THE CARD REBEL'S BLACK BOOK FIRST EDITION

ROSS EDWARDS

The Card Rebel's Black Book

First Edition

By Ross Edwards

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THE CARD WIZARD'S BLACK BOOK: FIRST EDITION (2008)

IMPROVE YOUR WRITING FROM A TO Z (2009)

THE CARD WIZARD'S BLACK BOOK: SECOND EDITION (2010)

THE CARD REBEL'S BLACK BOOK: FIRST EDITION (2011)

IMPROVE YOUR CREDIT FROM A TO Z (2011)

Made with a Macintosh™

The Card Rebel's Black Book, First Edition

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Preface

Welcome to the first parallel publication in The Card Collector's Black Book series!

I released the first book in the series, *The Card Wizard's Black Book: First Edition*, in 2008, shortly after the release of the *Magic: the Gathering* (MTG) expansion *Shards of Alara*. I expected to promote the book for a while until sales tapered off, then move on to other projects. My publisher, a garage start-up called Exuberance Press, published through web retailers and kept things clean and efficient. I could hardly have asked for a better scenario in which to publish.

The Card Wizard's Black Book, the progenitor of the series, was originally conceived as a social project. I hoped to create a level playing field in the trading card game (TCG) industry, particularly between dealers and collectors where information asymmetry was at its worst. The most pernicious single thing that dealers were doing was selling booster packs that they claimed were new and pristine, where those booster packs were really leftovers from the "mapping" process. It used to be just an urban legend that it was possible to "map" TCG booster packs and take all the good rares while leaving the junk. With the arrival of The Card Wizard's Black Book, superstition became documented fact.

I had been a dealer for many years, and I knew exactly how mapping worked. When I quit dealing cards and became a pure player, I realized that the player community was still largely in the dark about the dealers' true advantage. I decided to publish what I knew and allow the cards to fall however they would. I had a fairly large collection of MTG and other cards. I did not wish their value to be obliterated by a collapse of the TCG hobby. The simple fact of mapping did not necessarily portend such a dire outcome, but it certainly pushed the course of the industry in a dangerous direction. There is nothing wrong with a dealer making a profit, and a hobby gaming store is not a charity organization, but as the old saying goes, "You can shear a sheep many times, but you can skin it only once." There was no way I could personally prevent "sheep" from being skinned, but I believed that I owed it to them to teach them how to distinguish between the clippers and the axe, so they would know when to say "no deal" and walk away.

As it turns out, the *First Edition* sold better than Exuberance Press's advance projections. My publisher and I were both deluged with requests for ebooks, mostly from overseas readers who hoped to minimize shipping costs. Beginning with the *Second Edition* in 2010, everything in *The Card Collector's Black Book* series has been available in both formats in complete, unabridged form. Knowledge of mapping is becoming more and more widespread with every new release, and the price of loose booster packs on eBay.com and elsewhere has plummeted. Accordingly, I believe the "social project" has been a success.

Along the way, I received a fair amount of feedback from players of other TCGs, and they wanted to know if I would consider writing a book for those games. I looked over to my shelf at my *Star Wars* CCG, *Star Trek* CCG, and *Netrunner* cards, and began laying the groundwork for *The Card Rebel's Black Book*. Unfortunately, Exuberance Press cancelled the title due to limited resources and projected lack of market viability. I announced the cancellation on my weblog, and I received a few replies of disappointment.

I knew I had prepared great material for *The Card Rebel's Black Book*, and I resolved to see that material published regardless of Exuberance Press's reservations. For most of

2010, that material was included in the working text of the Second Edition of The Card Wizard's Black Book. You already know that it didn't turn out that way, of course, since you are not reading this in the Second Edition, but in The Card Rebel's Black Book as I had planned in the first place. How did this "dead" book come back to life, much like some of the TCGs it covers? It turned out I had too much of a good thing.

In July 2010, Exuberance Press put the brakes on the *Second Edition* because my final draft was too long. I had written well over 500 pages, and for manufacturing reasons the book would have to be priced at \$50.00 or more if it was longer than 400 pages. *The Card Wizard's Black Book: First Edition* had come in just under the 150-page mark, and I remembered we had to edit it to that point because that was the threshold (at the time) for releasing a book at that trim size with a price tag of \$19.99. However, *Second Edition* was good to go at \$29.99 all the way up to the 400-page mark, and that price for a 400-page reference book is very competitive. Textbooks and reference manuals of similar length commonly sell for much more. We quickly realized that the *Second Edition* had to come in under 400 pages, including coverage of yet another MTG expansion, October 2010's *Scars of Mirrodin*. Our effective master text for the *Second Edition* was over 600 pages. Cuts were necessary.

I saved almost 100 pages in the Second Edition by deleting carryover material from the First Edition. The "dirty maps" for MTG sets Zendikar and Rise of the Eldrazi were the next to go, followed by entries for the MTG World Championship boutique deck series (which missed the cut again this time around, but will appear eventually). I feared cutting any further would undermine Second Edition as a definitive MTG reference.

At that point, I could see it coming. I knew what was going to be on the chopping block next. Sure enough, Exuberance Press asked me to cut the material on other TCGs. I realized if I cut that material, I would probably never have another chance to publish it. The player communities for games like the *Star Wars CCG* may be small, but they are extremely dedicated. They are loyal, and they look out for their own. In short, they are family. A SWCCG player could fly halfway across the country to attend a championship tournament, as I did, and would be among friends, even if they had never met anybody in the room in person. There is far less adoption, departure, and readoption among the other TCGs' players; most of them keep their collections and stay for the long haul, even when they aren't too active in the tournament community. I was one of these players, and I had no inclination of giving up on getting their book (our book) made.

I told Exuberance Press that I would only cut the material on other TCGs if they agreed to publish *The Card Rebel's Black Book* in 2010 and to fund some more test product for research. They needed me to add something to "sweeten the pot," a marketing draw that could bring in the MTG players or a wider audience of some kind. They agreed that if I provided a sweetener, they would finance and publish *The Card Rebel's Black Book*.

With their promise in the back of my mind, I set back to work on *The Card Wizard's Black Book: Second Edition*. I took a week's vacation from my day job to ensure that I had time to complete the book, and it was still a close call. *Scars of Mirrodin* hit the market, and in writing its coverage I was able to "solve the map;" that is, I presented a production analysis so comprehensive that a reader can use it to determine how the rares are collated in booster packs. I turned in my final PDF and *The Card Wizard's Black Book: Second Edition* went to print at 394 pages. Success!

Basking in the excitement of completing the *Second Edition*, I began the process of promoting the book. I answered emails with questions about mapping *Magic 2011* and *Scars of Mirrodin*, published videos on YouTube.com, and browsed message boards to answer questions from people interested in the book.

I soon received my printed proof of the *Second Edition*, and I began my meticulous proofing review. There must be something about the printed page that stimulates the analytical centers of the trained mind, because when I read the *Scars of Mirrodin* section in print for the first time, I had what alcoholics call a "moment of clarity."

I dashed to my Mac, loaded up my "dirty map" spreadsheet of MTG's Rise of the Eldrazi, and applied the Scars of Mirrodin map solution method to the raw data.

The result was a perfect map of Rise of the Eldrazi.

"Excitement" doesn't describe it. Between my relief at finishing the *Second Edition* and the good early sales figures and my euphoria at this new discovery, I was bouncing around like a toddler at Disneyland. My wife thought I was out of my mind.

I repeated the experiment with my "dirty map" for MTG's Zendikar.

Again, perfection.

With the mapping solutions to those MTG expansions in hand, I knew I had the "sweetener" my publisher needed, the marketing hook that would make *The Card Rebel's Black Book* viable to publish. *The Card Rebel's Black Book* would contain a bonus of the two maps that didn't solve out in time for *The Card Wizard's Black Book: Second Edition*. It would be like a bonus CD full of B-sides and remix songs that there wasn't enough room to include on the original album. And the fans of other TCGs who didn't care about MTG benefited because it led to their book making it to print in the first place, at the cost of a mere few pages. It was win-win for everyone.

As you might imagine, given that you are reading *The Card Rebel's Black Book* today, Exuberance Press loved the new maps and quickly greenlit the project. I used the budget I had to boost the "awesome quotient" as much as possible with additional test product, and I filmed a series of videos promoting the book and showing how mapping worked for the benefit of what I knew would mostly be a new audience.

With *The Card Wizard's Black Book*, the *First Edition* focused on mapping and other means by which dealers use asymmetry of information to unfairly exploit players and collectors. The *Second Edition* was much more, and was written to be an exhaustive and definitive reference on the collecting and dealing aspects of MTG and the TCG hobby and industry overall. I followed this broader concept template when writing *The Card Rebel's Black Book*, including reprinting content that applied as much to other TCGs as to MTG. There are scads of books and countless online articles covering TCG strategy, TCG secondary market prices, and the flavor/storyline aspect of the TCG medium. This multimedia conduit of TCG-related information has developed a body of knowledge about the TCG itself. It is my fervent hope that this book series will serve as a capstone to that body of knowledge, a TCG-focused analogue of *Moneyball: the Art of Winning an Unfair Game* by Michael Lewis and *Hold 'em Poker for Advanced Players* by David Sklansky and Mason Malmuth.

Unfortunately, product licenses come and go, and many of the TCGs covered in this book are no longer in production due to license expiration. They are still excellent games regardless, and well worth your time if you are a gamer looking to broaden your horizons. Even where the game is no longer an ongoing concern, the player community persists.

For example, the *Star Wars* CCG has been out of print since 2001. No more SWCCG product will ever be released unless some miracle occurs and an entity is able to license both the *Star Wars* property from Lucasfilm and the SWCCG game mechanics from Decipher, Inc. Nevertheless, there is still a thriving community of SWCCG players, and I received considerable feedback from them based on my coverage of *Death Star II* in *The Card Wizard's Black Book: First Edition*. Consequently, I hoped to present in this volume the most complete and exhaustive analysis yet written of the SWCCG product line.

Some SWCCG expansions are not as readily available on the secondary market as they once were. Thus, there are physical and financial obstacles to accomplishing a complete mapping "solution" to the entire SWCCG game. The limited *Hoth*, *Endor*, and *Theed Palace* expansions, in particular, were shortprinted, and there may not be enough sealed product left in circulation to verify sequences. Players needing those cards would do just as well to buy them as singles at this point. If every expansion were readily purchasable in quantity, it would be purely a matter of cost to acquire enough to derive every print run and create maps. Every single SWCCG product is mappable because of the production methods Cartamundi and other printers used to manufacture the cards. With available sealed product dwindling in the marketplace, knowledge of mapping becomes more important than ever for SWCCG collectors: If those *Endor* booster packs you bought on eBay are leftovers from a mapping session, you paid a lot of money without having any chance to get the best rares. In time, virtually all SWCCG transactions will be loose cards, and the market analyses in this book for each product will become more important than the map solutions and even the mapping concepts and principles in general.

I chose to include fairly minimal coverage of the SWCCG's "little brother," the *Young Jedi* CCG. There were eight *Young Jedi* releases, and six of them are essentially worthless and can be obtained for pocket change (by TCG standards) on the secondary market.

The Star Trek CCG made it into a second edition and expansions until 2007, and still fields a devoted player community around the world from North America to Europe to an especially strong contingent in Australia. STCCG was a natural fit for this book, and I only wish the publishing schedule had provided more time for additional research on the game.

I approached STCCG for this book solely as a documentarian, without a notion that I would solve maps for every set as I sought to do for SWCCG. The reason for this is simple: in the case of STCCG, it makes little economic sense to bother with mapping. Most STCCG booster boxes are readily obtainable at a reasonable cost. In fact, the powerful (in gameplay terms) Voyager expansion costs less than \$30.00 per box, as of this writing. For ten dollars more, one can purchase an entire case of the original base set or the Alternate Universe expansion, so even ultra-rare cards like the Future Enterprise are relatively accessible. Most of the cards in STCCG's original ("first edition," or "1E") game are widely and inexpensively available, and most of the cards in STCCG's "second edition" (or "2E") are readily obtainable if not quite as cheap. A few STCCG expansions were printed in small enough numbers that the per-box price has soared out of reach for data collection

purposes: Blaze of Glory, The Motion Pictures, and Necessary Evil. And even those sets are within reach of players: boxes are a bit tight, but singles circulate.

The first STCCG Reflections set, The First Five-Year Mission, was the one example I chose to include in this book as proof-of-concept that STCCG was every bit as mappable as SWCCG and MTG, even if it is unlikely that most dealers will do so. Reflections is cheap and abundant enough that shady dealers won't bother trying to cheat the few remaining Trek faithful on packs, yet it is expensive enough (at roughly \$75 per box as of this writing) that mapping allows players a meaningful method to find ultra-rare foils while preserving leftover packs for sealed-deck play or to keep as sealed collectible specimens.

The Lord of the Rings (LOTR) TCG, the natural design descendant of the STCCG and SWCCG, is an excellent game in its own right and a visual masterpiece besides. LOTR fandom is smaller in the broad sense than Star Trek or Star Wars fandom worldwide, but it tends to be a deeper fandom: each individual nerd who is addicted to LOTR is more obsessed with LOTR than an average Star Trek or Star Wars fan, and that nerd is accordingly more likely to buy more fan-relevant LOTR material. This, coupled with Decipher's struggles of the mid-2000s, resulted in a collecting landscape that is much more challenging than for either SWCCG or STCCG. I didn't think I could do the LOTR TCG justice in the space I had, so I confined my comments to an appendix. This is not to say I am unwilling ever to write a Black Book for the LOTR TCG, just that I would want to do a great deal of research and take a great deal of time on it and the market prospects for such a book are uncertain at best, so it's either going to be done gold-plated or not at all.

The best TCG that is, as of this writing, the most expensive and difficult to obtain on average, is *Netrunner*, a game Richard Garfield created that WOTC published from 1996 to 1999. Starter and booster boxes of the base set are close to impossible to find under \$150.00 as of this writing, which is regrettable not just for the loss of playstock but for the additional reason that *Netrunner* has the best sealed-deck gameplay of any TCG. There were two expansions: 1997's *Proteus* and 1999's *Classic*, the latter of which subsumed the unfinished *Silent Impact* design material. Those two boxes are simply unavailable. There just isn't any to be had. When either shows up on eBay.com, closing prices tend to be in excess of \$400.00 per box. I was an active dealer when each was released, and I sold *Netrunner Classic* new off the shelf at \$49.95 per box. For lack of a time machine...

It is safe to say that the overall supply of any TCG in the marketplace is dwindling unless that TCG is MTG, Yu-Gi-Oh, the *Pokemon* TCG, or the *World of Warcraft* (WoW) TCG, and the jury is still out on whether the WoW TCG will sustain in the long run. It is a good game, but in a depressed economy, discretionary recreational dollars are at a premium. The younger demographic is unlikely to give up on *Yu-Gi-Oh* or *Pokemon* any time soon, though the all-consuming fad stage of *Pokemon* from 1999-2000 is long since over and not likely to repeat. *Magic: the Gathering* is as eternal as any TCG has yet become, and is so broad and adaptable at this point that it will likely stay viable in the marketplace even if it has to withstand another industry crash or a Black Swan Event. For the other games, the amount of sealed product out there is finite, and the amount of opened product, and thus single cards in circulation, is accordingly ceilinged at some not-too-distant level. I encourage you to enjoy these games while you can and while they are still generally inexpensive to acquire and play.

The Landscape

- · The Reason You're Here
- The Stakeholders

If you bought *The Card Wizard's Black Book: Second Edition*, you can skip this section, as it is repeated from that text for the benefit of those just joining *The Card Collector's Black Book* series for the first time. Go ahead and get yourself a coffee or something and we'll meet up again on page 37 for a look at **The Product**. Everyone else, read on:

The Reason You're Here

This book series explores in great detail the business, collecting, and production aspects of the trading card game (TCG) hobby. That is what makes this a "black book." Other markets have "blue books" and "black books" that serve as definitive references, and now the TCG hobby has one as well.

Each facet of the TCG hobby will have a different value to you, the reader, depending whether you are a player, collector, dealer, investor, designer, or combination of any of the above. No matter which type of stakeholder in the TCG hobby you are, however, it is to your benefit to learn what this book has to teach to all interests and perspectives.

This holds true for readers of all stripes: A collector stands to benefit financially from knowing how dealers make their money. An investor stands to make better decisions from knowing what will excite players and what will leave them yawning. A designer stands to gain information on what products make sense to dealers and thus sell quickly and easily, and on why players embrace some products but not others.

With that in mind, I encourage you to read *every single part* of this book until you understand it thoroughly. Yes, even the dry analysis parts. It is to your benefit to do so. I promise to hide subtle jokes and humor in there from time to time to lighten the mood.

This book is *not* a primer on how to tamper with TCG products. I want to make that clear right from the outset, because this book is going to expose a lot of "live wires" and I don't want anyone getting electrocuted, so to speak. Throughout the history of the TCG hobby, unethical individuals have sometimes found ways to exploit production knowledge to cheat players and even dealers. Tampering with product is highly unethical, generally illegal, and always corrosive to the TCG community. I do not tolerate anyone who tampers with product and I encourage every one of you to adopt the same posture on the matter.

Indeed, one of the core purposes of this book, intrinsic to its structure as a definitive reference guide, is to protect the consumer public by exposing, as thoroughly as possible, practices that can be used in a deceptive manner.

It is possible to use the detailed production information in this book to increase the odds of opening valuable cards from TCG booster packs. In some cases, the odds can be improved to near-certainty. This is not accomplished by tampering, however, but by

applying universal mathematical principles. I have developed these principles into two methods for breaking down sealed product: mapping and parring. 1

Mapping and parring will be explored in detail later in the section on The Product, but it is important to understand that neither practice is new. Mapping and parring have never been described in detail on paper before as in this book, but dealers and high-volume collectors have done both for years. These practices are, and always have been, discoverable for anyone who cared to look for them, learn them, and apply them.

Before *The Card Wizard's Black Book* brought information on mapping and parring into the mainstream, however, players suspected something was amiss, but were never sure. Players who spent an afternoon at their local game shop (LGS) opening booster packs and never finding the best rares would curse their bad luck, but deep down inside they secretly wondered if there was something they didn't know about how others were getting those rares. Those players were correct in their suspicions. Many dealers knew about it, though certainly not all. And, unfortunately, many dealers were exploiting this information asymmetry at the consumers' expense. Before this book was written, the idea that TCG product could be "mapped" or "parred" was rumor, hearsay, conjecture, and urban legend. It is now documented and proven, so now there are no excuses for failing to account for it.

Not every TCG product can be mapped, as this book will explain in detail, but all such products can be parred. Mapping is based on mathematics and pattern recognition. Parring is based on mathematics, probabilities, and risk assessment. The common denominator between the two is math, and math is accessible to everybody. This book, then, seeks to teach mapping and parring – and everything else about the TCG hobby aside from gameplay – to everybody.

So who are all you people anyway?

¹ Yes, "parring," meaning a calculation designed to derive a "par" value. This is not to be mistaken with the similar word "paring," which is a process of cutting aside excess. The two terms are not entirely incompatible, but, to avoid confusion, this book will only use "parring," and "par" is used as both noun and verb. It is correct to say you will "par a box" or that you "made par with the fifth pack."

The Stakeholders

The TCG hobby began in the summer of 1993 when Wizards of the Coast™ (WOTC) released Magic: the Gathering™ (MTG), the first TCG ever. The roots of the hobby, though, reach back decades. The TCG was spawned of the convergence between hobby gaming, sports card collecting, science-fiction fandom, and to some extent books and comics. It naturally follows that different people with different agendas have been drawn to the TCG hobby from different paths:

Players

Most TCG players are involved in the game recreationally, and in the hobby market are net consumers of TCG products. Beyond identifying players as "casual" or "serious," WOTC has several player psychographics² that identify players more specifically:

- "Timmy" plays casually and seeks fun and exciting moments;
- · "Johnny" wants to find a way to win that nobody else has discovered;
- · "Spike" competes to win, whatever it takes, no matter how tedious the method;
- "Vorthos" finds the game's flavor and style distinctions engrossing; and
- "Melvin" obsesses over game structure because of his Asperger's Syndrome.³

Individuals can and often do exhibit behavior typical of more than one player type, and an individual's player types often reflect that individual's personality and experience. It is possible to trace the player types to roots in other hobbies and interests, though the definitive study on that topic is yet to be undertaken. Spikes, for example, are common in the world of video games, especially competitive fighting games and first-person shooters. Johnnies are common in tabletop and role-playing gaming. Vorthoses are found in creative and expressive pursuits, from role-playing to art and music. Melvins thrive in collecting hobbies and software engineering. Finally, Timmies are found everywhere, from the ski slopes to the movie theaters.

Many players are collectors due to the nature of the TCG hobby. After all, if one is playing a *trading* card game, it helps to have surplus game material to *trade*. As an individual's collection of tradable material grows and expands, eventually the more hardcore participants begin to amass sufficient card assets to go into business as dealers.

Dealers

Most TCG dealers are involved in the game at least obliquely as players, and generally serve as Pareto-efficient conduits for the distribution of TCG cards from the wholesale case level down to the "single," or individual loose trading card. Dealers are gross consumers

² See e.g. Mark Rosewater, "Melvin and Vorthos," Magicthegathering.com, May 7, 2007.

³ Take a wild guess whether such a condition might incline someone to, say, reverse-engineer the production characteristics of TCG products.

and gross resellers of TCG products, and generally are net consumers only of fixtures and other retail-marketing consumables.

In today's Internet era, anyone with a connection to the web can set up shop as a dealer and work via online auctions and mail order out of their own home. Some take it a step further and open a retail space and attempt to establish a viable hobby gaming store. Other dealers already do (or did) business in sports cards, comics, or collectibles, and offering TCG products as an additional revenue line made perfect sense to them. The dealers, then, in ascending order of "professional establishment," are as follows:

- "Mr. Suitcase"⁴ is the local player with the biggest collection who finds himself dealing more and more as his collection grows, because most other local players have little or nothing to offer him that he does not already have;
- "Online auction dealers" regularly buy collections and singles locally or online and use online auctions via eBay.com™ or other services as their primary resale channel, and tend to be small enough that they report profit on their taxes as hobby-based income;
- "Internet dealers" go a step further and open web stores or other e-commerce channels to minimize fee and commission overhead, and often deal in sufficient volume to be incorporated and to exist "on paper" as a business, not a hobby; and
- "Retailers" are the same as Internet dealers, except that they operate a brick-and-mortar retail hobby gaming store, comic book store, or sports cards/memorabilia store that is open to the public, and they therefore incur associated overhead costs, including the hiring of employees.

There are two dealer subtypes that are common extensions of the aspects of the four main dealer types, most often Internet dealers or retailers:

- "Dealer-room vendors," who travel to conventions and premier tourmanents to run "dealer tables" on-site at the events; and
- "Event organizers" or "tournament organizers," hereinafter referred to as "organizers," who stage conventions and premier tournaments. Some organizers also serve as dealer-room vendors at their own events or the events of other organizers, while others prefer the structural advantage of simply staging the event and subletting vendor tables.

As this book explores the history of the TCG industry and proceeds into the specifics of running a TCG business, the several dealer types will be referenced extensively.

Wholesalers

While there is no arbitrary reason a manufacturer cannot simply sell products directly to the public, in practice this rarely is done in most industries. This is a feature, not a bug, of

⁴ The term "Mr. Suitcase" was coined by Richard Garfield in an issue of *The Duelist* magazine.

capitalist commerce. It makes little sense for every product manufacturer to spend money to build infrastructure for distribution and retail sale of its products when there already exist businesses with the infrastructure and the expertise to distribute and sell a variety of products with the greater efficiency that comes from economy of scale. There are certainly exceptions, such as Apple Inc., that offer their products directly for sale to the end consumer, but they are the exceptions that prove the rule. So it goes with TCG manufacturers, which in this particular industry tend to produce and market their products, but are involved little in what happens to the physical cards once the trucks pull away from the printing facilities' shipping docks.

In most industries, a wholesaler is willing to sell to anyone with a business license and cash on hand, though not all even require that. Some wholesalers, like CostCo, are open to the public, but may or may not require a membership subscription. Some wholesalers offer payment terms instead of requiring payment up front. For legal reasons, some do not sell certain products to dealers who are not retailers, or sell certain products only to dealers that the manufacturer accredits as "licensed" or "official" through contract. Most pertinently, wholesalers are businesses that buy in huge quantities directly from manufacturers and sell to dealers at quantities typically larger than what an end consumer would ever purchase.

Two well-known TCG wholesalers that sell MTG products only to retailers are Alliance and GTS. They and others like them are known as "mainline distributors" in WOTC slang. Other wholesalers, such as Potomac Distribution and Hills Wholesale Gaming, offer MTG products to anyone, generally enforcing a minimum purchase. Some larger retailers and internet dealers, such as StarCityGames.com and Dave & Adam's Card World, have become *de facto* wholesalers by virtue of attracting customers who buy TCG products by the box or case at a discount off the retail price. However, none of the other wholesalers offer prices on MTG product as low as the prices mainline distributors offer to retailers.

Wholesalers are generally gross consumers and gross resellers of TCG products. For lack of any need to offer service to the general public, wholesalers often operate out of warehouses and industrial parks, requiring scant net consumption of any fixtures or consumables compared to a TCG dealer.

Manufacturers

Manufacturers of TCGs come in two flavors:

- The term "manufacturer" is generally used to denote the businesses that invent, design, develop, produce, and market TCG products. Examples are Wizards of the Coast LLC (WOTC), Decipher Inc., and Cryptozoic Entertainment LLC. This term encompasses producers/entrepreneurs, designers and developers, writers, artists, and supporting professionals.
- The term "printer" denotes the businesses that actually manufacture the trading cards themselves, typically by accepting digital content from a manufacturer and mass-producing trading cards in physical form from that content. Examples are Cartamundi, a Belgian joint venture with seven printing facilities and twelve international branch offices, and The United States Playing Card Company, a subsidiary of the Jarden Corporation.

Stakeholders within the purview of manufacturers are no less critical to the ongoing business of the TCG industry:

Producers/Entrepreneurs

The TCG industry has become a mainstream entertainment market, so companies that own or license intellectual property often produce a TCG as part of a vertically integrated marketing scheme for a film, television show, toy line, or book series. Though some of the mass-produced TCGs are huge mainstream commercial successes, such as the Pokemon™ TCG, most such products are forgettable and make little impact on the TCG scene overall; some are little different from the purely "trading" cards (not associated with a game) that appeared in wax packs as far back as the 1970s. However, two individuals made moves in the 1990s that largely defined the TCG industry as it exists today:

- Peter Adkison, founder and former CEO of Wizards of the Coast Inc., before its acquisition by Hasbro, Inc. Adkison, a role-playing game (RPG) enthusiast, asked his gaming buddy Richard Garfield to design a game that was similar to Dungeons & Dragons™ but that was more portable and could be played in under an hour. Richard created "Mana Clash," which WOTC developed into Magic: the Gathering. With Adkison at the helm, WOTC took MTG from a niche product expected to achieve modest sales to a runaway success and worldwide phenomenon.
- Warren Holland, founder and CEO of Decipher, Inc. Under Holland's command,
 Decipher set the standard for TCGs produced based on intellectual property (IP)
 licenses, rather than gambling on being able to replicate WOTC's runaway success
 with "homegrown" IP. On the business side, Holland guided Decipher safely
 through the 1994-1995 industrywide glut of flash-in-the-pan TCG releases with a
 core philosophy of running his company "in the black" rather than taking on debt.

While anyone with venture capital can arrange for the creation of a TCG, it was Adkison and Holland who, from the business side of the equation, first made it work.

Designers and developers

Designers and developers imagine, invent, and create the cards in a TCG. While designers and developers are mostly responsible for creating mechanically functional cards, they typically have a heavy hand in creating the thematic and creative flavor of the games as well. Typically, designers invent the cards from scratch, while developers playtest and refine the designs to create a balanced, challenging, engaging game. Important designers and developers in TCG history include:

• Richard Garfield, Ph.D., inventor of Magic: the Gathering™, Netrunner CCG™, Vampire: The Eternal Struggle CCG™, BattleTech CCG™, and other games. Garfield, the progenitor of the TCG itself, was a mathematics professor at Whitman College in Walla Walla, Washington. His gaming buddy, Peter Adkison, founder of WOTC, asked him to design a game that was similar to Dungeons & Dragons™ but that was more portable and could be played in under an hour. Richard created "Mana Clash," which WOTC developed into MTG.

- Mike Elliott, WOTC's resident uber-veteran of design. In addition to working on over thirty MTG expansions to date, Elliott did design work on Duel Masters TCG™, Neopets™, Harry Potter TCG™, Star Wars TCG™, The Simpsons TCG™, Netrunner CCG™, X-Men TCG™, Pokemon TCG™, Earthquake™ card game, and Instinct™ card game, among other projects. If you were to pull a random TCG card out of a vat, the odds are good that Elliott had a hand in creating it.
- Henry Stern, once a top-ranked MTG player, who designed and developed for WOTC throughout the late 1990s and early 2000s, and who had his fingerprints on only slightly fewer products than Mike Elliott did.
- Mark Rosewater, head designer of Magic: the Gathering™ at Wizards of the Coast. Rosewater, or "Maro," was a Hollywood screenwriter and freelancer before joining WOTC, and is responsible for the most successful series of MTG expansions (in terms of sales) in the game's history, a streak that is still intact as of this writing.
- Randy Buehler, Ph.D., a former MTG Pro Tour and Grand Prix champion who
 worked in MTG design and development at WOTC from 2000 to 2008. Much of the
 mechanical modernization of MTG occurred on Buehler's watch.
- Aaron Forsythe, a former pro player and now head of research & development at WOTC. Forsythe has been on the design or development teams for a slew of Magic: the Gathering expansions, including multiple stints as head developer.
- Tom Braunlich, Rollie Tesh, and Jerry Darcy, a trio of game designers who created the Star Wars Customizable Card Game[™] for Decipher, Inc. in 1995. Until the emergence of the Pokemon[™] TCG, the Star Wars CCG was the most successful trading card game other than MTG by a wide margin. Braunlich and Tesh were also responsible for designing the Star Trek[™] CCG, Decipher's first TCG success.
- Michael Girard, a designer and developer formerly for Decipher Inc. and Upper Deck Entertainment and currently for Cryptozoic Entertainment LLC. Girard is the non-WOTC analogue of Mike Elliott or Henry Stern, with his design and/or development fingerprints on a long list of Decipher, Upper Deck, and Cryptozoic products spanning dozens of game titles, TCG and otherwise.
- Brian Kibler, Mike Hummel, and Danny Mandel, a trio of game designers who created the World of Warcraft TCG™ for Upper Deck Entertainment in 2005.
 Hummel and Mandel also created the Versus System™ TCG with pro cardslingers Edward Fear and Matt Hyra. The WoW TCG and VS have been among the few successful TCG market debuts in the 2000s.
- The Star Wars CCG Players' Committee, established in 2002 and maintained by Scott Lingrell, Doug Taylor, Chuck Sonnenburg, Jim Colson, and a rotating crew of volunteers. The "SWCCG PC" has spent nine years somehow accomplishing the thankless task of continuing design and development for a game that is out of print and has no new cards available! The continuing existence of a player community for the Star Wars CCG at all is, at this point, entirely to the credit of the efforts of the SWCCG PC.

 WOTC has a stable of increasingly experienced current and former game designers and developers beyond those listed above. No disrespect is intended by the omission of their names here.

Writers

In the TCG industry, writers create original IP for homegrown games and adapt existing IP for licensed properties. This is creatively distinct from writing that is essentially journalism, such as for the articles on Magicthegathering.com or similar forms of in-house publication. The writers listed here are the ones who invented gaming worlds and characters, breathed life and flavor into them, constructed plotlines, and so on. There is considerable overlap between writers for TCGs and those writing literary fiction or screenplays in the science fiction and fantasy genres, particularly where tie-in literature is concerned. Notable writers in the TCG industry include Mark Rosewater, Jake Theis, Jeff Grubb, Cory Herndon, Brandon Bozzi, Matt Cavotta, Doug Beyer, and Jude Watson, among many others.

Artists

Trading card games as a product depend on interesting and compelling art to be viable nobody buys a product with terrible graphics on it, TCG or otherwise. The artists in the TCG world often overlap with, or do double-duty as, art directors and coordinators for the various manufacturers. Thus, an understanding of TCG artists from a business perspective must include not only names like Anson Maddocks, Rob Alexander, Keith Parkinson, Boris Vallejo, Rebecca Guay, and Dave Dorman, but also artists who have toiled behind the scenes to present cohesive collections of art in modern TCG products, such as Jesper Myrfors, Jeremy Jarvis, Tom Jenkot, and Matt Cavotta. On the marketability side of the equation, TCG artists tend to vary widely in reach and community popularity. Christopher Rush has no MTG art credits after 2006, but he will always be famous for painting the art for the game's holy grail of cards, the Black Lotus. Artists such as Drew Tucker, Raymond Swanland, and Phil Foglio have vivid, distinctive styles, and thus have inspired rather vocal love and hate contingents in the player community. Other artists have appeared on so few cards as to be the answers to trivia questions, such as Stephanie Pui-Mun Law (three cards in MTG's Invasion expansion) or Fay Jones ("Stasis," which appeared in MTG's first five core editions). If a given version of a card features a popular artist or its art is a particularly well-executed image, the value of that version of the card can be higher than its scarcity, rarity, or utility would otherwise suggest.

Production, Branding, Marketing, Support Roles

You will probably never know the names of any of these people unless you work with them, with the exception of those who wear multiple hats that include a more publicly credited role. Regardless, the work of these individuals is critically important to the TCG business. The best in these roles create cohesive, appealing, interesting products and/or are responsible for the endless hidden machinations that make those products appear in hobby gaming shops around the world on time for release day. And none of them can do their jobs without the supporting personnel that any business needs to operate, from human resources to office management to I.T. operations to the guy in the mailroom who sorts hundreds of incoming parcels every day. To understand the business of TCGs, one must understand business overall, and that means understanding what necessary functions require which personnel. Where a corner hobby shop run by a sole prioprietor needs

functional working relationships with a landlord, a bank, local law enforcement, and neighboring businesses (especially those sharing common parking or other facilities), a TCG manufacturer needs a functional office with people performing the many smaller tasks that make possible the work of an adaptable, innovative production team.

Ancillary Participants

The TCG industry as a business includes other participants beyond those that fit into the broad classifications above. Media personalities, event organizers, and even professional TCG players are factors in the flow of money from one entity to another in the industry:

Organizers

Playing TCG is inherently a social activity, even if a person's only opponents are the friends who gather around his or her kitchen table. It didn't take WOTC long to realize that supporting organized play would be a key factor to sustaining the popularity of MTG over time. Over the years since TCGs first appeared, organized play has gone from ad-hoc to professional, both inside and outside the manufacturers' purview, beginning with the establishment of a tournament governing body for WOTC products: the Duelists' Convocation International (DCI). Notable figures in the history of TCG organized play include:

- Scott Larabee, a former tournament organizer in Costa Mesa, California, now WOTC's Manager of Organized Play for North America. Larabee was among the first to make the transition from independent tournament organizing to a formal, professional position guiding TCG play on a regional, national, and ultimately international basis.
- Jeff Donais, a former senior DCI tournament judge, one of only a handful of individuals ever to earn the "Level 5" accreditation. Donais oversaw the tournament officiating at the top TCG events in the world for WOTC throughout the late 1990s and early 2000s before departing to head organized play for Upper Deck Entertainment for the Yu-Gi-Oh™, VS™, and World of Warcraft™ TCGs.
- Chris Galvin, WOTC VP for Organized Play during most of the 2000s, was
 responsible for overseeing the DCI, the Pro Tours, the Prereleases, the Judge
 Program, the player ratings and tournament results databases, and more. A player
 with a DCI number can walk into almost any hobby game store in the world today
 and play a rated game, and Galvin spent years at the control panel of that vast
 mechanism.
- Mike Guptil, founder of Professional Event Services, an independent tournament organizing entity that stages events for many different TCGs. Guptil is also a DCI Level 4 Judge, placing him center-stage at top-tier events such as Pro Tours and championship tournaments. Guptil's PES staged some of the largest MTG events for their time in venues throughout the American Midwest, and his operating procedures became the template for WOTC to field even larger events abroad.
- Dan Gray, founder of AZTLAN Productions, an independent tournament organizing entity that served the American west coast and southwest regions in the early

years when Guptil's PES handled large-scale events further east. Gray, a former NASA rocket scientist and DCI Level 4 judge, staged events in which future professional organizers such as Scott Larabee of WOTC and future regional organizers such as Ray Powers of Monastery Productions cut their teeth in the industry. Gray's legacy following his retirement from the TCG scene also includes the "Type Dan Gray" constructed format, one of the original forerunners of what became the "Elder Dragon Highlander" (EDH), format, now called "Commander."

 The Star Wars CCG Players' Committee. In addition to design and development of ongoing support products, "the PC" has served as sole worldwide tournament organizer for SWCCG since 2002. The SWCCG PC contracts with local players and vendors, providing prize product, player rankings, and event sanctioning for players and vendors who make venue and staff arrangements.

Media Personalities

From industry journalists to web entrepreneurs, from message boards to aggregators, the interactive media has served to define the TCG industry and the player community in a way that no single local player community ever could. There are far too many individuals and businesses in this category to give a fair accounting to each, but a few who have been broadly acclaimed or who have stood at the root of controversy deserve mention:

- Frank Kusumoto, "the Sensei," the original founder of The Magic Dojo website, a
 now-defunct community web message board that served as the first major public
 repository of tournament-winning decklists for MTG. Before "The Dojo," there was
 no "net-decking," and players had to develop winning strategies independently.
 The Dojo's slogan, "Study and Grow Strong," is unsurpassed.
- Stephen D'Angelo, progenitor of Crystal Keep and the original online archivist of MTG metadata from rulings to collation geometry to print run figures. D'Angelo's compilations served as the sources of reference for much of the information that circulated regarding early MTG products; only years later did WOTC's Magicthegathering.com and Gatherer database and MTGSalvation's Magiccards.info and MTG Wiki catch up. Crystal Keep remains among the deepest troves of early MTG production metadata available anywhere.
- MTGSalvation.com, perhaps the largest MTG player community web message board at the time of this writing. MTGSalvation is known in the community for being the reference of record for spoiler information on upcoming products.
- Scott Johns, a former pro player, now WOTC's Editor-in-Chief of
 Magicthegathering.com and thus the gatekeeper of all information that can be
 considered "official" regarding the MTG product line. Though this role may appear
 narrow at first glance, the sheer volume of buying customers who are
 Magicthegathering.com readers makes the impact of Johns's role in the TCG
 business quite substantial. Anyone who makes money in the TCG industry is
 affected, directly or indirectly, by what is published through the media conduit that
 Johns oversees.

- Mike "Bad Player" Flores, formerly a pro player, currently a regular columnist for Magicthegathering.com. Flores has been writing about MTG since the days of The Magic Dojo. Flores' strategy articles and metagame analyses have appeared on virtually every major MTG-related website. WOTC taps Flores to preview upcoming cards designed with Spikes in mind.
- J. Gary Wise, a former pro player, currently a poker journalist for the World Series
 of Poker, the World Poker Tour, and ESPN.com. Wise started as an independent
 web writer covering MTG tournaments and providing commentary, and soon joined
 WOTC's stable of columnists at Magicthegathering.com. The year 2004 saw a
 timely surge of market interest in poker, and Wise took the opportunity to migrate
 his writing to a broader audience.
- Daron "Rancored Elf" Rutter, an administrator for the website MTGNews.com and
 one of the progenitors of MTGSalvation.com. Rutter's stock in trade included
 providing spoilers of upcoming products to his web audience. In 2006, WOTC
 sued Rutter for spoiling cards from the then-upcoming *Time Spiral* expansion ten
 months in advance of the product's release; the case of *Hasbro* v. *Rutter* (E.D.
 Wa.) was settled out of court, and Rutter is proscribed from disseminating
 information on unreleased WOTC products.
- AllMagicCards.com and FindMagicCards.com, aggregator websites. These are the
 digital embodiments of the metabusiness of TCG e-commerce. Between them, a
 player can find current, competitive pricing on virtually any card in existence from a
 swath of dealers such as ChannelFireball, MTGMintCard, Shuffle and Cut, Strike
 Zone, CCGHouse, Gamers' Inn, Gaming ETC, and Mana Werx. Larger dealers
 such as Star City Games, Troll and Toad, and CardHaus have sufficient volume on
 their own that they opt not to list with the aggregators. Some smaller regional
 dealers like Category One Games and Wild Things Games opt to supplement their
 web stores with a strong eBay presence instead of listing with an aggregator.
- DeckTech.com, a Star Wars CCG™-based analogue to The Magic Dojo that became active in 2000. In the first half of the 2000s, DeckTech was the strategic repository of record and the most-trafficked message board for players of the Star Wars™, Lord of the Rings™, and Versus System™ card games. As each of DeckTech's focal TCGs went out of print, the site's following waned, though it is still active as of this writing.

Pro Players

Plenty of players have cashed a prize check playing in major sanctioned tournaments for Magic: the Gathering™, Versus System™, the Star Wars CCG™, and other TCGs, though they are a tiny fraction of the player bases overall for those games. It was perhaps inevitable that some players would emerge with strong personalities, transcendent talent, or controversial inclinations; these players, each with his own particular claim to fame, have become the household names of their respective games. Some of them include:

Jon Finkel, a professional poker player and hedge fund manager from New York.
 Finkel's success at card gaming is so extensive that he was the subject of a pseudobiography by David Kushner titled Jonny Magic and the Card Shark Kids.

Finkel has been an individual and team world champion at MTG and has become a self-made millionaire playing casino card games. NFL Analogue: Walter Payton.

- Kai Budde, a retired professional MTG player from Germany. Budde, also known as "the German Juggernaut," is the all-time record holder in cash winnings playing MTG. Budde once won five Pro Tours over a two-year span and is a four-time Pro Player of the Year. NFL Analogue: Emmitt Smith.
- David Williams, a professional poker player and MTG player from Texas. In the early 2000s, Williams fielded a questionable reputation in the MTG community. He cashed at multiple high-level events, but was disqualified for cheating at the 2001 World Championships in Toronto. In 2004, however, Williams won \$3.5 million at the World Series of Poker, finishing second to Greg "Fossilman" Raymer. Williams followed with a World Poker Tour win and has been successful at MTG and high-stakes poker ever since. NFL Analogue: Ray Lewis.
- Mike Long, a retired professional MTG player and marketing specialist. An individual and team Pro Tour champion, Long was widely reviled in the MTG player community for his psychological approach to tournament play. Some considered Long's techniques mere "Jedi mind tricks" and fair gamesmanship as such, while others considered them tantamount to cheating; Long himself muddied the waters by being caught mechanically cheating at multiple high-profile events. Mark Rosewater called Long MTG's first "villain." Long's deckbuilding innovations have been successful across multiple formats and continue to define much of the Vintage metagame as of this writing. NFL Analogue: Terrell Owens.
- Team Ohio, a quartet of SWCCG players and former Ohio State University students. James Booker, Brad Eier, Nate Meeker, and Justin Stratton have been the most consistently successful team at the championship level of any TCG other than MTG, and remain colorful personalities in the SWCCG player community. NFL Analogue: the defending-UFL-champion Las Vegas Locomotives.

All of the Above

There is only one entrant in this category, and I am singling it out because if you are going to be involved in the TCG industry in any way whatsoever, the market reality at the time of this writing is that the way this particular entity does business is going to affect you directly or indirectly: Pete Hoefling's StarCityGames.com (SCG), an internet dealer, wholesaler, event organizer, web strategy and commentary repository, and product database.

The sheer reach of SCG in the current TCG marketplace is difficult to overstate. SCG deals in such volume that when SCG.com sets a buying or selling price for a card, the entire secondary market aggregately corrects to that price. ⁵ SCG is active in dealer categories

⁵ This is something of a tautology in that SCG is, by virtue of its phenomenal sales volume, privy to far more real-time information on card buying and selling trends than its competitors. Market feedback thus prompts SCG to make price changes long before lower-volume competitors can draw the same conclusions from their own transaction histories. In capitalism, supply and demand drive prices, so the ultimate winners in any market are those with the most reliable information and the flexibility to act on that information. SCG has and exploits both of those advantages.

across the board: in addition to operating a brick and mortar store in Virginia, SCG is an Internet dealer at its eponymous website, maintains a huge eBay presence, operates dealer-room vendor tables at large tournaments and conventions, and organizes its own events. SCG sponsors big-money tournaments in formats like Legacy, where mostly older cards are legal and dominate the metagame, and their events stoke demand for cards particular to that format, in essence propping up SCG's own market in a stable loop. SCG is the most prolific buyer of collections in the industry, creating further aggregate price support to trading cards overall, stabilizing a hobby in which there is frequent adoption, departure, and re-adoption among participants.

If SCG were vaporized tomorrow, the TCG industry would utterly crater. Recovery, even on a long timeline, would be possible but not certain. By no means is anyone in the TCG industry forced to do business with StarCityGames – certainly, in my years as a dealer, I only occasionally did so – but being attentive to SCG's moves will confer upon you a huge informational advantage over those who ignore them. If you take no other lesson out of this book, learn this: It is a bad idea to be on the wrong side of information asymmetry.

A Brief History

Again, the TCG hobby began in the summer of 1993 when WOTC released MTG, the first TCG. MTG, however, would not have existed without the convergence and overlap of hobby gaming, sports card collecting, science fiction fandom, and to a lesser extent the comic book scene. It was the sports card industry, however, that served as the dominant influence on the TCG industry from a manufacturing and business standpoint.

The Chase

Throughout the 1980s and into the early 1990s, sports cards enjoyed booming popularity. This "bubble" burst around 1992, but most of the innovations of the industry during the boom remain in place today and are familiar to collectors the world over. The single biggest innovation that would affect TCGs later was the concept of a premium card or "chase card."

Baseball cards early in the 20th century had no premium cards. To produce a set of perhaps 200 cards, for example, a machine would cut cards from two large sheets, each printed with ten card images across and ten card images down. Each card in the set appeared once on the sheet, making it equally likely that any given card would appear in a retail package. Early on, the cards came packaged with cigarettes, and later developed into retail offerings of "wax packs" that contained cards and a stick of bubble gum. Reaching into a fresh retail display box of wax packs, a buyer had an equal chance to open a given card in any of the packs, making the "collectible" nature of the cards mostly a market-driven artifice.

The lack of rarity distinction among baseball cards prior to the boom era meant that the value of any card in particular was solely tied to the popularity of the player whose picture appeared on it. The only exceptions in the pre-boom days were cards containing egregious errors, cards removed from production, or other anomalies. This was not "rarity" as we know it today, however, but instead "scarcity" -- literally fewer copies of some cards existed than the standard-run cards in their respective sets, or, for other cards, fewer copies existed than the market demanded. The 1909 American Tobacco Company T-206 "Honus Wagner" card, the "Holy Grail" of sports-card collecting, is an example of the former, while the 1986-87 Fleer "Michael Jordan" rookie card is an example of the latter. Topps enjoyed near-monopoly control of baseball cards from after World War II until the 1980s, and the main collectible attraction in their product other than anomalies was the Rookie card. Collectors sought rookie cards and hoped that the neophyte player pictured on the card would become a superstar, driving up the value of their card and their collection.

The problem with the status quo was that Topps, Fleer, Donruss, and their smaller brethren in the sports-card industry did not benefit from the existence of a secondary market for error cards, cards removed from production, or other anomalies. These companies only realized the wholesale revenue from the sealed display boxes of wax packs that they sold to retailers and hobby shops, and while rookie cards and anomaly cards drove those sales, neither was a factor in the manufacture of the cards. As the 1980s waned and technology competed for more and more entertainment dollars, the baseball card publishers were forced to add gimmickry, such as holographic foil cards, stickers, specialty subsets,

refractive "shiny" imprints, and eventually autographed cards and cards featuring swatches of game jerseys and other such memorabilia. Those "premium" cards would no longer be produced from the normal cutsheet of cards for the set, so the manufacturer would insert them into the packs at predetermined intervals, such as one premium card to one hundred normal cards, or 1:100. While any given pack might or might not contain a premium card, a collector knew that if he bought thirty ten-card packs, the odds were good that he would end up with about three premium cards.

Premium cards, to understate the matter, were a hit, driving the sports-card industry boom and greatly increasing sales. Present-day companies such as Upper Deck owe their continued existence to early adoption of the premium card concept and the subsequent effect of premium cards on the secondary market. Buyers seeking the premium cards would buy pack after pack hoping to open one, giving rise to the phrase "chase card" – a card that a buyer would "chase down" one pack at a time.

Unfortunately, dealers of the time were not always scrupulous. Premium cards often weighed slightly more or less than standard cards from a set, so many sports-card dealers employed scientific scales and "weighed" the packs to find the premiums so they could sell the remaining packs off the shelf at retail and sell the premium out of their high-end display case. Manufacturers changed from wax packs to wrappers made of opaque foil so that dealers could not "scan" the packs by pressing against the wrapper to peer at the packs' contents. Some dealers opened packs outright and used hot glue and irons to reseal them.

Countermeasures Against the Tamperers

The hardcore buying market for sports cards reacted to these forms of tampering by buying only sealed display boxes. Children who only wanted common standard-issue cards of their favorite sports stars would still buy packs one-at-a-time, but serious collectors knew the only way to be sure there was no tampering was to buy the entire display box of twenty to thirty packs with an intact factory seal. Most of the unscrupulous dealers put away their scales and glue at that point, because it was pointless to tamper with packs that could not be sold anyway.

As certain sports-card series sets became more and more popular and as manufacturers created artificial scarcity by under-printing relative to demand, dealers found themselves forced by their distributors to buy a certain quantity of unpopular sets in order to receive a full "allocation" of the popular sets. The dealers hoped to break even or only lose small amounts of money on the unpopular sets, while the popular sets drove the dealers' revenue. This arrangement benefited the distributors, who were able to discharge aging product from their warehouses, and it benefited the manufacturers who would sell out small print runs and thus minimize loss due to waste.

⁶ The chase card quickly found its analogues in the comic collecting community during the 1980s comic glut: special editions, boutique packaging, short print runs, and marketing designed to play to the scarcity of the product rather than the actual product itself.

⁷ Upper Deck was the first sports-card publisher to offer premium numbered, autographed cards as inserts, beginning in 1990 with its baseball set.

The dealers, meanwhile, could not afford to open as much popular product to add premium cards to their inventory because they depended on selling the more-popular product in sealed boxes from their tiny allocations. Dealers knew they could afford to open a box or two and sell packs to the casual buyers and to children, but they could no longer open case after case to ensure that they had adequate inventories of premium cards to sell. Dealers had to find a way to manage that inventory, and using math, they succeeded.

A Better Solution: Math

A box of a popular basketball-card series might wholesale for \$80 and retail for \$150. Once opened, the thirty packs only sell for about \$3 each, not the full retail value of \$5, because, as explained above, the serious buyers won't buy loose packs. The best card in the set might be a Kobe Bryant autograph card that the dealer can sell for \$1200 or more. If the dealer opened a box or two, there was no guarantee that the dealer would find the Bryant card, and every box with no Bryant meant the dealer was forfeiting a potential \$150 in revenue and a potential \$70 in profit. It became better for dealers to leave all the popular product sealed – but then the dealers would have no way to cheaply acquire premium cards for direct, secondary-market sales, a far more profitable revenue stream, except by hoping that a collector walked in the door and offered to sell them.

A dealer knew, however, that any premium card from the popular series set, even those of lesser players such as Dirk Nowitzki or Amare Stoudemire, would still command a smaller premium – perhaps \$75. There would be a few other premium cards that would sell for slightly more, such as a Steve Nash or Pau Gasol autograph with swatch – perhaps returning \$200 to \$300. And, of course, if the dealer happened to get lucky and open the Kobe, that one card could pay for the entire case of twelve display boxes.⁸

Knowing the premium cards in the set were inserted at 1:300, or about once per box of 30 packs of ten cards each, dealers soon learned to follow the numbers. The insert percentage meant that there was, on average, one premium card per 300 cards, or about one per box. A dealer would open the display box, open packs until he found a premium card, and then would stop, placing the remaining packs for sale on the shelf, sealed and unopened.

Using math in this example, for instance, if the first box yielded a Chris Bosh autograph card after only ten packs, the dealer ends up ahead. There is no need to open those remaining packs. The premium card odds are 1:300, so it is likely that the remaining packs contain no more premium cards. The remaining 20 packs can be sold for \$3 each, returning \$60. The Bosh card cost ten packs to acquire but will return \$75. The dealer has therefore derived a value of \$135 from that box, a safe profit of \$55 but not as much as the

⁸ This basketball-card example is greatly simplified. Sports-card dealers and collectors know the sting of opening a worthless jersey swatch card from a no-account benchwarmer. If the one-per-box premium card happens to be one of those losers, the aggregate loss on the box is much worse than in the examples here. Conversely, however, there exist top-end autograph cards by top-end players that sell for far more than the hypothetical \$1200 Bryant card. In "real life," math still applies – the margin of error is merely smaller, and the quantities involved in smoothing out variance are much larger. This book teaches math for TCGs. I suggest leaving sports cards to the experts.

\$150 from selling the box sealed. The second box, however, will certainly do no worse, and the third as well, and if each box in turn is only earning \$15 less than the full sealed retail price, as soon as the dealer encounters one Kevin Durant or Steve Nash card, the numbers swing sharply in the dealer's favor. One Steve Nash autograph card could cover 18 boxes of \$15 losses! And the odds are that it won't take 18 boxes to reach the first Nash, or other higher-dollar card. And if the dealer has been minimizing the loss on each box using simple math, once he does pull a Kobe Bryant card, it becomes almost entirely profit. The case of display boxes is already paid with the smaller premium cards and the unopened packs the dealer built up by stopping his opening of packs every time he found a premium card in a box. The sale of one Bryant card acquired through the use of math can pay an entire month's rent for the dealer's card shop in some instances. Sports-card dealers who understand this stay open. The others go out of business.

Those Who Fail To Learn From History...

When Magic: the Gathering ™ debuted in 1993, there were card rarity distinctions, but foil premium cards did not appear until 1999. Even still, the card rarity coupled with overwhelming player demand for top rares led to widespread tampering with packs in the early going. Every MTG product released before 1995, and many other TCG products at the time, was packed in a "wax" wrapper, not a "foil" wrapper. The "wax" wrappers were partially translucent, making it possible for a consumer to press the wrapper up against the cards inside and see the card titles. If the customer was particularly adept at manipulating the cards inside a pack without breaking the wrapper, the customer could potentially see every card contained in the pack. This made it a trivial matter to buy only packs that contained the best possible rares. The entire method became known as "searching" packs.

Even today, as of this writing, any pre-1995 Magic: the Gathering booster pack should be assumed to have been "searched." The shrinkwrap around boxes at the time was not embossed with WOTC's watermark, so even sealed boxes are not safe. Buyers interested in cards from those oldest expansion sets are encouraged to simply buy them as singles on the secondary market.

By the release of *Fourth Edition* in early 1995, WOTC products were packaged in foil wrappers that made it impossible to search booster packs. All Decipher TCG products were wrapped in foil from the beginning, so this was not an issue for Decipher games.

From Weight to Texture

WOTC introduced foil premium cards into MTG in 1999, and to their credit, WOTC made sure there was no weight difference between foil and regular cards. Decipher followed suit the same year with foils for their *Young Jedi* TCG and SWCCG *Endor* set. However, the foil texture was such that a person could feel the exterior of the pack, including sliding the cards inside against one another in a rudimentary way, and conclude that a foil card was in the pack. This was even easier than weighing cards, and the community was once again largely at the mercy of the cheats and crooks. Decipher mooted the point somewhat with

⁹ Again, I emphasize that this example is hypothetical, reflects no actual real-life basketball card set, and is greatly simplified, as detailed in the previous footnote.

the Reflections series of products -- every pack contained a foil card, so it mattered little if a consumer could tell that a foil was in the booster.

WOTC addressed the consistency issue by changing the foiling method when they introduced the modern card face in 2003 with the *Eighth Edition* set. Decipher and other manufacturers improved their foiling processes on a regular basis as well, in an effort to ensure that foil cards were no heavier or slipperier than other cards. There are now only three methods of determining the contents of a booster pack without opening it:

- Gross tampering with the pack -- that is, opening the pack outright, removing desired cards, replacing them with undesired cards, and resealing the pack in some manner;
- Net tampering with the pack -- that is, feeling around the outside of the pack for the telltale signs that a foil card is inside, such as slippery consistency, uneven curvature, or otherwise; or
- Guessing the pack's probable contents through mathematical analysis of the contents of other packs.

Of the three methods, the first two are clearly fraud, clearly an adulteration of the product, and clearly unacceptable by any rationale. The third method, however, uses only information that is available to everyone, is merely an educated guess (but can be a very good guess), and involves no tampering whatsoever.

The use of math in the TCG business relies on the fundamental understanding that trading cards are manufactured and packaged by machines. There are *no* truly random elements in the production of trading cards, though the trading-card publisher usually arranges the cards on a cutsheet to appear as random as possible. The sorting for TCGs is not necessarily simple, but it *is* predictable. It is based on an algorithm by which machines take cards printed in a certain order on a cutsheet and drop those cards into thousands upon thousands of booster packs. This book explains these production fundamentals and how to use them, along with math, to maximize the profitability of a TCG product.

Legal and Ethical Considerations

Where the Line is Drawn

Unfortunately, the trading card industry overall has not been a safe place to play. The buying community has always borne the damage from unethical behavior, from sports-card dealers weighing packs to crooked TCG dealers pressing on translucent wrappers to deprive buyers of the best rare cards. Industry efforts – and customer savviness thanks to the Internet – have served to obsolete the most blatant and egregious of unethical practices. What remains in the industry is the danger of individuals using legitimate information on how TCGs are produced as a basis to cheat buyers.

As noted in the previous section, for MTG sets before *Fourth Edition*, the packaging on booster packs is partially translucent and can be pressed against the cards inside the pack to reveal the rare card. Even when the rare card is behind a few uncommons, some dextrous manipulation of the pack can reveal it in this way. This is called *searching* and is generally considered net tampering of the pack. The market adjusted to this reality, and buyers should know this information and keep it in mind.

