

## Base/core set editions

Edycje od Alpha do Fifth Edition nie posiadają symbolu dodatku drukowanego na kartach, choć te dodatki posiadają własne symbole umieszczone w oficjalnej bazie kolekcjonerskiej kart Magic: the Gathering Wizards of the Coast.

Dodatek	Symbol dodatku	Data premiery	Ilości kart					
			Ogółem	Common	Uncommon	Rare	Basic Land	Inne
<a href="#">Limited Edition Alpha</a>	None	<a href="#">5 sierpnia, 1993</a> [6]	<a href="#">295</a> [I]	74	95	116	10	—
<a href="#">Limited Edition Beta</a>	None	<a href="#">październik 1993</a> [7]	<a href="#">302</a> [I]	75	95	117	15	—
<a href="#">Unlimited</a>	None	<a href="#">grudzień 1993</a> [6]	<a href="#">302</a> [I]	75	95	117	15	—
<i>Revised Edition</i> <sup>[II]</sup>	None	<a href="#">kwiecień 1994</a> [8]	306	75	95	121	15	—
<a href="#">Fourth Edition</a>	None	<a href="#">kwiecień 1995</a> [9]	378	121	121	121	15	—
<a href="#">Fifth Edition</a>	<a href="#">None / Roman-numeral five</a> [III]	<a href="#">24 marca 1997</a> [10]	449	165	132	132	20	—
<a href="#">Classic (Sixth Edition)</a>	A Roman-numeral six	<a href="#">28 kwietnia 1999</a> [10]	350	110	110	110	20	—
<a href="#">Seventh Edition</a>	A serif numeral seven	<a href="#">11 kwietnia 2001</a> [10]	350	110	110	110	20	—
<a href="#">Core Set - Eighth Edition</a>	The number eight superimposed over three fanned	<a href="#">28 lipca 2003</a> [11]	357	110	110	110	20	<a href="#">7</a> [IV]
<a href="#">Core Set - Ninth Edition</a>	The number nine superimposed over three fanned	<a href="#">29 lipca 2005</a> [12]	359	110	110	110	20	<a href="#">9</a> [IV]
<a href="#">Core Set - Tenth Edition</a>	A Roman-numeral ten	<a href="#">14 lipca 2007</a> [13]	383	121	121	121	20	—
<a href="#">Magic 2010</a>	"M10"	<a href="#">17 lipca 2009</a> [14]	249	101	60	53	20	15

## Expansion set

Dodatek	Symbol dodatku	Data prapremiery	Data premiery	Ilości kart						
				Ogółem	Common	Uncommon	Rare	Mythic Rare	Basic Land	Inne
<a href="#">Arabian Nights</a>	A scimitar	none	<a href="#">grudzień 1993</a> [15]	<a href="#">92</a> [V]	40	19	32	—	1	—
<a href="#">Antiquities</a>	An anvil	none	<a href="#">marzec 1994</a> [16]	<a href="#">100</a> [VI]	30	44	26	—	—	—
<a href="#">Legends</a>	<a href="#">The capital of a Doric column</a>	none	<a href="#">czerwiec 1994</a> [17]	310	75	114	121	—	—	—
<a href="#">The Dark</a>	A thin crescent moon	none	<a href="#">sierpień 1994</a> [18]	119	40	44	35	—	—	—
<a href="#">Fallen Empires</a>	A crown	none	<a href="#">listopad 1994</a> [19]	<a href="#">187</a> [VII]	121	30	36	—	—	—
<i>Homelands</i> <sup>[IX]</sup>	<a href="#">The globe of Ulgrotha</a>	<a href="#">14 października 1995</a> [VII]	<a href="#">październik 1995</a> [20]	<a href="#">140</a> [X]	50	47	43	—	—	—
<b>Ice Age Cycle/Block</b>										
<a href="#">Ice Age</a>	A snowflake	<a href="#">brak</a> [VII]	<a href="#">czerwiec 1995</a> [21]	383	121	121	121	—	20	—
<a href="#">Alliances</a>	A flowing banner	<a href="#">18 maja 1996</a> [22]	<a href="#">10 czerwca 1996</a> [10]	<a href="#">199</a> [XI]	112	43	46	—	—	—
<i>Coldsnap</i> <sup>[IX]</sup>	A hanging trio of icicles	<a href="#">8 lipca 2006</a> [23]	<a href="#">21 lipca 2006</a> [24]	155	60	55	40	—	—	—
<b>Mirage Cycle/Block</b>										
<a href="#">Mirage</a>	A palm tree	21 września 1996 <sup>[25][XXVI]</sup>	<a href="#">8 października 1996</a> [10]	350	110	110	110	—	20	—
<a href="#">Visions</a>	Zhalfirin Triangle of War/stylized "V"	<a href="#">11 stycznia 1997</a> [26]	<a href="#">3 lutego 1997</a> [27]	167	62	55	50	—	—	—
<a href="#">Weatherlight</a>	<a href="#">The Thran Tome, an open book</a>	<a href="#">31 maja 1997</a> [28]	<a href="#">9 czerwca 1997</a> [10]	167	62	55	50	—	—	—

