MECHANICS GLOSSARY

LIFELINK
When a creature you control has lifelink and deals damage, you simultaneously gain that much life.

FLYING
A creature with flying can be blocked only by creatures with flying or reach.

REACH
A creature with reach can block a creature with flying.

HASTE
A creature with haste isn't affected by summoning sickness. It can attack or activate ⊙ abilities as soon as it comes under your control.

TRAMPLE
Trample allows a creature to deal excess combat damage to the player or planeswalker it's attacking, even if the creature is blocked.

SCRY
Look at card(s) on the top of your library, then put those card(s) on the bottom or top of your library in any order.

DEATHTOUCH
A creature dealt damage by a creature with deathtouch is destroyed. No effect on players or planeswalkers.

1 BEGINNING PHASE

- 🕐 Untap (turn your cards upright)
- 🂠 Draw a card

2 FIRST MAIN PHASE

- ⛰ Play a land (only 1 per turn)
- ⚡ Cast creatures and other spells

3 COMBAT

- ⚔ Declare attackers
- 🛡 Your opponent declares blockers
- ✸ Combat damage is dealt

4 SECOND MAIN PHASE

- ⛰ Play a land (if you haven't already)
- ⚡ Cast creatures and other spells

5 END PHASE

- ♥ Creatures heal
- ⬤ Pass the turn