

MTG_GEN_RULINGS

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Chapter 1

MTG_GEN_RULINGS

1.1 General Rulings - Table of Contents

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Turn Order Rules and Rulings

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1.3 Untap Phase

Phase 1: Untap

You MUST untap each turn. You cannot "forget". [Page 40]

May not cast spells or use fast effects before or during untap phase.
[Page 40]

Untapping is simultaneous. [Page 40] Because of this, having a permanent untap will not affect if and how other permanents untap.

If a card enters play due to something (like a Tawnos's Coffin) untapping, the card entering play does not get to untap. Same goes for cards that become able to untap after something else untaps. Since untapping is simultaneous, the newly enabled untappers will not untap.
[Bethmo 05/16/96]

All Limited/Unlimited/Arabian Nights/Antiquities cards which said to do things at the beginning of the turn or during the untap phase take place during the upkeep phase. [PPG Page 110]

Any mana in mana pool at end of this phase causes "mana burn". [Page 61]

Check for player death at end of phase. [Page 64]

1.4 Upkeep

Phase 2: Upkeep

You still have an upkeep phase even if nothing happens during it.

Fast effects may be used during this phase by any player. [Page 40]

You can resolve the actions that happen in your upkeep in any order you desire as long as all effects are dealt with during upkeep.
[PPG Page 35]

Any mana in mana pool at end of this phase causes mana burn. [Page 61]

Check for player death at end of phase. [Page 64]

Effects which happen "at the beginning of upkeep" happen before any spells or effects can be announced. You can handle them in any order. There is one damage prevention step at the end of these.

Effects which happen "at the end of upkeep" happen last. Once you start resolving these effects, only damage prevention can be used prior to the start of the draw phase. [Duelist Magazine #3, Page 14] You can handle them in any order. There is one damage prevention step at the end of these.

Note that if both players have effects happening during the beginning or end of a player's upkeep that the current player resolves all effects in any order they choose, regardless whose effect it is. [Aahz 04/17/96] (This is a REVERSAL of a false ruling that slipped in here in March)

Upkeep costs must be dealt with even if the card is tapped. [bethmo] Dealing with upkeep is either paying it or choosing not to pay it (if you can) and taking the consequences.

+ Upkeep costs are payments that must be made during upkeep. The usual wording is "Pay <such and such> during upkeep or <bad thing happens>" but it can be worded in other ways.

If a permanent has an upkeep cost, you may not use any abilities before its upkeep is paid or otherwise dealt with. Demonic Hordes is an example. As an extension to this, note that a Sol Ring cannot be tapped to pay its own Energy Flux upkeep cost because it cannot be tapped until after that cost is paid or otherwise dealt with. [Peterson 11/01/94] Note that continuous effects of the permanent will continue to be in effect even before the upkeep is paid.

Declaring paying of upkeep costs on a card is considered an instant effect. But note that the cost is paid immediately at announcement and before it can be interrupted and not on resolution. [Duelist Magazine #5, Page 123] For example, if you had a card that let you pay 3 mana during upkeep to generate an effect, the cost is paid immediately, but the effect happens on resolution. If it is just a cost, no one can prevent you from paying it once you have the mana in your pool.

+ Declaring non-payment of an upkeep cost is an instant effect. When it resolves, any consequences of non-payment happen. Once the consequences happen, if the card is still around, its abilities can be used. [D'Angelo 05/31/95] The consequences are usually destruction or burial. If it is a destroy or bury effect, you can begin using the ability during the damage prevention step (assuming it is a legal action during damage prevention). [D'Angelo 06/06/95] For example, it is legal to declare the non-payment of upkeep on a pair of Fellwar Stones due to Energy Flux, then wait for the damage prevention steps in which they are marked as destroyed (they each get destroyed in their own step since each non-payment is declared as a separate effect). At that time it would be legal to tap them for mana. Then you can use that mana to declare payment for a third artifact.

The upkeep is not considered paid until the instant effect resolves, so you cannot use the ability of a permanent which has an upkeep cost until after the spell stack in which you paid the cost is resolved. [D'Angelo 05/26/95]

You cannot choose to pay upkeep costs more than once even if you want to.
[bethmo 05/30/94]

- + You only have to pay an upkeep if the upkeep says it must be paid or if the card is worded as "Do this. If you cannot do this...". If there is no 'must' then you can choose not to pay it and take the consequences. Thus, the Lord of the Pit must be fed if possible. The "or take 7 damage" only happens if you have no other creatures. [Duelist Magazine #3, Page 15]
- + Mana payments come from your mana pool (and not land or other sources) unless otherwise specified. For example, the pre-Fourth edition version of Force of Nature's says you must pay the GGGG mana payment, but because the source is not specified for this mana, you only pay if mana is in your mana pool. It does not force you to draw mana from lands or other sources. This effectively makes the mana payment optional. If you did (by some really bizarre chance) have GGGG in your mana pool when dealing with the Force of Nature's upkeep, you would have to pay it.
[Aahz 11/15/94] This is not so much a rule as a note to keep in mind. Not having to use your Llanowar Elves or even a land to pay a mana cost is like not having to use your Hive to generate a creature to feed to the Lord of the Pit. [Aahz 08/20/96]

If a card requiring upkeep costs is destroyed before the end of upkeep, no cost needs to be paid. This is similar for cards that "leave play". For example, if a Doppelganger switches away from Lord of the Pit it need not pay the upkeep cost. [Duelist Magazine #3, Page 15]

If something happens which adds an upkeep cost during upkeep, it must be paid. For example, if a Doppelganger becomes a Lord of the Pit, during upkeep, a creature must be sacrificed. [Duelist Magazine #3, Page 15]

If not paying upkeep results in the card being destroyed or buried, the card is considered to be destroying or burying itself. This is true even if the upkeep cost is imposed from an outside source.
[WotC Rules Team 08/17/95]

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You are not required to pay untap costs. [Duelist Magazine #3, Page 14]

Untap costs only apply during upkeep. If you have another means of untapping the card (such as Instill Energy), you do not have to pay the untap cost as well. [Duelist Magazine #3, Page 15]

Untap costs which are paid during upkeep can be used more than once.
[Duelist Magazine #5, Page 123] (This is a BIG REVERSAL) This means that it is valid to use Paralyze to untap a creature for 4 mana, tap it again, then pay the Paralyze again.

Must pay the entire untap cost on a creature or none of it. For example, if an Island Fish Jasconius had two Paralyze spells on it, you would have to pay the three blue mana plus 8 mana of any color to untap it.
[Duelist Magazine #7, Page 98]

If a creature has untap costs that can happen at any time during upkeep and ones that happen at the end of upkeep, then it can only be paid for at

the end of upkeep. [Duelist Magazine #7, Page 98]

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"Must do during upkeep" activities do not prevent the ability from being used before you do that thing. Only upkeep costs prevent use of the ability. [D'Angelo 05/26/95]

Resolving cards which give benefits or cause problems is considered an instant effect. For example, Unstable Mutation or the Limited, Unlimited and Revised Edition Black Vise. [Duelist Magazine #5, Page 123] It can be responded to or be done in response to actions during upkeep. Note that it is unlikely that another player can stop a beneficial effect, because once it is used the effect happens even if the card is destroyed. [Aahz 06/06/94]

If an upkeep effect requires you to do something and does not have consequences for not doing that something, then you cannot choose to use the effect when there are no targets. You cannot end upkeep with an undone upkeep effect if there are any suitable targets available at that time. [WotC Rules Team 07/19/95] For example, Erhnam Djinn says to give an opponent's creature ForestWalk. You cannot choose to use this effect when your opponent has no creatures. You can however end upkeep without dealing with it if there are no creatures at the end of upkeep.

Cards that require you to do something to other cards do not prevent those other cards from being used prior to doing the something. For example, Unstable Mutation adds a -1/-1 counter to a creature and this does not prevent you from using the creature prior to putting the counter on. [WotC Rules Team 11/16/94]

If such a card leaves play during upkeep by being destroyed (or if it is an artifact which is not a creature or land, by being tapped) before it is used, then it has no effect (good or bad). [Aahz 06/06/94]

All Limited/Unlimited/Arabian Nights/Antiquities cards which said to do things at the beginning of the turn or during the untap phase take place during the upkeep phase. [PPG Page 110]

1.5 Draw Phase

Phase 3: Draw

Fast effects may be used during this phase by any player. [Page 40]

Drawing a card is considered to be an instant-speed effect which can be responded to. [WotC Rules Team 10/12/94]

If you get multiple draws, each one is a separate effect. You can draw one, do something, then draw another. [WotC Rules Team 10/12/94]

You cannot skip a draw or take additional draws unless an effect says otherwise.

If you have no cards in your library to draw from, you lose the game.
[Page 40]

Any mana in mana pool at end of this phase causes mana burn. [Page 61]

Check for player death at end of phase. [Page 64]

1.6 Main Phase

Phase 4: Main Phase

May do the following in any order: [Page 40]

- a. Cast a spell -- Do this step any number of times before or after other actions
- b. Play a land -- only one per turn before or after other actions
- c. Declare an attack -- only one per turn

The full logic for the turns works out as:

- a. Cast spells
- b. Play a land
- c. Cast spells
- d. Declare an attack
- e. Cast spells
- f. Play a land (if have not already done so)
- g. Cast spells

This is the only phase in which you may cast spells which are not fast effects. Spell types include Sorcery, Summon, Enchantment, Artifact, Instant and Interrupt. [Page 40]

Playing a land is a not a fast effect. It cannot be done in response to something else, nor can it be reacted to with anything (including interrupts). [Duelist Magazine #5, Page 123]

You may play multiple lands if have Fastbond in play, but they can only be played when you could otherwise play a land. [bethmo] They cannot be played in the same instant. Play them sequentially.

You only get one attack per turn. [Page 57] If you manage to untap creatures they cannot be used in that same turn to attack again.

If a creature is forced to attack (due to a spell like Siren's Call or an effect like the Nettling Imp) the player must declare an attack that turn and send out the affected creature(s) if it is legal to do so.
[PPG Page 224]

Any mana in mana pool at end of this phase causes mana burn. [Page 61]

Check for player death at end of phase. [Page 64]

1.7 Discard

Phase 5: Discard

You cannot end your discard phase with more than 7 cards, so you discard down to seven cards in your hand. You may not discard if you have fewer than seven cards. [Page 41]

You discard down to 7 cards as an end-of-phase effect. [Aahz 05/21/96]
(This is a REVERSAL. You used to discard down to 7 as a non-interrupt fast effect which could be responded to or done in response to something.)

Fast effects may be used during this phase by any player. [Page 41]

Any mana in mana pool at end of this phase causes mana burn. [Page 61]

Check for player death at end of phase. [Page 64]

1.8 End of turn

Phase 6: End Turn

Declare that your turn is over. Your opponent gets the chance to react by using fast effects. You may do the same. [Page 41] More than one stack of fast effects may be used. The turn is not over until you both say you are done.

"Fast effects may be used during this phase by any player. [Page 41]

At the end of this phase (meaning nothing can be declared once this starts), all "at end of turn" effects happen. You can choose the order. A damage prevention sub-phase (usually regeneration and such) can happen due to this step. [Aahz 03/30/95] You choose the order of all end of turn effects, even ones generated by the opponent.
[D'Angelo 06/20/95]

If a creature has more than one "dies at end of turn" in effect on it, it still only dies once. [WotC Rules Team 11/16/94]

Any mana in mana pool at end of this phase causes mana burn. [Page 61]

Check for player death at end of phase. [Page 64]

1.9 Heal Creatures

Phase 7: Heal Creatures

No spells or effects can be used by either player. [Page 41]

All damage is removed from creatures, and all fast effects or "until end of turn" effects wear off (unless otherwise stated on the card). This happens simultaneously. [Page 41]

Any "until end of turn" effects used during damage prevention or other triggered effects during this phase wear off immediately. [Duelist Magazine #7, Page 37]

Any "At end of turn" effects that take place during damage prevention or other triggered effects during this phase never take effect. [Duelist Magazine #7, Page 37]

If any creature is reduced to zero or less toughness at this time, it dies and cannot successfully regenerate since it will immediately die again.

There is no time between turns in which to take actions. An action must take place before the end of one player's turn or wait until the upkeep of the next turn. [bethmo]

Any mana in mana pool at end of this phase causes mana burn. [Page 61]

Check for player death at end of phase. [Page 64]

1.10 Attack Phase Rules and Rulings

Attack Phase Rules and Rulings

Step 1: Declare intention to attack

Step 2: Declare attackers by tapping them

Step 3: Fast effects can be used by either player

Step 4: Declare blockers

Step 5: Fast effects can be used by either player

Step 6: Damage Dealing

Other Attack Phase Rulings

1.11 Declare intention to attack

Step 1. Declare intention to attack.

This step is actually done as an action during the Main Phase.

[Duelist Magazine #5, Page 35]

Your opponent can respond with fast effects. If they do so, the attack is cancelled. You can try again when the effects are all resolved. If no one announces any fast effects, continue on.

[Duelist Magazine #5, Page 35]

It is similar to any other phase change in that you cannot go on to declare attackers until your opponent is done doing actions in your main phase. See the

I'm Done

entry for more information.

You are not required to say which player in a multiplayer game you are attacking. You just need to say you want to attack. [D'Angelo 01/23/95]

Any mana in mana pool causes mana burn before going to the next step.

[Page 61]

Check for player death before going to the next step. [Page 64]

1.12 Declare attackers by tapping them

Step 2. Declare attackers by tapping them

There are some creatures which do not tap when attacking.

Creatures which are already tapped may not attack. [Page 19] This is true even if they do not tap when attacking. [Duelist Magazine #5, Page 35]

Once declared as an attacker, untapping the attacker will not remove it from the attack. [Duelist Magazine #5, Page 35]

This is not simultaneous. You can declare attackers in any order.

[WotC Rules Team 06/15/95] But you can declare several attackers at once if you want to (for a band or for some other reason, for example).

[Aahz 09/05/95]

Only interrupts which draw mana and effects which are specifically used when declaring attackers can be used during this step.

[WotC Rules Team 06/15/95] You can only use mana drawing interrupts if you have an effect which can be used and which requires mana.

[WotC Rules Team 07/19/95]

You always attack your opponent and not your opponent's creatures.

[Page 19]

You cannot attack yourself or your own creatures. [Page 19]

Banding of attackers must be declared at this time and cannot be changed later. [Page 36]

- + Banding of attackers must be declared at this time and cannot be changed later. [Page 36] Note that if a creature loses banding, that you may be forced to change banding assignments as per the rules for loss of Banding. See the
 Banding
 entry for more information.

Creatures cannot attack (or be tapped for a special ability) unless that card or token has been in play on your side since the beginning of your turn. See the
 Summoning Sickness
 entry for more information.

You can declare an attack with no creatures. This is sort of a "null attack" which can be used to force the emptying of a mana pool (which happens at the start of an attack) or force your opponent to consider casting spells. Note that if you declare such a "null attack" it is considered your one attack for that turn. You are not mandated to declare any attack during a turn, but you may declare this kind of zero creature attack. [Duelist Magazine #5, Page 35]

This is the only time that you check if the creature is allowed to attack (such as can only attack if opponent has Islands). If any attack enablers are removed after this point or attack inhibitors are introduced, it does not make a difference. The creature is still an attacker. [D'Angelo 02/01/95]

This is the time that you deal with penalties from attacking or not attacking, such as the Hasran Ogress. [Duelist Magazine #5, Page 35] Note that Nettling Imp will mark a creature for destruction at this time but the creature is not destroyed until the end of the turn.

Bonuses that are gained by attacking creatures are gained at this time. For example, the +1/+0 granted by the Orcish Oriflamme would take effect. [Duelist Magazine #5, Page 35]

If any penalties due to attacking or not attacking causes damage or lowers the toughness of a creature below 1, stop after declaring all attackers and do a damage prevention step before going to the next attack step. [Duelist Magazine #5, Page 35]

Creatures like the Mijae Djinn which require a coin flip to see if they attack have their coin flip done at the end of this step. You cannot add or remove creatures once you flip the coin. [D'Angelo 04/04/95]

Jade Statue and Brainwash both are used during this step. Note that you can only tap mana and pay for these. No other interrupts (not even Rust) can be used. [WotC Rules Team 06/15/95] You can think of these as Triggered Effects since they follow similar rules, but they are not.

1.13 Fast effects can be used by either player

Step 3: Fast effects can be used by either player.

You are not limited to a single stack of spells and effects.

This is the ideal time for the defender to eliminate attackers they do not want to deal with (using Royal Assassin or Lightning Bolt), or to enhance potential blockers (with Jump or such) to allow them to be used for defense.

Remove any attackers and blockers which were killed from the combat
If a creature regenerates, it is still part of the combat but will neither deal nor receive any damage. [Page 34] A regenerated creature is still an attacker and can be blocked if you choose to do so.
[Aahz 06/22/95] A Lure will force you to block it to no real effect.
[D'Angelo 08/07/95]

If a banded group (using Banding or Bands with Others ability) has its banding ability removed from one or more attackers during this step, it is possible to cause the band to split up into separate attackers. Once blockers are declared the band cannot be split so that blockers change. See the
 Banding
 and
 Bands with Other
 entry form more
information.

1.14 Declare blockers

Step 4: Declare blockers

Only untapped creatures can block. [Page 19]

There is no summoning sickness for declaring blockers. You can use any untapped creature you have. [Duelist Magazine #5, Page 36]

Only interrupts which draw mana and effects which are specifically used when declaring blockers can be used during this step. You can only use mana drawing interrupts if you have an effect which can be used and which requires mana. [Duelist Magazine #8, Page 46]

For some important rulings on blocking, see the
 Blocking
 entry.

Declaring blockers is not strictly simultaneous. You can declare blockers in any order. You can declare them in simultaneous groups if you want to. [Duelist Magazine #8, Page 46]

A blocker can only block one attacker unless otherwise stated on a card.
[Page 19] You do not declare to block a band, you block a member of a band and thereby become a blocker to all creatures in the band.

More than one blocker can be declared on a single attacker. [Page 19]
This is true even without banding ability.

Once blockers are declared against a creature, it is blocked. It remains blocked even if the blocking creature is killed or the block is made "illegal" by some action. [Page 57] This means that if you cast Jump on your creature, that you do not get around the blocker or even avoid damage.

If any member of a banded group can be blocked, the group is blockable.
[Page 36] See the
 Banding
 entry for more information.

Defenders do not band or group. They can just decide to choose the same creature to block. Defensive banding only helps during damage allocation. [Page 36] See the
 Banding
 entry for more information.

An attacking creature with an evasion ability (flying, xxxwalk, etc.) may not "turn off" the ability and choose to be blockable. [PPG Page 79]

Defending creatures do NOT tap. [Page 59] This is one of the oldest myths of the game.

Any effects due to being blocked or made into a blocker happen just after the end of this step. If the effect has a delayed portion (such as the Thicket Basilisk's ability) then the effect is considered active but won't do anything until the delay is done. [Duelist Magazine #8, Page 47]
If more than one effect happens, the current player's effects happen in any order they want, then the opponent's effects happen in any order they want.

False Orders is played at the end of this step, after all blocking assignments are made but prior to the effects of assigning blockers taking effect. This is considered to be a new blocking assignment.
[Duelist Magazine #8, Page 47] In the past, False Orders used to retroactively change blocking assignments during the fast effects step. Now, it is to be used before the assignment is considered done.

