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**Synopsis**

Magic: the Gathering has sold billions of cards all over the world in English and dozens of translations. The huge number of Magic cards makes these encyclopedias must-haves for any serious player. They are invaluable reference guides, collecting all the cards in the latest expansions and including information crucial for collectors as well as history, rules, strategies, and techniques for playing the hottest fantasy game of the 90's and of the new century. With a how-to-use guide, collector's history, and a visual guide incorporating the latest releases, Volume 6 of the popular card game will also feature an in-depth look at the newest set of Magic cards, full card listings for decks and sideboards, and fully updated deckbuilders’ indexes. This volume includes a fully updated chapter on all the cards released since the last Encyclopedia as well as which cards are valuable and why.

**Book Information**

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**Customer Reviews**

Volume 6 covers Invasion, Planeshift, Seventh Edition, and Apocalypse. As usual, this volume only deals with expansions released since the previous volume of the encyclopedia. If you've *never* collected previous volumes, you might want to look into _The Complete Encyclopedia of Magic: The Gathering_ instead (which is no longer complete, what with the expansions released after the summer of 2001). Before launching into the expansion chapters, the usual introductory material includes 'how to use this guide' and a Collector's History - a few paragraphs of introduction plus the
usual Magic timeline, including the 'for beginners' decks (e.g. Portal), the basic sets, and the expansions. The introduction to the Collector’s History gives the roll call and price list for the Power Nine - the most notorious and expensive cards of them all: Black Lotus, the 5 original Mox cards, Time Walk, Timetwister, and Ancestral Recall. Each set of cards covered in Volume 6, as usual, is provided with an introduction, the style of which has been updated to make it more useful. Each introduction begins with ‘At a Glance’: Release Date, Size (number of cards), Featured Mechanics, and The One-Sentence Story. For example, Featured Mechanics for Invasion lists 8 features: multicolored spells, kickers, Dragon Legends, dual lands, Kavu, and ‘divvy’ cards. After ‘At a Glance’, each introduction continues with the kind of material provided in previous volumes, still broken into segments but now given a framework and consistency by conforming to At a Glance. The framework begins with the story segment (a few paragraphs fleshing out the one-sentence version), the development segment (design history), individual segments for each of the entries in the Featured Mechanics list, concluding with Standout Cards.

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