DUELING IN SHANDALAR

The dueling rules for Magic: the Gathering were originally developed before the plane of Shandalar was discovered. Shandalar is quite an unusual place, but the dueling rules are like the laws of physics−they're applicable everywhere, regardless. Though Shandalar enforces the law a little differently and has a few quirky local ordinances, the essentials are the same. Think of this section as a sort of travelogue, meant to introduce you to the local dueling customs.

Strict Enforcement

As the game of Magic has developed, so have the rules. Earlier editions of Magic used slightly different sets of rules, and the wordings on the cards have also changed over time. The rules have gradually become clearer and the cards easier to understand, without substantially altering the game. In most cases, later editions of the rules have clarified the old rules rather than changing them.

If you're a long time player, familiar with older rules, you might find that dueling in Shandalar works differently than you expect. That's because in Shandalar, the rules used are the official interpretations supplied by Wizards of the Coast. These up-to-date rules are ruthlessly enforced, and there is no room for negotiation, argument, intimidation of your opponent, or weaseling your way through loopholes.

Tough luck, all you whiny rules lawyers.

This version of Magic: the Gathering enforces the official *Fifth Edition* rules.

Help for the Magic Impaired

For those of you who are getting your first Magic: the Gathering experience through this demo, welcome! We've built in a few systems to help guide you through the basics.

Any time during a duel, you can right-click on any part of the **Dueling Table**−a specific Magic card, for example−to open a mini-menu of options. (What's a *Dueling Table*? That's explained later, under **Dueling In Shandalar.**) One of the options is **Help**. If you select this, you get information about whatever you clicked on, plus links to more details and other topics.

The **Dueling Help** window functions exactly like any other Windows Help system. When you leave, you return to the duel in progress.

Before the Duel Begins

There are a couple of minor things you must take care of before the actual duel begins−deciding who goes first and making sure both players are able to play.

First Play and First Draw

This procedure is new to the Fifth Edition rules.

In every duel, one player plays first and the other draws first. Who does which is decided by the player who wins a coin toss (unless one player has a preexisting advantage). The player who gets First Play does not draw a card during her first turn. Rather, she plays that turn with whatever cards are in her hand. The player who gets First Draw plays in turn after the first player, and she draws as usual.

Mulligan

To begin the duel, both players draw seven cards to fill their initial hands. If either player draws no land in this seven cards or draws all land, then that player has the option to declare a *mulligan*. There is no requirement to declare a mulligan, it is entirely the decision of the affected duelist.

If either player declares a mulligan, that player must shuffle her hand back into her deck and draw seven new cards to make an initial hand. The other player has the option to do so as well. Again, the other player is not required to redraw−it's optional.

If either player draws a mulligan hand a second time, that's just too bad. Each player has only one chance to redraw, and once that's used or waived, the duel begins.

The Dueling Table

In Shandalar, all duels are conducted on the same table. Vital functions are performed automatically, and the layout is for the most part not configurable. In general, you can:

- right-click on any active area on the table (a card, for example) or on the table itself to open a mini-menu of the possible actions you can take;

- click to activate some areas of the table (cards in your hand and mana sources, to name two);

- click and drag to move a card or window from place to place.

Read on for the details.

Please note that the **Dueling Table** description in this section refers to the *Standard* layout. The *Advanced* layout is a little different. All the necessary parts and functions are the same; they're just in slightly different places.

Territories

By far the largest areas of the dueling table are your territory and your opponent's. The lower territory is yours, the upper belongs to your adversary. These areas contain all of the cards in play.

When you right-click on either territory, a mini-menu pops open. Depending on the situation, one or more of these options is available:

Arrange Cards straightens up the cards in play in the territory where you right-clicked. This has no effect on the duel, it just makes things neater. (You can also double-click on a territory to do this.)

Concede announces to your opponent that you're giving up, accepting a loss rather than continue this duel.

