UP AND DELIVER JUSTICE! SUMMONING COLOSSAL CREATURES. YOUR OPPOSITION. BEFORE ATTACKING YOU! RAPID HITS TO SCORCH YOUR FOES. MAKE YOUR OPPONENT THINK TWICE POWER AND OVERWHELM KEEPING THEM SAFE. BULK THEM YOUR MANA RESOURCES AND UP LIFE AND CREATURES TO GAIN AN ARMY OF CREATURES THEN FORCES OF NATURE, BOOSTING DIRECT DAMAGE. FIRE OFF A FLURRY OF MANIPULATIVE. PLAY MIND GAMES TO GREEN MANA CALLS UPON THE RED MANA FAVORS FAST ATTACKS AND BLUE MANA IS DISRUPTIVE AND WHITE MANA IS GREAT AT BUILDING BLACK MANA SHOWS NO MERCY. OFFER BUFF YOUR CREATURES GAIN LIFE STRIKE YOUR FOES DIRECTLY **WIN BY ANY MEANS NECESSARY** COUNTER THEIR AGGRESSION ANAM RUOY ETAREDOA **ATTACK EARLY AND OFTEN GASO SHISE THE DEAD** SURPRISE YOUR ENEMIES · ANTAM · · CHAOS · · DECAY · ·INTELLECT· · ORDER · ·FURY· · HTA30 · ·33||7 · · DECEIT · · PROTECTION · GKEEN **KED** BLACK BTNE be drawing resources (mana) from and what type of magic you'll wield. different playstyle. Choose your color(s) to decide which type of land you'll Each of the five colors in Magic represents a different philosophy and a **SANAM 21 TAHW**

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HOW TO PLAY *MAGIC***™**

STARTING A GAME

To begin a game, each player chooses a deck and shuffles it. Each player starts at 20 life. A player wins when their opponent's life goes to 0.

Randomly decide who will play first. The player who goes first doesn't draw a card on their first turn. (If you're playing a best-of-three match, the losing player decides who plays first in the next game.)



OPENING HANDS Both players draw seven cards. Finding the right balance of lands and spells to cast is key. As you're beginning, make sure you have at least two land cards and a creature card to start. If you don't, shuffle your hand back into your library and draw a new opening hand.



ANATOMY OF A MAGIC CARD



MANA COST Mana is the resource used to cast spells in Magic, and it is usually produced by lands. This is the cost to cast the spell. The colored symbols in the cost correspond to one of the five colors of mana, and the number in the gray circle is generic mana that can be paid with mana of any type. For example, Shivan Dragon costs 4 2 2 to cast. The 2 2 must be paid with two red mana, and the 4 can be paid with any type of mana, for a total of six mana.

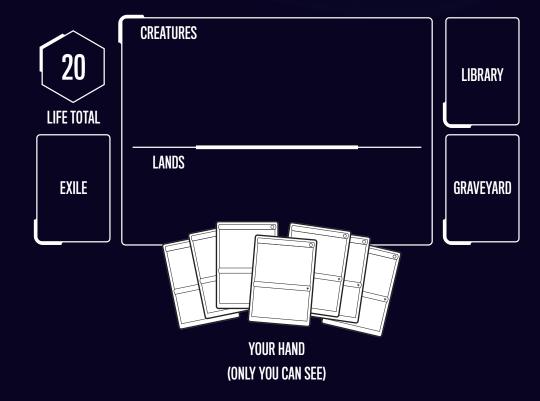
TEXT BOX This is where a card's abilities are written. Any text in italics is either reminder text that helps explain what the card does, or flavor text that tells combat. Toughness (the second you about the *Magic* world but does not impact game play.

TYPE LINE This tells you what type of card this is. Card types include creature, artifact, enchantment, land, planeswalker, instant, and sorcery. Some cards also have subtypes after a dash. For example, Shivan Dragon is a creature with the creature type Dragon.

POWER & TOUGHNESS EXPANSION SYMBOL This symbol tells you which Found on creature cards, power

set the card is from and what the rarity of the card is. Black expansion symbols indicate common cards, silver indicates uncommons, gold indicates rares, and red-orange indicates mythic rares.

THE BATTLEFIELD



BATTLEFIELD Creatures and other permanents exist on the battlefield, a zone shared by all players. Combat happens on the battlefield, and some abilities trigger when a creature enters or leaves the battlefield.

LANDS Most players separate their lands from their creatures and other permanents, keeping their lands closer to them.

HAND Cards are played from a player's hand. Your hand should be kept secret from your opponent.

LIBRARY During the game, your deck is called your library. Each player draws cards from their own library.

GRAVEYARD Each player has their own graveyard. When cards are destroyed or discarded, put them into their owner's graveyard.

EXILE Some cards instruct players to exile cards. Those cards are set aside and are not on the battlefield or in the graveyard.

TURN STRUCTURE

Each turn consists of five phases, a few of which have several steps.

(the first number) is how much

number) is how much damage

must be dealt to a creature in a

damage a creature deals in

single turn to destroy it.

BEGINNING PHASE

Untap Step Upkeep Step Draw Step

• FIRST MAIN PHASE

This is when you play most of your cards during your turn. You can play one land per turn, and you can cast any spells that you have the mana to pay for.

COMBAT

Beginning of Combat Step Declare Attackers Step Declare Blockers Step Assign Damage Step End of Combat Step

• SECOND MAIN PHASE

You get a second main phase after the combat phase ends. You can play a land (if you haven't already played one this turn), and you can cast any spells that you have the mana to pay for.

O ENDING PHASE

End Step Cleanup



If you prefer to learn digitally, find video tutorials and an interactive experience at LearnMTG.com.