06. Card Information String

A Card Information String has been added to each card, mainly document its history. The ID has 5 parts and looks like this:

TJ93E6.1-v1e-C-155-1

- Part 1: **Author, Year, and Edition** from which we take the card (many cards are in multiple editions, and in some cases they are materially different). FF12 and E8 are the same thing. SJ and E9 are the same thing. Author "TJX" is a fan-written card, approved and edited by TJ, and included in an official edition. At time of writing, this is only known to occur in E5.2. Note also that TJ is assumed to be the author, or at least the original author, on E8 and E9. This is likely true for E8, but not so much for E8.1, E8.2, and E9, except for old cards. "TJ" can be taken to mean an "official" card as opposed to Homebrew.

- Part 2: **Card Version**, print version of the card, 1 is original printing Spring 2025. Edit code is e = card edited from previous print version or baseline, n = new card to deck, v = card verbatim from previous run/baseline.

- Part 3: **Change Code**, that is, how and why the card was changed. These codes are described following.

- Part 4: **Precedence Number**, this is described elsewhere and more formally under the "Precedence Rule".

- Part 5: **Quantity** of this particular card in the deck.

Change Codes

How and why a card was changed. Note that trivial changes such as typos, capitalization, and things like changing "STICK" to "WAND" are not included (renamed cards are noted). Multiple change codes are possible on each card.

A – Architecture: Necessary changes in order to be compatible with Architecture/incorporate Rule Debate outcomes. No change in intent, but generally more substantial than C (Cosmetic) changes. Applies mostly to E6, E6.1 cards; others are generally handled by code P (Port).

B – Bug: Bug removed from TJ card without consultation. These are rare, I thing there are only 1 or 2 instances.

C – Cosmetic: Minor clarification in card wording to make it consistent with Rule Debate outcomes and Architecture, no change in intent. Applies mostly to E6, E6.1 cards, all others are generally handled by code P (Port); tho some E5.2 cards will use code C for minor things. These might be things like replacing "wizard" with "opponent" when a card should clearly apply to Monsters as well as Wizards.

D – Disputed: Like code A, but the change/clarification is disputed by one or more parties.

G – Game Homebrew: Homebrew Card generated by in game effects such as FRANKENSTEIN or ARCANE TOME.

H – Homebrew: Homebrew Card. All wording is up to the author with an attempt to be consistent with the Architecture, other cards, and game culture and history.

J – Jolly: Non-controversial clarification from Tom Jolly; at time of writing, almost all come from TJc95-FAQ, while three come from the E8.2 Rules.

M – Merged: Two or more sources merged to create the card.

N – Naming: Naming conflict (or cosmetic renaming) with an existing card that cannot be handled by code S (Supersedes). Card kept, but renamed. This typically happened when bringing E5.2 cards in (e.g. GHOST → WISP, as GHOST already existed). This also happened when E5.2 fan-written cards used a technology theme rather than a magic theme (e.g. POWER BATTERY → PYRAMID OF POWER). All science/technology/modern themed cards (including Homebrew cards), have been renamed to a non-technology theme. Note of old name appears in the Manifest for TJ Cards in order to keep a complete list.

P – Port: Port of cards from the FF/SJ/E5.2 edition architecture/wording to the E6/our Architecture. Original intent and wording maintained as much as possible. A handful of cards could not be ported, and are so listed in the Manifest.

R – Redone: Redone Homebrew Card. Only about 2 Cards have this code, tho many Homebrew Cards have been edited to some extent. This code was intended for major rewrites, but I can't claim that I was consistent. Given the extensive nature of the changes, check all cards before using this.

S – Supersedes: Supersedes/replaces a TJ version with the same name and concept from E5.2, due to the fact that the latter version were already in place when E5.2 was obtained. This difference between code N (Naming), and this is that, by chance, the cards did basically the same thing. Only one instance of cards with this code are listed in the Manifest.

U – Unused: Unused Tom Jolly/"Official" card for various reasons (usually unable to port, or unbalanced). Obviously this code is only for documentation/Manifest purposes.

V – Verbatim: Verbatim wording from the original TJ Card. Sadly, these are a dying breed.

* (Material Rule Change, Agreed): Incorporates a material rule change from the TJ version based on Rule Debate outcomes. It is possible that the rule change was disputed, but it is rule now.

**** (Material Rule Change, RH):** Incorporates a material rule change based on RH judgment, not debated or agreed to. These were made in good faith as part of this process, and possibly have not come up in real life. Generally noted in red in this document, a ** on the Architecture Diagram, and a ** code on the cards. These may always be debated/overruled.

 # (Effect Too Big): Same as code A (Architecture) or C (Cosmetic), but the change is too large to incorporate into card, or the effect really belongs in the Rules/Architecture, or history, and so forth, at the time of printing. BIG MAN is an example of this. There are not many of these, and appear as Effects in this document.