RESTRICT

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Contents

Chapter 1

RESTRICT

1.1 Banned & Restricted Cards - Table of Contents

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                     The DC Banned and Restricted fact sheet
-------------------------------------------------------------------------------


                 Introduction

                 Restricted Cards

                 Banned Cards

                 Ante Cards
```

1.2 Introduction

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                 Why are certain cards restricted or banned ?
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As the number of cards on the Restricted and Banned lists for Duelists'
Convocation's tournament rules continues to grow, so do the questions
regarding why individual cards appear on these lists. Though most reasons
are obvious, many people are unaware of the more specific reasons why
cards become restricted or banned. There are a number of signs that the
DC looks for when deciding to restrict or ban a given card.

The most obvious sign is that the card appears as a central theme of a
winning tourney deck. When all tournament decks begin to look alike, it's
time for a change.

Other cards are so useful that there is no reason not to include them in
any deck. Often, powerful artifacts are restricted for this reason, as
they can be integrated into any kind of deck. The Moxes and Black Lotus
are examples of these kind of cards, and Black Vise is a recent addition
to the Restricted list due to this problem.

Of course, all cards dealing with ante have been banned, as official
constructed-deck tournaments are never played for ante. These are good
examples of cards that are prohibited in tournaments not because they are
spoilers, but rather because they are not appropriate for tournament-style
play. Other cards also fall into this category, Sharazad, for example.

Most "retrieval" cards have found their way onto the Restricted list as
well. Themselves rather harmless, they allow for the reuse of the
spoilers, thus justifying their restriction. In deck-construction systems
where the spoilers are completely banned, sometimes the retrieval cards
are left unrestricted.

A number of the cards on the Restricted and Banned lists don't fall into
any particular category. They are cards that, for whatever reason, are
just too powerful either alone or in combination with one or more other
cards.

As new cards are created, the list will continue to grow, though with care
in card design it will grow more slowly than it has in the past. Ante
cards aside, only two cards from the last four expansions have had to be
restricted. This has been by design, and hopefully future expansions will
fare as well.

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1.3 Restricted Cards

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                                   Restricted Cards
-----------------------------------------------------------------------------


              Ancestral Recall

              Balance

              Berserk

              Black Lotus

              Black Vise

              Braingeyser

              Candelabra of Tawnos

              Copy Artifact

              Demonic Tutor

              Fastbond

              Feldon's Cane
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Fork

Hymn to Tourach

Ivory Tower

Land Tax

Library of Alexandria

Maze of Ith

Mirror Universe

Mishra's Workshop

Mox Emerald

Mox Jet

Mox Pearl

Mox Ruby

Mox Sapphire

Recall

Regrowth

Sol Ring

Strip Mine

Timetwister

Time Walk

Underworld Dreams

Wheel of Fortune

Zuran Orb
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1.4 Banned Cards

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                                  Banned Cards
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        Channel

        Chaos Orb
```

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                    Divine Intervention

                    Falling Star

                    Mind Twist

                    Sharazad
```

1.5 Ante Cards

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                                              Ante Cards
--------------------------------------------------------------------------

                    Amulet of Quoz

                    Bronze Tablet

                    Contract from Below

                    Darkpact

                    Demonic Attorney

                    Jeweled Bird

                    Rebirth

                    Tempest Efreet
                     Above mentioned cards are normally always BANNED from any  ←
                          tournament,
       except for Seal Deck tournaments.
```

