

PHASES OF YOUR TURN

BEGINNING PHASE

- **Untap** every tapped permanent you control (Lands, Creatures, etc.).
- **Upkeep.** Abilities that trigger at the beginning of upkeep happen, and then players may play Instants and abilities.
- **Draw a card.** Then players may play Instants and abilities.

FIRST MAIN PHASE

You may generally cast any spells and use any abilities. Opponent may only cast Instant cards or use abilities. While you will generally want to cast combat-oriented Sorcery or Enchantment cards during your First Main Phase, for the most part you will want to wait to cast other spells and Creatures until the Second Main Phase. Things that you may do include:

- Play a Land card.
- Cast Creature cards. Most will have *summoning sickness*, which means it may not attack nor activate any abilities *that include the tap symbol* until your next turn.
- Cast Sorcery, Enchantment, and Artifact cards.
- Attach *Equip (cost)* cards to creatures.

COMBAT PHASE

- **Begin combat.** Announce this, because opponent is allowed to react.
- **Declare attackers.** You declare which creatures attack, play instants and trigger abilities. Opponent reacts, you react to the reaction, etc.
- **Declare blockers:** the opponent declares which creatures block which one, and then everybody can react. It's a good time to play Instant spells and use abilities to affect damage.
- **Damage:** First, the *First Strike* creatures deal damage. Once this is done, the remaining (and still standing) creatures deal their own.
- **End combat:** It is possible (though rare) to react at this stage.

SECOND MAIN PHASE

This is just like the First Main Phase, except post-combat. You may play the exact same things here that you could play during the First Main Phase, including playing a Land (but remember, you only get to play one Land per turn unless some card says otherwise.) Strategically, this is usually when you should probably cast most of your Creature, Sorcery, and Enchantment cards that would not have been a factor in the combat that just took place. It's the last chance you have before you passing the turn to your opponent. Consider the Mana from untapped Lands you may want to use during opponent's turn.

END PHASE

- **End of Turn.** Last chance to play instants and abilities. This is a good time for the opponent to cast spells and use abilities before their turn begins. Remember to do this yourself during their End Phase.
- **Cleanup.** Discard down to 7 cards. Next, all damage from creatures is removed and all "until end of turn" effects end.

COMMON KEYWORD ABILITIES

Deathtouch. A creature damaged by a creature with *deathtouch* is killed.

Defender. A creature with *defender* may not be an attacker, but may block an attack.

Double strike. A creature with *double strike* deals both *first strike* then normal combat damage.

Equip. This ability is written *Equip (cost)*. Pay the Equip cost during your main phase to attach it to a creature you control. You may pay the Equip cost again to move it to another creature. If the creature leaves the battlefield (or stops being a creature) any equipped cards "fall off," becoming unattached but remaining on the battlefield.

First strike. Creatures with *first strike* deal damage before other creatures in combat.

Flash. Artifacts, creatures or enchantments with *flash* may be played any time their controller could play an Instant.

Flying. Creatures with *flying* can't be blocked except by creatures with *flying* and/or *reach*.

Haste. Creatures with the *haste* ability do not get "summoning sickness." They may attack and use abilities that involve the tap symbol the same turn they are cast.

Hexproof. A player or permanent with *hexproof* cannot be the target of spells or abilities controlled by opponents.

Lifelink. Cards with *lifelink* cause their controller to gain the same amount of life whenever they deal damage.

Reach. Creatures with *reach* may block creatures with flying.

Scry. This ability is written *Scry (X)*. You look at the top X cards of your library, then put any number of them back on top and the rest on the bottom in any order.

Trample. Creatures with *trample* may deal "excess" damage to the defending player after damage is dealt to blockers.

Vigilance. Creatures with *vigilance* do not tap when they attack. Meaning they can still be used during the opponent's turn to block.