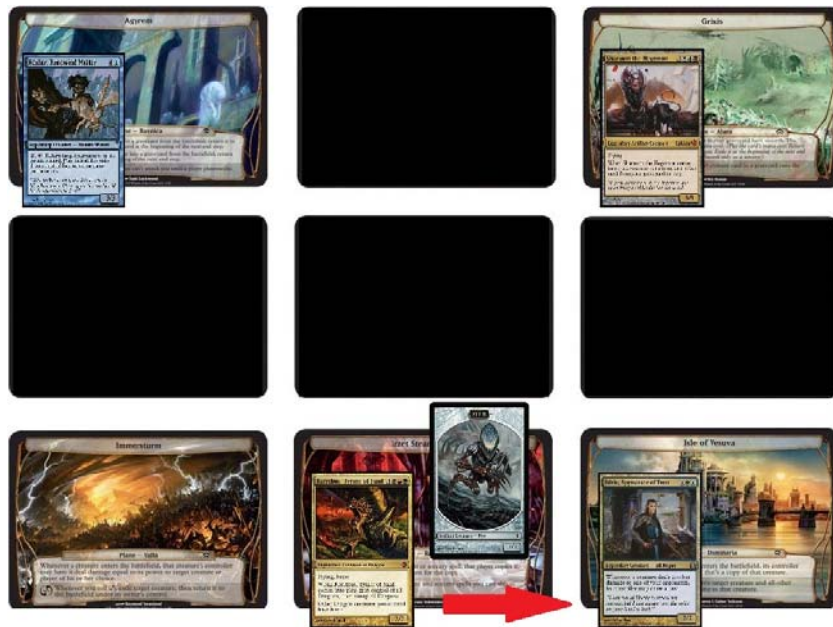
The concept of a Plague deck is simple: instead of (what would be) the Horde deck moving from plane to plane, carrying all of its resources only small extensions—or Contingents—travel around, chasing players. This allows for strategy not normal to the Magic game, particularly the idea of surrounding an opponent. The following rules have been crafted to direct their movements and explain the Plague deck's interactions:

1. The Plague deck does not planeswalk.
2. Small groups, known as Contingents, are composed of the token cards revealed from the top of the Plague deck, and the single non-token card also revealed. The Contingent will also include any spells cast from the Plague's hand or graveyard. Enchantments and artifacts revealed in this way are considered 'controlled' by the Contingent.
3. Contingents are unaffected by spells or abilities which target or affect players. Only the Plague deck itself is vulnerable.
4. Contingents are able to pay costs as if they had infinite mana of every color.
5. Contingents are incapable of activating abilities which would create infinite damage or turns due to the imagined infinite mana they possess. If they are able to activate an ability which would benefit them—such as granting creatures unblockable—the Contingent will benefit themselves every time.
6. If a series of abilities or spells would create an instance of a Draw through stalemate, a Contingent or Plague will always attempt to break the stalemate to prevent a Draw from occurring.
7. Contingents are allowed one planeswalk per turn without rolling the Multiverse die.
8. Turn Structure:
 - a. At the beginning of the Plague's turn, the Plague reveals cards from the top of its library until a non-token card is revealed. Those cards are cast. Simultaneously, cards in the Plague's hand and graveyard (if applicable) are cast. If any abilities can be activated, those are also activated at the same time.

- i. Whenever a player occupies the same plane as a Plague deck, the Plague instead reveals cards from the top of their library until three non-token cards are revealed.
- b. Planeswalking
 - i. If a player fits a description outlined in the 'Target' section of *Multiverse Horde Guide on Rules and Interactions*, each contingent of the corresponding Plague deck planeswalks in the direction of that player.
 - ii. If multiple players fit a description outlined in the 'Target' section of *Multiverse Horde Guide on Rules and Interactions*, each contingent of the corresponding Plague deck planeswalks in the direction of the nearest Target player. If the distance is equal, a player is chosen at random.
 - iii. If no player fits a description outlined in the 'Target' section of *Multiverse Horde Guide on Rules and Interactions*, each Contingent acts accordingly:
 - 1. If no player currently occupies the same plane as a Contingent, the Contingent planeswalks in a random direction.
 - 2. If a player currently occupies the same plane as a Contingent, the Contingent will avoid planewalking.
- c. After planeswalking, each Contingent rolls the Multiverse die once.
 - i. If a Chaos symbol is rolled, follow above rules 3 through 6. Creatures generated by a Chaos roll are considered 'controlled' by the Contingent.
 - ii. If a Nexus symbol is rolled, the Contingent follows the rules outlined in *Symbol Mechanics*.
 - iii. If a Cataclysm symbol is rolled, the following is determined:
 - 1. If there is a player occupying the same plane, but is not a 'Target' player, then the Contingent will planeswalk in a random direction and leave a Cataclysm trigger (as outlines in *Symbol Mechanics*) on the plane they left. The same will occur when no players occupy the same plane as the Contingent.
 - 2. If there is a player occupying the same plane and is also a 'Target' player of that Contingent, the Contingent will remain in the plane. A Cataclysm trigger will activate on the Contingent's next turn.
 - 3. If the Plague deck is in the same plane as the Cataclysm trigger, the Plague deck will planeswalk once in a random direction. This is the only instance when a Plague deck will planeswalk.
 - iv. If a Planeswalk symbol is rolled, the Contingent follows the rules outlined in *Symbol Mechanics*.
 - v. Contingents do not do anything on 'blank' rolls or rolling the Ancient Artifact symbol.

