⚔ Magic the Gathering – Cheat Sheet – Quick Reference ⚔

⚔ On Your Turn ⚔

Beginning Phase

Untap Step (No one can cast spells/activate abilities.)
• Untap ↻ all of your tapped permanents by turning them upright.

Upkeep Step (Players can cast instants/activate abilities.)
• "At the beginning of your upkeep" effects trigger.

Draw Step
• Draw a card from your library.
• Afterwards, players can cast instants/activate abilities.

First Main Phase

• Play a land (only 1 per turn).
• You may cast spells as long as you have the mana to pay for them.
   ☞ See "**Lands, Mana, & Casting Spells**".
• Opponents can cast instants/activate abilities.

Combat Phase

☞ See "**Your Combat Phase**" for detailed rules.

Beginning of Combat Step (Players can cast instants/activate abilities.)
• "At the beginning of combat" effects trigger.

Declare Attackers Step
• You may choose creatures to attack opponents/planeswalkers.
• Then, players can cast instants/activate abilities.

Declare Blockers Step
• Opponents may choose creatures to block attackers, if any.
• Then, players can cast instants/activate abilities.

Combat Damage Step
• Attackers and blockers simultaneously deal damage to each other equal to their power. Unblocked damage is dealt to opponents/planeswalkers.
• Then, players can cast instants/activate abilities.

End of Combat Step (Players can cast instants/activate abilities.)
• "At the end of combat" effects trigger.

Second Main Phase

• Play a land (only 1 per turn).
• You may cast spells as long as you have the mana to pay for them.
   ☞ See "**Lands, Mana, & Casting Spells**".
• Opponents can cast instants/activate abilities.

Ending Phase

End Step (Players can cast instants/activate abilities.)
• "At the beginning of your end step" effects trigger.

Cleanup Step (No one can cast spells/activate abilities.)
• If you have more than seven cards in your hand, choose and discard cards until you have only seven.
• All damage on creatures is healed.
• "Until the end of turn" effects end.
• Pass the turn.

⚔ ↻ Tapping and Untapping ↻ ⚔

To tap ↻ a card is to turn it sideways to show that it has been used for the turn.

You do this when you use a land to make mana, when you attack with a creature, or when you activate an ability that has the tap ↻ symbol as part of the cost (↻ means "tap this permanent"). When a card is tapped, you can't tap it again until it's been untapped (turned back upright). As your turn begins, during your untap step, untap your tapped cards so you can use them again.

⚔ Your Combat Phase ⚔

Beginning of Combat Step

Some triggered abilities are triggered at this step.

(Players have an opportunity to cast instants or activate abilities right now.)

Declare Attackers Step

You choose which of your creatures will attack, and you choose which opponents they will attack. In games with multiple opponents, you can choose different creatures to attack different opponents simultaneously. **Tap ↻ your creatures to show that they are attacking.**

If no creatures are declared as attackers (or put onto the battlefield attacking), the Declare Blockers Step and Combat Damage Step are skipped.

(Players have an opportunity to cast instants or activate abilities right now.)

Declare Blockers Step

Your opponents choose which of their creatures will block, if any. Tapped creatures can't be declared as blockers. Blocking with creatures does not cause them to become tapped.

(Players have an opportunity to cast instants or activate abilities right now.)

First Strike Combat Damage Step

Skip this step if there are no attacking or defending creatures with **First Strike** or **Double Strike**.

If any creatures in combat have the **First Strike** or **Double Strike** keyword abilities, they will deal their damage in an additional Combat Damage Step before the main Combat Damage Step.

(Players have an opportunity to cast instants or activate abilities right now.)

Combat Damage Step

Once all blockers have been chosen, each creature – both attackers and blockers – simultaneously deals damage equal to its power.
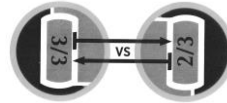
A creature's **power** (the 1st number) is the amount of damage it deals in combat.

4/4

Its **toughness** (the 2nd number) is the amount of damage that must be dealt to it in a single turn to destroy it.

• An attacking creature that **isn't blocked** deals direct combat damage to the player it's attacking, and they lose that much life.

• An attacking creature that **is blocked** deals damage to the creature(s) that are blocking it, and vice versa.

• If one of your attacking creatures is blocked by multiple creatures, you decide how to divide it's combat damage among them. You must assign at least enough damage to the first blocking creature to destroy it before you can assign damage to the second one, and so on.

• If a creature is dealt damage equal to or greater than its toughness over the course of a single turn (whether it be combat damage, damage from spells or abilities, or a combination of both), that creature is destroyed, and it's goes to its owner's graveyard (or "dies").

• If a creature isn't dealt enough damage to destroy it in a single turn, that creature stays on the battlefield, and the damage wears off later at the end of the turn.

(Players have an opportunity to cast instants or activate abilities right now.)

End of Combat Step

Some triggered abilities are triggered at this step.

(Players have an opportunity to cast instants or activate abilities right now.)

⚔ Lands, Mana, & Casting Spells ⚔

Lands

Lands tap ↻ to generate mana for you to use to cast spells and activate abilities as long as they are untapped. The mana is added to your mana pool until the current phase ends. **You can play one land on each of your turns by putting it from your hand onto the battlefield during either of your Main Phases.**

Plains ↻ to add	**Islands** ↻ to add	**Swamps** ↻ to add	**Mountains** ↻ to add	**Forests** ↻ to add	**Others** ↻ to add
White Mana	Blue Mana	Black Mana	Red Mana	Green Mana	Colorless

Casting Spells

A card's **mana cost** tells you how much it costs to cast. To cast **Prismari Command**, you'll need to tap 3 lands.

Prismari Command (1)(U)(R)

This symbol means you need to pay **1** of any kind of mana. That means ☀, 🌢, 💀, 🔥, 🌳, or ◇.

This symbol means you need to pay one 🌢 mana. This cannot be paid with any other kind of mana.

This symbol means you need to pay one 🔥 mana. This cannot be paid with any other kind of mana.

For example, we can satify the cost by tapping 1 Mountain and 2 Islands. One of the Islands will pay for the **1**.

⚔ Types of Spells ⚔

Permanent Spells

Permanent spells include creatures, artifacts, enchantments, and planeswalkers. While lands are also permanents, they are not spells.

Creatures

Creatures fight for you. They can attack during the Combat Phase of your turn and block during the Combat Phase of an opponent's turn. They always have a power and toughness rating in the bottom right corner. Creatures with 0 or less toughness die and are sent to the graveyard.

Creatures you cast enter the battlefield with **Summoning Sickness** and can't attack (or use an ability that has ↻ in its cost) until your next turn.

Creatures with Summoning Sickness are still allowed to block.

Artifacts and Enchantments

Artifacts represent machines or magical objects. Enchantments have persistent magical effect that affect the game as long as they're on the battlefield.

Planeswalkers

Planeswalkers come to your aid in your duel and start with an amount of **Loyalty Counters** ♥ shown in the bottom right corner.

You may activate one Loyalty Ability per turn on your Main Phases by adding or removing the amount of Loyalty Counters beside the ability. You can't activate the ability if it makes the Loyalty Counters drop to less than zero.

Opponents' creatures can attack Planeswalkers, and they will lose Loyalty Counters equal to damage dealt. Planeswalkers with 0 or less Loyalty Counters are destroyed.

Non-permanent Spells

Sorceries and Instants have a one-time effect. You do what the card says, and then put the card into your graveyard. They are never on the battlefield.

Sorceries and Instants

Sorceries are spells that you can only cast during your Main Phases. Instants are spells that can be cast at any time, even during your opponent's turn or during combat.