

# MAGIC

The Gathering®

AGE 13+



Illus. Key Walker

## BASIC RULEBOOK



### Object of the Game

The **Magic™** game is a strategy game played between two players, each of whom has his or her own customized deck of **Magic** cards. Over the course of the game, each player will take turns playing cards such as lands (which enable you to play your other cards), creatures, sorceries, and other spells. Each player starts at 20 life. When you reduce your opponent to 0 life by attacking with creatures and playing spells, you win!

To see examples of the game in action, check out **PlayMagic.com**.

**TENTH X EDITION**  
CORE SET TM

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# INTRODUCTION

You're here because you want to learn the **Magic: The Gathering**® game, the world's premier trading card game. It was the first game of its kind, and it's still the best and the biggest.

In the **Magic** game, you play the role of a planeswalker—a powerful wizard who fights other planeswalkers for glory, knowledge, and conquest. Your deck of cards represents all the weapons in your arsenal. It contains the spells you know and the creatures you can summon to fight for you.

Trading card games like the **Magic: The Gathering** TCG combine collectable cards with a strategy game. You don't know what cards you'll get in a **Magic** booster pack or tournament pack. You just start a collection and trade with other players to get the cards you want.

The best part about a trading card game is that it's always changing. You design and build your own unique decks, and each **Magic** game you play is different. New **Magic** expansions are released a few times a year, and each new expansion brings new ways to stupefy and defeat your opponents. Check out [MagicTheGathering.com](http://MagicTheGathering.com) for daily articles, insider information, and news about upcoming sets!

## CONTENTS

### Section 1: The Basics

Five Colors of Mana	3
Parts of a Card	4
Card Types	4
Zones	6

### Section 2: The Building Blocks

Making Mana	7
Playing a Spell	8
Abilities	9
Attacking and Blocking	10
Building Your Own Deck	12
The Golden Rule	12

### Section 3: Playing a Game

Get a Deck	13
Get a Friend	13
Start the Game	13
Parts of the Turn	14
The Next Turn	15
The Ever-Changing Game	15

### Section 4: Glossary

16

### Questions?



29

Illus. Greg Staples

## SECTION 1: The Basics

This section begins with a brief description of the five **Magic** colors that give the game its basic structure. Then it describes the parts of a **Magic** card and lists the different kinds of cards in the game. It also lists the game's "zones," which are the different areas of the game where cards can be.

### FIVE COLORS OF MANA

The **Magic** game has five colors of spells and five types of basic lands. For example, red spells have  in their costs, and tapping (turning) a Mountain gives you  that you can spend to play spells. Each color specializes in certain kinds of effects. It's up to you whether to master one color or all five.



## PARTS OF A CARD

### Card Name

### Type Line

This tells you the card's *card type*: artifact, creature, enchantment, instant, land, or sorcery. If the card has a *subtype* or *supertype*, that's also listed here. For example, Prodigal Pyromancer is a creature, and its subtypes are the creature types Human and Wizard.

### Text Box

This is where a card's *abilities* appear. You may also find flavor text printed in italics (*like this*) that tells you something about the **Magic** world. Flavor text has no effect on game play. Some abilities have italic *reminder text* to help explain what they do.

### Collector Number

The collector number makes it easier to organize your cards. For example, "221/383" means that the card is the 221st of 383 cards in its set.



### Mana Cost

*Mana* is the main resource in the game. It's produced by lands, and you spend it to play *spells*. The symbols in a card's upper right corner tell you the cost to play that spell. If the mana cost reads 2 (two mana symbols), you pay two mana of any kind plus one red mana (from a Mountain) to play it.

### Expansion Symbol

This symbol tells you which **Magic** set the card is from. For example, the *Tenth Edition* expansion symbol is X. The color of the symbol tells you the card's *rarity*: black for common cards, silver for uncommons, and gold for rares.

### Power and Toughness

Each creature card has a special box with its power and toughness. A creature's power (the first number) is how much damage it deals in combat. Its toughness (the second number) is how much damage must be dealt to it in a single turn to destroy it.

## CARD TYPES

Every **Magic** card has one or more types. A card's type tells you when you can play the card and what happens to the card after you do.



### Sorcery

A sorcery represents a magical incantation. You can play a sorcery only during a *main phase* of one of your own turns. You can't play it when another spell is on the *stack*. (You'll learn about phases and the stack in a bit.) A sorcery has its *effect*—in other words, you follow the instructions on the card—then you put it into your *graveyard*, which is the game term for your discard pile.



### Instant

An instant is just like a sorcery, except you can play it just about any time you want, even during your opponent's turn or in *response* to another spell. Like a sorcery, an instant has its effect, then you put it into your graveyard.

### Enchantment

An enchantment represents a stable magical manifestation. An enchantment is a *permanent*. This means two things: You can play one only at the time you could play a sorcery, and after you play one, you'll put it on the table in front of you, near your lands. (Most players keep their lands closer to them, then put their other cards closer to the middle of the table.) The card is now *in play*. Any of your cards in play is called a *permanent* because it sticks around permanently (well, unless something destroys it).

Some enchantments are *Auras*. An Aura comes into play attached to a permanent and affects that permanent while it's in play. If the permanent leaves play, the Aura is put into its owner's graveyard.


### Artifact

An artifact represents a magical relic. Like an enchantment, an artifact is a permanent, so it'll stay in play affecting the game. Artifacts are colorless, so you can play one no matter what kinds of lands you have.

Some artifacts are *Equipment*. You can pay to attach an Equipment to a creature you control to make that creature more powerful. If the creature leaves play, the Equipment stays in play.

### Creature

Creatures fight for you. They're permanents, but unlike any other kind of permanent, creatures can *attack* and *block*. Each creature has *power* and *toughness*. Its power (the first number) is how much damage it deals in combat. Its toughness (the second number) is how much damage must be dealt to it in a single turn to destroy it. Creatures attack and block during the *combat phase*.






Unlike other types of permanents, creatures come into play with "summoning sickness": a creature can't attack, or use an ability that has  in its cost, until it has started your turn in play under your control. You can block with a creature or play its other abilities no matter how long it's been in play.

Artifact creatures are both artifacts and creatures. They're colorless like other artifacts, and they can attack and block like other creatures. An artifact creature can be affected by anything that affects artifacts, as well as anything that affects creatures.

### Land

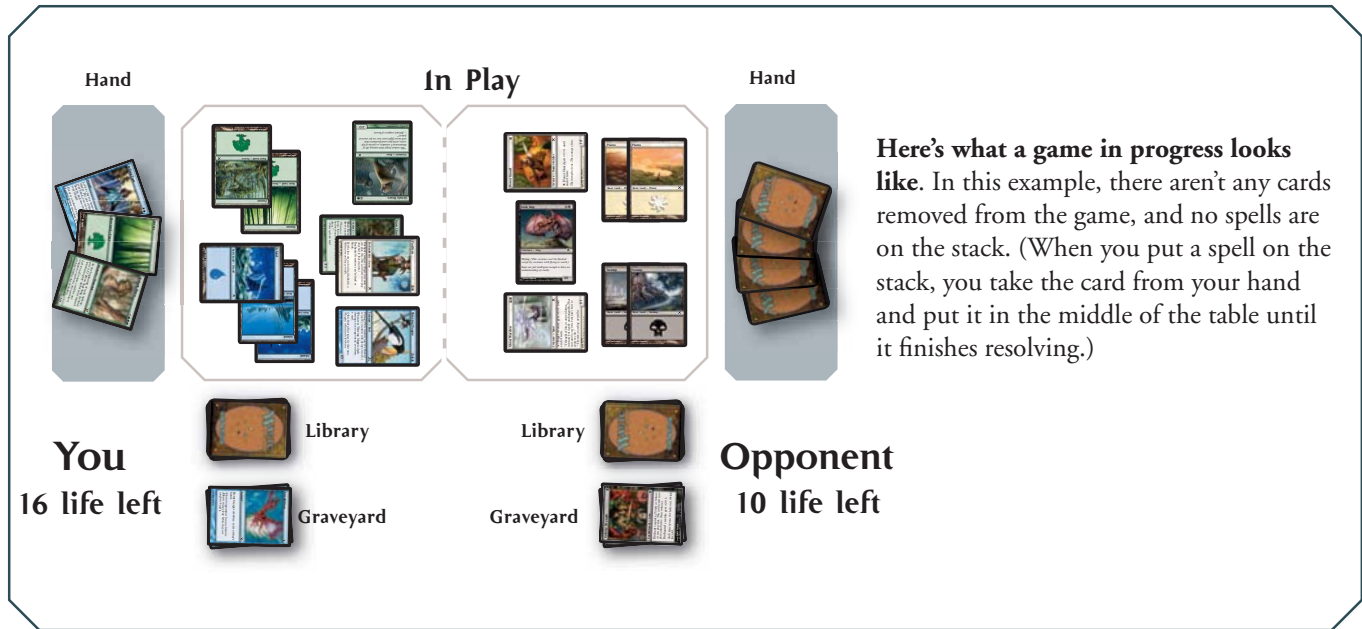
Although lands are permanents, they aren't played as spells. To play a land, just put it into play. This happens immediately, so no player can play anything else in response. You can play a land only during one of your main phases while the stack is empty. You can't play more than one land a turn.