Done signals that you're finished with the current phase or spell. However, this option does not simply move you on to the next phase or action. Rather, it tells the "referee" that you do not intend any action until (1) you reach a phase that has a **Stop** on it, (2) an action or decision is required (during your turn, this can be the case in *every* phase), or (3) you are able to use a fast effect. (Note that "able to" means that you have a fast effect handy *and* you have the mana available to use that effect.) You can sometimes use the **Done** button on the **Situation Bar** for the same effect.

Cancel is a convenient way to cancel a spell or effect.

Go to ends the current phase and moves you on to the next one.

Help opens the **Dueling Help** window. This functions exactly like you expect Windows Help to.

Minimize shrinks the Magic: the Gathering window so that you can temporarily pursue other Windows functions.

Next Phase tells your opponent that you intend to end the current phase and move on to the next. If he or she intends no fast effects, the next phase begins. You can also use the **Phase Bar** to move from phase to phase.

None signals that you don't want to take advantage of the present opportunity to act. Common examples are: a chance to respond to an action with fast effects and optional damage prevention efforts. You can also use the **None** button on the **Situation Bar** for this purpose.

Options opens the **Dueling Options** window, which allows you (within limits) to customize the look of the **Dueling Table**. The details are in the next section, conveniently titled *Options*.

Every card in play or in your hand has one or more uses. Right-clicking on a card also opens a mini-menu. Every possible use for that card in the current situation is listed. The most common options are:

Bring to Front puts the card where you can see it better.

Cast selects a card from your hand to attempt to put into play.

Draw takes the card from your library into your hand.

Help opens the **Dueling Help** window. This functions exactly like any Windows Help.

Place Land puts a land card into play from your hand.

View displays the card in the **Showcase**. (When you're using the **Advanced Layout**, this opens a temporary **Showcase** in which to display the card.

Tap for Mana taps a mana source for whatever mana it can provide.

Tap Lock marks a land to be ignored−not tapped for mana−when you auto-cast any spell or effect. The only way to tap a locked land is manually, by clicking on it.

Use Fast Effect activates whatever effect the card is capable of producing. If there is more than one possibility, you are prompted to select the effect you intend.

Note that most cards have a primary use−for instance, you are most likely to use a basic land to generate mana. This function is always listed first in the mini-menu that opens when you right-click on that card. In most instances, you can simply click on the card to activate that primary function.

Options

The options in the **Dueling Options** window are a convenient way to customize the **Dueling Table** a bit−for those of you who would like to.

The top box, **Layout**, contains two radio buttons. You can use these to modify the overall organization of the dueling area.

- **Standard Layout** returns the dueling display to its original form. This layout includes a permanent **Showcase**, but the territories are slightly smaller to compensate.

- **Advanced Layout** streamlines the dueling area. The **Showcase** is removed (though it appears when necessary), and the other parts of the interface are rearranged to allow the largest possible territories.

Just below the layout options are a few check-boxes. These modify the way certain things are represented during the duel.

- **Show Cue Cards** controls the appearance of the tiny hints that pop up when you position the mouse cursor over an active location. If you don't like the little tips, toggle the cue cards off.

- **Show Abilities** determines whether each creature's abilities (flying and such) are marked on the card by ability icons. If you want to see these reminders, toggle this option on.

- The **Show Power/Toughness** check box determines whether or not the *current* power and toughness of each creature is displayed on the card in play.

- **See Next Draws** has no effect during the duel. Rather, this controls whether, at the end of a duel, you get to see the next cards you and your opponent would have drawn. (Some players like to know.) Toggle this option off if you don't want to see the next cards.

Both of the boxes in the lower portion of the window are relevant to the appearance of the background in your territory. (You cannot do anything to change the background in your opponent's territory.) The box labeled **Your Color** simply allows you to pick the predominant color of your background. In the other box, **Territory Background**, are the different types of background art available for each color. Select one option from each box.

When you're satisfied with the settings, click the **OK** button. If you decide to abandon your changes, click **Cancel** instead.