For example, it is safe to assume that virtually every booster pack from a set before Fourth Edition that is floating around loose has been searched. Sometimes a vendor will offer them as "guaranteed unsearched." If one does, it is up to you to decide whether that vendor's reputation is sound enough that you can take his or her word for it. That vendor might not have searched the packs, but what about the person who sold those packs to the vendor? Even with the possibility that many vendors are honest, the market itself has had the final word: booster packs of Italian Legends, for example, which could yield up Nether Voids, Tabernacles at Pendrell Vale, Mana Drains, and so forth, sell for considerably less than booster packs of German or French (Revised) First Edition, which could contain black-bordered dual lands and are packaged in foil wrappers like the sets from Fourth Edition onward. That is the reality of things. There is nothing wrong with buying, say, a loose pack of Limited Edition Beta – just make sure you are valuing it as though it could have been searched. And if you are selling such a pack, it is ethically appropriate to state the provenance of the pack to the extent that you know it, and to admit if there was any time that the pack could have been possessed by a party that may have searched it.

If you find yourself having bought a pack that was offered as unsearched, look at it and see if there are telltale creases and signs of handling around the top and bottom edges on both sides of the pack. If there are, you should consider seeking a return and refund on the pack. For my part, when I was a dealer, I generally just avoided selling loose pre-Fourth Edition boosters entirely. I did not want to risk the damage to my reputation as a dealer that could occur from any buyer of a pack who was unsatisfied with what they opened. It could have been a booster box I acquired directly from WOTC back in the "olden days," one from which I had never even handled the packs until the day I shipped them, and an accusation that they were searched would still have been difficult to prove untrue. I decided it was worthwhile to just leave the boxes sealed and sell them in that form. Many other dealers think similarly, and many buyers prefer sealed boxes as well, but as is always true with capitalism, sometimes there is a buyer lined up that knows the risks and wants the item anyway. Make sure if you are a buyer that you know the risks.

Parring is another story. Parring is absolutely, entirely, undoubtedly fair game, and it is one of the methods that are taught in this book. To illustrate this, I often offer up the following example.

Suppose Chuck Customer enters the ABC Card Shop first thing in the morning and asks for a booster pack of *Worldwake*. Suppose Ozzy Owner cracks open a fresh, factory-sealed box right then and there and Chuck buys the top pack in the middle.

Suppose the pack has a Jace, the Mind Sculptor in it. Good for Chuck! He is satisfied and he goes home.

Suppose you walk into the game store next, and suppose you want to acquire a Jace, the Mind Sculptor and you are willing to open packs until you get one. You could buy the remaining 35 packs in Ozzy Owner's booster box and the odds are you will *not* get a Jace! The odds are overwhelming that Chuck got the only one in the box.

You can probably see the issue here. Has anything improper occurred? Clearly not, yet you are "drawing dead" and have virtually no chance at getting the Jace.

What if you ask Ozzy if anyone has opened anything from the box yet? Ozzy knows he will probably not make money selling packs to you if you knew what Chuck opened. Is Ozzy required to tell you? Is it unethical if Ozzy does not? It would not be reasonable to expect storeowners to keep an ongoing record of what cards are opened from packs. It is clearly not unethical for Ozzy to refrain from doing so.

What if Ozzy tells you he does not watch his customers open booster packs? For all you know, he wasn't paying any attention to what Chuck opened. Ozzy might not even play MTG or know anything about the cards! He might be a dicechucker waiting for his friends to bring their Warhammer 40K armies for an evening of tabletop gaming. Ozzy might have watched Chuck open the pack and have no clue as to the Jace's value. Is it then unethical if he cannot convey to you that information when you ask for it? It is clearly not unethical for Ozzy simply to not know the answer.

Conversely, if Ozzy does know, should he be forced to convey to you that information, to his own detriment? It is a stretch to suggest that a storeowner should be obligated to do so, though a savvy storeowner might be wise to offer a big-spending customer an option to begin opening packs from a new box, regardless of whether he knows anything has been pulled from the box on the shelf. This, however, is gratuitous. It does not reflect poorly on Ozzy's integrity if he does not do this.

Let's throw another wrinkle into the equation: What if Chuck Customer did not open the pack just then? Chuck went home with the pack and opened it there and got his Tarmogoyf. Now, Ozzy knows nothing. He could be a hardcore MTG player and collector, but he has no idea what card Chuck opened. You can ask him anything you want all day long, and as long as he honestly represents that there are 35 loose packs in the box and one was already sold and he doesn't know what was in it, Ozzy's integrity is absolutely beyond reproach.

The correct answer, of course, given that you do know about parring and you have symmetry of information, is that you should either:

- Not buy the packs. It's always an option, after all. Nobody is forcing you to buy booster packs. As Chuck Palahniuk might say, they are not necessary for "survival, in the hunter-gatherer sense of the word." Or:
- Accept that you are opening packs from a box from which a Jace could already have been pulled. You have no way of knowing which rare was in the one missing pack. For that matter, you have no way of knowing whether the 35 packs there came from two partially-empty boxes that Ozzy consolidated into one. If you continue, you accept those possibilities. Or:
- Ask Ozzy Owner if he is willing to crack another sealed box and let you buy boosters from that box instead, setting aside the box from which Chuck Customer (or whoever) made his purchase.

Ozzy may or may not agree to let you open packs out of a new box, and that's entirely his choice. If Ozzy doesn't let you buy packs from a new box, you are always free to go to the XYZ card shop a few miles away and see if Marty Manager is a little more inclined to give you what you want! That's capitalism, folks.

The more you examine the situation, the more you will see that placing the responsibility for your own purchases on anybody but *you* is an untenable argument. Should Chuck Customer have been forced to buy the rest of the box once he opened his Jace? Of course not. What if Chuck had bought packs, one by one, until the box was about half empty, then found his Jace in the 17th pack, and then left? Clearly, again, nobody can argue that Chuck was not entirely within his rights to do exactly that. *That is parring*. That is exactly what parring is, on a very basic level. That is simple math, really: opening packs until you get what you want, and then leaving the rest aside. The difference between parring and mapping, in turn, is that mapping involves a deeper and more careful analysis of the product in order to determine a more optimal pack opening order, rather than just going top-down as a parring session might go. You still stop after you open your goal card(s).

The bottom line is that, regardless of everything else, any time you buy a loose booster pack, you risk the possibility that Chuck Customer or Nate the Next-door Neighbor's Kid or whoever else already bought the pack from the box that has the card you want. There is no way to *completely* mitigate this risk without turning from loose booster packs to sealed booster boxes. With a sealed booster box, you know that whatever is in that box is in your exclusive control to open or leave alone. And if you are the one opening the booster box, you have every right to sell off the packs *you* don't need – and as long as you do not misrepresent them as pristine, there is nothing unethical about that either.

Mapping is really just parring taken to the next level. Again, a person who is mapping is just using careful analysis to determine which packs have the highest probability of containing the cards he or she wants, and opening the packs in that order instead of arbitrarily. Note that I said *probability*, and not *certainty*. Even with a perfect map and a perfect set, it is impossible to be absolutely, positively, bet-your-life-on-it sure what is in a booster pack until you open that pack. Collation errors and disruptions do happen, and sometimes the contents of a pack can be affected by something as simple as a Cartamundi employee accidentally knocking a stack of rares out of the sorting chute or what have you.

The solution to mapping is exactly the same as for parring: you can either buy the single cards you want, or just insist upon a sealed booster box if you want to buy fresh product without risking the card or cards you want being taken already. Until you slide your money across the counter, nobody has forced you to do or buy anything. Now that this book has been widely available for years, everybody has access to this information, and it is entirely fair. No longer will an online dealer take advantage of asymmetry of information to hawk leftover booster packs to unsuspecting buyers who believe they are as-though-pristine.

What about those extra leftover booster packs, then? If everybody knows how to map or par, what happens to the packs that are left over when nobody wants to go through them surfing for wanted rares? Fortunately, the market is adapting to that as well. With mapping and parring known, the value of a loose booster pack has dropped somewhat. Because of booster drafting, the value will never get too low - players get the full benefit of a booster pack for draft purposes even if it is left over from a mapping session. In fact, that is often what happens to my own leftover packs anyway. I no longer deal, so I have no time or inclination to sell my spare packs, but they work just fine around the table of eight when it's time to do some Limited cardslinging. Furthermore, even with mapping as you've read it in this text, generally the foil rare in any given box is, at most, a tertiary consideration. The leftover packs are entirely "viable" on that basis - you could map ten cases of Scars of Mirrodin and still leave foil Elspeths and foil Koths in the remaining packs afterward, because you had no real way of locating those foil rares in particular, even across sequential cases. Moreover, some boxes actually do have good rares remaining - the numbers just may not justify chasing them, because the cost of the boosters left were too much. What happens when that cost goes down? A buyer who gets your leftover packs at a lower cost could open them and do just fine with the rares that are left. He or she could even "par" them just like you did, leaving the last few packs again untouched, and either draft them or re-re-sell them.

The loose packs that are the most suspect now are those sold online. You know nothing about those packs and can well assume that every single one of them is a leftover from the most intense, thorough, exhaustive mapping session ever conducted. You may know the dealer by reputation, but even a reputable dealer might have packs acquired in a bulk buy or by some other means, so that is no guarantee either. Conversely, the value of sealed booster boxes should increase across the board. After all, demand for them should be higher now that people know to avoid loose booster lots.

The loose packs that will probably be just as valuable as they ever were are the ones on your local game shop's shelf. Setting aside the Chuck Customer example above, the average game shop goes through such an incredibly large volume of booster boxes every month, what with booster drafts, prizes, sealed decks, and general retail activity, that even if they were thoroughly mapping a dozen cases per expansion, the leftover packs would barely make a ripple in the pond by comparison. The owner could throw the leftover packs in with their general store stock and the total amount of "dilution" of the overall rare pool that would occur would be, realistically, quite minimal. Without game shops, there is no play environment for TCGs, so this is an advantage that the brick-and-mortar stores should and ought to enjoy anyway.

Metaethics

A legal issue I wanted to make sure I addressed was about my development of the process of mapping, in essence "reverse-engineering" WOTC's or Cartamundi's collation process for the cards. Reverse engineering is a practice that has been consistently held by courts to be a legal and proper way to learn about the mechanics of a product. The courts have specified that as long as the examiner uses ordinary specimens of the product and uses no "inside information" or "trade secrets" from within the company producing the products, reverse engineering is fair game.

I took WOTC's final product, as available to the buying public, and took it apart to learn its properties. I used a pencil and a piece of paper and a great deal of math, probability principles, and pattern recognition concepts. That's it. I have never been an employee of WOTC or Cartamundi or any such entity and I had no information upon which to rely other than what has already been published. Literally anyone who wanted to do what I did could have bought the product I bought, opened it, recorded the results, and would very likely have spotted the patterns. I know that others have done this, because otherwise I would never have learned about it in the first place!¹⁰ I suspect that other dealers have been holding this information close to their vests, and it's time for that state of affairs to end.

The Long View

Despite an explosion in popularity for MTG beginning around mid-2009, and despite extensive efforts by WOTC to nurture the TCG industry to robust health, game stores still fail just as much as they ever have. The general poor economy in the United States is probably a factor, but even in flush economic times, retail game stores have historically underperformed comparable businesses in other recreational niche industries.

In the late 1990s, trading cards were not quite yet in the mainstream and were often found in hobby shops smelling of musty books, unwashed gamers, polyhedral dice, and stale pizza. Internet-only dealers operating with low overhead and no need to serve daily inperson retail traffic were utterly dominating the trading-card market, and with hobby gaming shops being commercially fragile entities to begin with, WOTC foresaw dark times ahead for their games if those shops went the way of the corner video arcade. The internet-only dealers were the ultimate "free riders," dependent on hobby gaming shops to survive but annihilating them in the marketplace due to sheer efficiency. There seemed to be nothing the retail stores could do but accept that TCG sales were going to happen online, and adapt by creating revenue lines from computer network time, soda and snack sales, and accessory sales. Many shops failed to adapt and ultimately went out of business.

In 2007, WOTC finally gained the legal precedent¹¹ they needed to lock out internet-only dealers from acquiring MTG product through most wholesale distributors. This lockdown began with the *Time Spiral* expansion, and it is not an accident that wholesale booster box

¹⁰ As described in *The Card Wizard's Black Book: First Edition* and in this text, it was actually the *Star Wars* CCG collectors who taught me that mapping was possible.

¹¹ The Supreme Court held in the case of *Leegin Creative Leather Products v. PSKS, Inc.*, 127 S.Ct. 2705 (2007), that resale conditions established by distributors seeking to mitigate market damage by free riders were not *per se* illegal as vertical restraints on trade. Besides WOTC, the golf-club producer PING was among the companies to benefit from the Court's holding.

prices increased about 10% from the previous baseline at the time. WOTC knows that the overall health of products such as MTG depends on players having places to play and interact, and the brick-and-mortar hobby gaming shops serve this purpose.

With the WOTC lockout, brick-and-mortar stores had access to new product earlier and at better prices than their internet-based competitors. Unfortunately, the brick-and-mortar stores have not held up their end of the deal. WOTC has set the table for hobby gaming shops to be successful, but most such shops suffer from a lack of competent management. Instead of experienced business managers with sound concepts of cash flow, marginal costs, and inventory control running hobby gaming shops, most of the time former (or current) hobby game players run the shops. These hobby game enthusiasts opted to "extend their living room to the public" and take a shot at the American Dream at the same time. After all, why not sell the products that they know and love, right? Unfortunately, even a competent hobby gaming shop manager is simply not well situated to keep up with internet-era capitalism. Few hobby gaming stores can make hot tournament rares available as readily as internet dealers can, and no hobby gaming store can react instantaneously to market pricing the way eBay and other auction sites intrinsically do.

The ideal retailer under WOTC's current (and presumptively permanent) lockout scheme would be a dealer operating a hybrid of a brick-and-mortar and internet-based business. WOTC encourages this, in fact, offering an official "Wizards Internet Retailer" credential to stores that meet certain qualifications. Unfortunately, doing both concurrently strains the resources of the typical entrepreneur who opens a hobby gaming store (again, a player or former player in virtually every instance) and doing both concurrently is generally well beyond that typical entrepreneur's business acumen. Online-only dealers, thanks to the lockout, have lost parity of cost-of-goods, mitigating the damage that they do as free riders, but the online dealers are still the most Pareto-efficient conduits of product in the marketplace. Brick-and-mortar dealers, thanks to the lockout, have gained ground in the market without actually doing a better job of serving the trading-card customer public. It is a great deal like a baseball team gaining ground in its division race after losing a series one game to two because the first-place team got swept zero games to three in the meanwhile.

One of the only tried-and-true methods of stimulating recovery in such a market is increasing the flow and symmetry of information. Information accelerates the marketplace and serves as a natural "rubber band" against asymmetric exploitation. My release of this book and my publication of the maps and collation methodology puts the pressure on brick-and-mortar and internet-only dealers alike to buckle down and improve their inventory offerings, pricing, and product selection – in short, to compete better – and may the best capitalist prevail. No dealer can afford to ignore this book because they will be at a competitive disadvantage and the market will leave them behind. More importantly, when market suppliers compete, the ultimate winners are the consumers, and that includes both you and me! Best of all, collectors and players can now have better market knowledge to avoid the pitfalls that create negative experiences in their enjoyment of the TCG hobby. Experiences that drive people away from playing TCGs at all are the greatest hazard. In a market with no demand, everybody loses.

The Product

- General Principles
- Mapping
- Parring

General Principles

It is necessary to know how a TCG product is collated in order to use that information to mathematically derive the locations of desired cards in a box. "Collation" means the order in which the cards are sorted into packs, the packs inserted into boxes, and the boxes compiled into cases, for shipment from the factory to the distributor to the hobby shop to you. You need to know how collation works no matter which TCG you are analyzing. This holds true regardless of whether you are opening cases to build a map or opening a single box to use a map or to par for rares. Don't worry: I will explain what those terms mean in a moment. For now, what you must learn is how the cards made their way into the box. Without knowing that, it is impossible to determine where in the box the cards you want might be located!

Cards are produced on a sheet, also called a production sheet or cutsheet. A machine prints those sheets and then a tool die cuts the cards out. The cards are then fed from that sheet into a hopper. A production machine takes an appropriate number of cards from each hopper and puts them together in a stack. Another machine wraps that stack of cards in a booster wrapper and seals the pack. The packs stack up and another machine places them in a box and seals the box. And just like that, production is complete.

The key to mapping or parring a box is to determine the relationship between where a rare card appears on the rare production sheet and where it ends up in the box.

It is likely that there is a separate hopper for each card sheet: One for rares, one for uncommons, one for commons, one for basic lands, where applicable, and one for the "marketing cards" that WOTC has been putting in packs since around 2007. Thus, it is likely that the rare hopper spits out one rare card per pack, so whatever collation and sorting happens to the rare cards happens between the time the sheet is cut and the time those cards are loaded into the hopper.

A machine performs this operation, which is why it is not random. Perhaps the easiest way for the machine to get the cards into the hopper would be simply to pass them, row by row, and stack them up in order. This is, in fact, what happens in a Type A or Type S collation. As you can see on the table on the next page, in a Type A or Type S collation, the cards from the cutsheet are fed in a linear fashion into the hopper – what is known as a linear feed. Older products such as *Legends* fed the cards from the sheet in rows and columns – what is known as a batch feed. When a batch feed provides one rare per pack, it is Type C. When a batch feed provides more than one rare per pack (or, in the case of old MTG expansions, more than one uncommon per pack), it is Type D.

A batch feed is more difficult to unravel than a linear feed, but WOTC and Decipher both abandoned the batch feed years ago because it does not allow multiple "tracks" of cards to be fed into the pack order. A batch feed, once solved, is solved forever; the rare sheet, once photographed, can be applied to every box ever produced. Around the time of Mercadian Masques, WOTC decided to take advantage of collation methods that produce a more randomized spread of rares across a given box. Usually, this splits the rare sheet into two sections and "shuffles them together," as it were. This is what happens in a Type B collation. Like Type A, Type B has a linear feed – the rares go row by row from the sheet to the rare hopper. The difference is that a Type B set shuffles two different rows of rares together to accomplish this. Decipher, meanwhile, switched from Type C to Type S between the Hoth and Dagobah sets, resulting in a much easier collation to solve. The main benefit of such a change is cost reduction, so it stands to reason that keeping production costs down was Decipher's rationale for the change.

Collation Master Type Table

Туре	Packed by	Rare sheets	Feed	Interval		
Α	Row	One	Linear	None		
AA	Row	One	Linear	Fixed		
A+	Row	ow Any number		Semi-Variabl		
В	Row	Any number	Linear	Variable		
С	Column	One	Batch	None		
D	Column	Any number	Batch	None		
S	Column	One	Linear	None		

When a feed is shuffling two feeds together, the machine performing this task has to switch between feeds on a given interval. Since a machine is doing the sorting, none of it is truly random – even the "variable" interval of Type B is probably based on a long string of discrete numbers. That variable interval is sufficient to make Type B very, very difficult to unravel, so much so that in some cases it is not cost-effective to do so and a set collated as Type B is better parred instead of mapped. For sets that are both Type B and another type, such as Type A+, such as *Scars of Mirrodin*, solving the Type A+ map also solves the Type B map. The only caveat is that the track switching in a Type B box has more variance, resulting in slightly more wastage when opening packs with the map.

For reasons unknown outside WOTC and/or Cartamundi, every MTG set is not printed in Type B. WOTC and Cartamundi have printing facilities all over the world. Machinery to print gaming cards is probably fairly specialized stuff, and capital goods like that do not come cheap. When WOTC built more printing plants to keep up with the demand for MTG

throughout the 1990s and 2000s, it is likely they bought the best sorting machinery they could, and that machinery collates on the wonderfully random Type B.

Older printing plants still exist, though, and are perfectly serviceable for production. Because that sorting machinery is so specialized and expensive, it is unlikely that it would get replaced just because newer machines are available that can collate more randomly. In the grand cost/benefit picture, WOTC probably decided to stick with what they had, even though the older machines produce the simpler, easily mappable Type A. But WOTC did have one more option.

By introducing an interval into a Type A collation, WOTC has been able to approximate the less predictable spread of rares for which Type B is known. WOTC's first attempt at doing this, *Shards of Alara*, used a fixed interval of one pack and is called Type AA. This collation geometry is explored in depth in *The Card Wizard's Black Book: Second Edition*. Type AA does not (as far as is known at the time of this writing) appear on any non-WOTC product, so if you do not collect MTG, that analysis is likely to be of little value to you. The upshot is that Type AA is harder than Type A to unravel, but still fairly easy for the practiced mapper.

WOTC's next attempt at improving upon Type A came with the *Magic 2010 Core Set*, and they succeeded. The new collation type is called Type A+. By changing the interval from one pack to a series of changing numbers, even a short series, the randomization was sufficient to (temporarily) throw mappers off the scent and make it appear as though dozens of different rare sheets might be in use. As you can see by the maps of *Zendikar* and *Rise of the Eldrazi* in this book, Type A+ has been solved, but it is not easy to solve, and it is not easy to use for mapping. The vast majority of dealers and players won't bother. WOTC has struck a careful balance between the cost-effectiveness of using existing capital equipment and making sure that the contents of their booster packs are not too easy to predict. With practice, however, anyone can learn to parse Type A+ product.

Type S, meanwhile, is explored at length in this text because it was used for most Decipher TCG products, including the *Star Wars* CCG and *Star Trek* CCG. ¹² Virtually the entire production runs of both games were in Type S, and that was what led to my own discovery of the mapping process. I was not alone, of course. Other dealers around the world figured it out as well, and some may have done so from MTG product instead of Decipher product. The only difference between Type A and Type S is that the booster packs are placed in the box by row in Type A, and by column in Type S. That's it.

As you can see in the table, some types can have multiple rare sheets. This creates complications, but also costs more to produce. I generally suggest assuming there is only one rare sheet in use unless it becomes clear from the evidence that there are more.

Once cards are printed, stacked, packed, and boxed, the boxes are placed in cases. Until the *Urza's Saga* era, a case of MTG boosters contained ten booster boxes. Modern MTG cases contain six. Other manufacturers do their own things – Decipher shipped six booster boxes to the case for most of STCCG's and SWCCG's production runs, then 12 booster

¹² Type S also appears in MTG product from time to time, particularly boxes of newer sets that are printed in the Asia-Pacific region and are mostly Japanese- or Chinese-language product.

boxes to the case in both games' later years. Since most of the products analyzed in this book are not MTG expansions, case size is indicated where it is definitively known.

For a typical MTG case, if you open the case and orient the case so you are looking at the MTG logo on the boxes right-side up, you will be looking at boxes #1, #2, and #3. Beneath box #1 sits box #4; beneath box #2 sits box #5; and beneath box #3 sits box #6. This designation is for identification purposes only. The order of cards does not necessarily carry over from box #1 to box #2 and so on. (In fact, most commonly, the order of cards carries over from box #6 to #4 to #2, and then a separate span carries over from box #5 to #3 to #1.) Here is the booster case as seen from the side, with the "right-side up" direction of the MTG logo oriented to the left:

Box #1	Box #2	Box #3	
Box #4	Box #5	Box #6	

The typical display box (or just "box") of TCG product contains 36 booster packs. This is not a universal rule: some TCGs ship 24 packs or fewer to the box, while older products have included up to 60 packs to the box. Every MTG product since 1997, however, has been shipped 36 packs to the box, and every Decipher product since 2000 has done the same (albeit with fewer cards per pack).

Decipher cases with different numbers of boxes in them vary, but most often are packed "vertically," with continuity of the map from each box to the one above and below it in the normal Type S order. Decipher was kind enough beginning in 1998 to attach sequential serial numbers to the bottom of every booster box, and the collation of rares is contiguous from one box to the next-numbered box! It is really quite convenient and easy to follow.

Mapping

For those sets that can be mapped, meaning those of Type A, Type AA, Type A+, Type C, and Type S, *The Card Collector's Black Book* series describes the process of learning the map from sealed product and shows the maps, when known, for use in breaking down booster boxes. The products in this book are all either Type A+, Type C, or Type S, so lessons on the other types are not reproduced in this text but instead are referenced to *The Card Wizard's Black Book: Second Edition*. The rest appear in this text, as follows:

- Type A The Card Wizard's Black Book: Second Edition has a complete lesson, because this type does not apply to any product in this book.
- Type AA The Card Wizard's Black Book: Second Edition has a complete lesson, because this type does not apply to any product in this book.
- Type A+ Scars of Mirrodin has a complete lesson starting on page 178, and there
 are additional notes in Zendikar and Rise of the Eldrazi.
- Type C Due to the nature of Type C, there is really no lesson to teach, but the SWCCG Premiere and A New Hope sections show how a Type C box maps out.

 Type S – The lesson is presented in the section on SWCCG Death Star II, but applies to expansions as early as Dagobah and applies also to many STCCG and other TCG expansions and products.

I suggest starting with the *Death Star II* section, even if you do not intend to open any packs from that set any time soon. The Type S lesson provides consistent visuals that teach the concept, and once you are familiar with them, you will understand the other sections better.

Parring

For those sets that cannot be mapped, meaning those of Type B and Type D or those for which there is not enough product available in the market to make mapping feasible, this book describes the process of parring, using probability and mathematics to get the best possible yield of cards out of a box while wasting the fewest packs possible.

There is no Type D product covered in this book. There is some Type B product, but only as a result of double coverage from the Type A+ maps for *Zendikar* and *Rise of the Eldrazi*. A full lesson on how parring works appears in a reprinted *Onslaught* section starting on page 165.

Whatever product you open, make sure you record it accurately and save your recordings! You never know when you might make a connection and realize that the rares you have been opening seem to have an interesting *pattern* to them...

Reference Library

The Reference Library is the grist of this book. Each entry in the reference library has the critical information on that product, followed in some cases by production information such as a mapping or parring analysis.

The top of each section contains the set's Data Box. The Key:

Expansion title		Release date	Abbreviation
Set size	Foil premiums Y/N	Special or additional	d rarities
Number of rares	N. of uncommons	N. of commons	N. basic lands
[Specific breakdown	of cards within rarites, wh	nere applicable)	
Cutsheet balance	Collation type	Value density	
Product format	2.		
Prerelease foils, releas	e foils, buy-a-box promo foil	s, where applicable	

"Cutsheet balance" is a binary indicator: "Balanced" or "Unbalanced." The concept refers to whether every rare in the set is printed the same number of times on the rare sheet. For example, an expansion with 100 rares that printed one of each rare per 10x10 sheet would be considered "balanced," with every rare a "Rare-1." However, an expansion with 75 rares that printed 50 of those rares once each and the other 25 rares twice each per 10x10 sheet would be considered "unbalanced." The 25 rares printed twice per sheet would be forever twice as abundant as the 50 rares printed once per sheet. In the TCG hobby, most collectors attempt to gather complete sets of either one or four of each card. This means that for every complete set gathered, there will be 25 extra "Rare-2" cards that are not needed for collections. This has the corollary effect of increasing the secondary-market price on in-demand "Rare-1" cards from among the 50 once-printed rares.

"Collation type" indicates how the cards from the set's printing sheets are sorted into packs and then into boxes. See the Collation Master Type Table in The Product: General Principles for details on the various types.

"Value density" is a six-stage Guttman-scale-based indicator: "Very high," "High," "Medium," "Low," "Very low," or "Homelands." The concept refers to the general measure of the number of cards in the set that are worth significant money on the secondary market. In general, the designations can be interpreted to mean:

- Very high: Multiple rares over \$100; multiple rares between \$20 and \$100, multiple uncommons or commons over \$10.
- High: Few or no rares over \$100, multiple rares between \$20 and \$100.
- Medium: Few or no rares over \$20, multiple rares between \$10 and \$20.
- Low: Few or no rares over \$10, multiple rares between \$5 and \$10.
- Very low: Few or no rares over \$5, multiple rares higher than bulk-bin rate.
- · Homelands: Few or no rares higher than bulk-bin rate.

Where a set with an otherwise low value density has a key foil that is in demand for Vintage or Legacy, for example, the expansion's reference entry will note any such standout cards. Smaller sets are at a natural disadvantage on the value density scale, but the market tends to correct for this in the going price of sealed product of the smaller sets. Accordingly, it is unnecessary to introduce another operand to reflect proportion.

After the Data Box, each section presents a brief narrative of the expansion's prominent attributes, including historic notes, production anomalies, and anecdotes when I felt cheeky.

Following the narrative, each section explains the contents of any fixed product formats, such as preconstructed decks/theme decks/intro packs. Any market-relevant rares that can be harvested from fixed products are indicated here.

Next, the market-relevant card reference appears. This is a series of bulleted lists that notes each market-relevant card in the expansion. The list indicates whether each card is new or a reprint, and for new cards indicates the optimal version of the card, followed in descending order by other versions of the card. "Optimal" is a composite of the card's value, player demand, availability, print run, and age. Comparisons are assumed to be between cards in the same condition; a poor-quality optimal version might not be worth more than a mint specimen of the third- or fourth-most optimal version. The list then notes whether any reprints have new artwork, are appearing in the modern card frame for the first time, and/or are appearing as foil premium cards for the first time. Finally, the list indicates any misprinted cards and their characteristics.

A special note for *Star Wars CCG* and *Star Trek CCG*: The version differentiation in the market reference does not refer to persona differences. For example, the *Premiere* Limited (Japanese) version of Darth Vader is listed as optimal, because it is not being compared to Darth Vader Dark Lord of the Sith, Darth Vader with Lightsaber, or Lord Vader. It *is*, however, being compared to the *Reflections* reprint of the same Darth Vader card, the English-language *Premiere* Limited and Unlimited versions of the same card, and the *Reflections* 2 Japanese-language case-topper foil reprint of the same card.

The final part of each section, where applicable is an analysis of the set's production characteristics, including whether the set can be mapped or parred, whether the set's sheet layouts are known, and so on.

One final note: In the "Abbreviation" field for *Star Trek* CCG 2nd Edition expansions, the set number shown on the cards is also noted.

Star Wars Customizable Card Game

Premiere Limited Edition

December 1995

"PRBB"

324 cards

No foil premiums

108 rares 108 uncommons 108 commons

Rares breakdown: 30 Rare-1, 24 Rare-2 per side

Uncommons breakdown: 30 Uncommon-1, 24 Uncommon-2 per side

Commons breakdown: 10 Common-1, 43 Common-2, 1 Common-3 per side

Unbalanced cutsheet Type C Low value density

Product format: Booster packs (1 R, 4 U, 10 C); Starter decks (2R, 12 U, 46 C)

36 booster packs per booster box; 12 starter decks per starter box

Premiere Limited Edition Gift Set

December 1995

None

433 cards 156 rares

No foil premiums

156 uncommons

99 commons

Rares breakdown: 60 Rare-1, 96 Rare-2 per side

Uncommons breakdown: 60 Uncommon-1, 96 Uncommon-2 per side

Commons breakdown: 10 Common-1, 86 Common-2, 3 Common-3 per side

Unbalanced cutsheet Type C Low value density

Product format: Fixed set of 397 cards (156 R, 156 U, 85 C)

Premiere Unlimited Edition

May 1996

"PRWB"

324 cards

No foil premiums

108 rares

108 uncommons

108 commons

Rares breakdown: 30 Rare-1, 24 Rare-2 per side

Uncommons breakdown: 30 Uncommon-1, 24 Uncommon-2 per side

Commons breakdown: 10 Common-1, 43 Common-2, 1 Common-3 per side

Unbalanced cutsheet Type C Very low value density

Product format: Booster packs (1 R, 4 U, 10 C); Starter decks (2R, 12 U, 46 C)

36 booster packs per booster box; 12 starter decks per starter box

Introductory Two-Player Game Box

December 1995

"P2PG"

120 fixed cards

No foil premiums

6 non-foil premium cards

Fixed cutsheet

No Type

Very low value density

Product format: Game box (2 fixed decks of 60 cards, 1 booster pack. The first print run included a PRBB booster pack in each box. The majority of P2PG in circulation includes a PRWB booster pack.)

This set began the Star Wars Customizable Card Game (SWCCG), a TCG that would be in print for six years and continues to see play in a niche community as of this writing.

Decipher had already seen moderate success with the Star Trek Customizable Card Game throughout 1994 and 1995, surviving in the early TCG market glut while most other bandwagoneers hoping to cash in on MTG's rise stumbled and fell. STCCG sold through its own Premiere Limited Edition set and saw reasonable adoption by the player

community, with its high production values likely overshadowing its glaring design deficiencies (addressed in detail in the STCCG section of the reference library).

With SWCCG, Decipher's second serious foray into the TCG market, designers Tom Braunlich and Rollie Tesh had firsthand experience from their failures with STCCG guiding them to make a better game. The licensed property, *Star Wars*, was without peer in science-fiction fandom, and few doubted that Decipher would deliver a second time running with high production values. Though Braunlich and Tesh delivered for a second time a game that was arguably far more complex than it had to be, SWCCG had a sufficiently strong combination of playability, balance, and depth to win adoption among players.

The SWCCG *Premiere* set included only a few of *Star Wars*'s "Mains": main characters, starships, and well-known items, keeping the rest in reserve to whet players' appetites for more. Luke Skywalker, Darth Vader, Obi-Wan Kenobi, Han Solo, Leia Organa, C-3PO, Grand Moff Tarkin, the Millennium Falcon, Vader's Custom TIE, and Obi-Wan's and Vader's Lightsabers headlined the set, and each was slotted at the highest possible rarity. The set also included other familiar faces, places, and things from *Star Wars*, *Episode IV: A New Hope* at lower rarities, including Biggs Darklighter, the Tatooine Cantina, Han's Heavy Blaster Pistol, Stormtroopers, X-Wings, Imperial Star Destroyers, and even the hapless Jek Porkins. Decipher saved some "mains" from the first *Star Wars* movie, such as Chewbacca, R2-D2, Wedge, and the mighty Death Star, until 1996 for SWCCG's first expansion: *A New Hope*.

Though SWCCG's balance was far from ideal, it was an order of magnitude better than that of STCCG. In addition to costing powerful cards proportionally, the game determined battle outcomes by the use of "destiny draws." The most powerful cards in the game had low "destiny" values, while narrow or unremarkable cards generally had high destiny values. Simply playing the most expensive mains would leave a player unable to win most battles and thus unable to win the game. A cheap deck full of cannon fodder had the potential to spread out and inflict damage across the playing field, leaving an opponent's powerful mains overcommitted to a few locations. Early on, the metagame was heavy on mains regardless, mostly featuring Jedi showdowns between Darth Vader and Obi-Wan Kenobi and their Force powers Alter and Sense. By the time Decipher released SWCCG's second expansion, *The Empire Strikes Back: Hoth*, however, the design balance finally paid off with the emergence of the Echo Base Operations deck archetype. The metagame balance of SWCCG has stood ever since, with powerful mains-based strategies such as Hunt Down And Destroy The Jedi and Throne Room Mains at one end of the spectrum and cheap swarm strategies such as Scum And Villainy and Echo Base Operations at the other.

The Premiere Limited Edition had a relatively large print run feeding what became relatively strong sales, so as recently as 2005 it was possible to get starter boxes for \$20-25 and booster boxes for \$60-\$80. As of this writing, those prices have increased somewhat due to the dwindling supply of sealed product remaining in circulation. Even still, PRBB should not be considered difficult to acquire, and dealers or collectors should not overspend to acquire it. Most booster packs of the first Reflections set contain two cards from PRBB, and the collation suggests they are repacks from starter deck boxes. This is consistent with known market figures -- with only 24 rares per box, SWCCG PRBB starter deck boxes posted weaker sales than the PRBB booster boxes that featured 36 rares for the same original wholesale and retail price. A PRBB booster pack can also be found in the small first printing of the P2PG. Finally, the entire SWCCG PRBB set (with many duplicate cards)

is available in the form of the Decipher *Premiere Limited Gift Set*, albeit for a price much higher than simply buying multiple complete sets on the secondary market.

The Premiere Unlimited Edition was printed in huge quantities and is still readily obtainable by itself, in SWCCG Official Tournament Sealed Decks, in the Enhanced Premiere product, in the First Anthology and Second Anthology, in packs of all three Reflections sets, in most circulating copies of the P2PG, and as a factory set from some wholesalers. PRWB is the very definition of bulk product, and no cards from the set are worth any amount in particular. A PRWB Darth Vader will typically sell for no more than \$5. Collectors and dealers will typically obtain plenty of PRWB from other products that include the PRWB cards without ever buying any actual PRWB packs, so the prices of starter and booster boxes of PRWB are low and should remain low indefinitely. Purchasing such boxes is not recommended unless they are offered at pulp liquidation prices of \$7-\$9 per box or less.

The Star Wars Premiere Introductory Two-Player Game was printed in huge quantities. The first printing included a sealed PRBB booster pack, but virtually all of those copies have long since sold through. Most P2PGs in circulation contain a PRWB booster pack. The contents of the fixed decks in the P2PG were mostly unremarkable commons, but each box contained six different premium cards (with some in multiples): a weakened Luke; a weakened Vader; Run Luke, Run!; Vader's Obsession; Death Star: Level 6 Core Shaft Corridor; and Death Star: Detention Control Room. Run Luke, Run! and Vader's Obsession appeared in Reflections II as foils; the others are unavailable anywhere else. For purely play purposes, it is unnecessary for a player ever to buy more than one P2PG.

Cartamundi printed the SWCCG Premiere Limited set with the same laminate formula used for MTG's Ice Age, a poor mixture that tended to "flake" and "flex" and damage easily at the edges of cards, leaving unpleasant whitening and wear. By this time, card sleeves were already in use for MTG, and soon sleeve manufacturers relocated logo imprints to avoid covering up the forfeit values of SWCCG cards. Even still, PRBB specimens in mint condition are much, much rarer than played versions, and even newly opened PRBB cards are difficult to keep in mint condition. The laminate is incredibly troublesome even with nothing more than in-sleeve play wear and manipulation wear.

The rare sheet changed starting positions between the *Limited* and *Unlimited Editions*, but the order of cards is exactly the same. The huge 13x12 rare sheet was actually a repeated set of two 13x6 rare sheets. Each 13x6 rare sheet half contains one of each of the 30 Rare-1 cards and two of each of the 24 Rare-2 cards per side. The uncommon sheet layout is the same as the rare sheet layout for each side: 30 Uncommon-1 cards appear once per six rows, while 24 Uncommon-2 cards appear twice per six rows. The common sheets, meanwhile, were very different, with 121 cards per 11x11 sheet. One copy of each of the five Common-1 cards per side appears, along with two copies of all the Common-2 cards per side, and three Rebel Troopers or Stormtroopers, as applicable, the only Common-3 cards in the set. The *Premiere Limited Edition Gift Set* is simply one of each PRBB sheet cut into cards and boxed. Thus, paradoxically, the *Gift Set* includes four of each Rare-2 card, but only one of each Common-1 card.

The rare sheets follow, after which two recorded boxes are presented with corresponding rare sheet feeds. SWCCG *Premiere* is clearly collated as a Type C product, much like early MTG sets such as *Legends*. There is consistent evidence of the Type C batch feed, and irregularities are typical of 1995 quality control and manufacturing output.

PRBB/PRWB market-relevant cards

- For all PRBB, ANH, and HOTH cards, the Japanese-language non-foil printing is considered optimal by many collectors, but is otherwise identical to the English Limited printing.
- Alderaan PRBB is the optimal version.
- Alter (both sides) Tournament foil is the optimal version, followed by PRBB.
- Corellian Corvette Tournament foil is the optimal version, followed by PRBB.
- Dark Jedi Presence PRBB is the optimal version, followed by PRWB.
- Darth Vader PRBB is the optimal version, followed by REF1 foil, REF2 foil, and PRWB.
- Disarmed (Light Side) PRBB is the optimal version, followed by PRWB.
- Disarmed (Dark Side) PRBB is the optimal version, followed by REF3 foil and PRWB.
- Expand the Empire PRBB is the optimal version, followed by REF1 foil and PRWB.
- Gift of the Mentor PRBB is the optimal version, followed by REF2 foil.
- Grand Moff Tarkin PRBB is the optimal version, followed by Japanese REF3 foil, REF1 foil, and PRWB.
- Han Solo PRBB is the optimal version, followed by REF1 foil and PRWB.
- I Have You Now PRBB is the optimal version, followed by REF3 foil and PRWB.
- Imperial-class Star Destroyer Tournament foil is the optimal version, followed by PRBB and PRWB.
- Jedi Presence PRBB is the optimal version, followed by PRWB.
- · Leia Organa PRBB is the optimal version, followed by REF1 foil.
- Luke Skywalker PRBB is the optimal version, followed by Japanese REF3 foil, REF1 foil and PRWB.
- Millennium Falcon PRBB is the optimal version, followed by REF1 foil and PRWB.
- Molator PRBB is the optimal version, followed by PRWB.
- Obi-Wan Kenobi PRBB is the optimal version, followed by Japanese REF3 foil, REF1 foil, and PRWB.
- Obi-Wan's Lightsaber PRBB is the optimal version, followed by Japanese REF3 foil, REF1 foil, and PRWB.
- Presence of the Force PRBB is the optimal version, followed by REF1 foil and PRWB.
- Revolution PRBB is the optimal version, followed by REF1 foil and PRWB.
- Sense (both sides) Tournament foil is the optimal version, followed by PRBB.

- Tatooine: Obi-Wan's Hut PRBB is the optimal version.
- The Circle Is Now Complete PRBB is the optimal version, followed by Japanese REF3 foil, REF1 foil, and PRWB.
- Vader's Custom TIE PRBB is the optimal version, followed by REF1 foil.
- Vader's Lightsaber PRBB is the optimal version, followed by Japanese REF3 foil, REF1 foil, and PRWB.
- Yavin 4: Massassi Throne Room PRBB is the optimal version, followed by REF2 foil and PRWB.
- Your Powers Are Weak, Old Man PRBB is the optimal version.

PRBB/PRWB market-relevant omissions and reprints

None.

PRBB/PRWB non-misprinted cards that differ substantially from previous printings

None.

PRBB/PRWB misprinted cards

Electrobinoculars – The cost to use was misprinted as 1 Force instead of 2.

The maps to *Premiere* follow. Cards in bold are Rare-1; other cards are Rare-2. The positions of the Rare-1 cards are identical between the Light Side and Dark Side sheets.

The map was repeated a second time on each sheet, wrapping around to exactly the same sequence. For the *Unlimited Edition*, the starting point of the sheet is different, but the sequence is the same.

On the maps, columns are of 26 cards to coincide with two rows on the 13x12 rare sheet. Read down each column as you would read across each pair of rows on the sheet.

Star Wars CCG: Premiere Rare Sheet Map (Light Side)

Into the Garbage Chute, Flyboy	Solo Han	WED-9-M1 "Bantha" Droid
Dutch	Red 3	Dice Ibegon
Affect Mind	Disarmed	On the Edge
Sandcrawler	Biggs Darklighter	Gold 5
Kessel Run	Krayt Dragon Howl	Full Throttle
Dice Ibegon	WED-9-M1 "Bantha" Droid	Kessel Run
Thank the Maker	Full Throttle	Obi-Wan's Lightsaber
Tatooine: Cantina	Death Star Plans	Mantellian Savrip
C-3PO	Gold 5	Luke Skywalker
On the Edge	Move Along	K'Lor'Slug
Demotion	Tarkin Seeker	Leesub Sirln
Warrior's Courage	Obi-Wan's Cape	Jedi Presence
Leia Organa	Leesub SirIn	Sandcrawler
Cantina Brawl	Rebel Planners	Noble Sacrifice
Mantellian Savrip	Warrior's Courage	Biggs Darklighter
Gold 1	Yavin 4: Massassi Throne Room	The Force Is Strong With This One
Skywalkers	Our Most Desperate Hour	Help Me Obi-Wan Kenobi
Rebel Planners	Gold 1	Tagge Seeker
Han Solo	Gift of the Mentor	Demotion
The Force Is Strong With This One	Lightsaber Proficiency	Tarkin Seeker
Kal'Falni C'ndros	Tatooine: Obi-Wan's Hut	Utinni!
Noble Sacrifice	Solo Han	Han's Heavy Blaster Pistol
Millennium Falcon	Into the Garbage Chute, Flyboy	Beggar
Han's Heavy Blaster Pistol	Obi-Wan Kenobi	Red Leader
Don't Get Cocky	Revolution	Thank the Maker
Tagge Seeker	Tatooine: Cantina	Red 3

Star Wars CCG: Premiere 13x12 Rare Sheet (Light Side)

ITGC F	Dutc h	Affec t Mind	Sand crawl er	Kess el Run	Dice Ibego n	Than k The Make r	Tatoo ine: Canti na	C- 3PO	On The Edge	Dem otion	Warri or's Cour age	Leia Orga na
Canti na Braw I	Mant ellian Savri p	Gold 1	Skyw alker s	Rebel Plann ers	Han Solo	TFIS WTO	Kal'F alnI C'ndr os	Noble Sacrif ice	Mill. Falco n	Han's Heav y Bl. Pistol	Don't Get Cock y	Tagg e Seek er
Solo Han	Red 3	Disar med	Biggs Darkli ghter	Krayt Drag on Howl	WED Banth a Droid	Full Thrott le	D. S. Plan s	Gold 5	Move Alon g	Tarki n Seek er	Obi- Wan' s Cape	Lees ub SirIn
Rebel Plann ers	Warri or's Cour age	Y4:M Thro ne Rm	Our Desp erate Hour	Gold 1	Gift Of Ment or	L.S. Profi cienc	Tato oine: Obi's Hut	Solo Han	ITGC F	Obi- Wan Keno bi	Revo lutio n	Tatoo ine: Canti na
WED Banth a Droid	Dice Ibego n	On the Edge	Gold 5	Full Thrott le	Kess el Run	Obi- Wan' s L.S.	Mant ellian Savri p	Luke Skyw alker	K'Lor 'Slug	Lees ub Sirln	Jedi Pres ence	Sand crawl er
Noble Sacrif ice	Biggs Darkli ghter	TFIS WTO	Help Me Obi- Wan	Tagg e Seek er	Dem otion	Tarki n Seek er	Utinn i!	Han's Heav y Bl. Pistol	Begg ar	Red Lead er	Than k The Make r	Red 3

Star Wars CCG: Premiere Rare Sheet Map (Dark Side)

Nevar Yalnal	Tactical Re-call	Lone Pilot
DS-61-3	Charming to the Last	Juri Juice
I Find Your Lack of Faith Disturbing	5D6-RA-7	Муо
Moment of Triumph	Lone Warrior	Assault Rifle
Han Seeker	Devastator	Djas Puhr
Juri Juice	Lone Pilot	Han Seeker
Luke Seeker	Djas Puhr	Local Trouble
Dr. Evazan	Dark Jedi Presence	Tatooine: Cantina
Boring Conversation Anyway	Assault Rifle	Black 2
Муо	We're All Gonna Be a Lot Thinner	Look, Sir! Droids!
I Have You Now	Turbolaser Battery	Lateral Damage
Sandcrawler	Expand the Empire	Vader's Lightsaber
Dark Collaboration	Lateral Damage	Moment of Triumph
Organa's Ceremonial Necklace	Admiral Motti	Labria
Tatooine: Cantina	Sandcrawler	Lone Warrior
General Tagge	Kitik Keed'kak	WED15-I662 "Treadwell" Droid
Physical Choke	Vader's Eye	Send a Detachment Down
Admiral Motti	General Tagge	Garindan
Presence of the Force	Alderaan	I Have You Now
WED15-I662 "Treadwell" Droid	Your Powers Are Weak, Old Man	Turbolaser Battery
Utinni!	Darth Vader	Vader's Custom TIE
Labria	Tactical Re-Call	Fear Will Keep Them In Line
Light Repeating Blaster Rifle	Nevar Yalnal	Tonnika Sisters
Fear Will Keep Them In Line	Grand Moff Tarkin	Disarmed
The Circle Is Now Complete	Molator	Luke Seeker
Garindan	Dr. Evazan	Charming to the Last

Star Wars CCG: Premiere 13x12 Rare Sheet (Dark Side)

Neva r Yalna I	DS- 61-3	OFD	Mom ent of Trium ph	Han Seek er	Juri Juice	Luke Seek er	Dr. Evaz an	BCA	Муо	Have You Now	Sand crawl er	Dark Colla borat ion
Org. Cer. Neck -lace	Tatoo ine: Canti na	Gene ral Tagg e	Phys ical Chok e	Admir al Motti	Pres ence of Forc e	WED Tread well Droid	Utinn i!	Labri a	Light Rptg Blast er Rifle	Fear Keep Them In Line	TCIN C	Garin dan
Tacti cal Re- Call	Char ming To Last	5D6- RA-7	Lone Warri or	Deva stato r	Lone Pilot	Djas Puhr	Dark Jedi Pres ence	Assa ult Rifle	Were Gonn a Be Thnr	Turbo laser Batte ry	Expa nd Empi re	Later al Dam age
Admir al Motti	Sand crawl er	Kitik Keed 'Kak	Vade r's Eye	Gene ral Tagg e	Alder aan	Your Powe rs R Weak	Darth Vade r	Tacti cal Re- Call	Neva r Yalna	G.M. Tarki n	Molat or	Dr. Evaz an
Lone Pilot	Juri Juice	Муо	Assa ult Rifle	Djas Puhr	Han Seek er	Local Trou ble	Tatoo ine: Canti na	Blac k 2	Look Sir! Droid s!	Later al Dam age	Vade r's L.S.	Mom ent of Trium ph
Labri a	Lone Warri or	WED Tread well Droid	Send Detc. Dow n	Garin dan	I Have You Now	Turbo laser Batte ry	Vade r's TIE	Fear Keep Them Line	Tonn ika Siste rs	Disar med	Luke Seek er	Char ming To Last

Star Wars CCG: Premiere Limited Edition booster box #S-1

K'Lor'Slug	Sandcrawler	Affect Mind
Han Seeker	Labria	Tonnika Sisters
Solo Han	Revolution	Biggs Darklighter
Admiral Motti	Assault Rifle	Myo
Luke Skywalker	Jedi Presence	Dutch
Lone Warrior	Vader's Custom TIE	Light Repeating Blaster Rifle
Tatooine: Obi-Wan's Hut	Obi-Wan Kenobi	Noble Sacrifice
Moment of Triumph	Dr. Evazan	We're All Gonna Be A Lot Thinner
Mantellian Savrip	Leesub Sirln	Into the Garbage Chute, Flyboy!
Physical Choke	Utionif	Fear Will Keep Them In Line
Lightsaber Proficiency	Into the Garbage Chute, Flyboy!	Tatooine: Cantina
5D6-RA-7	Dark Jedi Presence	Boring Conversation Anyway

Star Wars CCG: Premiere 13x12 Rare Sheet (Light Side)

ITGC F	Dutc h	Affec t Mind	Sand crawl er	Kess el Run	Dice Ibego n	Than k The Make r	Tatoo ine: Canti na	C- 3PO	On The Edge	Dem otion	Warri or's Cour age	Leia Orga na
Canti na Braw I	Mant ellian Savri p	Gold 1	Skyw alker s	Rebel Plann ers	Han Solo	TFIS WTO	Kal'F alnl C'ndr os	Noble Sacrif ice	Mill. Falco n	Han's Heav y Bl. Pistol	Don't Get Cock	Tagg e Seek er
Solo Han	Red 3	Disar med	Biggs Darkli ghter	Krayt Drag on Howl	WED Banth a Droid	Full Thrott le	D. S. Plan s	Gold 5	Move Alon g	Tarki n Seek er	Obi- Wan' s Cape	Lees ub SirIn
Rebel Plann ers	Warri or's Cour age	Y4:M Thro ne Rm	Our Desp erate Hour	Gold 1	Gift Of Ment or	L.S. Profi clenc	Tato oine: Obi's Hut	Solo Han	ITGC F	Obi- Wan Keno bi	Revo lutio n	Tatoo ine: Canti na
WED Banth a Droid	Dice Ibego n	On the Edge	Gold 5	Full Thrott le	Kess el Run	Obi- Wan' s L.S.	Mant ellian Savri p	Luke Skyw alker	K'Lor 'Slug	Lees ub Sirln	Jedi Pres ence	Sand crawl er
Noble Sacrif ice	Biggs Darkli ghter	TFIS WTO	Help Me Obi- Wan	Tagg e Seek er	Dem otion	Tarki n Seek er	Utinn i!	Han's Heav y Bl. Pistol	Begg ar	Red Lead er	Than k The Make r	Red 3

Box S-1 stayed with a two-row-deep batch feed even when it ran off the left edge of the sheet. With Type C, if there is going to be a change in batch depth, it most often occurs during the wraparound. It was nice to get both Luke and Obi-Wan in this box. A continuous, consistent span like Box S-1's Light Side rares is the most common box outcome, but only by plurality. A majority of SWCCG Type C spans will feature at least one collation irregularity. The Dark Side of Box S-1 featured *three* such irregularities.

Star Wars CCG: Premiere Limited Edition booster box #S-1

K'Lor'Slug	Sandcrawler	Affect Mind		
Han Seeker	Labria	Tonnika Sisters		
Solo Han	Revolution	Biggs Darklighter		
Admiral Motti	Assault Rifle	Муо		
Luke Skywalker	Jedi Presence	Dutch		
Lone Warrior	Vader's Custom TIE	Light Repeating Blaster Rifle		
Tatooine: Obi-Wan's Hut	Obi-Wan Kenobi	Noble Sacrifice		
Moment of Triumph	Dr. Evazan	We're All Gonna Be A Lot Thinner		
Mantellian Savrip	Leesub SirIn	Into the Garbage Chute, Flyboy!		
Physical Choke	Utinni!	Fear Will Keep Them In Line		
Lightsaber Proficiency	Into the Garbage Chute, Flyboy!	, Flyboy! Tatooine: Cantina		
5D6-RA-7	Dark Jedi Presence	Boring Conversation Anyway		

Star Wars CCG: Premiere 13x12 Rare Sheet (Dark Side)

Neva r Yalna I	DS- 61-3	OFD	Mom ent of Trium ph	Han Seek er	Juri Juice	Luke Seek er	Dr. Evaz an	BCA	Муо	Have You Now	Sand crawl er	Dark Colla borat ion
Org. Cer. Neck -lace	Tatoo ine: Canti na	Gene ral Tagg e	Phys ical Chok e	Admir al Motti	Pres ence of Forc e	WED Tread well Droid	Utinn i!	Labri a	Light Rptg Blast er Rifle	Fear Keep Them In Line	TCIN C	Garin dan
Tacti cal Re- Call	Char ming To Last	5D6- RA-7	Lone Warri or	Deva stato r	Lone Pilot	Djas Puhr	Dark Jedi Pres ence	Assa ult Rifle	Were Gonn a Be Thnr	Turbo laser Batte ry	Expa nd Empi re	Later al Dam age
Admir al Motti	Sand crawl er	Kitik Keed 'Kak	Vade r's Eye	Gene ral Tagg e	Alder aan	Your Powe rs R Weak	Darth Vade r	Tacti cal Re- Call	Neva r Yalna	G.M. Tarki n	Molat or	Dr. Evaz an
Lone Pilot	Juri Juice	Муо	Assa ult Rifle	Djas Puhr	Han Seek er	Local Trou ble	Tatoo ine: Canti na	Blac k 2	Look Sir! Droid s!	Later al Dam age	Vade r's L.S.	Mom ent of Trium ph
Labri a	Lone Warri or	WED Tread well Droid	Send Detc. Dow n	Garin dan	I Have You Now	Turbo laser Batte ry	Vade r's TIE	Fear Keep Them Line	Tonn ika Siste rs	Disar med	Luke Seek er	Char ming To Last

On the Dark Side of the Force, Box S-1 contained three irregularities that occur frequently enough not to be unusual, per se: the batch depth changed without wrapping around the edge, the rows in the batch feed got out of alignment, and there is a broken section in the feed between Dark Jedi Presence and Han Seeker. Since this is where a column breaks in the box, it is likely that an entire column is simply missing and ended up in another box. The missing column probably contained some combination of six cards from the span from Turbolaser Battery, around the top through either Djas Puhr or Lone Pilot, to I Have You Now, and around the top through Lone Pilot or Devastator.

Star Wars CCG: Premiere Limited Edition booster box #S-2

Leia Organa	Warrior's Courage	Our Most Desperate Hour
Darth Vader	Lateral Damage	Moment of Triumph
Tagge Seeker	Dice Ibegon	Gold 5
Djas Puhr	We're All Gonna Be a Lot Thinner	Expand the Empire
Thank the Maker	Solo Han	Disarmed
Your Powers Are Weak, Old Man	Nevar Yalnal	Molator
Warrior's Courage	Rebel Planners	Yavin 4: Massassi Throne Room
Lone Pilot	Assault Rifle	Vader's Lightsaber
Don't Get Cocky	WED-9-M1 "Bantha" Droid	On the Edge
Alderaan	Tactical Re-Call	Turbolaser Battery
Red Leader	Red 3	Red 3
Admiral Motti	Dark Jedi Presence	Grand Moff Tarkin

Star Wars CCG: Premiere 13x12 Rare Sheet (Light Side)

ITGC F	Dutc h	Affec t Mind	Sand crawl er	Kess el Run	Dice Ibego n	Than k The Make r	Tatoo ine: Canti na	C- 3PO	On The Edge	Dem otion	Warri or's Cour age	Leia Orga na
Canti na Braw I	Mant ellian Savri p	Gold 1	Skyw alker s	Rebel Plann ers	Han Solo	TFIS WTO	Kal'F alnl C'ndr os	Noble Sacrif ice	Mill. Falco n	Han's Heav y Bl. Pistol	Don't Get Cock y	Tagg e Seek er
Solo Han	Red 3	Disar med	Biggs Darkli ghter	Krayt Drag on Howl	WED Banth a Droid	Full Thrott le	D. S. Plan s	Gold 5	Move Alon g	Tarki n Seek er	Obi- Wan' s Cape	Lees ub SirIn
Rebel Plann ers	Warri or's Cour age	Y4:M Thro ne Rm	Our Desp erate Hour	Gold 1	Gift Of Ment or	L.S. Profi cienc y	Tato oine: Obi's Hut	Solo Han	ITGC F	Obi- Wan Keno bi	Revo lutio n	Tatoo ine: Canti na
WED Banth a Droid	Dice Ibego n	On the Edge	Gold 5	Full Thrott le	Kess el Run	Obi- Wan' s L.S.	Mant ellian Savri p	Luke Skyw alker	K'Lor 'Slug	Lees ub SirIn	Jedi Pres ence	Sand crawl er
Noble Sacrif ice	Biggs Darkli ghter	TFIS WTO	Help Me Obi- Wan	Tagg e Seek er	Dem otion	Tarki n Seek er	Utinn i!	Han's Heav y Bl. Pistol	Begg ar	Red Lead er	Than k The Make r	Red 3

This is a fairly typical Light Side collation from *Premiere*. The wraparound from the Bantha Droid to Red 3 is a little easier to visualize if you have seen an entire sheet, which has the same six rows doubled, for a total of twelve rows. It is likely that the assortment from Red 3 to Leia Organa, for example, followed a contiguous part of the middle of the physical sheet.

