

KEY WORDS

Flash: The spell can be cast as if it was an instant

Vigilance: Creatures with this ability do not tap when they attack

Flying: Flying creatures can attack creatures on the ground or other creatures with flying, if your opponent does not have a flying creature or creature with reach you can directly attack your opponent.

Reach: Creatures on the ground that can block flying creatures and ground creatures.

Menace: Has to be blocked by 2 creatures

Sacrifice: Move card to the graveyard

Exile: Move a card to exile

Mill: take the cards from the top of the deck and put them in the graveyard

Haste: Can attack on the turn it enters

Trample: When you attack if you get blocked all excess damage hits the opponents life total

First strike: When you attack or defend the creature with this will hit the opponents creature first so if a 3/3 with first strike blocks a 3/3 without first strike the blocking creature will kill the attacking one.

Indestructible: Cannot be destroyed, but can still be sacrificed, or exiled or if you put negative counters on them they will die. E.g putting -3/-3 on a 3/3 will still kill it even with indestructible.

Toxic: Toxic gives damage to players as poison counters equal to the toxic value e.g toxic 2 gives 2 poison counters. IF a player gets 10 poison counters, they lose.

Lifelink: You gain life based on damage dealt if they are blocked or deal damage you gain life based on the creatures attack.

Scry: Look at the top cards of your deck based on the scry value. You can choose to leave it there or put them to the bottom of the deck.

Deathtouch: No matter how much damage dealt by a creature with death touch the opposing creature will die.

Defender: Cannot be used to attack only block

**AT THE END OF THE DAY,
READING THE CARD EXPLAINS THE CARD.**

MAGIC THE GATHERING

JUMPSTART PACK



JUMPSTART PACK

JUMPSTART IN MAGIC THE GATHERING IS A WAY TO PLAY QUICK! IT IS AN EASY TO PICK UP GAMES FOR BEGINNERS. REQUIRING THE COMBINATION OF TWO JUMPSTART BOOSTER PACKS TO DESIGN A 40 CARD DECK.

WHAT IS INCLUDED IN A JUMPSTART PACK:

20 CARDS
CREATURES
SORCERIES
ARTIFACTS
ENCHANTMENTS
INSTANTS
LANDS

BECAUSE OF THE INCLUSION OF LANDS IN JUMPSTART. PLAYERS REQUIRE NO EXTERNAL OR ADDITIONAL CARDS TO PLAY THE GAME OF MAGIC THE GATHERING OUTSIDE OF THEIR 2 JUMPSTART PACKS.

THERE ARE 5 COLOURS IN MAGIC. THE COLOUR WHEEL:

WHITE - USES PLAINS TO PLAY CARDS

BLUE - USES ISLANDS TO PLAY CARDS

BLACK - USES SWAMPS TO PLAY CARDS

RED - USES MOUNTAINS TO PLAY CARDS

GREEN - USES FORESTS TO PLAY CARDS



HOW TO PLAY MAGIC THE GATHERING

To start a game of Magic, you need to draw 7 cards from your 40 card deck. You should look to have 3 land cards and 4 spells. If you are playing first you will not draw on your first turn, but if you are playing second you will. Turns 2 through however many the game goes for you may draw one card in the draw phase.

On the start of your turn you should reset your board and all tapped cards (turning them 90 degrees) should return to a vertical position. You may then draw a card and play what you want. This is called your main phase

Attacking in Magic. After your main phase you may go to “Combat” this is your attacking step. You can use your played creatures that have existed for more than one turn their turn they first enter the “battlefield” they have summoning sickness and cannot do anything unless they have the ability HASTE. Haste allows creatures to attack on the turn they enter the game.

If a creature is able to attack you turn them 90 degrees horizontally declaring the attack allowing the opponent to declare blockers if they choose. Only non tapped (not horizontal) creatures can block.

After attacking you go to second main phase which you can cast more spells before ending your turn.