Rath Cycle or Tempest Block										
<a href="#">Tempest</a>	A storm cloud	<a href="#">4 października 1997[29]</a>	<a href="#">14 października 1997[10]</a>	350	110	110	110	—	20	—
<a href="#">Stronghold</a>	A portcullis	<a href="#">21 lutego 1998[30]</a>	<a href="#">2 marca 1998[10]</a>	143	55	44	44	—	—	—
<a href="#">Exodus</a>	A bridge	<a href="#">6 czerwca 1998[31]</a>	<a href="#">15 czerwca 1998[10]</a>	143	55	44	44	—	—	—
Artifacts Cycle or Urza Block										
<a href="#">Urza's Saga</a>	Two gears	<a href="#">3 października 1998[32]</a>	<a href="#">12 października 1998[33]</a>	350	110	110	110	—	20	—
<a href="#">Urza's Legacy</a>	A hammer	<a href="#">6 lutego 1999[34]</a>	<a href="#">15 lutego 1999[10]</a>	143	55	44	44	—	—	—
<a href="#">Urza's Destiny</a>	An Erlenmeyer flask	<a href="#">29 maja 1999[29]</a>	<a href="#">7 czerwca 1999[35]</a>	143	55	44	44	—	—	—
Masquerade Cycle or Masques Block										
<a href="#">Mercadian Masques</a>	A domino mask	<a href="#">25 września 1999[36]</a>	<a href="#">4 października 1999[37]</a>	350	110	110	110	—	20	—
<a href="#">Nemesis</a>	A battle axe	<a href="#">5 lutego 2000[38]</a>	<a href="#">14 lutego 2000[39]</a>	143	55	44	44	—	—	—
<a href="#">Prophecy</a>	Three crystals	27 maja 2000	<a href="#">5 czerwca 2000[40]</a>	143	55	44	44	—	—	—
Invasion Cycle/Block										
<a href="#">Invasion</a>	<a href="#">The symbol of the Coalition[XII]</a>	<a href="#">23 września 2000[29]</a>	<a href="#">2 października 2000[41]</a>	350	110	110	110	—	20	—
<a href="#">Planeshift</a>	A swirling portal	<a href="#">27 stycznia 2001[42]</a>	<a href="#">5 lutego 2001[42]</a>	143	55	44	44	—	—	—
<a href="#">Apocalypse</a>	<a href="#">Crying mask of Yawgmoth</a>	<a href="#">26 maja 2001[43]</a>	4 czerwca 2001	143	55	44	44	—	—	—
Odyssey Cycle/Block										
<a href="#">Odyssey</a>	<a href="#">The Mirari, a metal orb on a helix</a>	<a href="#">22 września 2001[29]</a>	1 października 2001	350	110	110	110	—	20	—
<a href="#">Torment</a>	<a href="#">An ouroboros</a>	<a href="#">26 stycznia 2002[44]</a>	<a href="#">4 lutego 2002[44]</a>	143	55	44	44	—	—	—
<a href="#">Judgment</a>	A balancing scale	18 maja 2002	<a href="#">27 May 2002[45]</a>	143	55	44	44	—	—	—
Onslaught Cycle/Block										
<a href="#">Onslaught</a>	<a href="#">A four-legged "morph"[XIII] creature</a>	<a href="#">28 września 2002[46]</a>	<a href="#">7 października 2002[46]</a>	350	110	110	110	—	20	—
<a href="#">Legions</a>	Two crossed spears behind a shield	<a href="#">25 stycznia 2003[47]</a>	3 lutego 2003	145	55	45	45	—	—	—
<a href="#">Scourge</a>	<a href="#">A dragon mask</a>	<a href="#">17 maja 2003[48]</a>	<a href="#">26 maja 2003[48]</a>	143	55	44	44	—	—	—
Mirrodin Cycle/Block										
<a href="#">Mirrodin</a>	<a href="#">The sword of Kaldra</a>	<a href="#">20 września 2003[49]</a>	<a href="#">2 października 2003[49]</a>	306	110	88	88	—	20	—
<a href="#">Darksteel</a>	The shield of Kaldra	<a href="#">24 stycznia 2004[50]</a>	<a href="#">6 lutego 2004[50]</a>	165	55	55	55	—	—	—
<a href="#">Fifth Dawn</a>	The helm of Kaldra	<a href="#">22 maja 2004[51]</a>	<a href="#">4 czerwca 2004[52]</a>	165	55	55	55	—	—	—
Kamigawa Cycle/Block										
<a href="#">Champions of Kamigawa</a>	<a href="#">A torii gate</a>	<a href="#">18 września 2004[53]</a>	<a href="#">1 października 2004[54]</a>	306	110	<a href="#">88[XIV]</a>	88	—	20	—
<a href="#">Betrayers of Kamigawa</a>	A shuriken	<a href="#">22 stycznia 2005[55]</a>	<a href="#">4 lutego 2005[54]</a>	165	55	55	55	—	—	—
<a href="#">Saviors of Kamigawa</a>	A lantern	<a href="#">21 maja 2005[56]</a>	<a href="#">3 czerwca 2005[54]</a>	165	55	55	55	—	—	—
Ravnica Cycle/Block										
<a href="#">Ravnica: City of Guilds</a>	A tower	<a href="#">24 września 2005[58]</a>	<a href="#">7 października 2005[59]</a>	306	110	88	88	—	20	—
<a href="#">Guildpact</a>	The seal of the Guildpact	<a href="#">21 stycznia 2006[60]</a>	<a href="#">3 lutego 2006[60]</a>	165	55	55	55	—	—	—
<a href="#">Dissension</a>	The broken seal of the Guildpact	<a href="#">22 kwietnia 2006[61]</a>	<a href="#">5 maja 2006[61]</a>	180	60	60	60	—	—	—

