

Magic: The Gathering Omni League

Starting on Sunday, May 23rd, 2010 a new Magic: The Gathering omni league will be starting at the BookShelf/ GameShelf. If you've ever wanted to play MtG but have been intimidated by the time/ money required to make a competitive deck, this is your chance. The administrators invite anyone who wants to join us to attend, the more the merrier.

What is an Omni League?

An omni league is a different style of playing a collectable card game. In some ways it is the truest test of deck building and player skill. Each player has limited resources to build from. Every card (even commons) become important resources as players battle and struggle to make the best of what is available to them.

All players in the league begin with the same number of cards, and have to create a deck using basic land and those cards. All cards that a player buys when entering the league are marked (with that player's and the administrator's initials in the corner of the card). Cards that don't go into the player's deck are put into that player's reserves.

Player's cannot trade cards between them, or buy more cards, unless as a league we decided to refresh (see below). The only way to get new cards for your deck is to play against another league opponent, and win.

Joining the League

On May 23rd, anyone wishing to join the league will make a purchase of six(6) booster packs from any set(s) they choose. Booster packs must be brought to one of the administrators unopened. If you wish to join the league, but cannot attend opening day (or if has already passed by the time you read this) you can join the league by bringing six(6) unopened booster packs to an administrator and open them. This is called your buy-in.

Booster packs for the buy-in can be purchased from any store, but as a consideration, please make any buy-in purchases from the store you happen to be playing in (if you are playing in a store (see below)).

As it stands, the buy-in of 6 booster packs should give a player around 90 cards or so to work with.

Once the buy in purchase is made, and all the cards marked the player can proceed to making their deck. The league will be making an attempt to provide basic land, but players may be required to provide their own (any donations of basic land to the league would be greatly appreciated).

All cards in booster packs a player purchases with their buy-in must be added to their league collection. A player may not remove single cards from buy-in booster packs. However, if the player pulls a card he or she really doesn't want to mark, the player may purchase another whole booster pack and replace the whole booster pack the wanted card came from. In this case none of the cards from the wanted card's booster pack are added to the player's league collection.

Playing Games

Once a player has done their buy-in, marked their cards and made their deck they can begin playing games. Anytime and anywhere they have another league player to play against, go to it.

Once players have agreed to play a match each player goes through the other player's reserves and chooses a card they would like to win. Those cards are a wager or ante, and the winner gets his opponent's card. The ante card may not be altered, added to or effected in anyway.

This does require a bit of honesty. Player's may not trade or purposefully throw games in order to have cards change hands. Player's do not need to play for ante if both player's agree not to.

Refreshing the League

As a league we can decide to refresh. When a refresh comes up all players will be able to purchase a small amount more cards (2 booster packs for example) and mark them. The player adds those cards to his or her league collection.

Refreshing will not be done often. It may occur with a new expansion set (so players get a taste of the new cards), or if a majority of the players feel the league has become stagnant.

Land

As previously mentioned the league will attempt to provide basic land to players who require it.

Basic land (Plains, Swamp, Island, Mountain, Forest) and their snow-covered versions are added to a player's deck and are not part of his or her league collection. Basic land does not need to be marked.

Non-basic land must be pulled from a player's buy-in (or refresh) packs. Non-basic land is part of a player's league collection, and must be marked in order to use.

Why do this?

I have loved MtG since my buddy let use one of his two unmodified starter decks (all starters were random then) and he taught me how to play. I won that game by beating him up using an Onithopter enchanted with Unholy Strength. Over the years I have picked it up, dropped it, given away my cards, and started again many times. It is a great game. But I miss the feeling of scratching a deck together and trading (or wagering) for anything that might help me out.

In an Omni league we seek to create that feeling, while at the same time eliminating "rich kid rules" and "net-decking" from the environment. If that sounds good to you, then please come join us.