Creatures like the Ydwen Efreet which require a coin flip to see if they attack have their coin flip done at the end of this step. You cannot add or remove creatures one you flip the coin. [D'Angelo 04/04/95]

Jade Statue is activated during this step. Note that you can only tap mana and pay for this. No other interrupts (not even Rust) can be used.
[WotC Rules Team 06/15/95] You can think of these as Triggered Effects since they follow similar rules, but they are not.

1.15 Fast effects can be used by either player

Step 5: Fast effects can be used by either player.

You are not limited to a single stack of spells and effects.

This is the ideal time for the attacker to surprise the defender by using fast effects to make the creatures more powerful. Howl from Beyond, Berserk, and built in creature abilities are good examples.

Any "if is not blocked" abilities of creatures are declared and resolved at this time. [Duelist Magazine #5, Page 36] See the
Is Not Blocked
entry for more information.

Remove any attackers and defenders which were killed from the combat
[Page 34]

If a defending creature is killed and removed from the combat that the attacker is still considered "blocked". [Page 57] If a creature regenerates, it is still part of the combat but will neither deal nor receive any damage. [Page 34]

1.16 Damage Dealing

Step 6: Damage Dealing

Resolve combat damage:

- a. Assign all First Strike creature damage simultaneously. [Page 34] Unblocked First Strikers deal damage to players at this time.
- b. Damage prevention is used after damage is assigned. After damage prevention, dead creatures are removed to the graveyard. (See
Damage Prevention
for detailed steps.)
- c. Assign all normal creature damage simultaneously. Unblocked non-First Strike creatures damage the player at this time. Desert damage happens at this time. [bethmo] Limited, Unlimited and Revised Edition Basilisk and Cockatrice effects happen here as well, but wait until after affected creatures deal their damage. [WotC Rules Team 04/12/95]
- d. Damage prevention is used after damage is assigned and dead creatures are removed to the graveyard. (See
Damage Prevention
for detailed
steps.)
- e. Resolve any "end of combat" effects. [Duelist Magazine #5, Page 37]
- f. Damage prevention is done if any "end of combat" effects did damage or destroyed something. Check for player death. [Page 64]

Note that steps 6 and 7 on page 58 of the rulebook correspond to steps 'c' and 'd'. This entry is expanded to show the effects of First Strike and

'end of combat' effects.

If creature is killed and regenerates during first strike or during normal damage dealing, it is still part of the combat but will neither deal nor receive any damage (due to combat) in any further steps of the combat. [D'Angelo 10/25/95]

If more than one blocker is declared for an attacker, the attacking player decides how the attacker's damage is divided among the blockers. If one of the blockers has Banding, then the defending player decides. (See the

Banding
entry for more information)

If more than one attacker is blocked by a single blocker, the defending player decides how the blocker's damage is divided among the attackers. If all or all-but-one of the attackers has Banding, then the attacking player decides. (See the

Banding
entry for more information)

Any mana in mana pool at end of Damage Dealing (after all "end of combat" effects are resolved) causes mana burn. [Page 61]

1.17 Other Attack Phase Rulings

Other Attack Phase Rulings:

If damage needs to be distributed among attackers or blockers due to multiple blockers of the same attacker or multiple attackers on the same blocker, the attacking player always distributes damage first. [WotC Rules Team 12/15/94] This applies to any decision about distribution of damage, including attacking creatures on multiple blockers or defending creatures on a band of attackers.

If an defender becomes tapped (due to using a special ability or some other effect) before damage dealing, the creature is still in the combat and receives damage but does not deal any damage. [Page 57]

If an attacker gets untapped, it does not change its status in the combat at all. All it does is allow the attacker to use its special ability or to remain untapped for blocking in the next player's turn. [bethmo]

If an attacker or blocker changes controllers during the attack phase, then it is removed from the combat entirely and does not return even if it reverts to its original controller. [Aahz 03/09/95] Note that if you take control of an attacker prior to declaring blockers that you can declare the creature as a blocker.

Creatures with the ability to get "pumped up" by spending mana may choose to get more powerful at any time that fast effects may be used. This can be done any number of times.

Each member of a Band of attackers is a separate source of damage. Banding just allows a group to be blocked or let through as a whole, and for the ability to distribute damage. It does not mean that the creatures act as one. [bethmo]

1.18 Spell and Effect Timing

Spell and Effect Timing

Kinds of Effects

Life-Cycle of a Spell or Effect

Announcing a Spell/Effect

Interrupting a Spell/Effect

The Spell Stack

Who Announces First

Simultaneous

Specialized Timing Effects

Triggered Effects

Damage Prevention

Duration of a Spell/Effect

Characteristics

1.19 Kinds of Effects

Kinds of Effects:

Fast effects are interrupts, instants and the abilities of permanents. [Page 28] They can be used at many times during your or your opponent's turn. [Page 27]

Permanents are lands, artifacts, creatures and enchantments which are in play.

The ability of a permanent with an activation cost is handled as an instant

(and not an interrupt) unless otherwise stated on the card.

Non-fast effects are the casting of artifacts, creatures, enchantments and sorceries. These can only be used during your main phase. [Page 9]

There are only two speeds at which spells/effects can be announced by players. These are "interrupt" and "non-interrupt".

Non-fast effects are not slower than fast effects. The only difference between them is when they can be declared. A better naming would be to call fast effects "any-time effects" and non-fast effects as "main phase effects".

Lands can only be played during your main phase as well, but playing a land is not a spell or effect. It is a special action.

You cannot play a land in response to a spell or effect and the playing of a land cannot be responded to.

Casting a spell means playing a non-Land card from your hand. [Page 26]
Using abilities of creatures, artifacts or enchantments are not spells.

1.20 Life-Cycle of a Spell or Effect

Life-Cycle of a Spell or Effect:

The life-cycle for a spell or effect looks roughly like this. All spells and effects follow this cycle. More detailed sections follow this one.

1. Announcement -- Costs are paid. Targets are chosen. Choices are made.
2. Chance for interrupts -- A chance is given to use interrupts to counter the spell or effect. If it is a spell (not an effect) you can also use modify color, target and wording interrupts and have them change the effect of the spell. Effects are different since very few things target effects and destroying or modifying the source will not counter or modify the effect. This makes them unmodifiable using existing cards once they are announced.
3. Waiting for resolution -- When a spell/effect gets to this stage, it is considered successfully "cast" or "activated". It can no longer be modified or countered. Non-interrupt spells/effects go on a spell stack. Once we get here, fast effect (interrupts, instants and the effects of permanents) responses to the announced spell/effect can be declared. Interrupts cannot be responded to in this step. They normally just skip right on to step 4, but they may wait here if they are put "on hold".
4. Resolution -- Non-interrupts resolve in last-in first-out manner. Interrupts resolve immediately. Check targets at this time. If targets are valid, then effects take place, else it fizzles.

Duelist #9 contains a chart with the complete timing rules laid out in it. There is one known error. There should be a loop-back possible during

damage prevention to allow for damage caused during the post damage prevention part (i.e. Trample and such) to cause an immediate second damage prevention step. [bethmo 02/23/96]

There is another error where a damage prevention tag was left out between the "End of combat" and "Check for mana burn" entries.
[Duelist Magazine #11, Page 9]

- + The chart in Duelist #9 has another error. It does not show that triggered effect resolution is nested. [D'Angelo 08/01/96]

1.21 Announcing a Spell/Effect

Announcing a Spell/Effect:

The first thing that happens to a spell/effect is that it gets announced. Announcing a spell/effect is a special action that cannot be interrupted.
[bethmo 09/07/94]

During announcement, all costs are paid (See the
Costs
entry for more
information on costs), all targets are selected (See the
Targeting
entry for more information), and all other spell/effect ←
decisions are
made.

All targets are selected during announcement, even ones selected by an opponent. [WotC Rules Team 11/10/95]

- + All decisions about a spell or effect, regardless of which player makes them, are made when the effect is announced. Decisions are delayed only if some "hidden information" such as the contents of someone's library is needed, or if it is clear from the card that the decision is made after some other action or during resolution. If the player is supposed to do something at a later time, as with Arcane Denial, they decide what to do at that time. [WotC Rules Team 06/27/96] Random "choices" are not made on announcement unless they are part of the cost.

Target selection and payment of costs happen together, but target selection ignores any changes in targets that may be made by the payment of the costs. This makes it possible for a Skull Catapult to target the creature it will sacrifice (because it ignores the fact that the payment will remove the creature from play) and makes it impossible for a Royal Assassin to tap to destroy itself (because it ignores the fact that the payment will tap it). [D'Angelo 10/27/95]

You cannot interrupt a spell/effect during the announcement and payment of any costs involved. You must wait until after all costs are paid and target choices are made. [bethmo 09/07/94]

- + You must tap and have all mana necessary for a spell/effect in your mana

pool (see the

Mana Pool

entry for information) before you announce it.

You cannot interrupt the announcing of a spell/effect declaration in order to tap for mana. [Duelist Magazine #5, Page 122] This means that if someone manages to counter some of your mana drawing, by using Rust on your Sol Ring for example, that you may be caught with mana in your pool and be unable to cast the spell or use the effect that you planned to use because you have no additional mana to draw. In fact, you may even be unable to use the mana at all since you may have no spell or ability to spend it on... in which case mana burn is coming.

Sacrifices are made during the declaration and death events due to these sacrifices (for use by Soul Net or such) happen immediately following the announcement but prior to allowing interrupts to be declared on that spell/effect. [Aahz 01/12/95]

A permanent cannot be acted upon until it is successfully resolved.

[Page 63] For example, if City in a Bottle is being cast, you cannot disenchant it until the spell stack it in in resolves. This means it will have its full effect before you can do anything.

A spell goes into "limbo" when it is announced and it not considered to be in play or in the graveyard until it resolves. If a spell asks you to choose a card in your hand, you cannot choose a spell that is currently announced (including the one which is asking you to choose a card) but not resolved. [WotC Rules Team 02/06/96]

1.22 Interrupting a Spell/Effect

Interrupting a Spell/Effect:

Just after announcement is complete but before the spell is considered successfully "cast" or effect "activated" or "used" (as appropriate), there is a chance to interrupt the spell/effect. At this point we say the spell/effect is "being cast" or "being activated".

If the spell/effect is countered, then it is not considered successfully "cast", "activated" or "used". If it is a spell, it is placed in the graveyard at that time. [Duelist Magazine #5, Page 122]

Interrupts always interrupt the most recently announced spell or effect, but they can target a permanent, or any announced but not yet successfully "cast" interrupt or non-interrupt. [Duelist Magazine #5, Page 123]

So it is correct to say a spell or effect "interrupts" the thing it is announced in response to. If the spell or effect it targets is not the same one it is announced in response to, it is not considered to "interrupt" the spell it targets. It is just targeting that spell but interrupting something else.

Interrupts follow the standard "announce", "chance to be interrupted", "becomes cast", "resolve" lifecycle that other spells go through, but they go through this more quickly because interrupts cannot be

responded to with non-interrupts... they can only be interrupted again.

Interrupts are resolved immediately unless they in turn are interrupted. [Page 46] If an interrupt is interrupted, it waits until either the spell/effect that interrupted it resolves or until that spell/effect that interrupted it is put "on hold" because it targets a spell as per the ordering rule below.

Untargeted interrupts do not target the spell they are interrupting. They just "interrupt" it and will not let they spell are are interrupting resolve until after they do.

If more than one interrupt is announced which targets a given spell, all of the interrupts declared by the caster which target the spell being interrupted resolve before any interrupts by the opponent which target the spell. This is called the ordering rule. [Page 46] Interrupts resolve in the order that they become successfully cast and not necessarily in the order they become announced. [Aahz 02/01/96] (This last part is a REVERSAL of what has been in these summaries before.) Note that this is the caster of the spell being interrupted and not the current player. Also, note that page 46 of the Fourth Edition rulebook does not limit this ordering rule to targeted interrupts like the Revised Edition rulebook did. This is an error in the Fourth Edition rulebook.

The rule about order of resolution is an absolute one. All interrupts by the caster of the spell/effect which target that spell/effect must resolve before any of the opponent's interrupts which target that spell/effect. Once one of the opponent's interrupts that target a spell resolves, the caster can no longer target that spell with interrupts. [WotC Rules Team 11/16/94] The result of this is that an interrupt which targets a spell is said to go "on hold" if it is cast by the opponent of the spell being targeted and if the caster of that spell has an unresolved interrupt which targets that spell. The interrupt goes "on hold" after it becomes successfully cast and waits to resolve until the caster no longer has any unresolved interrupts targeting the spell.

Tapping land for mana is an interrupt, but since it does not target anything it will resolve immediately (unless interrupted).

An interrupt which counters a spell or effect can be used at this time.

An interrupt which modifies the color, target or wording of a spell can be used at this time to change how the spell will resolve. [D'Angelo 05/19/95]

An interrupt which modifies the color or wording of a permanent that was used to generate an effect will not modify the effect in any way. [D'Angelo 05/19/95]

Fork is a special case interrupt since it adds a spell to the stack. If you are Forking a spell that you cast, then your Fork will go before your opponent's interrupts and will always make a successful copy. If the original is countered after that point, the copy still exists. If you are Forking your opponent's spell, then they can possibly counter the original before the Fork resolves and cause the Fork to fizzle because its target no longer exists.

Once a Fork is completed, the new copy is placed on the spell on top of the spell/effect being Forked. This makes the copy resolve before the original. [bethmo 05/03/94] The copy created by Fork is not put onto the spell stack until after the original is put onto the spell stack at the end of this step.

Note that the copy created by the Fork is never actually cast and so it cannot be the target of interrupts. It is just the result of the casting of Fork. [Aahz 12/14/94]

There are no official rules for what order interrupt which target a single spell resolve in multiplayer games. One suggested strategy is to let the spell caster's interrupts go first, then go around the table in the order of play.

1.23 The Spell Stack

The Spell Stack:

Once all interrupts to a spell/effect are resolved, the spell is placed on the spell stack. At this point it is considered "cast", "activated" or "used" (as appropriate).

Spells/effects do not take immediate effect. Once they are cast, they are placed on the spell stack and all players get a chance to respond to this with additional spells/effects. The additional spells/effects are placed on top of the stack as they become cast.

The rulebook refers to a spell stack as a "batch".

Once all players are done adding spells/effects to the spell stack the stack resolves in the reverse order to the order spells/effects were declared. That is, the top of the stack resolves first, then the next spell/effect down, and so on. The first thing on the stack resolves last. [Page 46]

A spell stack during the main phase can be started with any non-interrupt fast effect or with a non-fast effect by the current player. At other times, a spell stack can be started with any non-interrupt fast effect.

A spell stack can only have non-interrupt fast effects added to it once it has been started.

There is no enforced order as to which player puts things on the stack. You do not need to alternate one player and then the other.

See

Who Announces First
in this section for more information.

The resolution of the spell stack is done all at once. You cannot announce any spells/effects (even interrupts) during the resolution of the stack.

When a spell/effect resolves, all the effects--meaning anything that is not

a cost (See the
Costs
entry for more information)--takes place.

Damage from a spell/effect does not take effect immediately. It is saved up until the spell stack is done resolving and then it is applied all at once. [Page 47] See
Damage Prevention
in this section for more
information.

A spell which will not become a permanent goes the graveyard once it has been resolved or countered. It does not go when announced.
[Duelist Magazine #5, Page 122]

It is possible for a spell/effect to fail in resolution because its target is made illegal. Targeted spells/effects check their target for validity when they resolve and will fizzle if the target is not valid. [Page 47]
See the
Targeting
entry for more information.

Destroying or modifying the source of a spell/effect after it is cast will never cause the effect to fail or change in any way. [Page 47]

+ Note that creatures check lack of islands in play and other continuous effects during each effect's resolution. If an effect has multiple parts (such as Balance), resolve all parts before checking.
[WotC Rules Team 11/16/94] Since it checks during resolution, if an effect takes away all of your Islands and then gives you back one, a Sea Serpent will still have a bury effect on it. [Aahz 08/20/96] These kinds of creature deaths are dealt with in a damage prevention step immediately after the effect resolves. See
Damage Prevention
in this section for
more information.

Creature toughness is not checked to see if it goes below zero or below the current amount of damage on a creature until the end of the stack.
[Aahz 07/09/95]

As an exception to the "you cannot announce spells/effects during the resolution of the spell stack", you can use Aladdin's Lamp or Jandor's Ring when resolving a draw effect because these cards specifically say they modify a draw as it resolves. [Aahz 11/30/95]

1.24 Who Announces First

Who Announces First:

If both players want to announce something, the current player always gets the chance to announce first. If they decline to do something, the other player can announce something. [Page 44] If the current player does not

do something and then the other player declines to announce something, the current phase/step ends immediately. The current player does not get another chance. [PPG2 Page B-97] This latter part really forces the current player to act if they want to act at all.

The "speed" of the spell/effect does not matter in deciding who announces first. It only matters if it is legal to be cast at this time. The current player can go first even if the spell they want to cast is a non-fast effect and the opponent has a fast effect.
[Duelist Magazine #3, Page 22]

The opponent should not announce a spell effect unless the current player has indicated that they have nothing to announce. Getting permission is tedious, but it does solve rules fights. Making eye contact is a good thing to do as well.

The effect of the current player announcing first is that the current player can always be the one to start a spell stack if they want to be.

There are no official rules for what order players announce spells/effect in multiplayer games. One suggested strategy is to let the current player go first, then go around the table in the order of play.

If a the current player skips on to a new phase when the opponent wanted to announce something, or a player announces multiple spells/effects at one time without a chance to respond, or the opponent announces something when the current player was going to do so, then you should back up the game and continue from the point where the goof-up occurred. [Page 44] Players are not bound to follow the same set of actions they did after that time. You should stop the game as soon as possible by jumping in with a "Wait! I want to do something". Letting something pass without saying "Wait" is quiet agreement with what they did.

You cannot make someone back up because you forgot to do something, even if it is something you "usually do". They may allow you to if they want but they are not bound to do so.

Strictly speaking you have to notify your opponent at every point what you are doing with things like "I'm announcing this spell, do you want to interrupt it", "I'm done with this spell stack, do you want to add anything to it before it resolves", and "I'm done with the xxxx phase, do you want to do anything". This is very annoying and breaks up game play, but if you are having problems with a given player, fall back on this until you learn to deal with each other.

Once the opponent has been given the right to announce a non-interrupt, they are entitled to use any number of interrupts prior to announcing the non-interrupt. Once they announce an interrupt, the current player once again has precedence in announcing future interrupts, but once the interrupts resolve, the opponent is guaranteed to announce their non-interrupt still without the current player "stealing" that right back.
[Aahz 07/09/95]

1.25 Simultaneous

Simultaneous:

Very few things in magic are simultaneous, meaning "happening as an indivisible and unordered action". While many things are indivisible, they are usually broken up into steps which are taken in order. be careful with the use of this term. The rulings summaries try to use this term only when it applies.

- + If something is to be done simultaneously with something else and both things have decisions to be made, all decisions are made before you do anything. Then you do all the simultaneous actions. For example, untap is simultaneous, but you may need to decide what to untap. If so, you do so before untapping anything. This way, the untapping of any one thing (or more generally, any part of a simultaneous action) cannot affect any of the others. [D'Angelo 08/01/96]

1.26 Specialized Timing Effects

Specialized Timing Effects:

There are effects which happen when you cannot normally cast a spell. These effects cause a small timing bubble to open in which only certain things can be done.

In the timing bubble, only interrupts which directly produce mana are allowed. Even things like Ley Druid are prohibited. [Aahz 05/19/95] Even then, you can only draw mana if it is required for the effect. If you do draw mana, however, you can draw more than is needed. [Aahz 12/18/95]

Triggered effects are the most common kind of specialized timing effect, but some spells let you take actions during their resolution.