1.6 Ancestral Recall

```
Ancestral Recall

The  ability  to  draw  cards  has  proved  to be one of the most
powerful effects in Magic, and Ancestral Recall allows its caster
to  draw  cards  at  a  much  lower  cost than any other spell or
effect.  Therefor it has way too much firepower for its cost.

Restricted in Type I
Banned in Type II

  Rulings
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1.7   Balance

Balance

Balance decks began dominating tournaments in mid-1995 to such an extent that the card had to be restricted. A player could oblirate his or her own resources (usually sacrificing them for gain) and then cast Balance to make the opponent pay for the very temporary advantage. As a result, good tourney decks had to prepare to play against Balance. Also, for its mass effect, it is way too cheap.

Interesting note: It took players over a year to figure out how to break this card, proving that restriction rests on the players' actions. Cards are restricted only when players demonstrate the necessity of doing so.

Restricted in Type I & Type II

   Rulings

1.8   Berserk

Berserk

Berserk's effect of doubling a creature's power quickly proved to be too powerful when played in multiples of two or more. Combined in a deck with Fork, Berserk was one of the first cards in Magic to be recognized as degenerate.

Restricted in Type I
Banned in Type II

   Rulings

1.9   Black Lotus

Black Lotus

Any time a card produces more mana than is required to bring it into play, there is an opportunity for abuse, and the cheaper that card is to cast, the greater that opportunity. In no other case is this more apparent than with Black Lotus. This was the main ingredient in many of Magic's original first-turn kill decks, and it is still a staple card for all people who have one to play with.

Restricted in Type I
Banned in Type II

   Rulings

1.10 Black Vise

Black Vise

Black Vise is a card so generally effective that many tournament players were willing to include it in their decks regardless of what the deck's theme or purpose was. The damage it could potentially inflict if played on the first turn was too attractive to ignore. Since all decks had to plan for them, they completely dominated the Type II tournament landscape.

Restricted in Type II only

   Rulings

1.11 Braingeyser

Braingeyser

Although less powerful than Ancetral Recall, Braingeyser's inexpensive card-drawing ability landed it on the restricted list as well.

Restricted in Type I
Banned in Type II

   Rulings

1.12 Candelabra of Tawnos

Candelabra of Tawnos

Sharp Magic players quickly realized the vast amounts of mana that could be produced with multiple Candelabras and means of producing more than one mana per land (Urza's lands, Mana Flare) in play.

Restricted in Type I
Banned in Type II

   Rulings

1.13 Copy Artifact

Copy Artifact

Not so much a spoiler by itself, Copy Artifact allows for multiples of other restricted cards. Creature copiers, like Clone and Vesuvan Doppelganger. aren't restricted because the

costs of the copies are relatively large. Copy Artifact is cheap
compared to many of its potential targets.

Restricted in Type I
Banned in Type II

   Rulings

1.14 Demonic Tutor

Demonic Tutor

This is often the best card in your deck, at any time, for
whatever situation you might be in. It makes dangerous combos
too easy to set up.

Restricted in Type I
Banned in Type II

   Rulings

1.15 Fastbond

Fastbond

Fastbond (Revised) has occupied a spot on the DCI's
"most-watched" list for some time. Fastbond is similar to
Channel in its ability to create grossly overpowered,
game-winning combinations. This is most obvious when Fastbond is
used in conjunction with Storm Cauldron, effectively creating a
Channel for colored mana, with preventable damage.

Restricted in Type I
Banned in Type II

   Rulings

1.16 Feldon's Cane

Feldon's Cane

In essence a retrieval card, Feldon's Cane allows other spoilers
to be used multiple times by taking them out of the graveyard and
putting them back into the library. The only reason the Cane
itself is restricted is to keep those other spoilers out of play
once they've been used.

Restricted in Type I only

   Rulings

1.17   Fork

Fork

In addition to being overly complicated, Fork can, like Copy
Artifact, duplicate spoilers very cheaply (Time Walk, Ancestral
Recall, Demonic Tutor and Berserk are favorites), to the
detriment of the game.

Restricted in Type I
Banned in Type II

    Rulings

1.18   Hymn to Tourach

Hymn to Tourach

Hymn to Tourach from Fallen Empires has been the center of more
controversy than any other single card throughout the later half
of the 1995-96 tournament season. Competitors began to suggest
its restriction shortly after the first Pro Tour event in New
York, primarily because the card was seen by many as the
cornerstone of the popular and successful "Necro" deck. Many DCI
members expected its restriction on June 1 but were surprised
when the DCI decided to restrict Land Tax but not Hymn to
Tourach.

The DCI explained that, at that time, it lacked sufficient data
on Hymn's true influence in the Standard (Type II) tournament
environment. Necro decks had barely started to dominate
tournaments, and Alliances had not yet been released, giving rise
to the possibility that new card combinations and deck designs
would emerge to challenge Necro decks. Moreover, the actual
cause of Necro's success was still open to speculation: Some
competitors claimed it was the result of several other cards,
while others theorized that it was due to the sheer number of
competitors (particularly top-ranked players) who used the deck.

The conclusion of the 1995-96 season and the release of Alliances
gives the DCI more information on which to base a decision. Hymn