Most lands have abilities that make mana. You'll use lands to make the mana you need to pay for spells and abilities.

Each *basic land* has a mana ability that makes one mana of a particular color. Plains make white mana , Islands make blue mana , Swamps make black mana , Mountains make red mana , and Forests make green mana . Any land other than these five is a *nonbasic land*.

## ZONES

Since the **Magic** game doesn't have a game board, zones are the areas of play that exist on your table.



### Library

When the game begins, your deck of cards becomes your library (your draw pile). It's kept face down, and the cards stay in the order they were in at the beginning of the game. No one can look at the cards in your library, but you can know how many cards are in each player's library. Each player has his or her own library.

### Hand

When you draw cards, they go to your hand, just as in most other card games. No one except you can look at the cards in your hand. Each player has his or her own hand.

### In Play

You start the game with nothing in play, but this is where the action is going to be. On each of your turns, you can play a land from your hand. Creatures, artifacts, and enchantments also come into play after they resolve. You can arrange your permanents however you want (we recommend putting lands closest to you), but your opponent must be able to see all of them and tell whether they're *tapped*. This zone is shared by both players.

### Graveyard

Your graveyard is your discard pile. Your instant and sorcery spells go to your graveyard when they *resolve*. Your cards go to your graveyard when they're *discarded*, *destroyed*, *sacrificed*, *countered*, or put there by an effect. In addition, your creatures go to your graveyard if the damage they're dealt in a single turn is equal to or greater than their toughness, or if their toughness is reduced to 0 or less. Cards in your graveyard are always face up and anyone can look at them at any time. Each player has his or her own graveyard.

### The Stack

Spells and abilities exist on the stack. They wait there to resolve until both players choose not to play any new spells or abilities. Then the last spell or ability that was put onto the stack resolves, and players get a chance to play spells and abilities again. (You'll learn more about playing spells and abilities in the next section.) This zone is shared by both players.

### Removed from the Game

Some spells and abilities say that they remove cards from the game. Just put those cards off to the side. Cards removed from the game are normally face up. This zone is shared by both players.

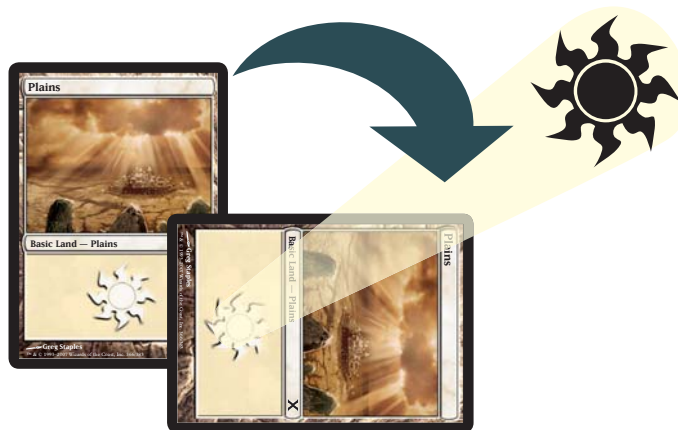
## SECTION 2: The Building Blocks

This section describes the actions that you'll take during a game. You'll learn how to make mana, which is the resource you need to play spells. It will then describe how to play a spell, as well as how to use abilities. It will go over how to attack and block with your creatures. The section finishes with a brief description of how to build your first deck and an explanation of the game's "Golden Rule."

### MAKING MANA

To do just about anything else in the game, you first need to be able to make mana. Think of mana as **Magic** money—it's what you use to pay most costs. Each mana is either one of the five **Magic colors** or *colorless*. When a cost requires colored mana, you'll see colored mana symbols (\* for white, ♁ for blue, ♁ for black, ♁ for red, ♁ for green). When any kind of mana can be used to pay the cost, you'll see a symbol with a number in it (like 2).

Where does mana come from? Nearly every land in the game has an ability that produces mana. Basic lands just have a large mana symbol in their text boxes to show this—you can tap one of them to add one mana of that color to your *mana pool*. (Your mana pool is where mana is stored until you spend it.) Other lands, as well as some creatures, artifacts, and spells, may also make mana. They'll say something like "Add ♁ to your mana pool."



Like money in your wallet, mana left in your mana pool will "burn a hole in your pocket." At the end of each *phase* of the turn, you lose 1 life for each unused mana in your mana pool, and the mana disappears. This is called *mana burn*.

### TAPPING

To tap a card is to turn it sideways. You do this when you use a land to make mana, when you attack with a creature, or when you play an ability that has the ♁ symbol as part of its cost (♁ means "tap this permanent"). When a permanent is tapped, that usually means it's been used for the turn. You can't tap it again until it's been *untapped* (straightened out).

Sometimes an effect will tap a permanent. If this happens, you don't get the effect you'd get if you chose to tap your permanent yourself.

At the beginning of each of your turns, you untap your tapped cards so you can use them again.



## PLAYING A SPELL

Now that you can make mana, you'll want to use it to play spells. Sorceries, instants, creatures, artifacts, and enchantments all get played as spells.

You can play sorceries, creatures, artifacts, and enchantments only during one of your main phases when there's nothing else on the stack. Instants can be played at any time.

To play a spell, take the card you want to play from your hand, show it to your opponent, and put it on the stack. (The stack is the game zone where spells live.) There are a few choices that you need to make right now. If the spell is an instant or sorcery and says "Choose one —," you choose which of the options you're using. If the spell is an instant or sorcery and it has a *target*, you choose what (or who) that target is. Aura spells also target the permanents they'll enchant. If the spell has ⓧ in its cost, you choose what number X stands for. Other choices will be made later, when the spell resolves.

### TARGET



When you see the word "target" on a spell or ability, you have to choose one or more things for the spell or ability to affect. You'll be able to choose only certain kinds of things, such as "target red permanent" or "target creature or player."

You choose the targets for a spell or ability when you play it. If you can't meet the targeting requirements, you can't play the spell or ability. Once you choose targets, you can't change your mind later. When the spell or ability resolves, it checks the targets to make sure they're still *legal* (they're still there, and they match the requirements stated by the spell or ability). If a target isn't legal, the spell or ability can't affect it. If none of the targets are legal, the spell or ability is countered and does nothing at all.

Now check what the spell's cost is. Tap your lands to produce the mana necessary to pay that cost, and pay it. Once you do that, the spell has been played.

The spell doesn't *resolve* (have its effect) right away—it has to wait on the stack. Each player, including you, now gets a chance to play an instant or an activated ability *in response*. If a player does, that instant or ability goes on the stack on top of what was already waiting there. When both players decline to play anything, the top spell or ability on the stack will resolve.

### "IN RESPONSE"



When you play an instant or activated ability right after another spell or ability is played, you've played something in response. Since the last spell or ability put on the stack resolves first, a spell or ability played in response to another one will resolve earlier.