- + If more than one player can use a non-triggered specialized effect at a given time, use the normal timing rules to decide who announces first.
- + Non-triggered specialized effects resolve as soon as they become successfully cast. They cannot be responded to. [Aahz 08/21/96]

1.27 Triggered Effects

Triggered Effects:

There are many effects in the game happen when something else happens. These are called triggered effects. In general, if a card says "when

or if such and such happens, do such and such" or "for each such and such that happens, do such and such", it is defining a triggered effect. Things that say "gets such and such for each such and such permanent in play" is a continuous effect and is not triggered. [D'Angelo 07/15/96]

Triggered effects most often are simply continuous effects like Psychic Venom's dealing of damage when the land it is on is tapped or Lifetaps giving one life point when your opponent taps a Forest.

If an event triggers more than one triggered effect, the current player resolves their triggered effects in any order they want, then the other player resolves their triggered effects in any order that player wants. [Aahz 10/05/95] For example, Enduring Renewal is in play and there is a creature in play due to Dreams of the Dead. When the creature dies, both effects will trigger. If Renewal resolves first, then the creature ends up in your hand. If Dreams of the Dead resolves first, then the creature leaves the game. If you control both effects, you choose the order. [Duelist Magazine #8, Page 51]

Triggered effects nest. If one triggered effect's resolution causes two triggered effects. Then during the resolution of the first one of these effects, another effect is triggered, the newly triggered effect is resolved prior to going back and resolving the second of the original pair. [Aahz 06/25/96] Note that nesting does not mean that the triggered effects resolve during the middle of the resolution of another triggered effect. They just get dealt with immediately following its resolution and prior to dealing with anything else.

Note that there is one damage prevention step shared by all simultaneously triggered effects. [Duelist Magazine #7, Page 35] The same damage prevention is also shared by any nested effects. [Aahz 07/16/96]

Note that the PPG has an incorrect ruling on page B-110. It says that triggered effects which are "automatic" happen in the order the source of that effect entered play. This ruling was Reversed after the PPG went to print. The correct ruling is above. [Aahz 01/23/96]

Whether or not a triggered effect is automatic or has a choice has no effect on the order of resolution. [Aahz 06/27/96]

Effects that trigger when something leaves play do not actually resolve until after the card reaches its new destination (graveyard, hand, out of game, etc). Continuous effects of cards also end at that time. [Duelist Magazine #8, Page 51]

Effects that say "If something goes to destination A, put it in destination B" can only move the something to B if the something is in A when the triggered effect is resolved. [WotC Rules Team 10/18/95] Since triggered effects happen at faster-than-interrupt speeds, this almost always happens. The only way the something won't be in A is if more than one triggered effect happened at one time. See other rulings for what order they resolve in.

Effects that say "If something leaves play, do something to it" will only work if the something is in the same location that it left play to. For example, if it says "If creature leaves play, remove it from the game" and the card is sent to the graveyard, but before this effect resolves it is

instead sent to the hand, the remove from the game will fizzle.
[bethmo 06/26/96]

Some triggered effects give the option of using the effect. For example, the Verduran Enchantress lets you choose to draw a card when an enchantment is successfully cast. This option must be exercised immediately or it cannot be used at all.

If a triggered effect has mana cost to be paid to use it, then a small timing bubble occurs in which you may use interrupts to draw mana. No other spells/effects of any kind may be used by either player.
[WotC Rules Team 05/10/95] For example, if a Counterspell is cast successfully, you may tap mana and power up your Crystal Rod in a special operation before the Counterspell resolves.

Effects which trigger on you losing control of something also trigger if it leaves play. [Bethmo 01/15/96]

Triggered effects are considered to "trigger" as soon as the thing it is triggering on happens, but they may not resolve immediately. For example something may trigger during the middle of the resolution of a spell but will wait for the spell to finish resolving before the triggered effect resolves.

- + Triggered effects are controlled/owned by the controller of the permanent which triggered the effect at the time the effect is triggered (which may not be the same as the controller at the time the effect resolves).
[D'Angelo 07/22/96]
- + The effect of a Legend burying itself since it is the newest in play or an enchant something burying itself since it has an illegal target is considered to be controlled by the controller of the permanent that is burying itself. [D'Angelo 07/30/96]

1.28 Damage Prevention

Damage Prevention:

Damage prevention is a special Triggered Effect that happen at the following times: [Duelist Magazine #7, Page 35]

- After resolving a spell stack in which something was damaged.
- After resolving a continuous effects or interrupt which damaged something.
- After resolving an effect which destroys or buries anything.
- After resolving the First Strike damage dealing step of an attack in which anything was damaged.
- After resolving the normal damage dealing step of an attack in which anything was damaged.
- After any spell stack resolves in which the toughness of any creature is lowered so that it now is dying.

Sacrifices and loss of life, both of which are unpreventable, do not cause a damage prevention step. [Duelist Magazine #7, Page 35] Neither do

the burying of an enchantment because its target becomes illegal and the burying of a creature when its Animate Dead is removed. [Aahz 11/06/95]

All damage or destructions which happen at the same time are handled in one damage prevention step. [Duelist Magazine #7, Page 35] For example, all damage from normal damage dealing is handled in one step, as are all the destructions caused by Nevinyrral's Disk.

Damage due to a spells in a spell stack is handled at the end of the spell stack resolution. [Duelist Magazine #7, Page 35] A damage causing spell does not actually assign the damage until the end of the spell stack. Thus, if a damage prevention step were triggered between the resolution of a Lightning Bolt and the end of the spell stack, the damage from the Lightning Bolt would not be on its target at that time.

Damage due to continuous or Triggered Effects is handled immediately. If a single action/effect causes multiple triggered effects to do damage, then they are also handled all in one damage prevention step. [Duelist Magazine #7, Page 35]

Bury effects do cause a damage prevention since they are not 100% unpreventable. You just cannot regenerate from them. Cards like Pyramids can stop a bury. [Aahz 07/16/96]

Because there are many ways to trigger them, multiple damage preventions may happen in a single spell stack. For example, player A taps a land with Psychic Venom to get a point of red mana (damage preventions for Psychic Venom damage because it comes from a continuous effects) then taps other lands for more mana. Player A then casts Fireball split to target 3 creatures... one of which is a regenerating Fungusaur on player A's side. Player B is tired of the Fungusaur and casts Terror on it. Both players say they are done with the spell stack. Terror resolves first and the Fungusaur is buried (damage prevention step here). Then the Fireball is resolved and damage gets delivered to 2 creatures but it waits for the stack to resolve to be applied. The third part of the Fireball fizzles. Lastly, damage prevention from spells during the spell stack is handled. [Aahz 10/21/94]

The damage prevention step differs from other triggered events. If multiple permanents are damaged or destroyed at the same time, go through the damage prevention steps all at once, not one at a time. Also, any player may play damage prevention related spells/effects as well as interrupts of any kind. [Page 60]

A damage prevention step occurs even if there is no hope of preventing the effect in question. Often it is meaningless and can be ignored, but it is always there (much like upkeep phase).

Here are the detailed sub-steps of the damage prevention step:

Step A: Damage Prevention & Redirection

During this step, any new damage that is on creatures or players is considered "pending" and has not yet been successfully "dealt". [D'Angelo 11/07/95]

This is the only step in the game where damage prevention, damage redirection, and regeneration spells/effects can be used. Interrupts and Triggered Effects (like the Lucky Charms) are also allowed. [Page 60] Any player may use these effects.

There are some effects, such as Eye for an Eye, which are not strictly damage prevention but are used at this time. These effects are ones that interact with damage. [Duelist Magazine #7, Page 36]

Any number of stacks of spells/effects can be used during this step and all the normal timing rules for announcing and resolving effects take place. [Duelist Magazine #7, Page 36]

Continuous effects which reduce damage or prevent death are applied first. Things like Protection from Color and other "damage is reduced to zero" take place at this time. So do automatic death preventions like Consecrate Land. [Duelist Magazine #7, Page 36] They are also applied immediately after any redirection of damage.

If a permanent gains an ability with a continuous effects to reduce damage (such as Protection from Color) during the damage prevention step, this ability will not affect any damage already on the permanent. [Aahz 06/20/96]

Prevention spells are targeted at the damage, not the source of the damage, and not usually at the affected creature or player (but read the card). [Page 60] A lot of older cards say they target the creature or player. In any case, prevention spells can only be used when there is something to prevent (and fizzle on resolution if there is nothing left to prevent when they resolve).

When preventing damage, damage can be removed in any order. This means you can remove Trample damage first and leave non-Trample damage, or remove damage of one color before damage of another color. [bethmo]

Apply any forms of damage redirection that are in use. You can prevent damage before and after any redirections. Jade Monolith and Personal Incarnation are some redirection choices. Note that in some cases you must redirect the damage but can prevent it first. See the

Damage Redirection
entry for rules on redirection.

Regeneration effects can be used if a creature was destroyed or still has lethal damage on it. Using regeneration taps the creature (if it is not already tapped) and causes damage on the creature to be ignored (you can, however, use damage prevention on that damage) and prevents any destroy effects which are on the creature as well. (See the

Regeneration
entry for more information.) The damage will be considered successfully dealt for purposes of effects in step B.

Note that if a creature is "buried", "cannot regenerate", "removed from game", or "sacrificed" it may not regenerate. [Page 33]

Ali from Cairo, Veteran Bodyguard and Martyrs of Korlis have their

effects resolve at the end of this step. They are not fast effects used during this step. If they result in redirected damage, a second damage prevention step will follow this one.

[Duelist Magazine #6, Page 21] Sustaining Spirit works at the end of this step, too. [WotC Rules Team 06/27/96]

If an interrupt or Triggered Effects damages or destroys a creature during this sub-step, the damage or destruction is handled during this step. [Duelist Magazine #7, Page 36] In other words, damage prevention steps cannot be nested.

If a creature is removed from play, then any damage on it is also removed from play. [Aahz 11/21/95] Only Safe Haven and sacrifices can be used to get the creature out of play (and sacrifices can only be used if the creature does not have lethal damage). [D'Angelo 11/21/95]

Tapping a blocking creature at this time to use a damage prevention effect is legal and will not undo the damage the blocker already did. [Duelist Magazine #5, Page 37]

The effects of cards which have been killed or otherwise and are on their way to the graveyard can be used during this step if they are otherwise legal. [D'Angelo 06/21/96]

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Step B: Damage Results

During this step the "pending" damage that was not prevented is successfully "dealt" to the creature. Even damage marked as "ignored" due to Regeneration is considered successfully "dealt".

No spells or effects other than triggered ones can be used.

Effects due to damage being dealt happen at this time. For example, the Hypnotic Specter would cause a player to discard a card at this time if it damaged them. [Duelist Magazine #5, Page 37] El-Hajjaj and Spirit Link also happen at this time. If damage or destruction happens, it will be dealt with in a following damage prevention step. [Duelist Magazine #6, Page 21]

Damage is still considered successfully dealt if the target of the damage is not still a creature at this time. Effects due to damage will still happen if they make sense, but the target is considered to have zero power and toughness for things like El-Hajjaj or such. Note that the target had to be a creature when the damage effect resolved in order to be damaged at all. [WotC Rules Team 09/22/95]

Trample damage in excess of the a creature's toughness is applied to the player at this time. Unprevented damage is applied with non-Trample first and then Trample damage, so that there is the greatest chance of Trample working. There will be a second damage prevention step following this one to resolve the Trample damage. [Duelist Magazine #5, Page 122]

Note that if a creature regenerated that the damage on it is still there

(but is ignored when checking to see if the creature dies) and that damage can still cause Trample effects or other effects which take place due to damage being dealt. Regenerating a creature does not stop the damage from being successfully dealt.

[Duelist Magazine #5, Page 37]

Note that Trample damage redirection is applied before checking to see how much damage is successfully dealt to the creature. Trample damage which is redirected to the player is not considered to have been dealt to the creature. [Aahz 11/11/95]

If both players have effects happening at this time, the current player resolves the effects of anything they control first (in any order they want to) and then the opponent resolves theirs.

[Duelist Magazine #6, Page 21]

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Step C: Send Creatures to Graveyard

No spells or effects other than triggered ones can be used.

Review the unprevented and not "ignored" damage. If the creature still has enough damage to be killed or it has an unprevented destroy effect on it, it goes to the graveyard.

If a creature started damage prevention with a zero toughness or with lethal damage but by some means now has a greater than zero toughness and less damage than toughness, it will not die.

[Duelist Magazine #5, Page 122] For example, if a Nightmare enters damage prevention because you have no Swamps, you can use the interrupt Magical Hack to make it depend on a land type that you do have and it will live because it was dying due to zero toughness and now has toughness. If you have a Sea Serpent die due to no Islands, however, it will not live if you hack it, since the "buried if you have no Islands" is an absolute effect. [Duelist Magazine #7, Page 37]

If the target is not still a creature it cannot die due to damage.

[WotC Rules Team 09/22/95]

--

Step D: Apply Death Effects

- + This sub-step is basically all the triggered effects due to creatures dying or otherwise leaving play. It is shown here as a step to make it clear that no effects trigger until after all creature deaths in sub-step C are completely resolved.

No spells or effects other than triggered ones can be used.

Death events are generated. These events may trigger other triggered effects such as the Sengir Vampire's gaining of a token, use of a Soul Net, damage from Creature Bond, or the gaining of a counter by the Limited/Unlimited Edition Fungusaur.

1.29 Duration of a Spell/Effect

Duration of a Spell/Effect:

The effect of an interrupt is permanent.

The effect of all spells and effects are permanent unless otherwise stated on the card. [WotC Rules Team 09/22/95] This is a REVERSAL of the long-standing rule which said that the effects of all non-interrupts was only until end of turn unless otherwise specified. This results in a LOT of errata on cards from prior to Fourth Edition, so when reading older cards you will want to check the card rulings for errata or just read them with the old ruling in mind.

1.30 Characteristics

Characteristics:

The characteristics of the source of an effect (i.e. color, power, or anything else which might be relevant to how the effect works) are set when the effect is announced. The characteristics of the target are set when the effect itself resolves. Interrupts to a spell (but not to an effect) can be used just after announcement to alter the characteristics of the spell. [Duelist Magazine #5, Page 122] For example, using Giant Growth on Tracker after his ability is announced will not increase his amount of damage, but doing it on the target will increase the target's amount of damage.

Targets are also fixed. If you use an Orcish Artillery, you will take the damage even if you lose control of it before it resolves because the "you" on the card is set when the effect is announced.

1.31 Glossary of Magic Topics

Glossary of Magic Topics

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Walls

'X' Cost

1.32 Activation Cost

Activation Cost:

An activation cost is anything listed as "xxx : effect". [Page 26]
(See the
Costs
entry for more information as to what constitutes a
cost.)

Only the controller of a permanent can pay a cost. [Page 26]

Unless otherwise stated on the card, activating a special ability is valid any time an instant would be valid. [Page 27]

A single cost payment cannot pay for multiple different cards. For example, sacrificing a single artifact will not feed two Atogs.

Permanents which has an activation cost cannot have that cost paid more than one time in a single activation. [WotC Rules Team 06/27/96]
This is a MAJOR REVERSAL of a ruling which has existed since the dawn of time. It used to be that you could pay any activation (which did not include tapping or sacrificing the source of the effect) more than once in a single activation. For example, Pestilence could be used in 4 activations for 1 damage each or in one activation of 4 black mana to do one packet of 4 damage. This is no longer true!

There is no longer a difference between an 'activation' and a 'use'. Each activation can include only one use now. [WotC Rules Team 06/27/96]
It used to be possible to do more than one use in an activation.

If an ability can be used only once per turn (or once each time something happens), it can only be paid for once a turn (or each time it happens). It (roughly) is equivalent to "no more than <cost> can be spent this way each turn". But it is not exactly the same since cost changes will not affect the number of uses. [D'Angelo 06/21/95]

A restriction like "no more than BB can be spent this way each turn" effectively limits the number of uses. Note that if the activation cost is increased or decreased that the number of uses that is possible may change, and it may even become zero. For example a Roterohopter with Power Artifact can be given +4/+0 since this can be done with a payment of 4 mana. [WotC Rules Team 11/10/95]

If an activation of an effect does damage the damage arrives in one packet for each activation. [WotC Rules Team] When activations and uses were not the same, you could put 4 mana into a Rocket Launcher in one activation to do 2 damage. This is no longer the case. You now have to do each activation separately.

Effects that make an enchantment or artifact activation more expensive apply once per activation. For example, if Gloom (Revised or Fourth Edition) were in play and Holy Armor was used 5 times in sequence, you would have to pay 20 mana (5*(1+3)) for the +0/+5 bonus. [D'Angelo 06/28/96]

Paying an artifact or enchantment use cost is not considered to be "casting a spell" and so it cannot be countered by something which counters a spell (such as Counterspell, Deathgrip, etc.) [bethmo]

- + The term "Mono Artifact" was used on Limited/Unlimited/Arabian Nights/Antiquities cards to mean that the artifact had "Tap" as part of the activation cost (if it had one) or as the activation cost (if it had no activation cost before). When playing one of these cards, keep this in mind.

1.33 Animated Lands and Artifacts

Animated Lands and Artifacts:

Animated lands do not automatically get a color. They are by default colorless. Note that just because they are colorless does not make them artifacts. [Peterson 10/14/94]

Animated lands and artifacts fall under all the rules for creatures with regards to summoning sickness. This means that unless the card started your turn in play on your side, that it cannot be tapped for any ability or used to attack. See the
Summoning Sickness
entry
for more information.

Animated lands have casting costs of zero. [bethmo]

When a land or artifact de-animates, any enchant creatures on it are immediately buried.

When a land or artifact de-animates, any counters on it that specifically apply to creatures are not removed. These counters just don't do anything until the land or artifact becomes a creature again. For example, a +1/+1 counter from Dwarven Weaponsmith remains.

When a land or artifact de-animates, any duration effects which specifically apply to creatures (like "+1/+1 until end of turn") stay in effect until the duration would normally end. If the land or artifact becomes animated again before the duration ends, the effect kicks back in immediately.

When a land or artifact de-animates, any damage on it remains until end of turn, when it is healed normally. If the land or artifact becomes animated before the end of turn, the damage is still there.
[WotC Rules Team 09/22/95]

The Fourth Edition Kormus Bell has errata to remove the word "black". It does not make the animated lands black creatures. They are colorless.
[Duelist Magazine #5, Page 10]

1.34 Artifact

Artifact:

Artifacts which are not creatures or lands lose their abilities when they become tapped. Any continuous effects cease and any activation costs cannot be paid. [Page 31]

There are three systematic exceptions to artifacts turning "off" when tapped. They are: 1) any upkeep costs, even ones in the card text, must still be dealt with, 2) any abilities which are used to untap the artifact automatically override this rule, 3) any time the card says something happens when it is in a tapped state (i.e. Mana Vault damage). [WotC Rules Team 10/18/95]

Artifacts have no color but can be xxxxlaced into a color. [PPG Page 93]

The artifact quality of a card has nothing to do with its color. If you Chaoslace an artifact, it is now a red artifact. [bethmo]

See the

Lucky Charms
entry for information on the "gain 1 life when"

artifacts.

The term "Mono Artifact" was used on Limited/Unlimited/Arabian Nights/Antiquities cards to mean that the artifact had "Tap" as part of the activation cost (if it had one) or as the activation cost (if it had no activation cost before). When playing one of these cards, keep this in mind.

The term "Poly Artifact" was used on Limited/Unlimited/Arabian Nights/Antiquities cards to mean that the activation cost did not include tapping.

The term "Continuous Artifact" was used on Limited/Unlimited/Arabian Nights/Antiquities to mean that the artifact had no activation costs.