Hands

A small window floating over your territory contains representations of the cards in your hand. Only the title bar of your opponent's hand is visible; this is to keep you aware of how many cards are in that hand. If a card allows you to see the cards in your opponent's hand, the window opens to display them.

For reasons that will become obvious the first time you play a duel, both these windows are movable. To move a **Hand** window, click and drag on the bar at the top of the window.

At any given time, some, all, or none of the cards in your hand might be useable. Just for starters, you must have enough mana available, it should be the right phase, and often there needs to be a legal target in play. When all the necessary conditions are met, a card in your hand is useable, and therefore will be highlighted as such.

Click on any highlighted card in your hand to begin casting that spell or, in the case of land, to put it into play. Once you've selected a spell to cast, you must draw enough mana−from your mana pool, land in play, or other mana-producing cards−to power the spell.

In many situations, it matters quite a bit which of your mana is used and which remains available. If you are not in one of those situations, however, and don't care to manage your mana, you can "auto-cast" a spell by double-clicking on it. This is a convenient shortcut, but keep in mind that you momentarily give up control over which of your mana is used.

Remember, for cards with X in the casting cost, you must determine the value of X at casting time. If you double-click to "auto-cast" an X spell, *all* of the mana you have available in your pool and from (unlocked) land sources will be put into that spell.

When you must choose a card to discard from your hand, you click on it as if you meant to cast it.

This is just a quick overview; for the details of spell casting, read the section ***Spells and Spell Chains***.

Situation Bar

Between the two territories (usually) is the **Situation Bar**. This is nothing more than a reminder to you of what is going on. You can't do anything with it, it just gives you information. Depending on what else is on the screen, this bar moves so as to always remain visible.

At the rightmost end of this bar is a button that reads **Done** or **None**, depending on the situation. Clicking either is the same as selecting the option of the same name from the mini-menu. As we mentioned before, be careful about this.

The Phase and Combat Bars

The **Phase Bar**, which runs from top to bottom of the screen just to the left of the territories, is the central control for the progress of the duel. Though there are other ways to move through the phases of your turn−mini-menu options and the **Situation Bar**−the **Phase Bar** is probably the most convenient.

First and foremost, the current phase is always highlighted. The top half of the bar represents the phases in your opponent's turn, while the lower half represents your turn. For novice players especially, this can help guide you as to what actions are and are not possible at a given time.

You can move forward ("run") to any phase by clicking on the icon for that phase. (You can also do this by right-clicking on the phase and selecting **Run to** from the mini-menu.) This is a little less simple than it might sound. Whenever you want to, you can click on any phase on either side of the bar. This instructs the computer−acting as referee−that you do not intend to do *anything* until the phase you clicked on. The duel blithely skips through all the intervening phases, then stops. There are a few exceptions, of course.

- If there are any required actions to perform during a specific phase (dealing with upkeep effects, for example), movement through the phases will stop at that phase until you do what is necessary.

- If your opponent does something that requires or permits a response (casts a spell, uses a fast effect, declares an attack, or whatever), movement through phases stops so that you have a chance to respond.

- If you have placed a **Stop** on a phase, progress pauses at that phase.

When the duel pauses to take care of something like this, your original "destination" phase is forgotten. The situation has changed, and your intentions probably have, also.

Now, you might ask, what is a **Stop**? That's another function of the **Phase Bar**. You can right-click on any phase and select **Mark** from the mini-menu to put a **Stop** on that phase. This is a lasting instruction that you do not want the duel to pass that phase until you have had a chance to do something. Specifically, that phase does not end until you tell it to manually; it cannot pass automatically.

It is important to remember that there is no way to "back up" a phase in Shandalar. Thus, if a situation arises in which you would normally say to your opponent, "Wait a minute. Before the end of that phase, I want to use a fast effect," you must prepare for that ahead of time. This is what Stops are designed for.

Stops are especially necessary for those fast effects that must be used before combat begins. Once the Combat sub-phase begins, it is too late to use these effects. A Stop on your opponent's Main Pre-Combat sub-phase is always a good idea.