- d. Contingents attack if a 'Target' player of that Contingent is in the same plane.

Plague Example:



Above: Karrthus has just planeswalked left onto Izzet Steam Maze, which revealed the Phyrexian Plague. He immediately planeswalks left again and joins Edric on the Isle of Vesuva.



Above: When the Phyrexian Plague takes a turn, a Contingent composed of Glissa, five Golem tokens, and a Wurm token with Deathtouch is created and randomly planeswalks up. Notice the Contingent does not reveal the plane by planeswalking.

Specific Card Rulings

Fortunately for Magic, there is an extremely diverse set of cards available to be played; however, some of these cards can be disastrous for the Multiverse. Similar to a decision made long ago about the power level of planeswalkers, the Multiverse cannot handle allowing specific cards or card combinations. This part of the guide will give some insight into potential problem cards, suggestions on a solution to these problems, and cards which must be banned outright for the welfare of the format. All of the rules below are only suggestions, and should be taken as such; in addition, these rules are very distinct from every other format because of the structure of this format. It is most important to follow the rules which your play group believes will create the best, most fun environment.

Input Cards

It comes to attention there is a lot to be gained by playing cards which require an opponent's input. Without some guidance, some of these 'input' cards no longer make any sense. I have identified three different categories of cards which fall under this heading:

1. Static Abilities—or in other words, cards which require just the presence of another player to function.



Above: Cards Whose Power/Toughness are Determined by Opponents

Thankfully, these creatures are mostly innocuous in an EDH setting. Even though their power-to-cost ratio could become significantly large due to an opponent not being present (or in the case of Adamaro, First to Desire significantly small), these creatures would require at least another card to become dangerous. Therefore, it is my belief they should act 'as advertised': if Nyxathid enters play and there are no opponents to choose, this triggered ability is countered; if Descendant of Masumaro is on the battlefield during your upkeep, there is no opponent to target and therefore the ability is countered; Adamaro, First to Desire immediately dies as a result of game state if you suddenly become the only player occupying a particular plane. Spells which target opponents can only be cast whenever an opponent is present to be targeted. Black Vise is another perfect example of a card which no longer functions properly whenever its target is in a different plane.

2. Paying Costs—which are cards allowing an opponent to pay a cost in order to prevent an ability or spell from resolving. The two bad offenders so far are Temporal Extortion and Browbeat:



Above: Classic Examples of Bending the Multiverse

These cards seek to take advantage of an opponent by forcing them to choose losing life over allowing you to gain massive advantage. Although Browbeat would normally have no place in EDH (because paying 5 life means very little), you gain massive advantage whenever no opponent can be 'seen,' and therefore is unable to pay these costs; however, these spells are tolerable due to their mana cost and color. Parts of the 'join forces' cycle are much worse:



Above: Violators of the Law of Fun

Allowing players unrestricted access to these card's effects (unrestricted here meaning asymmetric) would negatively impact any game. 'Join Forces' cards should retain their original intention: casting these spells in the Multiverse affects all players, regardless of their location. Spells with similar effects are discussed in the next section.

- Each Player—allowing very strong effects to happen has been managed in Magic through the use of a few clever tricks, one of them being symmetric effects. In the Multiverse, not being able to 'see' an opponent causes symmetric effects to become asymmetric and therefore extremely dangerous to the stability of the game. Using specific cards at the right time could allow sudden, large shifts in card advantage and/or power.