See the

Activation Cost
entry for more information.

1.35 Artifact Creature

Artifact Creature:

Artifact creatures can use abilities even when tapped, just like creatures can. [Page 31]

Artifact Creatures cannot attack the turn in which they are put into play or do any action which would cause them to be tapped. They have all

the limitations that regular creatures do. [Page 31]

The effects and abilities of artifact creatures (or artifact lands) can be used even when the creature (or land) is tapped (as long as tapping is not part of the use cost). [WotC Rules Team 04/26/95]

Artifact creatures are not "summon" spells. [Page 31]

+ These are considered "creature cards" while in play, in your hand, in the graveyard, or anywhere else.

1.36 Attack

Attack:

See the section on the
Attack Phase
for information about attacks.

You only get one attack on each of your turns.
[Duelist Magazine #5, Page 35]

You attack another player. You cannot attack yourself and you cannot attack specific creatures. [Page 19]

Special abilities of creatures, such as Tim's poke, are not attacks. Neither are spells like Fireball or Lightning Bolt. These are just spells and effects. An Attack is something special in Magic.
[Duelist Magazine #5, Page 35]

1.37 Attack or Die Effects

Attack or Die Effects:

Several creatures and spells have the ability to force a creature to attack or be destroyed. These include Siren's Call, Nettling Imp and Norrit.

See the
Must Attack
entry for more information.

Creature is destroyed if it cannot attack. This includes a Sea Serpent which cannot attack if opponent has no Islands, non-flying creatures which cannot attack if the opponent has an Island Sanctuary, or if the creature is in a tapped state and cannot attack. [Aahz]

Can affect a tapped creature. [Snark]

Creatures can regenerate if they are destroyed from this effect, but not if they are buried.

Does not count as making the creature "on its way to the graveyard" until the actual destroy effect kicks in at the end of the turn.

These effects can only affect a creature or set of creatures if used on the appropriate player's turn. Thus, you cannot use it on your turn to affect an opponent's creature. In multiplayer games, you cannot make affect a creature unless it is that player's turn.
[Duelist Magazine #4, Page 64]

Can only be used prior to the attack on a player's turn. Cannot be used after the end of the main phase even if the player did not declare an attack. [Aahz 04/11/95]

1.38 Banding

Banding:

Banding consists of two separate abilities, which can be referred to as "mutual assistance" and "damage sharing". [PPG Page 86]

Mutual assistance only applies to attacking creatures. It is an agreement that if any one of the attackers is blocked, that the whole group will stop and gang up on the blocker(s).

Damage sharing applies only when damage is assigned during the attack phase due to attacking or blocking. This part of the ability applies to attackers and defenders and allows the players(s) with banding in their group to distribute damage among the banded creatures.

The attacking player needs for all or all-but-one of the attacking creatures to have banding ability in order for the attacking group to be considered banded. [Page 36]

The creatures in an attacking band is set when the attackers are announced and cannot be changed after that unless banding ability is removed from one of them. [Page 36]

The defending player needs to only have one creature with banding blocking an attacker for all the creature blocking the attacker to gain the benefits of damage sharing. [Page 38]

Creatures do not "band for defense". Even without banding multiple creatures can choose to block one attacker. Creatures must still be able to block the attacker in order to be declared as a blocker. For example, if a Serra Angel is attacking, you cannot choose to "band" your War Mammoth with your Mesa Pegasus as a defense. The Mammoth simply cannot block the Angel.

To block an attacking band with a creature, your blocker only need to be able to block one of the creatures in order for mutual assistance to

kick in and have it block the entire band of attackers. [Page 36] For example, a Mesa Pegasus banded with an Invisible Scathe Zombies can be blocked by either a flying creature or a Wall.

If the conditions for banding are met (i.e. one banding creature in a group of blockers or all or all-but-one in a group of attackers), then the damage sharing ability automatically kicks in. You cannot choose not to use it.

Damage may be divided up among a banded group any way you want to. You can give all of it to one creature or any other way you want. [Page 36]

Assigning more damage to a creature than it can survive is allowed. [Page 38] If some or all of the extra damage assigned to a blocker is Trample damage, it does go past and damages the defending player.

Each member of a Band of attackers is a separate source of damage. Banding just allows a group to be blocked or let through as a whole, and for the ability to distribute damage. It does not mean that the creatures act as one. [Page 37]

Grouping or banding in defense or banding to attack, does not change the actual power, nature, or color of the creatures attacking. When damage gets distributed, the damage still has color and may have Trample or other special abilities. [Page 37]

If Banding is removed after attackers are declared but before blockers are, then it is possible to split the band into pieces. Reconsider the assignment of the band at this time. If a creature must exit the band, the attacker may decide which creature it is. This creature becomes a lone attacker.

If Banding is removed after blockers are declared, the attackers are still considered as Banded for attack purposes, but at least one member of the band must still have Banding at damage dealing time to maintain the right to distribute damage as desired. [Duelist Magazine #5, Page 123]

If a Banding creature in a defending group is killed before damage dealing and it regenerates so that it is still in play, it can still contribute the ability for a defender to distribute damage among the remaining defenders. Damage cannot be assigned to the regenerated creature, however. [WotC Rules Team 09/15/94]

Banding on attack does not work like Banding on defense. Banding must be declared along with the attack. If a defending creature that can block more than one attacker chooses to block a creature that has Banding and one that does not have Banding, the two attackers are not considered to be Banded. Note that this is different from the opposite case where two blockers block one attacker and one of the blockers happens to have Banding.

Prior to Fourth Edition, this ability was called "Bands" rather than "Banding".

1.39 Bands with Other

Bands with Other:

Bands with Other rules were introduced in the Legends expansion set and have not been seen in any other set as of yet.

Creatures with the ability 'bands with other <creature type>' have a limited form of the banding ability. When attacking, a creature with this ability may join with any number of attacking creatures as long as they all have banding or 'bands with other <creature type>' where the creature type listed is the same. The choice to use this ability must be announced when the attack is declared. These creatures must then be treated as if they had joined together using the regular banding ability. When defending, if at least two creatures with the ability 'bands with other <creature type>', where the creature type is the same, block the same attacker or attackers, then the damage from the attacking creature or creatures is distributed among all the blockers of this attacker as the defending player decides.

[Legends Rulecard -- exact and complete text]

This ability is similar to Banding but only allows creatures with this ability to band with others of the appropriate type. For example, Wolves of the Hunt (as created by the Master of the Hunt) can Band with Other Wolves of the Hunt.

This ability does not allow for creatures without the ability to join in. The key is the <creature type> specified. If the types match, then they creatures can band together.

Creatures with full Banding ability may join the band. [Legends Rulecard]

If Bands with Others is removed after attackers are declared during an attack, then it is possible to split the band into pieces.
[Duelist Magazine #2, Page 9]

If Bands with Others is removed before blockers are declared, the attacker may completely rearrange the banding choices for all of their creatures. [Duelist Magazine #2, Page 9]

If Bands with Other is removed after blockers are declared, then the attacker may still rearrange but any creature which was blocking the band is still considered to be blocking every member of that band.
[Duelist Magazine #2, Page 9]

It is possible for a blocker to end up blocking two un-banded attackers or even two separate banded groups. If there are two groups blocked by one defender, then the defender chooses how to divide damage between the two groups. [Duelist Magazine #2, Page 9]

1.40 Blocking

Blocking:

The rules differentiate between being "assigned to block" or "assigned a blocker" from "blocking" or "blocked". The first two only happen during the "Assign Blockers" step of the attack. The latter happen no matter how a creature gets blocked. [WotC Rules Team 09/22/95]

A creature is "assigned to block" another creature by a specific action taken during the "Assign Blockers" step of the attack.
[Duelist Magazine #8, Page 46]

Some effects can result in a creature being blocked or blocking without actually being assigned. For example, when a blocker is assigned to one member of a band of attackers, the other attackers in the band are blocked but were not "assigned" a blocker. [Duelist Magazine #8, Page 46]
Also, General Jarkeld and Sorrow's Path can swap blockers such that they are now blocking different creatures but never were "assigned" to block them. [WotC Rules Team 09/22/95]

See individual card entries to see if they depend on this distinction.

If a blocking ability does not indicate that it happens when or because of blockers being "assigned", it is safe to assume that it works no matter how a creature becomes blocked. [Duelist Magazine #8, Page 47]

Any effects due to being blocked or made into a blocker happen just after the end of this step. If the effect has a delayed portion (such as the Thicket Basilisk's ability) then the effect is considered active but won't do anything until the delay is done. [Duelist Magazine #8, Page 47]

Conditions for a blocking ability are checked when the block happens and may set up a delayed effect. The effect will happen even if the creature becomes ineligible for the effect later (i.e. a War Mammoth blocks an Abomination but is Chaoslaced before the end of combat).
[Duelist Magazine #8, Page 47]

Conditions are not constantly rechecked. For example, if a Hill Giant blocks an Abomination, it is not marked for destruction. Then if it is lifelaced to green later, it will not be rechecked to discover that it is now eligible for the effect. [Duelist Magazine #8, Page 47]

1.41 Bury

Bury:

This term means "is destroyed and may not regenerate". [Page 58]

The Limited/Unlimited/Arabian Nights/Antiquities cards did not use this term.

1.42 Cantrips

Cantrips:

Cards which say "Draw a card at the beginning of the next turn's upkeep" are called 'cantrips'.

You draw a card at the beginning of the next upkeep after you cast the spell or use the effect (as appropriate to the card). In a 2 player game this usually means your opponent's upkeep. You do not necessarily wait for your next upkeep. [WotC Rules Team 06/15/95]

If a targeted cantrip fizzles you do not draw a card for it.
[WotC Rules Team 06/15/95]

If a cantrip is countered you do not draw a card for it.
[Duelist Magazine #7, Page 8]

1.43 Card Text

Card Text:

Something that affects "each X and Y" affects everything that counts as an X and/or counts as a Y. It will not affect anything twice.
[WotC Rules Team 11/10/95]

The text "target X or target Y" is the same as "target X or Y" and is just spelled out to make the targeting more clear.
[WotC Rules Team 11/10/95]

1.44 Casting Cost

Casting Cost:

The "casting cost" of a spell is number of mana points, regardless of color which are specified in the upper right hand corner of the card.
[Page 58]

If there is an 'X' in the cost, consider the amount paid in 'X' to be part of the cost during casting, but to be zero after the card becomes a permanent. [Page 58]

The "casting cost" does not include any extra mana that was spent to overcome obstacles like Gloom or Power Sink. [bethmo]

Nothing can increase the cost to cast an already-cast spell. For example, you cannot Sleight of Mind a Gloom enchantment to make green

spells cost 3 more after a green spell is cast and expect 3 extra mana to have to be spent. [bethmo]

Token creatures and animated lands have casting costs of zero. [Page 58]

Creatures with Animate Dead have a casting cost equal to the cost on the creature card, not that of Animate Dead. [bethmo]

1.45 Color

Color:

Black, Blue, Green, Red and White are the only colors in the game. [Page 58]

Artifact is not a color. [Page 58]

Colorless is not a color. [Page 58]

"Gold" is not a new color in the game. It is just used to help identify cards with more than one color. [Aahz 06/15/94]

1.46 Colorless Mana

Colorless Mana:

The colorless mana symbol is a grey circle with a number in it. [Page 11]

A colorless mana symbol of cost N when used in a spell or effect cost or as part of a payment indicates that N mana of any color needs to be spent. [Page 11] For example, an Artifact can be cast with mana of any color.

A colorless mana symbol of cost N when used in a spell or effect's effect indicates that N mana of no color is involved. For example, the Sol Ring taps to generate 2 mana of no color. The colorless mana symbol in effects is no longer being used, but some older cards do have it.

1.47 Color of a Spell

Color of a Spell:

The color of a spell is the color of mana specified in the casting cost. [Page 58] The background color of the card is used only as an aid.

[Page 10] The error with the Serendib Efreet in the Revised Edition has

a green background color, but the card is blue because the casting cost includes blue mana.

- + If a spell only has colorless mana in its casting cost, then it is colorless. [Page 58] Note that some cards with a zero casting cost do have color. When this is so, there will be card text to remind you. For example, the Kobolds have a text saying they are red. This text is explanatory and cannot be Sleight of Minded.

If a spell has more than one color of mana in its casting cost, it is considered to be of all the specified colors. [Page 12] This is much like a multiland being two kinds of land.

A card which takes red and black mana to cast is considered to be both red and black. It would therefore be immune to Terror (which cannot target black) and could have its damage prevented with a Circle of Protection of either color. [Page 12]

A card with more than one color can be xxxxLaced to be a single color. [Duelist Magazine #2, Page 7]

An effect which affects "non-Black" things means things which are not black at all. It does not mean things which have a color in addition to black. [D'Angelo 04/17/96]

1.48 Continuous Effects

Continuous Effects:

- + Continuous effects happen at "faster-than-interrupt" speed because they are always on. They get checked before and after every spell/effect announcement and after each effect resolves. [bethmo] In the rare case of an effect that affects how cards enter play, such as Eureka, and this card enters play during the middle of another effect's resolution, the continuous effect that enters play may take effect before the effect that is putting cards into play actually finishes resolving. [Aahz 12/18/95]

The Goblin King gives all Goblins +1/+1 as a continuous effect, so if he ever leaves play, the bonus is lost immediately. This may cause some Goblins which have already taken damage to die.

Blood Moon is a continuous effect that changes all non-basic lands into basic Mountains. This means that if a non-basic land is put into play, that it becomes a Mountain just after it is successfully put into play but before even an interrupt can be announced.

Continuous effects of artifacts which are not creatures or lands only work as long as they are untapped. [Page 31]

Continuous effects of creatures work whether or not they are tapped. [Page 30] Artifact creatures count as creatures for this ruling. [Page 31]

Continuous effects of lands work whether or not they are tapped. Artifact lands count as lands for this ruling. [WotC Rules Team 04/26/95]

The term "immediately" is often used to describe how continuous effects take effect, because nothing is faster than these kinds of effects.

1.49 Controller, Caster and Owner

Controller, Caster and Owner:

The owner of a card is the one who brought it to the table.

The controller starts as the one who cast the spell but cards can change controller. [Page 59]

The caster is the one who cast the spell. This is always equal to the owner. [Duelist Magazine #5, Page 123]

There is currently no way to change the controller of an enchantment, so the caster is always the controller.

Only the controller can pay costs associated with a permanent (unless otherwise specified on the card). [Page 23] This means that if a spell like Regeneration is placed on an opponent's creature (or is later found to be on an opponent's creature because he/she used Control Magic to steal the creature from your control), that you (not your opponent) can power the Regeneration ability since you are still the controller of the enchantment.

There is currently no way to change the controller of an enchantment. This means that enchantments are controlled by their caster. Enchantments on a creature do not switch controllers if the creature switches controllers. [Aahz 07/05/95]

The text "you" or "your" refers to the controller of the card and not the owner. [Page 59]

Cards which are destroyed always go to their owner's graveyard and not the controller's.

+ All effects are considered "controlled" by the player who controls the card that generated effects. This applies to activated effects, continuous effects, and triggered effects. [D'Angelo 07/30/96]

1.50 Copy Cards

Copy Cards:

Cards which copy other cards include Clone, Doppelganger, Dance of Many, and Copy Artifact.

All copy cards are targeted effects and cannot be brought into play without a legal target. If the target becomes invalid after declaration but before resolution, the spell fizzles. [WotC Rules Team 02/09/95]

A Doppelganger changing forms is also a targeted effect and will fizzle if the target becomes illegal before resolution. [Peterson 11/07/94] If it fizzles, it remains in its old form.

Copy cards in general cannot copy things which are only of the appropriate type due to some effect. This is because the copy cards do not copy existing effects on the target, they only copy the target. They look to see the type of the target with all effects on it removed and if it is still not of the correct type, it will not allow itself to be used. [D'Angelo 06/30/95]

Clone and Doppelganger can only copy permanents created by a "Summon" or Artifact Creature spell, or tokens that inherently count as creatures. They may not copy permanents which are only creatures due to some sort of animation such as Animate Dead. [WotC Rules Team]

Copy Artifact can only copy permanents created by Artifact or "Artifact Creature" spells, or tokens that inherently count as artifacts. They may not copy permanents which are only artifacts due to some other effect. [WotC Rules Team]

The casting cost is one of the characteristics which is copied. This means that casting the Sacrifice spell on a Clone of a Lord of the Pit would give you seven black mana. [WotC Rules Team 07/27/94]

The copy of an artifact creature is an artifact creature. In other words, "artifactness" is a characteristic that is copied.

The name is a normal characteristic and is copied. For example, a Clone of a Plague Rat counts towards the number of Plague Rats in play. [WotC Rules Team 07/27/94]

They come into play in the same tapped/untapped state as the target would have when cast. [WotC Rules Team]

They do not copy the "expansion symbol" on a card. [WotC Rules Team]

They remain cards even when copying a token. [WotC Rules Team]

If a card being copied has variable forms or characteristics (set at casting or changeable during play), the copy will be of the current form. If the form is changeable, then the copy may change at a later time as per the characteristics of the card that was copied. [Aahz 06/06/94]

Anything that is normally done when a card enters play is done when the copy enters play. For example, if a copy of a Nameless Race is put into play you would have to pay the life. [Aahz 01/16/95]

They copy on the base creature/artifact and not any enchantments or

counters on it, regardless of whether the counters are due to natural abilities of the creature/artifact or of other spells.

[WotC Rules Team] This means that a copy of a Rock Hydra with 6 heads will be a zero headed Hydra (and will most likely die immediately).

The copy does get tokens when the copy card is cast if the card being copied gets tokens when it is normally cast. This ruling includes the Tetravus, Triskelion, Clockwork Beast and Clockwork Avian. The Doppelganger does not get any tokens when switching to one of these creatures during upkeep. [WotC Rules Team 07/27/94]

Copies of creatures (such as the Rock Hydra) with an X in the casting cost treat X as zero. [WotC Rules Team 07/27/94]

The effects of Sleight of Mind, xxxLace, and Magical Hack affect the characteristics of the card and so copies of that card will also have the same change. For example, a copy of a Hacked Nightmare to be based on Islands will also be based on Islands. [Duelist Magazine #3, Page 22]

Permanent effects which use counters are not copied, so Ashnod's Transmogrator, Aisling Leprechaun and other such effects are not copied. [WotC Rules Team 07/27/94]

Permanent effects played on the copy card override the characteristics it is copying. For example, if a Doppelganger is modified with Ashnod's Transmogrator, it will act as a Transmogrified version of the creature it copies even if it changes creatures. [Aahz 08/08/94]

Text on the original copy card remains active even though the card copies the text (and other characteristics) of a permanent in play. Any abilities or restrictions in the copy card's text stay in effect. [D'Angelo 01/24/95]

1.51 Costs

Costs:

Costs include tapping the source of the effect, sacrifices, mana, payment of life (loss of life on some older cards), or removal of counters. [Duelist Magazine #5, Page 22] If it is not one of these, then it is not a cost. If it is one of these, and the card text is not clear as to when this is done, it is probably a cost and not an effect.

As of 06/01/96, the rules are being changed a bit. All cards that read "Do X to do Y" now mean that X is a cost regardless of what it has you do. [WotC Rules Team 05/08/96]

Payment of costs is always unpreventable. It happens during announcement of the spell, and not even interrupts can be used at that time.

Costs are all lost if a spell is countered.

If something has a cost, it cannot be paid accidentally. For example, someone cannot make your Prodigal Sorcerer deal damage by making it become tapped. You must actually pay the cost with the intent of getting the effect in order for the effect to occur.