Star Wars CCG: Premiere Limited Edition booster box #S-2

Leia Organa	Warrior's Courage	Our Most Desperate Hour
Darth Vader	Lateral Damage	Moment of Triumph
Tagge Seeker	Dice Ibegon	Gold 5
Djas Puhr	We're All Gonna Be a Lot Thinner	Expand the Empire
Thank the Maker	Solo Han	Disarmed
Your Powers Are Weak, Old Man	Nevar Yalnal	Molator
Warrior's Courage	Rebel Planners	Yavin 4: Massassi Throne Room
Lone Pilot	Assault Rifle	Vader's Lightsaber
Don't Get Cocky	WED-9-M1 "Bantha" Droid	On the Edge
Alderaan	Tactical Re-Call	Turbolaser Battery
Red Leader	Red 3	Red 3
Admiral Motti	Dark Jedi Presence	Grand Moff Tarkin

Star Wars CCG: Premiere 13x12 Rare Sheet (Dark Side)

Neva r Yalna I	DS- 61-3	OFD	Mom ent of Trium ph	Han Seek er	Juri Juice	Luke Seek er	Dr. Evaz an	BCA	Муо	Have You Now	Sand crawl er	Dark Colla borat ion
Org. Cer. Neck -lace	Tatoo ine: Canti na	Gene ral Tagg e	Phys ical Chok e	Admir al Motti	Pres ence of Forc e	WED Tread well Droid	Utinn i!	Labri a	Light Rptg Blast er Rifle	Fear Keep Them In Line	TCIN C	Garin dan
Tacti cal Re- Call	Char ming To Last	5D6- RA-7	Lone Warri or	Deva stato r	Lone Pilot	Djas Puhr	Dark Jedi Pres ence	Assa ult Rifle	Were Gonn a Be Thnr	Turbo laser Batte ry	Expa nd Empi re	Later al Dam age
Admir al Motti	Sand crawl er	Kitik Keed 'Kak	Vade r's Eye	Gene ral Tagg e	Alder aan	Your Powe rs R Weak	Darth Vade r	Tacti cal Re- Call	Neva r Yalna	G.M. Tarki n	Molat or	Dr. Evaz an
Lone Pilot	Juri Juice	Муо	Assa ult Rifle	Djas Puhr	Han Seek er	Local Trou ble	Tatoo ine: Canti na	Blac k 2	Look Sir! Droid s!	Later al Dam age	Vade r's L.S.	Mom ent of Trium ph
Labri a	Lone Warri or	WED Tread well Droid	Send Detc. Dow n	Garin dan	I Have You Now	Turbo laser Batte ry	Vade r's TIE	Fear Keep Them Line	Tonn ika Siste rs	Disar med	Luke Seek er	Char ming To Last

This is a fairly typical Dark Side collation from *Premiere*, and a good one. It is not unusual for the Type C collation to be running in columns of three rows, then to switch to two or four rows abruptly. Most of the time, those switches occur at the sheet edge, but not always. Given that the black-bordered and white-bordered sheets follow the same sort order but start in different places, it is plausible that each version has variants that, again, follow the same sort order but start in different places.

Jedi Pack

March 1996

None

11 cards

No foil premiums

Balanced cutsheet

No Type

Product format: Booster packs (11 fixed cards)

Very low value density

This free premium pack contained 11 black-bordered cards intended to smooth out gameplay and provide basic iterations of some of the main characters for new players. Because of virtualization, most of the cards in the pack are useful to some degree, but players not using virtual cards in their play environments will likely be uninterested in the Jedi Pack cards except for possibly Gravity Shadow.

A New Hope

May 1996/July 1998

"ANH"/"ANHR"

162 cards 54 rares

No foil premiums

54 uncommons

54 commons

Rares breakdown: 15 Rare-1, 12 Rare-2 per side

Uncommons breakdown: 15 Uncommon-1, 12 Uncommon-2 per side

Commons breakdown: 5 Common-1, 21 Common-2, 1 Common-3 per side

Unbalanced cutsheet

Very low value density Type C

Product format: Limited: Booster packs (1 R, 4 U, 10 C); 36 packs per booster box

Revised: Booster packs (1 R, 3 U, 5 C); 30 packs per booster box

This set followed up Decipher's successful initial release by including the rest of the major characters and events in Star Wars - Episode IV: A New Hope. Not only did the Death Star, Chewbacca, R2-D2, Wedge Antilles, Red 5 and other "nouns" make their debut, but there were also a pair of "Epic Event" cards, Attack Run and Commence Primary Ignition, that simulated in cumbersome game terms the major plot points of the movie in a manner players were meant to build decks around. Neither Epic Event was tournament-viable at first, and though both received "helper" cards later in the Third Anthology and Tatooine sets, they are still difficult to accomplish. The two cards themselves appeared as common (Very Rare) foils in Reflections I and are worthless.

A number of game-balancing common and uncommon cards from ANH became deckbuilding mainstays from that point on, such as Grimtaash/Monnok, Houjix/Ghhhk, What Are You Trying To Push On Us/There'll Be Hell To Pay, and Sorry About the Mess/Sniper.

The collation, as the maps in this section will reveal, is horrible on a scale never seen before or since in the TCG world. The Rare-1 cards are grouped together on the sheet, while the Rare-2 cards fill the other spaces. Due to the Type C collation, this means that a box tends to do one of two things: hit a Rare-1 clump and give the player most or all of it, or never come near most (or any) Rare-1 cards. A box of ANH will generally be a bonanza or a complete dud, with little difference in between. It is better by far simply to purchase the cards from the set as singles.

ANH/ANHR market-relevant cards

- For all PRBB, ANH, and HOTH cards, the Japanese-language non-foil printing is considered optimal by many collectors, but is otherwise identical to the English Limited printing.
- Chewbacca ANH is the optimal version, followed by REF1 foil and ANHR.
- Corellia ANH is the optimal version, followed by ANHR.
- Death Star ANH is the optimal version, followed by REF1 foil, Japanese REF2 foil, and ANHR.
- · Grimtaash/Monnok Tournament foil is the optimal version, followed by ANH and ANHR.
- Houjix/Ghhhk Tournament foil is the optimal version, followed by ANH and ANHR.
- Kiffex ANH is the optimal version, followed by REF2 foil and ANHR.
- Let the Wookiee Win ANH is the optimal version, followed by ANHR.
- R2-D2 ANH is the optimal version, followed by REF1 foil and ANHR.
- Red 2 ANH is the optimal version, followed by REF1 foil and ANHR.
- Red 5 ANH is the optimal version, followed by REF1 foil and ANHR.
- Tantive IV ANH is the optimal version, followed by REF1 foil and ANHR.
- U-3PO ANH is the optimal version, followed by REF1 foil and ANHR.
- Wedge Antilles ANH is the optimal version, followed by Japanese REF3 foil, REF1 foil, and ANHR.

The maps to *A New Hope* follow. Cards in bold are Rare-1; other cards are Rare-2. The positions of the Rare-1 cards are identical between the Light Side and Dark Side sheets.

The map was repeated a second time on each sheet, wrapping around to exactly the same sequence.

On the maps, columns are of 26 cards to coincide with two rows on the 13x12 rare sheet. Read down each column as you would read across each pair of rows on the sheet.

Star Wars CCG: A New Hope Rare Sheet Map (Light Side)

R2-D2	Bowcaster	Sandcrawler: Loading Bay
Attack Run	Chewbacca	Wookiee Roar
Clak'Dor VII	SW-4 Ion Cannon	Hunchback
Motti Seeker	Double Agent	Red 5
Cell 2187	They're On Dantooine	You're All Clear, Kid!
Corellia	Tantive IV	Death Star: Trench
Red 2	Dejarik Hologameboard	Tzizvvt
Wedge Antilles	Brainiac	Commence Recharging
Let the Wookiee Win	Luke's Cape	Magnetic Suction Tube
Bowcaster	Death Star: Trench	R2-D2
Chewbacca	Tzizvvt	Attack Run
SW-4 Ion Cannon	Commence Recharging	Clak'Dor VII
Double Agent	Magnetic Suction Tube	Motti Seeker
Death Star: Trench	Cell 2187	They're On Dantooine
Tzizvvt	Corellia	Tantive IV
Commence Recharging	Red 2	Dejarik Hologameboard
Magnetic Suction Tube	Wedge Antilles	Brainiac
Sandcrawler: Loading Bay	Let the Wookiee Win	Luke's Cape
Wookiee Roar	R2-D2	Bowcaster
Hunchback	Attack Run	Chewbacca
Red 5	Clak'Dor VII	SW-4 Ion Cannon
You're All Clear, Kid!	Motti Seeker	Double Agent
R2-D2	Bowcaster	Death Star: Trench
Attack Run	Chewbacca	Tzizvvt
Clak'Dor VII	SW-4 Ion Cannon	Commence Recharging
Motti Seeker	Double Agent	Magnetic Suction Tube

Star Wars CCG: A New Hope 13x12 Rare Sheet (Light Side)

R2- D2	Attac k Run	Clak ^t Dor VII	M. Seek er	Cell 2187	Corel lia	Red 2	Wed ge Ant.	Let Woo kiee Win	Bowc aster	Chew bacc a	SW-4 lon Cann on	Doubl e Agent
DS: Trenc h	Tzizv vt	C. Re charg ing	Mag Suct Tube	SC: Load ing Bay	Woo kiee Roar	Hunc hbac k	Red 5	You'r e All Clear Kid!	R2- D2	Attac k Run	Clak' Dor VII	M. Seek er
Bowc aster	Chew bacc a	SW-4 lon Cann on	Doubl e Agent	They' re On Dtne	Tanti ve IV	Dejar ik HGB	Brain iac	Luke' s Cape	DS: Trenc h	Tzizv vt	C. Re charg ing	M. Seek er
Cell 2187	Corel lia	Red 2	Wed ge Ant.	Let Woo kiee Win	R2- D2	Attac k Run	Clak' Dor VII	M. Seek er	Bowc aster	Chew bacc a	SW-4 Ion Cann on	Doubl e Agent
SC: Load ing Bay	Woo kiee Roar	Hunc hbac k	Red 5	You'r e All Clear Kid!	DS: Trenc h	Tzizv vt	C. Re charg ing	Mag SuctT ube	R2- D2	Attac k Run	Clak' Dor VII	M.i Seek er
They' re On Dtne	Tanti ve IV	Dejar ik HGB	Brain iac	Luke' s Cape	Bowc aster	Chew bacc a	SW-4 Ion Cann on	Doubl e Agent	DS: Trenc h	Tzizv vt	C. Re charg ing	Mag SuctT ube

Star Wars CCG: A New Hope Rare Sheet Map (Dark Side)

Commence Primary Ignition	Death Star Tractor Beam	Kiffex
Magnetic Suction Tube	DS-61-4	Dannik Jerriko
Trooper Davin Felth	Besieged	Нуро
Dark Waters	Leia Seeker	R3-T6
Greedo	Hem Dazon	Sandcrawler: Droid Junkheap
Retract the Bridge	Spice Mines of Kessel	Dianoga
Tatooine: Bluffs	Imperial Holotable	Maneuver Check
Conquest	I'm On the Leader	Superlaser
IT-O	U-3PO	Death Star
Death Star Tractor Beam	Dianoga	Commence Primary Ignition
DS-61-4	Maneuver Check	Magnetic Suction Tube
Besieged	Superlaser	Trooper Davin Felth
Leia Seeker	Death Star	Dark Waters
Dianoga	Greedo	Hem Dazon
Maneuver Check	Retract the Bridge	Spice Mines of Kessel
Superlaser	Tatooine: Bluffs	Imperial Holotable
Death Star	Conquest	I'm On the Leader
Kiffex	IT-O	U-3PO
Dannik Jerriko	Commence Primary Ignition	Death Star Tractor Beam
Нуро	Magnetic Suction Tube	DS-61-4
R3-T6	Trooper Davin Felth	Besieged
Sandcrawler: Droid Junkheap	Dark Waters	Leia Seeker
Commence Primary Ignition	Death Star Tractor Beam	Dianoga
Magnetic Suction Tube	DS-61-4	Maneuver Check
Trooper Davin Felth	Besieged	Superlaser
Dark Waters	Leia Seeker	Death Star

Star Wars CCG: A New Hope 13x12 Rare Sheet (Dark Side)

CPI	Mag Suct Tube	Troop er Davin Felth	Dark Wate rs	Gree do	Retra ct Br- idge	Tato oine: Bluff s	Conquest	IT-O	DS Tract or Beam	DS- 61-4	Besie ged	Leia Seek er
Diano ga	Mane uver Chec k	Super laser	Deat h Star	Kiffe x	Dann ik Jerri ko	Нуро	R3- T6	SC: Droid Junk heap	CPI	Mag Suct Tube	Troop er Davin Felth	Dark Wate rs
DS Tract or Beam	DS- 61-4	Besie ged	Leia Seek er	Hem Dazo n	Spic e Mi- nes	Impe rial Holot able	I'm On Lead er	U- 3PO	Diano ga	Mane uver Chec k	Super	Deat h Star
Gree do	Retra ct Br- idge	Tato oine: Bluff s	Conquest	IT-O	CPI	Mag Suct Tube	Troop er Davin Felth	Dark Wate rs	DS Tract or Beam	DS- 61-4	Besie ged	Leia Seek er
Kiffe x	Dann ik Jerri ko	Нуро	R3- T6	SC: Droid Junk heap	Diano ga	Mane uver Chec k	Super laser	Deat h Star	CPI	Mag Suct Tube	Troop er Davin Felth	Dark Wate rs
Hem Dazo n	Spic e Mi- nes	Impe rial Holot able	l'm On Lead er	U- 3PO	DS Tract or Beam	DS- 61-4	Besie ged	Leia Seek er	Diano ga	Mane uver Chec k	Super	Deat h Star

Star Wars CCG: A New Hope booster box #A-1

Greedo	Leia Seeker	DS-61-4
R2-D2	SW-4 Ion Cannon	Bowcaster
Magnetic Suction Tube (Dark)	Dark Waters	Magnetic Suction Tube (Dark)
Death Star: Trench	Clak'Dor VII	R2-D2
Maneuver Check	Death Star	Maneuver Check
Tantive IV	Magnetic Suction Tube (Light)	Tzizvvt
DS-61-4	Commence Primary Ignition	Besieged
Attack Run	Double Agent	Chewbacca
Retract the Bridge	Dianoga	Trooper Davin Felth
Tzizvvt	Motti Seeker	Attack Run
Trooper Davin Felth	Death Star Tractor Beam	Superlaser
Dejank Hologameboard	They're On Dantooine	Commence Recharging

Star Wars CCG: A New Hope 13x12 Rare Sheet (Light Side)

R2- D2	Attac k Run	Clak' Dor VII	M. Seek er	Cell 2187	Corel	Red 2	Wed ge Ant.	Let Woo kiee Win	Bowc aster	Chew bacc a	SW-4 lon Cann on	Doubl e Agent
DS: Trenc h	Tzizv	C. Re charg ing	Mag Suct Tube	SC: Load ing Bay	Woo kiee Roar	Hunc hbac k	Red 5	You'r e All Clear Kid!	R2- D2	Attac k Run	Clak' Dor VII	M. Seek er
Bowc aster	Chew bacc a	SW-4 lon Cann on	Doubl e Agent	They' re On Dtne	Tanti ve IV	Dejar ik HGB	Brain iac	Luke' s Cape	DS: Trenc h	Tzizv vt	C. Re charg ing	M. Seek er
Cell 2187	Corel lia	Red 2	Wed ge Ant.	Let Woo kiee Win	R2- D2	Attac k Run	Clak' Dor VII	M. Seek er	Bowc aster	Chew bacc a	SW-4 Ion Cann on	Doubl e Agent
SC: Load ing Bay	Woo kiee Roar	Hunc hbac k	Red 5	You'r e All Clear Kid!	DS: Trenc h	Tzizv vt	C. Re charg ing	Mag SuctT ube	R2- D2	Attac k Run	Clak' Dor VII	M.i Seek er
They' re On Dtne	Tanti ve IV	Dejar ik HGB	Brain iac	Luke' s Cape	Bowc aster	Chew bacc a	SW-4 lon Cann on	Doubl e Agent	DS: Trenc h	Tzizv vt	C. Re charg ing	Mag SuctT ube

This should serve as fair warning about the variance in ANH booster boxes. The entire box contained a whopping total of **five** Rare-1 cards, three of which were garbage. If this variance becomes well-enough known, perhaps the market price on these boxes will go down, though it is not terribly high anyway as it is, ranging from \$40-\$70 in most cases. Unless you are able to get several boxes from the same source and you have virtually no ANH in your collection, just buy the singles you need online.

Sure, you might end up with the box that spans the thick of the Rare-1 cards... but anyone reading this book is smart enough to have discarded "get lucky" as a collecting strategy.

Star Wars CCG: A New Hope booster box #A-1

Greedo	Leia Seeker	DS-61-4
R2-D2	SW-4 Ion Cannon	Bowcaster
Magnetic Suction Tube (Dark)	Dark Waters	Magnetic Suction Tube (Dark)
Death Star: Trench	Clak'Dor VII	R2-D2
Maneuver Check	Death Star	Maneuver Check
Tantive IV	Magnetic Suction Tube (Light)	Tzizvvt
DS-61-4	Commence Primary Ignition	Besieged
Attack Run	Double Agent	Chewbacca
Retract the Bridge	Dianoga	Trooper Davin Felth
Tzizvvt	Motti Seeker	Attack Flun
Trooper Davin Felth	Death Star Tractor Beam	Superlaser
Dejarik Hologameboard	They're On Dantoolne	Commence Recharging

Star Wars CCG: A New Hope 13x12 Rare Sheet (Dark Side)

CPI	Mag Suct Tube	Troop er Davin Felth	Dark Wate rs	Gree do	Retra ct Br- idge	Tato olne: Bluff s	Conquest	IT-O	DS Tract or Beam	DS- 61-4	Besie ged	Leia Seek er
Diano ga	Mane uver Chec k	Super laser	Deat h Star	Kiffe x	Dann lk Jerri ko	Нуро	R3- T6	SC: Drold Junk heap	CPI	Mag Suct Tube	Troop er Davin Felth	Dark Wate rs
DS Tract or Beam	DS- 61-4	Besie ged	Leia Seek er	Hem Dazo n	Splc e Mi- nes	Impe rial Holot able	I'm On Lead er	U- 3PO	Diano ga	Mane uver Chec k	Super laser	Deat h Star
Gree do	Retra ct Br- idge	Tato oine: Bluff s	Conq uest	IT-O	CPI	Mag Suct Tube	Troop er Davin Felth	Dark Wate rs	DS Tract or Beam	DS- 61-4	Besie ged	Leia Seek er
Kiffe x	Dann ik Jerri ko	Нуро	R3- T6	SC: Droid Junk heap	Diano ga	Mane uver Chec k	Super laser	Deat h Star	CPI	Mag Suct Tube	Troop er Davin Felth	Dark Wate rs
Hem Dazo n	Spic e Mi- nes	Impe rial Holot able	I'm On Lead er	U- 3PO	DS Tract or Beam	DS- 61-4	Besie ged	Leia Seek er	Diano ga	Mane uver Chec k	Super laser	Deat h Star

Wow. Greedo and Retract the Bridge. In fact, I'm lucky the collation jumped from three-row to four-row at the sheet break, or I might have been shut out of Dark Side Rare-1 cards entirely in this box. It has happened to me before.

In the entire box, I am only pleased to see Tantive IV, Dejarik Hologameboard, the R2-D2s, and Chewbacca. If I played with virtual cards, I would be happy to see They're On Dantooine, except that you only ever need one in your entire collection unless you plan to build multiple Dantooine Base Operations decks for some absurd reason, so it's a nearly worthless Rare-1.

The Empire Strikes Back: Hoth Nov. 1996/July 1998 "HOTH"/"HR"

163 cards No foil premiums

54 rares 54 uncommons 54 commons 1 errata reprint

Rares breakdown: 15 Rare-1, 12 Rare-2 per side

Uncommons breakdown: 15 Uncommon-1, 12 Uncommon-2 per side Commons breakdown: 5 Common-1, 20 Common-2, 1 Common-3 per side

Unbalanced cutsheet Type C Low value density

Product format: Limited: Booster packs (1 R, 4 U, 10 C); 36 packs per booster box

Revised: Booster packs (1 R, 3 U, 5 C); 30 packs per booster box

The Empire Strikes Back Two-Player Game November 1996 "H2PG"

120 fixed cards No foil premiums 6 non-foil premium cards
Fixed cutsheet No Type Very low value density
Product format: Game box (2 fixed decks of 60 cards, 1 PRWB booster pack).

The first SWCCG expansion from Star Wars – Episode V: The Empire Strikes Back was a hit on multiple levels despite having few major characters included. Gameplay from Hoth, though still complex and in the early era of SWCCG development, was a huge step forward from that of Premiere and A New Hope. Decipher introduced another Epic Event, Target the Main Generators, but their planned deck archetype was not the breakthrough; Echo Base Operations was.

Echo Base Operations, or "EBO," was the first major SWCCG deck archetype that was not simply a collection of "mains and toys." EBO set up a very deliberate configuration of material at Echo Base to fulfill the conditions on the deck's titular effect, then spread out in space with Y-Wings (later X-Wings) that were free to deploy and easily covered more systems than the opponent could answer. After EBO completed strategic setup, force drains with bonuses at a bevy of systems ended the game in short order, and the Dark Side could not overload a system to effectively battle back because the EBO player would simply allow the Y-Wing to die and play Houjix to cancel any remaining damage.

There was more to *Hoth* than EBO, of course – a Rebel Snowspeeder deck was eventually made viable in later releases, the Dark Side gained AT-ATs that have been played in many decks over the years, versatile and popular noun cards such as Anakin's Lightsaber and General Veers appeared, and the game saw its first persona upgrade with Commander Luke Skywalker. Decipher later embraced the concept of tailoring multiple persona cards of a given character to meet the needs of different deck archetypes. It probably didn't hurt that the design paradigm led to reprints of popular characters, and thus higher sales.

The Two-Player Game included a few cards from Premiere and A New Hope, and was focused on a sandbox battle between premium versions of snowspeeders and AT-ATs. In a development Decipher clearly did not expect, Rebel Snowspeeder and Imperial Walker ended up better for that deck archetype than the snowspeeders and AT-ATs in the main Hoth expansion, so the two premiums were reprinted in foil form in Reflections II.

HOTH/HR market-relevant cards

- For all PRBB, ANH, and HOTH cards, the Japanese-language non-foil printing is considered optimal by many collectors, but is otherwise identical to the English Limited printing.
- · Admiral Ozzel HOTH is the optimal version, followed by REF1 foil and HR.
- Anakin's Lightsaber HOTH is the optimal version, followed by Japanese REF3 foil, REF1 foil, and HR.
- Blizzard 1, Blizzard 2, Blizzard Scout 1, Stalker, Tyrant The Imperial Navy was well represented, and optimally, in HOTH, followed by REF1 foils and HR.
- Commander Luke Skywalker HOTH is the optimal version, followed by REF1 foil and HR.
 Unless you are using virtual cards, this card is poor for gameplay, and mainly for collectors.
- Concussion Grenade HOTH is the optimal version, followed by HR.
- Echo Base Operations HOTH is the optimal version, followed by REF2 foil and HR.
- General Veers HOTH is the optimal version, followed by REF1 foil and HR.
- Imperial Walker, Rebel Snowspeeder, Lone Rogue, Walker Garrison The four key premiums from the Two-Player Game are optimal as REF2 foils, then E2PG.
- Rogue 1, Rogue 3 The Rebel snowspeeder force is optimal in HOTH, then REF1 foil and HR.
- Trample HOTH is the optimal version, followed by Japanese REF3 foil, REF2 foil, and HR.

HOTH/HR non-misprinted cards that differ substantially from previous printings

 The Premiere and A New Hope cards in the H2PG have 1996 copyrights, not 1995 or 1998, respectively (PRWB and ANHR).

HOTH/HR misprinted cards

 R-3PO – Misprinted with the same image as K-3PO. Decipher released a single-card pack with a corrected version of the HOTH card. The HR R-3PO is correct in the regular printing. Dagobah April 1997/Dec. 1998 "DAG"/"DAGR"

181 cards No foil premiums

80 rares 50 uncommons 50 commons 1 errata reprint

Balanced cutsheet Type S Very low value density Product format: Limited: Booster packs (1 R, 3 U, 5 C); 60 packs per booster box

Revised: Booster packs (1 R, 3 U, 5 C); 30 packs per booster box

The Dagobah expansion brought mostly broken and unbalanced material to the game, and Decipher spent years undoing the damage through a series of bullet cards, errata, and ultimately some of Reflections III's defensive shields. This means, of course, that Dagobah contains a number of cards that are highly sought, but not all of them are rare and thus not all of them are particularly expensive. The set overall is not terribly scarce, with the white-bordered Revised set representing around 20% of the total Dagobah in print.

DAG/DAGR market-relevant cards

- Bad Feeling Have I DAG is the optimal version, followed by REF2 foil and DAGR.
- Dagobah: Yoda's Hut DAG is the optimal version, followed by REF1 foil and DAGR.
- Executor DAG is the optimal version, followed by REF1 foil and DAGR.
- Size Matters Not Since a Jedi Test deck requires one copy of each Jedi Test, this is the
 most sought test because fewer were printed than any of the other five. DAG, then DAGR.
- · Son of Skywalker DAG is the optimal version, followed by REF1 foil and DAGR.
- Visage of the Emperor DAG is the optimal version, followed by REF1 foil and DAGR.
- Yoda DAG is the optimal version, followed by REF1 foil and DAGR.

DAG/DAGR misprinted cards

Asteroid Sanctuary was emergency-errataed upon release so that a player deploying it had
to control the asteroid sector deployed upon. Decipher released a single-card pack with the
errataed version of the card. The DAGR printing was of the revised text.

The map for *Dagobah* is pure Type S and is about as simple as it gets. Packs going down each column alternate Dark Side and Light Side, but other than that, the columns simply follow the rows on the rare sheet. There is occasionally some irregularity in the collation, but in general the packs follow the map fairly closely.

Star Wars CCG: Dagobah Rare Sheet Map (Both Sides)

(columns are of 40 cards to coincide with rows on the 10x8 rare sheet. Read down each column as you would read across each row on the sheet.)

Light Side	Dark Side	
Yoda's Gimer Stick	Corrosive Damage	
Landing Claw	IG-88's Pulse Cannon	
Egregious Pilot Error	Frustration	
Hiding in the Garbage	Zuckuss	
Dagobah: Yoda's Hut	Field Promotion	
I Have a Bad Feeling About This	Hound's Tooth	
Obi-Wan's Apparition	Location, Location	
Size Matters Not	Dragonsnake	100 mm
What Is Thy Bidding, My Master?	I Want That Ship	
Light Maneuvers	Lieutenant Suba	
We Don't Need Their Scum	Executor	
Polarized Negative Power Coupling	Failure at the Cave	
Jedi Levitation	4-LOM	
Son of Skywalker	The Dark Path	
Reflection	Punishing One	
Baithal	Bossk's Mortar Gun	
We Can Still Outmaneuver Them	Much Anger In Him	The state of the s
Report to Lord Vader	Dengar	
Luke's Backpack	Unexpected Interruption	
The Professor	IG-88's Neural Inhibitor	
WHAAAAAAAAOW!	Bad Feeling Have I	
Asteroids Do Not Concern Me	Dagobah: Cave	
Space Slug	Res Luk Ra'auf	Season Control
Smuggler's Blues	Dengar's Blaster Carbine	
This Is More Like It	Bombing Run	
Descent Into the Dark	Captain Needa	
Through the Force Things You Will See	Executor: Meditation Chamber	
No Disintegrations	Flagship	
It Is The Future You See	Mist Hunter	
Tight Squeeze	Broken Concentration	
Stone Pile	IG-88	
Dagobah: Bog Clearing	IG-2000	
Effective Repairs	Zuckuss's Snare Rille	A Mark State Property
At Peace	Visage of the Emperor	
Han's Toolkit	Executor: Holotheatre	
This Is No Cave	Lost In Space	
Rycar's Run	Avenger	
Yoda, You Seek Yoda	Bossk	
Order to Engage	4-LOM's Concussion Rifle	
Yoda	Lando System?	

Star Wars CCG: Dagobah 10x8 Rare Sheet (Light Side)

Stone Pile	Dagoba h: Bog Clearing	Effectiv e Repairs	At Peace	Han's Toolkit	This Is	Rycar's	Yoda, You Seek Yoda	Order to Engage	Yoda
WHAAA AAAAA OW!	Asteroid s Not Concer n Me	Space Slug	Smuggl er's Blues	This Is More Like It	Descent Into The Dark	Through the Force Things You See	No Disinteg rations	It Is The Future You See	Tight Squeez
We Don't Need Their Scum	Pol. Neg. Power Couplng	Jedi Levitati on	Son of Skywalk er	Reflect	Raithal	We Can Still Out- maneuve r Them	Report To Lord Vader	Luke's Backpa ck	The Profess
Yoda's Gimer Stick	Landing Claw	Egregio us Pilot Error	Hiding In The Garbag e	Dagob ah: Yoda's Hut	I Have a Bad Fee- ling Ab- out This	Obi- Wan's Apparitio n	Size Matters Not	What Is Thy Bidding Master?	Light Maneu vers

[This map was repeated a second time on the sheet, wrapping around exactly to this sequence.]

Star Wars CCG: Dagobah 10x8 Rare Sheet (Dark Side)

Corrosi ve Da- mage	IG-88's Pulse Cann.	Frustr ation	Zuckus s	Field Promo tion	Hound 's Tooth	Location Location Location	Dragons nake	I Want That Ship	Lt. Suba
Execut or	Failure at the Cave	4-LOM	The Dark Path	Punish ing One	Bossk' s Mort- ar Gun	Much Anger In Him	Dengar	Unexpect ed Inter- ruption	IG-88's Neural Inhibitor
Bad Feeling Have I	Dagob ah: Cave	Res Luk Ra'auf	Dengar Blaster Carbine	Bombi ng Run	Captai n Needa	Executor: Meditatio n Chbr	Flagship	Mist Hunter	Broken Concentrat ion
IG-88	IG- 2000	Zucku ss's Snare Rifle	Visage of the Empero r	Execut or: Holoth eatre	Lost In Space	Avenger	Bossk	4-LOM's Concussi on Rifle	Lando System?

[This map was repeated a second time on the sheet, wrapping around exactly to this sequence.]

Star Wars CCG: Dagobah booster box #D-1

4-LOM	Frustration	Zuckuss's Snare Rifle		
Polarized Negative Power Coupling	Landing Claw	Dagobah: Bog Clearing		
The Dark Path	Zuckuss	Visage of the Emperor		
Jedi Levitation	Egregious Pilot Error	Effective Repairs		
Punishing One	Field Promotion	Executor: Holotheatre		
Son of Skywalker	Hiding in the Garbage	At Peace		
Bossk's Mortar Gun	Hound's Tooth	Lost In Space		
Reflection	Dagobah: Yoda's Hut	Han's Toolkit		
Much Anger In Him	Location, Location	Avenger		
Remai	I Have a Bad Feeling About This	This Is No Cave		
Dengar	Dragonsnake	Bossk		
We Can Still Outmaneuver Them	Obi-Wan's Apparition	Rycar's Run		
Unexpected Interruption	I Want That Ship	4-LOM's Concussion Rifle		
Report to Lord Vader	Size Matters Not	Yoda, You Seek Yoda		
IG-88's Neural Inhibitor	Lieutenant Suba	Lando System?		
Luke's Backpack	What Is Thy Bidding, My Master?	Order to Engage		
Bad Feeling Have I	Executor	Corrosive Damage		
The Professor	Light Maneuvers	Yoda		
Dagobah: Cave	Failure at the Cave	IG-88's Pulse Cannon		
WHAAAAAAAOWI	We Don't Need Their Scum	Yoda's Gimer Stick		

I am only including one Dagobah booster box recording in this book because, honestly, if you can't figure out what's going on from *this* box in *this* collation type, you need to rethink whether the TCG hobby is really for you.

Star Wars CCG: Dagobah 10 x 8 Rare Sheet (Light Side)

Yoda's Gimer Stick	Landing Claw	Egregio us Pilot Error	Hiding In The Garbag e	Dagob ah: Yoda's Hut	I Have a Bad Fee- ling Ab- out This	Obi- Wan's Apparitio	Size Matters Not	What Is Thy Bidding Master?	Light Maneu vers
We Don't Need Their Scum	Pol. Neg. Power Couplng	Jedi Levitati on	Son of Skywalk er	Reflect	Raithal	We Can Still Out- maneuve r Them	Report To Lord Vader	Luke's Backpa ck	The Profess or
WHAAA AAAAA OWI	Asteroid s Not Concer n Me	Space Slug	Smuggl er's Blues	This Is More Like It	Descent Into The Dark	Through the Force Things You See	No Disinteg rations	It Is The Future You See	Tight Squeez e
Stone Pile	Dagoba h: Bog Clearing	Effectiv e Repairs	At Peace	Han's Toolkit	This Is No Cave	Rycar's Run	Yoda, You Seek Yoda	Order to Engage	Yoda

[This map was repeated a second time on the sheet, wrapping around exactly to this sequence.]

Star Wars CCG: Dagobah 10 x 8 Rare Sheet (Dark Side)

Corrosi ve Da- mage	IG-88's Pulse Cann.	Frustr ation	Zuckus s	Field Promo tion	Hound 's Tooth	Location Location	Dragons nake	I Want That Ship	Lt. Suba
Execut	Failure at the Cave	4-LOM	The Dark Path	Punish ing One	Bossk' s Mort- ar Gun	Much Anger In Him	Dengar	Unexpect ed Inter- ruption	IG-88's Neural Inhibitor
Blad Feeling Have I	Dagob ah: Cave	Res Luk Ra'auf	Dengar Blaster Carbine	Bombi ng Run	Captai n Needa	Executor: Meditatio n Chbr	Flagship	Mist Hunter	Broken Concentrat ion
IG-88	IG- 2000	Zucku ss's Snare Rifle	Visage of the Empero r	Execut or: Holoth eatre	Lost In Space	Avenger	Bossk	4-LOM's Concussi on Rifle	Lando System?

[This map was repeated a second time on the sheet, wrapping around exactly to this sequence.]

Rebel Leaders2 cards No foil premiums June 1997 Homelands value density

Product format: Booster packs (2 fixed cards)

This premium free giveaway contained two cards: Red Leader in Red 1 and Gold Leader in Gold 1. At the time, they were fairly playable, but better options mostly obsoleted them in the time since. Both appeared as foil premium cards in *Reflections II*.

First Anthology	9	July 1997	None
6 cards	No foil premiums	Low value densit	ty
Product format: Collect booster packs, Jedi Pa		WB starter decks, 2 AM	NH booster packs, 2 HOTH

Decipher discovered a way to get players to overpay for existing product, and turned that knowledge into a long string of boutique products as appealing as they are cost-effective. The First Anthology was simply some overstocked decks and packs (ironic now, since Hoth Limited packs are very difficult to come by as of this writing) coupled with the Jedi Pack giveaway and a special set of six white-bordered "preview" cards that would appear the following year in regular form in the Special Edition standalone expansion. The cards were Commander Wedge Antilles, Boba Fett (different from the Fett card that would appear in the Cloud City expansion), Hit and Run, Death Star Assault Squadron, Jabba's Influence, and X-Wing Assault Squadron. Only completist collectors need to pick this up.

Cloud City		November 1997	"CC"	
180 cards	No foil premiums			
80 rares	50 uncommons	50 commons		
Balanced cutsheet	Type S	Homelands value de	ensity	
		booster packs per booster		

Perhaps Decipher figured that the SWCCG was hitting a growth spurt and the coolness of Boba Fett was so pronounced that they could sell any amount of *Cloud City*. Whatever Decipher's rationale was, it was an overestimate, because huge quantities of *Cloud City* rolled off the printing press and it is still abundant and available cheaply as of this writing – even though *Cloud City* cards also appear in *Reflections*, *Reflections II*, *Reflections III*, the *Second Anthology*, and, oh, right: *Enhanced Cloud City*!

This is not to say Cloud City is a poor set. Quite the contrary; it was fantastic. The set just ain't worth a lick because there's so much of it out there. You will need cards from Cloud City to play SWCCG, but don't worry – you'll get them, largely without even trying.

CC market-relevant cards

- Bionic Hand CC is the only version.
- · Boba Fett CC is the optimal version, followed by REF1 foil.
- · Captain Han Solo CC is the optimal version, followed by REF1 foil.

- · Clash of Sabers/You Are Beaten Tournament foil is the optimal version, followed by CC.
- Dark Deal CC is the only version.
- · Force Field CC is the only version.
- Lando Calrissian (Light and Dark) CC is the optimal version, followed by REF1 foil.
- Princess Leia CC is the optimal version, followed by REF1 foil.

CC misprinted cards

 Dodge – Two instances of Dodge occurred on the common sheet. One of the two is missing the last word of the game text.

There is no map for *Cloud City*, simply because it was so easy to acquire the cards that I never bothered to record and solve one. I wouldn't have solved *Jabba's Palace* either, but Decipher gave away so many *Jabba's Palace* rare sheets they basically solved it for us.

Official Tournam	ent Sealed Deck	April 1998	"OTSD"
18 fixed cards	No foil premiums	18 non-foil premi	ums
Balanced cutsheet	No Type	Homelands value	edensity
Product format: 4 boost	er packs of PRWB, 1 boost	er pack of ANH, 1 seal	ed pack of 18 fixed cards

The OTSD facilitated sealed-deck play in a game not originally designed for the format. Players would be paired with another player of the opposite affiliation and would open the OTSD, keep their affiliation's cards, and pass the cards of the other affiliation to the other player. The 18 fixed cards were fundamental utility, character, and starship cards that blended well with the *Premiere* and *A New Hope* cards that made up the rest of the sealed-deck environment. None are particularly valuable; Z-95 Headhunter and Dreadnaught-Class Heavy Cruiser are popular trade picks because they appear in multiples in decks designed to utilize them. Arleil Schous, Gold Squadron Y-Wing, Red Squadron X-Wing, Black Squadron TIE, Chall Bekan, Dreadnaught-Class Heavy Cruiser, and Obsidian Squadron TIE appear as foil premium cards in *Reflections II*.

	April 1998	"JP"
No foil premiums		
50 uncommons	50 commons	
Type S	Homelands value de	ensity
	50 uncommons Type S	No foil premiums 50 uncommons 50 commons

As overprinted as *Cloud City* was, *Jabba's Palace* was even worse. The actual print figures might be similar – Decipher never published the figures – but JP is even cheaper and even more abundant than any other SWCCG product, with the possible exception of PRWB. Like PRWB and CC, JP appears in so many other products that you'll easily acquire as much as you need for gameplay without really trying: All three *Reflections* sets, *Enhanced Jabba's Palace*, the *Jabba's Palace Sealed Deck*, and more. Because of this, there are no market-relevant cards in *Jabba's Palace* at all – a few rares are, perhaps, more wanted than others, but one can get them all for less than the cost of a cup of coffee.

Star Wars CCG: Jabba's Palace Rare Sheet Map (Both Sides)

(columns are of 40 cards to coincide with rows on the 10x8 rare sheet. Read down each column as you would read across each group of four rows on the sheet.)

<u>Light Side</u>	Light Side, continued	Dark Side
Shasa Tiel	Shasa Tiel	Wooof
Droopy McCool	Droopy McCool	Gailid
Kiffex	Jess	Hutt Bounty
Leslomy Tacema	Leslomy Tacema	Ortugg
Geezum	Attark	Amanaman
Rayc Ryjerd	Rayc Ryjerd	Thermal Detonator
Life Debt	Life Debt	Malakili
Jess	Kiffex	Vizam
Oola	Oola	Jabba's Sail Barge
Blaster Deflection	Blaster Deflection	Barada
Loje Nella	Loje Nella	Kithaba
Yoxgit	Rennek	Bane Malar
Attark	Geezum	Thul Fain
Unfriendly Fire	Unfriendly Fire	Scum & Villainy
Max Rebo	Max Rebo	Ephant Mon
Ardon "Vapor" Crell	Tessek	EV-9D9
8D8	8D8	Nal Hutta
Pucumir Thryss	Pucumir Thryss	Jabba the Hutt
Tanus Spijek	Tanus Spijek	Taym Dren-Garen
Kalit	Strangle	Ree-Yees
Kirdo III	Kirdo III	Velken Tezeri
Aved Luun	Aved Luun	Beedo
Rennek	Yoxgit	Rancor
Garon Nas Tal	Garon Nas Tal	Murtoc Yine
Saelt-Marae	Saelt-Marae	Nizuc Bek
I Must Be Allowed to Speak	I Must Be Allowed to Speak	Bib Fortuna
Tessek	Ardon "Vapor" Crell	Jabba's Sail Barge: Passenger Deck
Ghoel	Ghoel	Heart
Strangle	Kalit	Wittin
Sergeant Doallyn	Sergeant Doallyn	Hermi Odle
BG-J38	BG-J38	Fozec
Palejo Reshad	Tibrin	Vedain
Jedi Mind Trick	Jedi Mind Trick	Dengar's Modified Riot Gun
Artoo	Artoo	Giran
Laudica	Laudica	Klaatu
Tibrin	Palejo Reshad	Salacious Crumb
R'kik D'nek	R'kik D'nek	J'Quille
Princess Leia Organa	Princess Leia Organa	Double Laser Cannon
Vul Tazaene	Vul Tazaene	Nysad
Tamtel Skreej	Tamtel Skreej	Pote Snitkin
(continued in next column)	(continued in previous column)	(continued at top of column)

Star Wars CCG: Jabba's Palace 10x8 Rare Sheet (Light Side)

Shasa Tiel	Droop y Mc- Cool	Kiffex	Leslo my Ta- cema	Geezu m	Rayc Ryjerd	Life Debt	Jess	Oola	Blaster Deflect ion
Loje Nella	Yoxgit	Attark	Unfrie ndly Fire	Max Rebo	Ardon "Vapor " Crell	8D8	Pucum ir Thryss	Tanus Spijek	Kalit
Kirdo III	Aved Luun	Renne k	Garon Nas Tal	Saelt- Marae	IMBAT S	Tesse k	Ghoel	Strang le	Srgt Doally n
BG- J38	Palejo Resha d	Jedi Mind Trick	Artoo	Laudic a	Tibrin	R'kik D'nek	Slave Leia	Vul Tazae ne	Tamtel Skreej
Shasa Tiel	Droop y Mc- Cool	Jess	Leslo my Ta- cema	Attark	Rayc Ryjerd	Life Debt	Kiffex	Oola	Blaster Deflect ion
Loje Nella	Renne k	Geezu m	Unfrie ndly Fire	Max Rebo	Tesse k	8D8	Pucum ir Thryss	Tanus Spijek	Strang le
Kirdo III	Aved Luun	Yoxgit	Garon Nas Tal	Saelt- Marae	IMBAT S	Ardon "Vapor " Crell	Ghoel	Kalit	Sgt Doally n
BG- J38	Tibrin	Jedi Mind Trick	Artoo	Laudic a	Palejo Resha d	R'kik D'nek	Slave Leia	Vul Tazae ne	Tamtel Skreej

Star Wars CCG: Jabba's Palace 10x8 Rare Sheet (Dark Side)

Wooof	Gailid	Hutt Bounty	Ortugg	Aman aman	Therm al Det- onator	Malakil i	Vizam	Jabba' s Sail Barge	Barad a
Kithab a	Bane Malar	Thul Fain	Scum & Vill- ainy	Ephan t Mon	EV- 9D9	Nal Hutta	Jabba the Hutt	Taym Dren- Garen	Ree- Yees
Velken Tezeri	Beedo	Ranco r	Murtoc Yine	Nizuc Bek	Bib Fortun a	JSB Passe nger Deck	Herat	Wittin	Hermi Odle
Fozec	Vedain	DMRG	Giran	Klaatu	Salaci ous Crumb	J'Quill e	Dbl Laser Cann.	Nysad	Pote Snitkir

[This map was repeated a second time on the sheet, wrapping around exactly to this sequence.]

Second Anthology July 1998 None

6 cards No foil premiums Homelands value density

Product format: Collector Box (6 fixed cards, 8 PRWB booster packs decks, 2 DAG booster packs, 2 CC booster packs, collectors' guide)

Decipher kept the cash flowing with a second *Anthology* release, one that is now entirely unnecessary for any but the most ardent completists to acquire. The pack assortment included only sets that were and have remained inexpensive. The six preview cards from *Special Edition*, *Endor*, and *Death Star II* are Sarlacc, Mon Mothma, Rapid Deployment, Flagship Operations, Mon Calamari Star Cruiser, and Thunderflare.

Special Edition		November 1998	"SE"
324 cards	No foil premiums		
120 rares	80 uncommons	80 commons	44 fixed
Balanced cutsheet	Type S	Low value density	
		tarter decks (aligned light or starter decks (6 light, 6 dark	

This was where it all began. Though I developed mapping and parring for this book series using *Magic: the Gathering*, it was a group of SWCCG players that frequented my game store that first made me aware that such things were possible. Here was how I explained the import of the *Special Edition* set to MTG collectors in *The Card Wizard's Black Book*:

In late 1998, Decipher released the *Special Edition* expansion. My tournament regulars, after breaking the set wide open along with everybody else by abusing the "operatives" deck and the Droid Merchant deck, turned their attention in the wake of nullifying errata of those decktypes to a new "ISB" deck with a new "must-have" rare: the Outer Rim Scout.

To understand why the Outer Rim Scout was a key rare, one must first realize that SWCCG did not limit its players to four of any given card in a deck the way MTG did. This non-restriction had not been a huge issue before the ORS – most of the "non-unique" rares that could potentially be in a deck in large quantities, such as Stormtroopers, were not really viable in top-tier decks. SWCCG's earliest days saw players packing six to ten copies of the uncommon interrupts Sense and Alter, but they showed up roughly twice per box each, which was easy to accumulate when players tore through an average of 156 packs per instance for the Rare-1 character card for Darth Vader. By the time Decipher published Special Edition, all rares were Rare-1 frequency, a practice that was not broken until the Death Star II expansion in 2000. No Rare-1 card had been necessary in a top-tier deck in large quantities since Premiere saw decks with four to five Darth Vaders, and now there was a dominant deck archetype that demanded a whopping 12 to 15 copies of the Outer Rim Scout! The deck lived up to its promise, winning two world championships (in 1999 and 2000). The Outer Rim Scout occurred approximately once every four booster boxes. Now multiply that by each player needing over a dozen of them, and you can grasp the scope of the matter.

The group of SWCCG players I knew would call ahead in advance every time I was going to order a 12-box case of *Special Edition* boosters, and then they told me they would buy boosters at full retail all day long as long as I allowed them to pick which booster packs¹³ they wanted and which box they

¹³ Decipher dubbed booster packs "expansion packs," perhaps out of uncertainty as to the generic status of the term "booster pack" at the time. The issue of whether the term was generic was never

came from. These gentlemen's money was as green as anyone else's, so I was happy to oblige. I paid attention as they tore into the packs, and when they came upon certain rares, they would quit the box and move to the next one. The exchange went, roughly:

S: "Let's see what's in this next box." (S. tears open a pack.)

Me: "Hey, look! It's Bossk in Hound's Tooth. That's good, right?"

G: "Yeah, but there's never an Outer Rim Scout in the same box as Bossk in the Bus."

Me: "Really? Isn't it just random?"

S: "Nope! We've opened enough of this stuff to see a sequence."

Me: "No kidding! Do you have it written down or anything?"

G: "Nah. We just kind of remember the cards that come near Outer Rim Scout. There are some that are always there, and others that are about 50/50. You only get 15 Dark Side rares in a box, so there aren't too many cards to remember. We need to move on to the next box."

And so it was that I learned what others already knew or suspected: there was a predictable sequence to the rares in a TCG booster box. Some dealers and collectors took a casual approach like my group of players did, while others no doubt developed things in greater detail the way I did.

SWCCG provided the best practicing medium ever for this concept, because of the incredible availability of information about the collation. Decipher gave uncut sheets of SWCCG cards as prizes in prestigious tournaments, and I was quickly able to ascertain that the boosters in a box, starting at the top right and going down the column, continuing down the middle column, and finally going down the left column, followed the order of rares as they appeared from left to right on the uncut sheets. The only trick was that packs alternated from Light Side to Dark Side for the rare, so if I opened a rare and wanted the one directly to its right on the sheet, I would count two packs down, skipping a pack with a Light Side rare, and voila.

I like to think I taught the MTG players a little something about SWCCG that day. The Special Edition set maps exactly like Dagobah and the other Type S sets, except this time the rares are on 121-card sheets (with one blank). Some of the rares in the set have become passably valuable just because of the sheer amount of product one has to go through to get them. The set won't ever be terribly expensive – not with cards showing up in the three Reflections sets and the Third Anthology – but a few rares, especially those that are needed in multiples, will frustrate you thoroughly.

In time, collectors may have to get most of their SE product from starter deck boxes, which cost a lot to ship because of the twelve heavy rulebooks included in every box. Indeed, the starter boxes cost \$25-35 as of this writing, with booster boxes up in the \$80 range, despite the booster boxes only having a rare advantage of 30 to 24 over the starter boxes.

The market-relevant card review will follow the maps, for layout purposes.

legally reached, because WOTC was soon awarded a patent for the "trading card game" concept itself, and WOTC now collects a royalty payment from every other TCG publisher. Once that happened, many TCGs stopped using terms like "rotate" or "ready" and now just use "tap" like MTG does.

Star Wars CCG: Special Edition Rare Sheet Map (Light Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

(blank card)	Heroes of Yavin	Don't Tread on Me
Hidden Base	Yavin 4: Massassi Headquarters	Death Star
Docking and Repair Facilities	Coruscant Celebration	Imperial Atrocity
Old Times	Leia's Blaster Rifle	Ben Kenobi
Koensayr Manufacturing	Sergeant Hollis	Lando's Blaster Rifle
R3-T2	Dantooine Base Operations	Commander Wedge Antilles
Coruscant Celebration	Bron Burs	Major Palo Torshan
Leia's Blaster Rifle	Colonel Feyn Gospic	Kalit's Sandcrawler
All Wings Report In	Debnoli	Tatooine Celebration
Incom Corporation	Melas	Rescue the Princess
Rendezvous Point	TK-422	Mechanical Failure
Ben Kenobi	Star Destroyer!	Goo Nee Tay
Lando's Blaster Rifle	Cloud City: Downtown Plaza	Grondorn Muse
Local Uprising	Mechanical Failure	Ketwol
Slayn & Korpil Facilities	Goo Nee Tay	Corellia Engineering Corporation
T-47 Battle Formation	Rogue 4	Don't Tread on Me
Bron Burs	Joh Yowza	Lieutenant Tarn Mison
Thedit	Local Uprising	Harvest
Sergeant Hollis	All Wings Report In	Slayn & Korpil Facilities
Old Times	Uutkik	T-47 Battle Formation
Uutkik	Soth Pettikin	X-Wing Assault Squadron
Soth Pettikin	General McQuarrie	Mind What You Have Learned
General McQuarrie	Camie	Heroes of Yavin
Tawss Khaa	Coruscant	Yavin 4: Massassi Headquarters
Hit and Run	Melas	Princess Organa
Mind What You Have Learned	TK-422	Rogue 4
Tatooine: Beggar's Canyon	Spiral	Joh Yowza
Commander Wedge Antilles	Grondorn Muse	Rebel Fleet
Major Palo Torshan	Ketwol	Meditation
Princess Organa	Hidden Base	Death Star
X-Wing Assault Squadron	Rebel Fleet	Imperial Atrocity
Koensayr Manufacturing	Meditation	Lieutenant Tarn Mison
R3-T2	Incom Corporation	Harvest
Docking and Repair Facilities	Rendezvous Point	wraps around to top.
Thedit	Tawss Khaa	
Colonel Feyn Gospic	Hit and Run	
Debnoli	Tatooine: Beggar's Canyon	
Rescue the Princess	Entrenchment	
Camie	Cloud City Celebration	
Coruscant	Star Destroyer!	
Entrenchment	Cloud City: Downtown Plaza	
Cloud City Celebration	Dantooine Base Operations	
Kalit's Sandcrawler	Spiral	
Tatooine Celebration	Corellia Engineering Corporation	
continued next column	continued next column	

Star Wars CCG: Special Edition 11x11 Rare Sheet (Light Side)

(blank card)	Hidde n Base	Dockin g Rpr Facil.	Old Times	Koens ayr Mfg.	R3-T2	Cor. Celebr ation	Leia's Blaster Rifle	All Wings Report	Incom Corpor ation	Rende zvous Point
Ben Kenobi	Lando Blaster Rifle	Local Uprisin g	Slayn Korpil Facil.	T-47 Battle Form.	Bron Burs	Thedit	Serge ant Hollis	Old Times	Uutkik	Soth Pettiki n
Gen. McQua rrie	Tawss Khaa	Hit and Run	MWY HL	Tat: Begga rs Cyn	Cdr Wedg e Ant.,	Major Palo Torshn	Prince ss Or- gana	XWing Asst Sqdrn	Koens ayr Mfg.	R3-T2
Dockin g Rpr Facil.	Thedit	Col. Feyn Gospic	Debno li	Rescu e Prin- cess	Camie	Corus cant	Entren chmen t	C.C. Celebr ation	Kalit's Sandc rawler	Tat. Celebr ation
Heroes of Yavin	Y4: Massa ssi HQ	Cor. Celebr ation	Leia's Blaster Rifle	Serge ant Hollis	D.B.O.	Bron Burs	Col. Feyn Gospic	Debno li	Melas	TK- 422
Star Destro yer!	C.C.: Downt. Plaza	Mecha nical Failure	Goo Nee Tay	Rogue 4	Joh Yowza	Local Uprisin 9	All Wings Report	Uutkik	Soth Pettiki n	Gen. McQu arrie
Camie	Corus cant	Melas	TK- 422	Spiral	Grond orn Muse	Ketwol	Hidde n Base	Rebel Fleet	Medita tion	Incom Corpor ation
Rende zvous Point	Tawss Khaa	Hit and Run	Tat: Begga rs Cyn	Entren chmen t	C.C. Celebr ation	Star Destro yer!	C.C.: Downt. Plaza	D.B.O.	Spiral	Corelli a Eng. Corp.
Don't Tread on Me	Death Star	Imperi al Atr- ocity	Ben Kenobi	Lando Blaster Rifle	Cdr Wedg e Ant.	Major Palo Torshn	Kalit's Sandc rawler	Tat. Celebr ation	Rescu e Prin- cess	Mecha nical Failure
Goo Nee Tay	Grond orn Muse	Ketwol	Corelli a Eng. Corp.	Don't Tread on Me	Lt. Tarn Mison	Harve st	Slayn Korpil Facil.	T-47 Battle Form.	XWing Asslt Sqdrn	MWY HL
Heroes of Yavin	Y4: Massa ssi HQ	Prince ss Or- gana	Rogue 4	Joh Yowza	Rebel Fleet	Medita tion	Death Star	Imperi al Atr- ocity	Lt. Tarn Mison	Harve st

D.B.O. MWYHL

Dantooine Base Operations Mind What You Have Learned =

Star Wars CCG: Special Edition Rare Sheet Map (Dark Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

(blank card)	Death Star Assault Squadron	lasa, the Traitor of Jawa Canyon
Ralltiir Operations	Brangus Glee	A Real Hero
Counter Surprise Assault	Sienar Fleet Systems	Short-Range Fighters
Lobot	Vader's Personal Shuttle	Corporal Grenwick
Strategic Reserve	Kuat Drive Yards	Sergeant Narthax
RR'ururr	ISB Operations	OS-72-1 in Obsidian 1
Sienar Fleet Systems	One-Arm	Boelo
Vader's Personal Shuttle	Jabba's Space Cruiser	Hunting Party
Tatooine Occupation	URoRuR'R'R's Bantha	Bantha Herd
Sy Snootles	Sergeant Torent	Hunt Down and Destroy the Jedi
Wittin's Sandcrawler	Coruscant	OS-72-2 in Obsidian 2
Corporal Grenwick	Boba Fett	Dreaded Imperial Starfleet
Sergeant Narthax	Cloud City Occupation	Umpass-Stay
Imperial Occupation	OS-72-2 in Obsidian 2	Krayt Dragon
Rystail	Dreaded Imperial Starfleet	Return to Base
Rebel Base Occupation	Outer Rim Scout	lasa, the Traitor of Jawa Canyon
One-Arm	Sarlacc	Nebit
Ur'Ru'r	Imperial Occupation	Homing Beacon
Kuat Drive Yards	Tatooine Occupation	Rystail
Lobot	Dune Walker	Rebel Base Occupation
Dune Walker	OS-72-10	Death Squadron Star Destroyer
OS-72-10	Coruscant: Imperial Square	Carbon Chamber Testing
Coruscant: Imperial Square	Jabba	Death Star Assault Squadron
Rendili StarDrive	Cloud City: Downtown Plaza	Brangus Glee
Bossk in Hound's Tooth	Sergeant Torent	Darth Vader, Dark Lord of the Sith
Carbon Chamber Testing	Coruscant	Outer Rim Scout
Sergeant-Major Enfield	Surface Defense	Sarlacc
OS-72-1 in Obsidian 1	Umpass-Stay	Jabba's Influence
Boelo	Krayt Dragon	Destroyed Homestead
Darth Vader, Dark Lord of the Sith	Ralltiir Operations	A Real Hero
Death Squadron Star Destroyer	Jabba's Influence	Short-Range Fighters
Strategic Reserve	Destroyed Homestead	Homing Beacon
RR'ururr	Sy Snootles	Nebit
Counter Surprise Assault	Wittin's Sandcrawler	wraps around to top.
Ur'Ru'r	Rendili StarDrive	
Jabba's Space Cruiser	Bossk in Hound's Tooth	
URoRuR'R'R's Bantha	Sergeant-Major Enfield	
Hunt Down and Destroy the Jedi	Vengeance	
Jabba	Imperial Propaganda	
Cloud City: Downtown Plaza	Boba Fett	
Vengeance	Cloud City Occupation	
Imperial Propaganda	ISB Operations	
Hunting Party	Surface Defense	
Bantha Herd	Return to Base	
continued next column	continued next column	

Star Wars CCG: Special Edition 11x11 Rare Sheet (Dark Side)

(blank card)	Ralltiir Operat ions	C.S.A.	Lobot	Strate gic R- eserve	RR'uru rr	Sienar Fleet Syst.	Vader' s Pers. Shuttle	Tat. Occup ation	Sy Snootl es	Wittin Sandc rawler
Cpl. Grenwi ck	Sgt. Nartha x	Imp. Occup ation	Rystail	Rebel Base Occ.	One- Arm	Ur'Ru'r	Kuat Drive Yards	Lobot	Dune Walker	OS- 72-10
Cor: Imp. Square	Rendili StarDri ve	Bossk in the Bus	C.C.T.	Sgt. Major Enfield	OS- 72-1 in Obs. 1	Boelo	Darth Vader, DLTS	DSSD	Strate gic R- eserve	RR'uru rr
C.S.A.	Ur'Ru'r	Jabba Space Cruisr	UR's Banth a	HDAD TJ	Jabba	CCDP	Venge ance	Impl Propa ganda	Huntin g Party	Banth a Herd
D.S. Asslt Sqdm	Brang us Glee	Sienar Fleet Syst.	Vader' s Pers. Shuttle	Kuat Drive Yards	ISB Operat ions	One- Arm	Jabba Space Cruisr	UR's Banth a	Serge ant Torent	Corus
Boba Fett	Cloud City Occ.	OS- 72-2 in Obs 2	D.I.S.F	Outer Rim Scout	Sarlac c	Imp. Occup ation	Tatooi ne Occ.	Dune Walker	OS- 72-10	Cor: Imp. Squre
Jabba	CCDP	Segea nt Torent	Corus cant	Surfac e De- fense	Umpa ss- Stay	Krayt Drago n	Ralltiir Operat ions	Jabba' s Inf- luence	Destd Home stead	Sy Snootl es
Wittin's Sandcr awler	Rendili StarDri ve	Bossk in the Bus	Sgt Major Enfield	Venge ance	Impl Propa ganda	Boba Fett	Cloud City Occ.	ISB Operat ions	Surfac e De- fense	Return to Base
lasa, Traitor J. Cyn	A Real Hero	Short- Range Figtrs	Cpl Grenw ick	Sgt Nartha x	OS- 72-1 in Obs. 1	Boelo	Huntin g Party	Banth a Herd	HDAD TJ	OS- 72-2 in Obs 2
D.I.S.F	Umpa ss- Stay	Krayt Drago n	Return to Base	lasa, Traitor J. Cyn	Nebit	Homin g Bea- con	Rystail	Rebel Base Occ.	DSSD	C.C.T.
D.S. Asslt Sqdrn	Brang us Glee	Darth Vader, DLTS	Outer Rim Scout	Sarlac c	Jabba' s Inf- luence	Destd Home stead	A Real Hero	Short- Range Figtrs	Homin g Bea- con	Nebit

Cloud City: Downtown Plaza CCDP = Carbon Chamber Testing C.C.T. = Counter Surprise Assault C.S.A. = Darth Vader, Dark Lord Of The Sith Darth Vader, DLTS **Dreaded Imperial Starfleet** D.I.S.F. = Death Squadron Star Destroyer D.S.S.D. = Hunt Down And Destroy The Jedi HDADTJ

SE market-relevant cards

- Boba Fett SE is the optimal version, followed by First Anthology preview.
- Darth Vader, Dark Lord of the Sith SE is the optimal version, followed by REF1 foil.
- Death Squadron Star Destroyer SE is the optimal version, followed by REF1 foil.
- Dune Walker SE is the only version.
- · Harvest SE is the optimal version, followed by REF3 foil.
- Hidden Base/Systems Will Slip Through Your Fingers SE is the only version.
- Hunt Down and Destroy the Jedi/Their Fire Has Gone Out of the Universe SE is the optimal version, followed by the oversize novelty box-topper from REF1.
- Imperial Atrocity SE is the only version.
- Imperial Propaganda SE is the only version.
- Outer Rim Scout SE is the optimal version, followed by REF2 foil.
- Rendezvous Point SE is the optimal versin, followed by REF1 foil.