Time Spiral Cycle/Block										
<a href="#">Time Spiral</a>	An hourglass	<a href="#">23 września 2006[62]</a>	<a href="#">6 października 2006[62]</a>	422	121	80	80	—	20	<a href="#">121[XV]</a>
<a href="#">Planar Chaos</a>	<a href="#">tilted hourglass / merging planes / stylized letters "PC" / Möbius strip</a>	<a href="#">20 stycznia 2007[63]</a>	<a href="#">2 lutego 2007[63]</a>	165	40	40	40	—		
									—	—
<a href="#">Future Sight</a>	an eye gazing through a rift portal	<a href="#">21 kwietnia 2007[64]</a>	<a href="#">4 maja 2007[64]</a>	180	33	33	33	—	—	—
Lorwyn Cycle/Block										
<a href="#">Lorwyn</a>	a leaf	<a href="#">29 września 2007[66]</a>	<a href="#">12 października 2007[66]</a>	301	121	80	80	—	20	—
<a href="#">Morningtide</a>	Sunrise / A flame	<a href="#">19 stycznia 2008[67]</a>	<a href="#">1 lutego 2008[67]</a>	150	60	40	50	—	—	—
Shadowmoor Cycle/Block[68]										
<a href="#">Shadowmoor</a>	Crown of the Reaper King	<a href="#">19 kwietnia 2008[69]</a>	<a href="#">2 maja 2008[69]</a>	301	121	80	80	—	20	—
<a href="#">Eventide</a>	<a href="#">Eclipsed sun</a>	<a href="#">12 lipca 2008[70]</a>	<a href="#">25 lipca 2008[70]</a>	180	60	60	60	—	—	—
Shards of Alara Cycle/Block										
<a href="#">Shards of Alara</a>	5-part gem	<a href="#">27 września 2008[72]</a>	<a href="#">3 października 2008[73]</a>	249	101	60	53	15	20	—
<a href="#">Conflux</a>	5-shard shield	<a href="#">31 stycznia 2009[74]</a>	<a href="#">6 lutego 2009[74]</a>	<a href="#">145[75]</a>	60	40	35	10	—	—
<a href="#">Alara Reborn</a>	5-branched gem	<a href="#">25 kwietnia 2009 [76]</a>	<a href="#">30 kwietnia 2009[76]</a>	<a href="#">145[75]</a>	60	40	35	10	—	—
Zendikar Cycle/Block										
<a href="#">Zendikar</a>	A diamond cut out in the middle with an elongated, shallow V	<a href="#">26 września 2009[77]</a>	<a href="#">2 października 2009[77]</a>	249	101	60	53	15	20	—
<a href="#">Worldwake</a>	A diamond with a star cross	<a href="#">30 stycznia 2010[78]</a>	<a href="#">5 lutego 2010[78]</a>	145	brak danych					
"Prosper"	brak danych	ok. maja 2010	ok. maja 2010	<a href="#">249[79]</a>	brak danych				20	brak danych
2010-2011 "Lights"[80] block (forthcoming)										
"Lights"	brak danych	ok. października 2010	ok. października 2010	danych						
"Camera"	brak danych	ok. lutego 2011	ok. lutego 2011	danych						
"Action"	brak danych	ok. maja 2011	ok. maja 2011	danych						
2011-2012 "Shake" [80] block (forthcoming)										
"Shake"	brak danych	ok. października 2011	ok. października 2011	danych						
"Rattle"	brak danych	ok. lutego 2012	ok. lutego 2012	danych						
"Roll"	brak danych	ok. maja 2012	ok. maja 2012	danych						