You cannot pay a cost of life if you have zero or less life or if the payment will bring you below zero life. [Duelist Magazine #3, Page 22]

1.52 Countering Spells and Effects

Countering Spells and Effects:

A countered spell is placed in the owner's graveyard and all mana (or other costs such as sacrifices) used for the casting are wasted. [Page 59]

A countered effect simply goes away without any of its costs (including sacrifices) being refunded. [Aahz 07/05/95]

If a spell is countered, it is not considered to have been "cast". This means that you cannot use effects which say "Gain one life if xxx is cast" or any similar effect. [Aahz]

Note that you cannot use an interrupt until after all decisions about a spell/effect are made, so you cannot counterspell until the person declares how much mana is actually in that X damage spell, or otherwise finishes announcing the effect.

There are currently few spells/effects which will counter the effect of a permanent, and countering the effect of a permanent is completely different from countering a spell.

1.53 Counters

Counters:

Counters are used in magic to signify permanent or long-lasting effects on a creature or other permanent. [Page 59] Typically counters are given names or numeric values to be associated with them.

The terms "use a counter" or "use counters" are on some of the older cards. This was used to indicate that the effect should be marked with a counter and be considered permanent.

+ Counters of the same name are interchangeable. Thus a 'spore' counter from any source is considered to be the same as any other 'spore' counter. Unnamed counters are never interchangeable. They only work with that particular card and are not counted or affected by other cards. Counters

with just values, such as +1/+1, are considered to be unnamed.
[D'Angelo 09/01/95]

1.54 Creature Ability

Creature Ability:

Cannot use the ability of a creature which requires tapping until the creature has begun a turn in play on your side. If the ability does not require tapping, you can use it immediately. [Page 30]

See the

Activation Cost
entry for more information.

1.55 Creature in the Graveyard

Creature in the Graveyard:

Cards which refer to a "creature in the graveyard" or "dead creature" really mean a "creature card in the graveyard."

A creature card is any "Summon Xxxx" or "Artifact Creature" card.

1.56 Creature Power/Toughness

Creature Power/Toughness:

Enchantments on a creature which enhance the power of a creature do not change the color of the damage that creature does. For example, a Fire Breathing Pegasus does White damage. [Page 62]

Creatures can have negative power ratings due to a variety of reasons. Such a creature does zero damage when attacking or defending and is considered to have a power of zero for all intents and purposes other than changes in their power. [WotC Rules Team 05/08/96] For example, a creature with Power of -2 and Farrel's Mantle still deals 2 damage with that effect.

Creatures can have negative toughness ratings due to a variety of reasons. This is usually very temporary since the creature is dying, but it can happen. If it does, the toughness is considered to be zero for all reasons other than changes in their toughness. [WotC Rules Team 05/08/96] This rulings becomes important in cases like Creature Bond, where it is

not possible to cause a negative amount of damage.

If an effect sets the power/toughness on a creature to a specific value, treat this as if the numbers on the card were changed. The effect of any fast effects, enchantments or other things stay in effect. [Page 17] So if a Hill Giant (3/3) with Giant Growth(+3/+3) and Holy Strength(+1/+2) is affected by a Sorceress Queen(set to 0/2), then it's power/toughness is 4/7.

1.57 Creature Type

Creature Type:

Creature type is defined as being the word(s) that follow the word "Summon" on a "Summon Xxxxx". The creature is of type "Xxxxx".
[WotC Rules Team 11/10/95]

The plural of a creature type is the same as the base creature type. Thus Goblin and Goblins are the same, and Faerie and Faeries are the same.
[WotC Rules Team 11/10/95]

Names do have to match identically (other than in single/plural sense) to be considered the same. "Spirit" and "Blinking Spirit" are not the same creature type. [WotC Rules Team 11/10/95]

Token creatures are of the creature type they are specified in the effect that generates them. [WotC Rules Team 11/10/95] For example, the creatures generated by The Hive are of type "Wasp" and ones from the Serpent Generator are type "Poison Snake". Also, any other cards which become a named type of creature also count as being of that type, such as Mishra's Factory which becomes an Assembly Worker in name and in type. [D'Angelo 10/25/95]

+ When an effect turns a card into a creature, it will specify the creature type, which will often be the same as the name. For example, Mishra's Factory becomes a creature of type (and name) Assembly Worker.
[D'Angelo 08/01/96] Note that many artifact animators simply say that the artifact becomes an Artifact Creature and therefore it has no creature type.

Cards which say "Counts as a Xxxxx" such as the artifact creatures which say "counts as a wall" are considered to be of that creature type.
[WotC Rules Team 11/10/95]

"Artifact Creature" and "Land Creature" are not creature types. Those are permanent types. Such permanents do not have a creature type at all unless the card text says that they do. [WotC Rules Team 11/10/95] For example, an artifact creature that says "Counts as a wall" is of creature type "Wall" in addition to being an Artifact Creature. Also, there are several token creatures which are also artifacts and have types.

Elder Dragon Legends have errata to say "Summon Legend" instead. They count as type Legend for all spells that affect Legends.

[WotC Rules Team 11/10/95]

Other card characteristics, such as color, do not count as a creature type either. So "red creatures" or "flying creatures" are not valid choices.

[WotC Rules Team 11/10/95]

1.58 Cumulative Upkeep

Cumulative Upkeep:

A card with cumulative upkeep requires you to pay the cost on the first upkeep, 2 times the cost on the next upkeep, 3 times the cost on the next upkeep and so on. If you do not pay, bury the card.

[Ice Age Rulebook, Page 4]

For example, if a card has "Cumulative Upkeep: B and 2 life", you pay B and 2 life on the first upkeep, BB and 4 life on the next upkeep, BBB and 6 life on the next upkeep, and so on. [Ice Age Rulebook, Page 4]

Cumulative upkeep does not reset if the card changes controllers.

[Duelist Magazine #7, Page 8]

If the card is a land and its land type is changed to another type for a while, the payment of cumulative upkeep may reset. The rule is that if upkeep was paid during the card's last upkeep, then you add one to the multiplier this upkeep. If it was not paid last upkeep, then it starts fresh this upkeep. [Aahz 06/14/95]

Tawnos's Coffin and Oubliette are special cases in that they will never cause the resetting of cumulative upkeep. Cumulative upkeep will also not increase while the creature is in either of these. [Aahz 07/05/95]

Note that if a card has more than one cumulative upkeep applied to it that you track and pay for each one separately. [bethmo 03/06/96]

1.59 Damage

Damage:

+ Damage is compared to a creature's toughness. You total up all damage done to a creature, and once it has as much damage than it has toughness, it has lethal damage. [Page 18] In addition to having a damage prevention step happen when damage is dealt, a creature with lethal damage will enter a damage prevention step (see the

Damage Prevention

entry under

Timing) and will go to the graveyard if enough damage is not prevented. This can happen if the toughness changes.

You recheck a creature's damage versus toughness whenever it takes more damage or has its toughness change. This means that if a 3/3 Hill Giant with Holy Strength (+1/+2 making it a 4/5 creature) takes 3 damage then later in the turn the Holy Strength gets Disenchanted, the Hill Giant will die of its wounds because it is now just a 3/3 creature with 3 damage. [bethmo]

Damage is not subtracted from toughness. A 5 toughness creature with 4 damage still has a toughness of 5 and will be worth 5 to a Diamond Valley. [bethmo]

If a creature is ever removed from play, all damage to it is immediately removed. This includes creatures targeted by an Oubliette. [WotC Rules Team 02/07/94]

Damage is not removed if a permanent stops being a creature. The damage will be there if it becomes a creature again at a later time during the same turn. [WotC Rules Team 09/22/95] Remember that all damage is always removed from all cards at the end of the turn.

Damage can only be assigned to a creature. If a target of damage is not still a creature when the damage effect resolves, then it won't take the damage. The target does not still need to be a creature all the way through damage prevention. [WotC Rules Team 09/22/95] Note that you cannot use damage prevention if it is not still a creature.

Damage always remembers all the characteristics of the source of that damage. This includes color, creature type, artifact nature, and any special ability associated with the damage.

If you are to distribute damage among some number of targets of a multi-targeted spell or effect, you can only distribute whole number values and you cannot choose zero. [Duelist Magazine #7, Page 100] This does not apply to Fireball which tells how to distribute damage, and it does not apply to Dwarven Catapult which just targets an opponent. [Duelist Magazine #7, Page 100]

Combat damage is a term used to describe damage done during the damage dealing step of the attack. It does not include damage due to effects used or triggered during the attack phase. [Bethmo 05/10/96]

1.60 Damage Prevention

Damage Prevention:

Damage prevention spells and effects target the damage and not the source of the damage or the damaged creature. [Page 60]

If damage is retroactively prevented (with spells like Reverse Damage or Simulacrum) then the damage is undone but any effect of the damage are not undone. [WotC Rules Team 05/10/95]

1.61 Damage Redirection

Damage Redirection:

Items and effects which cause damage to move from one target to another are called Damage Redirection effects. These effects include Personal Incarnation, Veteran Bodyguard, and Jade Monolith.

Trample damage is not technically damage redirection, but it follows the rules for how redirected damage maintains its nature. Note that Whippoorwill, which prevents redirection, will not prevent Trample damage from passing through. [Aahz 12/06/94]

Redirected damage maintains its color, source and nature. Nature includes any special effects that occur due to damaging. For example, the Hypnotic Specter will cause a player to discard if any of its damage is redirected to the player. [Duelist Magazine #5, Page 37]

If damage is redirected in a retroactive manner, as Simulacrum does, then the damage only retains color and source type. It does not keep any abilities of the original damage such as the Hypnotic Specter or Sengir Vampire. [WotC Rules Team 05/10/95]

Damage loses its Trample nature when redirected. This is because the Trample ability only applies to the creature(s) blocking the attacker. [D'Angelo 01/06/96]

Damage cannot be redirected from a target to the same target. It must go somewhere else. [Aahz 06/11/96]

1.62 Discard

Discard:

A discard is putting a card from your hand into the graveyard.

Some of the older cards used the word "discard" when talking about cards in play instead of in your hand. All such cards have errata issued on them to treat the word "discard" as "destroy". [PPG Page 113] Except if the card is "discarding" itself. A card which discards itself is considered to be a sacrifice. [WotC Rules Team 01/29/95]

1.63 Enchant Land

Enchant Land:

As of 06/01/96, the enchant lands which say "0: Tap land xxx enchants to do yyy" will tap the land during announcement and as a cost.
[WotC Rules Team 05/08/96]

Before 06/01/96: Many enchant land spells have the ability worded as "0: Tap land xxx enchants to do yyy". The land is tapped on resolution of the effect and not as part of the cost. [Aahz 06/23/95] This means that if the land becomes tapped before resolution that the 'yyy' part will not happen. Note that if someone uses an Icy Manipulator to tap your land in response to you using it, you can use the ability again (paying the zero cost) as often as you want to make sure your ability is the last one declared and thereby the first one resolved. The other uses of the ability will fail because they cannot tap the land.

1.64 Enchantments

Enchantments:

An enchantment is a card of type "Enchantment" or "Enchant _something_".

+ "Enchantment" cards are played in your territory and have a global effect. You cannot play them on another player. [Page 32] Enchantments that target or affect another player are still considered as played in your territory and not "on" that player.

"Enchant _something_" cards are targeted and target a permanent of type "_something_". These can be played in any player's territory. [Page 32]

Enchantments cannot ever become tapped. [Page 32] The exception to this is that Copy Artifact is both an artifact and an enchantment, and because it is an artifact, it can become tapped.

Only the controller of the enchantment can pay the activation cost on an enchantment. There is a misleading statement in the Fourth Edition rulebook about creature enchantments acting like their text is on the creature. This is not strictly true. [Aahz 05/19/95]

If two enchantments or other effects contradict one another, the most recently cast wins. See the
Existing Effects
entry for more
information.

Using the ability of an enchant something card does not target the card each time it is used. [Duelist Magazine #5, Page 122]

If an enchantment is removed after an its ability is used, the effect still remains until the end of the turn. For example, if a 1/1 creature with Holy Armor (treated as 1/3) gets pumped up with 3 white

mana, it gets +0/+3 making it 1/6. If the Holy Armor was then removed, the +0/+3 would still remain, although the +0/+2 granted by the enchantment would leave and the creature would be 1/4. [bethmo]

Enchantments which do damage directly (i.e. Creature Bond, Pestilence, etc.) do damage of the color of the enchantment.

- + If an "enchant something" becomes invalid after it enters play, it is immediately buried. Enchantments are invalid if their target is not legal.

If an enchant something card says "Play on a such-and-such", the "such-and-such" is considered a targeting restriction even though it does not specifically say so. [Duelist Magazine #11, Page 54]
Remember that enchantments bury themselves if their target becomes illegal at any time.

The text "enchanted something" refers to the something that the enchantment is on. It does not mean any enchanted something in play.
[Duelist Magazine #11, Page 54]

See the

Activation Cost
entry for more information.

1.65 Enchant World

Enchant World:

Enchant World rules were introduced in the Legends expansion set and are now in the Fourth Edition.

Enchant world cards are treated like enchantments, except that only one enchant world may be in play at a time. If one enchant world is brought into play with another is already in play, the one in play is buried. [Legends Rulecard] [Page 32]

Enchant World spells follow all the normal rules for Enchantments. They are not more powerful than normal enchantments and do follow the normal rule of the most recently used effect overrides the previous one. So, for example, a Flight enchantment put on a creature after Gravity Sphere is put into play will override the Gravity Sphere's effect.
[bethmo 07/07/94]

1.66 Events

Events:

Some cards in the game trigger off of events. An event is just something that happens in the game, for example a creature being destroyed or a land being tapped.

The lucky charms (see the Lucky Charms entry) are the most common event triggering cards, but Manabarbs and Verduran Enchantress are other examples.

If a permanent does trigger off of an event, it will only trigger off of each event once. The newer cards have taken to spelling this out on the card.

Multiple different cards can trigger off the same event. If you have more than one Scavenging Ghoul, each will get a counter when a creature dies.

Events which occurred before the card entered play cannot be caught. This means that it is not possible to use the Urza's Chalice just after you cast it to gain a life. [Aahz 07/27/94]

1.67 Existing Effects

Existing Effects:

It is possible to have two effects active which contradict one another or for which the order in which they are applied might matter. If this happens, apply all the effects in the order they were resolved and do not loop back. [Page 45] For example, playing Flight on a creature with Earthbind on it will give the creature Flying since the Flight is more recent than then Earthbind.

If an effect is removed from play or changed, then recalculate the effect by applying the remaining effects in the order they resolved. [Page 45] For example if you had a Blood Moon in play and a Conversion in play (put into play in that order) then all non-basic lands become Mountains (due to Blood Moon) then become Plains (due to Conversion). If Blood Moon were removed, go back and start over to find that the non-basic lands are no longer affected by the Conversion.

A changed effect applies when the original effect resolved. For example, if a 3/3 creature is changed by the Sorceress Queen to be a 0/2 creature after a Giant Growth is cast, then it becomes a 3/5 creature.

All kinds of effects are subject to this rule. This includes enchantments, instants, abilities of permanents and more. Just resolve things in order.

1.68 Face Down Cards

Face Down Cards:

Face down creatures (hidden by Camouflage or Illusionary Mask) still have any tokens they have on top of the creature. Some creatures are just not very disguisable. [bethmo]

A blocking decision made on a face down creature may turn out to be invalid. If this happens, the creature simply does not block and cannot be assigned to a different attacker. [WotC Rules Team 11/10/95]

Face down token creatures need not still be shown as tokens in play. You can use cards to mark them so your opponent cannot tell them apart. [WotC Rules Team 12/15/94]

Continuous effects of face down creatures still take effect. If you have a face down Goblin King, you should tell your opponent that his Goblins are 2/2 creatures now. Again, these creatures are hard to disguise.

All you really know about a face down card is what kind of permanent it is. Usually, it is a creature. This means that you may target any spell which targets creatures at the card. If the target turns out not to be valid (for example, you try to Terror a black creature) the spell will fizzle. [PPG Page 57] This rule applies even if you have more knowledge, such as knowing that your opponent is playing an all black deck!

A face down creature with Lure on it must be blocked. This is true even if you know the block will be illegal (because the attacker has a landwalk ability or some other evasion ability). Your blockers do not know this unless the ability is granted by an enchantment or external effect. [D'Angelo 11/21/95]

If a face down creature is controlled by Control Magic or other means by another player, it remains face down but the new controller may look at the card.

A Clone or Doppelganger can be made of a face down creature. Your opponent does not need to tell you anything about your creature's power/toughness or abilities. The opponent must, however, inform you of the results of actions you take (i.e. how much damage was done, or whether tapping the creature allows you some special ability). [bethmo]

1.69 Fast Effect

Fast Effect:

Fast effects are Instants, Interrupts or special abilities of a permanent. [Page 28]

Fast effects can be used during any player's turn. [Page 27]

+ Some other game actions are treated as instant speed fast effects. For example, the draw during your draw phase. [D'Angelo 07/30/96]

1.70 First Strike

First Strike:

Creatures with First Strike deal damage before creatures without it. If a creature without First Strike is killed during First Strike damage dealing, then it will not deal damage during normal damage dealing. (See Step 6 of Attack Phase Rules and Rulings for more information.)

Having First Strike more than once has no additional effect. [Page 34]

1.71 Fizzle

Fizzle:

The term "fizzle" is used to indicate a spell/effect which was announced but the target becomes illegal or invalid so the effect could not be completed. This is different from a "failure" to work correctly on a valid target.

Spells which fizzle out (due to target disappearing or whatever) are still considered successfully cast even though they have no effect. [bethmo 05/30/94]

1.72 Flying

Flying:

A creature with Flying can only be blocked by a creature with Flying. [Page 35]

A Flying creature can block a non-Flying creature if it wants to. [Page 35]

1.73 Fog Effects

Fog Effects:

"does not deal or receive damage during combat" means that it will not deal or receive damage during the damage dealing portion of combat. Creatures can still do damage and be damaged by spells and fast effects.

[Aahz 05/17/95]

Does not prevent a creature from being affected by blocking abilities such as the Thicket Basilisk's [Duelist Magazine #2, Page 8] Note that Revised Edition Fog does add in that special prevention clause.

Does not prevent the "Is Not Blocked" abilities from being used.

[Aahz 12/19/94]

If a Trampling attacker can deal damage but none of the blockers can receive damage, then the Trample damage goes through to the defender.

[Aahz 05/23/95]

If a single creature is under a Fog effect and it is a member of a band, it can still contribute banding to the band. [Aahz 08/31/94]

If a single creature is under a Fog effect and it is a member of a band, it cannot have damage assigned to it as part of the band. [Aahz 12/03/94]

1.74 Graveyard

Graveyard:

The graveyard is also called the discard pile. [Page 60]

Dies, destroyed, and sent-to-graveyard mean the same thing. All count as death events for spells that detect them. [bethmo]

Cards in the graveyard are just cards. They have no memory of whether they were ever in play or not, or of anything that may have happened to them when they were in play. They are not creatures, lands, spells, or anything else. They are just cards. [Page 60] Some special cards (such as Nether Shadow) do work in the graveyard, but these cards explicitly say so. [Page 60]

Once sent to the graveyard, a card "forgets" all enchantments and things that happened to it. [Page 60] This includes any changes to the text by cards like Magical Hack or Purelace, or counters it might have accumulated.

