

† On Your Turn †

Untap Step: Untap ♣ all of your tapped permanents by turning them upright.

Upkeep Step: Any abilities with “at the beginning of your upkeep” effects trigger. Players can cast spells/activate abilities.

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

First Main Phase:

- ☛ You may play a land (only 1 per turn).
- ☛ You may cast spells/activate abilities.
- ☛ Opponents can cast instants/activate abilities.

Combat Phase:

Beginning of Combat Step:

- ☛ “At the beginning of combat” effects trigger.
- ☛ Players can cast instants/activate abilities.

Declare Attackers Step:

- ☛ Declare which creatures you want to attack with and which opponent they are attacking, if any.
- ☛ Then, players can cast instants/activate abilities.

Declare Blockers Step:

- ☛ Opponents may choose creatures to block attackers, if any. (Tapped creatures can't block).
- ☛ Then, players can cast instants/activate abilities.

Combat Damage Step:

- ☛ Damage is dealt simultaneously between attackers and blockers. Unblocked damage is dealt to opponents.
- ☛ Then, players can cast instants/activate abilities.

End of Combat Step:

- ☛ “At the end of combat” effects trigger.
- ☛ Players can cast instants/activate abilities.

Second Main Phase:

- ☛ You may play a land (only 1 per turn).
- ☛ You may cast spells/activate abilities.
- ☛ Opponents can cast instants/activate abilities.

End Step:

- ☛ “At the beginning of your end step” effects trigger.
- ☛ Players can cast instants/activate abilities.

Cleanup Step

- ☛ 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 to the next player.

† Glossary †

♣ (Tap): Turn the card sideways. You can't tap cards that are already tapped.

Aura: Aura enchantments attach to a target on the battlefield. If the permanent it's attached to leaves, the aura is destroyed.

Counter: A counter spell or ability is removed from the stack and is sent to the graveyard. It does not resolve and none of its effect occur.

Deathtouch: Any damage a creature deals to another creature is lethal.

Defender: The creature can't attack.

Destroy: Destroyed permanents go to the graveyard.

Double Strike: The creature deals first-strike damage and regular combat damage.

Equipment: Equipment artifacts enter the battlefield unequipped. Pay the “Equip” cost to attach to a creature. If the creature leaves, the equipment “falls off.”

Exile: Exiled spells/lands go to the exile zone.

First Strike: The creature deals damage before creatures without first strike or double strike.

Flash: You can cast the spell at instant speed.

Flying: The creature can only be blocked by other creatures with flying or reach.

Goat: Goated creatures have to attack if able and can't attack the player that goated it.

Haste: The creature is unaffected by summoning sickness.

Hexproof: Opponents can't target the permanent with spells or abilities.

Indestructible: The permanent can't be destroyed by damage or destroy effects.

Legendary: If a player controls two legendary permanents of the same name, they must choose one to keep and the other is destroyed.

Lifelink: When the creature deals damage, you simultaneously gain that much life.

Menace: The creature can only be blocked by two or more defenders.

Mill X: Take the top X cards of your library and put them into the graveyard.

Reach: The creature can block flying creatures.

Reveal: Revealing a card means you must show it to all players.

Sacrifice: You must choose a permanent and send it to the graveyard.

Scry X: Look at the top X cards of your library and put them back at the top or bottom of your library in any order.

Surveil X: Look at the top X cards of your library and put them into the graveyard or on top of your library in any order.

Trample: When the creature is blocked, unblocked damage is dealt to the blocking opponent.

Vigilance: The creature doesn't tap when attacking.

Ward: Whenever the permanent is targeted by an opponent, counter their spell or ability unless they pay the ward cost.

Attacking Creatures

- ↳ Attacking creatures become tapped.
- ↳ Creatures can't attack if they are tapped or have summoning sickness.

Battlefield

Permanents

- ↳ Permanents include creatures, enchantments, artifacts.
- ↳ Creatures enter the battlefield with summoning sickness and can't attack nor tap on their first turn.

Lands

- ↳ You may play 1 land per turn.
- ↳ Tap your lands to make mana to spend.

Life

Tax

Library

Command
Zone

Graveyard

Exile

- Printable Play Mat for Novices for Magic The Gathering
- Designed by Casey Warrer
- Free to download, print, modify, & redistribute at caseywarrer.com
- Designed to be printed across 3 sheets of letter-sized paper
- NOT FOR COMMERCIAL USE