The **Combat Bar** is a miniature **Phase Bar** that appears during an attack. It functions in exactly the same way as the larger bar; you can even use **Stops**. This bar has only five icons, representing the sub-phases of combat.

The Showcase

To the left of the **Phase Bar**, in the center, is a big card. As in some other screens, this is the **Showcase**. Whatever card has most recently been cast, discarded, or used in some way (not including land tapped for mana) is presented here, so that you can read the entire card. Whenever the mouse cursor moves over a card in play, in a visible hand, or even in a graveyard, that card is displayed instead.

If the whole text of a card does not fit into the text area of the **Showcase**, you can fix that. Right-click on the text area, then click on the **Expand** toggle. This causes the text area to grow, when necessary, to display the entire card text. If the expanded box becomes annoying, you can always toggle **Expand** off again.

Note that the **Showcase** always displays the original card text. Any changes made to a card after it was put into play−modifications to the power, toughness, color, or what have you−are noted on the representation of the card in play, not here. The **Showcase** is a display only; it has no other function.

If you're using the **Advanced** layout, the **Showcase** only appears when necessary, and is otherwise absent.

Libraries

Immediately above and below the **Showcase** are two piles of face-down cards. These are the dueling decks, each of which is now considered to be a player's *library*. Whenever you draw a card, you draw from the library on your side. The number of cards left in your library is represented−inexactly, as in real life. If you must know, you can right-click on a library to find out the exact number of cards left in it.

Remember, when there are no cards in a library, that player cannot draw and will likely lose during his or her next draw phase.

You cannot manipulate your library unless a card specifically instructs you to do so.

Graveyards

Next to each library is an area for discarded cards−a *graveyard*. Each player has a graveyard, and taken together, these comprise *the* graveyard. When a card is discarded or removed from play, as when a creature is killed, it goes into the graveyard. Cards which are removed from the game entirely do not go into the graveyard.

You can click and hold on either graveyard to view its contents. You can't rearrange or remove the cards in any graveyard unless a card specifically instructs you to do so. You can also right-click on either graveyard to see a reminder of what cards you and your opponent have put up as ante.

Life Registers

Farther from the **Showcase** than the two card piles are the two **Life Registers**. These simply note how much life each duelist has at the moment. Whenever one (or both) of these is zero or less at the end of a phase or the end of combat, the duel is over.

You can right-click on either life register and select **Flip to Face** if you'd rather see your opponent's face.

Mana Pools

Between the **Life Registers** and the **Phase Bar** are the two **Mana Pools**. Any mana that has been generated but not yet used is represented here. (Note that, technically, all mana passes through the pool as it is generated and used. Normally, however, this is neither visible nor significant.)

When you choose to cast a spell or use an effect that has a mana cost, you may choose which of your mana to use and in what way:

- If there is mana in your pool that you wish to use, click on the area next to the appropriate color button or on the button itself to apply that mana one at a time.

- To use all of a particular color, double-click in the area representing that color.

Using Your Cards

Knowing what's what on the dueling table is all well and good, but the cards are the important thing.

One thing to keep in mind throughout is to make sure your mouse cursor is actually over the card you intend before you take an action. Sometimes, the cards can get awfully close together, and one bad accident might cost you the duel.

For convenience, the cards you can use at any moment during the duel are highlighted. For example, if you have no cards yet in play, all of the land in your hand is highlighted, since those are the only cards you can do anything with at that moment. Of course, just because you *can* use something doesn't mean you *should*.

Land

You can put one land into play during the main phase of your turn. If you have a land in your hand, click on it to put it into play. You can also double-click, but the effect is the same.

Once a land is in play, you can tap it for mana at any time. Simply place the mouse pointer over the land you want to tap and click. You can also right-click, then select **Tap for Mana** from the mini-menu that opens.

