

Magic[™] is a fun-filled, strategic collectible trading card game to

play with friends old and new. Welcoming worldbuilders, narrative

lovers, and gameplay enthusiasts alike, Magic has something for

everyone and countless ways to play. Whether you're sitting at

WELCOME TO THE GATHERING



SANAM SI TAHW

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





PLAY BOOSTERS

Expand your ways to

play with new cards

and eye-catching

alternate styles.

BEGINNER BOX

Start your first games of Magic with guided tutorials and quickplay decks.



CONTINUE YOUR MAGIC: THE GATHERING® JOURNEY

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Enhance your collection

with the flashiest looks

and coolest cards in

Magic: The Gathering!

STARTER COLLECTION*

Snag over 300 essential deckbuilding cards and follow the road to mastery!

Track life totals, find games, and more! Download the

COMMANDER

JUMPSTART

Share instant battles

with a friend—just

shuffle two packs

and play!

Join the most popular multiplayer Magic format around-fourplayer mayhem awaits!



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.

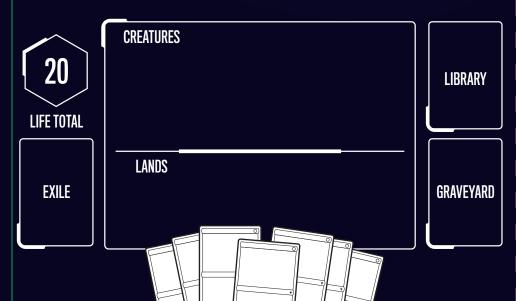
Randomly decide who will play first. The player who goes first doesn't draw a card on their first turn. (If you're playing a best-of-three match, the losing player decides who plays first in the next game.)



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.

THE BATTLEFIELD



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.

POWER & TOUGHNESS

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

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.

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.

TURN STRUCTURE

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

BEGINNING PHASE

Untap Step Upkeep Step Draw Step

O 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



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.

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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.

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.