Here are two sample boxes I opened while preparing promotional videos for this book. Use the maps on the preceding pages and it should be clear how the collation works.

Star Wars CCG Special Edition booster box #88580

Boba Fett	lasa, the Traitor of Jawa Canyon	OS-71-1 in Obsidian 1
General McQuarrie	Spiral	Ketwol
Imperial Propaganda	Return to Base	Sergeant Narthax
Soth Pettikin	TK-422	Grondorn Muse
Vengeance	Surface Defense	Corporal Grenwick
Uutlak	Melas	Meditation
Sergeant Major Enfield	ISB Operations	Short-Range Fighters
All Wings Report In	Coruscant (Light)	Rebel Fleet
Bossk in the Bus	Cloud City Occupation	A Real Hero
Local Uprising	Camie	Hidden Base

Star Wars CCG Special Edition booster box #88581

Outer Rim Scout	Short Range Fighters	Don't Tread on Me
Kalit's Sandcrawler	Grondorn Muse	Homing Beacon
Darth Vader, Dark Lord of the Sith	A Real Hero	Corellian Engineering Corporation
Major Palo Torshan	Goo Nee Tay	Nebit
Brangus Glee	Destroyed Homestead	Ketwol
Commander Wedge Antilles	Mechanical Failure	Lobot
Death Star Assault Squadron	Jabba's Influence	Harvest
Lando's Blaster Rifle	Rescue the Princess	Counter Surprise Assault
Carbon Chamber Testing	Sarlacc	Lieutenant Tarn Mison
Ben Kenobi	Tatooine Celebration	Ralltiir Operations

Enhanced Premiere January 1999 "EPP"

6 cards No foil premium cards 6 nonfoil premium cards

Balanced cutsheet No Type Low value density

Product format: Enhanced packs (1 premium card, 4 booster packs of PRWB); 12 enhanced packs

per display box (see below)

Decipher struck upon a concept that would come to define the SWCCG game environment until well after the game went out of print and made plenty of money in the meanwhile. The "Enhanced Premiere Pack" (EPP) product did several things. It:

- Monetized surplus PRWB product;
- Provided store owners with can't-miss premium cards to sell; and
- Set a baseline for the in-game effectiveness of a character card with a built-in weapon.

With 12 enhanced packs to a display box, the collecting public expected two of each premium card to appear per box, but instead there was a skewed assortment:

- · 3 x Luke with Lightsaber and Darth Vader with Lightsaber;
- 2 x Obi-Wan with Lightsaber and Boba Fett with Blaster Rifle;
- . 1 x Han with Heavy Blaster Pistol and Leia with Blaster Rifle.

The Players' Committee cannibalized existing stock of EPP product to provide "normalized" boxes for tournament support in the mid-2000s, resulting in displays of two of each EPP and leaving many extra Luke, Vader, Obi-Wan, and Boba Fett EPPs for distribution with smaller tournament support packages. All six EPP cards appeared as foil premium cards in Reflections II, with Luke and Vader as SRFs and the other four as box-toppers.

Endor June 1999 "END"

180 cards 18-card foil subset

80 rares 50 uncommons 50 commons

Balanced cutsheet Type S Medium value density Product format: Booster packs (1 R, 3 U, 5 C); 30 booster packs per booster box

The Endor set was all but a distraction at the time, despite being well designed and having a huge impact on the tournament environment. That is because Decipher was preoccupied at the time with the Young Jedi CCG, while the rest of the TCG world had its attention bent toward a little fad called Pokemon. Even MTG product was printed in smaller quantities during this, the heyday of the Pokemon TCG, and the expansions of that time period, Urza's Legacy and Urza's Destiny, are expensive sealed finds today because of a combination of card power and scarcity. For the SWCCG, Endor was much the same.

At the time of this writing, a sealed box of *Endor* cannot be had for under \$200. The complete set costs about the same amount, a far better deal because a buyer would get all

80 rares instead of only 26 or 27 of them. Yes, in a decision that made SWCCG players want to punch someone in the sternum, Decipher had the worthless *Endor* foils replace a rare in the booster collation. Worse, the *Endor* foils had the bad foil laminate seen in the YJCCG *Menace of Darth Maul* expansion, which overreflected light, had discoloration, and warped severely with exposure to humidity. Decipher changed to a different foil laminate formula for that summer's *Star Trek CCG Blaze of Glory* and SWCCG *Reflections* products, and the new formula performed much better and was used from then on.

The true shame of *Endor's* shortprinting was that *Endor* and *Death Star II* made up the best sealed-deck environment Decipher ever had. It was even possible to booster draft the sets in combination – really booster draft them! – and for a brief time, while supplies lasted, SWCCG had such limited tournaments and they were awesome. A typical \$25 DS2 limited event had players buy a DS2 starter deck and two boosters each of *Endor* and DS2. A player would trade all cards, sight unseen, of the opposite affiliation with a player of that affiliation, and vice versa. That tournament would cost as much as \$60 per player now.

END market-relevant cards

- · Always Thinking With Your Stomach/Lost in the Wilderness
- AT-ST Dual Cannon END is the only version. By far the most valuable card in the set.
- Battle Plan/Battle Order Tournament foil is the optimal version, followed by END.
- Chewbacca of Kashyyyk END is the optimal version, followed by END foil and DS2 starter.
- Chewbacca's Bowcaster END is the only version.
- Crossfire END is the only version.
- Daughter of Skywalker END is the optimal version, followed by END foil.
- Endor: Chief Chirpa's Hut END is the only version. Not a particularly great card, but it is required to play the objective There Is Good In Him/I Can Save Him.
- Endor Operations/Imperial Outpost END is the only version.
- General Crix Madine END is the only version.
- General Solo END is the optimal version, followed by END foil and DS2 starter.
- Rebel Strike Team/Garrison Destroyed END is the only version.
- Security Precautions END is the only version.
- Tempest 1 END is the optimal version, followed by END foil and DS2 starter.
- Tempest Scouts 1 through 6 END is the optimal version. Tempest Scout 3 appeared in the DS2 starter decks, while Tempest Scout 4 was an END foil. The rest were not reprinted.
- Wokling END is the only version.

Star Wars CCG: Endor Rare Sheet Map (Dark Side)

(columns are of 40 cards to coincide with rows on the 10x8 rare sheet. Read down each column as you would read across each row on the sheet.)

Dark Side	Dark Side, continued
Endor: Dense Forest	Crossfire
Sergeant Wallen	Colonel Dyer
Tempest Scout 2	It's an Older Code
Ominous Rumors	Corporal Oberk
Lieutenant Renz	Endor Operations
Lieutenant Watts	Aratech Corporation
Tempest Scout 1	Counterattack
Early Warning Network	Corporal Misik
Major Marquand	Major Hewex
Tempest Scout 5	Establish Secret Base
Perimeter Patrol	Tempest Scout 6
Well-Earned Command	Navy Trooper Fenson
Security Precautions	Relentless Tracking
Endor: Dense Forest	Crossfire
Sergeant Irol	Corporal Drelosyn
Tempest Scout 2	It's an Older Code
AT-ST Dual Cannon	Wounded Warrior
Lieutenant Renz	Endor Operations
Tempest 1	Sergeant Barich
Tempest Scout 1	Counterattack
Empire's New Order	Always Thinking With Your Stomach
Major Marquand	Major Hewex
Commander Igar	Endor Occupation
Perimeter Patrol	Tempest Scout 6
Tempest Scout 4	You Rebel Scum
Security Precautions	Relentless Tracking
Tempest Scout 3	Closed Door
Sergeant Irol	Corporal Drelosyn
Colonel Dyer	Sergeant Wallen
AT-ST Dual Cannon	Wounded Warrior
Corporal Oberk	Ominous Rumors
Tempest 1	Sergeant Barich
Aratech Corporation	Lieutenant Watts
Empire's New Order	Always Thinking With Your Stomach
Corporal Misik	Early Warning Network
Commander Igar	Endor Occupation
Establish Secret Base	Tempest Scout 5
Tempest Scout 4	You Rebel Scum
Navy Trooper Fenson	Well-Earned Command
Tempest Scout 3	Closed Door

Star Wars CCG: Endor 10 x 8 Rare Sheet (Dark Side)

Endor: Dense Forest	Serge ant Wallen	Tempe st Sc- out 2	Omino us Ru- mors	Lieute nant Renz	Lieute nant Watts	Tempe st Sc- out 1	Early Warni ng Net	Major Marqu and	Tempe st Sc- out 5
Perim eter Patrol	Well- Earne d Cmd	Secty Preca utions	Endor: Dense Forest	Serge ant Irol	Tempe st Sc- out 2	AT-ST Dual Cann.	Lieute nant Renz	Tempe st 1	Tempe st Sc- out 1
Empir e New Order	Major Marqu and	Comm ander Igar	Perim eter Patrol	Tempe st Sc- out 4	Secty Preca utions	Tempe st Sc- out 3	Serge ant Irol	Colon el Dyer	AT-ST Dual Cann.
Corpor al Oberk	Tempe st 1	Aratec h Corp.	Empir e New Order	Corpor al Misik	Comm ander Igar	Estab. Secret Base	Tempe st Sc- out 4	Navy Trpr Fensn	Tempe st Sc- out 3
Crossfi re	Colon el Dyer	It's an Older Code	Corpor al Oberk	Endor Operat ions	Aratec h Corp.	Count erattac k	Corpor al Misik	Major Hewex	Estab. Secret Base
Tempe st Sc- out 6	Navy Trpr Fensn	Relentl ess Trakng	Crossfi re	Corpor al Dre- losyn	It's an Older Code	Woun ded Warr.	Endor Operat ions	Serge ant Barich	Count erattac k
ATWY S	Major Hewex	Endor Occup ation	Tempe st Sc- out 6	You Rebel Scum	Relentl ess Trakng	Closed Door	Corpor al Dre- losyn	Serge ant Wallen	Woun ded Warr.
Omino us Ru- mors	Serge ant Barich	Lieute nant Watts	ATWY S	Early Warni ng Net	Endor Occup ation	Tempe st Sc- out 5	You Rebel Scum	Well- Earne d Cmd	Closed Door

ATWYS = Always Thinking With Your Stomach

Reflections October 1999 "REF1"

114 cards All foil premiums

2 rares 25 uncommons 87 commons

Foils breakdown: 2 Rare-1 "URF", 25 Rare-2 "SRF", 87 Rare-4 "VRF"
Unbalanced cutsheet Type S Very low value density

Product format: Booster packs (1 Foil, 17 other cards); 30 booster packs per booster box

Reflections. Reflections might – just might – be the best single product concept in all of CCG production history. Notice, however, that I said production, not necessarily collecting, dealing, or playing. To some extent, Reflections is a cash grab, and a galling one at that – a WOTC marketer who asked that I respect his anonymity once confided that WOTC wished they had come up with the idea first. But at the same time, Reflections is also a fantastic product format for late adopters – and Decipher realized that every new player was, in that respect, a late adopter, making Reflections ideal for the growth of the game.

The structure of *Reflections* is straightforward: Each pack contains one foil of a popular rare from a previous expansion, and then some number of random cards from a variety of other expansions. The devil is in the details: the "filler" cards tend to be exactly that, tilted heavily toward overprinted expansions to clear out overstocked product. However, for a player who was not around for those early expansions, *Reflections* offers a cheap way to acquire a good quantity of those older cards. It's something of a bonanza – Decipher deliberately overallocated rares to *Reflections*, ensuring that players would open boxes that contained 40, 50, or even 60-plus rares from older sets, drawing those players (and their friends) back to buy more with the promise of even greater bonanzas to come.

Decipher riffed on the *Reflections* concept with general success for years. The STCCG *Reflections* added box-toppers and a case-topper. The SWCCG *Reflections II* and *III* sets, as well as the YJCCG *Reflections*, contained non-foil premium cards that were in high demand for tournament play. The STCCG *Reflections 2.0* included new cards on half its foil roster, and the LOTR TCG *Reflections* went the entire distance with all-new cards for its foils. Even as Decipher struggled throughout the mid-2000s, *Reflections*-style foil boutique products, anthologies, and mini-expansions were profitable sellers.

This book unhesitatingly recommends the Reflections sets from every game as good jumping-off points to build a collection. There is no functional need to buy the foils as singles, except to the extent that they augment availability – certainly, cards like Anakin's Lightsaber and Death Squadron Star Destroyer would be much more expensive if they had never been reprinted – but players who enjoy having "shiny" or otherwise beautified decks collect the foils anyhow and accept the occasional struggles with humidity warpage. 14

The maps for Reflections' four sheets follow. Collation is standard Type S.

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Warped foils can be restored by leaving them between the pages of thick books, such as dictionaries, for several days at a time. Once flattened, warped foils can be kept in good shape by playing and shuffling them normally in decks and by storing them in binders in dry places for long periods of time when not in use.

Star Wars CCG: Reflections 10x10 Foil Sheet #1 Map (Light Side)

(columns are of 40, 40, and 20 cards to coincide with rows on the 10x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Haven	Millennium Falcon	Commander Luke Skywalker
Rogue 1	Oola	Tamtel Skreej
Dagobah: Yoda's Hut	Artoo	Lightsaber Proficiency
Tantive IV	Lobot	Coruscant Celebration
All Wings Report In	R2-D2	What is Thy Bidding, My Master?
Revolution	Princess Leia	Haven
Uncontrollable Fury	Brainiac	Redemption
Death Star Plans	Biggs Darklighter	Rogue 3
Obi-Wan's Lightsaber	Tamtel Skreej	Rendezvous Point
2-1B	Cloud City: Downtown Plaza	2-1B
Artoo	What is Thy Bidding, My Master?	TK-422
Skywalkers	Red 5	Death Star
Dutch	Haven	Revolution
Millennium Falcon	Coruscant Celebration	Obi-Wan Kenobi
Princess Organa	Landing Claw	Attack Run
Lobot	Lightsaber Proficiency	Dutch
Spiral	Cloud City: Guest Quarters	Mechanical Failure
Chewbacca	Redemption	Anakin's Lightsaber
Brainiac	Reflection	Death Star: Trench
Haven	Rogue 3	Son of Skywalker
Ben Kenobi	Death Star	end of list.
Princess Leia	Revolution	
Cloud City: Guest Quarters	2-1B	
Coruscant Celebration	Tantive IV	
Red Leader	Anakin's Lightsaber	
Red 5	Death Star Plans	
Leia Organa	Son of Skywalker	
Wedge Antilles	Obi-Wan Kenobi	
Landing Claw	Dutch	
Rogue 3	Luke Skywalker	
Reflection	Uncontrollable Fury	
Revolution	Attack Run	
Death Star	Oola	
Tantive IV	C-3PO	
Dutch	Princess Leia Organa	
2-1B	Cloud City: Downtown Plaza	
Anakin's Lightsaber	Landing Claw	
Skywalkers	R2-D2	
Death Star Plans	Biggs Darklighter	
Uncontrollable Fury	Red 5	
continued next column	continued next column	

Star Wars CCG: Reflections 10x10 Foil Sheet #1 (Light Side)

Haven	Rogue 1	Dag: Yoda's Hut	Tantiv e IV	All Wings Report	Revolu tion	Uncon trollabl e Fury	Death Star Plans	Obi- Wan's L.S.	2-1B
Artoo	Skywa Ikers	Dutch	Millen nium Falcon	Prince ss Or- gana	Lobot	Spiral	Chewb	Brainia c	Haven
Ben Kenobi	Prince ss Leia	CCGQ	Cor. Celebr ation	Red Leader	Red 5	Leia Organ a	Wedg e An- tilles	Landin g Claw	Rogue 3
Reflect	Revolu	Death Star	Tantiv e IV	Dutch	2-1B	Anakin	Skywa Ikers	Death Star Plans	Uncon trollab e Fury
Millenn ium Falcon	Oola	Artoo	Lobot	R2-D2	Prince ss Leia	Brainia c	Biggs Darklig hter	Tamtel Skreej	CCDP
WITB MM	Red 5	Haven	Cor. Celebr ation	Landin g Claw	L.S. Profici ency	CCGQ	Rede mption	Reflect ion	Rogue 3
Death Star	Revolu tion	2-1B	Tantiv e IV	Anakin 's LS.	Death Star Plans	Son of Skywa Iker	Obi- Wan Kenobi	Dutch	Luke Skywa Iker
Uncont rollable Fury	Attack Run	Oola	C-3PO	Slave Leia	CCDP	Landin g Claw	R2-D2	Biggs Darklig hter	Red 5
Cdr Luke	Tamtel Skreej	LS. Profici ency	Cor. Celebr ation	WITB MM	Haven	Rede mption	Rogue 3	Rende zvous Point	2-1B
TK- 422	Death Star	Revolu tion	Obi- Wan Kenobi	Attack Run	Dutch	Mecha nical Failure	Anakin	Death Star: Trench	Son of Skywa Iker

CCDP = Cloud City: Downtown Plaza
CCGQ = Cloud City: Guest Quarters
Cdr Luke = Commander Luke Skywalker
ITTFYS = It Is The Future You See

Slave Leia = Princess Leia Organa (Jabba's Palace rare)

WITBIMM = What Is Thy Bidding, My Master?

Star Wars CCG: Reflections 10x10 Foll Sheet #2 Map (Light Side)

(columns are of 40, 40, and 20 cards to coincide with rows on the 10x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Oola	It Is the Future You See	Artoo
C-3PO	Tamtel Skreej	Skywalkers
Uncontrollable Fury	All Wings Report In	Death Star: Trench
Princess Leia Organa	Redemption	Mechanical Failure
Landing Claw	Dagobah: Yoda's Hut	Princess Organa
Commander Luke Skywalker	What is Thy Bidding, My Master?	Lobot
Red 2	Rogue 1	Spiral
Red 5	Death Star Plans	Chewbacca
Cloud City: Downtown Plaza	Rendezvous Point	Brainlac
Biggs Darklighter	Artoo	Haven
Tamtel Skreej	Obi-Wan's Lightsaber	Ben Kenobi
Lightsaber Proficiency	Death Star: Trench	Princess Leia
It Is the Future You See	Mechanical Failure	Cloud City: Guest Quarters
Dagobah: Yoda's Hut	TK-422	Coruscant Celebration
All Wings Report In	Skywalkers	Red Leader
Redemption	Spiral	Red 2
What is Thy Bidding, My Master?	Attack Run	Leia Organa
TK-422	Princess Organa	Wedge Antilles
Rogue 1	Cloud City: Guest Quarters	It Is the Future You See
Rogue 3	Princess Leia	Yoda
Death Star	Captain Han Solo	end of list.
Rendezvous Point	Han Solo	
Mechanical Failure	Lobot	
Anakin's Lightsaber	Brainiac	
Obi-Wan's Lightsaber	Red Leader	
Death Star: Trench	Lando Calrissian	
Attack Run	Commander Luke Skywalker	
Spiral	Red 2	
Han Solo	Wedge Antilles	
Princess Organa	Reflection	
Cloud City: Downtown Plaza	Yoda	
Oola	It Is the Future You See	
Wedge Antilles	Rogue 1	
Lando Calrissian	Dagobah: Yoda's Hut	The state of the s
Captain Han Solo	Tantive IV	
Red Leader	All Wings Report In	The second secon
Biggs Darklighter	Rendezvous Point	The second secon
Lightsaber Proficiency	TK-422	The state of the s
Red 2	Death Star Plans	
Commander Luke Skywalker	Obi-Wan's Lightsaber	
continued next column	continued next column	The second secon

Star Wars CCG: Reflections 10x10 Foil Sheet #2 (Light Side)

Oola	C-3PO	Uncon trollabl e Fury	Slave Leia	Landin g Claw	Cdr Luke	Red 2	Red 5	CCDP	Biggs Darklig hter
Tamtel Skreej	L.S. Profici ency	IITFYS	Dag: Yoda's Hut	All Wings Report	Rede mption	WITB MM	TK- 422	Rogue 1	Rogue 3
Death Star	Rende zvous Point	Mecha nical Failure	Anakin 's L.S.	Obi- Wan's L.S.	Death Star: Trench	Attack Run	Spiral	Han Solo	Prince ss Or- gana
CCDP	Oola	Wedg e An- tilles	Lando Calriss ian	Captai n Han Solo	Red Leader	Biggs Darklig hter	L.S. Profici ency	Red 2	Cdr Luke
IITFYS	Tamtel Skreej	All Wings Report	Rede mption	Dag: Yoda's Hut	WITB MM	Rogue 1	Death Star Plans	Rende zvous Point	Artoo
Obi- Wan's L.S.	Death Star: Trench	Mecha nical Failure	TK- 422	Skywa Ikers	Spiral	Attack Run	Prince ss Or- gana	CCGQ	Prince ss Leia
Captai n Han Solo	Han Solo	Lobot	Brainia c	Red Leader	Lando Calriss ian	Cdr Luke	Red 2	Wedg e An- tilles	Reflect ion
Yoda	IITFYS	Rogue 1	Dag: Yoda's Hut	Tantiv e IV	All Wings Report	Rende zvous Point	TK- 422	Death Star Plans	Obi- Wan's L.S.
Artoo	Skywa Ikers	Death Star: Trench	Mecha nical Failure	Prince ss Or- gana	Lobot	Spiral	Chewb acca	Brainia c	Haven
Ben Kenobi	Prince ss Leia	CCGQ	Cor. Celebr ation	Red Leader	Red 2	Leia Organ a	Wedg e An- tilles	IITFYS	Yoda

Cloud City: Downtown Plaza Cloud City: Guest Quarters Commander Luke Skywalker CCDP = CCGQ Cdr Luke It Is The Future You See IITFYS

Princess Leia Organa (Jabba's Palace rare) What Is Thy Bidding, My Master? Slave Leia =

WITBMM

Star Wars CCG: Reflections 10x10 Foil Sheet #1 Map (Dark Side)

(columns are of 40, 40, and 20 cards to coincide with rows on the 10x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Greedo	Death Star	Boba Fett's Blaster Rifle
Epic Duel	Vader's Lightsaber	Obsidian 8
Jabba's Sail Barge	Tonnika Sisters	Stalker
Tyrant	Avenger	Commence Primary Ignition
Presence of the Force	Devastator	Jabba
Black 2	Rancor	General Veers
Obsidian 7	Bib Fortuna	Mist Hunter
Zuckuss	4-LOM	Executor
Visage of the Emperor	Blizzard 2	IG-88
Vader's Lightsaber	Bossk	The Circle is Now Complete
IG-88	Salacious Crumb	Tonnika Sisters
Lobot	Boba Fett's Blaster Rifle	U-3PO
Punishing One	Superlaser	Darth Vader, Dark Lord of the Sith
Death Squadron Star Destroyer	Obsidian 7	Vengeance
Tonnika Sisters	Jabba	Presence of the Force
Avenger	Stalker	Dengar
Devastator	Epic Duel	IG-2000
Bossk	Commence Primary Ignition	DS-61-3
4-LOM	General Veers	Bib Fortuna
Blizzard 2	IG-88	Zuckuss
Bib Fortuna	Darth Vader, Dark Lord of the Sith	end of list.
Boba Fett	U-3PO	
Salacious Crumb	Mist Hunter	
Superlaser	Presence of the Force	
Slip Sliding Away	Vengeance	
U-3PO	Tonnika Sisters	
Obsidian 7	Avenger	
Jabba	Jabba's Sail Barge	
Epic Duel	Visage of the Emperor	
Expand the Empire	Greedo	
Commence Primary Ignition	Death Star	
IG-88	Blizzard 1	
Darth Vader	Zuckuss	
Lobot	DS-61-3	
Presence of the Force	Bib Fortuna	
Greedo	Rancor	
Jabba's Sail Barge	Blizzard Scout 1	
Visage of the Emperor	Admiral Ozzel	
Blizzard 1	Bossk in Hound's Tooth	
Zuckuss	Slave 1	
continued next column	continued next column	

Star Wars CCG: Reflections 10x10 Foil Sheet #1 (Dark Side)

Greed o	Epic Duel	Jabba' s Sail Barge	Tyrant	Prese nce of Force	Black 2	Obsidi an 7	Zucku ss	Visage of Em- peror	Vader s Ligh- tsaber
KG-88	Lobot	Punish ing One	DSSD	Tonnik a Sisters	Aveng er	Devast ator	Bossk	4-LOM	Blizzar d 2
Bib Fortun a	Boba Felt	Salaci ous Crumb	Super	Stip Stiding Away	U-3PO	Obsidi an 7	Jabba	Epic Duel	Expan d Em- pire
CPI	IG-88	Darth Vader	Lobot	Prese nce of Force	Greed o	Jabba' s Sail Barge	Visage of Em- peror	Blizzar d 1	Zucku ss
Death Star	Vader' s Ligh- tsaber	Tonnik a Sisters	Aveng er	Devast ator	Ranco r	Bib Fortun a	4-LOM	Blizzar d 2	Bossk
Salaci ous Crumb	Boba Fett's Rifle	Superl aser	Obsidi an 7	Jabba	Stalker	Epic Duel	СРІ	Gener al Veers	IG-88
Darth Vader, DLTS	U-SPO	Mist Hunter	Prese nce of Force	Venge ance	Tonnik a Sisters	Aveng	Jabba' s Sail Barge	Visage of Em- peror	Greed 0
Death Star	Blizzar d 1	Zucku	DS-61- 3	Bib Fortun a	Ranco	Blizz. Scout 1	Admir al Ozzel	Bossk in the Bus	Slave 1
Boba Fett's Rifle	Obsidi an 8	Stalker	CPI	Jabba	Gener al Veers	Mist Hunter	Execut or	IG-88	TCINC
Tonnik a Sisters	U-SPO	Darth Vader, DLTS	Venge ance	Prese nce of Force	Denga r	IG- 2000	DS-61-	Bib Fortun a	Zucku ss

Bossk Bus

Bossk in Hound's Tooth ("Bossk in the Bus") Commence Primary Ignition Death Squadron Star Destroyer The Circle is Now Complete CPI DSSD TCINC

Star Wars CCG: Reflections 10x10 Foil Sheet #2 Map (Dark Side)

(columns are of 40, 40, and 20 cards to coincide with rows on the 10x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Bane Malar	Slip Sliding Away	Wampa
Lando Calrissian	Mist Hunter	The Circle is Now Complete
Wampa	Tyrant	IG-2000
Blizzard 1	Expand the Empire	Death Squadron Star Destroyer
Rancor	Conquest	Vader's Custom TIE
Blizzard Scout 1	IT-O	Lobot
Admiral Ozzel	The Circle is Now Complete	Dengar
Bossk in Hound's Tooth	Jabba the Hutt	Avenger
Slave 1	Vengeance	Boba Fett
Boba Fett's Blaster Rifle	Dengar	4-LOM
Obsidian 8	DS-61-3	Bossk
Stalker	Vader's Custom TIE	Bane Malar
Conquest	Death Squadron Star Destroyer	Blizzard 2
Jabba the Hutt	Black 2	Salacious Crumb
Grand Moff Tarkin	Punishing One	Superlaser
Mist Hunter	IG-2000	IT-O
Executor	Lobot	Slip Sliding Away
IT-O	Wampa	Commence Primary Ignition
The Circle is Now Complete	Bane Malar	Expand the Empire
Tyrant	4-LOM	Conquest
U-3PO	Blizzard Scout 1	end of list.
Death Squadron Star Destroyer	Blizzard 2	
Vengeance	Bossk	
Punishing One	Admiral Ozzel	
Dengar	Salacious Crumb	
IG-2000	Superlaser	
DS-61-3	Expand the Empire	
Black 2	Conquest	
Wampa	IT-O	
Lando Calrissian	Obsidian 7	
Bane Malar	Bossk in Hound's Tooth	
Blizzard 1	Greedo	
Rancor	Tyrant	
Admiral Ozzel	Obsidian 8	
Blizzard Scout 1	Slip Sliding Away	
Boba Fett's Blaster Rifle	Epic Duel	
Stalker	Punishing One	
Obsidian 8	Jabba's Sail Barge	
Bossk in Hound's Tooth	Visage of the Emperor	
Grand Moff Tarkin	Black 2	
continued next column	continued next column	

Star Wars CCG: Reflections 10x10 Foil Sheet #2 (Dark Side)

Bane Malar	Lando Calriss ian	Wamp a	Blizzar d 1	Ranco r	Blizz. Scout 1	Admir al Ozzel	Bossk in the Bus	Slave 1	Boba Fett's Rifle
Obsidi an 8	Stalker	Conqu est	Jabba The Hutt	Grand Moff Tarkin	Mist Hunter	Execut	IT-O	TCINC	Tyrant
U-3PO	DSSD	Venge ance	Punish ing One	Denga r	IG- 2000	DS-61- 3	Black 2	Wamp a	Lando Calriss ian
Bane Malar	Blizzar d 1	Ranco	Admir al Ozzel	Blizz. Scout	Boba Fett's Rifle	Stalker	Obsidi an 8	Bossk in the Bus	Grand Moff Tarkin
Slip Sliding Away	Mist Hunter	Tyrant	Expan d Em- pire	Conqu est	IT-O	TCINC	Jabba The Hutt	Venge ance	Denga r
DS-61- 3	Vader' s C. TIE	DSSD	Black 2	Punish ing One	IG- 2000	Lobot	Wamp a	Bane Malar	4-LOM
Blizz. Scout 1	Blizzar d 2	Bossk	Admir al Ozzel	Salaci ous Crumb	Superl aser	Expan d Em- pire	Conqu	п-о	Obsidi an 7
Bossk in the Bus	Greed o	Tyrant	Obsidi an 8	Slip Sliding Away	Epic Duel	Punish ing One	Jabba' s Sail Barge	Visage of Em- peror	Black 2
Wamp a	TCINC	IG- 2000	DSSD	Vader' s C. TIE	Lobot	Denga r	Aveng er	Boba Fett	4-LOM
Bossk	Bane Malar	Blizzar d 2	Salaci ous Crumb	Superl aser	IT-O	Slip Sliding Away	СРІ	Expan d Em- pire	Conqu est

Bossk Bus =

Bossk in Hound's Tooth ("Bossk in the Bus") Commence Primary Ignition Death Squadron Star Destroyer The Circle is Now Complete CPI = DSSD = TCINC =

Enhanced Cloud City

November 1999

"FCC"

12 cards

no foil premium cards

Balanced cutsheet

No type

Low value density

Product format: Enhanced packs (3 premium cards, 4 booster packs of CC)

12 enhanced packs per display box (see below)

Enhanced Jabba's Palace

January 2000

"EJP"

12 cards

no foil premium cards

Balanced cutsheet No type

Medium value density

Product format: Enhanced packs (3 premium cards, 4 booster packs of JP)

12 enhanced packs per display box (see below)

After the success of the Enhanced Premiere release, Decipher put together two more "Enhanced" product offerings as a way to further convert surplus inventory to profit. This time, to get some more mileage out of the enhanced products while the next full expansion, Death Star II, was still half a year away, Decipher expanded the premium card retinue to three cards per pack, including new objectives and associated cards.

Enhanced Cloud City arrived at the end of 1999, with Enhanced Jabba's Palace to follow at the beginning of 2000. The enhanced packs were assorted as four different groupings of three premium cards, each consistent with whichever premium card was visible through the packaging. Each grouping appeared three times in a display box, making it possible for a single display to serve three completist collectors/players.

Most of the ECC premium cards appeared as foil premium cards in *Reflections II*. Though both ECC objectives needed "helper" cards in the Tatooine expansion to remain viable at the tournament level, the Quiet Mining Colony and Dark Deal deck archetypes they established have seen regular play since their introduction.

Paradoxically, though the Jabba's Palace expansion stood as a commercial blunder due to overprinting, the *Enhanced Jabba's Palace* boutique release was the most successful of the series, mainly thanks to its marquee card: Mara Jade, The Emperor's Hand.

For those of you unfamiliar with the *Star Wars* "Expanded Universe," Mara Jade is a "Mary Sue" character sent by Palpatine to kill Luke Skywalker, but she of course ends up marrying Luke instead. Mara Jade is beautiful, intelligent, sexy, and even looks good first thing in the morning, so all conflict or angst had to be bolted on by hackneyed plot devices or there would not have been a story. Her literary value is close to zero; her fan-service value in a world of sex-obsessed *Star Wars* nerds is out of this galaxy.

Mara Jade shared the EJP roster with her lightsaber, two new objectives based on Act I of Return of the Jedi, a new iteration of Luke Skywalker as a newly minted Jedi on Tatooine, and an assortment of bounty hunter combination cards and other miscellany. Most of the EJP premium cards appeared as foils in Reflections II.

Death Star II April 2000 "DS2"

182 cards No foil premiums 2 ultra-rares

78 rares 50 uncommons 50 commons 2 fixed/starter

Rares breakdown: 1 Rare-2, 37 Rare-3, 2 Rare-4 per side

Unbalanced cutsheet Type S Medium value density

Product format: Booster packs (1 R, 3 U, 5 C); starter decks (aligned light or dark; 60 fixed cards

each); 30 booster packs per booster box; 12 starter decks (6 light, 6 dark) per starter box

This set is perhaps the only example in SWCCG of an overprinted product that subsequently became expensive. *Death Star II* was printed in massive numbers, and in 2003-2004, in the wake of Decipher's loss of the SWCCG license, it was possible to buy DS2 booster boxes for around \$20 apiece. Then, as the SWCCG fans brewed their own player community and the Players' Committee guided tournament support and Virtual Cards with the best of intentions, there was enough consistent demand for product that the supply of DS2 in the wild diminished. As of this writing, DS2 boxes cost around \$190 each. Certainly, the fact that DS2 was a strong set overall and contained some of the strongest cards in the game explain the essentials of the expansion's ten-fold price increase.

At the top of that "strong cards" list, of course, are the two cash-grab ultra-rares, Luke Skywalker, Jedi Knight and Emperor Palpatine. That was not the extent of the set's power, though. Regular rares made an impact, from Strike Planning to Lord Vader to Force Lightning to Imperial Command to Luke's Lightsaber to the Admiral's Orders to an assortment of matching ships and pilots to the two beefy objectives: There Is Good In Him/I Can Save Him and Bring Him Before Me/Take Your Father's Place. Even at the lower commonalities, critical cards abounded, all the way down to the two new common starting interrupts that now appear in more than half of all decks played.

Even with the map in hand, which you will have after reading a little further, there is no real point in buying boxes of DS2 now. The Emperor and Jedi Luke are a bit pricey, but the rest of the set's cards are generally not, and you only need to have a couple of each of the ultrarares to build any tournament deck that uses them. If you catch a good deal, though, by all means make the grab and use the map, and maybe save the "extra" boosters so that you might live the sealed-deck dream (see the *Endor* section for more on that).

The DS2 starter decks contain copies of some cards from older sets with a copyright date of 2000 instead of those cards' original copyright dates. Collectors care, players don't.

Following the market-relevant card list is an explanation of how to record, compile, and parse a Type S map.

DS2 market-relevant cards

- Virtually every rare is market-relevant, but almost none of them were ever reprinted.
 Suffice it to say that for most of DS2, the optimal version of the card is the only one.
 This list highlights a few cards in particular but there are many other good ones.
- Admiral Ackbar DS2 starter is the optimal version, followed by REF2 foil.
- Battle Deployment DS2 is the optimal version, followed by REF3 foil.

- Bring Him Before Me/Take Your Father's Place DS2 is the only version.
- Capital Support DS2 is the optimal version, followed by REF2 foil.
- · Combined Fleet Action DS2 is the only version.
- Emperor Palpatine DS2 is the optimal version, followed by REF2 foil.
- Home One DS2 is the optimal version, followed by REF2 foil.
- Imperial Command DS2 is the optimal version, followed by REF3 foil.
- Luke Skywalker, Jedi Knight and Luke's Lightsaber DS2 is the optimal version, followed by REF2 foil.
- Lord Vader DS2 is the optimal version, followed by REF2 foil.
- There Is Good In Him/I Can Save Him DS2 is the only version.
- Wedge Antilles, Red Squadron Leader and Red Squadron 1 DS2 is the optimal version, followed by REF2.
- We're in Attack Position Now DS2 is the only version.

Death Star II had 40 rares and one ultra-rare per side, the latter of which were Luke Skywalker: Jedi Knight and Emperor Palpatine. One rare per side, however, was present only in the preconstructed starter decks: Admiral Piett and Admiral Ackbar. That meant a 121-card sheet actually had three instances each of 39 rares, filling 117 slots. Decipher could have filled the four slots by making Luke and the Emperor Rare-4 cards, slightly less rare than the other rares, but that would not have forced players to buy as much product to acquire them. The ultra-rares actually appear twice on each sheet, not once as players at the time suspected. The final two slots per side are fourth instances of Strike Planning, You Must Confront Vader, Flagship Operations, and That Thing's Operational.

So, without photos of the rare sheet, how does one figure out what the sorting order is? For Type S, it is quite easy, fortunately. The first thing to do is to open boxes and record the contents. (I suggest collaborating with others.) Here is an example of what you'd write:

Your box of Star Wars CCG Death Star II boosters

Talaı	
Fighter's Cover	
Fighter's Cover First Officer Thaneespi	
Chimaera	
General Calrissian	
Etc	

Keep recording boxes, one after the other. Eventually, usually after no more than a handful of boxes, you will start to see a pattern where the same sequence repeats. In Type S, this pattern will go down each column, starting at the top right, then wrapping around from the bottom right to the top middle, from the bottom middle to the top left, and then going off the bottom left to the top right of the next box by serial number.

You will notice as you go that the rares in each pack, if you're going in order down the columns, go light-dark-light-dark and so on. Sometimes the tracks fail to switch or there's an irregularity, but by and large they keep to this pattern. That is about the only tricky thing about Type S with the SWCCG, since SWCCG is an asymmetrical game. *Magic: the Gathering's Tenth Edition*, by comparison, was Type A, which means it was collated the same way but by row instead of column, and because there was no track to switch, it just followed the map card-for-card through every box. It was very easy to solve.

After long enough, you'll have the entire sequence. The Dark Side and Light Side tracks might not be in sync with each other – certainly, they have usually been completely disconnected from one another in most boxes I have opened. And don't get discouraged if it takes you some practice to get the knack of it. Type S is a simple type, while early SWCCG in Type C is a bit less simple, and present-day MTG is Type A+/Type B, both of which are complex types. By experimenting with each and following along in this book and in *The Card Wizard's Black Book*, you'll eventually master the mapping system.

Let's return to our box. Once totally recorded, we had what you see below. The shading was something I added just to show the order the packs went on the sheet, from light to dark. Look on the maps on the pages that follow, and you should be able to spot where this box's "span" of cards is located on each map.

Star Wars CCG Death Star II booster box #1

Tala 1	Green Leader	General Calrissian
Fighter's Cover	We're In Attack Position	The Emperor's Sword
First Officer Thaneespi	Ten Numb	Wedge Antilles, Red Squad Leader
Chimaera	Colonel Jendon	Force Lightning
General Calrissian	Home One	You Must Confront Vader
The Emperor's Sword	Admiral Chiraneau	That Thing's Operational!
Defiance	Tala 2	Home One: War Room
Myn Kyneugh	Imperial Command	Captain Sarkli
Lieutenant Blount	Tycho Celchu	Blue Squadron B-Wing
Death Star II	Saber 1	Visage
Green Leader	Home One: War Room	Luke Skywalker, Jedi Knight
Lord Vader	Captain Sarkli	Emperor Palpatine

You'll notice on the next page that the map reads down each column while the sheet diagrams read row-by-row the way the real sheet is arranged. This is deliberate: the map by columns matches the way the booster box runs by column! I tried to keep the system as intuitive as possible when developing it for the book. Notice right near the start of the map you can see the sequence from the right column: General Calrissian – Wedge Antilles RSL – You Must Confront Vader – Home One: War Room – Blue Squadron B-Wing – Luke Skywalker, Jedi Knight – Green Leader – Ten Numb and so on.

Star Wars CCG: Death Star II Rare Sheet Map (Light Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Strike Planning	Green Squadron A-Wing	Green Squadron A-Wing
Red Squadron 1	Luke's Lightsaber	Ten Numb
Green Squadron 1	I'm With You Too	Capital Support
You Must Confront Vader	Anakin Skywalker	Gold Squadron 1
Independence	Mon Calamari Star Cruiser	Tycho Celchu
Strike Planning	You Must Confront Vader	Green Squadron 3
General Calrissian	Wedge Antilles, RSL	Anakin Skywalker
Wedge Antilles, RSL	Nien Nunb	First Officer Thaneespi
You Must Confront Vader	Strike Planning	Concentrate All Fire
Home One: War Room	I'll Take The Leader	Luke's Lightsaber
Blue Squadron B-Wing	Launching the Assault	Lieutenant Blount
Luke Skywalker, Jedi Knight	Home One	Rebel Leadership
Green Leader	Luke's Lightsaber	I'll Take the Leader
Ten Numb	Colonel Cracken	Capital Support
Home One	Luke Skywalker, Jedi Knight	B-Wing Attack Squadron
Tala 2	Nien Nunb	Mon Calamari Star Cruiser
Tycho Celchu	Twilight is Upon Me	Green Squadron 3
Home One: War Room	General Calrissian	Liberty
Tala 1	Mon Calamari Star Cruiser	Nien Nunb
First Officer Thaneespi	Masanya	Rebel Leadership
General Calrissian	Home One: War Room	I'm With You Too
Defiance	Colonel Cracken	Launching the Assault
Lieutenant Blount	Independence	Concentrate All Fire
Green Leader	Green Leader	Green Squadron 1
There Is Good In Him	Launching the Assault	Colonel Cracken
Capital Support	Red Squadron 1	Liberty
Tala 2	Tala 2	Strike Planning
Combined Fleet Action	Twilight is Upon Me	Twilight is Upon Me
Green Squadron 3	Gold Squadron 1	B-Wing Attack Squadron
Tala 1	Tala 1	You Must Confront Vader
Taking Them With Us	Masanya	Masanya
Concentrate All Fire	Ten Numb	I'm With You Too
Defiance	Defiance	Home One
Anakin Skywalker	Independence	wraps around to top.
Rebel Leadership	Blue Squadron B-Wing	
There Is Good In Him	There Is Good In Him	
Green Squadron A-Wing	Red Squadron 1	
B-Wing Attack Squadron	First Officer Thaneespi	
Taking Them With Us	Taking Them With Us	
Gold Squadron 1	Wedge Antilles, RSL	
Liberty	Tycho Celchu	
Combined Fleet Action	Combined Fleet Action	
I'll Take The Leader	Blue Squadron B-Wing	
Green Squadron 1	Lieutenant Blount	
continued next column	continued next column	

Star Wars CCG: Death Star II 11x11 Rare Sheet (Light Side)

Strike Planni ng	Red Squad ron 1	Green Squad ron 1	You Must Confrt	Indepe ndenc e	Strike Planni ng	Gen Calriss ian	Wedg e Ant RSL	You Must Confrt	H1: War Room	Blue Sqd Bwing
Luke Skywa Iker, J.K.	Green Leader	Ten Numb	Home One	Tala 2	Tycho Celchu	H1: War Room	Tala 1	First Off. Than.	Gen Calriss ian	Defian ce
Lt Blount	Green Leader	There Good in Him	Capital Suppo rt	Tala 2	Combi ned Fleet	Green Squad ron 3	Tala 1	Taking Them With	Conce ntrate Fire	Defian ce
Anakin Skywal ker	Rebel Leader ship	There Good in Him	Green Sqdrn Awing	Bwing Attk Sqdm	Taking Them With	Gold Squad ron 1	Liberty	Combi ned Fleet	l'll Take Leader	Green Squad ron 1
Green Sqdm Awing	Luke's Lights aber	I'm With You 2	Anakin Skywa Iker	Mon Calam ari SC	You Must Confrt	Wedg e Ant RSL	Nien Nunb	Strike Planni ng	l'II Take Leader	Launc hing Asslt
Home One	Luke's Lights aber	Col Crack en	Luke Skywa Iker, J.K.	Nien Nunb	Twiligh t Upon Me	Gen Calriss ian	Mon Calam ari SC	Masan ya	H1: War Room	Col Crack en
Indepe ndenc e	Green Leader	Launc hing Asslt	Red Squad ron 1	Tala 2	Twiligh t Upon Me	Gold Squad ron 1	Tala 1	Masan ya	Ten Nunb	Defian ce
Indepe ndenc e	Blue Sqdm Bwing	There Good in Him	Red Squad ron 1	First Off. Than.	Taking Them With	Wedg e Ant RSL	Tycho Celchu	Combi ned Fleet	Blue Sqdrn Bwing	Lt Blount
Green Sqdrn Awing	Ten Numb	Capital Suppo rt	Gold Squad ron 1	Tycho Celchu	Green Squad ron 3	Anakin Skywa Iker	First Off. Than.	Conce ntrate Fire	Luke's Lights aber	Lt Blount
Rebel Leader ship	l'il Take Leader	Capital Suppo rt	Bwing Attk Sqdrn	Mon Calam ari SC	Green Squad ron 3	Liberty	Nien Nunb	Rebel Leader ship	I'm With You 2	Launc hing Asslt
Conce ntrate Fire	Green Squad ron 1	Col Crack en	Liberty	Strike Planni ng	Twiligh t Upon Me	Bwing Attk Sqdrn	You Must Confrt	Masan ya	I'm With You 2	Home One

Star Wars CCG: Death Star II Rare Sheet Map (Dark Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Flagship Operations	Darth Vader's Lightsaber	Darth Vader's Lightsaber
Commander Merrejk	Overseeing It Personally	Baron Soontir Fel
Moff Jerjerrod	We're In Attack Position Now	Onyx 1
That Thing's Operational!	Judicator	Emperor's Personal Shuttle
Battle Deployment	Flagship Executor	Saber 1
Flagship Operations	That Thing's Operational!	Intensify the Fwd Batteries
The Emperor's Sword	Emperor's Personal Shuttle	Judicator
Force Lightning	Rise, My Friend	Chimaera
That Thing's Operational!	Flagship Operations	Sim Aloo
Captain Sarkli	Colonel Jendon	Overseeing it Personally
Visage	Death Star II: Throne Room	Death Star II
Emperor Palpatine	Admiral Chiraneau	Dominator
We're In Attack Position Nw	Overseeing It Personally	Colonel Jendon
Colonel Jendon	The Emperor's Shield	Onyx 1
Admiral Chiraneau	Emperor Palpatine	Thunderflare
Imperial Command	Rise, My Friend	Flagship Executor
Saber 1	Janus Greejatus	Intensify the Fwd Batteries
Captain Sarkli	The Emperor's Sword	Bring Him Before Me
Fighter Cover	Flagship Executor	Rise, My Friend
Chimaera	Accuser	Dominator
The Emperor's Sword	Captain Sarkli	Lord Vader
Myn Kyneugh	The Emperor's Shield	Death Star II: Throne Room
Death Star II	Battle Deployment	Sim Aloo
Lord Vader	Lord Vader	Moff Jerjerrod
Young Fool	Death Star II: Throne Room	The Emperor's Shield
Onyx 1	Commander Merrejk	Bring Him Before Me
Imperial Command	Imperial Command	Flagship Operations
Black 11	Janus Greejatus	Janus Greejatus
Intensify the Fwd Batteries	Force Lightning	Thunderflare
Fighter Cover	Fighter Cover	That Thing's Operational!
Fighters Coming In	Accuser	Accuser
Sim Aloo	Baron Soontir Fel	We're In Attack Position Now
Myn Kyneugh	Myn Kyneugh	Admiral Chiraneau
Judicator	Battle Deployment	wraps around to top.
Dominator	Visage	
Young Fool	Young Fool	
Darth Vader's Lightsaber	Commander Merrejk	
Thunderflare	Chimaera	
Fighters Coming In	Fighters Coming In	
Emperor's Personal Shuttle	Force Lightning	
Bring Him Before Me	Saber 1	
Black 11	Black 11	
Baron Soontir Fel	Visage	
Moff Jerjerrod	Death Star II	
continued next column	continued next column	

Star Wars CCG: Death Star II 11x11 Rare Sheet (Dark Side)

Flagshi p Ope- rations	Cmdr Merrej k	Moff Jerjerr od	That Things Oper!	Battle Deploy ment	Flagsh ip Op- eratins	The Emp's Sword	Force Lightni ng	That Things Operl	Capt Sarkli	Visage
Emper or Pal- patine	We're Attk Positn	Col Jendo n	Adm Chiran eau	Impl Comm and	Saber 1	Capt Sarkli	Fighter Cover	Chima era	The Emp's Sword	Myn Kyneu gh
Death Star II	Lord Vader	Young Fool	Onyx 1	Impl Comm and	Black 11	Intensi fy Fwd Batts	Fighter Cover	Ftrs Comin g In	Sim Aloo	Myn Kyneu gh
Judicat or	Domin ator	Young Fool	Darth Vader' s L.S.	Thund erflare	Ftrs Comin g In	Emper or's Shuttle	Bring Him Before	Black 11	Baron Soontir Fel	Moff Jerjerr od
Darth Vader' s L.S.	Overs eeing It P.	We're Attk Positn	Judica tor	Flagsh ip Ex- ecutor	That Things Oper!	Emper or's Shuttle	Rise, My Friend	Flagsh ip Op- eratins	Col Jendo n	DSII: Thron e Rm
Adm Chiran eau	Overs eeing It P.	The Emp's Shield	Emper or Pal- patine	Rise, My Friend	Janus Greeja tus	The Emp's Sword	Flagsh ip Ex- ecutor	Accus er	Capt Sarkli	The Emp's Shield
Battle Deploy ment	Lord Vader	DSII: Thron e Rm	Cmdr Merrej k	Impl Comm and	Janus Greeja tus	Force Lightni ng	Fighter Cover	Accus er	Baron Soontir Fel	Myn Kyneu gh
Battle Deploy ment	Visage	Young Fool	Cmdr Merrej k	Chima era	Ftrs Comin g In	Force Lightni ng	Saber 1	Black 11	Visage	Death Star II
Darth Vader' s L.S.	Baron Soontir Fel	Onyx 1	Emper or's Shuttle	Saber 1	Intensi fy Fwd Batts	Judica tor	Chima era	Sim Aloo	Overs eeing It P.	Death Star II
Domin ator	Col Jendo n	Onyx 1	Thund erflare	Flagsh ip Ex- ecutor	Intensi fy Fwd Batts	Bring Him Before	Rise, My Friend	Domin ator	Lord Vader	DSII: Thron e Rm
Sim Aloo	Moff Jerjerr od	The Emp's Shield	Bring Him Before	Flagsh ip Op- eration	Janus Greeja tus	Thund erflare	That Things Oper!	Accus er	We're Attk Positn	Adm Chiran eau

Third Anthology June 2000 "3ANT"

No foil premiums Homelands value density 6 cards

Product format: Collector Box (6 fixed cards, 2 SE starter decks, 2 PRWB and 2 JP booster packs)

Decipher wasted no time hedging their risks with Death Star II's large printing by releasing a third boutique Anthology set, this time with exclusive new cards: A New Secret Base, Artoo-Detoo in Red 5, Echo Base Garrison, Prisoner 2187, and the objectives Massassi Base Operations/One In a Million and Set Your Course for Alderaan/The Ultimate Power in the Universe. All but the objectives were foiled in subsequent Reflections sets. The 3ANT cards are essentials, but a collector or player only really needs one of each except for the Artoo in Red 5, and there are plenty of those in circulation as foils from Reflections II.

Jabba's Palace Sealed Deck "JPSD" October 2000

20 cards 20 fixed cards No foil premiums

Balanced cutsheet No Type Homelands value density

Product format: 6 booster packs of JP, 1 sealed pack of 20 fixed cards

The JPSD served to help Decipher unload even more surplus Jabba's Palace product. The fixed premium cards are forgettable for the most part, except that No Escape was critically needed so that Dark Side decks based on aliens and not the Empire were not completely neutered by the DS2 uncommon Honor of the Jedi. The forthcoming Reflections II set would give added life to ho-hum JPSD premiums like the Palace Raider with its Watch Your Step/This Place Can Be A Little Rough objective.

Reflections II October 2000 "RFF2"

131 cards 105 foil premiums 26 non-foil premium cards

4 rare foils 62 uncommon foils 34 common foils 5 "box-toppers"

Foils breakdown: 4 Rare-1 "URF", 67 Rare-2 "SRF", 34 Rare-3 "VRF" Unbalanced cutsheet Type S Low value density

Product format: Booster packs (1 Foil, 2 non-foil premium, 15 other cards);

30 booster packs per booster box

Reflections had been an unqualified success for Decipher, and the company turned to the same formula to salvage a situation that turned against them. By mid-2000, Decipher knew that WOTC had outbid them for the Star Wars card game license, forcing the SWCCG to go out of print at the end of 2001. WOTC would hit the market in early 2002 with the Star Wars TCG, starting with an Attack of the Clones base set, but the TCG was a poorly designed dice-based game that failed to gain any significant following.

Decipher had work in progress on an Expanded Universe set for Shadows of the Empire, the media project that told the story of Leia, Chewie, and Luke during the internecine period between The Empire Strikes Back and Return of the Jedi. With Han Solo frozen in a block of rock, the role of wisecracking cynic fell to newbie Dash Rendar. Meanwhile, Darth Vader was busy doing his own thing, so Prince Xizor and Guri arrived as the villains du jour. Decipher had an entire series of expansions lined up to further explore the Star Wars universe - Skywalkers, Jedi Masters, Scoundrels, and who knows what else.

With the license expiration on deck and only so many days of development and printing possible, Decipher pulled the emergency release switch and converted everything that was left in their cupboard to immediately cashable product. Shadows of the Empire was canceled, and its main characters combined with other Expanded Universe properties such as Grand Admiral Thrawn, Corran Horn, and Talon Karrde to form a small premium set that would be included with the Reflections II expansion. The other Expanded Universe sets on deck were torn down and incorporated into Tatooine, Coruscant, and Reflections III, all of which would otherwise focus on Episode I: The Phantom Menace.

The Reflections II premium cards, many of which were reprinted in Reflections III as foils, appear along side "combo" cards that provide two popular interrupts or effects for the cost of a single card in a deck, except in most cases with a lower destiny number or slightly different game text. Regardless of the "balancing" changes, the combo cards became instant fixtures in the game and appeared again in the Coruscant expansion with even more powerful options. None of the premium or combo cards are particularly expensive as of this writing, but it is essential to acquire at least some supply of them for playstock, and a quick visit to eBay will solve that issue for most players.

The Reflections II foil cards were a broader mix than those in the first Reflections. Rather than overwhelmingly foiling "mains and toys," the REF2 foil assortment packed in a gamut of popular interrupt and effect cards, even more popular location cards than REF1, foils of premium cards from the various boutique products, and this time a quartet of ultra-rare foils featuring the most popular mains at the time: Luke Skywalker, Jedi Knight; Emperor Palpatine; Lord Vader; and Mara Jade, the Emperor's Hand.