to Tourach's impact is more readily visible: One need only
recall the semifinal match at the 1996 U.S. Nationals, between
Dennis Bentley and Matthew Place to witness the Hymn's early
game-swing advantage, as well as its strong ability to stifle new
deck-construction ideas.

Restricted in Type II only

    Card Information

1.19   Ivory Tower

Ivory Tower

The amount of life that one Ivory Tower can generate is awesome,
and this can lead to exceptionally long games, an unsuitable
situation in tournament play. Without restriction of Ivory
Tower, the problem is extended fourfold.

Restricted in Type I & Type II

   Rulings

1.20   Land Tax

Land Tax

The ability to gain a three-card advantage every turn while
simultaneously thinning out your deck is just too good. And Land
Tax has already created major design constraints, forcing the
removal of a card (Time Arc) from the Alliances set.

Restricted in Type II only

   Rulings

1.21   Library of Alexandria

Library of Alexandria

Again,   the   ability to draw a card proves too powerful an effect
to be left unrestricted. Even with the restriction of only
drawing cards when you have exactly seven, the Library's gift of
cards for no cost has kept it on the Restricted list for nearly
its entire existence.

Restricted in Type I
Banned in Type II

   Rulings

1.22   Maze of Ith

Maze of Ith

One of the most useful defensive cards in the game, Maze of Ith
has untap and damage-prevention effects that can be the
centerpiece for a number of powerful combinations. Mostly
however, it is its ability to nulify attackers at no cost that

puts it on the list.

Restricted in Type I
Banned in Type II

   Rulings

1.23   Mirror Universe

Mirror Universe

Trading lives with your opponent is so amazingly useful that any
more than one Mirror Universe in a deck makes a player almost
unbeatable.   It's a fairly expensice card to cast, but as it is
normally only useful towards the end of a game (often as the coup
the grace), the cost is hardly a factor.

Restricted in Type I
Banned in Type II

   Rulings

1.24   Mishra's Workshop

Mishra's Workshop

Any land that can create more than one mana, even with a
restriction, can be exploited. Unrestricted, the Workshop can
create incredibly fast artifact decks. Players can get
unrestricted artifacts (like Juggernaut) into play far too
quickly.

Restricted in Type I
Banned in Type II

   Rulings

1.25   Mox Emerald

Mox Emerald

Like Black Lotus, the Mox Emerald impact the game by providing
sources of mana, at no cost, that are not restricted by the
normal frameworks governing the pace of the game, i.e., unlike
land, you can put Moxes into play as quickly as you get them.
This can speed up a deck suffciently to give the edge to the
person with the most Moxes, or, even with Moxes restricted, to
the person who draws the most Moxes early. Moxes circumvent the
whole design of land playing and break part of the game.

Restricted in Type I
Banned in Type II

   Rulings

1.26   Mox Jet

Mox Jet

Like Black Lotus, the Mox Jet impact the game by providing
sources of mana, at no cost, that are not restricted by the
normal frameworks governing the pace of the game, i.e., unlike
land, you can put Moxes into play as quickly as you get them.
This can speed up a deck suffcently to give the edge to the
person with the most Moxes, or, even with Moxes restricted, to
the person who draws the most Moxes early. Moxes circumvent the
whole design of land playing and break part of the game.

Restricted in Type I
Banned in Type II

   Rulings

1.27   Mox Pearl

Mox Pearl

Like Black Lotus, the Mox Pearl impact the game by providing
sources of mana, at no cost, that are not restricted by the
normal frameworks governing the pace of the game, i.e., unlike
land, you can put Moxes into play as quickly as you get them.
This can speed up a deck suffcently to give the edge to the
person with the most Moxes, or, even with Moxes restricted, to
the person who draws the most Moxes early. Moxes circumvent the
whole design of land playing and break part of the game.

Restricted in Type I
Banned in Type II

   Rulings

1.28   Mox Ruby

Mox Ruby

Like Black Lotus, the Mox Ruby impact the game by providing
sources of mana, at no cost, that are not restricted by the
normal frameworks governing the pace of the game, i.e., unlike
land, you can put Moxes into play as quickly as you get them.
This can speed up a deck suffcently to give the edge to the

person with the most Moxes, or, even with Moxes restricted, to
the person who draws the most Moxes early. Moxes circumvent the
whole design of land playing and break part of the game.

Restricted in Type I
Banned in Type II

   Rulings

1.29   Mox Sapphire

Mox Sapphire

Like Black Lotus, the Mox Sapphire impact the game by providing
sources of mana, at no cost, that are not restricted by the
normal frameworks governing the pace of the game, i.e., unlike
land, you can put Moxes into play as quickly as you get them.
This can speed up a deck sufficently to give the edge to the
person with the most Moxes, or, even with Moxes restricted, to
the person who draws the most Moxes early. Moxes circumvent the
whole design of land playing and break part of the game.

Restricted in Type I
Banned in Type II

   Rulings

1.30   Recall

Recall

A retrieval card, Recall is restricted less for what it does than
for what it can bring back into play. Each Recall in your deck
allows for another use of your most powerful cards. A Regrowth
for multiple cards !

Restricted in Type I only

   Rulings

1.31   Regrowth

Regrowth

Another retrieval card, Regrowth is restricted for the same
reason as Recall.

Restricted in Type I
Banned in Type II

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Rulings
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1.32   Sol Ring

