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## Rarity

Revision as of 22:36, 29 January 2010 by 122.106.238.201 (talk) (diff)  $\leftarrow$  Older revision | Latest revision (diff) | Newer revision  $\rightarrow$  (diff) Jump to: navigation, search

Rarity refers to the distribution of cards in Magic boosters. Magic has common, uncommon, rare and mythic rare cards. Rarity defines the scarcity of cards in boosters, and indicates complexity, but not the quality of the card. Rares can generally be said to be more complex, but not necessarily better, than commons. The earliest expansions were packaged in 8-card booster packs that usually contain 6 commons and 2 uncommons (there were no rares back then). A few expansions were packaged in 12-card booster packs that usually contain 9 commons, 2 uncommons and 1 rare. Since Mirage, most expansions were packaged in 15-card booster packs that usually contain 11 commons, 3 uncommons and 1 rare. One exception to this is Time Spiral, where the 15-card boosters include 10 commons, 3 uncommons, 1 rare and 1 Timeshifted card.

Since the <u>Exodus</u> expansion the rarity of a card has been identified by the color of the <u>expansion symbol</u>. Common cards use a black-filled expansion symbol, except in the <u>Coldsnap</u> expansion where a white symbol is used. Uncommon cards use a solid silver- or black-to-white fade-filled expansion symbol. Rare cards use a gold-filled expansion symbol. Cards in <u>Time Spiral</u>'s timeshifted subset use a purple expansion symbol.

It is known that expansions through <u>Alliances</u>, excluding <u>Ice Age</u>, had some common and uncommon cards that were actually more prevalent than others. This was the result of some cards appearing more often than others on the printer's sheet of uncut cards. For example, <u>Headless Horseman</u> is a C1 common, and <u>Ghosts of the Damned</u> is a C2 common. This code represents the number of times the card appears on the common printer's sheet of uncut cards, making C2 commons twice as abundant as C1 commons.

As of Shards of Alara, there is a 1 in 8 chance that a rare in a booster pack will be replaced by a 'Mythic Rare', [2] with a red expansion symbol.

## **External links**

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## References

- 1. Template:Askref
- 2. Template:MTGref

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