# Edycje zestawieniowe/wznowienia

Edycje-wznowienia to zestawy pewnych kart z poprzednich edycji, które zostały wydane ponownie z różnych powodów. Do pewnych przyczyn należy fakt, że karty te były ulubionymi przez fanów i zostały sprowadzone z powrotem na skutek domagania się ludzi. Poza tym, w kilku wypadkach, wznowienia miały upamiętnić pewne wydarzenia, takie jak powszechnie znane mecze lub edycje jubileuszowe. Niektóre edycje-wznowienia obracały się wokół pewnego motywu. Przykładowo, temat edycji Beatdown dotyczył starych stworzeń, zadających ciężkie obrażenia, które wyszły z druku. Nie stosuje się zasad wznowienia karty w jednej z tych edycji, gdy odchodzi ona ze Standard i Extended.

Dodatek	Symbol dodatku	Data premiery	Ilości kart					
			Ogółem	Common	Uncommon	Rare	Basic Land	Inne
<a href="#">Chronicles</a> <sup>[XVII]</sup>	<a href="#">No specific symbol</a> [XVIII]	<a href="#">lipiec 1995</a> [81]	<a href="#">125</a> [XVII]	37	43	45	—	—
<a href="#">Renaissance</a>	No specific symbol	<a href="#">sierpień 1995</a> [81]	121	51	40	31	—	—
<i>Rivals Quick Start Set</i>	No specific symbol	<a href="#">lipiec 1996</a> [82]	Four pre-constructed decks					
<i>Multiverse Gift Box</i>	No specific symbol	<a href="#">listopad 1996</a> [83]	Boosters from various sets in various languages					
<a href="#">Anthologies</a>	No specific symbol	<a href="#">listopad 1998</a> [84]	Two 60-card pre-constructed decks					
<a href="#">Battle Royale</a>	No specific symbol	<a href="#">12 listopada 1999</a> [85]	Four 40-card pre-constructed decks					
<a href="#">Beatdown</a>	A mace	<a href="#">grudzień 2000</a> [86]	Two 61-card pre-constructed decks					
<a href="#">Deckmasters</a>	A stylized letter "D"	<a href="#">grudzień 2001</a> [87]	Two 62-card pre-constructed decks					
<a href="#">Planechase</a>	Two semi-circles, the lower with three upper spikes	<a href="#">4 września 2009</a> [88]	Four 60-card decks and 40 new plane cards					
<b>Duel Decks</b>								
<a href="#">Duel Decks: Elves vs. Goblins</a>	A stylized axe and flame combination symbol	<a href="#">16 listopada 2007</a> [89]	Two 60-card pre-constructed decks					
<a href="#">Duel Decks: Jace vs. Chandra</a>	A point-reflected pair of swooshes	<a href="#">7 listopada 2008</a> [90]	Two 60-card pre-constructed decks					
<a href="#">Duel Decks: Divine vs. Demonic</a>	A halo with horns coming up through its center	<a href="#">10 kwietnia 2009</a> [91]	Two 60-card pre-constructed decks					
<a href="#">Duel Decks: Garruk vs. Liliana</a>	A leaf inside a semi-circle	<a href="#">30 października 2009</a> [92]	Two 60-card pre-constructed decks					
<b>From the Vault</b>								
<a href="#">From the Vault: Dragons</a>	Wings of a Dragon	<a href="#">29 sierpnia 2008</a> [93]	15 limited foil Dragon cards					
<a href="#">From the Vault: Exiled</a>	An arrow firing diagonally leaving a trail	<a href="#">28 sierpnia 2009</a> [94]	15 limited foil formerly banned cards					
<b>Premium Deck Series</b>								
<a href="#">Premium Deck Series: Slivers</a>	A coiled sliver	<a href="#">20 listopada 2009</a> [95]	60-card premium foil deck					
<a href="#">Digital and Online-only sets</a> [XXIII]								
<a href="#">Masters Edition</a>	<a href="#">A circle and a quarter-circle</a> [96]	<a href="#">10 września 2007</a> [96]	195	60	60	60	15	—
<a href="#">Masters Edition II</a>	<a href="#">A circle and two quarter-circles</a> [97]	<a href="#">22 września 2008</a> [97]	245	80	80	80	0	<a href="#">5</a> [XXVIII]
<a href="#">Masters Edition III</a>	A circle behind two quarter-circles	<a href="#">7 września 2009</a> [98]	230	75	70	70	15	—

## Edycje wprowadzające

Edycje wprowadzające były dedykowane dla początkujących graczy w Magic: The Gathering. Nie można było nimi grać w sankcjonowanych turniejach do października 2005[99], kiedy to stały się legalne, ponieważ pojawiły się w dodatkach Legacy i Vintage.