```
Sol Ring
```

```
A victim of its own efficiency, Sol Ring is restricted along with
the  Moxes,  for  producing more mana than it takes to cast.  Its
presence  in  almost every deck that allows it is a dead giveaway
of its power.
```

```
Restricted in Type I
Banned in Type II
```

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Rulings
```

1.33   r_strip

```
Strip Mine
```

```
Restricting  Strip  Mine  (Fourth Edition) echoes the DCI's Black
Vise  decision  earlier  this  year:   Strip  Mine  is  a card so
generally  effective  that an overwhelming majority of tournament
players  decide  to  include it in their decks, regardless of the
deck's  theme  or  purpose.  Its tremendous ability to provide an
early  game  swing-not  to  mention  the  fact  that it cannot be
countered-makes the card too attractive to ignore.
```

```
Restricted in Type II only
```

```
Rulings
```

1.34   Timetwister

```
Timetwister
```

```
Timetwister  combines  the  effects  of a retrieval card with the
awesome  ability  to fill your hand.  It affects all players, but
it  still  gives  the  caster a huge advantage.  Even restricted,
Timetwister shows up as the centerpiece of some decks.
```

```
Restricted in Type I
Banned in Type II
```

```
Rulings
```

1.35   Time Walk

```
Time Walk
```

In early playtest versions of Magic, Time Walk was a common card.
That sure didn't last ! Even limited to one per deck, the
ability to take an additional turn on demand is one of the most
powerful effects in the game. Combining Time Walk with Fork to
get multiple turns at once is also a popular (and usually
game-winning) combination.

```
Restricted in Type I
Banned in Type II
```

   Rulings

1.36   Underworld Dreams

```
Underworld Dreams
```

Dealing damage for each card your opponent draws is good by
itself, but in multiples it is devastating. If accompanied by
Howling Mine and other cheap "force your opponent to draw" type
cards, Underworld Dreams can prove nearly unbeatable.

```
Restricted in Type I
Banned in Type II
```

   Rulings

1.37   Wheel of Fortune

```
Wheel of Fortune
```

As with Timetwister, drawing cards equals restrictio. Even
though Wheel of Fortune affects everyone, the caster gains huge
advantage in casting it when it benefits him or her the most.

```
Restricted in Type I
Banned in Type II
```

   Rulings

1.38   Zuran Orb

```
Zuran Orb
```

Much like Ivory Tower's ability, the Zuran Orb's ability to
create a lot of life makes tournament games drag on far longer

than is acceptable. The Orb was so generally useful that two or three were immediately added to most winning tournament decks. Even restricted, it still finds its way into most tourney decks, extending many games, especially Type I duels.

Restricted in Type I & Type II

   Rulings

1.39 Channel

Channel

A long-time resident of the Restricted list, Channel was added to the Banned list in November 1995. As one-half of the instant-win combo Channel-Fireball, it turned the game into a simplistic "Whoever draws their Channel first wins" affair. Although Channel has other uses, the potential for abuse with direct-damage spells is too great to allow the card to remain a part of tournament play.

   Rulings

1.40 Chaos Orb

Chaos Orb

Banned less for what it does than for how it does it, Chaos Orb's unusual mechanic of being "flipped" onto the playing area caused so much trouble that the card had to be banned. Issues ranging from what exactly "flip" means, to how large the playing area needs can be, to what things could be used to represent counters, caused constant conflicts regarding the card's use. Chaos Orb was moved from the Restricted list to the Banned list in November 1995.

