MAGIC
The Gathering®

QUICK START GUIDE

HUNT
BIGGER
GAME

Welcome to **Magic: The Gathering**®, the world's premier trading card game. You're about to discover why millions around the world play **Magic**™: its deep strategy, its beautiful worlds and strong characters, and its worldwide community.

If you already own some **Magic** cards, get them out now. Those cards represent the tools you'll use to defeat your opponents. You'll summon fearsome creatures, wield mystical items and incantations, and cast wondrous magical spells. The cards are your game pieces, and you can put them together in countless combinations.
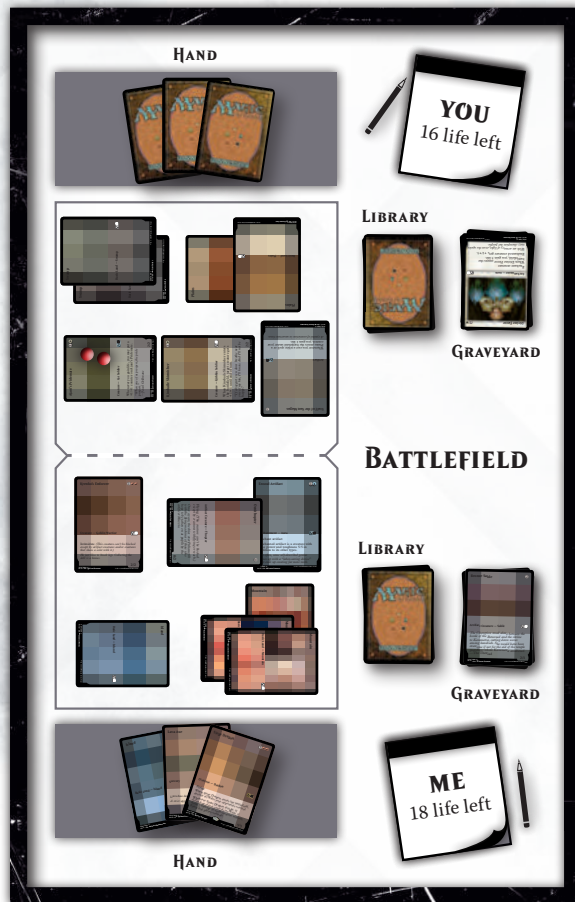
There are thousands of cards to choose from, so where do you get started? Each player needs a deck of at least 60 cards, and an intro pack is a great way to get one. Intro packs give you everything you need to start playing: a ready-to-play 60-card deck filled with creatures, lands, and other spells. You also get two 15-card booster packs, giving you more cards to make your deck your own.

Illus. Tyler Jacobson

Getting Started

To start the game, shuffle your deck, also known as your library. Draw a hand of seven cards and check to see how many lands you have. You can look at the line of text just below a card's art to see what type of card it is. For this first game, if you don't have at least two land cards, reshuffle your deck (including your old hand) and draw a new hand.

You and your opponent each start with 20 life, and you'll each need a way to track your life total (such as dice or a pencil and paper). Reduce your opponent's life total to 0 and you win the game!

HAND

YOU
16 life left

LIBRARY

GRAVEYARD

BATTLEFIELD

LIBRARY

GRAVEYARD

ME
18 life left

HAND

Types of Cards

Your deck includes lands and creatures, and it may also include sorceries, instants, artifacts, enchantments, and planeswalkers! On the next few pages, we'll take a look at what the different types of cards are and how to use them.

Lands

Land cards are the foundation of any successful **Magic** deck. Lands provide mana, the magical energy you need to cast all the other cards in your deck. You can play one land during your main phase on each of your turns. Lands stay on the battlefield in front of you. Your lands untap (reset) at the start of each of your turns so that you can use them again.

There are five types of basic land, each one corresponding to one of the five colors of magic. Each color of magic has different strengths and capabilities. You'll get to know the colors as you play more.