When a card goes to the graveyard, several things happen even before triggered effects resolve. First, any effects that depend on it being in play end, then any changes to the permanent are erased, and then if it is a token creature it is "disolved" (removed from the game). [Aahz 06/18/96]

If something goes to the graveyard then comes back, it is considered a

new card since it forgot its previous life when it went to the graveyard.
[bethmo 05/03/94]

Any player can look at any other player's graveyard at any time. This means that a player cannot hide what goes into or gets taken out of the graveyard from any other player. [Page 60] Cards are always face up. [Page 14] Same goes for any cards removed from the game. [D'Angelo 06/22/95]

As obvious as it might sound, cards sent to the graveyard go to the top of the graveyard. Also, you cannot reorder the graveyard during play unless a card tells you to do so. [bethmo]

If multiple cards go to your graveyard at the same time, you may choose what order they get stacked in. [bethmo 05/03/94]

When a card comes from the graveyard back into play (for example by Animate Dead or Resurrection), any features which are normally set at summoning time are set as if it was just summoned. If the creature has an X in the casting cost, X is zero. So, Clockwork Beast comes out fully wound, Clone must choose a creature to copy as it is brought out, and the Rock Hydra has zero heads. [WotC Rules Team 02/07/94]

While it does not make sense to talk about a creature in the graveyard using a strict reading of the rules, some cards actually do say this. If a card talks about a creature in the graveyard, it is referring to any Summon or Artifact Creature card.

1.75 Hand

Hand:

All players have the right to know how many cards you have in your hand.
[Duelists' Supplement, 5/94]

1.76 I'm Done

"I'm Done":

"I'm done" always means "I'm done unless you do something else". If the player does something, then you continue as if you never said you were done. Anything legal at that time is still legal. [bethmo]

Be careful about the use of this phrase since it is often unclear if you are done with a stack of spells, done with the main phase or done with your turn.

1.77 In play

In play:

Player's hands, graveyards, and libraries are not "in play". [Page 61]

Cards which are not in the game or have been removed by some effect are not "in play". [Page 61]

1.78 Interrupts

Interrupts:

The effects of interrupts are permanent.

You cannot respond to an interrupt with a non-interrupt. [Aahz 10/21/94]

See the

Interrupts
entry in the
Spell and Effect Timing
section for

more information.

1.79 Is Not Blocked

Is Not Blocked:

Creatures with the ability to do something if they are not blocked can use this ability after blockers are declared but before damage dealing.

It is announced as a zero-cost fast effect (unless the card has a cost on it as well, in which case it is a non-zero cost fast effect).

[Duelist Magazine #5, Page 123] It cannot be used before blockers are declared, if it is not attacking, or after damage dealing.

[Duelist Magazine #7, Page 100]

This ability is also known as a "saboteur" ability.

The abilities are typically worded with a targeted effect and the untargeted effect of not dealing damage that turn. If the targeted effect fails because the target is invalid then the untargeted portion also fails and the creature will deal damage (unless prevented by other means).

[Duelist Magazine #6, Page 132]

This ability works even if Fog is cast. As long as the creature is not blocked, it works. [Duelist Magazine #4, Page 6]

These abilities can be used cumulatively with other "Is Not Blocked" effects. [Duelist Magazine #4, Page 6]

You can use more than one of the same Is Not Blocked ability on the same creature. For example, you can use two Cloak of Confusions or Gaze of Pains and take benefit from both effects. The only exception to this is Farrel's Mantle, which is worded to give the creature an ability. See that card for details. [Aahz 06/12/96] (This is a REVERSAL of what I had in here before)

If one of these attackers is killed and regenerates, you can still use the ability as long as it is not blocked. This is true because it is still an attacker. [Aahz 06/22/95]

If an attacker changes controllers, it is removed from the attack and since it is not attacking any longer, the new controller cannot use the ability. [Duelist Magazine #7, Page 100]

The ability only checks to make sure it is not blocked when announced, it does not check on resolution. [Duelist Magazine #7, Page 100] This used to matter when False Orders could be used during the fast effects after blockers are declared, but False Orders now is used during the Declare Blockers step of the attack.

1.80 Land

Land:

Basic land types are: Forest, Island, Mountain, Plains, and Swamp. Multilands and the lands introduced by expansion sets are not "basic" lands types for purposes of any spell. [Page 60]

If something is turned into a basic land, it becomes a land of that name with exactly the same card text and loses any previous abilities. [Page 60]

Changing a land's type will not change the land's color if it was given a color by a Lace or other effect. [Aahz 10/07/95]

Changing a land's type will not remove any expansion symbol the land might have had. The symbol is still there. [Aahz 10/07/95]

Changing a land creature's land type can remove or change the creature type. Thus, a Mishra's Factory which is animated to an Assembly Worker and is then hit with a Phantasmal Terrain to become a Mountain is no longer an Assembly Worker, it is just a 2/2 animated Mountain. [WotC Rules Team 11/10/95]

If a land is animated by an effect that lasts until end of turn, such as Mishra's Factory or Thelonite Druid, the animation effect will not wear off immediately if the land changes type. The land stays animated until the effect would normally end. [WotC Rules Team 11/10/95]

Not all lands produce mana. If a land does not specifically say that it does produce mana, then it doesn't.

Only tapping land for mana works at interrupt speed. Tapping a land for any other effect is an instant (unless the card says otherwise).
[bethmo]

Lands are not spells. [Page 60]

Lands have no color. [Page 60]

If there is a question about what mana gets produced by a land, first figure out what kind of land it is by applying any land changing effects (like Conversion or Phantasmal Terrain) in the order they entered play. Then figure out what color mana it produces by applying any color changing effects (like Reality Twist). Finally figure out any additional mana that might be produced (from Wild Growth, Mana Flare, etc.).
[Duelist Magazine #6, Page 130]

Mana Flare adds one of the color the land produces after applying all effects. [Duelist Magazine #6, Page 130]

1.81 Landwalk

Landwalk:

A creature with a landwalk ability can be blocked normally if the defending player does not have any lands of the appropriate type, but they cannot be blocked at all if the defending player does have lands of that type.
[Page 35] Even other creatures with the same landwalk ability cannot block them.

Cards which look for a kind of landwalk work whether or not the landwalk is more specific or not. For example, an effect that targets a creature with IslandWalk will work on one with Snow-Covered IslandWalk.
[WotC Rules Team 09/22/95]

1.82 Legends

Legends:

Legend rules were introduced in the Legends expansion set and are in the Fourth Edition rules.

Legends are considered creatures except that there may be only one legend of the same name in play at a time. If a second legend of the same name is brought into play, it is buried. If more than one legend is brought into play at the same time, all of them are buried. [Legends Rulecard]

[Page 30]

The burial due to duplicate legends happens as a continuous effects and will happen even before an interrupt can be declared.

Cards which affect "all legends" or use similar text refer to Summon Legend and Summon Elder Dragon Legend cards. They do not refer to cards from the Legends expansion set, nor do they refer to Legendary Lands.
[Duelist Magazine #2, Page 7]

The burial does cause a death event which can be used by Soul Net, Scavenging Ghouls, and so on. [Aahz 06/16/94]

A copy of a Legend (Clone, Doppelganger, etc.) will immediately be buried because it is considered the new Legend that is entering play.
[Duelist Magazine #2, Page 7]

Legends usually require more than one color of mana to cast. See the

Color of a Spell
entry for information on multi-colored cards.

If you have a Legend face down because of Illusionary Mask or some other effect, any duplicate Legend brought into play is still buried.
[WotC Rules Team 12/15/94]

Just because a card has a gold border does not make it a Legend.

All "Summon Elder Dragon Legend" cards have errata to make them say "Summon Legend" instead. They have also never been considered as dragons. [Duelist Magazine #11, Page 57]

All "Summon Legend" cards were on the Duelists' Convocation restricted list (only 1 per deck) for tournaments from 08/01/94 until 11/01/95.

1.83 Legendary Land

Legendary Land:

Legendary Land rules were introduced in the Legends expansion set and have not been seen in any other set as of yet.

Legendary lands are treated in the same manner as Legends except that they are considered lands instead of creatures. [Legends Rulecard -- Complete text] (See the
Legends
entry for more information)

A Legendary Land is a new kind of land. It is still a land, however, and follows all the rules for lands.

If a Legendary Land is "covered up" by Phantasmal Terrain or other land changing effect, then it will not prevent another Legendary Land of that

name from entering play. When the effect is removed, if another Legendary Land of that name entered play in the meantime, the newly uncovered one is the one which is buried. It is the one considered to be the newer effect of the two. [Aahz 06/22/94]

If by some chance the Legendary Land just entering play has Consecrate Land on it, the land is still buried. The Legendary Land rules override the Consecrate Land ability. [WotC Rules Team 07/27/94] It does this because the land buries itself and Consecrate Land will not stop the land from doing so.

All Legendary Land cards were on the Duelists' Convocation restricted list (only 1 per deck) for tournaments from 08/01/94 to 11/01/95.

1.84 Library

Library:

You do not need to show anything which goes into or comes out of your Library. [PPG Page 220]

+ No player may count the number of cards in their or any other player's library. [Duelists' Supplement, 5/94] Technically you can't even count the cards in the library even if you are looking through someone's library due to an effect, but it is very difficult to stop someone from doing it. [Aahz 08/20/96]

Effects which allow you to dig into your library are not targeted. [Aahz 06/18/95]

1.85 Life

Life:

You lose if you have less than 1 life at the end of any phase or the beginning or end of an attack. [Page 64]

You cannot spend yourself to below zero life.

You can be knocked to below zero life by damage.

1.86 Losing the Game

Losing the Game:

Check for player death at the end of each phase, the beginning and end of the attack. [Page 64] This allows even non-fast effects like Stream of Life and other sorceries to save the player. As long as you have a positive life total at the end of a phase, you will live.

If both players have life totals of zero or less at the time it is checked, they both lose. It does not matter if one player is more negative than the other. They are both dead. [Page 64]

You lose if you try to draw a card from your library and you can't because the library has no more cards. [Page 64] This is true no matter how or why you are drawing a card and happens immediately and not at the end of the phase. [Page 64]

Check to see if a player loses only after fully resolving an effect and not part way through. For example, if Wheel of Fortune is cast and neither player has enough cards in their library, they both lose. It is not the first one to draw that loses. [Duelist Magazine #5, Page 123] This most often only applies to draw effects since that is one of the few ways to lose because of an effect.

- + The damage prevention step that follows an effect is not considered contiguous with the effect for purposes of "losing at the same time". For example, if one effect made the current player draw and did fatal damage to a creature (which would cause the player to lose the game if that creature left play) while the current player had no cards in their library, the current player would lose prior to starting damage prevention. The same goes for any triggered effects due to an effect's resolution. A player can lose prior to resolving any triggered effects. [D'Angelo 08/01/96]

A player can concede at any time and if they do so they lose any ante they have put up. [bethmo]

1.87 Loss of Life

Loss of Life:

Loss of life is not the same as damage. Only players have life points. Creatures do not. Life can be lost because you take damage, but it can also be lost directly due to spells and effects which do not cause damage.

There is no way to prevent the loss of life caused directly by spells and effects. Only damage can be prevented. [PPG Page 113]

Note that the pre-Fourth Edition Conservator has errata issued to say that it prevents damage to a player (rather than preventing loss of life) and that Forcefield has errata saying that it prevents all but 1 point of

damage rather than causing one loss of life.

Loss of Life in general does not have color associated with it. [FAQ]

Effects that trigger on loss of life also trigger when you pay life for something. [WotC Rules Team 02/06/96]

1.88 Lucky Charms

Lucky Charms:

Artifacts that do something based on an event (like "gain 1 life when black spell is cast(1)") can only be used once per event, but multiple artifacts or enchantments can catch the same event. [PPG Page 62] This is spelled out on the Revised and Fourth Edition cards.

These "gain 1 life when xxx" effects are usable up until the end of the current turn. [Duelist Magazine #3, Page 22] Since they are triggered effects, they can be used as a triggered effect if you want, but you can also wait.

Can only be used if the text on the card applied when the event happened and when you pay to gain a life. So, if someone uses Sleight of Mind to change the color word after a spell has been cast, then you can pay the cost for spells the old color but it will fizzle. Spells of the new color cast before the change cannot be paid for at all. [Duelist Magazine #6, Page 131]

+ The Lucky Charms are: Crystal Rod, Iron Star, Ivory Cup, Throne of Bone, and Wooden Sphere.

Effects like Soul Net and Tablet of Epityr are not considered "lucky charms" even though they have a similar effect. [Aahz 07/05/95]

The Fourth Edition versions of the lucky charms say that they can only be used once per spell cast and this means that they can only be paid for once. The Limited, Unlimited and Revised Edition versions let you pay more than once but only allow you to gain 1 life per spell cast. All uses after the first one fail to do anything. [D'Angelo 10/12/95]

1.89 Mana Burn

Mana Burn:

Mana burn is the damage caused by having extra mana in your pool at the end of a phase or at the beginning or end of an attack. You take 1 colorless damage for each mana left in your pool. [Page 61]

Since it is damage, it can be prevented or redirected normally.
[Peterson 12/15/94]

Mana burn is a single action which uses all the mana in your pool. You cannot use some of the mana to prevent the rest from harming you. You can use other mana sources to cast spells to prevent the damage, though. [WotC Rules Team]

Your mana pool is considered the source of the damage.

If you take mana burn, a damage prevention step occurs in which you can try to prevent the damage. Since you can tap for mana during this time, it is possible to have excess mana at the end of the step and thereby get damaged again by mana burn, causing yet another damage prevention step. [bethmo 04/24/96] Curiously, this can be used as a strategy to purposefully take more than one mana burn without letting the opponent use responses which are illegal during damage prevention.

1.90 Mana Pool

Mana Pool:

Spells costs are not paid by tapping lands. Spells costs are paid by using mana from your mana pool. [Page 60] You cannot shortcut mana from the land directly to the spell. It must go to the pool first.

Tapping basic lands is the most common way to add mana to your mana pool.
[Page 60]

You can leave mana in your pool during the casting of several spells.

If you have mana in your pool at the end of a phase or the beginning or ending of an attack, then you will take mana burn (See the
Mana Burn
entry for information). [Page 61]

1.91 Modal Effects

Modal Effects:

Some effects require a choice as to which mode they operate in. This choice is a casting decision made on announcement. [WotC Rules Team 09/22/95]

Cards worded as "Do A to target X or do B to target Y" or "Do A or do B to target X" require you to choose which of the two options is being used. If the spell is Forked or Deflected, this choice of mode cannot be changed. [WotC Rules Team 09/22/95] For example, Red Elemental Blast lets you choose to counter a spell or destroy a permanent. If the choice

is made to counter a spell, then a target spell is selected. The Blast cannot then be redirected to target a permanent since that is an illegal target for the spell's mode.

Cards worded as "Do A to target X, Y, or Z" are not modal. You do not have to choose the type of target before choosing the target.

[WotC Rules Team 09/22/95] For example, Twiddle can tap a land, artifact or creature. If the effect was redirected, the type of the target could be changed, but the choice to tap or untap is modal and cannot be changed.

Interpreting to figure out if a spell is modal can be tricky. In general, if the spell does more than one kind of effect (which is usually easy to pick out since there will be more than one verb) then it is probably modal with regards to those kinds of effects.

Some effects are considered modal even though the choice is not up to the player. For example, Urza's Tower has two modes: "add one mana" and "add three mana". The mode is locked in on announcement and is not changed later even if which lands you control changes.

[WotC Rules Team 09/22/95]

1.92 Moving Enchantments

Moving Enchantments:

A couple of different effects can result in the moving of an enchantment from one target to another. They are Enchantment Alteration and Crown of the Ages.

Moving an enchantment will cause anything that happens because of it "entering play" to happen, whether the effect is due to the card itself or due to an external effect. [WotC Rules Team 09/22/95] This means any one-time effects, such as Earthbind dealing 2 damage or Krovikan Fetish letting you draw a card, happen. [bethmo 07/13/94]

Moving an enchantment will not trigger any effects that trigger when a spell is cast, such as Verduran Enchantress or a "Lucky Charm".

[WotC Rules Team 09/22/95] As a way to think of this note that these things trigger on a "spell" being cast. A spell is a non-land being played from a player's hand. Moving an enchantment causes a "permanent" to become cast, and not a "spell" to be cast, so it cannot trigger these effects.

Moving an enchantment will remove any counters or state on it. Even the effects of interrupts like Sleight of Mind are removed. It starts over fresh as if just cast. [WotC Rules Team 09/22/95] All cumulative upkeep on the card is reset. [D'Angelo 09/25/95] The cumulative upkeep effect from a Balduvian Shaman is also removed completely. [D'Angelo 09/25/95]

Cannot move an Animate Dead or Dance of the Dead enchantments onto a live creature and you cannot move it onto a creature in a graveyard.

[Duelist Magazine #7, Page 98] (The second part is a REVERSAL)

You can move an Animate Dead enchantment onto another creature which already has Animate Dead on it. [Duelist Magazine #2, Page 8] Dance of the Dead in interchangeable with Animate Dead for this ruling. [Aahz 10/09/95]

When the enchantment is moved, it forgets that it had been used that turn. So, you can use an Instill Energy again if you move it. [WotC Rules Team 09/15/94]

If you move an enchantment such as Firebreathing after mana has been spent to pump it up, the effects of the pumping are directly on the creature and do not move with the Firebreathing card. [Aahz 12/16/94] If you moved it after activation but before resolution, the effect will still happen to the original creature and not the new one because this is locked in on announcement of the effect. [Aahz 10/09/95]

If the enchantment itself has upkeep costs or effects and you deal with them prior to moving it, you still have to deal with them again because it acts as just cast and forgets you dealt with it. [WotC Rules Team 11/16/94]

If there is an X in the casting cost of the enchantment, treat X as zero when it is "re-cast". [D'Angelo 04/14/95]

Decisions made when the enchantment "enters play" are made again. Thus, Prismatic Ward's color can be changed. Casting decisions are also made again. Thus, you can change the land type specified by a Phantasmal Terrain. [WotC Rules Team 11/10/95] (The part about casting decisions is a REVERSAL.)

Any choices made when moving the enchantment are made by the enchantment's controller/caster and not necessarily by the player using the move effect. [D'Angelo 09/25/95]

The enchantment being moved is not considered to have left play or to be a different card. Thus, if the enchantment was the target of a spell or effect, the spell or effect would not fizzle due to lack of target if the enchantment were moved in the meantime. [D'Angelo 09/26/95]

You can move an enchantment to a card like Autumn Willow which cannot be targeted by spells or effects as long as the effect which is doing the moving does not target the Autumn Willow (which none of the current enchantment movers do). The enchantment will not fall off, since although it checks its target for validity, the enchantment is no longer a "spell" or an "effect" while in play. It is a permanent. [Aahz 01/03/96]

Keep in mind that you cannot move an enchantment onto an illegal target using the current enchantment movers. Thus, you cannot move a black enchantment onto a creature with protection from black.

If an enchantment is moved onto something that turns out to be invalid, the enchantment "falls off" (is destroyed) after reaching the destination. For example, if a Chaoslaced Holy Armor is moved from a Scryb Sprite onto a Black Knight, the move is legal since a red enchantment can be moved onto a creature with Protection from White. But during the move, the lace effect is lost and the enchantment turns White. [WotC Rules Team 02/06/96]

Moving an enchantment does make it's effect start as if it just entered play for purposes of the "apply effects in the order they enter play rule." [Bethmo 06/06/96]

1.93 Multiplayer Rulings

Multiplayer Rulings:

Opponent is defined as any player other than yourself.