Above: Planeswalker Power of Old (and one a little new)

These cards are not all-inclusive, but they all say the same thing: I get a lot of things, and probably pay nothing to do it. Three are balanced solely on symmetry, and Lighthouse Chronologist is balanced due to vulnerability. Until further notice, these cards are on the

Multiverse banning 'watch list.' Cards with similar effects should have an eye of scrutiny placed on them, because these are only some of the cheapest costs for their effects.

The final cards in this category are additional draws during each player's draw step (e.g: Howling Mine). Cards of this sort are extremely good in the Multiverse; however, they do not provide sudden bursts of card advantage or turns. If these 'mining' cards prove to disrupt the nature and stability of the Multiverse another investigation into their restriction or rules adjustment will follow. Rites of Flourishing is on the 'watch list' due to the additional feature of also allowing a steady increase in land count.

Target Player

Some cards require targeting a player, but what if you are the only player in your plane? Unfortunately, another set of cards is going to take the fall.



Above: One of My Favorite Cards...Also Terrible in the Multiverse

Similar to many *Input* cards in the previous section, cards which target players, permanents, libraries, graveyards, cards in exile, and hands must target you and etc. if there are no other targets in the same plane as you.

1. Additional Rulings:
 - a. Proliferate—spells/permanents with Proliferate can only affect players and/or permanents in the same plane as the controller of the card with Proliferate.

Obscure Situations

1. Divine Intervention—obscure meaning I didn't even know it existed until I began searching around for cards which 'draw' during a player's upkeep. Fortunately, the Gatherer ruling here is sufficient for the Multiverse format:

“10/1/2009: In a multiplayer game played with the limited range of influence option, Divine Intervention won't necessarily end the entire game when its third ability resolves. All players within range of Divine Intervention will leave the game. They'll neither win nor lose; as far as they're concerned, the result of the game is a draw. All other players will continue playing.”

Similar cards which cause players to ‘win the game’ or all opponents to ‘lose the game’ only affects players who occupy the same plane.

- a. As an additional rule to consider, if a player uses a card (e.g: Test of Endurance) to ‘win the game’ and causes one or more players to ‘lose the game’ by occupying the same plane, that player then sacrifices the card(s) to prevent further losses by the same method. Institute this rule if players use too many of these effects instead of normal methods.
2. Karn Liberated—suggested course of action for Karn’s third ability is to reshuffle players and Horde decks and place all Ancient Artifacts on the bottom of the Ancient Artifact deck. Leave all ‘starting’ positioned Planar cards where they currently reside. Shuffle all the rest of the Planar cards **currently** in the Multiverse together, and redistribute them with Horde markers and Ancient Artifacts face-down. If this is too much effort, disallow Karn’s third ability.

Gaining Extra Turns

The short and sweet: it happens whether or not you occupy the same plane as someone else. A longer explanation: if a player casts a spell which allows for gaining an extra turn, unless they are attempting to give a different player and extra turn (not an unreasonable idea to give a Horde deck an extra turn in order to deal more damage to an opponent) the only target is yourself. Physically, it would be the same as accelerating to twice the speed as everyone else. In your bubble of time, two turns pass for everyone else’s one turn. The art of Time Stretch provides a decent support of this conclusion:



Above: Very Nearly a Blue EDH ‘Staple’

A young man becomes an old man while his enemy doesn't change at all. There's no reason these cards shouldn't act exactly as they should in the Multiverse.

Player Priority

The greatest question becomes this: even if I have an ability or spell which affects only me, can I activate/cast it on an opponent's turn in reaction to something they do or at the end of one of their phases/steps?

Yes, you can; however, there is a stipulation: the spell/ability you use cannot affect your opponents or opponent's cards which are not currently in the same plane as you. You cannot counter a spell not in the same plane as you.

