

Alpha 40 League

Preface: Alpha 40 is a “throwback” format that transports us back to 1993, before much, if any, conventions or etiquette for Magic existed. It embraces both the scarce nature of Magic’s 1st edition cards and the powerful effects (and unintended consequences) of the original rules as released in 1993.

These attributes are considered integral to the flavor of this beloved & nostalgic format.

Alpha 40 also utilizes rules for cards as printed, when possible, with best common interpretation of how the game functioned roughly in August of 1993. It places no limitation on how many duplicates may exist in a deck, simply a requirement of 40 cards minimum.

It is simple, elegant, and you can play what you own. Easy enough right?

Read steadily on friends, for there may be perilous roads ahead and you will need to keep your wits about you!

Dominia reimagined

In order to understand what lies ahead it is important to look back upon the road that brought us here. *Love.* A deep and resilient thread weaves our stories together as Magic players, especially those in the Old School continuum. Assuredly a whole missive is deserved on just that topic alone, but for now, we will belay that balad, as we have unexplored territory to discover.

Alpha 40 League, you say? But why? What is it? How, and why do I care?

Since its release, this game of Magic has held an indomitable appeal. Scarcity. Luck. Skill. Unique design of your deck. All strong factors.

The structure document you now hold in your hands serves to refine these ideas into a compelling & engaging league & play community for Alpha 40 styles of play.

I hope you will join us, or at the very least be inspired to seek that which you love in this beautiful old game.

-Michael Angelo Russo of the Northern Paladins.

Legal Sets

Alpha League decks may consist of cards from these sets: Alpha Edition.

Deck Construction

Decks must contain a minimum of 40 cards (no maximum deck size but you must be able to randomize your deck). There is no sideboard. There are no restrictions to the number of basic land cards, commons, or uncommons not on the *Moderated list* that may be included. A player's deck may not contain more than:

- 1 card from the Fast Mana group.
- 1 card from the Power group.
- 1 card from the Destruction group.
- 1 card from the Draw group.
- 1 card from the Charms group.
- 1 of each Restricted card.
- 3 of any Individual Rare.
- 3 of each Moderated list card.
- 6 of any Individual Uncommon
- 0 Banned cards.

See following pages for all clarifications.

Fast Mana Group

You may include at maximum 1 and only 1 card from this list:

Black Lotus, Mana Vault, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Sol Ring.



Limiting fast mana options will encourage more balanced play and make more deck types viable. Not all mages have access to all spells at all times.... Study, seek, search the planes for these artifacts of raw power.

Power Group

You may include only 1 card from this list:
Ancestral Recall*, Fastbond, Timetwister, Time Vault, Time Walk, Wheel of Fortune



If you include Ancestral Recall it counts as your choice for both the power group and the draw group

Draw Group

You may include only 1 card from this list:
Ancestral Recall*, Braingeyser, Howling Mine, Jayemdae Tome



Destruction Group

You may include only 1 card from this list:
Armageddon, Balance, Chaos Orb, Nevinyrral's Disk.



On whispers in the wind you have heard such incantations... These spells & artifacts offer unrivaled power in many cases. In conjunction with one another the effects they generate can be devastating.

Charms Group

You may include at maximum 1 and only 1 card from this list:

Crystal Rod, Iron Star, Ivory Cup, Soul Net, Throne of Bone, Wooden Sphere,



These artifacts are quite powerful due to their historic 'poly' classification. When played in quantity against decks that do not include them they offer too certain a path of survival.

Banned List

You may not include any cards from this list:

Contract from Below, Darkpact, Demonic Attorney, Mind Twist



These spells circumvent key building rules and establish asymmetrical game states. Little is truly lost by their banishment and quite a lot more greater good is gained.

Restricted List

You may include at maximum 1 and only 1 of *each* card on this list:

Channel, Copy Artifact, Demonic Tutor, Disrupting Scepter, Earthquake, Fork Mana Short, Regrowth, Stasis, Winter Orb, Wrath of God, Volcanic Eruption, Badlands, Bayou, Plateau, Savannah, Scrubland, Taiga Tropical Island, Tundra, Underground Sea



Restricted List

You may include at maximum 1 and only 1 of *each* card on this list.



Moderated List

You may include at maximum 3 copies of *each* card on this list:

Black Vise, Copper Tablet, Counterspell, Hurricane, Hypnotic Specter, Ice Storm, Icy Manipulator, Juggernaut, Lightning Bolt, Orcish Oriflamme, Psionic Blast, Sinkhole, Stone Rain, Swords to Plowshares



Moderated List

You may include at maximum 3 copies of *each* card on this list.



By moderating the number of duplicates of these cards in decks we will enjoy a more diverse number of strategies and synergies.