Dodatek	Symbol dodatku	Data premiery	Ilości kart					
			Ogółem	Common	Uncommon	Rare	Basic Land	Inne
<a href="#">Portal</a> [XIX]								
<a href="#">Portal</a>	A portal	<a href="#">czerwiec 1997</a> [100]	<a href="#">222</a> [XX]	97	50	55	20	—
<a href="#">Portal Second Age</a>	A pentagon	<a href="#">czerwiec 1998</a> [101]	165	70	45	35	15	—
<a href="#">Portal Three Kingdoms</a>	The Chinese character for the number 3	<a href="#">maj 1999</a> [102]	180	55	55	55	15	—
<b>Starter</b>								
<a href="#">Starter 1999</a>	A five-pointed star	<a href="#">lipiec 1999</a> [103]	173	63	55	35	20	—
<a href="#">Starter 2000</a>	"S" overlaid on a five-pointed star	<a href="#">lipiec 2000</a> [104]	<a href="#">57</a> [XXI]	39	6	2	10	—

## Dodatki niedozwolone do gry w turniejach

Te dodatki, chociaż są również wydane przez Wizards of the Coast, są zakazane na sankcjonowanych turniejach DCI.

Dodatek	Symbol dodatku	Data prapremiery	Data premiery	Ilości kart					
				Ogółem	Common	Uncommon	Rare	Basic Land	Inne
<i>Collector's Edition</i>	none	brak	<a href="#">grudzień 1993</a> [105]	363	—	—	—	—	—
<i>Astra</i> <sup>[XXII]</sup>	star with a trail	brak	<a href="#">kwiecień 1997</a> [106]	12	—	—	—	—	—
<a href="#">Un-sets</a> [XXIV]									
<a href="#">Unglued</a>	A cracked-open egg	<a href="#">sierpnia 7, 1998</a> [29]	sierpnia 17, 1998	88	33	22	28	5	—
<a href="#">Unhinged</a>	A horseshoe	brak	<a href="#">listopada 19, 2004</a> [108]	141	55	40	40	5	<a href="#">1</a> [XX] <a href="#">V</a>

Dane zaczerpnięto ze strony:

[http://en.wikipedia.org/wiki/Core\\_Sets#cite\\_note-13](http://en.wikipedia.org/wiki/Core_Sets#cite_note-13)