Some lands have effects other than, or in place of, providing mana. To use these effects, right-click on the land card. From the mini-menu, choose whichever effect you want to use. It's as simple as that. If the effect is a targeted one (damage prevention, for example, which targets damage), you also need to choose a target. When you're prompted, click on any valid target−a card, a damage marker, or whatever.

Spells and Spell Chains

By now you know that the term 'casting a spell' means putting any non-land card into play from your hand (and *only* from your hand; putting cards into play from other places, like the graveyard, is not considered casting a spell). Any card you can cast is highlighted. Click on it to cast it. You're prompted to provide mana to pay the casting cost. At this point, you can draw mana from your pool, directly from land (though the mana does momentarily pass through your pool), or from any other source you have. Naturally, if you do not pay the full activation cost, the spell fizzles. Any X cost is defined by the amount of mana you tap now.

Alternatively, you can double-click on a card in your hand to "auto-cast" it. The casting cost is taken from your pool and available land sources automatically. If there is an X in the cost, *all* of the mana in your pool and available from (unlocked) land sources is funneled into the spell. This can be very convenient, but it takes away your control over what mana is used for the spell. If you want to reserve a particular amount or color of mana for future use, auto-casting is not a good idea.

When an X cost is what you want it to be, there are two ways to stop adding mana to the spell. One is to right-click on a blank area of your territory−anywhere that won't be mistaken for an attempt to get mana will do−then choose **Done** from the mini-menu. The other method is to click on the **Done** button on the **Situation Bar**. What's important is that you not use the **Phase Bar**; you don't want to end the phase, you just want to finish the spell. (Of course, if you're using all your available mana for X, it's obvious when you're done.)

If the spell is a targeted one (like Lifelace or Lightning), you need to choose a target (or targets). When you're prompted, click on any valid target−a card, a damage marker, or whatever. If your opponent is a valid target, her **Life Register** flips over. To target your opponent, click on the face instead of a card.

If there are any other decisions to make for the spell (the power and toughness of a Shapechanger, for example), you must make these when you cast it. Once you've finished defining the spell, a *spell chain* begins.

A spell chain is the spell being cast, plus any interrupt spells or effects used to counter or modify it, plus any spells used to counter or modify *those* spells, and so on until both players have had enough. Your spell is not considered successfully cast until all this mess is resolved. Let's go over the way this works once more. (As usual, 'you' refers to the player casting the spell in the first place.)

1) First, you do everything that's necessary to cast the spell, targeting and all. If neither you nor your opponent is capable of doing anything to affect or interrupt the spell, that's it; the spell is successfully cast. Otherwise, if one or both of you have response options, the **Spell Chain** window opens. The spell in progress and any cards it will affect directly (targets) are displayed.

2) You have the first shot at adding to the chain. This is your *only* opportunity to use interrupts (whether spells or card effects) that target the original spell directly. Once you either use or decline this chance, you limit yourself to using interrupts that target other interrupts in this spell chain−both yours and your opponent's−for the rest of this chain. (Remember also that only those interrupts that target spells are viable for targeting the spell being cast, since that card is not yet a permanent of any type.) If you do use any interrupts, they are added to the window. If you choose not to, click the **None** button (or use the mini-menu).

3) If you use an interrupt, that interrupt is added to the chain. Once again, you and then your opponent have a chance to use interrupts that target this interrupt. As long as at least one of you chooses to use an interrupt, the chain goes on to another step and continues to grow. Both players always have an opportunity (though not necessarily the resources) to respond to any action the other player takes. Remember, though, that as long as any interrupts remain unresolved, neither you nor your opponent are permitted to target the original spell with anything. You can only target the latest spell or effect in the process of being cast.

4) If you chose not to interrupt your own spell in the first place, or once your interrupt and all the attendant interruptions have been resolved, your opponent has her chance to use an interrupt that targets the original spell. If she does so, her interrupt and its chain of interruptions are tracked in the **Spell Chain** window.