In team play, opponent should not include your teammates.
[WotC Rules Team 01/10/95]

In multiplayer games, cards which read "both players" affect all players.
[Snark]

A permanent that targets a player as a continuous effects has a single player chosen when it is cast. This player choice cannot be changed even if the permanent changes control. If the target player leaves the game then the permanent becomes useless but stays in play.
[WotC Rules Team 01/10/95]

A permanent that targets a player when it is activated may choose a player each time it is used. [WotC Rules Team 01/10/95]

A permanent that says "opponent's choice" allows you to choose an opponent each time the choice needs to be made. Examples are Demonic Hordes and Clergy of the Holy Nimbus. [WotC Rules Team 01/10/95]

If a card reads "each upkeep" or "each turn", it means each of your upkeep phases or each of your turns. If the card affects multiple players, it affects each player during his (or her) upkeep or turn.

In most multiplayer rule sets, if a player is killed, all of that player's cards are immediately removed from the game. This can have a drastic effect on the balance of power in the game.

1.94 Must Attack

Must Attack:

If a creature is forced to attack, it does not have to attack immediately, but it must attack this turn if possible. [PPG Page 224] This means you must declare an attack (if possible) and send the creature out (if possible).

Being already tapped or being tapped for a special ability prior to the attack will make it unable to attack.

Being prevented by an effect such as Island Sanctuary, or card text such as the Sea Serpent's "cannot attack if opponent has no Islands" will also make it unable to attack.

You are not forced to maximize the number of "must attack" attackers that you can declare. "Must attack" creatures do have to be declared first, but if one of them has Errantry on it you can declare that one and thereby cause the others to be unable to attack. You cannot use a non-"must attack" creature with Errantry to do this, however. [D'Angelo 07/25/95]

You cannot use the declaration of a non-"must attack" attacker as a way to avoid attacking with a "must attack" attacker. For example, if you are only allowed to declare 2 attackers, those two slots must be taken by "must attack" creatures if possible. [WotC Rules Team 09/15/94] This works out so that "must attack" attackers must be declared before other attackers.

If there is a cost to declare the attacker, you don't have to pay it. For example, you don't have to pay the Brainwash cost on a Juggernaut. [Aahz 01/25/96] (This is a REVERSAL of something I had in here before)

1.95 On Its Way to the Graveyard

On Its Way to the Graveyard:

A permanent is "on its way to the graveyard" if it has enough damage on it to kill it, or if a destroy or bury effect has resolved against it. Note that this works out so that the only time in which a permanent can be "on its way to the graveyard" is during a damage prevention step.

[Duelist Magazine #7, Page 36] See the
Damage Prevention
entry under

Spell and Effect Timing
for more information.

A permanent is not on its way to the graveyard when a damaging or destroying effect has been announced. It is still in play until the effect in question resolves.

A permanent which is scheduled to be "destroyed at end of turn" or to be "destroyed at the end of combat" is not considered to be on its way to the graveyard.

A permanent which is on its way to the graveyard cannot be sacrificed.

1.96 Order to Apply Effects

Order to Apply Effects:

The rule for effects is that the most recent one takes precedence. For example, if Earthbind is placed on a creature and then Flight is placed on the creature, the Flight will take precedence because it is last. [PPG Page 220]

This goes for general continuous effects as well as it does for enchantments or abilities on a specific permanent. If Gravity Sphere is put into play, it removes Flying ability from all creatures in play. If a Flight spell were placed on the creature after that, the Flight would have precedence because it took effect more recently. [bethmo 06/29/94]

If the source of an effect is removed, reapply the effects in order of casting. This does not happen often but is theoretically possible. For example, if you cast a Conversion spell to change all Mountains into Plains and then used Magical Hack on a second Conversion spell to turn all Mountains into Forests, the first one would be applied and turn them all into Plains. The second one would find no Mountains in play, so it would do nothing. Later, if the first one were removed, the second one would immediately discover the Mountains and convert them to Forests. [bethmo 06/29/94]

+ Note that these rules apply to non-continuous effects as much as to continuous ones. A non-continuous effect "enters play" when it resolves. Thus, a Jump spell can make a creature with Earthbind fly. [D'Angelo 08/01/96]

1.97 Permanent

Permanent:

+ A permanent is any card in play (enchantments, creatures, artifacts, land) or any token which represents a creature (or other permanent type). [Page 61]

Cards in play are not spells, they are "permanents". They can no longer be affected by things that affect "spells" (i.e. Counterspell, Lifeforce) [Page 29]

A permanent stays in play until destroyed by an effect or is otherwise removed from play. You cannot just destroy a permanent because you no longer want it. [Page 29]

Spells which become permanents do not become permanents until they resolve. [Page 61] (The rulebook says "cast" but this is a mistake.)

1.98 Phase Skipping

Phase Skipping:

- + Some effects allow you to choose to skip a phase. Usually, they give you a benefit for doing so. These effects are used during the phase just prior to the start of the one to be skipped (unless otherwise specified on the card) but often can be used during any phase on the same turn prior to the start of the phase to be skipped. [WotC Rules Team 10/18/95]
Fasting is an example. It is used during Upkeep to skip the draw phase.
- + You cannot choose to skip a phase more than once in a given turn. The choice to skip is considered a payment and you can't spend the same phase than once. [WotC Rules Team 07/29/96]
- + Some effects may cause you automatically skip a particular phase. These effects happen at the time the specified phase would start. Instead of starting the phase, you just skip it. [WotC Rules Team 10/18/96]
Necropotence is an example. If it is in play when your draw phase would start, you skip it.
- + The effects which allow you to choose to skip a phase can override the automatic skipping because the choice effect is used earlier.
[WotC Rules Team 10/18/96]
- + If more than one automatic phase skipping effect is in play, you choose which one actually causes you to skip the phase. Normally, this does not matter, but it can in the case of the Ivory Gargoyle for which you have to skip a certain number of draw phases using its effect.
[WotC Rules Team 07/29/96]
- + The Ivory Gargoyle effect that causes you to skip a draw phase is considered an automatic one. [D'Angelo 07/29/96]

1.99 Pitch Spells

Pitch Spells:

This is the name for spells which allow you to discard cards (typically they are actually removed from the game) instead of paying the casting cost. They were introduced in Alliances.

If one of these spells is selected at a time other than at casting, you do not have the option of using the discard payment. For example, if Wand of Ith is used on one, you pay the full casting cost or discard it.
[Duelist Magazine #11, Page 55]

The card is pitched at the time you announce the effect and is considered to be paying the cost. [Duelist Magazine #11, Page 55]

It does not actually change the casting cost of the spell for any other

reasons, including effects like Spell Blast.

1.100 Poison

Poison:

Poison counters are poison counters. A player dies if they have 10 such counters no matter what the source is. [Duelist Magazine #2, Page 7]

1.101 Protection from Color

Protection from Color:

Protection from a color means that a creature: [Page 39]

1. Reduces damage of <Color> to zero.
2. Cannot be blocked by <Color> creatures.
3. Cannot be targeted by <Color> effects or spells, but it may be affected by spells or effects of that color which do not target it specifically but ability #1 is still in effect if such a spell does damage.
4. Has any enchantments of <Color> removed

Protection from Color does not protect creatures from general enchantments or spells. So a creature with Protection from Red is still affected by Orcish Oriflamme.

Protection from Color does not stop damage prevention spells from working. Damage prevention spells target the damage and not the creature. [PPG Page 89] For example, you can use a Healing Salve to remove damage from a creature with Protection from White.

See the

Targeting

entry for more information on what is targeted and what is not.

Protection from Color does not protect creatures from being sacrificed (even from spells or effects of the appropriate color). Sacrificing is not considered a targeted effect.

The "cannot be blocked by <color> creatures" ability is an absolute statement. The creature cannot even be blocked by creatures of <color> which have Protection from the appropriate color. So, a Black Knight and a White Knight cannot meet each other in combat.

Protection from Color protects the creature but it does not protect any of the enchantments on the creature. [bethmo]

A Protection from Color ability does not work for a creature while it is in the graveyard. Hence a White Knight can have Animate Dead cast on it and a Black Knight can be Resurrected. [bethmo] Note that the White Knight would immediately dispel the Animate Dead and go back to the graveyard, but the example still holds.

1.102 Rampage

Rampage:

Rampage rules were introduced in the Legends expansion set and is in the Fourth Edition rules.

After defense is chosen but before damage is assigned, an attacking creature with 'rampage:*' rains +*/+* until end of turn for each creature beyond the first assigned to block it. [Legends Rulecard] [Page 39]

Bonus is applied when blockers are declared and lasts until the end of the turn. Removing a blocker after this does not change the bonus. [Duelist Magazine #2, Page 7]

Fog does not stop the bonus from being gained. [Aahz 02/09/95]

+ If a creature which already has Rampage:X gets Rampage:Y added to it, it now has Rampage:Z where $Z=X+Y$. [WotC Rules Team 06/27/96] So if a creature with Rampage:1 gains Rampage:1 again, it now effectively has Rampage:2.

1.103 Regeneration

Regeneration:

Regeneration means prevention of sending the card to the graveyard, which is equivalent to saying it prevents a creature from dying or a card from being destroyed. [Page 33] The Fourth Edition rulebook only mentions destroy by damage, but other forms of destroy can be regenerated from. [Aahz 06/06/95]

Regeneration abilities and spells must be used at the time the creature would be sent to the graveyard. [Page 33] This only happens during the damage prevention step. [Duelist Magazine #5, Page 122]

When a creature regenerates, damage on it is not "removed", the damage on the creature just gets ignored until the end of the turn. [Duelist Magazine #5, Page 122] The effect seems to be identical to removal except that the damage is remembered in case there is a way to retroactively remove it. Also, the "ignored" damage is considered

successfully dealt for purposes of Trample and any other effect that happens because damage is dealt.

Ignored damage due to regeneration can still be targeted by damage prevention effects until it actually becomes "dealt". [Aahz 12/18/95]

A regeneration effect will fail if enough damage is removed from a creature that dies due to lethal damage so that the damage is no longer lethal prior to resolution. It'll also fail if the creature is not still dying (which could happen if it has already been regenerated). [WotC Rules Team 08/17/95]

When a creature is regenerated, all enchantments and counters remain on the creature, and the creature becomes tapped if it was not already tapped. [Page 33] This tapping of the creature is not a cost, it is an effect, and so tapped creatures can be regenerated. [Page 33]

Regeneration effects are considered to 'target the death of the creature'. If there is not a death, you cannot use the regeneration effect. [Duelist Magazine #6, Page 130] This includes spells that just say something like "Regenerates target creature". Implicit in this is "...which is dying". [Aahz 08/16/95]

Cannot regenerate a creature which is buried, removed from the game or sacrificed. [Page 33]

Regeneration does not remove any "will die at end of turn" or similar such fates hanging over creatures.

You can pay for Regeneration abilities more than once in a single spell stack. The first one to resolve will do so successfully. Later ones will fizzle since the creature is no longer dying. [Duelist Magazine #7, Page 98] This provides an interesting way to sink mana.

1.104 Remove from the Game

Remove from the Game:

If a creature is "removed from the game" by some effect, it cannot be regenerated. [Page 62] Also, all enchantments on the creature are put in the graveyard just like they would if the creature were destroyed.

1.105 Sacrifice

Sacrifice:

You can only sacrifice things that you control. [Page 62] The Priest of

Yawgmoth is an exception to this since it allows you to sacrifice a card you own even if you do not control it.

A sacrifice is considered a cost in the casting of a spell or powering an effect. It is used up at the same time the mana would be. Such costs are not preventable by any means, including regeneration. [Page 62]

A sacrifice buries the affected permanent immediately. [Page 62]

Sacrificing is not a targeted effect. [Page 62] So Protection from Color will not protect a creature from a sacrifice. (This is true even though page 59 of the PPG indicates otherwise. The book is in error.)
[WotC Rules Team]

A permanent can sacrifice itself to itself as part of an ability unless prevented by some card text or other means.
[Duelist Magazine #5, Page 123]

You cannot sacrifice a permanent if it has enough damage on it to kill it or if a destroy or bury effect has resolved against it. [Page 62] (See the "On Its Way to the Graveyard" entry for more information.) Note that this works out so that the only time in which a permanent cannot be sacrificed is during a damage prevention step in which it has damage or is being destroyed.

You cannot sacrifice a card in your hand. All cards which had you sacrifice from your hand have errata on them saying that it should be a normal discard. This means such discards are not costs so they are done at resolution instead of announcement. [WotC Rules Team 05/10/95]

The Antiquities expansion used the text "choose one of your artifacts in play and place it in the graveyard" to mean a sacrifice. It does not matter if the choose is before or after the ability. [bethmo]

Any Limited/Unlimited/Arabian Nights/Antiquities card which destroys itself when used is considered to sacrifice itself.
[WotC Rules Team 01/29/94]

You can sacrifice something even if it is tapped or has just entered play. There is no "summoning sickness" or "turning off" for sacrifices.
[D'Angelo 07/05/95]

A sacrifice does not cause a damage prevention step to occur, but it does cause "death" events to happen so anything that triggers on a card going to the graveyard can trigger. [Aahz 10/05/95]

1.106 Snow-Covered Lands

Snow-Covered Lands:

Think of "snow-covered" as another adjective about a card, like color or artifactness. For example, a land can be a basic Plains and be animated, snow-covered, artifact and blue all at once.

The rulebook says "Snow-covered lands are considered basic lands." What this means is that the cards named "Snow-covered XXXX" are considered to be basic XXXX cards. [D'Angelo 06/08/95] More accurately, the rule should have been written that "Snow-covered lands are treated like non-snow-covered lands of the same type". [bethmo 07/24/95]

They are considered to be of the proper basic land type. Anything which affects Plains will affect a Snow-Covered Plains. Forestwalk will work on a Snow-Covered Forest. [Duelist Magazine #6, Page 132] Land Tax and other cards that look for basic lands also work on them. [Duelist Magazine #7, Page 8]

Effects that change a land type, like Phantasmal Terrain, cannot give a land Snow-Covered nature or take it away. [Duelist Magazine #6, Page 132] If you change a Snow-Covered Forest to a Mountain with Phantasmal Terrain, then it is a Snow-Covered Mountain.

Cards which require Snow-Covered lands only work on such lands. Ones that only require a land type work whether or not it is Snow-Covered. [Duelist Magazine #6, Page 132]

Cards which look for a kind of landwalk work whether or not the landwalk is more specific or not. For example, an effect that targets a creature with IslandWalk will work on one with Snow-Covered IslandWalk. [WotC Rules Team 09/22/95]

If you manage to make a non-basic land gain the snow-covered attribute, it does not become a basic land. [Duelist Magazine #7, Page 8]

Cards which ask you to specifically name a card, such as Nebuchadnezzar, do not see "Swamp" and "Snow-Covered Swamp" as the same name. They are distinctly named cards. [D'Angelo 01/07/96]

1.107 Successfully Cast

Successfully Cast:

A spell is considered successfully cast once it leaves step 2 of its life cycle. See the

Life-Cycle of a Spell or Effect
entry in the

Spell and Effect Timing
section for more information.

1.108 Summoning Sickness

Summoning Sickness:

Creatures cannot attack (or be tapped for a special ability) unless that creature's card or token has been in play on your side since the beginning of your most recent turn. [Page 30] This includes all possible ways of getting creatures: Summon, Animate, Resurrect, Living Lands, Control Magic, etc. [WotC Rules Team]

If a card or token starts your turn in play on your side, leaves your side and then returns in the same turn, you cannot use it. It must wait until it begins your turn in play on your side again. [Duelist Magazine #5, Page 123] (This is a REVERSAL)

Cards which are animated during a turn may attack or use their non-creature abilities even on the turn they become creatures if they began the turn in play on your side (creature or not)! [WotC Rules Team]

If a non-creature is tapped for an ability on the turn it enters play and is animated so that it is a creature at some time before the ability resolves, the effect will not fizzle. [D'Angelo 06/07/95]

1.109 Tap and Hold Effects

Tap and Hold Effects:

Effects for which you tap the card, and the effects last as long as the card is tapped are called 'tap and hold effects'.

Although these cards only say "as long as it remains tapped", it also means "and is in play". [WotC Rules Team 02/06/96] A card which is not in play cannot be still tapped. A similar rule applies to "as long as you control effects" wear off if the source of the effect leaves play. [WotC Rules Team 02/06/96]

The effect lasts until the card is untapped. This is similar to a normal time duration effect such as "until end of turn", but is "until the card which generated the effect is untapped or leaves play". [D'Angelo 09/12/95]

If the card untaps before the tap and hold effect actually resolves, the tap and hold effect ends immediately after the effect resolves. This means that the full effect takes place then stops immediately thereafter causing anything that happens when the effect ends to happen. [WotC Rules Team 11/10/95]

The effect continues even if the card loses its abilities (which is possible if an artifact is animated by Titania's Song or a lang changes type by Phantasmal Terrain). It only ends if the card untaps or leaves play. [D'Angelo 09/12/95]

If one of these cards or its target enters an Oublitte or Tawnos's Coffin,

the effect will end and will not restart when it re-enters play.
[D'Angelo 9/12/95]

1.110 Tapping a Permanent

Tapping a Permanent:

Tapping a permanent with an effect will never trigger any ability on that permanent which has tapping as part of the activation cost.

You can use a tap effect on an tapped card. The effect does not fizzle, but it does "fail" to do anything.
[Duelist Magazine #5, Page 23]

1.111 Target

Target:

Any spell which lets you pick a target (as opposed to a "target something") can be aimed at any player or creature. [Page 16]

1.112 Targeting--Announcing and Resolving

Targeting--Announcing and Resolving:

You may not announce a targeted spell or effect unless it is aimed at a legal target. [Page 63]

You may not announce a targeted spell declaring an illegal target with the intent to use an interrupt afterward to somehow make the target legal. [bethmo]

Spells which target "all" of something can be played even if there is none of the somethings available. [Page 63] For example, you can use Flashfires even if no Plains are in play. This is because the spell does not require a target to act upon. It just does something.

Some spells are modal in their targeting. See the
Modal Effects
entry
for more information.

In addition to having a valid target when announced, a spell or effect must have a valid target when resolved. If the target is not valid when

the spell or effect would resolve, then it fizzles. [PPG Page 99]

Note that some cards target something which is used in the cost, for example "tap target creature to do ...". In this case, the target only needs to be legal at the time the cost is paid and not on resolution as well. [WotC Rules Team 06/27/96] This rule applies to all ways that costs can do something to a card.

Spells can be modified between being announced and being successfully cast. If something about the targeting makes the target choice illegal at that time then the spell will fizzle. Effects have all their attributes set on announcement and even text changes to the source card cannot make the effect fizzle. It remembers what the text said when it was announced. [D'Angelo 05/26/95]

There are many ways to make a target illegal before resolution. The most common way is for the target to be destroyed, unsummoned or otherwise removed from play prior to resolution. Other requirements on the targeting may be invalidated due to adding Protection from Color to a target creature, or through the use of interrupts to change the color or wording of the spell/effect or target.

Spells always resolve as completely as possible. A spell that says "Do one thing. Do another" or one that says "Do one thing and do another" will do both parts even if one part fails (see the next entry for the exception to this rule). [Duelist Magazine #5, Page 22]

If all the targeted parts of a spell fizzle, then the untargeted parts will not take effect. [Duelist Magazine #5, Page 22] Before 06/01/96, this is true even for "Do one thing to do another" effects where the "another" part is the targeted one. The "one thing" would not happen if the target was illegal. [Aahz 08/01/95] For example, Crumble targets an artifact to be buried and has an untargeted gaining of life. If the target becomes invalid and the spell fizzles then no life will be given.

