

 <p>WHITE MANA IS GREAT AT BUILDING AN ARMY OF CREATURES THEN KEEPING THEM SAFE. BULK THEM UP AND DELIVER JUSTICE!</p>	 <p>BLUE MANA IS DISRUPTIVE AND MANIPULATIVE. PLAY MIND GAMES TO MAKE YOUR OPPONENT THINK TWICE BEFORE ATTACKING YOU!</p>	 <p>BLACK MANA SHOWS NO MERCY. OFFER UP LIFE AND CREATURES TO GAIN POWER AND OVERWHELM YOUR OPPOSITION.</p>	 <p>RED MANA FAVORS FAST ATTACKS AND DIRECT DAMAGE. FIRE OFF A FLURRY OF RAPID HITS TO SCORCH YOUR FOES.</p>	 <p>GREEN MANA CALLS UPON THE FORCES OF NATURE, BOOSTING YOUR MANA RESOURCES AND SUMMONING COLOSSAL CREATURES.</p>
BUFF YOUR CREATURES GAIN LIFE	SURPRISE YOUR ENEMIES COUNTER THEIR AGGRESSION	RAISE THE DEAD WIN BY ANY MEANS NECESSARY	ATTACK EARLY AND OFTEN STRIKE YOUR FOES DIRECTLY	ACCELERATE YOUR MANA PLAY GIANT CREATURES
WHITE • PROTECTION • ORDER	BLUE • DECEIT • INTELLECT	BLACK • DEATH • DECAY	RED • FURY • CHAOS	GREEN • LIFE • NATURE
				

Each of the five colors in *Magic* represents a different philosophy and a different playstyle. Choose your color(s) to decide which type of land you'll be drawing resources (mana) from and what type of magic you'll wield.

WHAT IS MANA?

CONTINUE YOUR MAGIC: THE GATHERING® JOURNEY



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Expand your ways to play with new cards and eye-catching alternate styles.



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*Product only available in select regions

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.

MULLIGANS If you don’t like your first seven cards for any reason, you can “take a mulligan” by shuffling those cards back into your library and drawing a new hand of seven cards. You can do this as many times as you want, but when you’re done, you must put a card from your hand on the bottom of your library for each mulligan you took.

ANATOMY OF A *MAGIC* CARD

CARD NAME

Shivan Dragon

MANA COST

4 2 2

TYPE LINE

Creature — Dragon

EXPANSION SYMBOL

★

TEXT BOX

Flying
2: This creature gets +1/+0 until end of turn.
The undisputed master of the mountains of Shiv.

POWER & TOUGHNESS

5/5

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.

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.

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 you about the *Magic* world but does not impact game play.

POWER & TOUGHNESS Found on creature cards, power (the first number) is how much damage a creature deals in combat. Toughness (the second number) is how much damage must be dealt to a creature in a single turn to destroy it.

EXPANSION SYMBOL This symbol tells you which 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

20
LIFE TOTAL

EXILE

CREATURES

LANDS

LIBRARY

GRAVEYARD

YOUR HAND
(ONLY YOU CAN SEE)

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.

- 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.
- ENDING PHASE**
 - End Step
 - Cleanup



If you prefer to learn digitally, find video tutorials and an interactive experience at [LearnMTG.com](https://www.learnmtg.com).