# Objaśnienia

<p><b>^I</b> : Two cards, the common Circle of Protection: Black and the rare Volcanic Island, were inadvertently left out of the printing of <i>Alpha</i>. <i>Beta</i> and <i>Unlimited</i> included the two missing cards as well as one additional alternate art variant of each of the five basic lands. Consequently, those two sets each have seven more cards than <i>Alpha</i> did.<sup>[109]</sup></p>
<p><b>^II</b> : When the <i>Revised Edition</i> was in production in 1994, a number of problems with the set became apparent. Some cards' colors were washed-out. The picture and color foreground for the Serendib Efreet were wrong (not that this was the first such misprint), and there was a growing concern with the Satanic images on some of the cards. The solution was to print a "fixed" version of <i>Revised Edition</i>, code named "Edgar", which has since come to be known as <i>Summer Magic</i> because it was printed in the summer of 1994. The cards were distributed in regular <i>Revised Edition</i> boosters, but no <i>Summer Edition</i> starters were produced. Despite its intended function as a fixed <i>Revised Edition</i>, there were problems with <i>Summer Magic</i>. On some cards, the colors were too dark. Furthermore, Hurricane was printed as a blue card and thereby became the most famous and most desired <i>Summer Magic</i> card of all.<sup>[110]</sup> The Serendib Efreet had its artwork corrected, but the artist name was forgotten to be updated. The artist name for Plateau was not corrected as well. Because of all these flaws, the entire print run was recalled and destroyed which led to <i>Revised Edition</i> shortage in 1994. However, a few booster boxes were still available.</p>
<p><b>^III</b> : The only cards in <i>Fifth Edition</i> to have an expansion symbol were those printed in Simplified Chinese in 1998.<sup>[112]</sup></p>
<p><b>^IV</b> : In addition to the 350 cards normally available in booster packs, the <i>Eighth Edition</i> Core Game contained 7 "starter cards" not available in booster packs, labeled with collector numbers S1 through S7. <i>Ninth Edition</i> contained 9, labeled S1 through S10 (omitting S6). These were simple "vanilla" creatures which were designed to introduce new players to the game but which were regarded as bad cards and disliked by experienced players.<sup>[113][114]</sup></p>
<p><b>^V</b> : 14 of the commons were printed in two subtle variations (called "a" and "b") making 92 total cards but only 78 unique cards.<sup>[15]</sup></p>
<p><b>^VI</b> : 5 of the cards came in 4 alternate art versions making the set have 100 total cards but only 85 unique cards. The different art versions also differ in rarity causing these 5 cards to make up a total of 6 commons, 9 uncommons, and 6 rares.<sup>[4][115]</sup></p>
<p><b>^VII</b> : The first pre-release officially sponsored by Wizards of the Coast was held for <i>Homelands</i> in New York City. <i>Ice Age</i>, which preceded <i>Homelands</i>, had an unofficial widely-attended pre-release in Toronto.<sup>[116][117]</sup></p>
