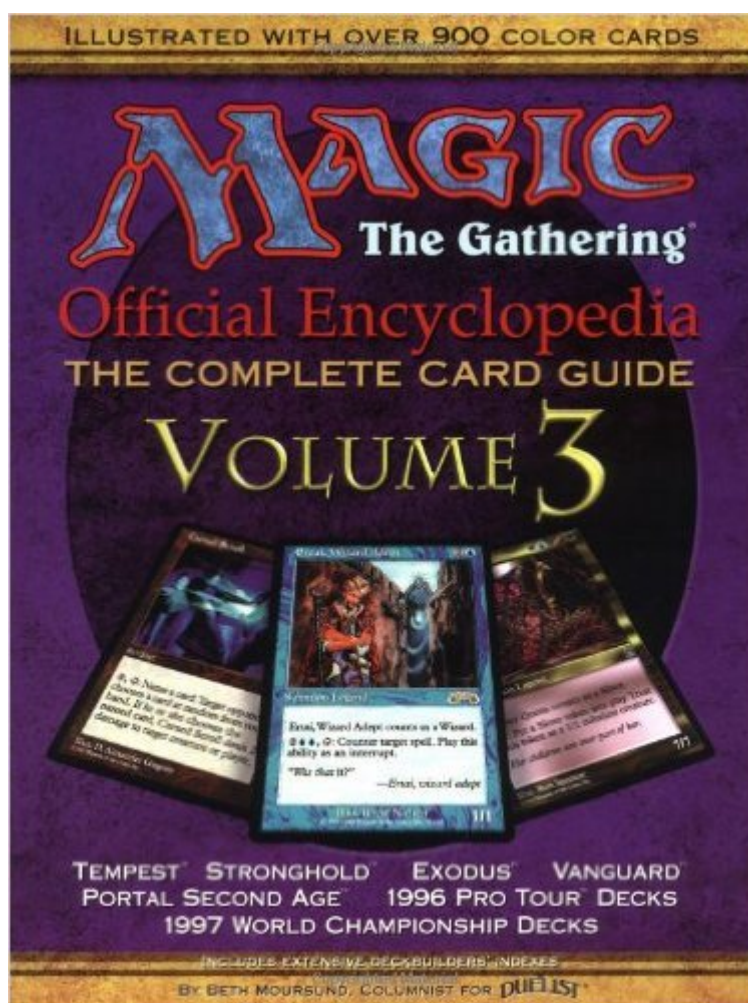


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Magic: The Gathering -- Official Encyclopedia, Volume 3: The Complete Card Guide



Synopsis

Beautiful full-color reproductions of over 1,000 new Magic cards fill the pages of this comprehensive reference guide to the decade's hottest fantasy game. Magic: the Gathering, first released by Seattle's Wizards of the Coast in 1993, has sold billions of cards in nine different languages. Popular throughout North America, Asia, Europe, and South America, Magic: the Gathering has made headlines in the "New York Times" and the "Wall Street Journal" while earning seven major awards including being named a Top Five Mind Game by Mensa.

Book Information

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Customer Reviews

Just finished the review below...since when an erratum for every card was good? Errata are the behind-the-scenes changes in the rules - how is that good? It only complicates the game. Also, I've noticed that with every volume the amount of info steadily decreases: the first volume held images of well over 2000 cards from Third and Fourth Ed., Arabian Nights, Antiquities, Legends, Ice Age, The Dark, Fallen Empires, Alliances, and who knows what else. It was jam packed with an out-of-order chronology, the banned cards, lots of strats and card info. The second volume was thirty percent smaller - 1300 cards from Weatherlight, Visions, Fifth Ed., and Portal. It was bleaker, smaller, less enthralling. Now, THIS volume features 900 cards from four small expansions - they didn't even wait for the block to be over. Some of illustrations are botched or ill-colored, and the text on the best cards... Of course, if you want some sort of help choosing or organizing your M:TG cards, you will

need this, but, believe me, this is not a diamond in the rough.

This book is essential to any Magic player, especially one who uses recent cards. The book contains every card from tempest, Stronghold, Exodus, and Portal Second Age, which are basically the best new sets on the market. This book is better than the other 2 encyclopedias because it also includes Vanguard cards and decks from Pro Tour '96 and '97. Also, the card index in the back contains every single magic card up to July 1998, which makes it the best book for a deckbuilder. This is the best magic book for anybody!

I really use this book for my reference. As a person who collects Magic Cards as well as play the game I find this book extremely useful. I can match the cards I have with what is in the book and this is extremely helpful.

It tells me every thing I need to know about the cards. Now I don't need to ask my friends what the prices of cards. Now there asking me! I am definetly getting all the other books.

This book has all the information you could possibly need, is very interesting, is complete, and has wonderful pictures. This book is great!GET IT

This book was a great help to search for a deck of Magic cards.Its cool you should buy it.

OK, I'll admit it's nice to have a full color guide to every card, but it's really not as useful as it seems. It's an excellent one time read, but after that it loses it novelty. I have a subscription to InQuest, and I consider it better, with constant updates, as opposed to paying \$20 every four sets, especially at the rate they're being cranked out now.

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