5) If both of you have declined this opportunity, or once both interrupts and any interruptions to them have all been resolved, that's the end of the chain and the original spell is either countered or successfully cast.

After the spell chain resolves and if the card successfully enters play, any continuous or triggered effects caused by the card being in play happen. This includes paying any additional (non-casting) costs of putting the card into play (sacrificing a creature is a likely example).

Next, a new spell chain begins, made up of any instant spells or fast effects used or cast in response to the original spell (plus any interrupts to those). There are less restrictions on the targeting of instants. Essentially, players take turns casting instants in response to each other's instants. When both decide that no more instants are forthcoming, the chain of instants resolves last-to-first−the last instant takes effect first, then you work backward through the chain.

Card Effects

By 'card effects' we mean any of the built-in effects of any permanent already in play. (Though some spells are fast effects, card effects are never spells.) You already know how to use the effects of land cards. Not surprisingly, every other permanent works the same way.

Once a permanent is in play, any continuous effects of that card are active all the time. The single exception is the continuous effects of artifacts. When an artifact is tapped, its continuous effects cease. This does not apply to artifact creatures, of course.

As for the non-continuous effects, you can use those any time the rules allow. Simply place the mouse pointer over the card you want to use and right-click. A mini-menu opens, with all the possible effects listed. (Listed effects which are not at present possible or allowed are greyed out.) Choose whichever effect you want to use. As with the casting cost of a spell, you're prompted to pay all of the activation costs of the effect immediately. If tapping the card is part of this cost, the card becomes tapped. (Naturally, if you do not pay the full activation cost, the effect fizzles.) Any X cost is defined by the amount of mana you tap now.

When an X cost is what you want it to be, there are a couple of ways to announce it. One is to right-click on a blank area of your territory−anywhere that won't be mistaken for an attempt to get mana will do−then choose **Done** from the mini-menu. Another is to click on the **Done** button on the **Situation Bar**. The important rule is not to use the **Phase Bar**; you don't want to end the phase, you just want to stop adding mana to a spell. Of course, if you're using all your available mana for X, it's obvious that you're done when you run out of mana sources.

If the effect is a targeted one (like the Prodigal Sorcerer's damage), you also need to choose a target. When you're prompted, click on any valid target−a card, a damage marker, or whatever. If your opponent is a valid target, her **Life Register** flips over. To target your opponent, click on the face instead of a card.

If there are any other decisions to make regarding the effect (a color choice, for instance), you must make these when you activate the effect. Once you've defined the effect, its spell chain begins.

Once the spell chain that the effect begins is resolved, then and only then does the effect take effect.

Combat

At least part of the point of having creatures in play is so that you can have them engage in combat. We've explained the concepts and the rules of combat elsewhere; what follows is more of a how-to than anything else.

Declaring Your Attack

Once you've clicked on the combat icon, your next step is declaring your attack. At this point, the **Combat Bar** takes the place of the **Phase Bar**. This functions exactly as the **Phase Bar** does, except that it marks (and controls) your progress through the sub-phases that take place during an attack.

Those of your creatures which are able to attack are highlighted. Just click on any of your available creatures to add it to the line-up. (If you click on a creature that is not capable of attacking at the time, nothing happens.) As soon as you add the first creature to the attack, the **Combat** window opens. Your attackers line up on your side, and the space on the other side is reserved for (potential) blockers.

Be careful! Once you have added a creature to the attack line up, there is no way to change your mind and remove it.

If you select a banding creature for the attack, you can choose to have it band with another attacker, rather than attacking on its own. You're prompted to decide this. If you wish to band the creature with another, click on the attacker with which the creature you're ordering around is to band. Otherwise, click the **Done** button.

Don't forget−banding creatures don't share abilities. If you band a creature without flying with a creature that has flying, you essentially ground the flyer, making its ability useless. The same goes for landwalk abilities. Creatures with first strike still deal their damage first, but those banded with them deal theirs at the normal time. Trample, protection, and regeneration are unaffected.