Not all lands are basic lands. Some nonbasic lands tap for multiple colors of mana, while others tap for colorless mana (1, 2, etc.) but have unique abilities.

Basic land type	Can be tapped for
Plains	☀ (white)
Island	💧 (blue)
Swamp	💀 (black)
Mountain	🔥 (red)
Forest	🌳 (green)

Spells

Every card that isn't a land can be cast as a spell. Some types of spells are put onto the battlefield and become "permanents." Other types of spells have their effect and then go to your graveyard (discard pile).

Creatures

Creatures are permanents that represent your minions. During combat, they can attack your opponents and defend you from opposing attacks. You can cast creature spells during your main phase.

Artifacts & Enchantments

Artifacts and enchantments are permanents that represent magic items and stable magical manifestations. Most artifacts are colorless, meaning they don't require a specific color of mana to cast. Some artifacts are also creatures. You can cast artifact and enchantment spells during your main phase.

Sorceries & Instants

Sorcery and instant spells represent powerful incantations that can have a wide range of effects. After their effects happens, these spells are put into your graveyard. You can cast a sorcery only during your main phase, the same time you cast creatures and other permanent spells. You can cast an instant during either player's turn, at almost any time . . . even in response to another spell!

Planeswalkers

Planeswalkers are powerful allies you can call on to fight by your side. To learn more about planeswalkers, see **Wizards.com/PlaneswalkerRules**.

Casting Spells

All cards except lands have a mana cost in the upper right corner. This cost is made up of symbols that tell you what kind of mana you have to spend to cast the spell.

You must pay mana for each of these symbols in order to cast Shivan Dragon. The symbol 🔴 means one red mana. The symbol 4️⃣ means four mana of any kind. So you have to pay two red mana and four mana of any kind to pay this cost.

When you want to pay a mana cost, tap (turn sideways) the necessary lands on the battlefield. This shows that you've used those lands to produce mana. Tapped cards untap at the beginning of each of your turns, so they'll be ready to use again. You can tap two Mountains, which produce red mana, and four other lands to cast Shivan Dragon. Those four lands could be Mountains, Forests, or any other combination of lands.

Illus. Winona Nelson

Parts of a Card

Shivan Dragon · 4 R R

Creature — Dragon · M15

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

R: Shivan Dragon gets +1/+0 until end of turn.

The undisputed master of the mountains of Shiv.

5/5

281/269 R · M15 • EN · Donato Giancola · ™ & © 2014 Wizards of the Co

Spells have a mana cost that tells you how much mana you need to cast them.

Each **Magic** set has a unique symbol. The color of the symbol tells you the card's rarity: black for common, silver for uncommon, gold for rare, or orange-red for mythic rare.

A card's abilities appear in its text box. Some abilities have reminder text in parentheses to help explain what they do. A card may also have flavor text printed in italics that tells you something about the **Magic** world. Flavor text has no effect on game play.

Creatures have two numbers in the lower right corner. The first number is power, which tells you how much damage the creature deals in combat. The second number is toughness. If a creature is dealt that much damage or more in a single turn, the creature is destroyed and put into its owner's graveyard (discard pile).

This tells you the card's type, such as creature or land. Each creature also has one or more creature types, found after a long dash, that tell you what kind of creature it is.

Combat

You win the game by reducing your opponent's life total to 0. The most common way to do that is to attack your opponent with creatures during combat.

Attacking and Blocking

During your turn, you decide which of your creatures, if any, will attack. You can't attack with a creature if it's tapped or if it entered the battlefield this turn. You have one combat phase in the middle of your turn, and all the creatures you decide to attack with attack at the same time.

Once you've decided which of your creatures are attacking, tap those creatures. Your tapped creatures, like your tapped lands, will untap at the beginning of your next turn.

Most of the time, your creatures will attack your opponent. Sometimes they can also attack planeswalkers. But creatures never attack other creatures. You just send them across the battlefield, and your opponent decides what happens next.