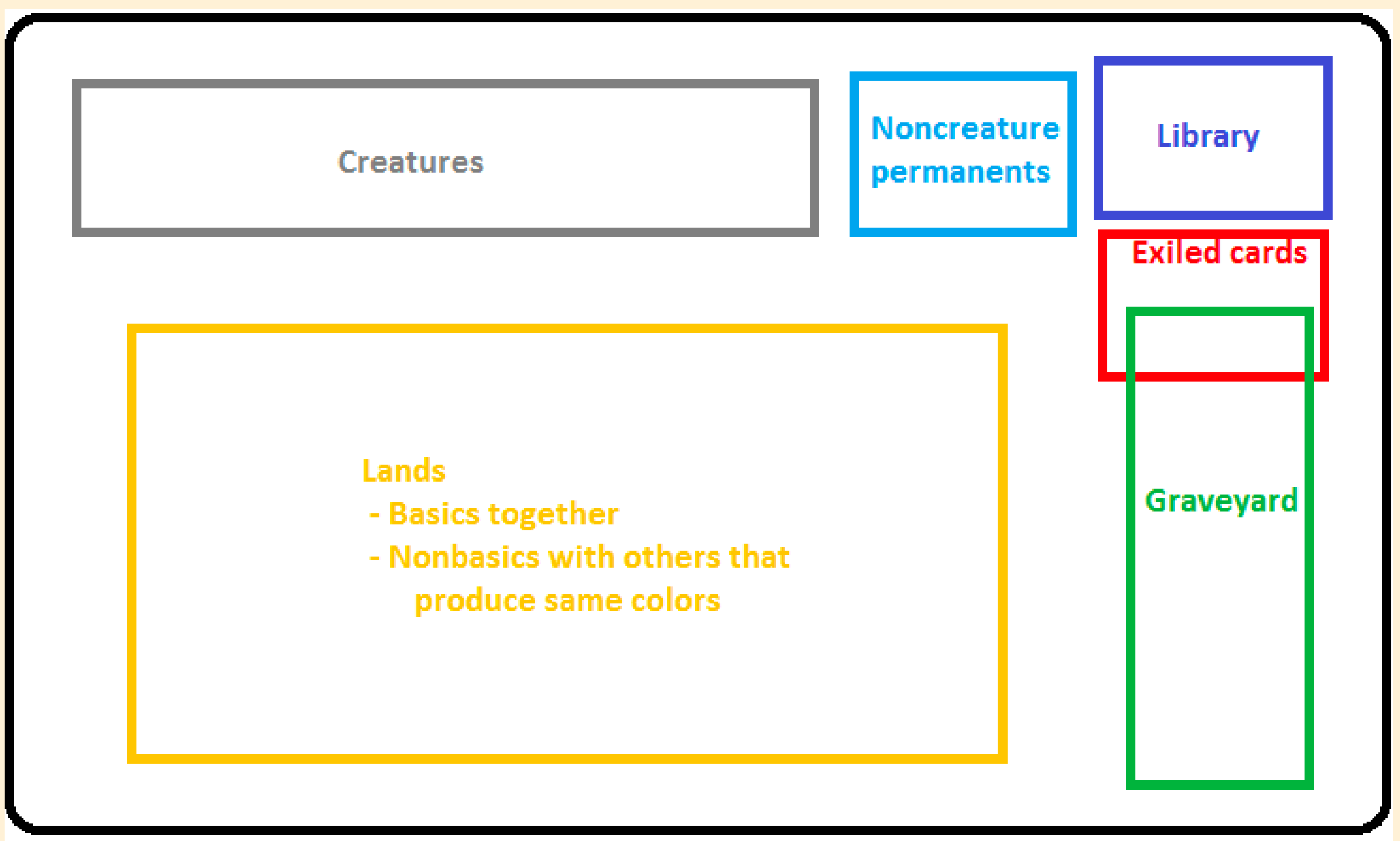
CARD LOCATIONS

Deck: your cards, where you draw them from

Battlefield: The location where you play creatures, enchantments and artifacts

Graveyard: When a card is dead/destroyed or used it goes here

Exile: remove the card from the game completely it can never be used in the current game being played again.



TYPES OF CARDS IN MTG

LAND

In Magic, your lands are your currency.

if you want to cast a spell that has (in the top right corner) the number 1 in a grey circle and a green circle with a tree in it that costs 2 “mana”.

The mana comes from “tapping” your land, which means turning it 90 degrees horizontally. To pay 2 mana you “tap” 2 land cards.

in this example one of the land has to be a forest and the other land can be any combination of the five colours.

You can only play 1 land per turn unless otherwise stated by another card you play.

You can only play lands on your turn.



CREATURES

In Magic, your creatures are your soldiers to attack the opponents life. Each player has 20 life and once it hits 0 you lose. Creatures have a cost to pay which is in the top right of the card.

Creatures attack power is in the bottom right and is the number on the left hand side. Creatures health (toughness) is in the bottom right and is the number on the right.

When attacking if your creature is blocked by an opponents creature your creatures attack value if it is higher than the opponents creatures health value (toughness) then they die.

The same is for your creature so if a 3/3 attacks and is blocked by a 4/3 both creatures will attack each other and both will die. If a 3/3 is blocked by a 2/2 the 3/3 will survive on 1 health and the 2/2 will die. Creatures get their health back at the start of the next players turn.

You can only play creatures unless they have flash on your turn. Flash is the same as an instant.

SORCERIES

Sorcery cards have a cost to pay which is at the top right of the card.

Sorcery cards have special effects and will go away after they have been used straight into the graveyard.

Sorcery cards can only be played on your turn.

TYPES OF CARDS IN MTG

INSTANTS

Instant cards have a cost to pay which is at the top right of the card.

Instant cards have special effects and will go away after they have been used straight into the graveyard.

Instant cards can be played on either person's turn and in response to any game action. This includes declaring an attacker, blocker, playing a spell, tapping a land, or literally any interaction.

Reading the cards explains what they do, however counter is never really explained; it basically is a card that says no to another player's spell.



ARTIFACTS

Artefacts have a cost to pay which is at the top right of the card.

Artefacts can be creatures, equipment or other items. Reading the card is best here for an explanation.

Equipment cards can only be equipped to a creature based on their equip cost on the card and only at sorcery speed so only on your turn.



ENCHANTMENTS

Enchantments have a cost to pay which is at the top right of the card.

Enchantments listed as Auras can be attached to creatures.

Enchantments can only be played on your turn unless they have flash.

Read the card for explanations as to what they do.