With booster boxes up over the \$200 mark as of this writing, *Reflections II* is best obtained from sales and trades of loose cards. Still, should you have a chance to score a box in the mid \$100s, an amount approaching original MSRP, you should consider doing so. If and when you do, these maps will no doubt prove invaluable for you.

REF2 market-relevant cards

- Arica REF3 foil is the optimal version, followed by REF2.
- Control & Tunnel Vision REF2 is the only version. All the combo cards are essential, but "CTV" is perhaps the most powerful of them all.
- Corran Horn REF3 foil is the optimal version, followed by REF2.
- Dr. Evazan & Ponda Baba REF3 foil is the optimal version, followed by REF2.
- Grand Admiral Thrawn REF3 foil is the optimal version, followed by REF2.
- Luke Skywalker, Rebel Scout REF3 foil is the optimal version, followed by REF2.
- Pulsar Skate REF3 foil is the optimal version, followed by REF2.
- Stinger REF3 foil is the optimal version, followed by REF2. For virtual-card players.
- The Emperor REF2 is the only version.

Star Wars CCG: Reflections II Foil Sheet Map (Light Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Han with Heavy Blaster P.	Don't Get Cocky	Red Squadron X-Wing
Han with Heavy Blaster P.	Mantellian Savrip	Lone Rogue
Leia with Blaster Rifle	Lone Rogue	Order to Engage
Leia with Blaster Rifle	Green Squadron A-Wing	Gold Squadron 1
Obi-Wan with Lightsaber	Tawss Khaa	Wicket
Obi-Wan with Lightsaber	Order to Engage	Leia (Japanese)
(blank card)	Gold Leader in Gold 1	Echo Base Operations
Orimaarko	Brainiac (Japanese)	Luke Skywalker, Jedi Knight
Artoo-Detoo in Red 5	Luke with Lightsaber	Goo Nee Tay
Frozen Assets	Goo Nee Tay	Lando in Millennium Falcon
Red Squadron X-Wing	Liberty	Yavin IV: Massassi Throne Room
Kiffex	Echo Base Operations	See-Threepio
Wedge Antilles, Red Squad Leader	Z-95 Headhunter	Luke's Lightsaber
X-Wing Assault Squadron	Kiffex	Home One
Green Squadron A-Wing	Kal'Falni C'ndros	Arleil Schous
Rebel Snowspeeder (Japanese)	B-Wing Attack Squadron	Blue Squadron B-Wing
Blue Squadron B-Wing	Bacta Tank	General Crix Madine
Yavin IV: Massassi Throne Room	Luke's Lightsaber	Gold Squadron Y-Wing
See-Threepio	Frozen Assets	Gold Leader in Gold 1
Chief Chirpa	Blue Squadron B-Wing	Wedge Antilles, Red Squad Leader
General Crix Madine	Mantellian Savrip	Don't Get Cocky
Run Luke, Run!	Red Leader in Red 1	Wicket
Mantellian Savrip	Red Squadron 1	Red Squadron 1
Bacta Tank	Green Squadron A-Wing	Independence
Chewie with Blaster Rifle	Lone Rogue	Tawss Khaa
Orimaarko	Arleil Schous	Chewie with Blaster Rifle
Goo Nee Tay	Capital Support	Smoke Screen
Capital Support	X-Wing Assault Squadron	Admiral Ackbar
General Calrissian	Artoo-Detoo in Red 5	Run Luke, Run!
Frozen Assets	Tawss Khaa	Gift of the Mentor
Luke with Lightsaber	Gold Squadron 1	Brainiac (Japanese)
Order to Engage	Independence	Liberty
B-Wing Attack Squadron	Kessel Run	Red Leader in Red 1
Rebel Snowspeeder (Japanese)	Gift of the Mentor	wraps around to top.
Arleil Schous	Z-95 Headhunter	
Kessel Run	Melas	
Chief Chirpa	Lando in Millennium Falcon	
Melas	Gold Squadron Y-Wing	
Home One	Kal'Falni C'ndros	
Z-95 Headhunter	Liberty	
Kiffex	Admiral Ackbar	
Run Luke, Run!	General Calrissian	
Leia (Japanese)	Smoke Screen	
Red Leader in Red 1	Gold Leader in Gold 1	
continued next column	continued next column	

Star Wars CCG: Reflections II 11x11 Foll Sheet (Light Side)

Han w Heavy Blaster	Han w Heavy Blaster	Lela w Blaster Rifle	Leia w Blaster Rifle	Obi- Wan w L.S.	Obł- Wan w L.S.	(blank card)	Orima arko	Artoo- Detoo Red 5	Frozen Assets	Red Sqd X- Wing
Kiffex	Wedg e Ant. RSL	X-Wng Assit Sqdrn	Green Sqd A- Wing	Rebel Sspdr (Jpn)	Blue Sqd B- Wing	Y4: M. Thron, Room	See- Three pio	Chief Chirpa	Gener al Crix Madne	Run Luke, Runl
Mantell ian Savrip	Bacta Tank	Chewi e w Bl Rifle	Orima arko	Goo Nee Tay	Capital Suppo rt	Gener al Cal- rissian	Frozen Assets	Luke with L.S.	Order to En- gage	B-Wng Attack Sqdrn
Rebel Sspdr (Jpn)	Arleil Schou s	Kessel Run	Chief Chirpa	Melas	Home One	Z-95 Headh unter	Kiffex	Run Luke, Runl	Leia (Japan ese)	Red Leader Red 1
Don't Get Cocky	Mantel lian Savrip	Lone Rogue	Green Sqd A- Wing	Tawss Khaa	Order to En- gage	Gold Leader Gold 1	Brainia c (Jpn)	Luke with L.S.	Goo Nee Tay	Liberty
Echo Base Ops	Z-95 Headh unter	Kiffex	Kal'Fal nl C'n- dros	B-Wng Attack Sqdrn	Bacta Tank	Luke's Lights aber	Frozen Assets	Blue Sqd B- Wing	Mantel lian Savrip	Red Leader Red 1
Red Squadr on 1	Green Sqd A- Wing	Lone Rogue	Arleil Schou s	Capital Suppo rt	X-Wng Assit Sqdrn	Artoo- Detoo Red 5	Tawss Khaa	Gold Squad ron 1	Indepe ndenc e	Kessel Run
Gift of the Mentor	Z-95 Headh unter	Melas	Lando in Mill, Falcon	Gold Sqd Y- Wing	Kal'Fal nl C'n- dros	Liberty	Admir al Ackbar	Gener al Cal- rissian	Smoke Screen	Gold Leader Gold 1
Red Sqd X- Wing	Lone Rogue	Order to En- gage	Gold Squad ron 1	Wicket	Leia (Japan ese)	Echo Base Ops	Luke Jedi Knght	Goo Nee Tay	Lando in Mill. Falcon	Y4: M. Thron. Room
See- Threep io	Luke's Lights aber	Home One	Arleil Schou s	Blue Sqd B- Wing	Gener al Crix Madne	Gold Sqd Y- Wing	Gold Leader Gold 1	Wedg e Ant. RSL	Don't Get Cocky	Wicket
Red Squadr on 1	Indepe ndenc e	Tawss Khaa	Chewi e w Bl. Rifle	Smoke Screen	Admir al Ackbar	Run Luke, Runl	Gift of the Mentor	Brainia c (Jpn)	Liberty	Red Leader Red 1

Star Wars CCG: Reflections II Foil Sheet Map (Dark Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Darth Vader (Japanese)	Fighters Coming In	Dengar in Punishing One			
Darth Vader (Japanese)	The Emperor's Shield	Sienar Fleet Systems			
Boba Fett with Blaster Rifle	Chall Bekan	Chall Bekan			
Boba Fett with Blaster Rifle	Death Star II: Throne Room	Executor: Holotheatre			
(blank card)	Bossk with Mortar Gun	Emperor Palpatine			
Darth Vader's Lightsaber	Trample	Black Squadron TIE			
Death Star II: Throne Room	Moff Jerjerrod	Force Lightning			
Commander Igar	Myn Kyneugh	Boelo			
Walker Garrison	Janus Greejatus	Darth Vader's Lightsaber			
Hoth: Wampa Cave	Admiral Piett	Moff Jerjerrod			
Janus Greejatus	Darth Vader with Lightsaber	The Emperor's Sword			
Myn Kyneugh	IG-88 in IG-2000	Admiral Piett			
Boelo	Boelo	Myn Kyneugh			
Chimaera	Hoth: Wampa Cave	Djas Puhr			
Bad Feeling Have I	Walker Garrison	Imperial Walker (Japanese)			
Chall Bekan	Outer Rim Scout	Dreadnaught-Class Cruiser			
Black Squadron TIE	Kiffex	Sim Aloo			
Boba Fett in Slave I	Mara Jade's Lightsaber	Death Star II			
Lateral Damage	Sim Aloo	Lord Vader			
Executor: Holotheatre	Vader's Obsession	Mara Jade's Lightsaber			
Mara Jade, The Emperor's Hand	Scum and Villainy	Vader's Obsession			
Fighters Coming In	Death Star (Japanese)	IG-88 with Riot Gun			
Force Lightning	Lateral Damage	Death Star II: Throne Room			
IG-88 in IG-2000	Fighters Coming In	Dengar with Blaster Carbine			
Commander Igar	Executor: Meditation Chamber	4-LOM with Concussion Rifle			
Dreadnaught-Class Cruiser	Zuckuss in Mist Hunter	Zuckuss in Mist Hunter			
Scum and Villainy	The Emperor's Shield	Executor: Meditation Chamber			
Dengar in Punishing One	The Emperor's Sword	Sienar Fleet Systems			
Kiffex	Trample	IG-88 in IG-2000			
Sim Aloo	Chimaera	Scum and Villainy			
Executor: Meditation Chamber	Commander Igar	Flagship Executor			
Bad Feeling Have I	Black Squadron TIE	Tempest Scout 1			
Baron Soontir Fel	Kiffex	Bossk with Mortar Gun			
Djas Puhr	Flagship Executor	wraps around to top.			
Janus Greejatus	Bad Feeling Have I				
Executor: Holotheatre	Darth Vader with Lightsaber				
Hoth: Wampa Cave	Boba Fett in Slave I				
IG-88 with Riot Gun	4-LOM with Concussion Rifle				
Lateral Damage	Death Star (Japanese)				
Jodo Kast	Jodo Kast				
Vader's Obsession	Baron Soontir Fel				
Outer Rim Scout	Imperial Walker (Japanese)				
Sienar Fleet Systems	Tempest Scout 1				
Death Star II	Dengar with Blaster Carbine				
continued next column	continued next column				

Star Wars CCG: Reflections II 11x11 Foil Sheet (Dark Side)

Darth Vader (Jpn)	Darth Vader (Jpn)	Boba Fett w Blaster	Boba Fett w Blaster	(blank card)	Darth Vader' s L.S.	DSII Thron. Room	Comm ander Igar	Walker Garris on	Hoth: Wamp aCave	Janus Greeja tus
Myn Kyneu gh	Boelo	Chima era	Bad Fing Have I	Chall Bekan	Black Sqdm TIE	Boba Fett in Slave I	Lateral Dama ge	Exec: Holo- theatre	Mara Jade, TEH	Fghtrs Comin g In
Force Lightni ng	IG-88 in IG- 2000	Comm ander Igar	Dread naught Cruisr	Scum & Vill- ainy	Denga r in Pun 1	Kiffex	Sim Aloo	Exec: Med. Chbr	Bad Flng Have I	Baron Soontir Fel
Djas Puhr	Janus Greeja tus	Exec: Holo- theatre	Hoth: Wamp aCave	IG-88 w Riot Gun	Lateral Dama ge	Jodo Kast	Vader' s Ob- sessn	Outer Rim Scout	Sienar Fleet Syst.	Death Star II
Fightrs Comin g In	Emper or's Shield	Chall Bekan	DSII Thron. Room	Bossk w Mor- tarGun	Trampl e	Moff Jerjerr od	Myn Kyneu gh	Janus Greeja tus	Admir al Piett	Darth Vader w L.S.
IG-88 in IG- 2000	Boelo	Hoth: Wamp aCave	Walker Garris on	Outer Rim Scout	Kiffex	Mara Jade's L.S.	Sim Aloo	Vader' s Ob- sessn	Scum & Vill- ainy	Death Star (Jpn)
Lateral Damag e	Fightrs Comin g In	Exec: Med Chbr	Zucku ss in M. Htr	Emper or's Shield	Emper or's Sword	Trampl e	Chima era	Comm ander Igar	Black Sqdm TIE	Kiffex
Flagshi p Exe- cutor	Bad Fing Have I	Darth Vader w L.S.	Boba Fett in Slave I	4-LOM w Con Rifle	Death Star (Jpn)	Jodo Kast	Baron Soontir Fel	lmp Walker (Jpn)	Tempe st Sc- out 1	Denga r w Bl. Carb.
Denga r in Pun 1	Sienar Fleet Syst	Chall Bekan	Exec: Holo- theatre	Emper or Pal- patine	Black Sqdm TIE	Force Lightni ng	Boelo	Darth Vader' s L.S.	Moff Jerjerr od	Emper or's Sword
Admira I Piett	Myn Kyneu gh	Djas Puhr	lmp. Walker (Jpn)	Dread naught Cruisr	Sim Aloo	Death Star II	Lord Vader	Mara Jade's L.S.	Vader' s Ob- sessn	IG-88 w Riot Gun
DSII Thron. Room	Denga r w Bl. Carb.	4-LOM w Con Rifle	Zucku ss in M. Htr	Exec: Med Chbr	Sienar Fleet Syst	IG-88 in IG- 2000	Scum & Vill- ainy	Flagsh ip Exe- cutor	Tempe st Sc- out 1	Bossk w Mor- tr Gun

Skywalkers (February 2001) N/A Cancelled and some non-Episode-I cards incorporated into Tatooine and Reflections III

Jedi Masters (February 2001) N/A
Cancelled and some non-Episode-I cards incorporated into Tatooine and Reflections III

Scoundrels (February 2001) N/A
Cancelled and some non-Episode-I cards incorporated into Tatooine and Reflections III

Decipher had planned to follow Death Star II with Skywalkers, Jedi Masters and Scoundrels. The three expansions ended up scuppered and salvaged for bits of Tatooine and Reflections III when it became clear that Decipher was going to have to release everything they could for Episode I for the SWCCG in a single year.

According to Decipher, Skywalkers would have been based on Luke, Leia, and Anakin; Jedi Masters would have been based on Obi-Wan Kenobi, Yoda, and Emperor Palpatine; and Scoundrels would have been based on Han Solo, Lando Calrissian, Jabba the Hutt, and the Bounty Hunters. It stands to reason that the Reflections III premiums of those characters probably originated in the canceled sets, though that is only educated speculation.

TatooineFebruary 2001"TAT"99 cardsNo foil premiums9 ultra-rares (alternate images)30 rares30 uncommons 30 commonsUnbalanced cutsheetType SVery low value densityProduct format: Booster packs (1 R, 10 U/C); 30 booster packs per booster box

The plan for Decipher had become clear by early 2001, and the remaining schedule finally locked in: *Tatooine*, *Coruscant*, *Reflections III*, *Theed Palace*, and *Reflections Gold*. Logistics and time prevented *Reflections Gold* from seeing the light of day, but the other four expansions made it to store shelves, and they represent huge positives and negatives for the game as it then existed for perpetuity.

The *Tatooine* expansion was the least pernicious of the group, possibly owing to its tiny size and lack of general room for abuse in the card mechanics. The set provides a few mains and toys, a bunch of "helper" effects, and a "podracing" supplemental mechanic, the latter of which players hated enough that the Players' Committee ended up nerfing the mechanic completely through virtual Defensive Shields. The only cash-grab aspect of the set is the Alternate Image (AI) cards, a much more forgiving form of collector appeal than ultra-rares. A pure player has no need to acquire a single AI if the player so chooses. Thus, the entire set without AI, more or less, can be collected from a single booster box and a few extra packs here and there. With booster boxes floating just on the friendly side of \$100 as of this writing and complete sets without AI selling for around \$25-35, buying in loose singles is clearly the more cost-effective option for non-completists.

TAT market-relevant cards

- Darth Maul AI REF3 foil is the optimal version, followed by TAT.
- Padme Naberrie REF3 foil is the optimal version, followed by TAT.
- Qui-Gon Jinn AI REF3 foil is the optimal version, followed by TAT.
- . Shmi Skywalker REF3 foil is the optimal version, followed by TAT.
- Threepio With His Parts Showing Al REF3 is the optimal version, followed by TAT.
- Watto AI REF3 foil is the optimal version, followed by TAT.

The *Tatooine* expansion is collated in Type S format, much like its precedessors. There are two 121-card rare sheets, one per side, containing eight instances of each rare and a ninth instance of both Light Side and Dark Side Boonta Eve Podrace (a worthless pull).

For the five Light Side and four Dark Side rares that have alternate images, the Als replace two of the eight instances of those cards. Thus, after opening 242 booster packs, on average, a collector will have compiled two complete sets with Al, four more complete sets without Al, and will have two spare copies of every rare that did not have an Al version (and three spare copies of each Boonta Eve Podrace). This wastage serves to drive down the price of *Tatooine* cards in general, since so many of the other rares, even useful "helpers" or utility cards like Keeping the Empire Out Forever or Tatooine: Desert Landing Site, are surplus compared to the aggregate set compilation by collectors, and thus sell cheaply on the secondary market, generally for one dollar or less.

Collectors, meanwhile, are concerned with acquiring AI cards. There are five Light Side AIs, so one appears for every 12.10 Light Side rares, while the four Dark Side AIs appear once for every 15.13 Dark Side rares. Overall, an AI occurs once every 13.44 packs, or roughly 2.25 times per booster box. These are fairly friendly numbers.

Incidentally, Decipher also changed the way commons and uncommons were printed and collated with the *Tatooine* set. The commons and uncommons are now combined onto a single sheet for each side, with the common cards occurring exactly three times as often as the uncommon cards on the sheet. A booster pack of 11 cards now contained five Dark Side cards from the uncommon/common sheet, one rare from either sheet, and then five Light Side cards from the uncommon/common sheet. This was likely a cost-effective change, and the fact that every once in a while a player will get "shorted" an uncommon or open an fourth uncommon in a pack was essentially accepted as an unavoidable aspect of the process.

Star Wars CCG: Tatooine Rare Sheet Map (Light Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Anakin's Podracer	Qui-Gon's Lightsaber Al	Threepio With His Parts Showing
Brisky Morning Munchen	Anakin's Podracer	Boonta Eve Podrace
End of a Reign	Brisky Morning Munchen	Qui-Gon's Lightsaber Al
Great Shot, Kid!	End of a Reign	Anakin's Podracer
Qui-Gon Jinn	Qui-Gon Jinn	Brisky Morning Munchen
I Did It!	Boonta Eve Podrace	End of a Reign
Threepio With His Parts Showing	Great Shot, Kid!	Threepio With His Parts Showing
Boonta Eve Podrace	I Did It!	Great Shot, Kid!
Keeping the Empire Out Forever	Jar-Jar Binks	I Did It!
Qui-Gon Jinn	Keeping the Empire Out Forever	Jar-Jar Binks
Shmi Skywalker	Threepio With His Parts Showing	Obi-Wan Kenobi, Padawan Al
The Shield is Down!	Shmi Skywalker	Keeping the Empire Out Forever
Obi-Wan Kenobi, Padawan	The Shield is Down!	Shmi Skywalker
Qui-Gon's Lightsaber	Obi-Wan Kenobi, Padawan	The Shield is Down!
Padme Naberrie Al	Qui-Gon Jinn	Threepio With His Parts Showing
Anakin's Podracer	Qui-Gon Jinn Al	Boonta Eve Podrace
Brisky Morning Munchen	Anakin's Podracer	Padme Naberrie
End of a Reign	Brisky Morning Munchen	Threepio With Parts Showing Al
Great Shot, Kid!	Boonta Eve Podrace	Anakin's Podracer
Padme Naberrie	End of a Reign	Brisky Morning Munchen
I Did It!	Obi-Wan Kenobi, Padawan Al	Qui-Gon's Lightsaber
Boonta Eve Podrace	Great Shot, Kid!	End of a Reign
Jar-Jar Binks	I Did It!	Great Shot, Kid!
Keeping the Empire Out Forever	Jar-Jar Binks	I Did It!
Qui-Gon's Lightsaber	Padme Naberrie	Qui-Gon Jinn
Shmi Skywalker	Keeping the Empire Out Forever	Jar-Jar Binks
The Shield is Down!	Shmi Skywalker	Keeping the Empire Out Forever
Obi-Wan Kenobi, Padawan	The Shield is Down!	Shmi Skywalker
Padme Naberrie	Obi-Wan Kenobi, Padawan	Boonta Eve Podrace
Qui-Gon Jinn Al	Padme Naberrie	The Shield is Down!
Anakin's Podracer	Padme Naberrie Al	Padme Naberrie
Brisky Morning Munchen	Anakin's Podracer	Qui-Gon Jinn
End of a Reign	Boonta Eve Podrace	Threepio With Parts Showing Al
Great Shot, Kid!	Brisky Morning Munchen	wraps around to top.
Qui-Gon's Lightsaber	End of a Reign	manufacture to top.
Boonta Eve Podrace	Qui-Gon's Lightsaber	
Did It!	Great Shot, Kid!	
Jar-Jar Binks	I Did It!	
Keeping the Empire Out Forever	Jar-Jar Binks	
Qui-Gon's Lightsaber	Threepio With His Parts Showing	
Shmi Skywalker	Keeping the Empire Out Forever	
The Shield is Down!	Shmi Skywalker	
Obi-Wan Kenobi, Padawan	The Shield is Down!	
Threepio With His Parts Showing	Obi-Wan Kenobi, Padawan	
continued next column	continued next column	

Star Wars CCG: Tatooine 11x11 Rare Sheet (Light Side)

Anakin 's Podr.	Brisky Mornin g M.	End of a Reign	Great Shot, Kidl	Qui- Gon	l Did	Three plo WPS	Boont a Eve Race	KTEO F	Qui- Gon	Shmi Skywa Iker
The Shield Down	Obi, Padaw an	QG's L.Sabe r	Padm e Al	Anakin 's Podr.	Brisky Mornin g M.	End of a Reign	Great Shot, Kidl	Padm e	l Did ltl	Boont a Eve Race
Jar-Jar Binks	KTEO F	QG's L.Sabe r	Shmi Skywa Iker	The Shield Down	Obi, Padaw an	Padm e	Qui- Gon Al	Anakin 's Podr.	Brisky Mornin g M.	End of a Reign
Great Shot, Kid!	QG's L.Sabe r	Boont a Eve Race	l Did	Jar-Jar Binks	KTEO F	QG's L.Sabe r	Shmi Skywa Iker	The Shield Down	Obi, Padaw an	Three pio WPS
QG's L.Sab er Al	Anakin 's Podr.	Brisky Mornin g M.	End of a Reign	Qui- Gon	Boont a Eve Race	Great Shot, Kidl	l Did	Jar-Jar Binks	KTEO F	Three pio WPS
Shmi Skywal ker	The Shield Down	Obi, Padaw an	Qui- Gon	Qui- Gon Al	Anakin 's Podr.	Brisky Mornin g M.	Boont a Eve Race	End of a Reign	Obi- Wan Al	Great Shot, Kid!
I Did It!	Jar-Jar Binks	Padm e	KTEO F	Shmi Skywa Iker	The Shield Down	Obi, Padaw an	Padm e	Padm e Al	Anakin 's Podr.	Boont a Eve Race
Brisky Mornin g M.	End of a Reign	QG's L.Sabe r	Great Shot, Kid!	l Did	Jar-Jar Binks	Three pio WPS	KTEO F	Shmi Skywa Iker	The Shield Down	Obi, Padaw an
Threep io WPS	Boont a Eve Race	QG's L.Sab er Al	Anakin 's Podr.	Brisky Mornin g M.	End of a Reign	Three pio WPS	Great Shot, Kidl	l Did lt!	Jar-Jar Binks	Obi- Wan Al
KTEO F	Shmi Skywa Iker	The Shield Down	Three pio WPS	Boont a Eve Race	Padm e	Three pio Al	Anakin 's Podr.	Brisky Mornin g M.	QG's L.Sabe r	End of a Reign
Great Shot, Kid!	I Did	Qui- Gon	Jar-Jar Binks	KTEO F	Shmi Skywa Iker	Boont a Eve Race	The Shield Down	Padm e	Qui- Gon	Three pio Al

Brisky Morning M. = Brisky Morning Munchen

KTEOF = Keeping The Empire Out Forever
Obi, Padawan = Obi-Wan Kenobi, Padawan Apprentice

Padme = Padme Naberrie QG's L. Saber = Qui-Gon's Lightsaber

Threepio WPS = Threepio With His Parts Showing

Star Wars CCG: Tatooine Rare Sheet Map (Dark Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

You May Start Your Landing	Aurra Sing Al	Darth Maul
We Will Double Our Efforts	You May Start Your Landing	Boonta Eve Podrace
Tatooine: Desert Landing Site	We Will Double Our Efforts	Darth Maul Al
Sith Probe Droid	Tatooine: Desert Landing Site	You May Start Your Landing
Sebulba	Sebulba	We Will Double Our Efforts
Sebulba's Podracer	Boonta Eve Podrace	Tatooine: Desert Landing Site
Maul's Lightsaber	Sith Probe Droid	Aurra Sing
Boonta Eve Podrace	Sebulba's Podracer	Sith Probe Droid
I'm Sorry	Maul's Lightsaber	Sebulba's Podracer
Sebulba	I'm Sorry	Maul's Lightsaber
I Will Find Her Quickly, Master	Aurra Sing	Aurra Sing
Daroe	I Will Find Her Quickly, Master	I'm Sorry
A Million Voices Crying Out	Daroe	I Will Find Her Quickly, Master
Darth Maul	A Million Voices Crying Out	Daroe
Watto Al	Sebulba	Darth Maul
You May Start Your Landing	Sebulba Al	Boonta Eve Podrace
We Will Double Our Efforts	You May Start Your Landing	A Million Voices Crying Out
Tatooine: Desert Landing Site	We Will Double Our Efforts	Aurra Sing Al
Sith Probe Droid	Boonta Eve Podrace	You May Start Your Landing
Watto	Tatooine: Desert Landing Site	We Will Double Our Efforts
Sebulba's Podracer	Aurra Sing	Sebulba
Boonta Eve Podrace	Sith Probe Droid	Tatooine: Desert Landing Site
Maul's Lightsaber	Sebulba's Podracer	Sith Probe Droid
I'm Sorry	Maul's Lightsaber	Sebulba's Podracer
Darth Maul	Watto	Watto
I Will Find Her Quickly, Master	I'm Sorry	Maul's Lightsaber
Daroe	I Will Find Her Quickly, Master	I'm Sorry
A Million Voices Crying Out	Daroe	I Will Find Her Quickly, Master
Watto	A Million Voices Crying Out	Boonta Eve Podrace
Darth Maul Al	Watto	Daroe
You May Start Your Landing	Watto Al	A Million Voices Crying Out
We Will Double Our Efforts	You May Start Your Landing	Watto
Tatooine: Desert Landing Site	Boonta Eve Podrace	Sebulba Al
Sith Probe Droid	We Will Double Our Efforts	wraps around to top.
Darth Maul	Tatooine: Desert Landing Site	The state of the s
Boonta Eve Podrace	Sebulba	
Sebulba's Podracer	Sith Probe Droid	
Maul's Lightsaber	Sebulba's Podracer	
I'm Sorry	Maul's Lightsaber	
Darth Maul	Aurra Sing	
I Will Find Her Quickly, Master	I'm Sorry	
Daroe	I Will Find Her Quickly, Master	
A Million Voices Crying Out	Daroe	
Aurra Sing	A Million Voices Crying Out	
continued next column	continued next column	

Star Wars CCG: Tatooine 11x11 Rare Sheet (Dark Side)

YMSY L	We Double Our	Tatooi ne: DLS	Sith Probe Droid	Sebulb a	Sebulb a's Podr.	Maul's L. Saber	Boont a Eve Race	I'm Sorry	Sebulb a	I Will Find Quick
Daroe	AMVC O	Darth Maul	Watto Al	YMSY L	We Double Our	Tatooi ne: DLS	Sith Probe Droid	Watto	Sebulb a's Podr.	Boont a Eve Race
Maul's L. Saber	I'm Sorry	Darth Maul	I Will Find Quick	Daroe	AMVC O	Watto	Darth Maul Al	YMSY L	We Double Our	Tatooi ne: DLS
Sith Probe Droid	Darth Maul	Boont a Eve Race	Sebulb a's Podr.	Maul's L. Saber	I'm Sorry	Darth Maul	I Will Find Quick	Daroe	AMVC O	Aurra Sing
Aurra Sing Al	YMSY L	We Double Our	Tatooi ne: DLS	Sebulb	Boont a Eve Race	Sith Probe Droid	Sebulb a's Podr.	Maul's L. Saber	I'm Sorry	Aurra Sing
l Will Find Quick	Daroe	AMVC O	Sebulb a	Sebul ba Al	YMSY L	We Double Our	Boont a Eve Race	Tatooi ne: DLS	Aurra Sing	Sith Probe Droid
Sebulb a's Podr.	Maul's L. Saber	Watto	I'm Sorry	I Will Find Quick	Daroe	AMVC O	Watto	Watto Al	YMSY L	Boont a Eve Race
We Double Our	Tatooi ne: DLS	Sebulb a	Sith Probe Droid	Sebulb a's Podr.	Maul's L. Saber	Aurra Sing	I'm Sorry	I Will Find Quick	Daroe	AMVC O
Darth Maul	Boont a Eve Race	Darth Maul Al	YMSY L	We Double Our	Tatooi ne: DLS	Aurra Sing	Sith Probe Droid	Sebulb a's Podr.	Maul's L. Saber	Aurra Sing
l'm Sorry	I Will Find Quick	Daroe	Darth Maul	Boont a Eve Race	AMVC O	Aurra Sing Al	YMSY L	We Double Our	Sebulb a	Tatooi ne: DLS
Sith Probe Droid	Sebulb a's Podr.	Watto	Maul's L. Saber	I'm Sorry	I Will Find Quick	Boont a Eve Race	Daroe	AMVC O	Watto	Sebul ba Al

AMVCO = A Million Voices Crying Out
I Will Find Quick = I Will Find Them Quickly, Master
Tatooine DLS = Tatooine: Desert Landing Site
We Double Our = We Will Double Our Efforts
YMSYL = You May Start Your Landing

Coruscant May 2001 "COR"

189 cards No foil premiums 9 ultra-rares (alternate images)

60 rares 60 uncommons 60 commons

Unbalanced cutsheet Type S Medium value density

Product format: Booster packs (1 R, 10 U/C); 30 booster packs per booster box

Coruscant was effectively Decipher's base set for Episode I. It is a shame it was printed in such small numbers and disappeared from the market so quickly, because it appears that an all-Episode-I limited sealed deck or draft environment would have been fantastic, possibly as good as the Endor-Death Star II closed environment. It is likely most players will never know, because by the time all of Decipher's Episode I sets were on the market, the SWCCG tournament environment was on life support and fading fast. It took years for the Players' Committee to revive interest from the community to play the game.

Unfortunately, the power level of *Coruscant* was such that its pet strategies started dominant and stayed dominant. All four objectives gave rise to degenerate archetypes. Senate decks for either side were and remain frustrating in the extreme to play against, while the "Credits" and "Watto" decks made possible by The Hyperdrive Generator's Gone/We'll Need a New One and No Money, No Parts, No Deal!/You're a Slave? were only marginally better. Other cards in the set took existing decks and gave them huge boosts – All Wings Report In & Darklighter Spin, Imperial Artillery, and Laser Cannon Battery are three top examples. Finally, there are overpowered virtual cards for Mace Windu, Master Qui-Gon, and others. *Coruscant* is necessary for a player who hopes to compete at the highest level. For casual players, it may be too costly to bother acquiring. The per-box price and complete-set-without-Al price sits over \$200 and hasn't been lower in years. *Collectors* will get what they need and be done with it.

COR market-relevant cards

- All Wings Report In & Darklighter Spin and Short Range Fighters & Watch Your Back! COR is the only version.
- Coruscant: Jedi Council Chamber REF3 foil is the optimal version, followed by COR.
- Darth Maul, Young Apprentice AI REF3 foil is the optimal version, followed by COR.
- Destroyer Droid REF3 foil is the optimal version, followed by COR.
- Imperial Artillery & Rebel Artillery REF3 foil is the optimal version, followed by COR.
- Insurrection & Aim High and Imperial Arrest Order & Secret Plans COR is the only version.
- Laser Cannon Battery COR is the only version. In extremely high demand.
- Mace Windu COR AI is the optimal version, followed by REF3 foil and COR.
- Master Qui-Gon AI REF3 foil is the optimal version, followed by COR. Virtual card.
- Maul's Sith Infiltrator AI REF3 foil is the optimal version, followed by COR.

- P-59 REF3 foil is the optimal version, followed by COR.
- Queen Amidala, Ruler of Naboo COR is the only version, Al preferred.
- Senator Palpatine COR is the only version, Al preferred.
- · The Phantom Menace REF3 foil is the optimal version, followed by COR.
- We Must Accelerate Our Plans COR is the only version.
- You Cannot Hide Forever & Mobilization Points and Your Insight Serves You Well & Staging Areas – COR is the only version.

The Coruscant expansion is collated in Type S format, much like its precedessors. There are two 121-card rare sheets, one per side, containing four instances of each rare and a fifth instance each of Coruscant: Jedi Council Chamber and Dioxis (the former a great pull, the latter not so much).

For the six Light Side and three Dark Side rares that have alternate images, the Als replace two of the eight instances of those cards. Thus, after opening 242 booster packs, on average, a collector will have compiled one complete set with Al, two more complete sets without Al, and will have one spare copy of every rare that did not have an Al version (and two spare copies each of Coruscant: Jedi Council Chamber and Dioxis). This wastage is less severe than for *Tatooine* and thus props up the price of *Coruscant* rares that have Al versions more than it detracts from the prices of those that do not. There are plenty of high-quality cards among the rares that do not have Al versions, not the least of which are the ten combo cards.

There are six Light Side Als, so one appears for every 20.17 Light Side rares, while the three Dark Side Als appear once for every 40.33 Dark Side rares. Overall, an Al occurs once every 26.89 packs, or roughly 1.125 times per booster box. A rate of one Al per box constitutes pretty steep odds; *Coruscant* is not nearly as friendly as *Tatooine* in this regard.

The changed collation for commons and uncommons that Decipher introduced with the *Tatooine* set continued with *Coruscant*. There were some oddities as well, such as that all objective cards appear on the same sheet, while the other sheet substitutes in the checklist cards. Must-have uncommons like Laser Cannon Battery only appear once across both sheets, and thus at a rate of five cards from the Dark Side uncommon/common sheet per pack and thirty packs per box, the Battery occurs slightly more than once per box.

Star Wars CCG: Coruscant Rare Sheet Map (Light Side)

(columns coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Coruscant: Jedi Council Chamber	Queen's Royal Starship	Sabe
Supreme Chancellor Valorum	Plo Koon	You've Got Guts Coming Here
Phylo Gandish	We Wish to Board at Once	Radiant VII
Free Ride & Endor Celebration	You've Got a Lot of Guts Coming Here	Captain Panaka
Yoda, Senior Council Member	Free Ride & Endor Celebration	Rebel Artillery
All Wings Report In & Dark. Spin	Supreme Chancellor Valorum	Might of the Republic
Ric Olie	Depa Billaba	Supreme Chancellor Valorum
Your Insight Serves You Well &		
Staging Areas	Sabe	Plo Koon
		Your Insight Serves You Well &
Panaka's Blaster	Radiant VII	Staging Areas
Captain Panaka	Speak With the Jedi Council	Panaka's Blaster
We Wish to Board at Once	Battle Plan & Draw Their Fire	Mace Windu Al
Depa Billaba	Master Qui-Gon Al	All Wings Report In & Dark. Spin
Senator Palpatine Al	All Wings Report In & Darklighter Spin	Coruscant: Jedi Council Chamber
Sabe	Coruscant: Jedi Council Chamber	Murr Danod
Radiant VII	Master Qui-Gon	Ric Olie
Insurrection & Aim High	Are You Brain Dead?	Senator Palpatine
Queen Amidala, Ruler of Naboo	Panaka's Blaster	Battle Plan & Draw Their Fire
	Your Insight Serves You Well &	
Speak With the Jedi Council	Staging Areas	Are You Brain Dead?
Queen's Royal Starship	Murr Danod	We Wish to Board at Once
Vote Now!	Captain Madakor	Free Ride & Endor Celebration
Mace Windu	Might of the Republic	Yoda, Senior Council Member
Are You Brain Dead?	Captain Panaka	Vote Now!
Murr Danod	Yoda, Senior Council Member	Mace Windu
Senator Palpatine	Plo Koon	Depa Billaba
Phylo Gandish	Free Ride & Endor Celebration	Insurrection & Aim High
Your Insight Serves You Well &		The state of the s
Staging Areas	Queen's Royal Starship	Sabe
Plo Koon	Mace Windu	Supreme Chancellor Valorum A
Q. Amidala, Ruler of Naboo Al	Ric Olie	You've Got Guts Coming Here
Depa Billaba	Radiant VII	Captain Madakor
You've Got Guts Coming Here	Spean With the Jedi Council	Queen Amidala, Ruler of Naboo
Captain Madakor	Rebel Artillery	Might of the Republic
Coruscant: Jedi Council Chamber	Senator Palpatine	Queen's Royal Starship
Insurrection & Aim High	All Wings Report In & Darklighter Spin	Rebel Artillery
Queen Amidala, Ruler of Naboo	Coruscant: Jedi Council Chamber	wraps around to top.
Rebel Artillery	Panaka's Blaster	miniapo arcana to top.
Battle Plan & Draw Their Fire	Battle Plan & Draw Their Fire	
Speak With the Jedi Council	Yoda, Senior Council Member Al	
Ric Olie	Are You Brain Dead?	
Captain Panaka	We Wish to Board at Once	
Vote Now!	Captain Madakor	
Master Qui-Gon	Vote Now!	
Charles and Charle	Phylo Gandish	
Might of the Republic		
Murr Daned	Incurrection V Aim Ligh	
Murr Danod Phylo Gandish	Insurrection & Aim High Master Qui-Gon	

Star Wars CCG: Coruscant 11x11 Rare Sheet (Light Side)

Jedi Cd Chbr	S. C. Valoru m	Phylo Gandi sh	Free Ride & En Cb.	Yoda, S.C.M.	All Wings/ D.Spin	Ric Olie	Your Insight /Areas	Panak a's Blaster	Capt. Panak a	We Wish Board
Depa Billaba	Sen. Palpat ine Al	Sabe	Radia nt VII	Insurre ction/A imHigh	Queen Amid, Ruler	Speak Jedi Ccl	Queen 's St- arship	Vote Now!	Mace Windu	Are U Brain Dead?
Murr Danod	Sen. Palpati ne	Phylo Gandi sh	Your Insight /Areas	Plo Koon	Quee n Amid, Rir Ai	Depa Billaba	You've Got Guts	Capt. Madak or	Jedi Ccl Chbr	Insurre ction/A imHigh
Queen Amid, Ruler	Rebel Artiller Y	Battle Plan/D r. Fire	Speak Jedi Cd	Ric Olie	Capt. Panak a	Vote Now!	Master Qui- Gon	Might of Re- public	Murr Danod	Phylo Gandi sh
Queen' s St- arship	Plo Koon	We Wish Board	You've Got Guts	Free Ride & En Cb.	S.C. Valoru m	Depa Billaba	Sabe	Radia nt VII	Speak Jedi Ccl	Battle Plan/D r. Fire
Maste r QuiGo n Al	All Wings/ D.Spin	Jedi Ccl Chbr	Master Qui- Gon	Are U Brain Dead?	Panak a's Blaster	Your Insight /Areas	Murr Danod	Capt. Madak or	Might of Re- public	Capt. Panak a
Yoda, S.C.M.	Plo Koon	Free Ride & En Cb.	Queen 's St- arship	Mace Windu	Ric Olie	Radia nt VII	Speak Jedi Ccl	Rebel Artiller y	Sen. Palpati ne	All Wings D.Spin
Jedi Cd Chbr	Panak a's Blaster	Battle Plan/D r. Fire	Yoda, S.C.M. Al	Are U Brain Dead?	We Wish Board	Capt. Madak or	Vote Now!	Phylo Gandi sh	Insurre ction/A imHigh	Master Qui- Gon
Sabe	You've Got Guts	Radia nt VII	Capt. Panak a	Rebel Artiller y	Might of Re- public	S.C. Valoru m	Plo Koon	Your Insight /Areas	Panak a's Blaster	Mace Windu Al
All Wings/ D.Spin	Jedi Ccl Chbr	Murr Danod	Ric Olie	Sen. Palpati ne	Battle Plan/D r. Fire	Are U Brain Dead?	We Wish Board	Free Ride & En Cb.	Yoda, S.C.M.	Vote Now!
Mace Windu	Depa Billaba	Insurre ction/A imHigh	Sabe	S.C. Valoru m Al	You've Got Guts	Capt. Madak or	Queen Amid, Ruler	Might of Re- public	Queen 's St- arship	Rebel Artiller y

All Wings Report In & Darklighter Spin All Wings/D. Spin = Battle Plan/Dr. Fire Battle Plan & Draw Their Fire = Free Ride & Endor Celebration Free Ride & En Cb. = Queen Amidala, Ruler of Naboo Queen Amid, Ruler = S.C. Valorum Supreme Chancellor Valorum = Speak With The Jedi Council Speak Jedi Ccl = We Wish Board = We Wish To Board At Once Yoda S.C.M. Yoda, Senior Council Member = Your Insight/Areas Your Insight Serves You Well & Staging Areas = You've Got Guts You've Got A Lot Of Guts Coming Here =

Star Wars CCG: Coruscant Rare Sheet Map (Dark Side)

(columns coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Televan Koreyy	Blockade Flagship: Bridge	Lott Dod
Battle Order & First Strike	Short Range Fighters & Watch Back	Dioxis
Maul's Sith Infiltrator	Daultay Dofine	Masterful Move & Endor Occupation
Mast. Move & Endor Occupation	The Phantom Menace	Imperial Artillery
Trade Fed. Droid Control Ship	Battle Order & First Strike	Blockade Flagship: Bridge
You Cannot Hide Forever & Mobilization Points	They Will Be No Match For You	TC-14
Vote Now!	Vote Now!	The Phantom Menace
We Must Accelerate Our Plans	Dioxis	Aks Moe
Destroyer Droid	Rune Haako	Rune Haako
Imperial Artillery	Maul's Sith Infiltrator	Daultay Dofine
P-59	Trade Fed. Droid Control Ship	Imperial Arrest & Secret Plans
Darth Maul, Young Apprentice	TC-14	Maul Strikes
Aks Moe	Do They Have A Code Clearance?	You Cannot Hide Forever & Mobilization Points
Nute Gunray	We Must Accelerate Our Plans	P-59
Squabbling Delegates	Nute Gunray	Darth Maul, Young Apprentice
Do They Have A Code Clearance?	Keder the Black	Televan Koreyy
Imperial Arrest & Secret Plans	Imperial Arrest & Secret Plans	Lott Dod
Daultay Dofine	P-60	Battle Order & First Strike
P-60	Darth Maul, Young Apprentice	Masterful Move & Endor Occupation
Keder the Black	Lott Dod	Destroyer Droid
Maul's Sith Infiltrator	Blockade Flagship: Bridge	Dioxis
Grotto Werribee	Destroyer Droid	TC-14
You Cannot Hide Forever &	Destroyer broid	10-14
Mobilization Points	P-59	Imperial Artillery
Maul Strikes	Daultay Dofine	Maul's Sith Infiltrator Al
Short Range Fighters & W.Y. Back	Grotto Werribee	Nute Gunray
Battle Order & First Strike	Vote Now!	Keder the Black
Trade Fed. Droid Control Ship	Dioxis	Short Range Fighters & Watch Back
They Will Be No Match For You	The Phantom Menace	P-60
Blockade Flagship: Bridge	TC-14	Grotto Werribee
Imperial Artillery	Rune Haako	Aks Moe
Dioxis	Aks Moe	Squabbling Delegates
Vote Now!	Short Range Fighters & Watch Back	Rune Haako
P-59	Squabbling Delegates	Do They Have A Code Clearance?
Squabbling Delegates	They Will Be No Match For You	wraps around to top.
Nute Gunray	Imperial Arrest & Secret Plans	aps around to top.
Do They Have A Code Clearance?	P-60	
Darth Maul, Young Apprentice	You Cannot Hide Forever &	
Al	Mobilization Points	
We Must Accelerate Our Plans	Trade Fed. Droid Control Ship	
Mast. Move & Endor Occupation	Maul Strikes	
Keder the Black	Televan Koreyy	
Televan Koreyy	The Phantom Menace Al	
Grotto Werribee	We Must Accelerate Our Plans	
Lott Dod	Destroyer Droid	
Maul Strikes	They Will Be No Match For You	
continued next column	continued next column	

Star Wars CCG: Coruscant 11x11 Rare Sheet (Dark Side)

Televa n Koreyy	Battle Ord/F. Strike	Maul's Sith Infilt.	Mast. Move/ E.Occ.	TFed. D.C. Ship	You Hide/ M Pts.	Vote Now!	We Must Accel	Destro yer Droid	Imp. Artiller y	P-59
Darth Maul, Y.A.	Aks Moe	Nute Gunra y	Sqbb Deleg ates	Do They Have	Imp. Arrest/ Plans	Daulta y Dofine	P-60	Keder the Black	Maul's Sith Infilt.	Grotto Werrib ee
You Hide/M ob Pts.	Maul Strikes	Short Range / Back	Battle Ord/F. Strike	TFed. D.C. Ship	They Be No Match	Block Flag. Bridge	Imp. Artiller Y	Dioxis	Vote Now!	P-59
Sqbb Delega tes	Nute Gunra y	Do They Have	Darth Maul, YA Al	We Must Accel	Mast.I Move/ E.Occ.	Keder the Black	Televa n Koreyy	Grotto Werrib ee	Lott Dod	Maul Strikes
Block Flag. Bridge	Short Range / Back	Daulta y Dofine	Phan. Menac e	Battle Ord./F. Strike	They Be No Match	Vote Now!	Dioxis	Rune Haako	Maul's Sith Infilt.	TFed. D.C. Ship
TC-14	Do They Have	We Must Accel	Nute Gunra y	Keder the Black	Imp. Arrest/ Plans	P-60	Darth Maul, Y.A.	Lott Dod	Block Flag. Bridge	Destro yer Droid
P-59	Daulta y Dofine	Grotto Werrib ee	Vote Now!	Dioxis	Phan. Menac e	TC-14	Rune Haako	Aks Moe	Short Range /Back	Sqbb Deleg ates
They Be No Match	Imp. Arrest/ Plans	P-60	You Hide/ M Pts.	TFed. D.C. Ship	Maul Strikes	Televa n Koreyy	Phan. Menac e Al	We Must Accel	Destro yer Droid	They Be No Match
Lott Dod	Dioxis	Mast. Move/ E.Occ.	Imp. Artiller y	Block Flag. Bridge	TC-14	Phan. Menac e	Aks Moe	Rune Haako	Daulta y Dofine	Imp. Arrest/ Plans
Maul Strikes	You Hide/ M Pts.	P-59	Darth Maul, Y.A.	Televa n Koreyy	Lott Dod	Battle Ord./F. Strike	Mast.I Move/ E.Occ.	Destro yer Droid	Dioxis	TC-14
lmp. Artiller y	Maul's Sith Inflt.Al	Nute Gunra y	Keder the Black	Short Range / Back	P-60	Grotto Werrib ee	Aks Moe	Sqbb Deleg ates	Rune Haako	Do They Have

Battle Ord./F. Strike = Battle Order & First Strike

Do They Have = Do They Have A Code Clearance?

Imp. Arrest/Plans = Imperial Arrest Order & Secret Plans

Mast. Move/E. Occ = Masterful Move & Endor Occupation

Short Range/Back = Short Range Fighters & Watch Your Back!

TFed D.C. Ship = Trade Federation Droid Control Ship
They Be No Match = They Will Be No Match For Us

We Must Accel = They Will Be No Match For Us

We Must Accelerate Our Plans

You Hide/M Pts = You Cannot Hide Forever & Mobilization Points

This sheet is an approximation based on incomplete information.

Reflections III September 2001 "REF3"

200 cards 100 foil premiums 100 non-foil "premium" cards 4 rare foils 54 uncommon foils 42 common foils

Foils breakdown: 4 Rare-1 "URF", 54 Rare-2 "SRF", 42 Rare-3 "VRF"
Unbalanced cutsheet Type S High value density

Product format: Booster packs (1 Foil, 3 non-foil premiums, 14 other cards); 30 booster packs per box

It became clear with *Reflections III* that card balance was no longer a concern for Decipher. I should concede when discussing Decipher's 2000-2001 cash grabs that this is not necessarily an unreasonable thing for them to have done. Decipher Incorporated is not Mother Teresa and is not a charity set up to feed the homeless. It is a company that produced products and provided jobs and needed to be making a profit to justify that, just as any company does. Considering what *some* businesses do for money, adding power creep to a bunch of nerd gaming cards is pretty innocuous, really. But still, I mean – *damn. Reflections III*'s new non-foil premiums really stretched the game to the final limit.

The major culprit in this is the "maintenance" cards, which borrowed from MTG's concept of "upkeep costs" for a card. The problem is that Decipher botched the implementation. To use MTG terms, the upkeep costs were due at the end of the turn, and all creatures in SWCCG have haste. It didn't take a genius to figure out that you could dump an undercosted, overpowered maintenance card onto the battlefield and engage in combat with it, knowing you would forfeit it to cover battle damage while your opponent lost some more important character from his side of the table. Hey, why not send Han, Chewie & the Falcon after your opponent's space force? They're only power 9, maneuver 11, and draw two battle destiny - four battle destiny if you happen to be packing a Life Debt (and since Life Debt was a rare in the worthless Jabba's Palace expansion, odds are good that you own a few). You might miss the Falcon and crew after they're forfeited, but you won't mind the thirty-odd damage that got through, forcing two or three big forfeits and ten or so cards of your opponent's life force on top of that. Other maintenance cards are similarly abusable: Blizzard 4 is a good way to deploy Lord Vader for free; Lando, Chewie, and the Stormtrooper Garrison come out of nowhere to hit hard and fast; and Boba Fett, Bounty Hunter routinely draws more destiny in battle than early personae of Darth Vader!

Even the non-maintenance cards in the *Reflections III* premium set are strong enough to be essential. Leia, Rebel Princess is passable against Imperial decks but completely shuts down Scum and Villainy decks. Maul's Double-Bladed Lightsaber is the single strongest weapon in the game and cannot be stolen. There are a group of mains and toys and some interrupts that support two new objectives for the "lightsaber combat" mechanic, and the less said about that, the better. But none of this compares to the crucial, not-really-optional utility that *Reflections III* premiums really bring to the table: Defensive Shields.

Defensive Shields are an concept that existed in MTG since the early days in the form of a "sideboard." Since SWCCG tournament rounds are only one game per affiliation per player, it did not help for a SWCCG player to be able to change a deck for a best-two-out-of-three contest. Instead, a starting effect provides access to the Defensive Shields during the game, and they efficiently shut down many existing abusive strategies.

Unfortunately, Defensive Shields only appear in *Reflections III*. Every single player, from newbie to casual Timmy or Johnny to tournament Spike, needs them. Every single deck needs to be sporting a starting effect and Defensive Shields. It gets better: Defensive Shields are Rare-2 on the premium sheet, while the normal premiums are Rare-3 (or in a few cases Rare-4). This means a player has to open up a fair amount of *Reflections III* to get Defensive Shields and a starting effect. This is part of why REF3 booster boxes are up over \$300 apiece and likely to stay there.

The Players' Committee (PC) has cannily provided virtual Defensive Shields that allow players to use the (much) cheaper original effect cards upon which the shields are based. For example, with virtual slips, a player can use the common Do, or Do Not and There Is No Try from Dagobah instead of having to find another copy of each from REF3. Among the virtual cards are additional starting effects as well, making the cost of entry to SWCCG much, much less than it would be solely with the original cards as printed. I cannot commend the PC enough for this move. It helps everybody and hurts just about nobody.

REF3 market-relevant cards

- All Defensive Shields REF3 is the only (printed) version.
- Blizzard 4 REF3 is the only version.
- Boba Fett, Bounty Hunter REF3 is the only version.
- Chewie, Enraged REF3 is the only version.
- Han, Chewie & the Falcon REF3 is the only version.
- Lando Calrissian, Scoundrel REF3 is the only version.
- Leia, Rebel Princess REF3 is the only version.
- Maul's Double-Bladed Lightsaber REF3 is the only version.
- Stormtrooper Garrison REF3 is the only version.

Unfortunately, by the time the *Card Wizard* project was underway, the market supply of *Reflections III* made the cost of mapping too high. At over \$300 per box, with every box containing roughly one complete set of non-foil premium cards for recoupage, even the best possible span of fifteen foil cards per side would not come close to recouping the remainder of the price of the box. Mapping, then, is essentially an academic question for this set. It is doubtful that much more *Reflections III* will be opened, with most cards in the set circulating in small but adequate numbers to satisfy collectors while players use the cheaper virtualized versions of most of the set's utility cards.

The extra two slots per cutsheet were tournament promo foils of Qui-Gon Jinn with Lightsaber and Darth Maul with Lightsaber, both of which were printed in non-foil form in the final expansion, Theed Palace.

Star Wars CCG: Reflections III Foil Sheet Map (Light Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Qui-Gon With Lightsaber	Wedge Antilles (J)	Obi-Wan's Lightsaber (J)
Qui-Gon With Lightsaber	Yoda, Senior Council Member	Pulsar Skate
Qui-Gon With Lightsaber	Obi-Wan Kenobi, Padawan	Radiant VII
Qui-Gon With Lightsaber	Jar-Jar Binks	Jar-Jar Binks
(blank card)	Gimme A Lift!	Boonta Eve Podrace
Yoda, Senior Council Member	Queen's Royal Starship	Harvest
Mirax Terrik	Lando With Vibro-Axe	Vote Now!
Captain Panaka	Shmi Skywalker	I Did ItI
Rebel Leadership	Amidala's Blaster	Obi-Wan Kenobi, Padawan
Supreme Chancellor Valorum	Radiant VII	Padme Naberrie
Obi-Wan Kenobi (J)	Seeking an Audience	Luke Skywalker, Rebel Scout
A New Secret Base	Captain Panaka	Palace Raider
Luke Skywalker, Rebel Scout	Corran Horn	Lando With Vibro-Axe
Shmi Skywalker	Chewbacca, Protector	Rebel Artillery
Talon Karrde	Mirax Terrik	Gimme A Lift!
Coruscant: Jedi Council Chamber	Supreme Chancellor Valorum	A New Secret Base
Brisky Morning Munchen	Luke Skywalker (J)	Dash Rendar
Owen Lars & Beru Lars	Prisoner 2187	Ric Olie
Prisoner 2187	Anakin's Lightsaber (J)	Obi-Wan's Journal
Padme Naberrie	Vote Now!	Chewbacca, Protector
Tadille Habelile	Qui-Gon Jinn's Lightsaber	Onombuoda, i rotodo
(unknown break space)	I Did It!	(unknown break space)
(diknown break space)	Owen Lars & Beru Lars	(diminum broatt spass)
	Palace Raider	Threepio With His Parts Showing
Brisky Morning Munchen	Pulsar Skate	Threepie With the Farts Showing
Qui-Gon Jinn's Lightsaber (AI)	They Win This Round	(unknown break space)
A New Secret Base	Obi-Wan's Lightsaber (J)	(dikilowii bidak space)
Anakin's Lightsaber (J)	Yoda, Senior Council Member.	
Echo Base Garrison	Master Qui-Gon AI	
Master Qui-Gon	Shmi Skywalker	
Rebel Artillery	Prisoner 2187	
Obi-Wan's Journal	Rebel Artillery	
Mace Windu	Artoo & Threepio	
Outrider	Ric Olie	wraps around to top.
Radiant VII	Dash Rendar	wraps around to top.
Boonta Eve Podrace	Captain Panaka	
Qui-Gon Jinn Al	Coruscant: Jedi Council Chbr	
End of a Reign	Rebel Leadership	
Corran Horn	Palace Raider/QRS	
Conan nom	Seeking an Audience	
(unknown brook coses)	Wedge Antilles (J)	
(unknown break space)	Luke Skywalker (J)	
	End of a Reign	
	Queen's Royal Starship/PR	

The Queen's Royal Starship and the Palace Raider in the lower second column have appeared in reverse order in some boxes.

Star Wars CCG: Reflections III 11x11 Foil Sheet (Light Side)

Qui- Gon w L.S.	Qui- Gon w L.S.	Qui- Gon w L.S.	Qui- Gon w L.S.	(blank card)	Yoda, S.C.M.	Mirax Terrik	Capt. Panak a	Rebel Leader ship	S.C. Valoru m	Obi- Wan (J)
A New Secret Base	Luke Rebel Scout	Shmi Skywa Iker	Talon Karrde	Cor: Jedi C.C.	Brisky Mornin g Mun.	Owen & Beru Lars	Prison er 2187	Padm e Na- berrie		
			Brisky Mornin g Mun.	Qui- Gon's L.S.	A New Secret Base	Anakin 's L.S. (J)	Echo Base Garr.	Master Qui- Gon	Rebel Artiller y	Obi- Wan's Journi
Mace Windu	Outrid er	Radia nt VII	Boont a Eve Race	Qui- Gon Jinn Al	End of a Reign	Corran Horn				
Wedge Antilles (J)	Yoda, S.C.M.	Obi, Padaw an Al	Jar-Jar Binks	Gimm e a Lift!	Queen 's St- arship	Lando Vibro- Axe	Shmi Skywa Iker	Amidal a's Blaster	Radia nt VII	Seekin g Aud- ience
Capt. Panak a	Corran Horn	Chewb acca, Prot.	Mirax Terrik	S.C. Valoru m	Luke Skywa Iker (J)	Prison er 2187	Anakin 's L.S. (J)	Vote Now!	Qui- Gon's L.S.	I Did
Owen & Beru Lars	Palace Raider	Pulsar Skate	They Win Round	Obi- Wan's LS (J)	Yoda, S.C.M.	Master Qui- Gon Al	Shmi Skywa Iker	Prison er 2187	Rebel Artiller y	Artoo & Thr- eepio
Ric Olie	Dash Renda r	Capt. Panak a	Cor: Jedi C.C.	Rebel Leader ship	PR/QR S	Seekin g Aud- ience	Wedg eAntill es (J)	Luke Skywa Iker (J)	End of a Reign	QRS/P
Obi- Wan's LS (J)	Pulsar Skate	Radia nt VII	Jar-Jar Binks	Boont a Eve Race	Harve st	Vote Now!	I Did	Obi, Padaw an Al	Padm e Na- berrie	Luke Rebel Scout
Palace Raider	Lando Vibro Axe	Rebel Artiller y	Gimm e a Lift!	A New Secret Base	Dash Renda r	Ric Olie	Obi- Wan's Journi	Chewb acca, Prot.		
	Three pio w Parts Al									

The Queen's Royal Starship and the Palace Raider in the eighth row have appeared in reverse order in some boxes.