Here's an example. You control Rushwood Dryad, a 2/1 creature. Your opponent plays Incinerate to deal 3 damage to it. The Incinerate goes on the stack. You respond to the Incinerate with Giant Growth, which gives the Rushwood Dryad +3/+3 until the end of the turn. Giant Growth goes on the stack, on *top of Incinerate*. That means the Giant Growth resolves first, making the Rushwood Dryad 5/4 until the end of the turn. Then the Incinerate resolves, but it doesn't deal enough damage to destroy the pumped-up Rushwood Dryad.



“IN RESPONSE” continued

What happens if the Giant Growth is played first? The Incinerate goes on the stack on top of it, so it resolves first. It deals 3 damage to Rushwood Dryad—enough to destroy it! When the Giant Growth tries to resolve, its only target is no longer in play, so it’s countered (it does nothing).

When a spell resolves, one of two things happens. If the spell is an instant or a sorcery, it has its effect (in other words, you follow the instructions on the card), then you put the card into your graveyard. If the spell is a creature, artifact, or enchantment, you put the card on the table in front of you, near your lands. The card is now in play. Any of your cards in play is called a *permanent* because it sticks around permanently (well, until something happens to it). Many permanents have abilities, which is text on them that affects the game.

After a spell or ability resolves, both players get the chance to play something new. If no one does, the next thing waiting on the stack will resolve (or if the stack is empty, the current part of the turn will end and the game will proceed to the next part). If either player plays something new, it goes on top of the stack and the process repeats.

## ABILITIES

As you start to accumulate permanents in play, the game will change. That’s because many permanents have text on them that affects the game. This text tells you a permanent’s abilities. There are three different kinds of abilities: *static abilities*, *triggered abilities*, and *activated abilities*.



### Static abilities

A static ability is text that is always true while that card is in play. For example, Primal Rage is an enchantment with the ability “Creatures you control have trample.” You don’t play a static ability. It just does what it says.



### Triggered abilities

A triggered ability is text that happens when a specific event occurs in the game. For example, Aven Fisher is a creature with the ability “When this creature is put into a graveyard from play, you may draw a card.” Each triggered ability starts with the word “when,” “whenever,” or “at.” You don’t play a triggered ability. It automatically triggers whenever the first part of the ability happens. The ability goes on the stack just like a spell, and resolves just like a spell. If the ability triggers but then the permanent the ability came from leaves play, the ability will still resolve.

You can’t choose to delay or ignore a triggered ability. If the ability has a target, however, nothing happens if you can’t choose a legal target.



### Activated abilities

An activated ability is an ability that you can play whenever you want. For example, Starlight Invoker is a creature with the ability “7\*: You gain 5 life.” Each activated ability has a cost, then a colon (“:”), then an effect. Playing one works exactly like playing an instant spell, except there’s no card to put on the stack. The ability goes on the stack just like a spell, and resolves just like a spell. If you play an activated ability but then the permanent the ability came from leaves play, the ability will still resolve.

Some activated abilities contain the symbol in their costs. This means that you must tap the permanent to play the ability. You can’t play the ability if the permanent is already tapped.

## KEYWORD ABILITIES



Some permanents have abilities that are shortened to a single word or phrase. Most of these have *reminder text* that gives you a brief description of the ability's effect. In the *Tenth Edition* core set, these abilities are defender, double strike, enchant, equip, fear, first strike, flash, flying, haste, landwalk (such as forestwalk or islandwalk), lifelink, protection, reach, shroud, trample, and vigilance. Most of these are static abilities, but keyword abilities can also be triggered abilities or activated abilities. Detailed explanations of each of these abilities can be found in the glossary at the end of this rulebook.

## ATTACKING AND BLOCKING

The primary way to win the game is to attack with your creatures. If an attacking creature isn't blocked, it deals damage equal to its power to your opponent. It doesn't take that many hits to drop your opponent all the way from 20 life to 0!

The middle of each turn is the *combat phase*. (You'll learn about the parts of the turn in a bit.) In your combat phase, you choose which of your creatures will attack, then you tap the ones you chose. Those creatures attack at the same time. They all attack your opponent, not his or her creatures. You can attack with a creature only if it's untapped, and only if it was in play under your control when the turn began.

Your opponent chooses which of his or her creatures will block. Tapped creatures can't be declared as blockers. For blocking, it doesn't matter how long the creature has been in play. Each creature can block only one attacker, but multiple blockers can gang up on a single attacking creature. Creatures don't have to block.

After all blockers are chosen, combat damage is assigned. Each creature—both attackers and blockers—deals damage equal to its power.

- Attacking creatures that aren't blocked deal damage to your opponent.
- Attacking creatures that are blocked deal damage to the blocking creatures. If one of your attacking creatures is blocked by multiple creatures, you decide how to divide its combat damage among them.
- Blocking creatures deal damage to the attackers they block.
- If damage is dealt to your opponent, he or she loses that much life!

If a creature is dealt damage equal to or greater than its toughness over the course of a single turn, that creature is destroyed and goes to its owner's graveyard. If a creature takes damage that isn't lethal, that creature stays in play, but the damage doesn't wear off until the turn ends.

Turn the page to see an example of combat.

## EXAMPLE OF COMBAT



- 1 Declare Attackers.** The attacking player attacks with his biggest three creatures and taps them. He doesn't attack with the smallest because it's too easy to destroy, and it might be useful for blocking on the opponent's next turn.



- 2 Assign Blockers.** The defending player assigns blockers to two of the attackers and lets the third attacker through. Blocking choices are up to the defender.



- 3 Combat Damage.** The unblocked attacker deals 3 damage to the defending player. The blocked attackers and the blockers deal damage to each other. The smaller creatures die and the bigger creatures live.

## BUILDING YOUR OWN DECK

You play a **Magic** game with your own customized deck. You build it yourself using whichever **Magic** cards you want. There are two rules: Your deck must have at least 60 cards, and your deck can't have more than four copies of any single card (except for basic lands). A good rule of thumb is that 2/5 of your deck (that's 24 cards in a 60-card deck) should be lands, and the rest should be spells.

When you first start playing, building a deck from scratch can seem hard. Try this: Pick your two favorite colors. Let's use red and green for this example. Get 12 Mountains and 12 Forests. Then get 10 red creatures and 10 green creatures. Add 12 red or green instants or sorceries. Then round out the deck with 2 artifacts and 2 enchantments. Shuffle and play!

After you play with your new deck for a while, you can start to customize it. Take out cards you don't feel are working well and add new cards you want to try. The best part about trading card games is being able to play with whatever cards you want, so start experimenting!

## THE GOLDEN RULE



When a **Magic** card contradicts the rulebook, the card wins. For example, the rules say you get one combat phase during each of your turns. But Relentless Assault reads, "After this main phase, there is an additional combat phase followed by an additional main phase." Relentless Assault changes the rules for the turn you play it. One of the things that makes the **Magic** game fun to play is that there are individual cards that let you break almost every rule.



## SECTION 3: Playing a Game

Now that you know the elements of the game and how to perform the main actions, it's time to walk through a turn. This section describes what happens in each part of a turn. In a typical game, you'll skip many of these parts (for example, nothing usually happens in the "beginning of combat" step). An actual **Magic** game is pretty casual, despite how complex the structure may seem.

### GET A DECK

You'll need your own **Magic** deck. You'll also need a way to keep track of both players' life totals.

### GET A FRIEND

To play a game, you'll need an opponent! Your opponent will play against you using his or her own deck.

### START THE GAME

Each player starts at 20 life. You win the game by reducing your opponent to 0 life. You also win if your opponent has to draw a card when none are left in his or her deck, or if a spell or ability says that you win.

Decide which player will go first. If you've just played the same opponent, the loser of the last game decides who goes first. Otherwise, roll a die or flip a coin to see who gets to decide.

Each player shuffles his or her deck, then draws a hand of seven cards to start. If you don't like your opening hand, you can *mulligan*. Shuffle your hand back into your deck and draw a new hand of six cards. You can keep doing this, drawing a hand of one fewer card each time, until you decide to keep your cards.