Note that some cards might force your creatures to attack; in this case, those creatures are highlighted, and you must add them to the **Combat** window.

Satisfied with the line-up? Use the **Done** option on the mini-menu, the **Done** button on the **Situation Bar**, or click a sub-phase on the **Combat Bar**. Now, your creatures become "attacking creatures" and can be the targets of the appropriate fast effects.

Between the attacking player declaring attackers and the defending player assigning blockers, there's a chance for both players to use fast effects. There's no difference between the way you cast and use these fast effects and any other fast effects.

Assigning Blocking

Just because you, as defending player, have creatures with which to block doesn't mean you must use them. After your opponent has finalized and announced her attacking line-up, you are allowed to declare your blocking strategy, even if you have none.

All the attacking creatures are shown in the **Combat** window. To make one of your creatures a blocker, click on it. Next, click on the attacker you want your blocker to block. It's as easy as that. One thing to remember is that you can block an attacking creature with as many of your creatures as you like.

It is neither necessary nor possible to band creatures together when blocking. Unless you have a blocking group going up against a banded attacking group, banding is irrelevant−you get to disburse the damage to your blockers anyway. If the attackers are banded, however, your opponent divides up the damage dealt by her attackers−unless at least one of the blockers in your group has banding.

As with declaring attackers, be careful. If you put in a blocker, but then change your mind about it, there is no way for you to remove it from the skirmish line.

Note that some cards might force your creatures to block; in this case, those creature are highlighted and you must put them into the **Combat** window, sometimes blocking predetermined creatures.

When you're finished, use the **Done** option on the mini-menu, the **Done** button on the **Situation Bar**, or click on the **Combat Bar** to signal that you're done. Now, your creatures become "blocking creatures" and can be the targets of the appropriate fast effects.

Between the end of the assignment of blockers and the beginning of resolution, there's a chance for both players to use fast effects. There's no difference between the way you cast and use these fast effects and any other fast effects.

Resolution of Combat

When all the fast effects are done, the combat is resolved. If combat damage is done to any creature or player, there is an opportunity to use damage prevention effects. Afterward, creatures that still have lethal damage go to the graveyard, triggering any graveyard effects. Combat ends with the resolution, and the Main Post-Combat sub-phase begins.

Miscellaneous Actions

Spellcasting and combat are the activities that will likely take up most of your dueling time, but there are a few other things you need to know how to do. We've collected them all here, for reference.

Upkeep Effects

If there are upkeep effects you must take care of, you know it because the **Phase Bar** stops at your Upkeep Phase. If you don't already know what the effects are, look around both territories. Any of the cards which is highlighted at this point has an upkeep effect. Mandatory effects are highlighted differently from optional effects.

You cannot move on to the draw phase until you have dealt with all of the mandatory effects, but you can ignore optional effects (this is tantamount to choosing not to use the ignored effect.). To choose an effect, click on the highlighted card. If there is no decision involved−as with damage effects like Wanderlust and Cursed Land−that's all there is to it; the effect takes place. If there is a choice to make−as whether to untap a Brass Man or a creature burdened with Paralyze−you are presented with the choice.

The order in which you click on upkeep effects can be important There is a specified order, but players have some discretion to work within this framework. Note that all upkeep effects are considered fast effects:

- Beginning of upkeep effects controlled by the player whose turn it is come first, in whatever order that player decides.

- Beginning of upkeep effects controlled by the other player are next, in whatever order that player decides.

- Upkeep effects controlled by the player whose turn it is come first, in whatever order that player decides.

- Upkeep effects controlled by the other player are next, in whatever order that player decides.

Special note: Since you can use some upkeep effects (but not "beginning of upkeep" or "end of upkeep" effects) more than once, this simple ordering might be upset. For example, if you have a Brass Man in play and choose to pay one generic mana to untap it during you upkeep, your opponent might perform a few of her upkeep effects and somehow tap your Brass Man. At that point, you regain control and must decide whether to untap the Brass Man again. She cannot continue with her upkeep effects until you do so.