Star Wars CCG: Reflections III Foil Sheet Map (Dark Side)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Snoova	1111
	Vote Now!
Gravity Shadow	Watto Al
Rolling Rolling Rolling	Vader's Lightsaber (J)
	Dioxis
P-60	Destroyer Droid
	Grand Moff Tarkin (J)
The Phantom Menace Al	Grand Admiral Thrawn
Boonta Eve Podrace	The Circle is Now Complete (J)
Vigo	Rolling Rolling Rolling
	P-59
	You May Start Your Landing
	Power of the Hutt
	Trample (J)
	Ominous Rumors
	Disarmed
The state of the s	
	(unknown break space)
The Phantom Menace Al	
Brangus Glee	
Vote Now!	
Gravity Shadow	
	wraps around to top.
	-
	Disarmed The Phantom Menace AI Boonta Eve Podrace Vigo Dr. Evazan (J) Naboo Occupation Maul's Lightsaber TC-14 Grand Moff Tarkin (J) Darth Maul AI Battle Deployment Ominous Rumors The Circle is Now Complete (J) Stinger I Have You Now Nute Gunray Sith Probe Droid After Her! Boonta Eve Podrace The Phantom Menace AI Brangus Glee Naboo Occupation Maul's Sith Infiltrator AI

Star Wars CCG: Reflections III 11x11 Foil Sheet (Dark Side)

Darth Maul w L.S.	Darth Maul w L.S.	Darth Maul w L.S.	Darth Maul w L.S.	(blank card)						
		Darth Maul Y.A.								
Sebulb a's Podr.	Prince Xizor	Maul's Lights aber	Maul Strikes	Merce nary Pilot	Imp. Comm and	Power of the Hutt	Nute Gunra y	Vader' s L.S. (J)	Tat: Desert L. Site	Mighty Jabba
Battle Deploy ment	Snoov	Gravit y Sha- dow	Rolling Rolling Rolling	Brang us Glee	P-60	Disar med	T.P.M. Al	Boont a Eve Race	Vigo	Dr. Evaza n (J)
Naboo Occup ation	Maul's Lights aber	TC-14	G.M. Tarkin (J)	Darth Maul Al	Battle Deploy ment	Omino us Ru- mors	TCINC	Stinger	I Have You Now	Nute Gunra y
Sith Probe Droid	After Her!	Boont a Eve Race	T.P.M. Al	Brang us Glee	Naboo Occup ation	Maul's Infiltrat or Al	Vote Now!	Gravit y Sha- dow	G.M. Tarkin (J)	Virago
YMSY L	Disar med	Dr. Evaza n (J)	I Have You Now	Destro yer Droid	Tat: Desert L. Site	Battle Deploy ment	Lott Dod	Sith Probe Droid	Guri	Capt. Gilad Pell.
Mighty Jabba	Vote Now!	Watto Al	Vader' s L.S. (J)	Dioxis	Destro yer Droid	G.M. Tarkin (J)	Grand Adm. Thrwn	TCINC (J)	Rolling Rolling Rolling	P-59
YMSY	Power of the Hutt	Trampl e (J)	Omino us Ru- mors	Disar med						

Theed Palace

No foil premiums

November 2001 "THD" 9 ultra-rares (alternate images)

129 cards 40 rares

40 uncommons

40 commons

Unbalanced cutsheet

Type S

Medium value density

Product format: Booster packs (1 R, 10 U/C); 30 booster packs per booster box

Interestingly, the *Theed Palace* expansion the only SWCCG product that contained zero cards referencing the original *Star Wars* trilogy.

Most of the overpowered cards Decipher had on deck at the time apparently went into Reflections III, because Theed Palace is only of above-average power. The set contains plenty of cards that are strong enough to play well and see widespread adoption among tournament players, not the least of which is the only version of Darth Sidious, who under SWCCG rules can be played in addition to Emperor Palpatine. If you can't hold down a site with those kinds of resources, I have no sympathy for you.

The Naboo and the Gungans are just good enough to make for some potent rogue decks, with Queen Amidala's versatility and the protection afforded by the "underwater" locations. The Dark Side has the most restrictive deck archetype in all of SWCCG with Invasion/In Complete Control, long considered a Johnny deckbuilding challenge. Most of the set was available solely from Hills Wholesale Gaming and Wild Things Games for years after its release, and there is scant sealed product remaining. A sealed THD booster box at any price is worth a look, while a complete set without AI tends to float in the low \$100 range.

THD market-relevant cards

- Boss Nass THD is the only version, Al preferred.
- Darth Maul with Lightsaber Promotional foil is the optimal version, followed by THD.
- Darth Sidious THD is the only version, Al preferred.
- · Queen Amidala THD is the only version, Al preferred.
- Qui-Gon Jinn with Lightsaber Promotional foil is the optimal version, followed by THD.

For the six Light Side and three Dark Side rares that have alternate images, the Als replace two of the six instances of those cards. Thus, after opening 242 booster packs, on average, a collector will have compiled two complete sets with AI, two more complete sets without AI, and will have two spare copies of every rare that did not have an AI version. This wastage is about as severe as *Tatooine*, but it's so impossible to find sealed *Theed Palace* product that it really doesn't matter.

There are six Light Side Als, so one appears for every 10.08 Light Side rares, while the three Dark Side Als appear once for every 20.17 Dark Side rares. Overall, an Al occurs once every 13.44 packs, or roughly 2.25 times per booster box.

Reflections Gold		Unreleased (2002)	None
312 cards	Unknown foil premiums	312 non-foil premiums	
312 fixed cards	156 Light Side fixed	154 Dark Side fixed	2 checklist cards
Unknown cutsheet	Unknown Type	Very high value density	

Decipher hoped to release one final SWCCG set at the beginning of 2002 that would serve as their last chance to balance the SWCCG metagame and serve as a showcase for the best of their remaining graphical and restorative work on images from the *Star Wars* films. The *Reflections* sets had been great financial successes for Decipher, so the company planned one last hurrah in the same format. That set, *Reflections Gold*, would have been sold in booster packs that contained a foil premium card, several fixed cards, and a dozen or so bulk cards from existing overstock, much as *Reflections III* did. Decipher ran out of time and was not finished with the set until early 2002, and Lucasfilm did not permit the release of the set, so for many years the public knew little about it.

In 2004, a chain of emails from Decipher insiders leaked to the online SWCCG community. The emails contained the development gametext for some of the 312 Reflections Gold fixed cards. This information constituted the first known spoiler for content from the set.

Based on the chain of emails from 2004 and statements from Decipher insiders from late 2001, the player community deduced the contents of *Reflections Gold*. The fixed set would have consisted of three different types of cards:

- "Virtual" cards were mostly new versions of main characters and other utility cards that had blank text boxes. They were designed so that Decipher could publish changeable game text on a regular basis to maintain the metagame. These were the predecessors to the virtual cards that would eventually be published by the Players' Committee.
- New split cards were mostly very powerful, combining interrupts and effects for what were in some cases game-breaking utility.
- "Opening credits" cards were reprints of existing utility interrupts and effects, each
 with a value in "credits." A player could start up to four "credits" worth of these
 cards in his or her opening hand at the start of a game.

The email chain noted that Decipher was not concerned with obsoleting earlier versions of New Split and "Opening Credits" cards, so it is fact, not speculation, that *Reflections Gold* was pure power creep designed to soak cash from dedicated players. Given that it was to be Decipher's last SWCCG release, this was understandable.

In 2006, a few hundred *Reflections Gold* playtest cards suddenly appeared in circulation on the west coast of the United States. The cards were color laser printouts on stickers adhered to white-bordered commons and two-player game cards, and are of generally low quality, presumably created in haste by an intern or playtester unconcerned with the cards ever having collectible value. An unknown number of each of the 312 fixed cards exists as a playtest card; it is possible that the entire set is not circulating, or that multiple entire sets are circulating. Several former Decipher designers and developers are presumed to have

access to the master print sheets from which the playtest cards were made, but it is unknown whether they could reproduce the cards authentically.

The secondary market seems to have made an assumption that the *Reflections Gold* playtest cards cannot or will not be reproduced, so specimens sell for anywhere from several dollars for meaningless red "Opening Credits" cards to \$100 or more for "Virtual" mains like Lord Vader, Lord of the Sith and Young Skywalker. In the midrange fell the strongest New Split and "Opening Credits" cards and the "Virtual" non-mains such as Bring Me the Hydrospanners!, Beggar & Revolution, You Are Beaten, Establish Secret Base & Ominous Rumors, and Imperial Command.

An authentic *Reflections Gold* playtest card will have clear text but grainy, heavily pixellated graphics. Ink stains and warping of the text and graphics are normal. Some cards have text or statistics crossed out or scribbled over in pen, and others are color copies of master print sheets on which there are cross-outs and corrections. Misspellings and poor grammar are evident on several cards. The copied/printed card image will be white-bordered and the sticker will be attached to a white-bordered card. The sticker's cut may not be perfectly rectangular and will appear to have been cut with a paper cutter and not with scissors.

Playtest cards from earlier Decipher products generally sell for respectable amounts, but are not as rare or as demanded as those from *Reflections Gold*. The most notable physical difference is that playtest cards from earlier sets were usually printed with black borders. Some degree of image graininess, uneven sticker cuts, grammatical errors, and other attributes are consistent between *Reflections Gold* playtest cards and those from earlier sets and other Decipher products.

The complete card list follows. The SWCCG Players' Committee has all the card images and, as of this writing, plans to make complete image and spoiler information for the set available to the public on the web.

Star Wars CCG: Reflections Gold card list (Light Side)

Episode IV: A New Hope - 40 cards

Tiinn	Beggar & Revolution		
Goldenrod	Traffic Control & Crash Site Memorial		
Solo	Obi-Wan's Cape & Lightsaber Proficiency		
Commander Myron Konkle	Old Ben & Noble Sacrifice		
Owen	On The Edge & Surprise Assault		
This Is Your Father's Lightsaber	Help Me Obi-Wan Kenobi & Double Agent		
Lukel We're Going To Have Company	Gift Of The Mentor & Skywalkers		
We Don't Want To Cause Any Trouble	Traffic Control		
Senator Organa	Jedi Presence		
Young Skywalker	Hyper Escape		
Old Ben Kenobi	Revolution		
That's The Real Trick	Crash Site Memorial		
Prisoner Transfer	How Did We Get Into This Mess?		
False Past	Sorry About The Mess		
Nabrun Leids & Quite A Mercenary	Corellian Slip		
The Force Is Strong With This One & Jedi Presence	Quite A Mercenary		
Sabotage & Slight Weapons Malfunction	All Wings Report In		
Return Of A Jedi & Luke's Back	Out Of Commission		
Han's Back & Leia's Back	A Few Maneuvers		
A Few Maneuvers & Han's Dice	Narrow Escape		

Episode V: The Empire Strikes Back - 38 cards

2-1B	Crack Shot & Quick Draw	
Yoda, Jedi Master	Scramble & Hiding In The Garbage	
Chewbacca	Keep Your Eyes Open & Shoo! Shoo!	
Looking To The Future	Wookiee Strangle & We'll Find Han	
You Must Complete The Training	Smoke Screen & It's A Trap!	
Taking On The Whole Empire Myself	Nice Of You Guys To Drop By & Visored Vision	
See You At The Rendezvous	Attack Pattern Delta	
Inspecting The Garbage	Smoke Screen	
Bring Me The Hydrospannersl	Scramble	
Bad Lifters And Faulty Wings	Recoil In Fear	
Bickering At Its Finest	Hiding In The Garbage	
Old Smoothies	Off The Edge	
Mission Briefing	We Don't Need Their Scum	
Perimeter Scan & Under Attack	Nice Of You Guys To Drop By	
Effective Repairs & Punch Itl	We Can Still Outmaneuver Them	
Light Maneuvers & Jedi Levitation	Glancing Blow	
This Is More Like It & I Have A Bad Feeling About This	Walker Sighting	
Away Put Your Weapon & Put That Down	Clash Of Sabers	
Armed And Dangerous & Ambush	Under Attack	

Star Wars CCG: Reflections Gold card list (Light Side)

Episode VI: Return of the Jedi - 39 cards

Ewok Tribesman	Projection Of A Skywalker & Yarna D' al' Gargan	
Rakes Jevorik	Close Air Support & Commando Training	
Wedge	Were You Looking For Me? & I Know	
I Thought He Was Blind	Corellian Retort & Fly Casual	
Is Your Strike Team Assembled?	Rebel Leadership & Throw Me Another Charge	
I Used To Live Here, You Know?	Careful Planning & Heading For The Medical Frigate	
Father, Please	Close Air Support	
Ackbar's Assault Plan	I Have A Really Bad Feeling About This	
Congradulations	Aim High	
Lapti Nek	Fly Casual	
Yoda I Must Know	A Gift	
Droid Overboard	Blaster Deflection	
Biker Scout Down	You Will Take Me To Jabba Now	
The Signal & Jedi Mind Trick	Launching The Assault	
You Will Take Me To Jabba Now & Strangle	Strangle	
Choke & Blaster Deflection	I Must Be Allowed To Speak	
Skull & Mandalorian Mishap	Rebel Leadership	
Lost In The Wilderness & Yub Yub!	I Hope She's All Right	
Insertion Planning & Critical Error Revealed	Insertion Planning	
I Must Be Allowed To Speak & Goo Nee Tay		

Episode I: The Phantom Menace - 39 cards

Drem Redins	Credits Will Do Fine & We're Leaving
Jar Jar	I Will Not Defer & Plea To The Court
Palpatine, Senator To Naboo	Speak With The Jedi Council & Vote Now!
They All Broken	My Loyal Bodyguard & Might Of The Republic
We Are Brave, Your Highness	Jedi Leap & Clinging To The Edge
Jedi Tactics	Losing Track & A Step Backwards
Naboo: Ceremonial Chamber	Entering The Arena
Anakin Skywalker	No Giben Up, General Jar Jar
Gungan Celebration Trumpet	Gungan Energy Shield
Through The Planet Core	Neck And Neck
Clinging To The Very Edge	Brisky Morning Munchen
Yousa Guys Bombad!	Might Of The Republic
Ouch Time	We Wish To Board At Once
Stay Here	Losing Track
Podrace Prep & Too Close For Comfort	Vote Now!
Either Way, You Win & Eventually You'll Lose	Inconsequential Barriers
Mindful Of The Future & Inconsequential Barriers	Too Close For Comfort
No Giben Up, General Jar Jar & Gimme A Lift!	Eventually You'll Lose
We Wish To Board At Once & Are You Brain Dead?!	Strike Blocked
Neck And Neck & Changing The Odds	

Star Wars CCG: Reflections Gold card list (Dark Side)

Episode IV: A New Hope - 40 cards

Coilen	Blast Door Controls & Reactor Terminal		
Gweeta	Presence Of The Force & Dark Waters		
Governer Tarkin	Kraty Dragon Bones & Imperial Justice		
Name The System!	Look Sir, Droids & Counter Assault		
Where Are You Taking ThisThing?	Jabba's Through With You & Nevar Yalnal		
Security Sweep	Dark Collaboration & Charming To The Last		
Tatooine Resale Operations	I Have You Now & Your Powers Are Weak, Old Man		
TK-420	Counter Surprise Assault		
Not Worth The Trouble	Sniper		
Tatooine Underground Operations	Imperial Justice		
Imperial Detachments	Short Range Fighters		
Imperial Data Network	Expand the Empire		
Is There Something Alive Down Here?	Oo-ta Goo-ta Solo?		
Boba Fett	Local Trouble		
I've Got A Problem Here & Physical Choke	Jabba's Through With You		
Elis Helrot & Oo-ta Goo-ta Solo?	We Have A Prisoner		
Put All Sections On Alert & Full Scale Alert	Dark Maneuvers		
Dark Jedi Presence & Vader's Eye	The Circle Is Now Complete		
The Circle Is Now Complete & Vader's Obsession	Dark Jedi Presence		
Informant & Takeel	Tallon Roll		

Episode V: The Empire Strikes Back - 38 cards

Lord Vader, Lord Of The Sith	Imperial Decree & The Dark Path	
Blizzard Scout 4	Surprise & E Chu Ta	
Imperial Firepower	Cold Feet & He Hasn't Come Back Yet	
One Arm's Frozen Lunch	Release Your Anger & Unexpected Interruption	
Disciplinary Actions	Shut Him Up Or Shut Him Down & Voyeur	
Begin Retreat!	Something Hit Us! & Why Didn't You Tell Me?	
I Didn't Mean To	Atmospheric Assault	
Perfect Hibernation	Those Rebels Won't Escape Us	
Performing Under Pressure	I Had No Choice	
Imperial Compensation	Tactical Support	
Speeder Downed	Alert My Star Destroyer!	
Ben?	Responsibility Of Command	
We Would Be Honored If You Would Join Us	You Are Beaten	
Trooper Assault & Tactical Support	Projective Telepathy	
Imbalance & Shocking Revelation	Weapon Malfunction	
Point Man & Slip Sliding Away	Our First Catch Of The Day	
Brief Loss Of Control & Imperial Supply	Unexpected Interruption	
Overwhelmed & A Dark Time For The Rebellion	Imperial Supply	
Trample & Lightsaber Deficiency	Uncertain Is The Future	

Star Wars CCG: Reflections Gold card list (Dark Side)

Episode VI: Return of the Jedi - 38 cards + 1 checklist card

Emperor's Royal Guard	Always Thinking With Your Stomach & Scout Recon	
Emperor	Combat Readiness & Prepared Defenses	
Star Destroyer Executor	Scum And Villainy & Information Exchange	
Ewok Supersticions	Quick Reflexes & All Wrapped Up	
Sarlacc Tentacles	Well Guarded & Security Precautions	
Twilight Fading	[Light Side Checklist]	
Cannon Fire	Flagship Operations	
Back On Schedule	Well-Earned Command	
Jedi Rocks	Crossfire	
Jabba's Droid Pool	Security Precautions	
Boba Fett? Where?!	Aratech Corporation	
You Will Meet Your Destiny	Search And Destroy	
Locked Door	Trap Door	
Force Lightning & Rise, My Friend	Scum And Villainy	
Imperial Command & It's An Older Code	None Shall Pass	
Operational As Planned & Wounded Warrior	Relentless Tracking	
Establish Secret Base & Ominous Rumors	Imperial Command	
Emperor's Power & Overseeing It Personally	Perimeter Patrol	
Your Destiny & Insignificant Rebellion	Force Lightning	
Hidden Weapons & Twi'lek Advisor		

Episode I: The Phantom Menace - 38 cards + 1 checklist card

Griff Mirtong	Watto's Box & Quietly Observing
Watto, Junk Dealer	This Is Outrageous! & Motion Supported
SSA-33	Begin Landing Your Troops & Activate The Droids
Boonta Eve Wagering	Dioxis & They're Still Coming Through!
Visage Of A Viceroy	Master, Destroyers! & Rolling, Rolling, Rolling
Flag Emblems	Maul Strikes & No Match For A Sith
Security Activators	Blow Parried
Darth Maul, Sidious' Apprentice	Rolling, Rolling
Battle Plains Victory	Quietly Observing
Worry	Podracer Collision
Great Interest	I Will Find Them Quickly Master
Entry Denied	Pit Crews
In The Pits	Vote Now!
[Dark Side Checklist]	Open Fire!
Watto's Chance Cube & You Swindled Me!	Through The Corridor
Start Your Engines! & Pit Crews	Hit Racer
We Must Accelerate Our Plans & Vote Now!	They're Still Coming Through
Drop Your Weapons & Halt!	Dioxis
Podracer Collision & Hit Racer	Squabbling Delegates
Trade Federation Tactics & We're Hit Artoo	

Promotional cards

28 cards

Distributed through redemptions and as tournament attendance prizes

Decipher released promotional foils for the *Star Wars* CCG, mostly non-rare cards that were popular in tournament play.

The hardest to acquire are the Imperial-class Star Destroyer and Corellian Corvette, which appeared once on the print sheet for every ten instances of most of the other cards. The next most difficult to acquire are the Qui-Gon and Darth Maul promos, based on quantity.

Star Wars CCG Tournament/Promotional Foils

Foil card	Source	
Clash of Sabers	Death Star II Pre-release tournaments	
You Are Beaten	Death Star II Pre-release tournaments	
The Signal	State Championship 2000 tournaments	
Masterful Move	State Championship 2000 tournaments	
Corellian Corvette	DecipherCon 2000 preregistration redemption	
Imperial-class Star Destroyer	DecipherCon 2000 preregistration redemption	
Battle Plan	Endor Closed Environment tournaments	
Battle Order	Endor Closed Environment tournaments	
Insurrection	Endor Closed Environment tournaments	
Imperial Arrest Order	Endor Closed Environment tournaments	
Qui-Gon Jinn with Lightsaber	Episode I Closed Environment tournaments	
Darth Maul with Lightsaber	Episode I Closed Environment tournaments	
Rebel Barrier	2001 World Championship Open tournaments	
Imperial Barrier	2001 World Championship Open tourname	
A Few Maneuvers	August/September 2001 tournaments	
Dark Maneuvers	August/September 2001 tournaments	
It Could Be Worse	October/November 2001 tournaments	
Alter (Dark)	October/November 2001 tournaments	
Sense (Light)	December 2001/January 2002 tournaments	
Ghhhk	December 2001/January 2002 tournaments	
Grimtaash	February/March 2002 tournaments	
Alter (Light)	February/March 2002 tournaments	
Monnok	February/March 2002 tournaments	
Imperial Decree	February/March 2002 tournaments	
Houjix	April/May 2002 tournaments	
Sense (Dark) April/May 2002 tournaments		
Snowspeeder	June/July 2002 tournaments	
Twi'lek Advisor	June/July 2002 tournaments	

Young Jedi Customizable Card Game

Menace of Darth Maul May 1999 MODM

140 cards 18-card foil subset

30 rares 40 uncommons 60 commons 10 fixed starter

4 rare foils 6 uncommon foils 8 common foils

Balanced cutsheet Type unknown Homelands value density

Booster packs (1 R, 3 U, 7 C); Starter Decks (60 fixed cards)

Booster boxes (30 packs); Starter boxes (12 decks); Collector's Boxes (10 packs)

Promotional foil: Anakin Skywalker (label redemption)

May 1999 saw the release of *Star Wars: Episode 1 - The Phantom Menace*, perhaps the most anticipated and most disappointing film in cinematic history. Decipher was ready for an influx of new TCG players with a game offering much simpler and faster gameplay than the *Star Wars* CCG. Decipher printed *Young Jedi* in huge numbers at first, hoping to capitalize on interest in the Episode 1 movie, but when the movie failed to live up to expectations, the game joined the heap in the glut of *Episode 1* tie-in merchandise that hit the market that year. It's a bit of a shame, because the game itself is fun to play and has an elegant and balanced engine with potential that has barely been tapped.

The current state of *Young Jedi* as an ongoing game is essentially "dead," though *Star Wars* CCG players tend to know how to play and probably wouldn't refuse a friendly game if you asked. Like all *Star Wars* product, the collector market will maintain some modicum of demand for *Young Jedi* until the collapse of western civilization. Booster boxes of MODM are cheap at the time of this writing – \$4 to \$8 – but the complete set with all foils can often be had for \$20 or less. The four rare foils from the set are the only cards that are of non-trivial difficulty to acquire. The rare foils from the set were F1 Obi-Wan Kenobi, Young Jedi; F2 Jar-Jar Binks, Gungan Chuba Thief; F10 Darth Maul, Sith Apprentice; and F11 Darth Sidious, Sith Master. Two promotional foils, Anakin Skywalker and Sebulba, were available by sending wrappers to Decipher for redemption. The Sebulba foil is the rarer of the two (see the section on *Young Jedi* promotional foils).

As with *The Jedi Council* and *Battle of Naboo*, a complete set requires the opening of at least one starter deck to obtain the five fixed cards per side (three locations, an Obi-Wan variant, a Maul variant, and a minor character for each side).

The set is also available in German and Japanese. There is no particular demand for the German product, which has no foils. The Japanese product is incredibly rare and commands high prices on the collector market.

The Jedi Council October 1999 JC

140 cards 18-card foil subset

30 rares 40 uncommons 60 commons 10 fixed starter

4 rare foils 6 uncommon foils 8 common foils

Balanced cutsheet Type unknown Homelands value density

Booster packs (1 R, 3 U, 7 C); Starter Decks (60 fixed cards)

Booster boxes (30 packs); Starter boxes (12 decks)

The second *Young Jedi* release arrived on the market at about the same time as the home video release of the film. The game was already close to dead at that point, with little play interest in the community except among the most obsessed *Star Wars* CCG holdovers. The second set, rather than pushing any boundaries and taking a risk of adding something great to the game, was in many respects almost identical to its predecessor and successor. Decipher clearly designed *Menace of Darth Maul, The Jedi Council*, and *Battle of Naboo* simultaneously, distributing card variants and locations among the three in order to create one complete game environment. It was not until the *Duel of the Fates* expansion that the game itself progressed in any way, and *Duel* failed to carry the torch.

The Jedi Council is the second-most-abundant and second-least-expensive Young Jedi product in circulation. Booster boxes cost anywhere from \$6 to \$10 (with a few idiots now and again posting them at \$20 or more and hoping to catch a sucker on the line) and the complete set with foils can be found for under \$25 as of this writing. The four rare foils from the set are the only cards that are of non-trivial difficulty to acquire. Decipher at least had the presence of mind this time not to waste a rare foil on Jar-Jar Binks. The rare foils from the set were F1 Obi-Wan Kenobi, Jedi Apprentice; F2 Qui-Gon Jinn, Jedi Protector; F10 Darth Maul, Master of Evil; and F11 Darth Sidious, Lord of the Sith.

As with *Menace of Darth Maul* and *Battle of Naboo*, a complete set requires the opening of at least one starter deck to obtain the five fixed cards per side (three locations, an Obi-Wan variant, a Maul variant, and a minor character for each side).

A tiny amount of *The Jedi Council* was printed in Japanese, and commands very high prices on the collector market.

Battle of Naboo April 2000 BON

140 cards 18-card foil subset

30 rares 40 uncommons 60 commons 10 fixed starter

4 rare foils 6 uncommon foils 8 common foils

Balanced cutsheet Type unknown Homelands value density

Booster packs (1 R, 3 U, 7 C); Starter Decks (60 fixed cards)

Booster boxes (30 packs); Starter boxes (12 decks)

The third *Young Jedi* release arrived almost a year after the first. As with *The Jedi Council*, the set did virtually nothing new for the game. *Battle of Naboo* is the third-most-abundant and third-least-expensive *Young Jedi* product in circulation. Booster boxes cost anywhere from \$6 to \$15 and the complete set with foils can be found for under \$25 as of this writing. The four rare foils from the set are the only cards that are of non-trivial difficulty to acquire. In a laudable move, Decipher spared us a third Darth Sidious foil and mixed things up with a foil rare Aurra Sing. The rare foils from the set were F1 Obi-Wan Kenobi, Jedi Knight; F2 Qui-Gon Jinn, Jedi Ambassador; F10 Darth Maul, Dark Lord of the Sith; and F11 Aurra Sing, Mercenary.

As with *Menace of Darth Maul* and *The Jedi Council*, a complete set requires the opening of at least one starter deck to obtain the five fixed cards per side (three locations, an Obi-Wan variant, a Maul variant, and a minor character for each side).

Enhanced Menace of Darth Maul August 2000 EMDM

6 fixed premium cards Homelands value density

Enhanced packs (1 premium card, 4 booster packs of MODM) Enhanced boxes (12 enhanced packs; 2 of each premium card)

In an effort to clear out some of the infinitely-overprinted *Menace of Darth Maul* product, Decipher repackaged boosters with premium cards so overpowered it made no sense not to play the maximum allowable in any deck. *Enhanced Menace of Darth Maul* is ubiquitous in general; from time to time the supply dries up, only for a vendor somewhere to unearth another few cases and pawn them off in the \$10-\$20 range.

The premium cards, visible through a die-cut window on the enhanced pack, were P1 Qui-Gon Jinn, Jedi Protector; P2 Mace Windu, Jedi Warrior; P3 Queen Amidala, Cunning Warrior; P4 Darth Maul, Sith Assassin; P5 Sebulba, Champion Podracer Pilot; and P6 Trade Federation Tank, Assault Leader. Duel of the Fates

60 cards

18 rares

No foil premiums

2 ultra-rares 21 uncommons

Type unknown Unbalanced cutsheet

Booster packs (1 R. 10 U/C) Booster boxes (30 packs)

19 commons Homelands value density

November 2000

By the time Decipher actually changed the Young Jedi game, it was too little and too late. The tiny Duel of the Fates expansion, sixty cards in all, offered "lightsaber dueling" mechanics that did little but complicate an elegant and straightforward game engine, and not even for a game effect worth bothering to achieve. Even with collector interest focused on the ultra-rares, DOTF might be the single worst Young Jedi product Decipher produced.

Secondary-market scarcity of DOTF is inconsistent; booster boxes appear at prices ranging from \$4 to \$40; complete sets from \$20 to \$50. Clearly, the top end of each range is unrealistic, even for Star Wars-related collectible ballast. Every card in the set is trivial to acquire except the two ultra-rares: 2 Qui-Gon Jinn, Jedi Mentor and 31 Darth Maul, Student of the Dark Side.

Enhanced Battle of Naboo

January 2001

EBON

DOTE

12 fixed premium cards

Low value density

Enhanced packs (3 premium cards, 4 booster packs of BON) Enhanced boxes (12 enhanced packs; 3 of each premium card)

In an effort to clear out Battle of Naboo product, Decipher repackaged boosters with premium cards so overpowered it made no sense not to play the maximum allowable in any deck. BON was nowhere near as overprinted as MODM, and the print run of EBON is smaller accordingly than that for EMODM. A box of EBON typically sells for \$40-60 on eBay as of this writing; for the value of the included cards, whether gameplay or collectible, that figure is artificially high. The value is likely propped up by the doubling of the premium card total from the set. Why was there no Enhanced Jedi Council? We may never know.

The "missing" promotional card was P7: Shmi Skywalker, available through a wrapper redemption from Decipher.

The premium cards, visible through a die-cut window on the enhanced pack, were P8 Obi-Wan Kenobi, Jedi Avenger; P9 Anakin Skywalker, Tested by the Jedi Council; P10 Padme Naberrie, Loyal Handmaiden; P11 Captain Panaka, Royal Defender; P12 Yoda, Wise Jedi; P13 R2-D2, Starship Maintenance Droid; P14 Darth Sidious, The Phantom Menace; P15 Watto, Risk Taker; P16 Aurra Sing, Scoundrel; P17 Jabba the Hutt, Tatooine Tyrant; P18 Nute Gunray, Neimoidian Bureaucrat; and P19 Rune Haako, Neimoidian Lieutenant.

Young Jedi Reflections

100 cards 60 foil premiums 12 Armed & Dangerous 14 Combo Battle Unbalanced cutsheet Type unknown Booster packs (1 FP, 2 NFP, 17 UR/R/U/C/F)

40 non-foil premiums 14 Double Impact High value density YJR

July 2001

Booster boxes (18 packs)

The year was 2001. Decipher would not have the *Star Wars* license when the calendar turned over to 2002. Accordingly, Decipher made as many blatant cash grabs as possible with their *Star Wars* properties, including both the SWCCG and *Young Jedi*.

Young Jedi Reflections featured eighteen booster packs per box of mostly filler cards from the early YJCCG sets, then two premium cards and a foil card. The premium cards were absolutely the best cards in the game at their assigned dots, combining existing character/vehicle/weapon cards (Armed & Dangerous), battle cards (Combo Battle), or effects (Double Impact) with little or no loss of utility compared to the original separate versions of the two cards in question.

Thus, to play YJCCG as a constructed-deck game in any serious sense, an abundance of YJR is necessary. And, oh yeah, it's \$500+ per box on the secondary market. And there's virtually none of it circulating. Have fun with that. This relegates what is left of *Young Jedi* to being a limited-format game, and that requires consumption of sealed product. In time, even what sealed product does exist will diminish, and it will become impossible for a balanced constructed environment to exist unless the YJR non-foil premium cards are banned... and that's assuming anyone around still cares to play.

From known production geometry for other games, it is safe to surmise that the YJR foil sheet was an 11x10 (110-card) sheet, containing each of the ten Rare-1 "ultra-rare" foils once and each of the remaining fifty Rare-2 "rare" foils twice. Decipher never published the list of which of the foils were more rare than the others, perhaps expecting players to buy more product in an attempt to find out. Well, Decipher, if you want players to buy product, you have to print product, and you didn't print nearly enough. This is especially baffling considering that every pack of YJR produced got rid of 17 cards worth of chaff clogging up Decipher's warehouses. There was no reason to avoid printing huge quantities of Reflections-format product. The Reflections sets have been huge sellers in four different TCGs: Star Wars (three times), Star Trek (twice), Young Jedi (to the extent printing allowed), and Lord of the Rings. The normal rules of product saturation simply did not apply to Reflections sets for some reason. Even now, anyone buying in to the other three games quickly discovers that the applicable Reflections sets are fairly good choices.

Fortunately, trays of cut cards from the YJR foil sheet were sold off during Decipher's great employee exodus of 2006-2007, and the contents of those trays confirmed once and for all the exact commonality of the foils. The full list is on the following page.

Young Jedi CCG Reflections Foils

Qui-Gon Jinn, Jedi Master	MODM	R1	Aurra Sing, Bounty Hunter	MODM	F11
Queen Amidala, Royal Leader	MODM	R2	T. Fed. Tank, Armored Division	MODM	R2
Yoda, Jedi Master	MODM	R2	Watto, Slave Owner	MODM	R2
Anakin Skywalker, Child of Prophecy	JC	R1	T. Fed. Tank, Assault Division	JC	F31
Queen Amidala, Voice of Her People	JC	R2	Battle Droid Squad, Escort Unit	1C	R2
Mace Windu, Jedi Speaker	BON	R1	D. Droid Squad, Defense Division	1C	R2
Anakin Skywalker, Padawan	BON	R2	Sebulba, Podracer Pilot	1C	R2
Queen Amidala, Cunning Warrior	EMDM	R1	Sebulba, Dangerous Podracer Pilot	BON	R1
Mace Windu, Jedi Warrior	EMDM	R2	Darth Sidious, Sith Manipulator	BON	R2
Qui-Gon Jinn, Jedi Protector	EMDM	R2	Jabba the Hutt, Crime Lord	BON	R2
Obi-Wan Kenobi, Jedi Student	DOTE	R1	Rune Haako, Neimoidian Deputy	BON	R2
Anakin Skywalker, Rookie Pilot	DOTE	R2	Watto, Toydarian Gambler	BON	R2
Captain Panaka, Security Commander	DOTE	R2	Darth Maul, Sith Assassin	EMDM	R1
Mace Windu, Jedi Councilor	DOTE	R2	Sebulba, Champion Podracer Pilot	EMDM	R2
Queen Amidala, Young Leader	DOTF	R2	T. Fed. Tank, Assault Leader	EMDM	R2
Qui-Gon Jinn, Jedi Mentor	DOTF	R2	Darth Sidious, Master of Dark Side	DOTF	R1
Yoda, Jedi Philosopher	DOTF	R2	Darth Maul, Student of Dark Side	DOTF	R2
Shmi Skywalker, Anakin's Mother	PRM	R2	Aurra Sing, Trophy Collector	DOTF	R2
Anakin Skywalker, Tested Jedi Council	EBON	R2	Aurra Sing, Scoundrel	EBON	R2
Captain Panaka, Royal Defender	EBON	R2	Darth Sidious, The Phantom Menace	EBON	R2
Obi-Wan Kenobi, Jedi Avenger	EBON	R2	Jabba the Hutt, Tatooine Tyrant	EBON	R2
Padme Naberrie, Loyal Handmaiden	EBON	R2	Nute Gunray, Neimoidian Bureaucrat	EBON	R2
R2-D2, Starship Maintenance Droid	EBON	R2	Rune Haako, Neimoidian Lieutenant	EBON	R2
Yoda, Wise Jedi	EBON	R2	Watto, Risk Taker	EBON	R2
Amidala's Starship, Queen's Transport	BEP	R2	Aurra Sing, Formidable Adversary	BEP	R2
C-3PO, Human-Cyborg Relations Droid	BEP	R2	Jabba the Hutt, O Grandio Lust	BEP	R2
Jira, Pallie Vendor	BEP	R2	Orr'UrRuuR'R, Tusken Raider Leader	BEP	R2
Kitster, Anakin's Friend	BEP	R2	TC-14, Protocol Droid	BEP	R2
Wald, Anakin's Friend	BEP	R2	Viceroy's Battleship, T. F. Transport	BEP	R2
Yoda, Jedi Instructor	BEP	R2	Watto, Podrace Sponsor	BEP	R2

Boonta Eve Podrace

September 2001

BEP

60 cards

No foil premiums

2 ultra-rares

18 rares

22 uncommons Type unknown

18 commons

Unbalanced cutsheet

Booster packs (1 R, 10 U/C)

Homelands value density

Booster boxes (30 packs)

I may have spoken too soon when I called Duel of the Fates possibly the worst Young Jedi product Decipher produced. At least DOTF included characters (the Jedi) that fans gave a damn to play. No, the worst Young Jedi product was easily Boonta Eve Podrace.

Boonta Eve Podrace focused on the titular plot-coupon event from Episode I that did nothing to advance the story or anyone's understanding of the characters, and that put Jake Lloyd's Anakin Skywalker at the center of the action for far too long. The BEP expansion contains no new iteration of Obi-Wan, Qui-Gon, or Darth Maul. No, the rares here are perennial fan favorites like Kitster and Wald. What, you don't recognize them? They were Anakin's little munchkin friends who appeared on screen for a few seconds in the movie and then again in a DVD deleted scene. We're talking about timeless characters here! Han Solo had better watch out! All that said, even the most roque tournament player will be hard-pressed to find much viable playstock in BEP.

Secondary-market scarcity of BEP is inconsistent; booster boxes appear at prices ranging from \$4 to \$40; complete sets from \$20 to \$50. Clearly, the top end of each range is unrealistic even for Star Wars-related collectible ballast. Every card in the set is trivial to acquire except the two ultra-rares: 1 Anakin Skywalker, Boonta Eve Podracer Pilot and 31 Sebulba, Dug Podracer Pilot. Collectors can take heart that BEP is so worthless for gameplay purposes that its tiny print run is not coupled to high secondary-market prices.

Promotional cards

26 cards

Distributed through wrapper redemptions and as tournament attendance prizes

Decipher released promotional foils for the *Young Jedi* CCG, mostly non-rare cards from the first three expansions. Other than the locations, few are tournament-relevant.

The hardest to acquire by far is the Captain Tarpals foil, which was given out in very small quantities toward the end of the game's run. After that, the Sebulba FP2 is not too common, because the wrapper redemption period for the card was very short. The remaining tournament foils are actually reasonably difficult to acquire overall, as the game performed poorly and proportionally fewer cards were given out in comparison to the tournament foils for SWCCG and STCCG. Fortunately, since the YJCCG tournament foils are worth little in terms of gameplay, they are not likely to become prohibitively expensive.

Young Jedi CCG Tournament/Promotional Foils

Foil card	Original expansion
FP1 Anakin Skywalker, Podracer Pilot (Fall 1999)	MODM
FP2 Sebulba, Bad-Tempered Dug (Fall 1999)	MODM
Adi Gallia	JC
Adi Gallia's Lightsaber	JC
Captain Tarpals, Gungan Guard	MODM
Coruscant * Galactic Senate	BON
Counterparts	MODM
Enough of This Pretense	MODM
Guardians of the Queen	BON
Ishi Tib	MODM
Naboo * Battle Plains	BON
Plo Koon	JC
Tatooine * Mos Espa	JC
The Might of the Republic	JC
Battle Droid	JC
Coruscant * Jedi Council Chamber	MODM
Da Dug Chaa!	BON
Destroyer Droid	MODM
Droid Starlighter	MODM
Naboo * Theed Palace	BON
Now There Are Two of Them	BON
Opee Sea Killer	MODM
Sith Probe Droid	MODM
Start Your Engines	JC
Tatooine * Podrace Arena	JC
Trade Federation Tank Laser Cannon	BON

Star Trek Customizable Card Game

Premiere Limited Edition

November 1994

"BB94"

363 cards

No foil premiums

121 rares

121 uncommons

121 commons

Balanced cutsheet

Type C

Medium value density

Product formats: Booster pack (1 R, 3 U, 11 C); Starter deck (2 R, 13 U, 45 C)

Booster box (36 packs); Starter deck box (12 decks)

Premiere White Border Edition

"Alpha" December 1994 ("WB94")

"Beta" January 1995 ("WB")

363 cards

No foil premiums

121 rares

121 uncommons

121 commons

Balanced cutsheet

Type C

Sub-Homelands value density

Product formats: Booster pack (1 R, 3 U, 11 C); Starter deck (2 R, 13 U, 45 C)

Booster box (36 packs); Starter deck box (12 decks)

Premiere Collector's Tin

November 1995

None

363 cards

No foil premiums

Cards have silver borders

121 rares

121 uncommons

121 commons

Balanced cutsheet

Type C

N/A value density

Product formats: Collector's Tin (363 fixed cards)

The second "successful" TCG in the market arrived over a year after Magic: the Gathering invented the category. Decipher, Inc., creators of tabletop and party/group games such as "How to Host a Murder Mystery," entered the market with a visually stunning CCG based on the license to Paramount's Star Trek: The Next Generation. The STCCG eventually expanded its license to the entire Star Trek catalog and remained in print for 13 years.

Tom Braunlich and Rollie Tesh designed the STCCG so early in the TCG industry's history that they understood little about card costing, abusive strategies, or other negative play experiences that are caused by design or development miscues. In the Premiere set, the first set of what would become known as the STCCG 1st Edition (1E), there was no reason ever to play a nameless minor character card that had Diplomacy or Archaeology on its skill list, because you could always play Jean-Luc Picard (with both skills and more) for the same cost - free! There was no reason to refrain from playing brutally abusive cards like the Telepathic Alien Kidnappers, Static Warp Bubble, Red Alert, and Tarellian Plague Ship, because most of the time your opponent would have no answer and would simply play the same cards right back at you at the first opportunity. Even somewhat "less broken" cards like Amanda Rogers and Kevin Uxbridge, both of which were balanced out with costs in the 2E, were ubiquitous in the early 1E era and made for a roshambo triangle with Q2 and other "bullet" cards. "Bullets" were Decipher's misguided way of attempting game balance - rather than banning a clearly abusive card, Decipher just upped the ante by making some card trump the abusive card directly. But what if you never drew your bullet? Exactly.

Thanks to the horrendous game balance issues typical of so many *Premiere* cards, the *Premiere* set is both the best and worst set in the game. It is great because anyone can get any amount of it they want. The set was so overprinted that white-bordered cards from the set cost next to nothing and are widely available, not just from *Premiere* boxes but from *Official Tournament Sealed Decks, Anthologies, Reflections: The First Five Year Mission, Enhanced Premiere, Starter Deck II, and the Introductory 2-Player Game.* It is bad because so many abusive *Premiere* cards fluctuate between being auto-includes and being worthless, depending on whether their "bullets" are in prevalent use in other decks.

I unhesitatingly recommend for entirely new players to ignore 1E entirely and buy in only to the STCCG 2nd Edition (2E). The 2E is the better game, and its cards are still readily obtainable at a reasonable cost in most cases. Having said that, I concede that many players, especially those who once played STCCG and are returning to the game, may opt to explore the 1E instead of, or in addition to, the 2E. If you are in that position, I advise you not to buy any white-bordered *Premiere* product at all. You will acquire plenty of those cards in the course of buying other products, such as the ones listed in the previous paragraph. It is a waste of your time and money to purchase any actual WB94 or WB boxes unless you have decided to be a completist collector.

In contrast, it may be worth your while to buy "BB94" black-bordered *Premiere* if you find it, as those cards exist in far lower quantities and have virtually disappeared from the secondary market in the form of sealed packs, decks, or boxes. The price level of BB94 is still reasonable because of how little market activity there is for the STCCG as a whole. That can be a positive or negative thing, depending on one's perspective.

The Collector's Tin is a nice nugget and a convenient way to get a playable set all in one place for very little money, but it is entirely unnecessary. That, and many players quickly grow tired of seeing irregular silver-bordered cards interspersed throughout their collection.

Since no WB94 or WB cards are worth anything, the market-relevant cards from *Premiere* are only of note in their BB94 versions:

BB94 market-relevant cards

- Any rare in mint condition has some value due to BB94's scarcity, though most of the obscure rares are only worth the minimum "fill" the market offers at any given time.
- Amanda Rogers and Kevin Uxbridge There is always demand for BB versions of these cards, as their only premiums are tournament foils and they are played in multiples.
- Beverly Crusher A fundamental anti-Federation strategy targets female and medical personnel, making multiples of Dr. Crusher essential.
- Jean-Luc Picard The premium is an ultra-rare foil, making this a highly sought BB.
- Tasha Yar There is no premium of the normal, non-AU Yar.
- U.S.S. Enterprise Other options exist, but a deck likes to have multiple main ships.
- Wesley Crusher Wil Wheaton would be proud of how overpowered this card is.

Warp Pack March 1995 None

11 cards No foil premiums 11 commons

Product formats: Booster pack (11 C)

The Warp Pack was a free giveaway by Decipher of white-bordered commons from Premiere and the forthcoming Alternate Universe, to help balance early abusive strategies.

Alternate Universe November 1995 "AU"

122 cards No foil premiums 1 ultra-rare 41 rares 40 uncommons 40 commons

Unbalanced cutsheet Type C Homelands value density

Product formats: Booster pack (1 R, 3 U, 11 C); Booster box (36 packs)

The STCCG's first expansion arrived a year into the game's lifespan, and it upset players considerably with the difficulty of acquiring the ultra-rare Future Enterprise. It appeared once on the 121-card rare sheet, while other rares appeared three times on the sheet (and one rare appeared once on the uncommon sheet, with the same circulating frequency as a result). Though better starship options became available as the game grew from year to year, at the time the Future Enterprise was easily the best starship in the game, and thus a must-have (in multiples, if possible) for serious players.

As of this writing, *Alternate Universe* booster boxes are available widely for as low as \$5 to \$8 each, or by the six-box case for under \$50. Accordingly, while plenty of AU cards have proven playable, they are not market-relevant because you will open plenty as you tear through inexpensive packs chasing down Future Enterprises. *Alternate Universe* cards also appear in the *First Anthology*, the *Official Tournament Sealed Deck*, and *Reflections: The First Five-Year Mission*. The only other printing of Future Enterprise is as an ultra-rare foil in *Reflections*, so either version is highly sought.

Q-Continuum October 1996 "QC"

121 cards No foil premiums

41 rares 41 uncommons 39 commons

Balanced cutsheet Type C Homelands value density

Product formats: Booster pack (1 R, 3 U, 11 C); Booster box (36 packs)

The STCCG's second expansion arrived a year after the first, and offered a twist in gameplay and a handful of popular cards. In response to player complaints, Decipher ditched the ultra-rare scheme for the time being – it is likely that Mortal Q, Galen, or the U.S.S. Stargazer would have been the ultra-rare if one had been included – and instead the set featured 41 rares of equal frequency.

As of this writing, *Q Continuum* is every bit as inexpensive as *Alternate Universe*, and has the side benefit of appearing in the *First Anthology*, *Official Tournament Sealed Deck*, and *Reflections: The First Five Year Mission* as well. A player "buying in" to *Star Trek* will never need to purchase QC outright; assuming no used collections are available, that player will still get plenty of the entire QC set by opening *Reflections*.

Introductory 2-Player Game

January 1997 "12PG"

21 cards

No foil premiums

21 non-foil premiums

Fixed cutsheet

No type

Homelands value density

Product formats: "Edition 1" box (Blue/Federation) (138 fixed cards);

"Edition 2" box (Red/Klingon) (138 fixed cards)

There were two different editions of the Introductory 2-Player Game, and the only difference between the two was which three edition-exclusive premium cards it contained. Both boxes contained an identical spread of 15 premium cards. None of the cards from the I2PG are particularly expensive or difficult to acquire.

"Edition 1" has the exclusive premiums Admiral Picard, Commander Data, and Commander Troi. "Edition 2" has the exclusive premiums Gi'ral, Ja'rod, and Mogh. Both editions contain the premiums Admiral McCoy, Data Laughing, Spock, and eleven missions designed for use in the included fixed decks.

First Anthology

June 1997

None/PM

6 cards

No foil premiums

6 non-foil premiums

Fixed cutsheet Product formats: Collector box (6 fixed cards, 2 starter decks WB, 2 booster packs each of WB, AU,

No type Homelands value density

QC, and a Warp Pack)

Decipher introduced "Anthology" repacks for both SWCCG and STCCG in the summer of 1997, and both were unqualified hits due to the premium cards and sturdy card storage boxes included. In both cases, the First Anthology introduced an entirely new range of upcoming material - for SWCCG, the Special Edition cards based on the re-releases of the original trilogy, and for SWCCG, cards from Deep Space 9 and Voyager previewing future expansions to come that were no longer limited to the Next Generation license.

Because the sealed material inside is close to worthless, the STCCG First Anthology is still obtainable at a reasonable price. The six premium cards were Orb of Prophecy and Change, Garak, Ensign Tuvok, Quark Son of Keldar, Thomas Paris, and Dr. Telek R'Mor.

First Contact

December 1997

"FC"

130 cards

No foil premiums

50 rares

40 uncommons

40 commons

Balanced cutsheet

Type S

Very low value density

Product formats: Booster pack (1 R, 3 U, 5 C); Booster box (30 packs)

Decipher's first full expansion from a Star Trek property other than The Next Generation was based on the newly released film First Contact. The set was reasonably strong and remains not too expensive to acquire, because a year later Decipher produced an Enhanced First Contact boutique set that had essential premium cards and pushed huge numbers of FC booster packs into circulation.

Fajo Collection December 1997 "FAJO"

18 cards No foil premiums 18 non-foil premiums
Fixed cutsheet No type Low value density

Product formats: Collector package (18 fixed cards, presentation binder, signed certificate of authenticity, rules document, STCCG poster, rebate voucher, business card, raunchy stick of gum)

Decipher developed the *Fajo Collection* as a cash-grab targeted at hardcore collectors. They never reprinted any card from it, and fortunately few are commonly seen in gameplay – the Sisters of Duras, Qapla'!, Locutus of Borg, Miles O'Brien, and Lore, essentially, with the other cards appearing once in a great while in casual decks.

Official Tournament Sealed Deck May 1998 "OTSD"

20 cards No foil premiums 20 fixed non-foil premiums Fixed cutsheet No type Homelands value density

Product formats: OTSD pack (20 fixed cards, 4 booster packs of WB, 1 booster pack of AU)

Designed to make sealed-deck play even remotely possible for the STCCG, the OTSD included a set of 20 premium cards that included rudimentary dilemmas and missions keyed to the card attributes most often seen in lower commonalities in the original set.

Deep Space Nine July 1998 "DS9"

277 cards No foil premiums 1 non-foil white-bordered premium 100 rares 80 uncommons 80 commons 16 fixed/starter

Balanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 3 U, 5 C); Starter deck (2 R, 10 U, 42 C, 16 fixed/starter)

Booster box (30 packs); Starter deck box (12 decks)

The first stand-alone STCCG expansion arrived in mid-1998 and offered a number of new twists on the game. Depending on your perspective, the set was either a blast of fresh air or a textbook example of complexity creep. Because the power level of *Deep Space Nine* was lower than what would eventually arrive with sets like *Voyager*, it is still obtainable at reasonable prices despite selling through on its print run. The roughly two-year period beginning with the release of DS9 is generally considered the apex of the *Star Trek* CCG.

Starter Deck II December 1998 "SD2"

371 cards No foil premiums

121 rares 121 uncommons 121 commons 8 fixed/starter

Balanced cutsheet Type C Homelands value density

Product formats: Starter deck (2 R, 13 U, 45 C, 8 fixed/starter); Starter deck box (12 decks)

Decipher finally delivered on a promise to do something that WOTC had done with the very first deck of MTG ever produced: offer a starter deck that was playable right out of the box. Aside from that trivia, most players will not feel a pressing need to buy any.

The Dominion January 1999 "DOM"

134 cards No foll premiums 4 non-foll white-bordered premiums

50 rares 40 uncommons 40 commons

Balanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 3 U, 5 C); Booster box (30 packs)

Decipher found that the white-bordered preview premium of the U.S.S. Defiant in the *Deep Space Nine* expansion was well received by the player community, possibly because they knew that it would be available as a regular rare at some point. Decipher included the Defiant in their next full-scale expansion, *The Dominion*, and previewed four more future cards to similar acclaim: Captain Kirk, Worf Son of Mogh, Admiral Riker, and Seven of Nine. Cards from DOM are easily and cheaply acquired: booster boxes cost around \$10 each on the secondary market as of this writing, two DOM packs are included in the *Second Anthology*, and each pack of *Reflections* includes two DOM cards.

Enhanced First Contact January 1999 "EFC"

12 fixed premium cards 4 fixed overlays Low value density

Product formats: Enhanced packs (3 premium cards, 1 overlay, 4 booster packs of FC);

Enhanced boxes (12 enhanced packs; 3 of each grouping)

First Contact was not overprinted nearly to the degree that the seed sets for some of Decipher's other "Enhanced" offerings were – especially SWCCG Premiere Unlimited, SWCCG Jabba's Palace, and YJCCG Menace of Darth Maul. Decipher instead used the Enhanced First Contact release as an opportunity to beef up a popular but underutilized affiliation in the game: the Borg. The premium cards and overlays from Enhanced First Contact have proven popular and scarce. Among them is the wonderfully pernicious "Add Distinctiveness," which allows a player to open a sealed First Contact booster pack and add cards from that pack to the game in progress. I am sure Decipher hoped that mechanic would prove more popular than it did.

Blaze of Glory August 1999 "BOG"

130 cards 18-card foil subset

50 rares 40 uncommons 40 commons

Balanced cutsheet Type S Medium value density

Product formats: Booster pack (1 R, 3 U, 5 C); Booster box (30 packs)

Refractive premium foil cards made their debut in the STCCG with *Blaze of Glory*, the set that stands as the apex of the original (1st Edition) game. Though the foils were pretty and the four ultra-rare foils have become difficult and expensive to acquire, the set's longevity and popularity is not based on the gimmick but on its content. *Blaze of Glory* was focused on combat, the mechanics for which were always marginalized in the game before. As a natural consequence of that focus, the Klingon affiliation was prominently featured in the set. Expanded rules for space combat and ground combat, including new Tactic cards and a Battle Bridge side deck, made STCCG more than just a game of who could find more card draw and draw into more disruption than an opponent and thus reach 100 points first. Booster boxes of BOG are not cheap and never sell for under \$100, though the complete

set of non-foil cards still sells for only \$70-80 as of this writing. The four ultra-rare foils were Elim, Jadzia Dax, Riker Wil, and Locutus's Borg Cube.

Of note, Decipher changed the foil laminate formula after YJCCG *Menace of Darth Maul* and SWCCG *Endor* but before STCCG *Blaze of Glory*. It was definitely a change for the better, and lasted through the runs of all three games and the *Lord of the Rings* TCG as well. The original formula is prone to some of the worst foil warping ever, rendering key characters from *Endor*, such as Daughter of Skywalker, essentially unplayable in foil form.

Rules of Acquisition December 1999 "ROA"

130 cards No foil premiums

50 rares 40 uncommons 40 commons

Balanced cutsheet Type S Homelands value density

Product formats: Booster pack (1 R, 3 U, 5 C); Booster box (30 packs)

Rules of Acquisition is pure player content, more than any other set in STCCG was. There were no foils, perhaps because Decipher had to make printing decisions many months ahead of release without knowing how well received the foil offerings in *Blaze of Glory* and their other games would be. There are also few "noun" cards of mainstream significance. The quality of ROA is that it introduced what are still the best metagame cards against a slew of early problem cards and strategies. The set costs next to nothing on the secondary market and is essential for gameplay. Players rejoice; collectors and dealers shrug.

Second Anthology March 2000 None/PM

6 cards No foil premiums 6 non-foil premiums

Fixed cutsheet No type Homelands value density

Product formats: Collector box (6 fixed cards, 2 starter decks SD2, 2 booster packs each of FC, DS9,

and DOM)

Decipher's second "Anthology" offering for STCCG offered players steeped in *Trek* lore a half-dozen-card gift to go along with a collector box and an assortment of otherwise unremarkable sealed decks and packs. The six premium cards were Vedek Dax, Legate Damar, Bashir Founder, Luther Sloan, Jodmos, and Koval.

The Trouble with Tribbles July 2000 "TWT"

141 cards No foil premiums 1 ultra-rare 2 non-foil premium

55 rares 44 uncommons 39 commons

Rare breakdown: 32 Rare-1, 20 Rare-2, 3 Rare-3

97 cards from the set are reprints found only in starter decks, not counted toward the 141.

Unbalanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 3 U, 5 C); Starter deck (fixed);

Booster box (30 packs); Starter box (12 decks)

Oh, Lord. This is when Decipher set the stage for STCCG to diminish. *The Trouble With Tribbles* could have been a landmark product, the first full-scale foray in the STCCG into what is now known as "The Original Series" of *Star Trek*. Instead, the "tribbles" sidegame drew focus away from the set's features, and Decipher upset dealers, collectors, and players alike with the most convoluted rarity scheme ever seen in STCCG. The ultra-rare Dr. McCoy is non-trivial to acquire; the rest of the set is cheap and abundant.