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## PARTS OF TURN

Below are the parts of a turn. Each turn proceeds in the same sequence. Whenever you enter a new step, any triggered abilities that happen during that step trigger and are put on the stack. The *active player* (the player whose turn it is) gets to the play spells and abilities, then the other player does. When both players in a row decline to play anything and nothing is waiting to resolve, the game will move to the next step.

With each step is a description of what you can do during that step on your turn.

### 1. BEGINNING PHASE

#### a. Untap step

You untap all your tapped permanents. On the first turn of the game, you don't have any permanents, so you just skip this step. No one can play spells or abilities during this step.

#### b. Upkeep step

This part of the turn is mentioned on a number of cards. If something is supposed to happen just once per turn, right at the beginning, an ability will trigger "at the beginning of your upkeep." Players can play instants and activated abilities.

#### c. Draw step

You draw a card from your library. (The player who goes first skips this draw on his or her first turn to make up for the advantage of going first.) Players can play instants and activated abilities.

### 2. FIRST MAIN PHASE

You can play any number of sorceries, instants, creatures, artifacts, enchantments, and activated abilities. You can play a land during this phase, but remember that you can play only one land during your turn. Your opponent can play instants and activated abilities.

### 3. COMBAT PHASE

#### a. Beginning of combat step

Players can play instants and activated abilities.

#### b. Declare attackers step

You decide which, if any, of your untapped creatures will attack, then they do so. This taps the attacking creatures. Players can play instants and activated abilities.

#### c. Declare blockers step

Your opponent decides which, if any, of his or her untapped creatures will block your attacking creatures, then they do so. Players can play instants and activated abilities.

#### d. Combat damage step

Each creature assigns its combat damage to the defending player (if it's attacking and unblocked), to the creature or creatures blocking it, or to the creature it's blocking. Once players decide how the creatures they control will deal their combat damage, the damage is "locked in" and it goes on the stack. It will be dealt even if some of the creatures leave play. Players may then play instants and activated abilities. Once these have all resolved, all combat damage is actually dealt.

#### e. End of combat step

Players can play instants and activated abilities.

### 4. SECOND MAIN PHASE

Your second main phase is just like your first main phase. You can play activated abilities and every type of spell, but your opponent can play only activated abilities and instants. You can play a land during this phase if you didn't during your first main phase.

### 5. END PHASE

#### a. End of turn step.

Abilities that trigger "at end of turn" go on the stack. Players can play instants and activated abilities.

#### b. Cleanup step

If you have more than seven cards in your hand, choose and discard cards until you have only seven. Next, all damage on creatures is removed and all "until end of turn" effects end. No one can play spells or abilities unless an ability triggers during this step.

## THE NEXT TURN

Now it's your opponent's turn. That player untaps his or her permanents and goes from there. After that player is done, it will be your turn again. Keep going until a player is reduced to 0 life. As soon as a player has 0 life, the game ends immediately and the other player wins!

## THE EVER-CHANGING GAME






One of the fascinating aspects of the **Magic** game is that it changes from turn to turn—and the cards themselves can actually alter the rules of the game. As you play, you'll find nonland cards with abilities that produce mana, and lands that do other things besides produce mana. You'll find creatures with the haste ability, which allows them to attack right away. You'll find creatures with flying and trample, which change the rules of combat. You'll find cards with abilities that work from your graveyard. You'll find cards whose abilities work together for an effect that's much more powerful than either one could achieve alone (such as the combo of Sylvan Basilisk and Lure). This is a game of discovery, of amazement, of fighting, and of tricks. This is a game of magic.



To see examples of the game in action, check out [PlayMagic.com](http://PlayMagic.com).

## SECTION 4: Glossary


1, 2, 3, and so on, X

One of these generic mana symbols in a cost means “this many of any type of mana.” For example, 2 in a cost means you can pay two mana of any type, such as  and , or  and , or  and one colorless mana, and so on. (If X is in a cost, you get to choose what number the X stands for.)

These symbols are also found in some abilities that produce mana, like “Add 1 to your mana pool.” In this context, 1 means “one colorless mana.” You can’t use colorless mana to pay for colored mana costs.

 (white mana)

One white mana. Tapping a Plains makes . A card with  in its mana cost is white.

 (blue mana)

One blue mana. Tapping an Island makes . A card with  in its mana cost is blue.

 (black mana)

One black mana. Tapping a Swamp makes . A card with  in its mana cost is black.



 (red mana)

One red mana. Tapping a Mountain makes . A card with  in its mana cost is red.

 (green mana)

One green mana. Tapping a Forest makes . A card with  in its mana cost is green.

 (tap)

This symbol means “tap this card” (turn it sideways to show that it’s been used). It appears in activation costs. You can’t pay a  cost if the card is already tapped. Also, remember that you can’t pay your creature’s  costs until the creature starts your turn in play under your control.

★/★

Instead of numbers, some creatures have stars for their power and toughness. This means the creature’s power and toughness are set by an ability it has rather than being fixed numbers. For example, Nightmare has an ability that reads “Nightmare’s power and toughness are each equal to the number of Swamps you control.” If you control four Swamps when you play Nightmare, it will be 4/4. If you play more Swamps later on, it will get even bigger.

### Ability

Any text on a permanent (except reminder text and flavor text) tells you the permanent’s abilities. There are three types of abilities: activated abilities, static abilities, and triggered abilities. Unless they say otherwise, abilities “work” only while the permanent they’re on is in play. Once a triggered ability triggers or an activated ability is played, it will resolve unless it’s countered; it doesn’t matter what happens to the source of the ability once the ability goes on the stack. See “Abilities” on page 9.

### Activated ability

One of the three types of abilities. An activated ability is always written in the form “cost: effect.” See “Abilities” on page 9.

### Active player

The player whose turn it is. The active player always gets the chance to play spells and abilities first.

### Additional cost

Some spells say they have an additional cost. To play that spell, you must pay both the mana cost in the upper right corner of the card and its additional cost.

### Artifact

A card type. See “Artifact” on page 5.





### Artifact creature

This is both an artifact and a creature. See “Creature” on page 5.

### Attack

How your creatures deal damage to your opponent. During your combat phase, you decide which of your untapped creatures will attack, and then they all do so at once. Attacking causes creatures to tap. Creatures can attack only your opponent. They can't attack other creatures. Your opponent then gets a chance to block them with his or her own creatures. See the explanation of “Attacking and Blocking” on page 10.

### Attacking creature

A creature that's attacking. A creature is attacking from the time it's declared as an attacker until the combat phase ends, unless it's somehow removed from combat. There's no such thing as an attacking creature outside of the combat phase.

### Aura

A special type of enchantment that can be attached to a permanent. Each Aura has the keyword “enchant” followed by what it can be attached to: “enchant creature,” “enchant land,” and so on. When you play an Aura spell, you choose one of the right kind of permanent to target. When the Aura resolves, it's put into play attached to that permanent (it's not targeting it anymore). The Aura stays there until it's destroyed or the permanent it's attached to leaves play. If the permanent leaves play, the Aura card is put into your graveyard.

### Basic land

There are five basic lands. Plains make ⬜ (white mana). Islands make ⬢ (blue mana). Swamps make ⬤ (black mana). Mountains make ⬤ (red mana). Forests make ⬤ (green mana). They each say “basic” on their type line (basic is a supertype). Lands other than these five are called nonbasic lands.

When building a deck, you can include any number of basic lands. You can't have more than four copies of any other cards in your deck.

### Basic land type

Each basic land has a subtype, which appears after “Basic Land —” on its type line. These are the “basic land types,” which are the same five words as the basic land names. Some nonbasic lands also have basic land types. Any land with a basic land type has an activated ability that makes one mana of the appropriate color, even if it doesn't say so in the text box. For example, every Forest has the ability “⬤: Add ⬤ to your mana pool.”



### Beginning of combat step

See “Parts of the Turn” on page 14.

### Beginning phase

See “Parts of the Turn” on page 14.