- End of upkeep effects controlled by the player whose turn it is come next, in whatever order that player decides.

- End of upkeep effects controlled by the other player are last, in whatever order that player decides.

How can the order in which these things are done matter? Well, say you have an Armageddon Clock in play, the clock has enough counters on it to kill you at the end of your upkeep, and the global enchantment Energy Flux is in play. You could pay four mana apiece to remove enough counters from the clock to save yourself, then pay the two mana required by the flux to keep the clock in play so it will damage your opponent. Well enough, but you could also save yourself by choosing to deal with the flux cost first, then simply not pay it. The clock is buried, and you need not pay any mana to remove its counters. If you're clever, you can find all sorts of ways to use this to your advantage.

Once you have taken care of all of the required effects, you can proceed to the draw phase. Remember, though, that by doing so you are choosing not to use any of the optional effects left unused.

Drawing

When your Draw Phase begins, the single card that you normally draw is pulled from the top of your library and left face down in your hand. Both before and after you actually draw, there is an opportunity for both you and your opponent to use fast effects, including those that affect the draw itself. Some of these effects, like the mandatory draw caused by the Howling Mine, add cards to your to draw. Some, like the optional effect of the Island Sanctuary, could cause you to "sacrifice" a draw as part of their cost. If this is the case, you're prompted to choose which draw card to sacrifice. Click on the face-down card you wish not to draw, and it is returned to the top of your library. If an effect adds to your draw, the additional cards are drawn into your hand, still face down, automatically.

When the time comes to actually draw the card or cards into your hand, you do so by clicking on the face down cards one at a time. *Each time* you draw a card in this way, it is considered a fast effect. (Which means that both players may respond to it if they choose.)

Effects that cause you to draw cards during other phases work in the same fashion. You always have a chance to use fast effects before you draw.

Discarding

Sooner or later, everyone ends up having to discard. If you have more than seven cards in your hand when the discard phase rolls around, the phase won't end until you've tossed the extra card or cards. To do so, click on the card you decide is most disposable. Be careful! Once discarded, a card goes immediately to the graveyard. (No, you can't regenerate it, and no, this doesn't trigger graveyard effects.) If you must discard more than one card, repeat the process.

If a spell or effect forces you to discard, what you must do depends on the type of discard demanded. Any discard "at random" takes care of itself; you needn't take any action. If you are allowed to choose which card (or cards) leave your hand, you do so in the same way as you would during the discard phase; just click on your least useful cards, one at a time.

Sacrifices

Many card effects and some spells require that a permanent (normally a creature, a land, or an artifact) be sacrificed as part of the cost. For example, to use the effect of Feldon's Cane, a player must sacrifice the cane itself.

When the need arises to sacrifice something, you are notified. To select and sacrifice a permanent, move the mouse pointer over an appropriate card (you cannot sacrifice a creature if the effect requires a land, for instance) and click on it. Be careful! Wrongful sacrifices are not easily undone.

If a spell or effect that requires a sacrifice is legal at the time, a creature that is about to die can be sacrificed just like any other creature. For example, say you have a Lord of the Pit (a black creature that forces you to sacrifice one of your other creatures during upkeep or take 7 damage) and a Brass Man in play. During your upkeep, you choose to untap your Brass Man. In response, your opponent fires a Lightning Bolt at the Brass Man. In response to this, you could sacrifice the Brass Man to prevent the damage from the Lord of the Pit, and her Lightning Bolt (as well as the untapping of the Brass Man) would fizzle for lack of a legal target.

The chosen permanent goes to the graveyard immediately. (Yes, this triggers graveyard effects.) There is no chance for damage prevention or regeneration since, technically, no damage has been dealt. Sacrifices, because they are costs and not actions, cannot be interrupted (though the spell or effect the sacrifice is a cost of might be interrupted). Thus, for example, you cannot choose to sacrifice a creature, then use Unsummon to save it from the graveyard.