Now imagine you're on the other side of the battlefield. Your opponent has attacked you with some of his or her creatures. If you control any untapped creatures, you can use those creatures to block. Blocking doesn't cause creatures to become tapped. Each blocking creature can block one attacking creature. You can also have multiple creatures block the same attacking creature. In that case, the attacking player decides how much damage the attacking creature deals to each of the blockers in turn.
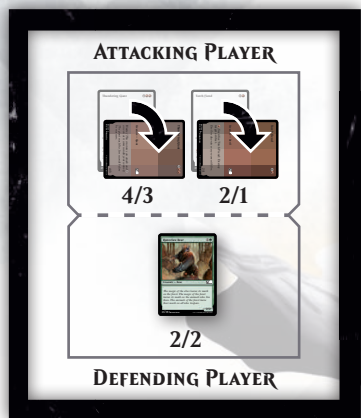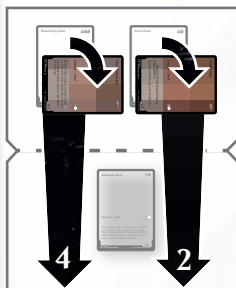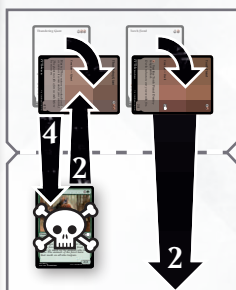
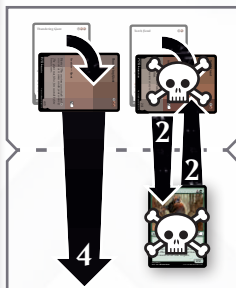Attacking Player / Defending Player (A)

Attacking Player / Defending Player (B)

Attacking Player / Defending Player (C)

Example of Combat

In the following combat examples, your opponent has attacked you with a Thundering Giant (4/3) and a Torch Fiend (2/1). Your only untapped creature is a Runeclaw Bear (2/2). What will you block?

Option A: You Don't Block

Unblocked attacking creatures deal damage to the opponent equal to their power. In this case, those creatures will deal a total of 6 damage to you, which means you lose 6 life. You might choose not to block if your life total is high and you want to save your creature for a counterattack.

Option B: Block Thundering Giant

Your Runeclaw Bear deals 2 damage to the Thundering Giant. The Giant has a toughness of 3, so it survives. That damage will heal at the end of the turn. Thundering Giant deals 4 damage to the 2-toughness Runeclaw Bear, which is destroyed (put into your graveyard). The unblocked Torch Fiend deals 2 damage to you. You didn't destroy any of your opponent's creatures, but you might block this way if your life total was low.

Option C: Block Torch Fiend

Your Runeclaw Bear deals 2 damage to the 1-toughness Torch Fiend, and the Torch Fiend deals 2 damage to your Runeclaw Bear. Both creatures are destroyed. The unblocked Thundering Giant deals 4 damage to you. You might block this way if you want to destroy one of your opponent's creatures and don't mind being dealt a little damage.

Responding and the Stack

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

For example, say you have a 2/2 Runeclaw Bear on the battlefield. You have Titanic Growth in your hand and your opponent has Lightning Strike.

If you cast Titanic Growth first, your opponent can respond by casting Lightning Strike. Lightning Strike will be on top of Titanic Growth on the stack, so it will resolve first. Lightning Strike will deal 3 damage to Runeclaw Bear, which is enough to destroy it. Runeclaw Bear is put into your graveyard. When Titanic Growth tries to resolve, its target will be gone, so it will have no effect and will be put into the graveyard.

On the other hand, if your opponent casts Lightning Strike first, you can respond with Titanic Growth. Titanic Growth will resolve first, boosting Runeclaw Bear into a 6/6 creature. Then Lightning Strike will resolve and deal 3 damage to it, but that's not enough to destroy the suddenly enormous Bear!