### Block

To stop an attacking creature from damaging you by having it fight one of your creatures instead. After your opponent attacks you with one or more creatures, you can have any number of your untapped creatures block. Each one can block one attacking creature. You can have two or more of your untapped creatures gang up and block a single attacking creature. If an attacker is blocked, it will deal its combat damage to the creature blocking it instead of to you. Blocking is optional. See the explanation of “Attacking and Blocking” on page 10.

### Blocked creature

An attacking creature that's blocked by at least one creature. Once a creature is blocked, it stays blocked for the rest of the combat phase—even if all the creatures blocking it leave play. In other words, once a creature is blocked, there's no way for it to deal damage to the defending player (unless the attacking creature has trample). There's no such thing as a blocked creature outside of the combat phase.

**Blocking creature**

A creature assigned to block an attacking creature. If a creature blocks an attacker, the attacker deals its damage to the blocker instead of to the defending player. Once a creature blocks, it stays a blocking creature for the rest of combat. There's no such thing as a blocking creature outside of the combat phase.

**Booster, booster pack**

A pack of fifteen randomly assorted **Magic** cards. When you want to add more cards to your collection, this is what you'll get. Most booster packs contain one rare, three uncommon, and eleven common cards.

**Card type**

Every card has at least one of six types: artifact, creature, enchantment, instant, land, or sorcery. A card's type is printed under its illustration. Some cards, like artifact creatures, have more than one type. Some cards also have subtypes, such as "Goblin" and "Warrior" in "Creature — Goblin Warrior," or supertypes, such as "basic" in "Basic Land — Forest."

**Choose one —**

When you see the phrase "Choose one —" on a card, you have to choose one option on the card when you play it. You can't change your mind and choose something else later on, even if your first choice doesn't work out.

**Cleanup step**

See "Parts of the Turn" on page 14.

**Collector number**

See "Parts of a Card" on page 4.

**Color**

The five **Magic** colors are white, blue, black, red, and green. If a spell or ability tells you to choose a color, you must choose one of those five. A card's color is determined by its mana cost. For example, if a card costs  $1\text{ } \text{U}$ , it's blue. Because artifacts have no colored mana in their costs, they're colorless. (Colorless is not a color.) Lands are also colorless.

Some effects can change a permanent's color. For example, "Target creature becomes blue until end of turn." The new color replaces the previous colors, unless the ability says otherwise.

**Colorless**

Artifacts and lands are colorless. Colorless is not a color. If something tells you to choose a color, you can't choose colorless.

**Combat**

In general, combat means attacking, blocking, and all the stuff that happens during a combat phase.

**Combat damage**

Damage dealt by creatures due to attacking and blocking. A creature deals combat damage equal to its power. This damage is dealt during the combat damage step. Any other kind of damage doesn't count as combat damage, even if it's dealt by a creature's ability during combat.

**Combat damage step**

See "Parts of the Turn" on page 14.

**Combat phase**

See "Parts of the Turn" on page 14.

**Comes into play**

When artifact, creature, and enchantment spells resolve, they come into play as permanents. Lands also come into play as permanents.

Some triggered abilities start with "When [something] comes into play, . . ." When a permanent with an ability like this is put into play, this ability triggers right away.

Some cards say they come into play tapped. These cards don't enter play and become tapped—they're already tapped by the time they're in play.

### **Common**

One possible rarity of a **Magic** card. See the glossary entry for “Rarity.”

### **Concede**

To stop playing a game and give your opponent the victory. You can concede a game at any time (usually if you realize you won't be able to avoid losing). When you concede, you lose the game.

### **Continuous effect**

An effect that lasts for some duration. These are different from one-shot effects, which just happen once and don't have a duration. You can tell how long a continuous effect will last by reading the spell or ability it came from. For example, it might say “until end of turn.” If the continuous effect comes from a static ability, it lasts as long as the permanent with the ability is in play.

### **Control**

You control spells you play and permanents that came into play on your side. You also control abilities that come from permanents you control.





Only you can make decisions for things you control. If you control a permanent, only you can play its abilities. Even if you put an enchantment on your opponent's creature, you control the enchantment and its abilities. For example, let's say you enchant your opponent's creature with Spirit Link (“Whenever enchanted creature deals combat damage, you gain that much life”). Your opponent doesn't gain life from the Spirit Link—you do.

Some spells and abilities let you gain control of a permanent. Most of the time, this means the card will move from your opponent's side to yours. But for Auras or Equipment attached to other cards, the controller changes but it doesn't move. Let's say your opponent gains control of your Spirit Link. Now your opponent will gain the life—but the Aura still stays on the same creature.

### **Controller**

The player who played a spell or ability. For a permanent, the controller is the player who played it (unless another spell or ability changes who controls it).

### **Converted mana cost**

The total amount of mana in a mana cost, regardless of color. For example, a card with a mana cost of **3**   has a converted mana cost of 5. A card with mana cost   has a converted mana cost of 2.

### **Cost**

A cost is what you pay to play a spell or an activated ability. You can't pay a cost unless you can pay all of it. For example, if an activated ability's cost (the part before the “:”) tells you to discard a card and you have no cards in your hand, you can't even try to pay it.

### **Counter**

Counter has two meanings in the **Magic** game.

1. To cancel out a spell or ability so it has no effect. If a spell is countered, it's removed from the stack and put into its owner's graveyard. Once a spell or ability starts to resolve, it's too late to counter it. Lands aren't spells, so they can't be countered.
2. Some spells and abilities tell you to put a counter on a permanent. The counter marks a change to the permanent that lasts for as long as it's in play. A counter usually changes a creature's power and toughness. You can use anything you want as counters: coins, beads, or whatever.

### **Creature**

A card type. See “Creature” on page 5.

### **Creature type**

This tells you what kind of creature a creature is, such as Goblin, Elf, or Warrior. You find creature types in the middle of the card after “Creature — .” If a creature has more than one word after the dash, the creature has all of those creature types.

Some spells and abilities affect all creatures with a certain type. For example, Goblin King reads, “Other Goblin creatures get +1/+1 and have mountainwalk.” All other creatures in play with the Goblin creature type get the bonus.

**Damage**

This is what knocks down players' life totals and destroys creatures. Attacking and blocking creatures deal damage equal to their power. Some spells and abilities can also deal damage. Damage can be dealt only to creatures or players. If a creature is dealt damage equal to or greater than its toughness in one turn, it's destroyed. If a player is dealt damage, it's subtracted from the player's life total.

Damage is different from losing life. For example, Soul Feast reads, "Target player loses 4 life and you gain 4 life." That loss of life isn't damage, so it can't be prevented.

**Deck**

At least 60 cards of your choice, well shuffled. (Formats in which players build their decks as part of the event allow 40-card decks.) To play a **Magic** game, you must have your own deck. Once the game starts, your deck becomes your library.

**Declare attackers step**

See "Parts of the Turn" on page 14.

**Declare blockers step**

See "Parts of the Turn" on page 14.

**Defender**

A keyword ability seen on creatures. Creatures with defender can't attack.

**Defending player**

The player that's being attacked during a combat phase.

**Destroy**

To remove a permanent from play and put it into its owner's graveyard. Creatures are destroyed when they've taken damage equal to or greater than their toughness. Also, lots of spells and abilities can destroy permanents (without dealing damage to them).

**Discard**

To take a card from your hand and put it into your graveyard. If a spell or ability makes you discard cards, you get to choose which cards to discard—unless the spell or ability says another player chooses the cards or you have to discard "at random."

If you have more than seven cards in your hand during your own cleanup step, you have to discard until you have seven.

**Double strike**

A keyword ability seen on creatures. Creatures with double strike deal their combat damage twice. When you reach the combat damage step, check to see if any attacking or blocking creatures have first strike or double strike. If so, an extra combat damage step is created just for them. Only creatures with first strike and double strike get to deal combat damage in this step. After that, the normal combat damage step happens. All remaining attacking and blocking creatures, as well as the ones with double strike, deal combat damage during this second step.

