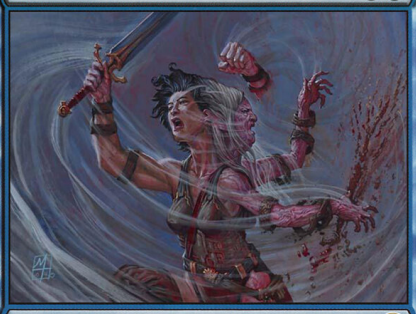
Timetwister 2 U



Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

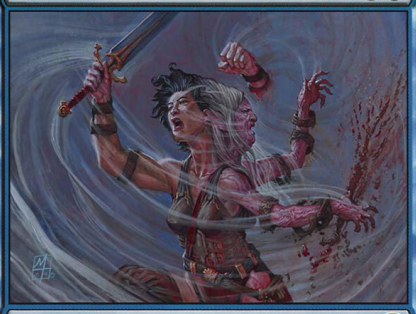
Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U



Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

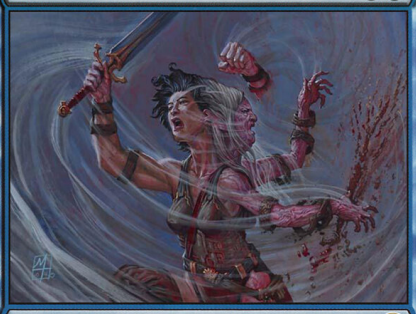
Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U



Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

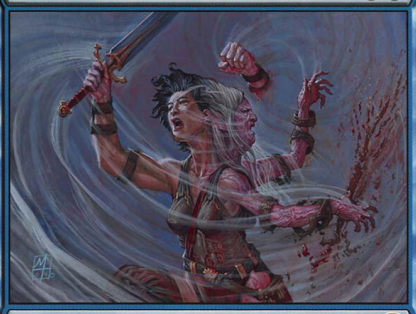
Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U



Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9

Timetwister 2 U

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. *(Then put Timetwister into its owner's graveyard.)*

2004 Vintage Championship Winner

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/9