As of 06/01/96, spells that say "Do one thing to do another" do the first thing during announcement and as a cost, regardless of what that thing is. The rest of the text is the effect. [WotC Rules Team 05/08/96]

Before 06/01/96, spells that say "Do one thing to do another" means that doing the first thing successfully is a requirement for the other thing to take place. If the first thing is multiply targeted, all the targets must be successful. [Duelist Magazine #5, Page 22] Note that success means that it does not fizzle and that the action was also completed. An example of failure (non-success) is trying to tap a tapped card.

If a spell has multiple targets and one of the targets is removed from play, only that one portion of the spell fizzles out. The rest of the targets are affected normally. [Page 63] For example, if a Fireball is used on 3 targets and one is Unsummoned, the damage is still spread between the 3 targets with one target's damage fizzling out.

Abilities which say "target creature" only apply targeting rules when they are announced and when they resolve. After that, the fact that the target is still a creature is not checked any more.

[Duelist Magazine #5, Page 123] This mostly applies to card stealing such as Aladdin and Seasinger. You do not lose control of the card if it stops being a valid target.

1.113 Targeting--Is Something Targeted

Targeting--Is Something Targeted:

New cards are clear as to when something is targeted (it will use the word target on the card), but older cards were not so clear.

When deciding if a spell/effect targets a something or if it is a general effect, just ask if the player using the effect at any time chooses something to be affected. If no choice is made, then it is a general effect, if at least once a card or target must be specified, then it is a targeted effect. [bethmo]

Choosing defenders is not a choice that makes something a targeted effect. [Page 63] Hence abilities which affect creatures blocking or "blocked by" a creature are not targeted and are not stopped by Protection from Color. For example, a Green Ward will not save a creature from being destroyed by the Thicket Basilisk. [WotC Rules Team 02/07/94]

Any spell or permanent that affects itself does so in a non-targeted way. [D'Angelo 05/19/95] Although some targeted effects can be aimed at the permanent that generated the effect. If this happens, it is still a targeted effect.

Combat damage and effects are not targeted. [Page 63] This means that the Basilisk gaze, Battering Ram ability, Aisling Leprechaun, and others are not targeted abilities and will therefore not be prevented by Protection from Color or other "you can't target me" effects.

Spells/effects which affect a card which is in the graveyard are targeted. [Duelist Magazine #5, Page 123]

No spell or effect (other than the Ring of Ma'ruf) can target a card which is outside of the game. [Page 61]

Enchantments on a permanent only target the permanent when cast. Once in play, they no longer target that permanent when using the ability on them. For example, Firebreathing does not target the creature to give it +1/+0 and Regeneration does not target the creature when it is used. [WotC Rules Team 02/09/95]

If a card reads "a xxx" or "any xxx" it means "any one xxx in play, no matter who it belongs to." [bethmo]

1.114 Targeting--Valid Targets

Targeting--Valid Targets:

Damage prevention spells usually target the damage and not the source of the damage or even the creature or player with damage on it.

[WotC Rules Team 05/03/95]

You may target an effect which removes an ability at a permanent without that ability. It just does nothing. [Duelist Magazine #5, Page 23]

You may target a tapping effect at a tapped card or an untapping effect at an untapped card unless the card says it targets a tapped or untapped permanent. [Duelist Magazine #5, Page 22]

Spells that target "attacking" or "defending" creatures may only be used during an attack. [bethmo] If they are untargeted spells, they may be used at any time. [Aahz]

You cannot target a spell which will become a permanent with a spell/effect that targets a permanent until the permanent resolves. Prior to it resolving, it is just a spell. [Page 63]

1.115 Token Creatures

Token Creatures:

Creatures represented by tokens are not "cards" in the game sense.

[Page 63] This means that they cannot be targeted by spells which specify a card (like Revised Edition Red Elemental Blast and Revised Edition Desert Twister which say "card" rather than "permanent").

Token creatures are also removed from the game entirely if they are ever Unsummoned, destroyed, or otherwise removed from play. [Page 63]

Since this is a continuous effect, it happens before even an interrupt can be declared. Before leaving the game, they actually do go to the graveyard or player's hand very briefly. Trips to the graveyard can be used by Soul Net and other cards. [Duelist Magazine #6, Page 130] (This overrides the ruling on page 15 of Duelist Magazine #2)

Token creature are considered to have a zero casting cost. [Page 58]

Note that this is true even if a cost was paid to generate the token creature (i.e. a Wasp from the Hive).

A Clone (or other copy card used on a token creature) is a card and not a token, so the copy ignores any text on the card which created the token which spells out the token creature rules.

Token creatures are not considered to have expansion symbols on them so they ignore "expansion killer" cards like City in a Bottle or Golgothian Sylex.

Tokens are permanents. [Page 63]

The 'owner' of the token is the player that played the effect that brought the token into play. [Aahz 06/08/95] This is true even if the effect brings the token into play under another player's control.
[Bethmo 05/16/96]

1.116 Trample

Trample:

If a mix of Trample and non-Trample damage are involved, non-Trample damage is assigned first, and Trample damage is assigned afterwards.
[Page 35]

The excess Trample damage is "redirected" to the defending player and results in a second damage prevention step. Since this works like redirection, any effects due to the damage will happen to the player. The damage also retains color and any other properties just like normal damage redirection would. [Duelist Magazine #5, Page 122]

Trample damage is not technically damage redirection. Note that Whippoorwill, which prevents redirection, will not prevent Trample damage from passing through. [Aahz 12/06/94]

If a Trample creature is blocked by an unbanded group, the player may assign all of the damage to one of the blockers and cause the Trample damage in excess of the blocker's toughness to go on to the defending player. [Page 38]

If a Trample creature is blocked but you cannot assign damage to any of the blockers (because they regenerated or have a cannot assign damage to them effect), then all the Trample damage goes to the defending player. [Duelist Magazine #5, Page 122]

A creature with Trample ability which has its blocker removed is still blocked but all the damage that creature would do goes through to the defender after trampling the non-existent blocker.

Defenders do not get to use Trample ability. Only attackers.
[PPG Page 85]

Damage loses its Trample nature when redirected. This is because the Trample ability only applies to the creature(s) blocking the attacker.
[D'Angelo 01/06/96]

1.117 Untapping a Permanent

Untapping a Permanent:

Untapping a permanent does not undo the effects of that card; it merely makes the card available to be used again. [bethmo]

You can use an untap effect on an untapped card. The effect does not fizzle, but it does "fail" to do anything.
[Duelist Magazine #5, Page 23]

Must pay the entire untap cost on a creature or none of it. For example, if an Island Fish Jasconius had two Paralyze spells on it, you would have to pay the three blue mana plus 8 mana of any color to untap it.
[Duelist Magazine #7, Page 98]

An external effect which untaps the card, such as Jandor's Saddlebags, Twiddle or Instill Energy is not cumulative with untap costs. They just untap the card. [Duelist Magazine #7, Page 98]

1.118 Walls

Walls:

Walls are in all senses creatures. They are affected by any spell or effect which affects creatures (including Paralyze, Terror, Creature Bond, and so on). [Page 30]

Walls cannot attack even if power is greater than zero. If Animate Wall is used on them, they may attack even if power is zero. [Page 30]

Creatures which say "Counts as a Wall" are Walls.

1.119 'X' Cost

'X' Cost:

If there is an 'X' in the cost, consider the amount paid in 'X' to be part of the cost during casting, but to be zero after the card is successfully cast. [PPG Page 56]

Spells with an X cost can legally be cast with zero as the X.
[Page 12]

Spells with an X cost are declared when they are cast as to how much mana is in them. This amount cannot be increased or decreased after it is declared.

1.120 Other Rules and Rulings That Defied Categorization

Other Rules and Rulings That Defied Categorization

It is not legal to spend mana on preventions like Circle of Protection or Death Ward (but not limited to them) when there is no valid action to be countering. Equally, you cannot Animate Artifact when there are no artifacts. Basically, you cannot make an excuse just to get rid of cards or mana. [PPG Page 57]

- + An ability without an activation cost (or a cost otherwise written into the text) which says it is used during a certain phase can only be used once during that phase, regardless if the effect is successful or not. [WotC Rules Team 04/26/95] For example, the Doppelganger can only switch forms once per upkeep.

Rounding down means to drop the fractional part. Rounding up means to add 1 and then drop the fractional part. [bethmo 05/30/94]

1.121 Tournament Rulings

Tournament Rulings

General

Floor Rules

Type I

Type I.5

Type II

Sealed Deck

Ice Age Constructed Deck

Ice Age Sealed Deck

Rating System

1.122 General

General:

English language cards are to be played by the wording on the card (plus any errata) and NOT according to the most recent English version of that card. There is a push to make play shift to the most recent wordings, but this push has not become a rule as of yet.

- + Cards can now optionally be played as per the most recent card texts. If this is to be done at a tournament, it must be announced in advance and covers all players in the tournament. The judge must have an official complete list of all the recent card texts available for use by players. [Update 06/01/96] Otherwise, cards are always played as they are written (plus any errata).

Non-English language cards are to be played by the most recent English language version of that card. Translational errors are avoided in this way.

Mixed language decks can be played. [Aahz 07/09/95]

The judge may rule that Alpha printing cards are marked. If so, your deck must not contain them or only contain them. If this optional rule is to be used by the judge, it must be announced in advance.

- + If during tournament play, a player forgets to deal with upkeep prior to drawing their card, the upkeep is considered as if the player chose not to pay it. [Aahz 08/12/96] This is a fix put in place to stop people from purposely "forgetting" to pay upkeeps until they see what's going on. The rules actually require that a player who forgets something should go back and deal with it, but if that rule appears to be bent by a player's actions, this rule should be used instead. Try giving a player a warning or two before going full force on this one.

1.123 Floor Rules

Floor Rules:

Decision of the judge is final. This is true even if the judge turns out later to have made an incorrect ruling.

All tournaments are single elimination, double elimination, round-robin, or swiss draw format with each round consisting of up to 3 duels during a fixed time limit. A win gets 3 points and a draw gets 1 point. A bye gives a player 6 points. [Tourney Rules 10/01/95]

Players cannot change the contents of their deck and sideboard throughout the entire tournament, but cards can be rotated between the deck and sideboard between games. The sideboard (if used at all) must always have exactly 15 cards (except in Sealed Deck tournaments).

Ante is not required but if both players choose to do so, they may. Any cards won this way are not added to the deck. If loss of cards causes the deck to be illegal, then you are disqualified.

If a player draws all land or no land in the initial 7 cards, they can call a 'mulligan' and reshuffle, recut, and draw again. If a player does this, the opponent has the option of doing so as well. Each player is allowed to use this rule once per duel.

Card sleeves are allowed on cards, but the judge or opponent in a specific duel may request that they be removed. If this is requested, it must be complied with. If sleeves are used, all cards in the deck, library and sideboard must be identically wrapped. If holograms are on the sleeves, they must be on the face (not the back) of the cards. Players can ask the judge to inspect the sleeves and can disallow them if they are obviously marked, worn, or in a poor condition that may interfere with shuffling.

You can always use a card sleeve as a reminder when placing one of your cards in your opponent's territory.

Using "proxy" cards is not allowed.

A time limit of 45 or more minutes may be placed on a round other than the semi-final or final rounds. A 10 minute warning should be given. The duel is over when the time is called, except the current player has 60 seconds to finish their turn. The turn is considered started if they had already untapped all their cards. [Tourney Rules 10/01/95]

If time runs out during the first or third duel, then the player with the highest life total at that time wins. If it is during the second duel, then the player that won the first one wins.

Players can look through their sideboards during play. [bethmo 07/18/95]

Your opponent is always entitled to shuffle your deck if they want to. They get the right to a final shuffle if they want it. This is to prevent people from possibly stacking the deck. Usually people just settle for "cutting the deck".

As an optional rule, the first player each game skips their draw phase. The winner of the coin toss before the each match decides if they want to play first or to draw first. If this rule is in effect, the tournament organizers must announce it in advance.
[Tourney Rules Update 01/01/96]

1.124 Type I

Type I:

Can be composed of cards from any edition or expansion of Magic (unless the judge says otherwise). Collector's Edition cards are not allowed.

There is a grace period of one month from the date of the release of a new edition or expansion during which the new cards are not valid. After that 30 day period, the new cards will be allowed. [Tourney Rules 10/01/95]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

Some cards are 'restricted' so that only one may appear in the combination of deck and sideboard. These cards are:

[Tourney Rules 10/01/95] + [Update 01/01/96] + [Update 03/01/96]

Ancestral Recall	Fork	Mox Sapphire
Balance	Ivory Tower	Mox Jet
Berserk	Library of Alexandria	Recall
Black Lotus	Maze of Ith	Regrowth
Braingeyser	Mirror Universe	Sol Ring
Candelabra of Tawnos	Mishra's Workshop	Timetwister
Copy Artifact	Mox Emerald	Time Walk
Demonic Tutor	Mox Pearl	Underworld Dreams
Feldon's Cane	Mox Ruby	Wheel of Fortune
		Zuran Orb

Some cards are 'banned' so that none may appear in the deck or sideboard.

These cards are: [Tourney Rules 10/01/95] + [Update 01/01/96] +

[Update 03/01/96]

Amulet of Quoz	Darkpact	Mind Twist
Bronze Tablet	Demonic Attorney	Rebirth
Channel	Divine Intervention	Sharazhad
Chaos Orb	Falling Star	Tempest Efreet
Contract from Below	Jeweled Bird	Timmerian Fiends

Ring of Ma'Ruf can only bring in cards from the sideboard or ones that were removed from the game by an effect such as Swords to Plowshares.

1.125 Type II

Type II:

Can be composed of cards from the most recent edition of The Gathering (currently Fourth Edition), white border extensions (Chronicles) and all available limited edition expansions (currently Ice Age, Fallen Empires, Homelands and Alliances). A limited edition set will not be removed without 90 days notice from the Duelists' Convocation.

[Tourney Rules 10/01/95] + [Update 06/01/96]

Cards from previous editions or expansions which are in the current one are allowed. Collector's Edition and promo cards are not allowed.

There is a grace period of one month from the date of the release of a new edition or expansion during which the cards valid under the Type II rules prior to that edition/expansion are still valid and the new cards are not valid. After that 30 day period, the new cards will be allowed and any old ones will be disallowed. [Tourney Rules 10/01/95]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

Some cards are 'restricted' so that only one may appear in the combination of deck and sideboard. These cards are:

[Tourney Rules 10/01/95] + [Update 01/01/96] + [Update 03/01/96] + [Update 06/01/96]

Balance	Ivory Tower	Zuran Orb
Black Wise	Land Tax	

As of 07/01/96, Land Tax will be added to the restricted list.

[Update 06/01/96]

Some cards are 'banned' so that none may appear in the deck or sideboard.

These cards are: [Tourney Rules 10/01/95] + [Update 01/01/96]

Amulet of Quoz	Jeweled Bird	Tempest Efreet
Bronze Tablet	Mind Twist	Timmerian Fiends
Channel	Rebirth	

Ice Age is to be considered a limited edition expansion under these rules.

Chronicles is to be considered an extension of the main set under these rules.

1.126 Type I.5

Type I.5:

This type is now official. [Tourney Rules 05/01/96]

Follows all Type I rules except for the restricted and banned lists.

There is no restricted list.

Some cards are 'banned' so that none may appear in the deck or sideboard.

These cards are: [Tourney Rules 05/01/96]

Amulet of Quoz	Demonic Tutor	Mox Pearl
Ancestral Recall	Devine Intervention	Mox Ruby
Balance	Falling Star	Mox Sapphire
Berserk	Feldon's Cane	Rebirth
Black Lotus	Fork	Recall
Black Wise	Ivory Tower	Regrowth
Braingeyser	Jeweled Bird	Shahrazad
Bronze Tablet	Library of Alexandria	Sol Ring
Candelabra of Tawnos	Maze of Ith	Tempest Efreet
Channel	Mind Twist	Time Twister

Chaos Orb	Mirror Universe	Time Walk
Contract from Below	Mishra's Workshop	Timmerian Fiends
Copy Artifact	Mox Emerald	Underworld Dreams
Darkpact	Mox Jet	Wheel of Fortune
Demonic Attorney		Zuran Orb

Land Tax was presumably added to the banned list as of 07/01/96.

1.127 Sealed Deck

Sealed Deck:

Decks consist of one unopened Magic: The Gathering or Ice Age starter (60 cards) plus either three 8 card boosters or two 15 card boosters from an expansion set or the main set, Ice Age or Chronicles. The judge can optionally allow 4 basic lands to be added to this.

[Tourney Rules 10/01/95]

45 minutes are given to construct the deck.

There is no 30 day period after an expansion set is released in which the expansion is not valid for Sealed Deck tournaments.

[Tourney Rules 10/01/95]

Minimum of 40 cards in the play deck.

All additional cards function as the 'sideboard'. The sideboard and deck size can change freely between duels.

All games are played for ante. Cards won this way are added to the player's sideboard.

No restricted or banned cards.

1.128 Ice Age Constructed Deck

Ice Age Constructed Deck:

Only cards from Ice Age can be used with the exception of basic lands (which do not have to be from Ice Age).

Minimum of 60 cards in the play deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card

are considered the same.

Some cards are 'restricted' so that only one may appear in the combination of deck and sideboard. These cards are: [Tourney Rules 10/01/95]
Zuran Orb

Some cards are 'banned' so that none may appear in the deck or sideboard. These cards are: [Tourney Rules 10/01/95]
Amulet of Quoz

1.129 Ice Age Sealed Deck

Ice Age Sealed Deck:

Decks consist of one unopened Ice Age starter (60 cards) plus two 15 card Ice Age boosters. The judge can optionally allow 4 basic lands to be added to this. 45 minutes are given to construct the deck.

Minimum of 40 cards in the play deck.

All additional cards function as the 'sideboard'. The sideboard and deck size can change freely between duels.

All games are played for ante. Cards won this way are added to the player's sideboard.

No restricted or banned cards.

1.130 Rating System

Rating System:

All players start with a rating of 1600.

People who have played less than 25 matches (best 2 of 3) are considered to have a 'provisional rating'. After that, scores should be accurate to within plus or minus 56 points.

During 'provisional rating' period, a person's rating is:

$$(Rc) + ((400 * (wins - losses)) / \text{number of games})$$

Rc = Average rating of all opponents

Once a player is off of provisional rating, their score changes with each game: $\text{New Score} = (\text{Old Score}) + (K * (W - We))$

K = 32 for ratings of 0-2099, 24 for 2100-2399, 16 for 2400 and up.

W = 1 for a win, 0 for a loss

$We = 1 / ((10^D)+1)$

D = (difference between your and opponent's ratings) / 400

Scores only count in officially sanctioned tournaments and if the tournament coordinator actually sends the results to WotC.

1.131 Acknowledgements and Disclaimers

Acknowledgements and Disclaimers

This summary is collected from rulings made by officials and network representatives of Wizards of the Coast, along with a number of unofficial rulings also collected from the net. Whenever a source for a ruling is known, the name of that person is listed with the ruling. "bethmo" is Beth Moursund, the network representative for the "mtg-l" mailing list. "D'Angelo" is Stephen D'Angelo, the previous "mtg-l" representative. "Peterson" is Paul Peterson, the previous "mtg-l" representative. "bethmo" was also the representative before Paul. "Aahz" is Tom Wylie, the network representative for the "rec.games.deckmaster" and "rec.games.trading-cards.magic.*" newsgroups. "Snark" is Dave Howell of WotC. Official rulings from the rules team are marked as "WotC Rules Team". Rules from the Fourth Edition rule book are marked with "Page #" (the Ice Age rulebook is exactly the same except add 2 pages to the page #) and rules from the Pocket Player's Guide are marked with "PPG Page #"

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