**Draw**

To take the top card of your library (deck) and put it into your hand. You draw one card during each of your turns, at the start of your draw step. You also draw if a spell or ability lets you; this doesn't affect your normal draw for the turn. If a spell or ability lets you put a card into your hand from your library but doesn't use the word "draw," it doesn't count as drawing a card.

The other **Magic** meaning of "draw" is a game that ends with no winner. For example, if a spell like Hurricane deals enough damage so that both players drop to 0 or less life, the game is a draw.

**Draw step**

See "Parts of the Turn" on page 14.

**Effect**

What a spell or ability does when it resolves. There are several types of effects: one-shot effects, continuous effects, prevention effects, and replacement effects. You can look up each one in this glossary.

## Enchant

A keyword ability seen on all Auras. It's followed by a description of a permanent (for example, "enchant creature" or "enchant land"), which tells you what kind of permanent the Aura can be attached to. When you play the Aura, you must target that kind of permanent. If the Aura is ever attached to something that isn't the right kind of permanent, it's put into its owner's graveyard.

## Enchanted

When an ability of an Aura says "enchanted creature" (or "enchanted artifact," "enchanted land," and so on), it means "the creature the Aura is attached to." For example, Regeneration reads, "♣: Regenerate enchanted creature." You can regenerate only the creature that the Regeneration is attached to.



## Enchantment

A card type. See "Enchantment" on page 5.

## End of combat step

See "Parts of the Turn" on page 14.

## End of turn step

See "Parts of the Turn" on page 14.

## End phase

See "Parts of the Turn" on page 14.

## Equip

A keyword ability seen on all Equipment. It tells you how much it costs to attach the Equipment to one of your creatures. It doesn't matter if the Equipment is unattached or is attached to a different creature. You can play this ability only during your main phase, when no spells or abilities are on the stack. The equip ability targets the creature you're moving the Equipment onto.

## Equipment

A type of artifact that represents a weapon, armor, or other item that your creatures can use. When you play an Equipment card, it comes into play like any other artifact. Once it's in play, you can pay its equip cost any time you could play a sorcery to attach it to a creature you control. You can do this even if the Equipment is attached to another creature. Once it's attached to a creature, the Equipment then has some effect on it. If the equipped creature leaves play, the Equipment "drops to the ground" and stays in play, waiting for you to attach it to another creature.

## Evasion ability

A nickname for any ability that makes a creature harder to block. Flying is the most common evasion ability.

## Expansion symbol

See "Parts of a Card" on page 4.

## Fear

A keyword ability seen on creatures. A creature with fear can't be blocked except by artifact creatures and/or black creatures. Fear only matters when the creature with the ability is attacking.

## First strike

A keyword ability seen on creatures. Creatures with first strike deal their combat damage before creatures without first strike. When you reach the combat damage step, check to see if any attacking or blocking creatures have first strike or double strike. If so, an extra combat damage step is created just for them. Only creatures with first strike and double strike get to deal combat damage in this step. After that, the normal combat damage step happens. All remaining attacking and blocking creatures, as well as the ones with double strike, deal combat damage during this second step.

## Flash

A keyword ability seen on creatures, artifacts, and enchantments. A card with flash can be played any time you could play an instant.

## Flavor text

Italic text (*italic text looks like this*) in a card's text box that's just for fun. Flavor text sets a tone or describes part of the magical world of the card. If the text is in parentheses, it's there to remind you about a rule—it's not flavor text. Flavor text has no effect on how the card is played.

## Flying

A keyword ability seen on creatures. A creature with flying can't be blocked except by creatures with flying or reach.

## Forestwalk

A kind of landwalk. See the glossary entry for "Landwalk."

## Golden Rule

How to handle a conflict between a card and the rulebook. See "Golden Rule" on page 12.

## Graveyard

A game zone. See "Graveyard" on page 6.

## Hand

A game zone. See "Hand" on page 6.

## Haste

A keyword ability seen on creatures. A creature with haste can attack as soon as it comes under your control. You can also play its activated abilities with ⚡ in the cost.

## In play

A game zone. See "In play" on page 6.

## Instant

A card type. See "Instant" on page 5.

## Instead

When you see this word, you know a spell or ability creates a replacement effect. See the glossary entry for "Replacement effect."

## Islandwalk

A kind of landwalk. See the glossary entry for "Landwalk."

## Land

A card type. See "Land" on page 5.

## Land type

A subtype of a land. See the glossary entry for "Basic land type."

## Landwalk

Landwalk is the name for a group of keyword abilities that includes plainwalk, islandwalk, swampwalk, mountainwalk, and forestwalk. A creature with landwalk is unblockable if the defending player controls at least one land of the specified type.

Landwalk abilities don't cancel each other out. For example, let's say your creature with forestwalk attacks a player who controls a Forest. That player can't block your forestwalker at all—not even with another forestwalker.

## Leaves play

A permanent leaves play when it moves from the in-play zone to any other zone. It might return to a player's hand from play, go to a graveyard from play, or go to some other zone. If a card leaves play and later returns to play, it's like a brand-new card. It doesn't "remember" anything from the last time it was in play.



**Legendary**

Legendary is a supertype, so you'll find it written on the type line before the word "creature" or "artifact." There can be only one copy of a legendary permanent in play at a time. If two or more legendary permanents with the same name are ever in play at the same time, they're all put into their owner's graveyard. This is known as the "legend rule."

**Library**

A game zone. See "Library" on page 6.

**Life, life total**

Each player begins the game with 20 life. When you're dealt damage by spells, abilities, or unblocked creatures, you subtract the damage from your life total. If your life total drops to 0 or less, you lose the game. If something causes both players' life totals to drop to 0 or less at the same time, the game is a draw.

**Lifelink**

A keyword ability seen on permanents. Whenever a permanent with lifelink deals damage, its controller gains that much life.






**Losing life**

All damage dealt to you causes you to lose life, which is why it's subtracted from your life total. In addition, some spells and abilities say that they cause you to lose life. This isn't the same as damage, so it can't be prevented.

**Main phase**

See "Parts of the Turn" on page 14.

**Mana**

The magical energy you use to pay for spells and some abilities. Most mana comes from tapping lands. There are five colors of mana:  (white),  (blue),  (black),  (red), and  (green). There's also colorless mana.

**Mana ability**

An ability that adds mana to your mana pool. Mana abilities can be activated abilities or triggered abilities. They don't go on the stack when you play them—you simply get the mana immediately.

**Mana burn**

Mana doesn't stay in your mana pool forever. At the end of each phase, you lose any mana you haven't spent, and you lose 1 life for each mana lost this way. Mana burn isn't damage, so it can't be prevented.

**Mana cost**

See "Parts of a Card" on page 4. Also see the glossary entry for "Converted mana cost."

**Mana pool**

The place where your mana is stored until you spend it. When mana gets added to your mana pool, it stays there until you spend it or until the phase ends.

**Match**

A series of games against the same opponent. Most matches are best two out of three, so the first player to win two games wins the match. The loser of the first game decides who goes first in the second game, and so on.

**Mountainwalk**

A kind of landwalk. See the glossary entry for "Landwalk."

**Mulligan**

At the beginning of a **Magic** game, you draw the top seven cards of your library. That's your starting hand. If you don't like your starting hand of cards for any reason, you can mulligan.

When you mulligan, your hand is shuffled into your library and you draw a new hand of one fewer cards. You can mulligan as many times as you want, but you draw one fewer card each time. When both players like their opening hands, you start playing.

### Multicolored card

A card with more than one color of mana in its mana cost. For example, a card with the mana cost  $2\text{♠}\text{♣}$  is both black and red. You won't see any multicolored cards in the *Tenth Edition* core set, but you may see them in other **Magic** sets. Most multicolored cards have a gold background.

### Multiplayer game

A **Magic** game with more than two players in it. Some popular multiplayer formats are Emperor, Free-for-All, and Two-Headed Giant.

### Name

See "Parts of a Card" on page 4.

When a card's name appears in its text box, the card is referring to itself, not to any other cards with the same name.