Reflections: The First Five-Year Mission October 2000 "REF1"

105 cards All foil premiums 1 case-topper 4 box-toppers

4 ultra rare (Rare-1) 50 super rare (Rare-2) 46 very rare (Rare-3) Unbalanced cutsheet Type S Medium value density Product formats: Booster pack (1 foil, 17 other cards): Booster box (30 packs)

I chose *Reflections* as the STCCG expansion that I would use as proof-of-concept that mapping works even in far-away reaches of the galaxy where no one has gone before. Sure enough, the set works and maps exactly like SWCCG's *Reflections II*, which was produced at very nearly the same time.

Each pack of *Reflections* contained one foil premium card, seven cards split between *Alternate Universe* and *Q Continuum*, six white-bordered cards generally sourced from *Premiere* starter decks and the *Introductory 2-Player Game* (including in some cases its white-bordered premium cards such as Spock), two cards from *Deep Space Nine*, and two cards from *The Dominion*. As with the SWCCG, the slots can be sourced from any product or sheet of any rarity; I opened an entire case of STCCG *Reflections* in which every single *Dominion* card was a rare (good), and another entire case in which there were no *Deep Space Nine* rares at all, just commons and uncommons (less good).

Overall, though opening *Reflections* packs will not recoup value at the time of this writing, the set still stands as a great collection builder for players who wish to acquire 1E. I state several times in this Reference Library that I think a new player buying in entirely fresh should disregard 1E and buy in to 2E, and I stand by that, but the fact is that there is a huge amount of 1E "in the wild," and certainly a person who is given an old shoebox of cards by a friend or relative who once played the game is more likely to receive 1E cards than 2E cards in this way and that person may wish to explore the 1E game further instead of starting from zero. Certainly, former players who quit long before 2E ever hit the shelves, who unearth their 1E collections during spring cleaning and decide to give it another go, will also be interested in exploring 1E. No matter why a person happens to stay with collecting 1E instead of (or in addition to) 2E, once the decision has been made to go with 1E, *Reflections* is the ideal product to open for coverage of all the early sets.

The most valuable cards in REF1, of course, are the four ultra-rares, in no particular order. Jean-Luc Picard, the U.S.S. Defiant, the Future Enterprise, and the Borg Queen are certainly powerful, popular, and deckworthy, but none are required to field a tournament-worthy deck. By far the greater concern for deck power is to acquire enough playstock from the *Voyager* era and later, and most of that is cheap and abundant except for *Blaze of Glory* and *The Motion Pictures*. Thus, as rich and worthwhile as REF1 is, the one area in which the set falls short is that it offers nothing from the powerful post-*Dominion* sets except the topper preview foils.

The case-topper and box-toppers appear twice each on the foil sheets, and thus are identical in overall rarity to the super-rare foils, but since display-topper distribution is slightly irregular over the course of the entire print run, they can be considered a tiny bit less common than the SRFs overall.

The collation of foils is identical to that for SWCCG Reflections II. The STCCG is not split into two factions, so most STCCG sets are likely to map and flow from a single rare sheet, but in the case of REF1, it was probably cost-effective to design it to collate the same way as the other product Decipher already had on deck for release in the same time period. Since STCCG does not have two factions, there is no unifying game attribute that separates the sheet contents. Cards are simply on one sheet or the other. The only cards that appear to be on both sheets, Keldon Advanced and Betazoid Gift Box, may prove in time to have been errors based on the collation of the cases I opened for research, but for now I positioned them as consistently as I could with all the data I had.

The collation, other than switching tracks from pack to pack, is standard Type S, running from the top of the right column to the bottom, to the top of the middle column, to the bottom, to the top of the left column, to the bottom, and continuing at the top of the right column of the next box in the case numerically. (Starting around 1998, Decipher considerately tagged the bottom of each booster box with a serial number.)

There is pronounced irregularity in the collation, which can miss sheet/track switches and otherwise be sloppy multiple times in a given box, but in other cases I have opened boxes that showed a flawless sheet/track switch at 1:1 from beginning to end. It is a good idea, as in the example box #F-1 that is diagrammed below, to search nearby packs on the other track if it appears your goal rare may have been skipped in the collation on the track you are following. If you are lucky enough to open a box that has the foils from one sheet right-side-up and the foils from the other sheet upside-down, congratulations, because mapping your box just got a whole lot easier.

When mapping other STCCG product for yourself, do not assume two sheets are in use unless you see evidence of that in the patterns once you have recorded several boxes that include spans that pass through the same group of single-instance rares. In many cases, especially for sets produced on 121-card standard sheets, the collation may be absolutely card-for-card the same as what is on the map, such as for MTG's *Tenth Edition*. It is pointless to add difficulty to your project where none is needed.

Star Trek CCG: Reflections Foil Sheet Map (Ultra Rare Grouping)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Seven of Nine	Keldon Advanced	Cytherians
Seven of Nine	Betazoid Gift Box	DNA Clues
Admiral Riker	Armus, Skin of Evil	Roga Danar
Admiral Riker	Deanna Troi	Revolving Door
100,000 Tribbles	Decius	Pegasus Search
100,000 Tribbles	Roga Danar	Central Command
(blank card)	Cha-Joh	I.K.C. Bortas
Kurlan Naiskos	Pegasus Search	Investigate Rumors
Geordi La Forge	Jean-Luc Picard	Kurlan Naiskos
Beverly Picard	DNA Clues	Borg Queen
Toreth	The Great Hall	Ressikan Flute
Central Command	Assimilate Homeworld	B'etor
Bynars Weapon Enhancement	Revolving Door	Decius
Worf	Magic Carpet Ride OCD	Dathon
Assimilate Homeworld	Toreth	Borg Ship
Queen's Borg Cube	Worf	Plans of the Tal Shiar
Magic Carpet Ride OCD	Investigate Rumors	Founder Leader
Ressikan Flute	Elim Garak	Armus, Skin of Evil
D'deridex Advanced	The Sheliak	Bynars Weapon Enhancement
Scout Encounter	Weyoun	Queen's Borg Cube
Klingon Death Yell	Taris	Weyoun
Pegasus Search	Decius	Retask
Deanna Troi	Madam Guinan	Q
Montana Missile Complex	Klingon Death Yell	Taris
Damar	Julian Bashir	Betazoid Gift Box
Armus, Skin of Evil	Damar	U.S.S. Enterprise-C
DNA Clues	Scout Encounter	Kira Nerys
U.S.S. Defiant	Yuta	Borg Ship
U.S.S. Enterprise-C	Dathon	The Great Hall
Q	U.S.S. Enterprise-C	Horga'hn
Cytherians	Founder Leader	Plans of the Tal Shiar
Yuta	Retask	I.K.C. Bortas
Cha-Joh	Cha-Joh	Scout Encounter
Geordi La Forge	Future Enterprise	wraps around to top.
Magic Carpet Ride OCD	Ressikan Flute	
D'deridex Advanced	The Sheliak	
The Sheliak	Toreth	
Retask	I.K.C. Bortas	
Revolving Door	Plans of the Tal Shiar	
Madam Guinan	B'etor	
Damar	Montana Missile Complex	
Horga'hn	Kira Nerys	
Beverly Picard	Julian Bashir	
Montana Missile Complex	Assimilate Homeworld	
continued next column	continued next column	

Star Trek CCG: Reflections 11x11 Foil Sheet (Ultra-Rare Grouping)

Seven of Nine	Seven of Nine	Admir al Riker	Admir al Riker	100K Tribble s	100K Tribble s	(blank card)	Kurlan Naisko s	Geordi La Forge	Beverl y Pi- card	Toreth
Central Comm and	Bynars Weap on En.	Worf	Assimi late Home	Queen 's Borg Cube	Magic Carpet OCD	Ressik an Flute	D'derid ex Ad- vancd	Scout Encou nter	KI. Death Yell	Pegas us Se- arch
Deann a Troi	Monta na Missile	Damar	Armus , Skin of Evil	DNA Clues	USS Defian t	USS Enterp rise-C	Q	Cyther ians	Yuta	Cha- Joh
Geordi La Forge	Magic Carpet OCD	D'derid ex Ad- vancd	The Shelia k	Retask	Revolv ing Door	Mada m Gu- inan	Damar	Horga' hn	Beverl y Pi- card	Monta na Missile
Keldon Advan ced	Betazo id Gift Box	Armus , Skin of Evil	Deann a Troi	Decius	Roga Danar	Cha- Joh	Pegas us Se- arch	Jean- Luc Picard	DNA Clues	The Great Hall
Assimil ate Home	Revolv ing Door	Magic Carpet OCD	Toreth	Worf	Investi gate Rumor	Elim Garak	The Shelia k	Weyou n	Taris	Decius
Mada m Gui- nan	KI. Death Yell	Julian Bashir	Damar	Scout Encou nter	Yuta	Datho n	USS Enterp rise-C	Found er Leader	Retask	Cha- Joh
Future Enterp rise	Ressik an Flute	The Shelia k	Toreth	IKC Bortas	Plans of Tal Shiar	B'etor	Monta na Missile	Kira Nerys	Julian Bashir	Assimi late Home
Cytheri ans	DNA Clues	Roga Danar	Revolv ing Door	Pegas us Se- arch	Centrl Comm and	IKC Bortas	Investi gate Rumor	Kurlan Naisko s	Borg Quee n	Ressik an Flute
B'etor	Decius	Datho n	Borg Ship	Plans of Tal Shiar	Found er Leader	Armus , Skin of Evil	Bynars Weap on En.	Queen 's Borg Cube	Weyou n	Retask
a	Taris	Betazo id Gift Box	USS Enterp rise-C	Kira Nerys	Borg Ship	The Great Hall	Horga'	Plans of Tal Shiar	IKC Bortas	Scout Encou nter

Star Trek CCG: Reflections Foil Sheet Map (Other Grouping)

(columns are of 44, 44, and 33 cards to coincide with rows on the 11x11 rare sheet. Read down each column as you would read across each row on the sheet.)

Dr. Telek R'Mor	I.K.C. Heghta	Odo
Dr. Telek R'Mor	Kahless	Devidian Door
Gowron of Borg	Odo	William T. Riker
Gowron of Borg	System 5 Disruptors	I.K.C. Fek'lhr
(blank card)	Bareil Antos	Governor Worf
Governor Worf	Study Nebula	System 5 Disruptors
Devidian Door	Sela	10 and 01
Bareil Antos	Crystalline Entity	Prakesh
Chamber of Ministers	Data	U.S.S. Enterprise
I.K.C. Rotarran	Betazoid Gift Box	O'Brien Founder
Alas, Poor Queen	Cryosatellite	Garak
Benjamin Sisko	Martok	Regenerate
Prakesh	Wormhole Negotiations	Interrogation
I.K.C. Hegh'ta	Jadzia Dax	Kira Founder
Office of the President	Wall of Ships	Tasha Yar - Alternate
Crystalline Entity	Alas, Poor Queen	I.K.C. Hegh'ta
Office of the Proconsul	Khazara	Lursa
Wall of Ships	Jadzia Dax	I.K.C. Fek'lhr
I.K.C. Fek'lhr	Interrogation	Devidian Door
Kahless	Data's Head	Bareil Antos
Major Rakal	Gomtuu	Chamber of Ministers
Cryosatellite	10 and 01	I.K.C. Rotarran
Beverly Crusher	Prakesh	Office of the Proconsul
Khazara	Barclay's Protomorphosis Disease	Investigate Shattered Space
Kira Founder	Kahless	The Great Link
Lursa	Governor Worf	Kum
Supernova	Wormhole Negotiations	System 5 Disruptors
Gowron	Tasha Yar - Alternate	Supernova
Galen	Investigate Shattered Space	Sela
Kurn	Dukat	Ocular Implants
Garak	Crystalline Entity	Regenerate
O'Brien Founder	Martok	Kira Founder
The Great Link	Wall of Ships	U.S.S. Enterprise
Dukat	William T. Riker	wraps around to top.
Interrogation	Ocular Implants	
Data's Head	Benjamin Sisko	
Garak	Gomtuu	
Espionage Mission	Galen	
Ocular Implants	Kurn	
Beverly Crusher	Espionage Mission	
O'Brien Founder	Garak	
The Great Link	Major Rakal	
I.K.C. Rotarran	Keldon Advanced	
Barclay's Protomorphosis Disease	Gomtuu	
continued next column	continued next column	

Star Trek CCG: Reflections 11x11 Foil Sheet (Other Grouping)

Dr Telek R'Mor	Dr Telek R'Mor	Gowro n of Borg	Gowro n of Borg	(blank card)	Gover nor Worf	Devidi an Door	Bareil Antos	Cham ber Mi- nisters	IKC Rotarr an	Alas Poor Queen
Benja min Sisko	Prakes h	IKC Hegh't a	Office of Pre- sident	Crystal line Entity	Office of Pro- consul	Wall of Ships	IKC Fek'lhr	Kahles s	Major Rakal	Cryos atellite
Beverl y Cru- sher	Khaza ra	Kira Found er	Lursa	Super nova	Gowro	Galen	Kurn	Garak	O'Brie n Fou- nder	The Great Link
Dukat	Interro gation	Data's Head	Garak	Espion age Missn	Ocular Implan ts	Beverl y Cru- sher	O'Brie n Fou- nder	The Great Link	IKC Rotarr an	Barcla y's P.D.
IKC Hegh't a	Kahles s	Odo	Sys 5 Disrup tors	Bareil Antos	Study Nebul a	Sela	Crystal line Entity	Data	Betazo id Gift Box	Cryos atellite
Martok	Worm hole Negot.	Jadzia Dax	Wall of Ships	Alas Poor Queen	Khaza ra	Jadzia Dax	Interro gation	Data's Head	Gomtu	10 and
Prakes h	Barcla y's P.D.	Kahles s	Gover nor Worf	Worm hole Negot.	Tasha Yar Al- ternate	Investi gate S.S.	Dukat	Crystal line Entity	Martok	Wall of Ships
William T. Riker	Ocular Implan ts	Benja min Sisko	Gomtu	Galen	Kurn	Espion age Missn	Garak	Major Rakal	Keldon Advan ced	Gomtu
Odo	Devidi an Door	Willia m T. Riker	IKC Fek'lhr	Gover nor Worf	Sys 5 Disrup tors	10 and 01	Prakes h	USS Enterp rise	O'Brie n Fou- nder	Garak
Regen erate	Interro gation	Kira Found er	Tasha Yar Al- ternate	IKC Hegh't a	Lursa	IKC Fek'lhr	Devidi an Door	Bareil Antos	Cham ber Mi- nisters	IKC Rotarr an
Office of Pro- Consul	Investi gate S.S.	The Great Link	Kurn	Sys 5 Disrup tors	Super	Sela	Ocular Implan ts	Regen erate	Kira Found er	USS Enterp rise

Star Trek CCG Reflections booster box #D-1

Cryosatellite	Office of the Proconsul	Benjamin Sisko		
Montana Missile Complex	D'deridex Advanced	Worf		
Beverly Crusher	Wall of Ships	Prakesh		
Damar	Scout Encounter	Assimilate Homeworld		
Khazara	I.K.C. Fek'lhr	I.K.C. Hegh'ta		
Armus, Skin of Evil	Klingon Death Yell	Queen's Borg Cube		
Kira Founder	Kahless	Office of the President		
DNA Clues	Pegasus Search	Magic Carpet Ride OCD		
Lursa	Major Rakal	Crystalline Entity		
U.S.S. Defiant	Deanna Troi	Ressikan Flute		

Seven of Nine	Seven of Nine	Admir al Riker	Admir al Riker	100K Tribble s	100K Tribble s	(blank card)	Kurlan Naisko s	Geordi La Forge	Beverl y Pi- card	Toreth
Central Comm and	Bynars Weap on En.	Worf	Assimi late Home	Queen 's Borg Cube	Magic Carpet OCD	Ressik an Flute	D'derid ex Ad- vancd	Scout Encou nter	KI. Death Yell	Pegas us Se- arch
Deann a Troi	Monta na Missile	Damar	Armus , Skin of Evil	DNA Clues	USS Defian t	USS Enterp rise-C	Q	Cyther ians	Yuta	Cha- Joh
Geordi La Forge	Magic Carpet OCD	D'derid ex Ad- vancd	The Shelia k	Retask	Revolv ing Door	Mada m Gu- inan	Damar	Horga' hn	Beverl y Pi- card	Monta na Missile
Keldon Advan ced	Betazo id Gift Box	Armus , Skin of Evil	Deann a Troi	Decius	Roga Danar	Cha- Joh	Pegas us Se- arch	Jean- Luc Picard	DNA Clues	The Great Hall
Assimil ate Home	Revolv ing Door	Magic Carpet OCD	Toreth	Worf	Investi gate Rumor	Elim Garak	The Shelia k	Weyou n	Taris	Decius
Mada m Gui- nan	KI. Death Yell	Julian Bashir	Damar	Scout Encou nter	Yuta	Datho n	USS Enterp rise-C	Found er Leader	Retask	Cha- Joh
Future Enterp rise	Ressik an Flute	The Shelia k	Toreth	IKC Bortas	Plans of Tal Shiar	B'etor	Monta na Missile	Kira Nerys	Julian Bashir	Assimi late Home
Cytheri ans	DNA Clues	Roga Danar	Revolv ing Door	Pegas us Se- arch	Centrl Comm and	IKC Bortas	Investi gate Rumor	Kurlan Naisko s	Borg Quee n	Ressik an Flute
B'etor	Decius	Datho n	Borg Ship	Plans of Tal Shiar	Found er Leader	Armus , Skin of Evil	Bynars Weap on En.	Queen 's Borg Cube	Weyou n	Retask
Q	Taris	Betazo id Gift Box	USS Enterp rise-C	Kira Nerys	Borg Ship	The Great Hall	Horga'	Plans of Tal Shiar	IKC Bortas	Scout Encou nter

There is no real mystery as to what is happening with box #D-1. The collation did not skip a sheet/track change, hitting exactly on every other pack. If you had bought this box and opened into the key cards in the fifth and sixth row in the center, you would have found the Klingon Death Yell and known that you were either seven slots (14 packs) away from a U.S.S. Defiant URF or ten slots (20 packs) away from a Future Enterprise URF (and thus that it would occur in the right column of the next serially numbered booster box). Klingon Death Yell is listed as a VRF in Decipher's database, but it only appeared twice in the data I reviewed when preparing the map. Go reckon.

Dr Telek R'Mor	Dr Telek R'Mor	Gowro n of Borg	Gowro n of Borg	(blank card)	Gover nor Worf	Devidi an Door	Bareil Antos	Cham ber Mi- nisters	IKC Rotarr an	Alas Poor Queen
Benja min Sisko	Prakes h	IKC Hegh't a	Office of Pre- sident	Crystal line Entity	Office of Pro- consul	Wall of Ships	IKC Fek'lhr	Kahles	Major Flakal	Cryos atellite
Beverl y Cru- sher	Khaza ra	Kira Found er	Lursa	Super nova	Gowro n	Galen	Kurn	Garak	O'Brie n Fou- nder	The Great Link
Dukat	Interro gation	Data's Head	Garak	Espion age Missn	Ocular Implan ts	Beverl y Cru- sher	O'Brie n Fou- nder	The Great Link	IKC Rotarr an	Barcla y's P.D.
IKC Hegh't a	Kahles s	Odo	Sys 5 Disrup tors	Bareil Antos	Study Nebul a	Sela	Crystal line Entity	Data	Betazo id Gift Box	Cryos atellite
Martok	Worm hole Negot.	Jadzia Dax	Wall of Ships	Alas Poor Queen	Khaza ra	Jadzia Dax	Interro gation	Data's Head	Gomtu	10 and
Prakes h	Barcla y's P.D.	Kahles s	Gover nor Worf	Worm hole Negot.	Tasha Yar Al- ternate	Investi gate S.S.	Dukat	Crystal line Entity	Martok	Wall of Ships
William T. Riker	Ocular Implan ts	Benja min Sisko	Gomtu	Galen	Kurn	Espion age Missn	Garak	Major Rakal	Keldon Advan ced	Gomtu
Odo	Devidi an Door	Willia m T. Riker	IKC Fek'lhr	Gover nor Worf	Sys 5 Disrup tors	10 and 01	Prakes h	USS Enterp rise	O'Brie n Fou- nder	Garak
Regen erate	Interro gation	Kira Found er	Tasha Yar Al- ternate	IKC Hegh't a	Lursa	IKC Fek'lhr	Devidi an Door	Bareil Antos	Cham ber Mi- nisters	IKC Rotarr an
Office of Pro- Consul	Investi gate S.S.	The Great Link	Kurn	Sys 5 Disrup tors	Super nova	Sela	Ocular Implan ts	Regen erate	Kira Found er	USS Enterp rise

Star Trek CCG Reflections booster box #F-1

Julian Bashir	Kahless	Retask
Cytherians	Lursa	Toreth
Garak	I.K.C. Bortas	Major Rakal
DNA Clues	Supernova	Cha-Joh
O'Brien Founder	Plans of the Tal Shiar	Cryosatellite
Roga Danar	Gowron	Future Enterprise
Revolving Door	Galen	Beverly Crusher
The Great Link	Montana Missile Complex	Khazara
Dukat	Kurn	The Sheliak
Interrogation	Kira Nerys	Kira Founder

Seven of Nine	Seven of Nine	Admir al Riker	Admir al Riker	100K Tribble s	100K Tribble s	(blank card)	Kurlan Naisko s	Geordi La Forge	Beverl y Pi- card	Toreth
Central Comm and	Bynars Weap on En.	Worf	Assimi late Home	Queen 's Borg Cube	Magic Carpet OCD	Ressik an Flute	D'derid ex Ad- vancd	Scout Encou nter	KI. Death Yell	Pegas us Se- arch
Deann a Troi	Monta na Missile	Damar	Armus , Skin of Evil	DNA Clues	USS Defian t	USS Enterp rise-C	Q	Cyther ians	Yuta	Cha- Joh
Geordi La Forge	Magic Carpet OCD	D'derid ex Ad- vancd	The Shelia k	Retask	Revolv ing Door	Mada m Gu- inan	Damar	Horga'	Beverl y Pi- card	Monta na Missile
Keldon Advan ced	Betazo id Gift Box	Armus , Skin of Evil	Deann a Troi	Decius	Roga Danar	Cha- Joh	Pegas us Se- arch	Jean- Luc Picard	DNA Clues	The Great Hall
Assimil ate Home	Revolv ing Door	Magic Carpet OCD	Toreth	Worf	Investi gate Rumor	Elim Garak	The Shelia k	Weyou n	Taris	Decius
Mada m Gui- nan	KI. Death Yell	Julian Bashir	Damar	Scout Encou nter	Yuta	Datho n	USS Enterp rise-C	Found er Leader	Retask	Cha- Joh
Future Enterp rise	Ressik an Flute	The Shelia k	Toreth	IKC Bortas	Plans of Tal Shiar	B'etor	Monta na Missile	Kira Nerys	Julian Bashir	Assimi late Home
Cytheri ans	DNA Clues	Roga Danar	Revalv ing Door	Pegas us Se- arch	Centrl Comm and	IKC Bortas	Investi gate Rumor	Kurlan Naisko s	Borg Quee n	Ressik an Flute
B'etor	Decius	Datho n	Borg Ship	Plans of Tal Shiar	Found er Leader	Armus , Skin of Evil	Bynars Weap on En.	Queen 's Borg Cube	Weyou n	Retask
Q	Taris	Betazo id Gift Box	USS Enterp rise-C	Kira Nerys	Borg Ship	The Great Hall	Horga'	Plans of Tal Shiar	IKC Bortas	Scout Encou nter

Booster box #F-1 is a good example of a problematic box. The ultra-rare group sheet skipped a card every fourth or fifth card – lucky for us, the Future Enterprise didn't get skipped. The sheet/track changes are not consistent at 1:1, and instead vary between one and three packs. Finally, there appeared to be some shifting of the top several rows, possibly due to transit or handling. Fortunately, if you had opened into key packs and found the Plans of the Tal Shiar, you could have backed into Borg Queen or Future Enterprise in two of three instances. The third instance was not near any URFs.

If you run into a box that behaves like this, don't get discouraged. Notice that even though one track was irregular, the other track, aside from not switching at a fixed interval, still followed the map normally. Occasional wastage is just an accepted hazard of mapping.

Dr Telek R'Mor	Dr Telek R'Mor	Gowro n of Borg	Gowro n of Borg	(blank card)	Gover nor Worf	Devidi an Door	Bareil Antos	Cham ber Mi- nisters	IKC Rotarr an	Alas Poor Queen
Benja min Sisko	Prakes h	IKC Hegh't a	Office of Pre- sident	Crystal line Entity	Office of Pro- consul	Wall of Ships	IKC Fek'lhr	Kahles s	Major Rakal	Cryos atellite
Beverl y Cru- sher	Khaza ra	Kira Found er	Lursa	Super nova	Gowro	Galen	Kurn	Garak	O'Brie n Fou- nder	The Great Link
Dukat	Interro gation	Data's Head	Garak	Espion age Missn	Ocular Implan ts	Beverl y Cru- sher	O'Brie n Fou- nder	The Great Link	IKC Rotarr an	Barcla y's P.D.
IKC Hegh't a	Kahles s	Odo	Sys 5 Disrup tors	Bareil Antos	Study Nebul a	Sela	Crystal line Entity	Data	Betazo id Gift Box	Cryos atellite
Martok	Worm hole Negot.	Jadzia Dax	Wall of Ships	Alas Poor Queen	Khaza ra	Jadzia Dax	Interro gation	Data's Head	Gomtu u	10 and
Prakes h	Barcla y's P.D.	Kahles s	Gover nor Worf	Worm hole Negot.	Tasha Yar Al- ternate	Investi gate S.S.	Dukat	Crystal line Entity	Martok	Wall of Ships
William T. Riker	Ocular Implan ts	Benja min Sisko	Gomtu	Galen	Kurn	Espion age Missn	Garak	Major Rakal	Keldon Advan ced	Gomtu
Odo	Devidi an Door	Willia m T. Riker	IKC Fek'lhr	Gover nor Worf	Sys 5 Disrup tors	10 and 01	Prakes h	USS Enterp rise	O'Brie n Fou- nder	Garak
Regen erate	Interro gation	Kira Found er	Tasha Yar Al- ternate	IKC Hegh't a	Lursa	IKC Fek'lhr	Devidi an Door	Bareil Antos	Cham ber Mi- nisters	IKC Rotarr an
Office of Pro- Consul	Investi gate S.S.	The Great Link	Kurn	Sys 5 Disrup tors	Super nova	Sela	Ocular Implan ts	Regen erate	Kira Found er	USS Enterp rise

Enhanced Premiere

November 2000

"EPR"

21 fixed premium cards

Low value density

Product formats: Enhanced packs (4 premium cards, 4 booster packs of WB)

Enhanced boxes (12 enhanced packs; groupings inconsistent)

Oh, Decipher. Whoever thought up "combo cards" needs to be punched in the sternum. As with SWCCG and YJCCG, combo cards are not always, but very often, superior deckbuilding choices over the original separate cards they combine. Enhanced Premiere makes its cash grab by doling out combined characters, combined dilemmas, and missions combined with outposts, with the rake being four worthless packs of WB. Fortunately, it's not too difficult or expensive to acquire – and you're going to need to, so get out your wallet.

Mirror, Mirror

Unbalanced cutsheet

December 2000

"MM"

131 cards

No foil premiums

1 ultra-rare

50 rares

40 uncommons

40 commons

Rare breakdown: 31 Rare-2, 19 Rare-3

Type S

Very low value density

Product formats: Booster pack (1 R, 3 U, 5 C); Booster box (30 packs)

Clearly, the Great Rarity Logjam was high on Decipher's mind during this time period, and why wouldn't it be, if it meant a few extra dollars from the players? What Decipher didn't realize was that a player who quits out of frustration with collecting difficulty ends up spending nothing on new product, no matter how attractive. The set itself is fairly good and enjoyable, with popular "alternate" versions of many main characters. Of note is that the ultra-rare, "Evil" First Officer Spock, is popular not only among STCCG players and *Star Trek* collectors but also among fans of the progressive rock band "Spock's Beard," many of whom own only that one card as memorabilia. First Officer Spock is an expensive ultra-rare in proportion to the cost of his source product; whether this is because of the Spock's Beard fans or whether their demand will affect the card's long-term value is yet to be seen.

Voyager

May 2001

"VOY"

218 cards

No foil premiums

1 ultra-rare

74 rares 63 uncommons

60 commons

ons 20 fixed/starter

Unbalanced cutsheet

Type S

Homelands value density

Product formats: Booster pack (1 R, 3 U, 5 C); Starter deck (2 R, 10 U, 28 C, 20 fixed/starter)

Booster box (30 packs); Starter deck box (12 decks)

The STCCG's second standalone expansion amped the power level up considerably, and is usually cited as an ideal starting point for new players because of the wide availability and low prices of product. The ultra-rare is The Pendari Champion, as portrayed by Dwayne "The Rock" Johnson. It is not a particularly sought ultra-rare because most players come across it in the process of opening enough *Voyager* to obtain deckbuilding staples.

The Borg September 2001 "BRG"

143 cards No foil premiums 1 ultra-rare 60 rares 40 uncommons 42 commons

Unbalanced cutsheet Type S Homelands value density

Product formats: Booster pack (1 R, 3 U, 5 C); Booster box (30 packs)

Like Voyager, The Borg is at a higher power level overall than earlier expansions, and players will need to acquire some. Fortunately, that is trivial, as sealed boxes and cases on the secondary market cost next to nothing. The ultra-rare is Reginald Barclay. Really, Decipher? Barclay? Not, say, the Borg Queen? OK, I guess... I mean, you're the game designers... On a positive note, the return to (mostly) sane rarity designations is welcome.

Holodeck Adventures September 2001 "BRG"

141 cards No foil premiums 1 ultra-rare 54 rares 40 uncommons 46 commons

Unbalanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

Five years late is better than never, one surmises. Holodeck Adventures was originally slated to be one of Decipher's first three expansions for the STCCG. As of this writing, the supply of the set in the secondary market, never particularly robust, seems finally to be ebbing. Meanwhile, for collecting purposes, the ultra-rare Dixon Hill has crept up steadily in value, most probably because its game text is amazingly useful. It won't be another Blaze of Glory or The Motion Pictures, but Holodeck Adventures is a set that is better acquired sooner rather than later.

The Motion Pictures April 2002 "TMP"

134 cards No foil premiums 1 ultra-rare
53 rares 40 uncommons 40 commons
Unbalanced cutsheet Type S Low value density
Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

Nobody cared about this set until around 2008 when folks started noticing that supply was actually drying up. Decipher did a small print run for *The Motion Pictures* – not tiny like the last *Lord of the Rings* TCG sets, but small enough that the circulating supply of sealed product didn't hold up for long following Decipher's loss of the *Star Trek* license and the cessation of all production. The set itself is pretty nice, featuring characters and references to the first nine *Star Trek* feature films (from *The Motion Picture* through *Insurrection*). The ultra-rare was James T. Kirk as he appeared in one of the worst movies ever made (*Generations*). It has a modicum of utility and has become scarce and expensive mainly because the entire set has. Don't count on finding a booster box under \$150, and the \$200 threshold is on the horizon. Complete sets still sell for less, though.

Promotional cards

Various

"PM"

Decipher released a fair number of promotional cards over the STCCG's 1st Edition run. Here is the roster:

Star Trek CCG 1st Edition Tournament/Promotional Non-Foils

Card/pack	Promo source
Data Laughing	Redemption (Brady Games STCCG guidebook)
Warp Pack	Free retail giveaway 1995-1996, First Anthology
The Emissary	Away Team Pack 1998
The Traveler	Away Team Pack 1998
U.S.S. Jupiter	Included with Star Trek: Armada video game
Locutus of Borg	5 x 7 oversized retail promo
Decaren	5 x 7 oversized retail promo
Two of Nine	5 x 7 oversized retail promo
Admiral Riker	5 x 7 oversized retail promo

Star Trek CCG 1st Edition Tournament/Promotional Foils

Foil card	Promo source
34 th Rule of Acquisition	DecipherCon 2000
Kivas Fajo – collector	Redemption
Borg Cube	Redemption
Soong-type Android	Redemption
Alternate Universe Door	Tournament 2001
Bajoran Wormhole	Tournament 2001
Tarellian Plague Ship	Tournament 2002
Q's Tent	Tournament 2002
Dal'Rok	Tournament 2001
Plasma Torpedo	Tournament 2001
Assign Mission Specialist	Tournament 2001
Kevin Uxbridge	Tournament 2001
Patrol Neutral Zone	Tournament 2001
Bat'leth	Open Event 2001
The Traveler: Transcendence	Tournament 2001
Chula: The Dice	Tournament 2001
Distortion of Space/Time Continuum	Tournament 2001
Amanda Rogers	Tournament 2001
Edo Probe	Tournament 2001
Q2	Tournament 2002
Berserk Changeling	Tournament 2002
Genetronic Replicator	Tournament 2002
Gold-Pressed Latinum	Tournament 2002
Lack of Preparation	Tournament 2002
Masaka Transformations	Tournament 2002

Star Trek 2nd Edition December 2002 "2ED", "1"

415 cards 9 foil premiums

121 rares 121 uncommons 121 commons 52 fixed/starter

Balanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 10 U/C); Starter deck (3 R, 60 fixed) Booster box (30 packs); Combo box (24 booster packs; 8 starter decks)

Decipher re-launched the STCCG in a form partly backward compatible with the original version of the game (now the "1st Edition" or "1E") and brought over four hundred cards to the table to make it count. Only the most ascetic nerd would suggest that the 2nd Edition (2E) isn't by far the better game mechanically – it corrected the costing issue, it revamped the affiliations so that each had gameplay flavor more evocative of the affiliation's characteristics, and it simplified the overload of card types – while the game's graphical facelift is a subjective matter. The biggest obstacle to success for STCCG 2E was inertia and the playing public's existing buy-in to the original 1E game; the players recognized partial compatibility for the stopgap measure it was. STCCG 2E is a better game, but never reached critical mass in the market. It was printed in smaller numbers than 1E in most cases, so the cost of entry is and remains a bit higher, but the experience is solid. Product is available, abundant, and inexpensive as of this writing. If you are buying in new, don't even buy any 1E. Start with 2E and stay there; you will get more value for your dollar.

The number "1" after the set abbreviation reflects the card numbering identifier of the set.

The nine foils are Odo, Constable; Elim Garak, Agent of the Obsidian Order; Jean-Luc Picard, Argo Pilot; Martok, Soldier of the Empire; Shinzon, Capable Commander; U.S.S. Defiant, Prototype Warship; U.S.S. Enterprise-E, Federation Envoy; I.K.S. Rotarran, Ship of Tears; and Scimitar, Predator.

Energize May 2003 "ENG", "2"

180 cards No foil premiums

60 rares 60 uncommons 60 commons
Balanced cutsheet Type S Low value density
Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

Decipher wisely had more 2E product ready without an entire year's delay the way the 1E game had between *Premiere* and *Alternate Universe*. *Energize* was fairly popular and is beginning to disappear from the secondary market at the time of this writing, though it has not become super-expensive like the woefully underprinted *Necessary Evil*.

...All Good Things July 2003 "AGT"

41 fixed cards No foil premiums

Balanced cutsheet No type Low value density

Product formats: Box set (41 fixed cards)

Almost a decade after the STCCG's debut, the final all-1E release hit the market as a box set, closing all broken links and references on earlier cards. Market supply remains good.

Call to Arms September 2003 "C2A", "3"

208 cards No foil premiums

60 rares 60 uncommons 60 commons 28 fixed/starter

Balanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 10 U/C); Starter deck (3 R, 60 fixed) Booster box (30 packs); Combo box (24 booster packs; 8 starter decks)

Decipher continued the "combo" format from 2ED with *Call to Arms*, an expansion spotlighting the Gamma and Delta quadrants and incorporating them into the STCCE 2E universe. The set was popular but adequately printed, and costs next to nothing to acquire now; get it while it's still cheap if you are thus inclined.

Necessary Evil March 2004 "NE", "4"

180 cards 18-card foil subset

60 rares 60 uncommons 60 commons

Balanced cutsheet Type S Medium value density

Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

By early 2004, everything was at the limit for Decipher. Their profit from the SWCCG was long gone. The LOTR TCG had eclipsed most of its heyday with the coming and going of the last of the three *Lord of the Rings* films from theaters. The STCCG 2E struggled to reach critical mass in the market and saw declining product sell-through. Worst of all, Decipher still staggered under the crippling effect of a decade-long embezzlement con by one of its top executives, CEO Warren Holland's brother-in-law Rick Eddleman.¹⁵

Decipher needed to achieve market focus, make money without any waste, and maintain player interest without a long gap between expansions. The result was *Necessary Evil*, which was *printed to order*. Orders from distributors were not particularly high, and thus NE is one of the most underprinted products, relative to real demand, in TCG history. Players had grown accustomed to having product available and abundant and did not pre-order from dealers, who did not pre-order in great quantities from distributors, who in turn did not then place large orders with Decipher. So it went.

Necessary Evil contains plenty of useful playstock, and obtaining singles is possible at a manageable, if uncomfortable, cost. Sealed booster boxes are effectively unobtainable, selling in the hundreds of dollars on the rare occasions they appear in the market. Decipher threw the player community a bone by including Necessary Evil cards in the assortment for Reflections 2.0, adding just one more bullet point to the list of reasons why the Reflections sets are such great resources for collection-building.

Eddleman embezzled \$8.9 million over a 10-year period, but eventually pled guilty to embezzling a court-established figure of \$1.5 million. He was sentenced to 36 years incarceration in Virginia, with all but six years suspended. The Virginian-Pilot newspaper and WTKR-TV Norfolk have tracked the case and offer plenty of online content with details. The court ordered Eddleman to repay \$910,000 in restitution to Decipher, but as of this writing he has only repaid about \$50,000. The 90 Decipher employees who lost their jobs because of Eddleman's malfeasance may never receive their due.

Tenth Anniversary Collection

May 2004

"10X", "0"

18 fixed cards

18 foil premiums

Balanced cutsheet

No type

Very low value density

Product formats: Promotional foils (18 fixed cards)

As a further attempt to maximize profit and minimize waste during a precarious time period for the company, Decipher released a special collection of 18 foil cards, nine matched "commanders" and starships, to be given away with qualifying purchases at retail. The cost of individual cards, even foil cards, is so low as to be negligible in the TCG industry; the initial cost of design and development is amortized and most such products "make nut" even with middling sales, and the ongoing costs from there are mainly packaging, shipping, logistics, and corporate overhead. Most players intuit that the value of a small set of foil cards is nominally low, but if the cards are powerful and the cost of acquisition is reasonable or has some level of transparency, players buy in and the product is a success. So it has been with, for example, WOTC's MTG "From the Vault" series, and so it was when Decipher took advantage of the fortuitous calendar fact that it had been ten years since the original Star Trek CCG Premiere Limited "BB94" set was released. A reprint of the 18 foils without the Tenth Anniversary "X" logo also circulates; neither set is particularly expensive or scarce.

Fractured Time

October 2004

"FCT", "5"

40 fixed cards

No foil premiums

Balanced cutsheet No type

Product formats: Box set (40 fixed cards)

Very low value density

Like the Tenth Anniversary set before it, Fractured Time was released as a way to secure quick and low-waste revenue for Decipher during a critical period, and it succeeded in that regard. Ultimately, the year 2004 would not see another full expansion after Necessary Evil, but instead a series of profitable boutique products. This is not necessarily bad, of course, since the final product in the chain was the STCCG's second Reflections set.

Reflections 2.0

December 2004

"REF2", "6"

121 cards

All foil premiums

61 new cards

60 foil reprints

Balanced cutsheet

Type S

Low value density

Product formats: Booster pack (2 foil, 16 other cards); Booster box (24 packs)

The second Reflections set was built partly like the first and partly like the LOTR TCG Reflections in that STCCG Reflections 2.0 included entirely new cards as half its foil roster. The remaining cards in each pack came from 2ED, ENG, C2A, and NE, offering players a great resource for filling out the playstock in their collections.

Reflections 2.0 used the two-column, 24-pack distribution format, so mapping may or may not follow established geometry or collation. The positive aspect of the set's geometry is that the foils clearly come one instance apiece from a 121-card production sheet. At the present cost of REF2 product, however, most players get what they need from a few boxes. and mapping may be purely an academic exercise. The product is good enough to have become passably scarce in recent years, with boxes firmly over the \$100 mark.

Archive Portrait Collection

May 2005

"AP", "0"/"Set #"

Product formats: Included in expansion collation; see below

The Archive Collection is not a boutique release or promotional foil set in the traditional sense; instead, it is used to designate a group of 12 foils that appeared in 2005 in six pairs of two under the promotional "0" designation, and the 18-card foil subsets that appeared in subsequent sets with the numeric designation of that set, with the rarity code "A" instead of the cards' original rarity. The LOTR TCG had a similar scheme with differently templated foils with "ring" designations, but with STCCG, the Archive foils are the only foils in the 18-card foil subsets, not an alternate subset of each.

Strange New Worlds

May 2005

"SNW", "7"

120 cards

18-card foil subset

40 rares

40 uncommons

40 uncon

40 commons

Balanced cutsheet

Type S

Very low value density

Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

Finally, Decipher got back on the normal release track with an entirely new 2E expansion sporting a very collectable geometry and plenty to please the pure-player demographic. Strange New Worlds had an adequate print run and is abundant and inexpensive.

Adversaries Anthology

October 2005

None/PM

20 cards

All foil premiums

2 Archive Portrait

18 other foils

Fixed cutsheet

No type

Very low value density

Product formats: Collector box (20 fixed cards, 1 starter deck C2A, 2 booster packs each of 2ED,

ENG, and C2A)

Decipher's third "Anthology" offering followed the trend of including sealed product of no particular significance alongside premium cards tailored to the popular deck usage of the player community. The third and fourth *Archive Portrait* pairing, the Borg Queen and Shinzon, appeared with eighteen cards from the premium, 2ED, ENG, and C2A sets that had not previous been foiled. In general, the card choices are similar to those from the 1E tournament foil roster. The *Adversaries Anthology* is abundant and inexpensive.

Enterprise Collection

July 2006

"ENT", "0"

18 fixed cards

18 foil premiums

Balanced cutsheet

No type

Low value density

Product formats: Promotional foils (18 fixed cards)

Decipher offered a fixed set of 18 foil cards in 1E templates featuring characters and other references from the *Enterprise* TV series, which had begun after the 1E had already ended its main production run. Originally abundant and inexpensive, the supply of *Enterprise Collections* has diminished over time and is starting to show up at moderate price levels on the secondary market.

To Boldly Go August 2006 "TBG", "8"

122 cards 18-card foil subset 2-card Archive Portrait subset

40 rares 41 uncommons 41 commons

Balanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

The STCCG 2E had only a month to wait for its own *Enterprise* expansion, and *To Boldly Go* met the demand nicely. The set is obtainable at reasonable prices as of this writing.

Dangerous Missions September 2006 "DM", "9"

19 fixed cards 19 foil premiums

Balanced cutsheet No type Low value density

Product formats: Enhanced pack (11 foil premiums and four random 2E booster packs, which can be

any expansion, including Reflections 2.0, but not Necessary Evil.)

By this time, Decipher knew their Star Trek license would expire and not be renewed at the end of 2007. Most Decipher employees had either quit or been laid off, and the last staff designer and developer, Michael Girard, had completed the game and was already in California working on the World of Warcraft TCG. The remaining products in the pipeline were all readied for release throughout the rest of 2006 and through 2007.

Dangerous Missions was a sealed-format product with a twist: the set's own premium cards were designed to be combined with a random assortment of booster packs for limited play. There were three groupings: Federation, Bajoran, and Starfleet. The Federation group, displaying James T. Kirk, Irrational Human Being through the package window, sold through quickly and is the hardest to obtain. Each grouping contains three personnel, a starship, and the same groups of four dilemmas and three missions.

Captain's Log October 2006 "CL", "10"

120 cards 18-card foil subset

40 rares 40 uncommons 40 commons

Balanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

It wasn't broke, so Decipher didn't fix it. It turned out that 2006 had just as many full-scale STCCG expansions as 2004 and 2005 put together. Easy to collect and packed full of fan-favorite characters and ships, *Captain's Log* is a fixture of the 2E metagame.

Genesis November 2006 "GEN", "11"

27 fixed cards 27 foil premiums

Balanced cutsheet No type Low value density

Product formats: Box set (27 fixed cards)

This 27-card all-foil boutique set brought *The Wrath of Khan* to the STCCG 2E, a theme presumably chosen because *The Wrath of Khan* is awesome. Though small, *Genesis* is distinguished for being the only 2E set that is 100% compatible with STCCG 1E.

These Are The Voyages March 2007 "TATV", "12"

122 cards 18-card foil subset 2-card Archive Portrait subset

40 rares 41 uncommons 41 commons

Balanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

The final year of the STCCG opened with the first of three full 120-card expansions. These Are The Voyages, a set focused on the Original Series, was another easy collect like Captain's Log and remains reasonable on the secondary market as of this writing.

In a Mirror, Darkly June 2007 "IAMD", "13"

122 cards 18-card foil subset 2-card Archive Portrait subset

40 rares 41 uncommons 41 commons

Balanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

As Mirror Mirror was to STCCG 1E, so In a Mirror, Darkly was to STCCG 2E. With nothing to hold back for future development (and, indeed, with the entire design and development staff long gone), Decipher packed the last three expansions to the hilt with new strategies, popular characters, throwbacks, references, nostalgic reinterpretations, and as much "Trek Sense" as the 2E game still had room to support. Though the final few sets are likely to disappear through commercial attrition, at the time of this writing they are all still plentiful enough to have reasonable secondary-market prices.

What You Leave Behind December 2007 "WYLB", "14"

122 cards 18-card foil subset 2-card Archive Portrait subset

40 rares 41 uncommons 41 commons

Balanced cutsheet Type S Very low value density

Product formats: Booster pack (1 R, 10 U/C); Booster box (30 packs)

The final STCCG expansion bore the title of the final episode of *Deep Space Nine* and offered even more granular *Star Trek* content from the breadth of the entire saga. The set was originally sold exclusively through Hills Wholesale Gaming, and is still available from Hills at great prices as of this writing. Other vendors have some *What You Leave Behind* stock through some means, and offer it at competitive prices as well.

That's it! The Star Trek CCG ended at the close of 2007. Since then, the only new Star Trek material of consequence has been the "reboot" eponymous movie directed by J.J. Abrams, starring Chris Pine and Zachary Quinto as Kirk and Spock. The first of two sequels is due in theaters in the summer of 2012. Whether Decipher or Paramount have any interest in renewing the CCG license or whether Decipher is even in a position to seek relicensure is known but to insiders. Two things are certain: The new Star Trek property is more than robust enough in the nerd-hobby market to support a TCG, and it would be a shame if any TCG based on that property was not compatible with the STCCG 2E. Perhaps Decipher, if unable to relicense Star Trek, will find a way to license their game mechanics to some other publisher and end up a winner in the process anyway.

Magic: the Gathering

The granddaddy of all TCGs is covered in excruciating detail in *The Card Wizard's Black Book: Second Edition*. However, some material from that book was necessary in order to complete the lessons in this text, so in addition to the two new Type A+/Type B maps solved here in *The Card Rebel's Black Book, Zendikar* and *Rise of the Eldrazi*, I have also included the *Onslaught* lesson on how parring works and the *Scars of Mirrodin* lesson on how to solve the map for a Type A+/Type B expansion. This should be more than enough background for you to make great use of the maps in this text; if you are interested in learning more about the concepts and techniques of mapping, I recommend picking up a copy of *The Card Wizard's Black Book: Second Edition*. If you are a player or collector or dealer of MTG to any extent, I think you'll find the *Second Edition* extremely useful.

Onslaught		October 2002	"ONS"
350 cards	Foil premium cards		
110 rares	110 uncommons	110 commons	20 basic lands
Balanced cutsheets	Type B	High value density	
	ls); Fat pack (Booster pac		, 33 C, 30 L); Theme deck).

Onslaught, with those five beautiful fetchlands, is the perfect set for parring. Here is how the parring system works, with the results of several Onslaught boxes to illustrate. But first, why par Onslaught at all? Why not map Onslaught? The reason is because Onslaught is collated Type B, and thus is not cost-effective for a single person to map. If the set can be solved in another type, such as Type A+, the resulting map is usable for Type B boxes.

Fortunately, we have another tool available to us: Parring. We can use the par method to open boxes from these sets and to ensure that we are getting good value out of what we open. Even better, parring can be done without any preparatory mapping. All one needs to know is the set geometry, the values of the rares, and the cost of sealed product.

First, list every rare in the set and the expected secondary-market value of that rare. The better your secondary-market data, the better these numbers will serve you. Methods for acquiring this information differ, but I have found that searching for "completed listings" on eBay or searching dealer-value aggregator websites such as FindMagicCards.com are the best ways to acquire reliable values.

In order to make the numbers more manageable, once you have acquired your value list, you will want to revise it to figures that can be easily rounded off and represent fairly closely the values at which you believe you can liquidate those cards. For the purpose of this demonstration, I am rounding off those figures to approximate their standing in early 2008. You will notice I simply skipped the junk rares, as they are effectively zero. If you are opening a brand new set that is Type B, like *Mirrodin Besieged* is expected to be, you can list the other rares at \$0.25 or so since they are set-fillers.

Onslaught had 110 rares that appear (effectively) once apiece on an 11 x 10 cutsheet, making them all equally rare. Virtually every rare in the set is now junk or filler, and the junk effectively pars at zero value. Filling sets of Onslaught to sell today is a tertiary priority. The wholesale cost per pack, moreover, is no longer \$2.00, but \$2.50 or more.

Card	Value
Akroma's Vengeance	\$2.50
Blistering Firecat	\$2.50
Bloodstained Mire	\$15.00
Exalted Angel	\$10.00
Flooded Strand	\$20.00
Goblin Piledriver	\$15.00
Goblin Sharpshooter	\$5.00
Jareth, Leonine Titan	\$2.50
Kamahl, Fist of Krosa	\$2.50
Patriarch's Bidding	\$5.00
Polluted Delta	\$25.00
Ravenous Baloth	\$2.50
Rorix Bladewing	\$5.00
Rotlung Reanimator	\$2.50
Shared Triumph	\$2.50
Silvos, Rogue Elemental	\$2.50
True Believer	\$2.50
Visara the Dreadful	\$5.00
Windswept Heath	\$12.50
Wooded Foothills	\$15.00
Total value of one of each	\$155.00

In *Onslaught*, there are 20 rares that are good, and 90 that are worthless. Of the 20 that are good, 5 are really good, another 5 are so-so, and ten will only recoup the sunk cost of the pack, maintaining par. The various equations could hardly be made more straightforward than this. There are \$155.00 worth of non-zero-value rares in every 110 packs, meaning that you'll spend \$275.00 to get there. That's not optimal. What is good, however, is the fact that you will often jump way ahead of par when you crack your second fetchland in a box, and you can stop. That still leaves you trailing par slightly in the lifetime aggregate, though careful parring of case quantities can mitigate this. This is where foils come in: the foils of the fetchlands are worth so much that if you open even one of them, you end up covering huge sections of negative par. While parring for those foil fetchlands, you will (as a matter of course) open enough product to fill sets. While parring *Onslaught*, we do count value on good foils, but we do not count them against the box's expected yield.

¹⁶ A case of *Onslaught* contains 216 booster packs, and the collation goes through the entire rare sheet almost twice, which would be 220 rares, two of each. Once you have opened your second Polluted Delta in a case, if you opened at least one Flooded Strand or are above par at that point, you should quit the case and sell any boxes that are still sealed at a slight profit over wholesale.

Second, take a box and record it as you open it, starting at the same pack and going in the same order every time (I suggest keeping it simple and starting with the top left pack and going column-by-column). Keeping it consistent is important because over time, variance washes out and the location of the card you want converges toward the middle of the possible span to get it. This is called "regression to the mean." Any time you open a valuable rare in that box, Stop! Parring runs the numbers and determines whether it is worthwhile to continue in the box. The formula for determining, before any given pack, the odds of getting any given rare, is as follows:

[(1 / Number of slots on the rare sheet)] * [Number of packs remaining - Rares opened].

This makes the math very simple when you haven't opened a single pack from a box yet. A rare that is in 1 in 110 packs, with 36 packs to open, has a 36/110 chance of being in the box – a 32.7% chance, or almost exactly one in three boxes.

Let's par some boxes of *Onslaught*. The left column of the table shows the rare that was in the pack. The next column is that rare's value, if any. Next is the total value of all rares opened in the box so far, or the "total yield" of the box. Next is the sunk cost per pack, \$2.50. Next is the total sunk cost of all packs opened so far. Finally, the sunk cost minus the total yield gives the current par value of the box. A par value of zero means that you have the same value in opened cards as you did when they were sealed in packs.

	Card yield	Yield value	Total yield	Sunk cost	Par value
- 63	Left column				
1	Silvos, Rogue Elemental	\$2.50	\$2.50	\$2.50	+\$0.00
2	Strongarm Tactics		\$2.50	\$5.00	-\$2.50
3	Skirk Fire Marshal		\$2.50	\$7.50	-\$5.00
4	Words of Wilding		\$2.50	\$10.00	-\$7.50
5	Death Match		\$2.50	\$12.50	-\$10.00
6	Quicksilver Dragon	-	\$2.50	\$15.00	-\$12.50
7	Kamahl, Fist of Krosa	\$2.50	\$5.00	\$17.50	-\$12.50
8	None (Foil: Goblin Sharpshooter)	\$10.00	\$15.00	\$20.00	-\$5.00
9	Catapult Master	-	\$15.00	\$22.50	-\$7.50
10	Slate of Ancestry	-	\$15.00	\$25.00	-\$10.00
11	Blistering Firecat	\$2.50	\$17.50	\$27.50	-\$10.00
12	Bloodstained Mire	\$15.00	\$32.50	\$30.00	+\$2.50
	Middle column				
1	Read the Runes		\$32.50	\$32.50	+\$0.00
2	Future Sight	192	\$32.50	\$35.00	-\$2.50
3	Entrails Feaster		\$32.50	\$37.50	-\$5.00
4	Mistform Skyreaver	()	\$32.50	\$40.00	-\$7.50
5	Grand Melee		\$32.50	\$42.50	-\$10.00
6	Aggravated Assault	÷	\$32.50	\$45.00	-\$12.50
7	Words of Worship		\$32.50	\$47.50	-\$15.00
8	Stag Beetle		\$32.50	\$50.00	-\$17.50
9	Visara the Dreadful	\$5.00	\$37.50	\$52.50	-\$15.00
10	True Believer	\$2.50	\$40.00	\$55.00	-\$15.00
11	Wooded Foothills	\$15.00	\$55.00	\$57.50	-\$2.50

This was actually a fairly poor box. The idea when parring is to stop once you are at a nice positive value and the numbers say there are not likely to be many more valuable cards in the box.

In this case, the stopping point came after fetchland #2, Wooded Foothills. It's true that we're technically \$2.50 in the negative after that box, but there were quality cards in there, the common/uncommon sets can still sell, the portions of a full set will eventually lead to a sale, and most critically, \$2.50 is a very small loss on a box that had to go that deep to reach the stopping point. Our complete set, again, is at \$275.00 in product, and that many packs will only yield \$155.00 plus foils in value, so we can't just open and open and know we'll fill sets. We have to be ready to bail when we've made par and we have to know when there is recoupage in the box that we still need to acquire. The reason we did not stop after the Bloodstained Mire, in fact, despite being in the positive, is only because it was not a Flooded Strand or Polluted Delta. The fetchland odds are slightly worse than two per box:

110 rares in the set / 5 fetchlands = 22 packs elapsed per fetchland.

36 packs per box / 22 packs per fetchland = 1.64 fetchlands per box.

With numbers like those, as soon as you get one, you stop -if the fetchland was one of the best two or if you acquired the fetchland early enough in the box to be comfortably in the positive. I think even a Windswept Heath would finish a box if you opened it within the first three or four packs. At that point, you really have to think about the case as a whole: on average, there are two complete sets per case, so you have to determine whether you have opened your two Polluted Deltas yet, and if not, determine whether to continue in the current box or move to a new one.

Let's par another one that turned out to be on point:

		Francisco Brown		CARLO STATE OF STREET STREET
MITC.	Onalous	.ht h	anctor	hoy #R-1

	Card yield	Yield value	Total yield	Sunk cost	Par value
	Left column				
1	Wooded Foothills	\$15.00	\$15.00	\$2.50	+\$12.50
2	Goblin Sharpshooter	\$5.00	\$20.00	\$5.00	+\$15.00
3	Read the Runes	-	\$20.00	\$7.50	+\$12.50
4	Biorhythm	7.0	\$20.00	\$10.00	+\$10.00
5	Jareth, Leonine Titan	\$2.50	\$22.50	\$12.50	+\$10.00
6	Goblin Piledriver	\$15.00	\$37.50	\$15.00	+\$22.50
7	Flooded Strand	\$20.00	\$57.50	\$17.50	+\$40.00

That is what can happen with this set sometimes. The reason I kept going after opening on a fetchland was because I had not seen any Polluted Deltas in my case yet, and as it happened, I had not seen any Flooded Strands either. This was a hypothetical stop, of course. I really did open the rest of the box for recording purposes, and it offered up an Exalted Angel and a Bloodstained Mire and nothing else. If this box was for par, though, it would have been acceptable in a vacuum to stop after pack #1, acceptable by the numbers

to stop after the Piledriver, and absolutely correct to stop after the Strand, forgoing the chance at more "loots."