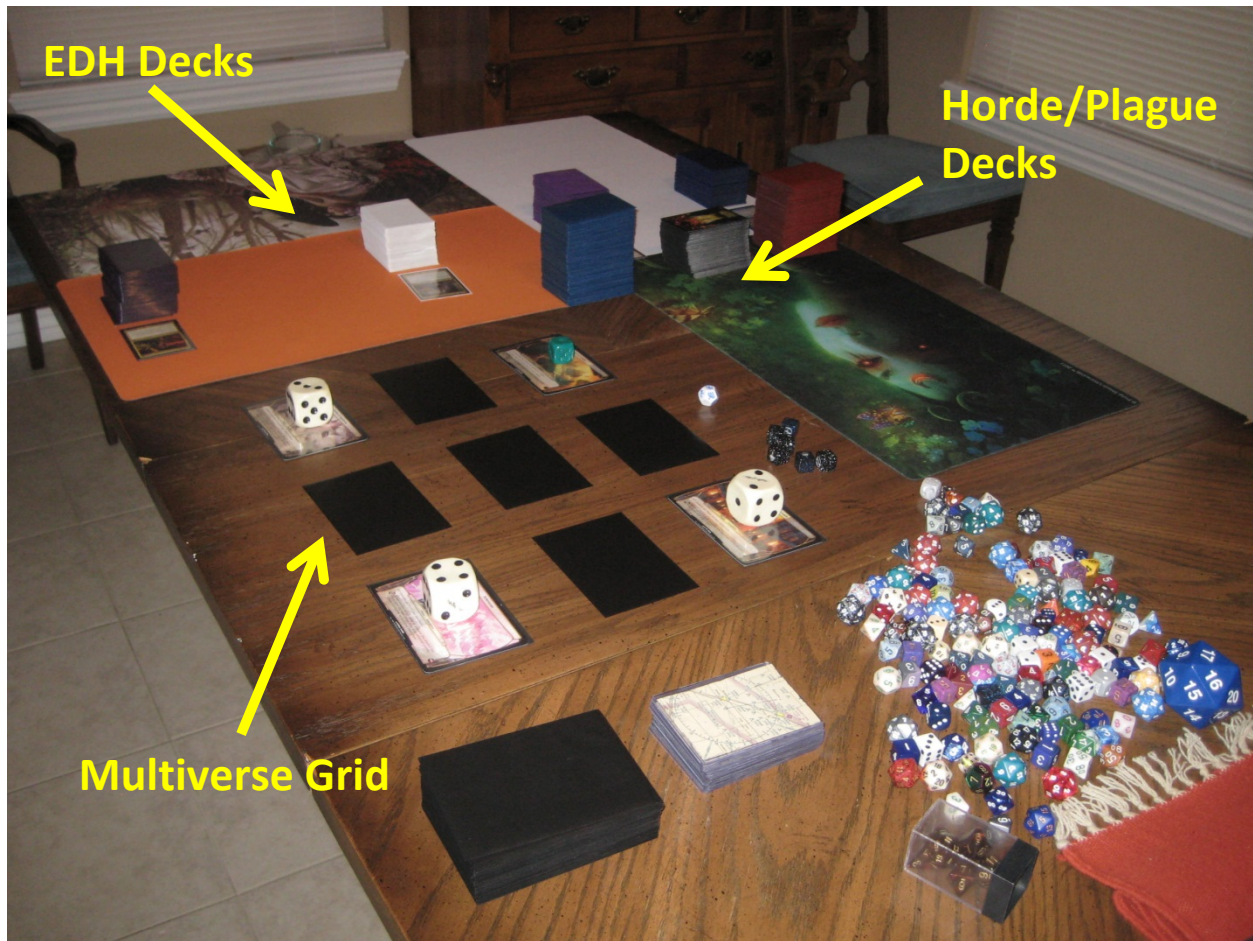
1. Strategy Rule: you may react to a spell being cast by another player which would prepare your defense or influence your offense, even if the information which would cause that preparation cannot currently be 'seen' due to a separation in planes. This rule is required, because a player's intentions for casting cards or activating abilities cannot be determined readily.

Current Banned List

Until further notice, players should follow the Commander/EDH banned list. Once individual cards can be tested and explored, the Commander/EDH banned list will be re-evaluated.

Example Setup

This is an example setup taken from the fifth test I did of the Multiverse. This will include Horde decks, a Plague deck (See *Multiverse Horde Variants*), Ancient Artifacts, and the twelve-sided Multiverse die. Four different EDH decks are used, generals being the following: Edric Spymaster of Trest, Heidar Rimewind Master, Rune-Tail Kitsune Ascendant, and Karrthus Tyrant of Jund.



Above: Initial Setup w/o Ancient Artifacts



Left: Ancient Artifacts have been placed on each of the Planar cards. Currently, the four dice each represents one of the four EDH decks, numbered specifically to indicate which deck is which by turn order. If turn order changed (via Phenomenon card) I would still probably leave the numbers how they are to avoid confusion. Yes, I backed each of the Ancient Artifacts with pieces of airplane maps.



Above: Final Few Turns (Description Below)

In the above picture, there are many things going on. Beginning at the top left and moving down and right, we have a Plague deck in the top middle plane. Top right, a Zombie Horde is waiting to devour the first people to control ten or more creatures (probably Edric, being Edric). The middle row, middle plane has a small dice, which is indicating a current Cataclysm trigger. Since the plane is face down, it seems meaningless to track; however, if a

player ended up getting forced onto the plane or for some reason decided to move there before the trigger occurred they would be affected. In the middle row, right plane, two planes occupy the same plane as a Plague contingent. In the bottom, middle plane are the other two players. Note the top left, top right, and middle right no longer have Ancient Artifacts. They have been picked up by players. The decks looked like this in these final turns:



Above: A little psychotic, no?