### Non-

When a spell or ability's text refers to a "nonland card" or a "nonblack creature," and so on, it means "a card that's not a land," "a creature that's not black," and so on.

### Nonbasic land

Any land that doesn't have the supertype "basic" on its type line—in other words, any land not named Plains, Island, Swamp, Mountain, or Forest. You can't put more than four copies of any one nonbasic land card into a deck.

### One-shot effect

An effect that applies to the game once, and then it's done. For example, Tidings reads, "Draw four cards." When it resolves, its effect is done. One-shot effects differ from continuous effects, which last for some amount of time.



### Opponent

A person you're playing against. If a card says "an opponent," it means one of its controller's opponents.

### Owner

The person who started the game with the card in his or her deck. Even if your opponent has control of one of your permanents, you're still its owner. (If you loaned your friend a deck, he or she will be the "owner" of all the cards in it during the game.)

### Paying life

Sometimes a spell or ability will ask you to pay life as part of its cost. To pay life, subtract that amount of life from your life total. You can't pay more life than you have. Paying life isn't damage, so it can't be prevented.

### Permanent

A card or creature token in play. Permanents can be artifacts, creatures, enchantments, or lands. Once a permanent is in play, it stays there until it's destroyed, sacrificed, or removed somehow. You can't remove a permanent from play just because you want to, even if you control it. If a permanent leaves play and then comes back into play, it's treated like a brand-new card. It doesn't "remember" anything about the last time it was in play.

Unless they say otherwise, spells and abilities only affect permanents. For example, Evacuation reads, "Return all creatures to their owners' hands." That means all creatures in play, not creature cards in graveyards or anywhere else.

### Permanent type

The permanent types are artifact, creature, enchantment, and land. Permanents can have more than one type.

### Phase

One of the main sections of a turn. There are five: beginning phase, first main phase, combat phase, second main phase, and end phase. Some phases are divided into steps. See "Parts of the Turn" on page 14.

If a player has mana left over as a phase ends, that mana is lost and mana burn occurs (the player loses 1 life for each mana lost).



**Play**

You play a land by putting it into play from your hand. You can play a land only once each turn during one of your main phases when nothing's on the stack. Lands don't go on the stack when you play them.

You play a spell by putting it on the stack. Different kinds of spells can be played at different times, but the things you have to do to play a spell are always the same: announce it, choose its targets (and make certain other choices right away), and pay its cost. See "Playing a Spell" on page 8.

You play an activated ability by putting it on the stack as well. You play an activated ability just like you play a spell: announce it, choose its targets, and pay its activation cost. See "Abilities" on page 9.

**Player**

Either you or your opponent. If a spell or ability lets you choose a player, you can choose yourself. You can't choose yourself if it says "opponent." If you're playing a multiplayer game (a game with more than two players), everyone in the game is a player, including your teammates.

**Power**

The number to the left of the slash in the box in the lower right corner of a creature card. A creature deals combat damage equal to its power. A creature with 0 power or less deals no damage in combat.

**Prevent**

When you see this word in the text of a spell or ability, you know it's a prevention effect.

**Prevention effect**

An effect that stops damage from being dealt. A prevention effect works like a shield. If damage would be dealt but a prevention shield is in place, some or all of that damage isn't dealt. A prevention effect can prevent all damage a source would deal, or it can prevent just a specific amount of damage.

For example, Holy Day reads, "Prevent all combat damage that would be dealt this turn." You can play Holy Day long before combat, and its effect will hang around for the whole turn. Then, if creatures try to deal combat damage during that turn, Holy Day prevents it.

Prevention effects can prevent damage from being dealt to creatures, to players, or both. If a prevention effect could prevent damage from being dealt by multiple sources at the same time, the player who would be dealt that damage, or who controls the creature that would be dealt that damage, chooses which source to prevent the damage from.

**Priority**

Since players can play instants and activated abilities during each other's turns, the game needs a system that makes sure only one player can play something at a time. Priority determines, at any given time, which player can play a spell or ability.

The active player (the player whose turn it is) gets priority at the beginning of each step and each main phase—except for the untap step and the cleanup step. When you get priority, you can play a spell or ability or pass (choose to do nothing). If you play something, you keep priority, so you make the same choice again. If you pass, your opponent gets priority, so now he or she gets that choice. This goes back and forth until both players pass in a row.

When both players pass in a row, if there's a spell or ability waiting on the stack, it resolves. Then the active player gets priority again, and the system repeats. When both players pass in a row, if there's no spell or ability waiting on the stack, that part of the turn ends and the next one begins.

**Protection**

A keyword ability seen on creatures. A creature with protection will always have "protection from \_\_\_\_\_." That something is what the creature is protected from. It might be protection from red, for example, or protection from Goblins. Protection does several different things for the creature:

- All damage those kinds of sources would deal to the creature is prevented.
- The creature can't be enchanted by those kinds of Auras or equipped by those kinds of Equipment.
- The creature can't be blocked by those kinds of creatures.
- The creature can't be targeted by those kinds of spells or by abilities from those kinds of cards.

### Put into play

To move a card or token into the in-play zone. When a spell or ability tells you to put something into play, that's not the same as playing it. You just put it into play without paying its costs.

### Rare

One possible rarity of a **Magic** card. See the glossary entry for "Rarity."

### Rarity

How likely it is you'll get a particular card. There are three levels of rarity for **Magic** cards: common, uncommon, and rare. Each 15-card booster pack typically has 11 common cards (which have black or white expansion symbols), 3 uncommon cards (which have silver expansion symbols), and one rare card (which has a gold expansion symbol).

### Reach

A keyword ability seen on creatures. A creature with reach can block a creature with flying. Note that a creature with reach can be blocked by any kind of creature.

### Regenerate

To prevent a creature from being destroyed. A regeneration effect works like a shield. If a creature would be destroyed and it has a regeneration shield, it's not destroyed. Instead, the creature becomes tapped, it's removed from combat (if it's attacking or blocking), and all damage is removed from it. That regeneration shield is then used up. The creature never leaves play, so any Auras, Equipment, or counters that were on it remain there. Any unused regeneration shields go away during the cleanup step.

### Reminder text

Text in italics (*italic text looks like this*) in the text box that reminds you of a rule or keyword ability. Reminder text isn't meant to tell you all the rules for an ability. It just reminds you of how the card works.

### Remove from combat

If an effect removes a creature from combat, it's not attacking or blocking anymore. If it blocked a creature before it was removed, the attacking creature stays blocked, so no damage would get through to the defending player. If combat damage went on the stack before it was removed, the creature's combat damage is still dealt (and if the creature is still in play, combat damage is still dealt to it).



### Removed from the game

A game zone. See "Removed from the Game" on page 6.

### Replacement effect

A kind of effect that waits for a particular event and then replaces that event with a different one. Replacement effects have the word "instead" in them. For example, Furnace of Rath reads, "If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead." The effect replaces damage that would be dealt with twice that much damage.

### Resolve

When you play a spell or ability, nothing happens right away. It just goes on the stack. After each player gets a chance to respond to it, it will resolve and its effect will happen. If another spell or ability counters it, or if none of its targets are legal when it tries to resolve, it won't resolve at all (and if it's a spell, it's put into its owner's graveyard).

### Respond, in response

To play an instant or activated ability right after another spell or ability is played. See the explanation of "In Response" on page 8.

### Reveal

When you reveal a card, it's shown to all the players in the game.

### Sacrifice

To choose one of your permanents in play and put it into its owner's graveyard. You can sacrifice only permanents you control. Sacrificing a permanent is different from destroying it, so the permanent can't be regenerated. You can sacrifice a permanent only if a spell or ability tells you to, or if it's part of a cost.

**Shroud**

A keyword ability seen on permanent. A permanents with shroud can't be the target of spells or abilities—not even your own. Players can also be given shroud.

**Shuffle**

To randomize the order of the cards in your deck. At the beginning of every **Magic** game, your deck is shuffled. Some cards will tell you to shuffle your library as part of their effect (usually because the effect let you look through your library).

**Sorcery**

A card type. See “Sorcery” on page 4.

