

Random Format Format

At the start of game Player 1 rolls the Planechase die and follows the result shown on the back of this card.

Player 1 may elect to not roll and just play our normal format.

All formats drawn are retired until entire deck has been drawn when they are all shuffled up again.

R2 formats are double retired when played. Move to R1 retired after shuffling up a new deck.

20100811

Random Format Format (continued)

Blank

Play our normal format.

Planeswalker Symbol

Draw from Format deck until format requirements are met.

Chaos Symbol

As Planeswalker, then may choose to draw next Format & must combine if possible.

Normal Format

Requirements

None

Details

2 pl – two player game

3 pl – 2 head, 2 hand

4 pl – 2 head

5 pl – 3 head, 2 hand, team turn

6 pl – 3 head, team turn

20091206

Life is Short

Requirements

None

Details

Normal format.

Each player's starting life is 5 lower.

20091206

Live Long

Requirements

None

Details

Normal format.

Each player's starting life is 10 higher.

20091206

Crazy Gav Bucks Night Format

Requirements

4, 6, 8, etc. players inc Gav
3+ hours

Talisman Dungeon & cards
CGBNF rules
Vanguard cards

Details

See Crazy Gav Bucks Night
Format rules.

20091206

Planechase over normal

Requirements
Planechase cards

Details
Normal format.
Use Planechase deck.

*(If simultaneous turns then
ability to roll dice cycles
through team members.)*

20091206

Star Formation

Requirements
5 players

Details
Free-for-all game.
Attack only 2 opposite
Win when 2 opposite lose.

20091206

2 Player rotation

Requirements
5, 7, 9, etc players

Details
2 player games, winner stays
on.

At 2 hours (or even players)
finish current games and
change format (or continue if
near session end).

20091206

Secret Alliances

Requirements
5, 7, 9, etc players
Gav
Secret Alliances setup cards
and rules

Details
See Secret Alliances rules.

20091206

Cutthroat

Requirements
3 players

Details
Free-for-all game.
During active players turn
opponents both take damage
when either one is damaged.

20091206

Attack to the left

Requirements
4 or less players

Details
Free-for-all game.
Players can only attack player
to their left and win when that
player loses.

20100104

Continuous Magic (R2)

Requirements
5 or less players

Details
Free-for-all game.
Eliminated players start with new deck on their next turn, taking 3 non-interactive turns in a row.
At 2 hours (or player 6) becomes elimination (or continue if near session end).

20100811

Free-for-all (R2)

Requirements
5 or less players

Details
Free-for-all game.
Winner is last player in game.

20100811

Emperor (R2)

Requirements
6, 8, 10, etc players

Details
Team game.
Individual life total
Emperors Range 2, Generals 1.
Deploy creatures
(*Sorcery, tap, target teammate gains control*).

20100825

Vanguard over normal

Requirements
Vanguard cards

Details
Normal format.
Each player is dealt a random Vanguard card.

20101006

Commander

Requirements
5 or less players
Commander deck for each player

Details
Free-for-all game.
40 Life.
Can cast/recast Generals in Command Zone for cost plus 2 for each previous time cast.

20110318

Commander over normal

Requirements
Even number of players.
Commander deck for each player

Details
Normal format.
30 Life per team member.
Can cast/recast Generals in Command Zone for cost plus 2 for each previous time cast.

20110516

Official 2-Headed Giant

Requirements

4 players

Details

30 life shared.

15 Poison shared.

Free Mulligan.

Simultaneous turns, attack and defense.

20111024

Archenemy

Requirements

5 or less players

Archenemy cards

Details

Player 1 has first option to be Archenemy then it passes down in player order.

Archenemy has 10 life + 10 life per opponent.

20111129

Mercenaries over normal

Requirements

Mercenary Deck

Details

Start of turn AP may hire Merc (uncounterable) if [+] on 1df.

Cost 1-3 paid as 1 of: exile 1 card from hand; exile top 20 cards from deck; lose 7 life; exile 2 non-land/token permanents.

Max 1 Merc each, exile if leave play, may replace immediately.

20120107

Planar Invaders

Requirements

4, 6, 8, 10, etc players

Archenemy & Planechase

Details

Team turns, shared life.

Player 1's team is Archenemy.

Opponents choose Home Plane from top 5.

Once per turn per team:

Sorcery, 4 to Scheme/Chaos.

20120318

Face The Hydra

Requirements

Hydra Deck

Hero cards

Details

Hydra heads equal to number of players.

Each player chooses 2 hero cards from the pool of cards.

20131026

Horde

Requirements

100+ card Horde Deck

Details

Players: 2HG style team. 90-10 life per player. Free startup turn per token Toughness over 2.

Horde: Life is 25+25 per Opponent; play all tokens & first spell on it's turn; random/smart targets; creatures have haste & must attack.

20150607

Changes

Dec 6, 2009 – added Gav requirement to several formats. Tagged each card with revision date.

Dec 27, 2009 – removed *Planechase Free-for-all* after group agreement that it was too slow to have it's own card and happening infrequently as Chaos Symbol combination was often enough.

Jan 3, 2010 – changed Attack to the Left requirement to 4 or less players.

Feb 14, 2010 – removed multiples of formats that have no restrictions and will happen every time drawn – *Life is Short, Live Long, Planechase over Normal*; Removed second *2-player rotation* to become only 1 of each format in the deck.

May 1, 2010 – added EDH and Archenemy formats.

August 11, 2010 – added R2 (retired twice) tag to cards with low restrictions so we don't play them too often.

August 25, 2010 – corrected Emperor to match official.

October 6, 2010 – adjusted Vanguard initial card information.

March 18, 2011 – changed Official 2-HG poison. Renamed EDH to Commander. Added Planer Invaders.

May 16, 2011 – added Commander over Normal.

November 29, 2011 – added Horde.

December 14, 2011 – revised Horde for house-rule version.

January 7, 2012 – added Mercenaries.

March 21, 2012 – revised Planar invaders house rules and removed R2 status.

October 26, 2013 – added Face the Hydra.

June 6, 2015 – revised Horde instructions for tougher tokens and free startup turns; clarified horde targetting.