Where to Go Next

You can try out a variety of decks in **Magic 2015–Duels of the Planeswalkers**®, the award-winning digital game that lets you play **Magic** on Xbox One, Xbox Live Arcade, iPad, Steam, Android, and Amazon. Learn the game while playing a thrilling single-player campaign across the Multiverse, or take your game online against opponents around the world.
Visit **DuelsofthePlaneswalkers.com** for a free trial.

You can find a link to this Quick Start Guide and additional rules information at **Magic.Wizards.com/QuickStart**.

And when you're ready to discover the worldwide community of **Magic** players, tournaments, and special events, visit **Wizards.com/Locator** to find a game store near you.

GLOSSARY

Illus. Chase Stone

⟳—This symbol means "tap this card." It appears only as a cost to activate an ability.

+1/+1—A bonus applied to a creature giving +1 to its power and +1 to its toughness. The numbers can be any value, including negative numbers.

cast—You cast a spell by paying its mana cost and putting it onto the stack. See "Casting Spells" on page 6.

control—You control the creatures and other permanents that you have on the battlefield, unless your opponent uses a spell or ability to gain control of one of your permanents. In that case, your opponent can use it and you can't. When it leaves the battlefield or the game ends, it's returned to you.

counter a spell—If a card counters a spell, you can cast it in response to a spell your opponent is casting. The countered spell has no effect, and it's put into the graveyard.

counter on a card—Sometimes counters are put on a card to keep track of something. Many are +1/+1 counters, which each give a creature +1 power and +1 toughness. You can use any small item to represent counters.

damage—Creatures deal damage equal to their power during combat. Spells can also deal damage to creatures and players. Damage dealt to a player causes that player to lose that much life. Creatures that are dealt damage equal to or greater than their toughness in a single turn are destroyed. Damaged creatures on the battlefield heal at the end of each turn.

deathtouch—A creature dealt damage by a creature with deathtouch is destroyed.

defender—A creature with defender can't attack.

destroy—A permanent that's destroyed is put into the graveyard. Creatures that are dealt damage at least equal to their toughness in a single turn are destroyed. Spells and abilities can also destroy permanents.

dies—Another way to say a creature has been put into a graveyard from the battlefield.

discard—To discard a card, choose a card from your hand and put it into your graveyard.

double strike—A creature with double strike deals damage twice each combat: once before creatures without first strike or double strike, and then again when creatures normally deal damage.

draw a card—To draw a card, take the top card of your library and put it into your hand.

enchant—An Aura is an enchantment that enchants (attaches to) another card on the battlefield. For example, you can cast an Aura with "enchant creature" to attach it to any creature on the battlefield. If that creature leaves the battlefield, the Aura is put into the graveyard.

equip—If you have an Equipment card on the battlefield, you can pay its equip cost to attach it to one of your creatures on the battlefield. If the equipped creature leaves the battlefield, the Equipment card stays.

exile—If an ability exiles a card, it's removed from the battlefield and set aside. An exiled card isn't a permanent (because it's not on the battlefield) and isn't in the graveyard. A card stays in exile until the game ends or until the card is moved to a different game zone.

fight—When two creatures fight, each deals damage equal to its power to the other. This is different from creatures dealing damage in combat.

first strike—A creature with first strike deals its damage in combat before creatures without first strike or double strike.

flash—You may cast a spell with flash any time you could cast an instant, even in response to other spells.

flying—A creature with flying can be blocked only by other creatures with flying and creatures with reach.

haste—A creature with haste can attack and you can activate its 🌀 abilities as soon as it comes under your control.

hexproof—A creature with hexproof can't be the target of spells or abilities your opponents control, including Aura spells. Your spells and abilities can still target it.

indestructible—An indestructible permanent can't be destroyed by damage or by effects that say "destroy." It can still be sacrificed or exiled. If an effect reduces an indestructible creature's toughness to 0 or less, it's still put into its owner's graveyard.

intimidate—A creature with intimidate can't be blocked except by artifact creatures and/or creatures that share a color with it.