**Source**

Where damage or an ability came from. Once combat damage or an ability has gone on the stack, removing its source doesn't stop the combat damage or ability from resolving.

**Spell**

All types of cards except lands are spells while you're playing them. For example, Prodigal Pyromancer is a creature card. While you're playing it, it's a creature spell. When it resolves, it becomes a creature.

**Stack**

A game zone. See “The Stack” on page 6.

**Static ability**

One of the three types of abilities. See “Static abilities” on page 9.

**Step**

Every phase except the main phases is divided into steps. Specific things happen during some steps. For example, you untap your permanents during your untap step. See “Parts of the Turn” on page 14.

**Subtype**

All types of cards can have subtypes. Subtypes come after the long dash on the type line. Subtypes of creatures are also called creature types, subtypes of lands are called land types, and so on. A card can have multiple subtypes or none at all. For example, a “Creature — Elf Warrior” has the subtypes Elf and Warrior, but a card with just “Land” on its type line doesn't have a subtype.

A few subtypes have special rules. See the glossary entries for “Aura,” “Equipment,” and “Basic land types.” Creature subtypes don't have any special rules associated with them.

Some effects can change a permanent's subtype. For example, “Target creature becomes an Elf until end of turn.” The new subtype replaces the previous subtypes of the appropriate kind, unless the ability says otherwise.

**Supertype**

All types of cards can have supertypes. Supertypes come before the card type on the type line. For example, a “Basic Land — Forest” has the supertype “basic,” and a “Legendary Creature — Human Barbarian” has the supertype “legendary.” Supertypes have no specific correlation to card types. Some supertypes have specific rules associated with them.

**Swampwalk**

A kind of landwalk. See the glossary entry for “Landwalk.”

**Tap**

To turn a card sideways. See the explanation of “Tapping” on page 7.

**Target**

A word used in spells and abilities. See the explanation of “Target” on page 8.

**Text box**

See “Parts of a Card” on page 4.

### Theme deck

A ready-to-play deck that uses cards from a particular set or sets. You can play theme decks against each other right out of the box. The *Tenth Edition* core set has five theme decks, one for each color. Each expansion has theme decks, too. When you're just starting to play, modifying **Magic** theme decks is a good way to start designing your own decks.

### Token

Some instants, sorceries, and abilities can create creatures. These are represented by tokens. You can use anything you want as a token, but you should use something that can be tapped.

Tokens are considered creatures in every way, and they're affected by all the rules, spells, and abilities that affect creatures. If one of your token creatures leaves play, however, it moves to the new zone (such as your graveyard) and then immediately vanishes from the game.

### Toughness

The number to the right of the slash in the box in the lower right corner of creature cards. If a creature is dealt damage equal to or greater than its toughness in a single turn, it's destroyed. If a creature's toughness is reduced to 0 or less, it's put into its owner's graveyard.

### Tournament pack

A pack of seventy-five **Magic** cards. A tournament pack has thirty basic land cards—six of each type—and forty-five randomly assorted cards. The *Tenth Edition* core set doesn't have tournament packs, but large **Magic** expansions do.

### Trample

A keyword ability seen on creatures. Trample is an ability that lets a creature deal excess damage to the defending player even if it's blocked. When a creature with trample is blocked, you have to deal at least enough of its combat damage to the creatures blocking it to destroy all those creatures. But if each creature is assigned damage at least equal to its toughness, then you can assign any of its damage that's left over to the defending player.

### Triggered ability

One of the three types of abilities. See "Triggered abilities" on page 9.

### Turn

Each turn is divided into phases, and most phases have steps. See "Parts of the Turn" on page 14.

### Type line

See "Parts of a Card" on page 4.

### Unblockable

If an attacking creature is unblockable, it's impossible for the defending player to block it with a creature.

### Unblocked

A creature is unblocked only if it's attacking and the defending player has decided not to block it.

### Uncommon

One possible rarity of a **Magic** card. See the glossary entry for "Rarity."

### Untap

To turn a tapped card upright so it's ready to be used again. See the explanation of "Tapping" on page 7.

### Untap step

See "Parts of the Turn" on page 14.

### Upkeep step

See "Parts of the Turn" on page 14.



## Vigilance

A keyword ability seen on creatures. When a creature with vigilance attacks, it doesn't become tapped.

## Winning the game

You win the game when any of the following things happens:

- Your opponent's life total is reduced to 0 or less.
- Your opponent has to draw a card from an empty library.
- Your opponent has 10 or more poison counters. (No *Tenth Edition* cards can give players poison counters.)
- A spell or ability says that you win the game or your opponent loses the game.
- Your opponent concedes.

If both players would lose the game at the same time, the game is a draw—nobody wins.

## X

When you see X in a mana cost or an activation cost, you get to choose the number that X stands for. For example, Blaze is a sorcery that costs  $\text{X}$   $\text{R}$ . Its text reads, "Blaze deals X damage to target creature or player." When you play Blaze, you choose what number X is. If you pick four, for example, Blaze costs  $4$   $\text{R}$  and deals 4 damage. If you pick one, Blaze costs  $1$   $\text{R}$  and deals 1 damage.

## You

The word "you" on a spell or ability refers to the current controller of that spell or ability.

## Zone

An area of play in a **Magic** game. See "Zones" on page 6.

## QUESTIONS?

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The explanation of card types in Section 1 is incomplete. Two card types have been introduced, bringing the total number to eight. This supplement is a continuation of the text on page 5.

## PLANESWALKER



Planeswalker is a card type. Planeswalkers are powerful allies you can call on to fight by your side. You can play a planeswalker only at the time you could play a sorcery. A planeswalker is a permanent, so when a planeswalker spell you control resolves, it comes into play under your control. Note that planeswalkers are *not* creatures—if a card says it affects a creature, it won't affect a planeswalker!

Each planeswalker has a subtype. For example, Chandra Nalaar says “Planeswalker — Chandra” on its type line. If two or more planeswalkers that share a subtype are in play, they're all put into their owners' graveyards.

The number in the lower right corner of a planeswalker card is its “loyalty.” It comes into play with that many loyalty counters on it. If it's ever in play with no loyalty counters on it, it's put into its owner's graveyard.

### Planeswalker Abilities

Each planeswalker has a number of activated abilities on it. You can play one of these abilities only at the time you could play a sorcery, and only if none of that planeswalker's abilities have been played yet that turn.

The cost to play a planeswalker's ability is to add or remove a certain number of loyalty counters from it. For example, the symbol  $\oplus 1$  means “Put one loyalty counter on this planeswalker,” and the symbol  $\ominus 3$  means “Remove three loyalty counters from this planeswalker.” You can't play an ability with a negative loyalty cost unless the planeswalker has at least that many loyalty counters on it.

### Fighting a Planeswalker

Planeswalkers can be attacked. When you declare attacking creatures, you choose whether each one is attacking your opponent or a planeswalker that opponent controls. Your opponent can block as normal, regardless of what each creature is attacking. If a creature deals combat damage to a planeswalker, that many loyalty counters are removed from it.

Other sources can deal damage to planeswalkers. If a spell or ability you control would deal damage to an opponent, you may have it deal that damage to a planeswalker that opponent controls instead. So while you can't target a planeswalker with a Shock, you can have a Shock that targets your opponent deal 2 damage to one of his or her planeswalkers instead of to the player. You can't split the damage from one source between a player and a planeswalker. Damage dealt to a planeswalker results in that many loyalty counters being removed from it.

Find the full planeswalker rules at [www.wizards.com/planeswalkers](http://www.wizards.com/planeswalkers).

## TRIBAL



Tribal is a card type. Tribal is always paired with another card type, and playing a tribal card follows the rules for playing that other type. The key to tribals is that their subtypes are creature types. For example, Faerie Trickery says “Tribal Instant — Faerie” on its type line. Although this card isn't a creature, it is a Faerie, and cards that affect Faerie spells will affect it. Note that if a card says that it affects a specific subtype (such as “Faerie”), it can affect any permanent with that subtype. If a card can affect only a creature, or if it can affect a spell, it will say so.