



NEAR MINT



LIGHTLY PLAYED



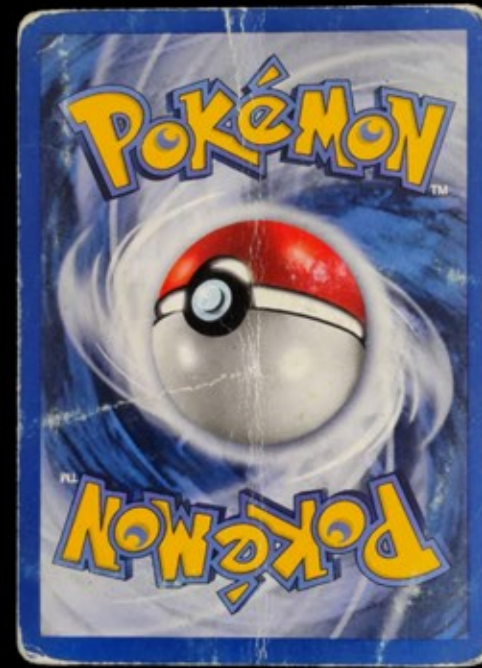
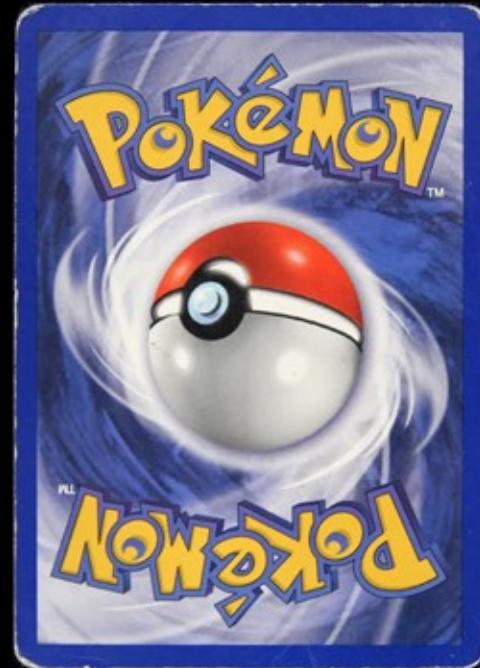
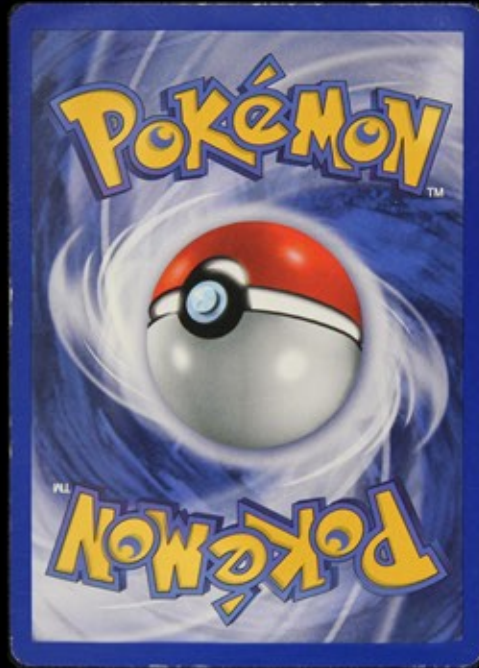
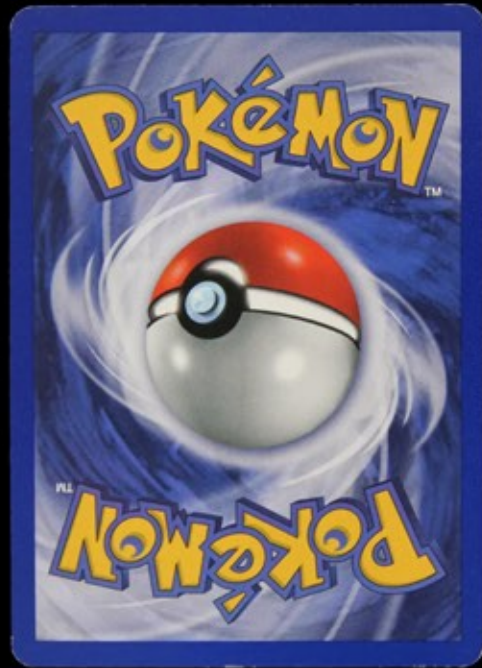
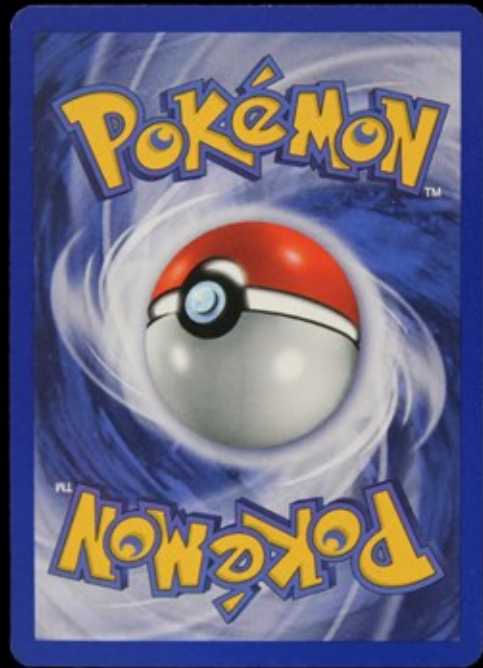
MODERATELY PLAYED



