

ON YOUR TURN

BEGIN

- Untap (*turn your cards upright*)
- Draw a card

MAIN PHASE

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

COMBAT

- Declare attackers
- Your opponent declares blockers
- Combat damage is dealt

MAIN PHASE (AGAIN)

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


END

- Creatures heal
- Pass the turn


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

HOW TO CAST SPELLS

Spells have a **mana cost** in the upper right corner. To cast a spell, tap your lands for mana. This spell costs a total of **5** mana.



3 This symbol means you need **3** of any kind of mana.



These symbols mean you need one  mana and one  mana.

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COMBAT DAMAGE

3/5

POWER
How much damage a creature deals.

3/5

TOUGHNESS
How much damage it takes to destroy a creature.




Creatures that have been damaged but not fully destroyed heal completely at the end of each turn.

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ATTACKING

You must **tap** your creatures to attack. You can attack players or planeswalkers, but not other creatures.

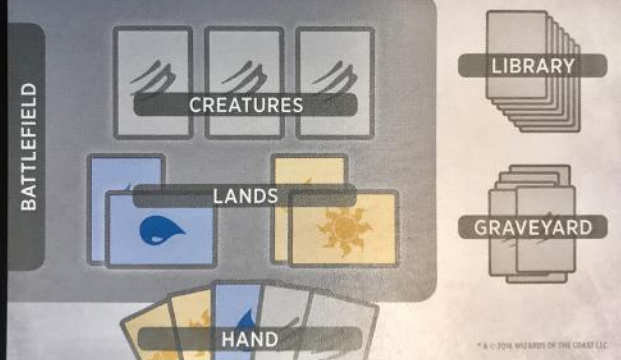


You choose whether or not to block. Only **untapped** creatures can block. You don't have to tap creatures to block with them.

BLOCKING

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YOUR CARDS IN PLAY



BATTLEFIELD

- CREATURES
- LANDS
- HAND

LIBRARY

GRAVEYARD

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