lifelink—If a creature with lifelink deals damage, its controller also gains that much life.

mana—This is the energy you get from your lands that you use to cast spells. Mana can be white (✹), blue (💧), black (💀), red (🔴), green (🍀), and sometimes even colorless (①).

mana pool—This is where mana goes after you tap your lands for it and before you spend it. Some abilities tell you to add mana to your mana pool. These abilities give you mana like the mana you get from tapping lands. Mana can't be saved from turn to turn.

mulligan—At the start of the game, if you don't like your hand, you can take a mulligan. Shuffle your hand back into your deck and draw a new hand with one fewer card. You can take as many mulligans as you like, but your starting hand gets smaller each time. Usually players take mulligans because they don't have enough land cards, or because they have too many lands and not enough spells.

next time, next damage—Sometimes an ability refers to the "next time" something happens or the "next damage" that a creature or player would be dealt. Remember that an instant or ability used in response to something happens first.

permanent—Lands, creatures, artifacts, enchantments, and planeswalkers are permanents. They enter the battlefield after you cast them. Token creatures are also permanents. Instants and sorceries are not permanents. They go to the graveyard after they resolve.

protection—A creature with protection from a color can't be blocked, dealt damage, enchanted, or targeted by anything of that color.

reach—A creature with reach can block creatures with flying (and creatures without flying).

regenerate—Regenerating a creature keeps it from being destroyed. Instead of being destroyed, the creature gets tapped, it's removed from combat (if it's in combat), and all its damage is healed.

sacrifice—Sometimes a card tells you to sacrifice a creature or some other permanent. To sacrifice a permanent, you move it from the battlefield to your graveyard. You can't regenerate it or save it in any way. You can sacrifice only your own permanents.

tap—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 activate

an ability that has the ⚫ symbol as part of its cost. You can't tap a permanent again until it's been untapped. At the beginning of each of your turns, you untap your tapped cards so you can use them again.

target—If a spell uses the word "target," you choose what the spell will affect when you cast it. The same is true for abilities you activate.

token—Some cards create token creatures. You can use token cards from booster packs, glass beads, dice, or anything else to represent them.

trample—If a creature with trample would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to the player or planeswalker it's attacking.

untap—Untap a tapped card by turning it right side up. When you untap your permanents at the beginning of your turn, it means that you can use (tap) them again.

vigilance—A creature with vigilance doesn't tap to attack. (Vigilance doesn't allow a tapped creature or a creature that entered the battlefield this turn to attack, though.)

X, X—Some spells and abilities have effects that change depending on how much mana you use to pay for them. For example, Heat Ray is an instant spell that costs X 🔴 and deals X damage. If you paid 3 🔴 to cast it, it would deal 3 damage. If you paid 6 🔴 to cast it, it would deal 6 damage.

Illus. Aleksi Briclot

Parts of a Turn

Beginning Phase
- **Untap step**—Turn all your tapped cards upright again.
- **Upkeep step**
- **Draw step**—Draw a card from your library (deck).

Main Phase
You may play one land from your hand by putting it onto the battlefield (table). You may cast creatures, sorceries, and other spells if you can pay for them.

Combat Phase
- **Beginning of combat step**
- **Declare attackers step**—Tap every creature you want to attack your opponent with. (A creature can't attack the turn you cast it unless it has haste.)
- **Declare blockers step**—Each untapped defending creature may block one attacker. Creatures don't have to block.
- **Combat damage step**—Blockers and the attackers they're blocking deal damage to each other equal to their **power**, the first number in the lower right corner. If a creature takes damage at least equal to the second number, **toughness**, it's destroyed. Unblocked attackers deal damage to your opponent, who loses that much life.
- **End of combat step**

Main Phase (Again)
You may play a land if you haven't played one yet.
You may cast spells.

Ending Phase
- **End step**
- **Cleanup step**—Damaged creatures on the battlefield heal.