HEAVILY PLAYED



POOR/DAMAGED



MINOR IMPERFECTIONS, THE CARD LOOKS NEARLY UNPLAYED WITH NO MAJOR DEFECTS.

- Cards in Near Mint conditions show minimal wear of handling and have a nearly unmarked surface, crisp corners and unblemished edges outside of a few slight flaws.

A Near Mint card may have slight edge wear or a scratch or three, but overall looks unplayed with no major defects.

- The acceptable range of cards within the Near Mint condition includes both cards with no imperfections and cards with a few slight imperfections.

A FEW MINOR AND NOTICEABLE IMPERFECTIONS BUT NO MAJOR DEFECTS.

- Cards in Lightly Played (LP) conditions may have minor border or corner wear, scuffs or light scratches.

Major defects such as grime, bends or issues with the structural integrity of the card are not present.

- Noticeable imperfections are okay, but none should be too severe or at too high a volume. The acceptable range of cards within the Slightly Played condition includes both cards with few or a handful of minor imperfections.

DIFFERENT IMPERFECTIONS, NOTICEABLE DEFECTS ON SMALL AREAS.

- Cards in Moderately Played (MP) condition may show border/corner wear, scratching or scuffing, creases, whitening or any moderate examples of these flaws.

A Moderately Played card may have some form of imperfection impacting a small area of the card from mishandling or poor storage, such as creasing that doesn't affect card integrity, in combination with other issues such as scratches, scuffs or border/edge wear.

- A Moderately Played card has no structure damage, the overall look is still fine with no major structural damage.

MAJOR AMOUNT OF DAMAGE, BAD OVERALL LOOKING, BUT STILL GAME PLAYABLE.

- Cards in Heavily Played (HP) conditions show a major amount of visible surface wear.

Cards can show a variety of moderate and major imperfections along with creasing, whitening and bends.

- Heavily Played cards can have flaws that impact the integrity of the card, but the card is still sleeve playable in tournaments.

A POOR/DAMAGED CARD SHOWS MAJOR DEFECTS AND MIGHT NOT BE GAME LEGAL.

- Poor/Damaged cards (DMG) show wear or imperfections beyond the standards for other conditions.

Cards in Poor/Damaged condition can also exhibit imperfections or damage that may make the card illegal for tournament play, even in a sleeve, for example a major bend, noticeable through the plastic.

Cards in Poor/Damaged condition may have major border wear, corner wear, scratching or scuffing, as well as folds, creases, tears or other damage that impacts the structural integrity of the card.