Some boxes are less kind:

MTG:	Onslaua	ht, boos	ter box	#C-1
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	Card yield	Yield value	Total yield	Sunk cost	Par value
(4)	Left column	Company of the Company	The second section of the second	N. 200 S. A. D. S. C.	
1	Menacing Ogre			\$2.50	-\$2.50
2	Grinning Demon	<u> </u>	<u> </u>	\$5.00	-\$5.00
3	Oblation		-	\$7.50	-\$7.50
4	Clone			\$10.00	-\$10.00
5	Cover of Darkness	-	-	\$12.50	-\$12.50
6	Sigil of the New Dawn	-	-	\$15.00	-\$15.00
7	Gigapede		-	\$17.50	-\$17.50
8	Enchantress's Presence	-	-	\$20.00	-\$20.00
9	Words of Wind		-	\$22.50	-\$22.50
10	Starstorm		-	\$25.00	-\$25.00
11	None (Foil Akroma's Vengeance)	\$5.00	\$5.00	\$27.50	-\$22.50
12	Grand Coliseum	-	\$5.00	\$30.00	-\$25.00
	Middle column				
1	Tribal Golem		\$5.00	\$32.50	-\$27.50
2	Exalted Angel	\$10.00	\$15.00	\$35.00	-\$20.00
3	Animal Magnetism (Scorpions)	-	\$15.00	\$37.50	-\$22.50
4	Help I'm trapped making charts!	-	\$15.00	\$40.00	-\$25.00
5	Weathered Wayfarer	-	\$15.00	\$42.50	-\$27.50
6	Rorix Bladewing	\$5.00	\$20.00	\$45.00	-\$25.00
7	Polluted Delta	\$25.00	\$45.00	\$47.50	-\$2.50

The thing to keep in mind, I remind you, is that you would have accomplished approximately the same yield at an average of double the cost if you had opened these boxes entirely instead of parring. *Onslaught* is pretty expensive and demands that you be well practiced at parring, but the potential rewards are great. Just to show you that it isn't always a slog-through-the-swamp, here was a box that illustrates a simple overriding principle of parring: Don't be stupid. If you get rich right away, just let the rest go.

MTG: Onslaught, booster box #D-1

	Card yield	Yield value	Total yield	Sunk cost	Par value	
	Left column					
1	Weathered Wayfarer	-	-	\$2.50	-\$2.50	
2	Patriarch's Bidding	\$5.00	\$5.00	\$5.00	+\$0.00	
3	Gangrenous Goliath		\$5.00	\$7.50	-\$2.50	
4	None (Foil Polluted Delta)	\$150.00	\$155.00	\$10.00	+\$145.00	

As you might imagine, I had to forcibly prevent myself from windmill-slamming that Polluted Delta foil onto my pile. I did, in fact, actually stop there that time. It's true that there were still 1.64 non-foil fetchlands to be had in the box, and it's true that other rares with value

would have been peppered throughout, but seriously, man! What could you possibly want once you've gone up a Benjamin and a half only four packs in? Just let it go! Don't be stupid!

That concludes this chapter on parring. The beauty of parring is that it always works and always will, no matter what WOTC does to the collation. Parring is also entirely fair from even the most conservative perspective, because it is no different than what a buyer might do at his local game shop counter with a fistful of cash. Best of all, though parring does not require any information about the collation in advance, other than knowledge of what rares are in the set and their values, a parring session improves markedly the more information you have to work with.

Zendikar October 2009 "ZEN"

249 cards Foil premium cards 15 mythic rares

53 rares 60 uncommons 101 commons 20 basic lands

Unbalanced cutsheet Type A+/Type B Medium value density

Product formats: Booster pack (1 R, 3 U, 10 C, 1 L); Intro pack (5 decks of 60 fixed cards and a

booster pack); Fat pack (Booster packs, basic land pack, book).

Prerelease foil: Rampaging Baloths; Release foil: Valakut, the Molten Pinnacle

The Card Wizard's Black Book: Second Edition explored the market aspects of Zendikar, but at the time of its publication, the only map available was a "dirty map." Dirty maps can never be anything more than approximations, so they did not make the cut for that book. I solved the map in its entirety shortly after publication, so it is included here as "bonus material."

Zendikar exists in print as Type A+ and Type B, and most probably in the Asia-Pacific region as Type S, though that last is not verified. The section of *The Card Wizard's Black Book* on mapping *Scars of Mirrodin* applies in its entirety to the *Zendikar* map on the subsequent pages. For Type A+, the interval is 1:1:2:2:3:2. For Type B, the interval is variable, but tends to come in bunches of ones and twos.

Following the map and rare sheet diagram, there is a box from the message boards at MTGSalvation.com from the discussions on box mapping for the set.

Magic: the Gathering Zendikar 11x11 Rare Sheet Map

55-card track (55 cards)	66-card track (part one)	66-card track, continued
Predatory Urge	Halo Hunter	Halo Hunter
Arid Mesa	Luminarch Ascension	Marsh Flats
Lavaball Trap	Scalding Tarn	Eternity Vessel
Gigantiform	Turntimber Ranger	Lullmage Mentor
Kazuul Warlord	Obsidian Fireheart	Day of Judgment
Rite of Replication	Cosi's Trickster	Pyromancer Ascension
Devout Lightcaster	Bloodchief Ascension	Oracle of Mul Dava
Ob Nixilis, the Fallen	Elemental Appeal	Scalding Tarn
Sphinx of Lost Truths	Verdant Catacombs	Nissa Revane
Grappling Hook	Terra Stomper	Bloodchief Ascension
Predatory Urge	Malakir Bloodwitch	Electropotence
Crypt of Agadeem	Archive Trap	Sphinx of Jwar Isle
World Queller	Day of Judgment	Celestial Mantle
Warren Instigator	Magosi, the Waterveil	Misty Rainforest
Blade of the Bloodchief	Chandra Ablaze	Archive Trap
Roil Elemental	Oracle of Mul Daya	Conqueror's Pledge
Bala Ged Thief	Luminarch Ascension	Pyromancer Ascension
Summoning Trap	Guul Draz Specter	Beastmaster Ascension
Emeria Angel	Archmage Ascension	Kalitas, Bloodchief of Ghet
Arid Mesa	Emeria, the Sky Ruin	Marsh Flats
Mindbreak Trap	Celestial Mantle	Armament Master
Valakut, the Molten Pinnacle	Terra Stomper	Sphinx of Jwar Isle
Blood Tribute	Bloodghast	Elemental Appeal
Hellkite Charger	Electropotence	Guul Draz Specter
Gigantiform	Magosi, the Waterveil	Emeria, the Sky Ruin
Roil Elemental	Lorthos, the Tidemaker	Felidar Sovereign
Iona, Shield of Emeria	Armament Master	Turntimber Ranger
Scute Mob	Malakir Bloodwitch	Goblin Guide
Bala Ged Thief	Conqueror's Pledge	Bloodghast
Crypt of Agadeem	Cosi's Trickster	Archmage Ascension
Lavaball Trap	Verdant Catacombs	Misty Rainforest
Sea Gate Loremaster	Beastmaster Ascension	Lotus Cobra
Emeria Angel	Goblin Guide	Lullmage Mentor
Blood Tribute		- CANAL CARREST CONTRACTOR
Blade of the Bloodchief	continued in next column	continued in previous column
Oran-Rief, the Vastwood		THE STANDARD CONTRACTOR OF THE STANDARD CONTRACT
Rampaging Baloths		
Kazuul Warlord		
Grappling Hook		
Rite of Replication		
Sadistic Sacrament		
Kabira Evangel		
Eldrazi Monument		
Devout Lightcaster		
Scute Mob		
Oran-Rief, the Vastwood		
Summoning Trap		
Hellkite Charger		
Sphinx of Lost Truths		
Valakut, the Molten Pinnacle		
Sadistic Sacrament		
World Queller		
Sea Gate Loremaster		
Sea Gate Loremaster Sorin Markov		
Sea Gate Loremaster Sorin Markov Kabira Evangel		

Magic: the Gathering Zendikar 11x11 Rare Sheet

Mythic rares are in bold.

Predat ory Urge	Arid Mesa	Lavab all Trap	Gigant iform	Kazuul Warlor d	Rite of Repli- cation	Devout Light- caster	Ob Nixilis Fallen	Sphinx Lost Truths	Grappl ing Hook	Predat ory Urge
Crypt of Aga- deem	World Quelle r	Warre n Inst- igator	Blade Bloodc hief	Roil Eleme ntal	Bala Ged Thief	Summ oning Trap	Emeri a Angel	Arid Mesa	Mindb reak Trap	Valaku t Pinn- acle
Blood Tribute	Hellkit e Cha- rger	Gigant iform	Roil Eleme ntal	lona Shield Emer.	Scute Mob	Bala Ged Thief	Crypt of Ag- adeem	Lavab all Trap	Sea Gate L Master	Emeri a Angel
Blood Tribute	Blade Bloodc hief	Oran- Rief Wood	Ramp Bal- oths	Kazuul Warlor d	Grappl ing Hook	Rite of Repli- cation	Sadisti c Sac- rament	Kabira Evang el	Eldrzi Monu ment	Devou Light- caster
Scute Mob	Oran- Rief Wood	Summ oning Trap	Hellkit e Cha- rger	Sphinx Lost Truths	Valaku t Pinn- acle	Sadisti c Sac- rament	World Quelle r	Sea Gate L Master	Sorin Marko v	Kabira Evang el
Halo Hunter	Lumin arch Ascen.	Scaldi ng Tarn	Turnti mber Rangr	Obsid. Firehe art	Cosi's Trickst er	Bloodc hief Ascen.	Eleme ntal Appeal	Verd. Catac ombs	Terra Stomp er	Malak. Blood witch
Archiv e Trap	Day of Judgm ent	Magos i Wat- erveil	Chand ra Ab- laze	Oracle Mul Daya	Lumin arch Ascen.	Guul Draz Spectr	Archm age Ascen.	Emeri a Sky Ruin	Celesti al Ma- ntle	Terra Stomp er
Bloodg hast	Electro potenc e	Magos i Wat- erveil	Lorth os T. Maker	Arma ment Mastr	Malak. Blood witch	Conqu eror's Pledge	Cosi's Trickst er	Verd. Catac ombs	Beast master Ascen.	Goblin Guide
Halo Hunter	Marsh Flats	Eterni ty Ve- ssel	Lullma ge Me- ntor	Day of Judgm ent	Pyrom ancer Ascen.	Oracle Mul Daya	Scaldi ng Tarn	Nissa Revan e	Bloodc hief Ascen.	Electro potenc e
Sphinx Jwar Isle	Celesti al Ma- ntle	Misty Rainfo rest	Archiv e Trap	Conqu eror's Pledge	Pyrom ancer Ascen.	Beast master Ascen.	Kalita, B.C. Ghet	Marsh Flats	Arma ment Master	Sphinx Jwar Isle
Eleme ntal Appeal	Guul Draz Spectr	Emeri a Sky Ruin	Felida r Sov- ereign	Turnti mber Rangr	Goblin Guide	Bloodg hast	Archm age Ascen.	Misty Rainfo rest	Lotus Cobra	Lullma ge Mentor

MTG Zendikar booster box posted online by "Kmokmo" - "Box 1"

Iona, Shield of Emeria	Chandra Ablaze	Luminarch Ascension
Armament Master	Rampaging Baloths	Malakir Bloodwitch
Magosi, the Waterveil	Oran-Hief, the Vastwood	Lorthos, the Tidemaker
Llectropotence	Blood Inbute	Blade of the Bloodchief
Terra Stomper	Bloodghast	Emona Angel
Emeria, the Sky Ruin	Celestial Mantle	Sea Gate Loremaster
Crypt of Agadeem	Archmage Ascension	Lavaball Trap
Scute Mob	Guul Draz Specter	Bala God Thief
Roil Elemental	Magosi, the Watervell	Oracle of Mul Daya
Helikite Charger	Gigantiform	Day of Judgment
Malakir Bloodwitch	Blood Tribute	Archive Trap
Verdant Catacombs	Valakut, the Motten Pinnacle	Terra Momper

Predat ory Urge	Arid Mesa	Lavab all Trap	Gigant iform	Kazuul Warlor d	Rite of Repli- cation	Devout Light- caster	Ob Nixilis Fallen	Sphinz Lost Truths	Grappi ing Hook	Predat ory Urge
Crypt of Aga- deem	World Quelle r	Warre n Inst- igator	Blade Bloodc hief	Roil Eleme ntal	Bala Ged Thief	Summ oning Trap	Emeri a Angel	Arid Mesa	Mindb reak Trap	Valaku t Pinn- acle
Blood Tribute	Helikit e Cha- rger	Gigant	Roil Eleme ntal	lona Shleid Emer.	Scute Mob	Bala Ged Thief	Crypt of Ag- adeem	Lavab all Trap	Sea Gate L Master	Emeri a Angel
Blood Tribute	Blade Bloodc hief	Oran- Rief Wood	Ramp Bal- oths	Kazuul Warlor d	Grappi ing Hook	Rite of Repli- cation	Sadisti c Sac- rament	Kabira Evang el	Eldrzi Monu ment	Devou Light- caster
Scute Mob	Oran- Rief Wood	Summ oning Trap	Hellkit e Cha- rger	Sphinx Lost Truths	Valaku t Pinn- acle	Sadisti c Sac- rament	World Quelle r	Sea Gate L Master	Sorin Marko v	Kabira Evang el
Halo Hunter	Lumin arch Ascen.	Scaldi ng Tarn	Turnti mber Rangr	Obsid. Firehe art	Cosi's Trickst er	Bloodc hief Ascen.	Eleme ntal Appeal	Verd. Catac ombs	Terra Stomp er	Malak. Blood witch
Archiv e Trap	Day of Judgm ent	Magos i Wat- erveil	Chand ra Ab- laze	Oracle Mul Daya	Lumin arch Ascen.	Guul Draz Spectr	Archm age Ascen.	Emeri a Sky Ruin	Celesti al Ma- ntle	Terra Stomp er
Bloodg hast	Electro potenc e	Magos i Wat- erveil	Lorth os T. Maker	Arma ment Mastr	Malak. Blood witch	Conqu eror's Pledge	Cosi's Trickst er	Verd. Catac ombs	Beast master Ascen.	Goblin Guide
Halo Hunter	Marsh Flats	Eterni ty Ve- ssel	Lullma ge Me- ntor	Day of Judgm ent	Pyrom ancer Ascen.	Oracle Mul Daya	Scaldi ng Tarn	Nissa Revan e	Bloodc hief Ascen.	Electro potenc e
Sphinx Jwar Isle	Celesti al Ma- ntle	Misty Rainfo rest	Archiv e Trap	Conqu eror's Pledge	Pyrom ancer Ascen.	Beast master Ascen.	Kalita, B.C. Ghet	Marsh Flats	Arma ment Master	Sphinx Jwar Isle
Eleme ntal Appeal	Guul Draz Spectr	Emeri a Sky Ruin	Felida r Sov- ereign	Turnti mber Rangr	Goblin Guide	Bloodg hast	Archm age Ascen.	Misty Rainfo rest	Lotus Cobra	Lullma ge Mentor

Rise of the Eldrazi April 2010 "ROE"

248 cards Foil premium cards 15 mythic rares

53 rares 60 uncommons 100 commons 20 basic lands

Unbalanced cutsheet Type A+/Type B Medium value density

Product formats: Booster pack (1 R, 3 U, 10 C, 1 L); Intro pack (5 decks of 60 fixed cards and a

booster pack); Fat pack (Booster packs, basic land pack, book).

Prerelease foil: Emrakul, the Aeons Torn; Release foil: Lord of Shatterskull Pass

The Card Wizard's Black Book: Second Edition explored the market aspects of Rise of the Eldrazi, but at the time of its publication, the only map available was a "dirty map." Dirty maps can never be anything more than approximations, so they did not make the cut for that book. I solved the map in its entirety shortly after publication, so it is included here as "bonus material."

Rise of the Eldrazi exists in print as Type A+ and Type B, and most probably in the Asia-Pacific region as Type S, though that last is not verified. The section of *The Card Wizard's Black Book* on mapping *Scars of Mirrodin* applies in its entirety to the *Rise of the Eldrazi* map on the subsequent pages. For Type A+, the interval is 1:1:2:2:3:2. For Type B, the interval is variable, but tends to come in bunches of ones and twos.

Following the map and rare sheet diagram, there is a box from the message boards at MTGSalvation.com from the discussions on box mapping for the set.

Magic: the Gathering Rise of the Eldrazi 11x11 Rare Sheet Map

66-card track (part one)	66-card track, continued
Coralhelm Commander	Echo Mage
Umbra Mystic	Rage Nimbus
Drana, Kalastria Bloodchief	Hellcarver Demon
Lord of Shatterskull Pass	Keening Stone
	Nomads Assembly
	Renegade Doppelganger
Kozilek, Butcher of Truth	Eldrazi Conscription
	Hedron Matrix
	Kor Spiritdancer
	Repay in Kind
	Vengevine
	Magmaw
	Gigantomancer
	Hedron-Field Purists
	Guul Draz Assassin
	Lighthouse Chronologist
	Lord of Shatterskull Pass
Guul Draz Assassin	Renegade Doppelganger
	Spawnsire of Ulamog
World at War	Sphinx-Bone Wand
Gideon Jura	Kor Spiritdancer
Hedron Matrix	Tajuru Preserver
	Keening Stone
	Drana, Kalastria Bloodchief
	World at War
Student of Warfare	Hedron-Field Purists
Mul Dava Channelers	Kazandu Tuskcaller
Ulamog, the Infinite Gyre	Eldrazi Temple
Thought Gorger	Dormant Gomazoa
It That Betrays	Sarkhan the Mad
Umbra Mystic	Eldrazi Conscription
Kazandu Tuskcaller	Rage Nimbus
Angelheart Vial	It That Betrays
continued in next column	continued in previous column
The state of the s	
	Umbra Mystic Drana, Kalastria Bloodchief Lord of Shatterskull Pass Repay in Kind Gigantomancer Kozilek, Butcher of Truth Sohinx-Bone Wand Echo Mage Student of Warfare Taiuru Preserver Angelheart Vial Kargan Dragonlord Nomads Assembly Mul Daya Channelers Thought Gorger Spawnsire of Ulamog Guul Draz Assassin Dormant Gomazoa World at War Gideon Jura Hedron Matrix Eldrazi Temple Coralhelm Commander Magmaw Student of Warfare Mul Daya Channelers Ulamog, the Infinite Gyre Thought Gorger

Magic: the Gathering Rise of the Eldrazi 11x11 Rare Sheet

Mythic rares are in bold.

Gravita tional Shift	Gelati nous Genes	Consu me the Meek	Tuktuk Explor er	Khalni Hydra	Mome ntous Fall	Splinte r Twin	Surrak ar S. Blade	Deathl ess Angel	Trainin g Gro- unds	Consu ming Vapor
Conqu ering M.core	Emrkl Aeons Torn	Pestile nce D- emon	Lightm ine Field	Awake ning Zone	Disast er Radius	Gravit ational Shift	Bear Umbra	Recurr ing In- sight	Linval a, Ke- eper	Hellion Erupti on
Banefu I Omen	Realm s Unc- harted	Consu ming Vapor	Sphinx of Ma- gosi	Splinte r Twin	Lightm ine Field	Nirkan a Rev- enant	Near- Death Exper.	Awake ning Zone	Trainin g Gro- unds	Conqu ering M.core
Devast ating Summ.	Gelati nous Genes	Mortici an Beetle	Trans cendt Mastr	Surrak ar S. Blade	Tuktuk Explor er	Pestile nce D- emon	Bear Umbra	Consu me the Meek	Cast Thru Time	Near- Death Exper.
Disast er Radius	Mome ntous Fall	Sphinx of Ma- gosi	Realm s Unc- harted	Mortici an Beetle	Hellion Erupti on	Deathl ess Angel	All Is Dust	Recurr ing In- sight	Banef ul Omen	Devast ating Summ.
Coralh elm Comm.	Umbra Mystic	Drana, K.B. Chief	Lord of Shatte rskull	Repay in Kind	Gigant omanc er	Kozile k B. of Truth	Sphinx -Bone Wand	Echo Mage	Studen t War- fare	Tajuru Pre- server
Angelh eart Vial	Kargn Dragn Lord	Noma d Ass- embly	Mul Daya Chan.	Thoug ht Gor- ger	Spawn sire U- lamog	Guul Draz Assn	Dorma nt Go- mazoa	World at War	Gideo n Jura	Hedro n Mat- rix
Eldrazi Templ e	Coralh elm Comm	Magm aw	Studen t War- fare	Mul Daya Chan.	Ulamo g Inf. Gyre	Thoug ht Gor- ger	It That Betray s	Umbra Mystic	Kazan du T. Caller	Angelh eart Vial
Echo Mage	Rage Nimbu s	Hellca rver D emon	Keenin g Stone	Noma d Ass- embly	Reneg ade Dopp.	Eldrazi Consc ription	Hedro n Mat- rix	Kor Spiritd ancer	Repay in Kind	Venge vine
Magm aw	Gigant omanc er	Hedro n-Field Purists	Guul Draz Assn	LH C- hronol ogist	Lord of Shatte rskull	Reneg ade Dopp.	Spawn sire U- lamog	Sphinx -Bone Wand	Kor Spiritd ancer	Tajuru Pre- server
Keenin g Stone	Drana, K.B. Chief	World at War	Hedro n-Field Purists	Kazan du T. Caller	Eldrazi Templ e	Dorma nt Go- mazoa	Sarkh an the Mad	Eldrazi Consc ription	Rage Nimbu s	It That Betray s

MTG Rise of the Eldrazi booster box posted online by "Nyth" - "Box 3"

Splinter Twin	Dormant Gomazoa	Sarkhan the Mad
Khalni Hydra	Momentous Fall	Eldrazi Temple
World at War	Hedron-Field Purists	Kazandu Tuskcaller
Drana, Kalastria Bloodchief	Consume the Meek	Tuktuk the Explorer
Tajuru Preserver	Gelatinous Genesis	Keening Stone
Kor Spiritdancer	Devastating Summons	Gravitational Shift
Baneful Omen	Spawnsire of Ulamog	Sphinx-Bone Wand
Lord of Shatterskull Pass	Renegade Doppelganger	Recurring Insight
Deathless Angel	Lighthouse Chronologist	All is Dust
Guul Draz Assassin	Hedron-Field Purists	Hellion Eruption
Realms Uncharted	Mortician Beetle	Gigantomancer
Sphinx of Magosi	Vengevine	Magmaw*

Gravita tional Shift	Gelati nous Genes	Consu me the Meek	Tuktuk Explor er	Khalni Hydra	Mome ntous Fall	Splinte r Twin	Surrak ar S. Blade	Deathl ess Angel	Trainin g Gro- unds	Consu ming Vapor
Conqu ering M.core	Emrkl Aeons Torn	Pestile nce D- emon	Lightm ine Field	Awake ning Zone	Disast er Radius	Gravit ational Shift	Bear Umbra	Recurr ing In- sight	Linval a, Ke- eper	Hellion Erupti on
Banefu I Omen	Realm s Unc- harted	Consu ming Vapor	Sphinx of Ma- gosi	Splinte r Twin	Lightm ine Field	Nirkan a Rev- enant	Near- Death Exper.	Awake ning Zone	Trainin g Gro- unds	Conqu ering M.core
Devast ating Summ.	Gelati nous Genes	Mortici an Beetle	Trans cendt Mastr	Surrak ar S. Blade	Tuktuk Explor er	Pestile nce D- emon	Bear Umbra	Consu me the Meek	Cast Thru Time	Near- Death Exper.
Disast er Radius	Mome ntous Fall	Sphinx of Ma- gosi	Realm s Unc- harted	Mortici an Beetle	Hellion Erupti on	Deathl ess Angel	All Is Dust	Recurr ing In- sight	Banef ul Omen	Devast ating Summ.
Coralh elm Comm.	Umbra Mystic	Drana, K.B. Chief	Lord of Shatte rskull	Repay in Kind	Gigant omanc er	Kozile k B. of Truth	Sphinx -Bone Wand	Echo Mage	Studen t War- fare	Tajuru Pre- server
Angelh eart Vial	Kargn Dragn Lord	Noma d Ass- embly	Mul Daya Chan.	Thoug ht Gor- ger	Spawn sire U- lamog	Guul Draz Assn	Dorma nt Go- mazoa	World at War	Gideo n Jura	Hedro n Mat- rix
Eldrazi Templ e	Coralh elm Comm	Magm aw	Studen t War- fare	Mul Daya Chan.	Ulamo g Inf. Gyre	Thoug ht Gor- ger	It That Betray s	Umbra Mystic	Kazan du T. Caller	Angelh eart Vial
Echo Mage	Rage Nimbu s	Hellca rver D emon	Keenin g Stone	Noma d Ass- embly	Reneg ade Dopp.	Eldrazi Consc ription	Hedro n Mat- rix	Kor Spiritd ancer	Repay in Kind	Venge vine
Magm aw	Gigant omand er	Hedro n-Field Purists	Guul Draz Assn	LH C- hronol ogist	Lord of Shatte rskull	Reneg ade Dopp.	Spawn sire U- lamog	Sphinx -Bone Wand	Kor Spiritd ancer	Tajuru Pre- server
Keenin g Stone	Drana, K.B. Chief	World at War	Hedro n-Field Purists	Kazan du T. Caller	Eldrazi Templ e	Dorma nt Go- mazoa	Sarkh an the Mad	Eldrazi Consc ription	Rage Nimbu s	It That Betray s

Scars of Mirrodin October 2010 "SOM"

249 cards Foil premium cards 15 mythic rares

53 rares 60 uncommons 101 commons 20 basic lands

Unbalanced cutsheet Type A+/Type S High value density (for now)

Product formats: Booster pack (1 R, 3 U, 10 C, 1 L); Intro pack (5 decks of 60 fixed cards and a

booster pack); Fat pack (Booster packs, basic land pack, book).

Prerelease foil: Wurmcoil Engine; Release foil: Steel Hellkite; Buy-a-box foil: Memoricide.

This section reprises the lesson from *The Card Wizard's Black Book: Second Edition* on how to solve a Type A+ map. It is assumed you already knew to record the contents of many boxes, as described earlier in the *Death Star II* section. Since MTG is currently collated by row, the resulting recordings are spreadsheeted by row and compared.

Scars of Mirrodin is Type A+ in most regions and Type S in the Asia-Pacific region. There may be Type B printings out there or in production for later, but as of this writing, none have been verified. The interval between tracks for SOM is a bit longer and more complex than it was for M10 and M11. It goes 1:1:2:2:3:2. This is not an accident. The three-rare grouping will always be from the track that is 66 cards long. The entire sequence is 11 cards long, six from the 66-card track and five from the 55-card track. Like with M10 and M11, the mythic rares are split with eight on the larger track and seven on the smaller track.

To use the map, it helps when recording your box also to record the rares vertically, as they would appear in spreadsheeted form. This is so that once you discover a run of three rares in sequence, you will know where you are in the interval and, assuming you proceed carefully enough, you should be able to open the cards you want with minimal wastage. (Obviously, the top row collation disruption must be solved, so be aware of that as you open.) With practice, the Type A+ of SOM should be fairly navigable to anyone who is adept at mapping boxes.

To discover the map for an expansion in the future with a Type A+ collation, the process begins the same as for a Type A expansion and then requires additional calculations. First, follow the instructions in the *Tenth Edition* section for breaking down and recording at least a case, and preferably more, of the expansion. Next, spreadsheet the cases as indicated in the *Shards of Alara* section. If you are opening North American boxes, they have a linear feed by row from the bottom left to the top right. (Don't worry about the top row collation disruption yet.) If you are opening Asia-Pacific boxes, they have a linear feed by column from the top right to the bottom left. If you are opening European boxes, you might have either type or Type B. It is impossible to know until you open one box from the case.

Once your recordings are spreadsheeted, set up five or more columns. This is where the real heavy lifting is done. Find two boxes that have at least two of the same mythic rare in them. Place the spreadsheets side by side, and figure out which cards match between them. Pull those into one column; that's one track. Then put each card that differs into its own column. That's the other track, and eventually you'll be able to connect the two through other boxes. You may have to do some scratch with this – the cards do not always match slot-for-slot, as you can see with the Quicksilver Gargantuan (the far-right box has it a few slots up). The key is that if a card does not match, it is from the other track. Look:

Track 1	Track 2 fragment	Track 2 fragment	Box 1	Box 2
Shape Anew			Shape Anew	Shape Anew
STAND TO A CALL DO WING LOOK	Carnifex Demon	Strata Scythe	Carnifex Demon	Strata Scythe
Geth, Lord Vault			Geth, Lord Vault	Geth, Lord Vault
Nim Deathmantle			Nim Deathmantle	Nim Deathmantle
ALERY COLORS TO CONTACT ACCOUNTS AND	Etched Champion	Skithiryx, Dragon	Etched Champion	Skithiryx, Dragon
	Strata Scythe	Asceticism	Strata Scythe	Asceticism
Seachrome Coast	Carray annual Services		Seachrome Coast	Seachrome Coast
Tower Calamities			Tower Calamities	Tower of Calamities
Ezuri, Renegade			Ezuri, Renegade	Ezuri, Renegade
Exem rienegue	Elspeth Tirel	Ratchet Bomb	Elspeth Tirel	Ratchet Bomb
	Razorverge	Dissipation Field	Razorverge Thicket	Dissipation Field
Contagion Engine	. m. o. renge	z iz sipilitari i i i i i	Contagion Engine	Contagion Engine
comagion chighle	Spikeshot Elder	Etched Champion	Spikeshot Elder	Etched Champion
Argent Sphinx	Opiniosi ioi Lidoi		Argent Sphinx	Argent Sphinx
Memoricide			Memoricide	Memoricide
memoridae	Asceticism	Spikeshot Elder	Asceticism	Spikeshot Elder
	Argentum Armor	Copperline Gorge	Argentum Armor	Copperline Gorge
Precursor Golem	Aigentum Amor	Coppenia Congo	Precursor Golem	Precursor Golem
Leonin Arbiter			Leonin Arbiter	Leonin Arbiter
Venser Sojourner			Venser Sojourner	Venser Sojourner
renser sojourner	Putrefax	Platinum Emperion	Putrefax	Platinum Emperion
	Mimic Vat	Tempered Steel	Mirnic Vat	Tempered Steel
Grindclock	winting van	Tempered Oteo	Grindclock	Grindclock
Cililocock	Inexorable Tide	Livewire Lash	Inexorable Tide	Livewire Lash
Hoard- Dragon	moxorabio ride	LIVOWIIO LUSII	Hoard- Dragon	Hoard- Dragon
Myr Reservoir			Myr Reservoir	Myr Reservoir
my noscivon	Kuldotha FM	Engulfing Slagwurm	Kuldotha FM	Engulfing Slagwurm
	Koth of Hammer	Tunnel Ignus	Koth of Hammer	Tunnel Ignus
Blackcleave Cliffs	Kotii oi Haiiiilei	Tullion Ighus	Blackcleave Cliffs	Blackcleave Cliffs
Venser's Journal			Venser's Journal	Venser's Journal
True Conviction			True Conviction	True Conviction
True Conviction	Prototype Portal	Mimic Vat	Prototype Portal	QSG
	Livewire Lash	Necrotic Ooze	Livewire Lash	Mimic Vat
QSG	E. Offino Eddi	TOUROUGO COLO	QSG	Necrotic Ooze
	Carnifex Demon	Kuldotha FM	Carnifex Demon	Nim Deathmantle
Nim Deathmantle	Cultimon Dollion	The state of the s	Nim Deathmantle	Kuldotha FM

Look very closely at that spreadsheet and you will see what I did. Where the two boxes matched, I knew the track was identical. Where they did not, I knew (and you will know for future sets) that the other track is different and that you have two different sections of it to unravel. Ultimately, by comparing box after box, you will find the matching ends of Track 1 and you will find the overlapping sections of Track 2, probably entirely separately. At that point it is a simple matter of writing it down on a sheet diagram.

Ah, but how do I solve the top-row collation disruption? Just by comparing more boxes. Eventually, you'll see that moving the top row to somewhere in the middle of the spreadsheeted box recording is the only way to resolve the order of the matching cards. Remember, if you have two matching mythics between two boxes, at least one track will match. The worst-case scenario is that you have fragments of both, but you can then anchor them both. The mythic rares appear once per sheet. They will only ever be in one place on that sheet. Thus, when you compare more boxes, as you see below, you will either be able to find more of the map or you will be able to verify what you have. I prefer to

get my starting "fragments" as solid as possible, so I kept bringing more and more boxes with Venser and Geth to compare. Here is an example with Box 2 subbed for a new one:

Track 1	Track 2 fragment	Track 2 fragment	Box 1	Box 3
Shape Anew			Shape Anew	Cerebral Eruption
- 111 No. 27 (12.000)	Carnifex Demon	Strata Scythe	Camifex Demon	Geth, Lord Vault
Beth, Lord Vault			Geth, Lord Vault	Strata Scythe
Nim Deathmantle			Nim Deathmantle	Nim Deathmantle
	Etched Champion	Skithiryx, Dragon	Etched Champion	Seachrome Coast
	Strata Scythe	Asceticism	Strata Scythe	Skithiryx, Dragon
Seachrome Coast	and and and and		Seachrome Coast	Asceticism
Tower Calamities			Tower Calamities	Tower Calamities
Ezuri, Renegade			Ezuri, Renegade	Ezuri, Renegade
Extin, menegine	Elspeth Tirel	Ratchet Bomb	Elspeth Tirel	Contagion Engine
	Razorverge	Dissipation Field	Razorverge Thicket	Ratchet Bomb
Contagion Engine	THE CHANGE	Dissipation Fina	Contagion Engine	Dissipation Field
Contagion Engine	Spikeshot Elder	Etched Champion	Spikeshot Elder	Argent Sphinx
Argant Cohiny	obikoguot radoi	Etched Champion	Argent Sphinx	Etched Champion
Argent Sphinx Memoricide			Memoricide	Memoricide
Momonado	Asceticism	Cnikashat Eldar	Asceticism	Precursor Golem
		Spikeshot Elder	A CONTRACTOR OF THE PARTY OF TH	Spikeshot Elder
0	Argentum Armor	Copperline Gorge	Argentum Armor	
Precursor Golem			Precursor Golem	Copperline Gorge Leonin Arbiter
Leonin Arbiter			Leonin Arbiter	
Venser Sojourner			Venser Sojourner	Venser Sojourner
	Putrefax	Platinum Emperion	Putrelax	Grindclock
AND THE PROPERTY.	Mimic Vat	Tempered Steel	Mimic Vat	Platinum Emperior
Grindelock			Grindclock	Tempered Steel
	Inexorable Tide	Livewire Lash	Inexorable Tide	Hoard- Dragon
Hoard- Dragon			Hoard- Dragon	Livewire Lash
Myr Reservoir			Myr Reservoir	Myr Reservoir
	Kuldotha FM	Engulfing Slagwurm	Kuldotha FM	Blackcleave Cliffs
	Koth of Hammer	Tunnel Ignus	Koth of Hammer	Engulfing Slagwurn
Blackcleave Cliffs			Blackcleave Cliffs	Tunnel Ignus
Venser's Journal			Venser's Journal	Venser's Journal
True Conviction			True Conviction	True Conviction
	Prototype Portal	Mimic Vat	Prototype Portal	QSG
	Livewire Lash	Necrotic Ooze	Livewire Lash	Mimic Vat
QSG			QSG	Necrotic Ooze
AND STATE	Carnifex Demon	Kuldotha FM	Carnifex Demon	Nim Deathmantle
Nim Deathmantle			Nim Deathmantle	Kuldotha FM

As you can see, Boxes 1 and 3 both have the same sequence in Track 1 and the right-side Track 2 fragment. The interval does not "catch" them in the same order at the same time, breaking between the tracks, but the order of the cards is the same! That is the key to unraveling the map of a Type A+ expansion. The next step, once you have a solid piece of the puzzle, is to go get another box that has at least two mythics from the area you've solved and at least two from the area you have not. By process of elimination, you now know what is in one of the box's two tracks, so what remains *must* be in the other.

Here is an example of a comparison of two more boxes, one of which has the Elspeth and Koth pairing and both of which have a Mox Opal. I already knew the Elspeth/Koth Track 2 fragment from the previous box grouping, so I separated it out. Importantly, I also knew that the Elspeth/Koth sequence was part of Track 2, which meant that by process of elimination I knew that the Mox Opal had to be on Track 1. Again, I separated the two tracks of Box 4, which did not necessarily occur on the same interval switches but which did

have the cards in the same order once I corrected for the top rows. The Italicized cards were originally at the bottom of their respective box's spreadsheet form, since they were in the top row. Once I lined everything up and compared with what I knew, it became clear where those cards belonged. After all this, I now knew what parts of Box 5 belonged to Track 1 – whichever ones matched the track I derived from Box 41 That meant that the other track in Box 5 was another fragment of Track 2... and it covered new territory, including Liege of the Tangle. Here is the diagram:

Track 1	Track 2 fragment	Track 2 fragment	Box 4	Dox 5
	Strata Scythe	Cerebral Eruption	Strata Scythe	Cerebral Eruption
Myr Reservoir			Myr Reservoir	Myr Reservoir
	Elspeth Tirel	Putrefax	Elspeth Tirel	Putrefax
Seachrome Coast			Seachrome Coast	Seachrome Coast
Lux Cannon			Lux Cannon	Lux Cannon
	Razorverge Thicket	Engulfing Slag	Razorverge Thicket	Engulfing Slag
	Spikeshot Elder	Kemba, Regent	Spikeshot Elder	Kemba, Regent
Argent Sphinx	Cpinionion Library		Argent Sphinx	Argent Sphinx
Painful Quandary			Painful Quandary	Painful Quandary
Precursor Golem			Precursor Golem	Precursor Golem
riedusor dolem	Asceticism	Prototype Portal	Asceticism	Prototype Portal
	Argentum Armor	Mindslaver	Argentum Armor	Mindalaver
Grand Architect	rageman rano	IIIII GOILL CI	Grand Architect	Grand Architect
Grand Architect	Putrefax	Necrotic Ooze	Putrelax	Necrotic Ooze
Makan Davoho	raneiax	Hedrond Coze	Molten Psyche	Molten Psyche
Molten Psyche Steel Hellkite			Steel Hellkite	Steel Hellkite
Steel Helikite	Mimic Vat	Dissipation Field	Mimic Vat	Dissipation Field
	Inexorable Tide	Argentum Armor	Inexorable Tide	Argentum Armor
To the state of	mexorable ride	Ail germani ramor	True Conviction	True Conviction
True Conviction			Mox Opal	Mox Opal
Mox Opal			Blackcleave Cliffs	Blackcleave Cliffs
Blackcleave Cliffs	Kuldotha FM	Tunnel Ignus	Kuldotha FM	Tunnel Ignus
	Koth of Hammer	Liege of Tangle	Koth of Hammer	Liege of the Tangle
LINE IN CONTRACT OF THE PARTY O	Koth of Hammer	riege or rangie	Myr Propagator	Myr Propagator
Myr Propagator	Destation Destat	Darkstool hissort	Prototype Portal	Darksteel Juggernaut
	Prototype Portal	Darksteel Juggnt	Genesis Wave	Genesis Wave
Genesis Wave				
Hoard- Dragon	VA. SANCE VALLE	Townson of Charle	Hoard- Dragon Livewire Lash	Hoard-Smelter Dragor
	Livewire Lash	Tempered Steel Ratchet Bomb	Camilex Demon	Tempered Steel
	Camilex Demon	Hatchet Bomb	Compared to the Compared Compa	Ratchet Bomb
Semblance Anvil			Semblance Anvil	Semblance Anvil
Sunblast Angel			Sunblast Angel	Sunblast Angel
Myr Battlesphere	00 9 20 10	w v v	Myr Battlesphere	Myr Battlesphere
	Kemba, Regent	Copperine Gorge	Kemba, Kha Regent	Copperline Gorge
	Cerebral Eruption	Chimeric Mass	Cerebral Eruption	Chimeric Mass
Shape Anew			Shape Anew	Shape Anew
	Strata Scythe	Carnifex Demon	Strata Scythe	Camilex Demon

Note at the bottom that Shape Anew, Strata Scyhe, and Carnifex Demon line up with the Box 1/2/3 diagrams, but that the Track 2 fragments are switched. This is where the two parts of Track 2 are connected. In the course of recording boxes, you'll have a few that overlap a few packs further on either side. Use those to verify the wraparounds.

Keep doing this long enough, and you will eventually have redundant verification of every part of the map. If you still don't after sufficient data has been put in, you might have a set with two different rare sheets. Hey, it happens! Look at *Magic 2011*! And they can be very different or only subtly different. You have to look at all the data you have to make that determination. The key is to verify everything you can until you can't verify any more, and

then put all the mismatching data aside and see if maybe those boxes are consistent with one another. Generally speaking, you will find that they are.

I knew that my wraparound to Track 1 was complete when I counted it up and it had 66 cards in it. Add 55 and you get 121, the size of most of the MTG production sheets. Once I found all wraparound points for Track 2, it turned out to be 55 cards, and I knew I had it. I compared about another dozen boxes just to check my data, and they all worked. I then went online to see how the community was doing. They had posted some boxes, so I checked my data against that as well. Naturally, it worked.

By the way, don't be concerned if you are mapping out a future expansion and your Track 1 ends up being 55 cards and your Track 2 ends up being 66. That's fine. It doesn't matter which one is which. That will, in fact, be a simple consequence of how things go when you're sitting at your spreadsheet doing the work. Either way works the same.

I transposed those tracks onto a map sheet like for *Shards of Alara*, and then onto the 11 x 11 sheet diagram, for ease of use. Those maps follow on the subsequent pages, and after that are the box verifications from MTGSalvation.com.

Magic: the Gathering Scars of Mirrodin 11x11 Rare Sheet Map

55-card track (55 cards)	66-card track (part one)	66-card track, continued
Liege of the Tangle	Quicksilver Gargantuan	Argent Sphinx
Darksteel Juggernaut	Nim Deathmantle	Painful Quandary
Tempered Steel	Hand of the Praetors	Precursor Golem
Ratchet Bomb	Myr Propagator	Grand Architect
Copperline Gorge	Ezuri's Brigade	Molten Psyche
Chimeric Mass	Molten Psyche	Steel Hellkite
Carnifex Demon	Contagion Engine	True Conviction
Etched Champion	Painful Quandary	Mox Opal
Strata Scythe	Indomitable Archangel	Blackcleave Cliffs
		Myr Propagator
Elspeth Tirel	Darkslick Shores	Genesis Wave
Razorverge Thicket	Grindclock	Hoard-Smelter Dragon
Spikeshot Elder	Grand Architect	
Asceticism	Myr Battlesphere	Semblance Anvil
Argentum Armor	Kuldotha Phoenix	Sunblast Angel
Putrefax	Ezuri, Renegade Leader	Myr Battlesphere
Mimic Vat	Semblance Anvil	Shape Anew
Inexorable Tide	Molten-Tail Masticore	Geth, Lord of the Vault
Kuldotha Forgemaster	Hand of the Praetors	Nim Deathmantle
Koth of the Hammer	Genesis Wave	Seachrome Coast
Prototype Portal	Leonin Arbiter	Tower of Calamities
Livewire Lash	Steel Hellkite	Ezuri, Renegade Leader
Carnifex Demon	Darkslick Shores	Contagion Engine
Kemba, Kha Regent	Venser's Journal	Argent Sphinx
Cerebral Eruption	Shape Anew	Memoricide
Strata Scythe	Wurmcoil Engine	Precursor Golem
Skithiryx, the Blight Dragon	Kuldotha Phoenix	Leonin Arbiter
Asceticism	Ezuri's Brigade	Venser, the Sojourner
Ratchet Bomb	Memoricide	Grindclock
Dissipation Field	Tower of Calamities	Hoard-Smelter Dragon
Etched Champion	Sunblast Angel	Myr Reservoir
Spikeshot Elder	Myr Reservoir	Blackcleave Cliffs
Copperline Gorge	Seachrome Coast	Venser's Journal
Platinum Emperion	Lux Cannon	True Conviction
	Lux Callion	Tide Conviction
Tempered Steel	continued in next column	continued in previous column
Livewire Lash	continued in next column	continued in previous column
Engulfing Slagwurm		
Tunnel Ignus		
Mimic Vat		
Necrotic Ooze		
Kuldotha Forgemaster		
Razorverge Thicket		
Chimeric Mass		
Sword of Body and Mind		
Inexorable Tide		
Darksteel Juggernaut		
Cerebral Eruption		
Putrefax		
Engulfing Slagwurm		
Kemba, Kha Regent		
Prototype Portal		
Mindslaver		
Necrotic Ooze		
Dissipation Field		
Argentum Armor		
Tunnel Ignus		
Lunnel Idnus		

Magic: the Gathering Scars of Mirrodin 11x11 Rare Sheet

Mythic rares are in bold.

Liege of Tangle	Dst Jugger naut	Tempe red Steel	Ratch et Bomb	Coppe rline Gorge	Chime ric Mass	Carnif ex De- mon	Etched Cham pion	Strata Scythe	Elspet h Tirel	Razor verge Thickt
Spikes hot Elder	Asceti cism	Argent um Armor	Putref ax	Mimic Vat	Inexor able Tide	Kuldot ha F.M.	Koth of Ha- mmer	Protot ype Portal	Livewir e Lash	Carnif ex De- mon
Kemba Kha Regent	Cerebr al Er- uption	Strata Scythe	Skithir yx, B. Dragn	Asceti cism	Ratch et Bomb	Dissip ation Field	Etched Cham pion	Spikes hot Elder	Coppe rline Gorge	Plat. Emp- erion
Tempe red Steel	Livewir e Lash	Engulf Slagw urm	Tunnel Ignus	Mimic Vat	Necrot ic Ooze	Kuldot ha F.M.	Razor verge Thickt	Chime ric Mass	Sword Body Mind	Inexor able Tide
Dst Jugger naut	Cerebr al Er- uption	Putref ax	Engulf Slagw urm	Kemb a Kha Regnt	Protot ype Portal	Minds laver	Necrot ic Ooze	Dissip ation Field	Argent um Armor	Tunne Ignus
Quick silver Garg.	Nim Death mantle	Hand of Pra- etors	Myr Propa gator	Ezuri's Brigad e	Molten Psych e	Conta gion Engine	Painful Quand ary	Indom itable Arch.	Darksli ck Sh- ores	Grindc lock
Grand Archite ct	Myr Battles phere	Kuldot ha Ph- oenix	Ezuri, Reneg ade	Sembl ance Anvil	Molte n Tail Mast.	Hand of Pra- etors	Genes is Wave	Leonin Arbiter	Steel Hellkit e	Darksli ck Sh- ores
Venser 's Jou- rnal	Shape Anew	Wurm coil Engne	Kuldot ha Ph- oenix	Ezuri's Brigad e	Memor icide	Tower Calami ties	Sunbla st Angel	Myr Reser voir	Seach rome Coast	Lux Canno n
Argent Sphinx	Painful Quand ary	Precur sor Golem	Grand Archite ct	Molten Psych e	Steel Hellkit e	True Convic tion	Mox Opal	Blackc leave Cliffs	Myr Propa gator	Genes is Wave
Hoard- Smltr Dragn	Sembl ance Anvil	Sunbla st Angel	Myr Battles phere	Shape Anew	Geth, Lord Vault	Nim Death mantle	Seach rome Coast	Tower Calami ties	Ezuri, Reneg ade	Conta gion Engine
Argent Sphinx	Memor icide	Precur sor Golem	Leonin Arbiter	Vense r So- journr	Grindc lock	Hoard- Smltr Dragn	Myr Reser voir	Blackc leave Cliffs	Vense r's Jo- urnal	True Convic tion

APPENDIX A

Lord of the Rings Trading Card Game

Decipher took the best of the *Star Wars* and *Star Trek* CCGs and mixed in some real-life experience in game design to produce 2001's *Lord of the Rings* (LOTR) TCG. The game is quite excellent, has a complexity level somewhere along the curve between *Magic: the Gathering* and the *Star Wars* CCG, and has absolutely top-notch production value.

For this text, I chose not to include a complete reference library for the LOTR TCG, because I believe it would be better presented in greater depth in another volume. The "Cliffs Notes" version of what you have to know about obtaining LOTR TCG product is as follows: Most of the expansion sets are still obtainable at reasonable prices, with boxes varying anywhere from \$10-\$80 depending on the gameplay value of the cards in the set and to some extent scarcity. The last three LOTR TCG expansions were printed in tiny quantities just before Decipher's LOTR license expired, and accordingly those sets command extremely high secondary-market prices. They are *The Hunters, Rise of Saruman*, and *Trickery and Deceit*. As of this writing, the lowest advertised price found for any of those products is \$500 per display box. There are also a daunting number of promotional cards in circulation – some foils, some not – and the scarcer promo cards hit the wallet harder than you might think for what is largely a dormant game.

Despite the cost of entry – and it is a non-trivial cost – the LOTR TCG is a great deal of fun and may be worth the time and money investment if you are a *Lord of the Rings* fan who also likes to play relatively complex TCGs. The game has a number of starter deck and "tournament deck" product offerings that play well right out of the wrapper, something that was only sometimes true of the *Star Trek* CCG (mainly in its 2nd Edition) and virtually never true of the asymmetrical *Star Wars* CCG no matter what they tried, with the Death Star II Tournament Decks coming closest to the mark. The LOTR TCG did better with decks for virtually every expansion because the underlying game engine was so much better at supporting limited play.

One point of interest is that, with Peter Jackson's film version of *The Hobbit* due in two volumes in 2012 and 2013, interest in the LOTR TCG might rebound significantly. Or it might not. One never knows. At least Decipher could conceivably reacquire the Tolkien license and restart production of the LOTR TCG with content based on *The Hobbit* without necessarily having to reinvent the game, whereas a continuation of the SWCCG would probably require a reboot, and the STCCG has already had one (and a mechanically successful one, at that).

APPENDIX B

Netrunner Collectible Card Game

Netrunner v1.0 booster box #1

Code Viral Cache	Ronin' Around	Snowball
Dupre'	Diplomatic Immunity	Al Boon
Tokyo-Chiba Infighting	Genetics-Visionary Acquisition	Jerusalem City Grid
Nevinyrral	Bio-Weapons Engineering	Shotgun Wire
Playful Al	Deal with Militech	Self-Modifying Code
Anonymous Tip	Bartmoss Memorial Icebreaker	Field Reporter for Ice & Data
Silver Lining Recovery Protocol	Wall of Ice	Vacuum Link
Skalderviken SA Beta Test Site	Reinforced Wall	Razor Wire
Priority Wreck	misc.for-sale	Hot Tip for WNS
Access Through Alpha	Arasaka Portable Prototype	Bodyweight Data Creche
Tutor	Too Many Doors	Strike Force Kali
Pacifica Regional Al	Aardvark	Encryption Breakthrough

It's a shame *Netrunner* boxes are so hard to find, because with the prices they command these days, mapping them out would be a great way to mitigate the cost of building a competitive collection. And just look at that box recording – if that isn't mappable, I'm Barack Obama. Look at the split between the Runner cards (unshaded) and the Corp cards (shaded). That's about as deliberate a collation as WOTC could make without just handing us a map outright. For all practical purposes, however, the player base for this game is so small and tight-knit that mapping might be pointless by virtue of lack of liquidity: recouping on the unopened packs would probably be too difficult, and nobody is drafting anymore. More's the pity.

For those of you who have never played *Netrunner*, it's a real shame the game is defunct now, because it is one of the best TCGs ever and one of the few worthy of being in the conversation about whether it actually surpasses *Magic: the Gathering. Netrunner* had the subtlest and most skill-testing bluffing mechanics of any TCG before or since, and the game played better in limited format right out of the packs or decks than constructed, a feat only equaled by *Magic* (and, in my opinion, only arguably surpassed). If WOTC ever decides to resurrect old intellectual property for the hardcore-gaming market, I hope this game is near the top of their list. For now, I suggest buying whatever *Netrunner* you can find and enjoying it in its pseudo-limited greatness. You can forget about constructed, because Proteus™ boxes (*Netrunner's* first expansion) are far too scarce and too expensive to buy in the quantities necessary to get enough of the key rares (such as World Domination) to build the best possible constructed decks.

APPENDIX C

Pokemon Trading Card Game

Pokemon took America by storm in 1999 and calmed markedly in 2000. The license reverted from WOTC back to Nintendo a few years later, and the game is still produced and is still played, though it is but a pale shadow of the unstoppable force it was at the turn-of-the-millennium.

While I will not spend too much time on this game in particular, mostly because I did not record any of it back then and mostly just sold through the product I had with a smile on my face, I did think it was relevant to share that, for the Base Set™, Jungle™, and Fossil™ sets at least, the packs down each column of the two-columned booster box went in a repeating sequence:

Holofoil rare	
Rare	
Rare	
Rare	
Holofoil rare	
Rare	
Rare	
Rare	
Holofoil rare	
Rare	
Rare	

The sequence could start anywhere in that span; for example, you could open a box, start with the top pack on the left, and find: Rare, Holofoil rare, Rare, Rare, Holofoil rare, Rare, Rare, Holofoil rare, Rare,

There were eighteen packs per column, so you wouldn't get two full sequences per column – generally, instead, the sequence would just stop at the end of each column and have no relation to where the next column's sequence began.

Of course, given the price of sealed *Pokemon* boxes from the early sets versus the prices of the loose cards, given how many millions of kids bought into the game, you might find it more useful to just buy exactly the cards you need, if *Pokemon* is your thing.

APPENDIX D

World of Warcraft Trading Card Game

The World of Warcraft TCG, originally the work of Upper Deck Entertainment and now published by Cryptozoic Entertainment LLC, emerged as a legitimate market contender in the mid-2000s, growing its player base consistently and attracting the dedicated online following of the World of Warcraft (WoW) video game. I steer clear of WoW because I know I have not the willpower to withstand such an addiction, but I wanted to address the card game here to reinforce the concept of parring.

A few years back, there was a card called Spectral Tiger that occured once every 288 booster packs of the Fires of Outland™ expansion. At 24 booster packs per box and 12 boxes per case, that means there is only one Spectral Tiger per case. Spectral Tigers sold on eBay for a while for around \$1000, while boxes of *Fires of Outland* averaged around \$100 and cases around \$1200 at the time. This made sense, and yet it meant that parring was being underutilized. By parring, the cost to acquire a Spectral Tiger would have been around \$600. That's a healthy average \$400 profit per cat, and that would have been without selling any of the other loose cards you opened. Of course, buying cases from Upper Deck's direct wholesale service may have been cheaper, but may not have been an option for anyone not actually operating a retail store.

The WoW buying public was a little ahead of the MTG buying public in their mathematical savvy, because they grew wise to the Spectral Tiger situation. Dealers bought any number of cases of *Fires of Outland*. They opened packs in the same order every time; for example, open the "top" box in the case, then the one under it, and so on, starting on the left column of boosters before you proceed to the right. It didn't matter exactly how they opened it as long as they opened it the same way every time. Eventually, as they went through the case, they would find the Spectral Tiger. They would then STOP. They would sell the remaining unopened packs and boxes and recoup their cost, and they would sell the Tiger for \$1000 or however much they could get for it. And on to the next case.

The odds of getting a Tiger in the first pack of the case are the same as the odds of getting it in the last pack of the case. That's why this worked. It's true that sometimes they would not get it until the last box, but that happened, in the long run, just as often as the number of times they got it in the first box. On average, given enough cases to smooth out the variance, the Spectral Tiger occured toward the exact middle of the case, or in our parlance, the middle of the span of packs opened. If the card occured once per span, and a full span costed \$1200 to buy, and the card averages to the middle of the span, the average cost of the card was therefore about half the cost of the span, or \$600.

This is very rudimentary and I don't actually recommend dropping a pile of money on any TCG that you don't actually have some desire to play. If all you want to do is make money, for crying out loud, get a job. Also, if you want the Tiger and aren't interested in the gamble, just buy it outright. Its price has come down in the time since its original release. As I explained in the Legal and Ethical Considerations section, you have to consider the possibility that someone parred or mapped loose packs or boxes.

IV. The Book

Bibliography

Though direct citations appear in the text, there are a number of sources that provided vast amounts of general information, and I believe it is appropriate to credit and thank them all:

- Magicthegathering.com; Daily MTG; Gatherer database (web, WOTC)
- Stephen d'Angelo's Crystal Keep (web)
- MTGSalvation.com, Magiccards.info, and the MTGSalvation Card Wiki (web)
- The Magic Librarities' Magic Rarities (web)
- Squt's Magic Misprint/Error List (web)
- Star City Games (web)
- The Star Wars CCG Players' Committee (web)
- Trekcc.org: The Continuing Committee (web)
- The LotR TCG Database (web)
- Netrunner Online (web)
- Wikipedia (web)

Other resources are named in the text and their contributions to this body of knowledge are very much appreciated.

For all the resources, people, publications, and other media that have helped teach me what I know about this hobby, this business, MTG, and any other part of this experience, please forgive me for not naming you specifically, and thank you.

Afterword

This is the last page. It has been a pleasure teaching my readers as much as I hopefully have. I have confined my commentary to the Preface, except for this last:

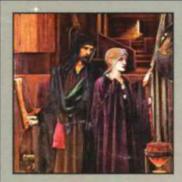
My advice from before continues to hold true. Be smart. If a deal seems too good to be true, it probably is. The numbers, the raw math of any given situation, are merciless. If you think you are going to succeed when the numbers are against you, you are setting yourself up for disappointment. Make your decisions in such a way as to leave your outcome favored over the opposite. Think about deals before you make them and don't go forward until you're ready to pull the trigger with no regrets. And man up and take responsibility for the decisions you make. It is not the other guy's fault that you went ahead with a trade, despite your apprehensions, and regretted it afterward.

Most of all, don't forget that this is just a hobby. There are much, much more important things in your life, even if your life is fairly unimpressive. Seriously, don't spend the prime of your youth slinging cards in some game shop. When you get to be an old fogey of 36 like me, you will wish you had done more things, seen more places, met more people, and experienced more perspectives in the decade previous. And, for crying out loud, make sure you finish college. Even if you have to return to school as an adult, do it. It's never too late. Sooner is better than later, yesterday is better than today, and now is better than in the future.

-R.E., January 2011



Made in the USA Lexington, KY 16 March 2011



The Card Rebel's Black Book

First Edition

by Ross Edwards

The trading card game industry has swelled from a hobbyist niche in 1993 to a billion-dollar worldwide phenomenon in 2011 and beyond. Books and articles in print and online have explored the strategy and community aspects of the TCG hobby.

The Card Wizard's Black Book, which first appeared in 2008, was the first to take a closer look behind the scenes of trading card games, where the TCG hobby and the TCG industry meet. In 2010, the Second Edition expanded into an exhaustive reference on the business, production, and secondary market for trading card games, with an exclusive focus on Wizards of the Coast's Magic: the Gathering* card game.

The Card Rebel's Black Book casts a wider net, exploring the TCG hobby and industry with deep reference material for other TCGs, such as the Star Wars* CCG*, Star Trek* CCG*, Lord of the Rings* TCG*, World of Warcraft* TCG*, and more. As an additional bonus, The Card Rebel's Black Book includes extra material on Magic: the Gathering* for readers who finished The Card Wizard's Black Book: Second Edition and still want more!

Whether you are a collector, player, dealer, or designer of the trading card games explored in this book, The Card Rebel's Black Book is an exhaustive reference that you cannot afford to be without!

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