   Rulings

1.41 Divine Intervention

Divine Intervention

Draws are traditionally undesirable in competive events, and Divine Intervention's sole effect is to create them. Also, in a tournament setting a single card should not have such a dramatic influence on the outcome of the game.

   Rulings

1.42   Falling Star

```
Falling Star
```

Though generally less useful than Chaos Orb, Falling Star still
suffers from most of its big brother's drawbacks. It was banned
in November 1995.

   Rulings

1.43   Mind Twist

```
Mind Twist
```

This card was banned primarily because of the major swing it
causes in early game play. As with effects that allow a player
to draw extra cards, hand-destruction can be overly disruptive.
A player on the Net described it like this: "Mind Twist is just
like Channel, only with Mind Twist, it takes you a number of
turns before you realize that it killed you."

   Rulings

1.44   Sharazad

```
Sharazad
```

One of the most unique cards in the game of Magic, Sharazad isn't
banned because of what it does but because of how long it takes
to play it.   There is seldom time in a tournament round to
resolve a Sharazad subgame, and allowing this card would result
in an unacceptable number of draws.

   Rulings

1.45   Amulet of Quoz

```
Amulet of Quoz
```

Type = Artifact

Text: Remove Amulet of Quoz from your deck before playing if you are
      not playing for ante. <0T>: Sacrifice Amulet of Quoz. Flip a
      coin; target opponent calls heads or tails while coin is in the
      air.   If the flip ends up in your favor, that opponent loses the
      game.   Otherwise, you lose the game. Effects that prevent or
      redirect damage cannot be used to prevent this loss of life. Use
      this ability only during your upkeep. The opponent may ante an
      additional card to counter this effect.

Rulings

1.46   Bronze Tablet

```
Bronze Tablet

Type = Artifact

Text: Comes into play tapped.
    <4T>:  Remove  Bronze  Tablet and target card opponent owns from
    the  game.  You  become  owner  of  opponent's card and opponent
    becomes  owner  of  Bronze  Tablet.  Opponent  may  prevent this
    exchange  by paying 10 life; if he or she does so, destroy Bronze
    Tablet.   Effects  that prevent or redirect damage cannot be used
    to counter this loss of life.  Play this ability as an interrupt.
    Remove Bronze Tablet from your deck before playing if not playing
    for ante.
```

Rulings

1.47   Contract from Below

```
Contract from Below

Type = Sorcery

Text: Discard  your  current  hand and draw eight new cards, adding the
    first drawn to your ante.  Remove this card from your deck before
    playing if you are not playing for ante.
```

Rulings

1.48   Darkpact

```
Darkpact

Type = Sorcery

Text: Swap  top card of your library with either card of the ante; this
    swap  is permanent.  You must have a card in your library to cast
    this  spell.   Remove  this card from your deck before playing if
    you are not playing for ante.
```

Rulings

1.49   Demonic Attorney

Demonic Attorney

Type = Sorcery

Text: If opponent doesn't concede the game immediately, each player
      must ante an additional card from the top of his or her library.
      Remove this card from your deck before playing if you are not
      playing for ante.

   Rulings

1.50   Jeweled Bird

Jeweled Bird

Type = Artifact

Text: Remove Jeweled Bird from your deck before playing if not playing
      for ante. <T>: Draw a card. Put your contribution to the ante
      into your graveyard and replace it with Jeweled Bird.

   Rulings

1.51   Rebirth

Rebirth

Type = Sorcery

Text: Each player may be healed to 20 life. Any player choosing to be
      so healed antes an additional card from the top of his or her
      library. Remove Rebirth from your deck before playing if not
      playing for ante.

 NO RULINGS

1.52   Tempest Efreet

Tempest Efreet

Type = Summon Efreet

Text: <T>: Choose a card at random from target opponent's hand and put
      it in yours. Bury Tempest Efreet in opponent's graveyard. The
      change in ownership is permanent. Play this ability as an
      interrupt. Before you choose the card to be switched, the
      opponent may prevent effect by paying 10 life or conceding game;

if this is done, bury Tempest Efreet. Effects that prevent or
redirect damage cannot be used to counter this loss of life.
Remove Tempest Efreet from your deck before playing if not
playing for ante.   @endnode

Rulings