Storage Matrix 3



Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.

Illus. Patrick Ho

©1993–1999 Wizards of the Coast, Inc. 138/143

Storage Matrix 3



Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.

Illus. Patrick Ho

©1993–1999 Wizards of the Coast, Inc. 138/143

Storage Matrix 3



Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.

Illus. Patrick Ho

©1993–1999 Wizards of the Coast, Inc. 138/143

Storage Matrix 3



Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.

Illus. Patrick Ho

©1993–1999 Wizards of the Coast, Inc. 138/143

Storage Matrix 3



Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.

Illus. Patrick Ho

©1993–1999 Wizards of the Coast, Inc. 138/143

Storage Matrix 3



Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.

Illus. Patrick Ho

©1993–1999 Wizards of the Coast, Inc. 138/143

Storage Matrix 3



Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.

Illus. Patrick Ho

©1993–1999 Wizards of the Coast, Inc. 138/143

Storage Matrix 3



Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.

Illus. Patrick Ho

©1993–1999 Wizards of the Coast, Inc. 138/143

Storage Matrix 3



Artifact

As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.

Illus. Patrick Ho

©1993–1999 Wizards of the Coast, Inc. 138/143