Heidar won with the above combination. Deadeye Navigator plus Great Whale gets infinite mana, and Staff of Nin plus Filigree Sages plus infinite mana is infinite damage. Infinite mana also means unlimited planeswalking.

Example Horde Decklists

Eldrazi Horde:

3 x Construct Token, (6/12), Trample
 57 x Eldrazi Token
 1 x Hellion Eruption
 1 x Where Ancients Tread
 2 x Corpsehatch
 2 x Eldrazi Conscription
 2 x Skittering Invasion
 1 x Eldrazi Monument
 2 x Artisan of Kozilek
 1 x Dreamstone Hedron
 2 x Greater Harvester
 1 x Naked Singularity
 1 x Dread Drone
 3 x It That Betrays
 1 x Keening Stone
 3 x World Queller
 1 x World at War
 2 x Emrakul's Hatcher
 2 x Kozilek's Predator
 2 x Pathrazer of Ulamog
 5 x Broodwarden
 5 x Rapacious One

Zombie Horde:

5 x Skeleton Token, (1/1), B: Regenerate this creature.
 5 x Zombie Giant Token
 101 x Zombie Token
 2 x Gravecrawler
 1 x Gravepurge
 1 x Grave Defiler
 1 x Death Baron
 1 x Innocent Blood
 2 x Nested Ghoul
 2 x Undead Warchief
 1 x GERALF's Mindcrusher
 3 x Soulless One
 2 x Undead Alchemist

1 x Underworld Dreams
 2 x GERALF's Messenger
 3 x Fleshbag Marauder
 4 x Unbreathing Horde
 4 x Ashen Ghoul
 2 x Polluted Dead
 2 x Rise from the Grave
 2 x Vengeful Pharaoh
 2 x Vulturous Zombie
 2 x Dread Slaver
 1 x Phthisis
 3 x Brass Herald
 1 x Infectious Horror
 1 x Cyclopean Giant
 2 x Delirium Skeins
 2 x Grave Titan
 3 x Vengeful Dead
 4 x Diregraf Captain
 1 x Mikaeus, the Unhallowed
 2 x Lurking Predators
 4 x Zombie Apocalypse
 3 x Tombstone Stairwell
 4 x Endless Ranks of the Dead
 4 x Cemetery Reaper
 1 x Lightning Reaver
 1 x Army of the Damned

Phyrexian Horde:

2 x Beast Token, (3/3) ((New Phyrexia set)
 10 x Goblin Token, (1/1) ((New Phyrexia set)
 8 x Insect Token, (1/1), Infect
 6 x Wurmcoil Engine Token, (3/3),
 Deathtouch
 5 x Wurmcoil Engine Token, (3/3), Lifelink
 34 x Myr Token, (1/1) ((New Phyrexia set))
 47 x Golem Token, (3/3) ((New Phyrexia set))
 1 x Contagion Engine
 1 x No Mercy
 1 x Necrotic Ooze
 1 x Phyrexian Obliterator
 2 x Reaper of Sheoldred
 2 x Enslave

1 x Endless Whispers
1 x Phyrexian Grimoire
3 x Glistening Oil
2 x Ritual of the Machine
3 x Blighted Agent
1 x Larceny
1 x Vital Splicer
1 x Wing Splicer
1 x Master Splicer
1 x Maul Splicer
2 x Phyrexian Hulk
2 x Yawgmoth Demon
3 x Putrefax
1 x Massacre Wurm
4 x Bad Moon
3 x Darkest Hour
4 x Phyrexian Hydra
2 x Inexorable Tide
3 x Phyrexian Ingester
2 x Phyrexian Gremlins
2 x Infinite Hourglass
2 x Festering Wound
1 x Flesh-Eater Imp
2 x Phylaxis
1 x Phyrexian Rebirth
1 x Norn's Annex
1 x Mana Web
1 x Wheel of Fate
1 x Skithiryx, the Blight Dragon
1 x Oppression
1 x Devouring Strossus
1 x Vorinclex, Voice of Hunger
1 x Contamination
1 x Commander Greven il-Vec
1 x Sheoldred, Whispering One
1 x Urabrask the Hidden
1 x Wheel of Fortune
1 x Glissa, the Traitor