<p><b>^VIII</b> : 15 of the commons came in 4 alternate art versions, while 20 of them came in 3 alternate art versions causing 187 total cards but only 102 unique cards.<sup>[118]</sup></p>
<p><b>^IX</b> : <i>Homelands</i> was not designed as part of the Ice Age Cycle and has no thematic or story-based link to the other sets in it. Wizards of the Coast retroactively declared it part of the Ice Age cycle in 1997 to fit with the then-emerging standard cycle structure. Nearly a decade later, in 2006, <i>Coldsnap</i>, which complements <i>Ice Age</i>'s storyline and design themes, was at last released to replace <i>Homelands</i> and complete the Ice Age Block. <i>Homelands</i> has reverted back to a standalone set.<sup>[119]</sup></p>
<p><b>^X</b> : All commons had 2 alternate art versions making 140 total cards but only 115 unique cards.<sup>[120]</sup></p>
<p><b>^XI</b> : All commons had 2 alternate art versions making 199 total cards but only 143 unique cards and 56 unique commons.<sup>[4]</sup></p>
<p><b>^XII</b> : The Coalition was a group assembled by Urza to defend Dominaria against the invasion of the Phyrexians.<sup>[121]</sup></p>
<p><b>^XIII</b> : Many creatures in the Onslaught Block had the ability to "morph." Morphed creatures looked like "clay spiders."<sup>[122]</sup></p>
<p><b>^XIV</b> : This does not count the alternate art for the uncommon card <i>Brothers Yamazaki</i>. Counting each version separately, there are 89 uncommons and 307 cards in the set.</p>
<p><b>^XV</b> : In the Time Spiral Cycle there are special cards in each set known called "timeshifted". In <i>Time Spiral</i> TSP refers to all non-timeshifted cards in the set while TSB, which stands for "TimeShifted Bonus" (during development, the timeshifted cards were known as "bonus cards"), refers to the 121 timeshifted reprint cards.<sup>[1][124]</sup> The timeshifted reprint cards have a purple expansion symbol and are not counted towards the number of cards in the set. Instead they form a subset with their own collector's numbers. Each <i>Time Spiral</i> booster pack contains exactly one Timeshifted bonus card, replacing a common. In <i>Planar Chaos</i> there are 45 Timeshifted Cards (20 common, 15 uncommon, and 10 rare), however, unlike in Time Spiral they were not reprints but instead they were existing cards from the past which were "color-shifted" (known, iconic cards that were printed in a different color).<sup>[125][4]</sup> Colorshifted cards are recognizable by their slightly alternated border and background. In contrast to the timeshifted cards in <i>Time Spiral</i> the cards in <b>Planar Chaos</b> and <b>Future Sight</b> are not bonus cards, meaning that they come in normal rarities and are counted towards the Collector's numbers of the set. Also timeshifted cards from Planar Chaos and Future Sight are randomly inserted into boosters. In Future Sight there are 81 timeshifted Cards, composing 27 of each rarity. However, unlike the previous sets these timeshifted cards have a future theme in that they have different frame than normal cards and have keyword mechanics that may appear in future sets.<sup>[126][4]</sup></p>

<p><b>^XVI</b> : Starting in <i>Shards of Alara</i> Wizards of the Coast introduced a new rarity level higher than rare called Mythic Rare in which a mythic rare card will appear in approximately 1 out of every 8 booster packs instead of a rare.<sup>[75]</sup></p>
<p><b>^XVII</b> : <i>Chronicles</i>, released in 1995 between <i>Ice Age</i> and <i>Homelands</i>, reprinted many previous cards, drawn from the <i>Arabian Nights</i>, <i>Antiquities</i>, <i>Legends</i>, and <i>The Dark</i> sets, that were becoming difficult to obtain but added no new cards to the game. Despite being published between <i>Ice Age</i> and <i>Homelands</i>, it is not considered part of the Ice Age Block; for purposes of tournament-legality, it was instead treated as an extension of <i>Fourth Edition</i>. The cards in <i>Chronicles</i> were reprinted with white borders, as opposed to their original black borders. Also <i>Chronicles</i> contained three uncommons with four alternate art versions meaning there are 125 total cards but only 116 unique cards and only 34 unique uncommons.<sup>[127][4]</sup></p>
<p><b>^XVIII</b> : Many of the early compilation sets did not have expansion symbols of their own and instead the cards within these reprint sets just retained the symbol from their former set.<sup>[128]</sup></p>
<p><b>^XIX</b> : <i>Portal</i> was a series of sets featuring simplified rules intended to introduce novice players of Magic: The Gathering to the game. When they were originally released, they were not legal for DCI-sanctioned tournament play, but the DCI changed its policy and the Portal sets became legal in the Vintage and Legacy tournament formats on October 20, 2005.<sup>[129]</sup></p>
<p><b>^XX</b> : 7 of the commons were alternate versions, so there are only 215 unique cards and 90 unique commons in <i>Portal</i>.<sup>[130][4]</sup></p>
<p><b>^XXI</b> : <i>Starter 2000</i> was made up of two 22-card decks and two 15-card packs, all with a fixed selection of cards.<sup>[131]</sup></p>
<p><b>^XXII</b> : <i>Astral</i> is a set of 12 cards that was never actually printed on paper and exists only in the Microprose <i>Magic: The Gathering</i> computer game (with the exception of the oversized Aswan Jaguar included in the box). All 12 cards had abilities that depended on randomness and were therefore more practical to use on the computer than on paper.</p>
<p><b>^XXIII</b> : <i>Masters Edition</i> and <i>Masters Edition II</i> are available only on Magic Online for a limited time and are not available in physical paper form.<sup>[4]</sup> <i>Masters Edition</i> is a set of 195 cards from before <i>Mirage</i>.<sup>[96]</sup></p>
<p><b>^XXIV</b> : The <i>Un-</i> sets are satirical sets which, though also published by Wizards of the Coast, are not legal for DCI-sanctioned tournament play.</p>
<p><b>^XXV</b> : <i>Unhinged</i> contains 1 ultra-rare, called Super Secret Tech, which only exists as a foil rare card.<sup>[132]</sup></p>
<p><b>^XXVI</b> : The first event that used <i>Mirage</i> product was Pro Tour Atlanta on 13 September 1996.<sup>[133]</sup></p>
<p><b>^XXVII</b> : <a href="#">The Lorwyn and Shadowmoor blocks consist of two sets each. They were released over the course of one year and thus deviate from the usual three expansion sets per year policy. Eventide was the second set in the Shadowmoor block and was released in July.</a></p>
<p><b>^XXVIII</b> : <i>Masters Edition II</i> has 5 snow-covered lands from <i>Ice Age</i> – it is unclear which rarity these count in.</p>
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