

The effect uses the number of poison counters the team has. (CR 810.10a)

Each player is affected individually, and the poison counters are shared by the team. (CR 810.10)

No player on that player's team can get poison counters. (CR 810.10c)

That player's team loses that many poison counters. (CR 810.10b)

"Investigate" means "Put a colorless Clue token onto the battlefield. It has '{2}', Sacrifice this artifact: Draw a card.'" (CR 701.34a)

A player is 'poisoned' if his or her team has one or more poison counters. (CR 810.10d)

That team chooses one of its members. On that team, only that player is affected. (CR 810.9d)

The player gains or loses the necessary amount of life to end up at the new life total. The team's life total is adjusted by the amount the player gained or lost. (CR 810.9c)

Only one player per team can be affected by an effect that redistributes life totals among players. (CR 810.9f)

No. If an effect would cause such an exchange to happen, it simply won't. (CR 810.9e)

That player's team cannot lose life, and neither player on the team may pay any amount of life other than 0. (CR 810.9h)

That player's team cannot gain life. (CR 810.9g)

The damage happens to each player individually. The result is applied to the team's shared life total. (CR 810.9)

That player's team can't lose the game. (CR 810.8a)

The life gain happens to each player individually. The result is applied to the team's shared life total. (CR 810.9)

The loss of life happens to each player individually. The result is applied to the team's shared life total. (CR 810.9)

The total life paid cannot exceed the team's life total. (CR 810.9b)

The team's life total is used instead. (CR 810.9a)

After the active team has announced damage assignments for attacking creatures, the defending team announces how each blocking creature will assign its combat damage. (CR 810.7f)

As the combat damage step begins, the attacking team announces how each attacking creature will assign its combat damage. If an attacking creature would assign combat damage to the defending team, the active team chooses only one of the defending players for that creature to assign its combat damage. (CR 810.7f)

That player's team loses the game. (CR 810.8a)

The normal rules (CR 104) with the following modifications: Players win and lose only as a team, not as individuals (CR 810.8a). If a player concedes, that player's team leaves the game immediately (CR 810.8b). If a team's life total is 0 or less, that team loses the game (CR 810.8c). If a team has fifteen or more poison counters, that team loses the game (CR 810.8d)

That player's team can't win the game. (CR 810.8a)

That player's team wins the game. (CR 810.8a)

The answer is "yes" if performing the analogous positive comparison would return a "no" answer. (CR 810.7b)

The answer is "yes" if asking the same question of either player in the comparison would return a "yes" answer. (CR 810.7b)

Any creature that is controlled by either player on the defending team. The defending team has one combined block, and that set of blocking creatures must be legal as a whole. (CR 810.7d)

No. The active team has one combined attack, and that set of attacking creatures must be legal as a whole. (CR 810.7c)

First, the active team announces damage assignment order among the blocking creatures for each attacking creature that is blocked by multiple creatures. Next, the defending team announces damage assignment order among the attacking creatures for each blocking creature that blocks multiple creatures. (CR 810.7e)

No. Because the defending team controls a Forest, the attacking creature with forestwalk is unblockable. (CR 810.7d)

Each team's creatures attack the other team as a group. (CR 810.7a)

Yes. The team that plays first skips the draw step of its first turn. (CR 810.6)

It refers to one specific player on the attacking (or defending) team. The controller of the effect chooses at the time the nonactive players become the defending team. (CR 810.7b)

It refers to one specific player on the attacking (or defending) team. The controller of the effect chooses at the time the effect is applied. (CR 810.7b)

The answer is "yes" if asking the same question of either player in the comparison would return a "yes" answer. (CR 810.7b)

Both attacking (or defending) players. If it is a comparison, it returns only a single answer. (CR 810.7b)

<p>Each team has a shared life total, which starts at 30 life. (CR 810.4)</p>	<p>Each team sits together on the same side of the table. Each team chooses the order in which its players sit. (CR 810.3)</p>
<p>At any time. (CR 810.5)</p>	<p>Life total and poison counters are shared resources. All other resources, including cards in hand, mana, and so on, are not shared resources. (CR 810.5)</p>
<p>No. (CR 810.5)</p>	<p>Yes. (CR 810.5)</p>

That player's team takes the extra turn, phase, or step. (CR 805.8)

The members of the active team put all triggered abilities that any of them control on the stack in any order, then the members of the nonactive team do the same. (CR 805.7)

That team adds or skips only that turn, phase, or step. (CR 805.8)

That player's team skips the turn, phase, or step. (CR 805.8)

One specific player on the active team, not all of the players on that team. The controller of the ability chooses the player at the time the effect is applied. (805.9)

The controller of that effect controls the affected player's team for the duration of the effect. (CR 805.8)

Teams have priority, not individual players. (CR 805.5) A player may cast a spell, activate an ability, or take a special action when his or her team has priority. (CR 805.5a)

Each player on a team may play a land during each of that team's turns. (CR 805.4c)

First the active team makes any choices required, then the nonactive team makes any choices required. Once all choices are made, the actions are performed simultaneously. (CR 805.6)

If a team has priority, and no player on that team wishes to do anything, that team passes. If all teams pass in succession, the top item on the stack resolves, then the active team receives priority. If the stack is empty when all teams pass in succession, the phase or step ends, and the next one begins. (CR 805.5b)

First each player on the active team, in whatever order the team likes, performs his or her draws, then each player on the nonactive team does the same. (CR 805.6a)

First each player on the active team, in whatever order the team likes, makes any choices required, then each player on the nonactive team makes any choices required. Once all choices are made, the actions are performed simultaneously. (CR 805.6)

After the starting team is determined by a random method, each player on the starting team chooses in any order whether to mulligan. Then the players on the other team choose in any order whether to mulligan. Teammates may consult with each other while making the decision. Then all mulligans are taken at the same time. Then any player with less cards than the starting hand size may Scry in team order. (CR 805.3a)

The player on the rightmost side, from the team's perspective, is the primary player and makes such choices. (CR 805.2)

After each player has decided to keep an opening hand, each player on the starting team in any order may put any or all such cards onto the battlefield from his or her hand. Teammates may consult while making these decisions. Then each player on the other team does the same. (CR 805.3b)

Yes. (CR 805.3a)

Each player on a team draws a card during that team's draw step. (CR 805.4b)

The team whose turn it is is the active team. Each other team is a nonactive team. (CR 805.4a)

Yes, it tracks the object even if it changes name or becomes of copy of something else. (CR 706.11)

It is owned and controlled by the player under whose control it was put on the stack. (CR 706.10)

That card stays in its current zone. It doesn't enter the battlefield. (CR 711.8a)

It follows the rules for casting spells except that the copy is cast while another spell or ability is resolving. (CR 706.12)

Using the Shared Team Turns option (outlined in CR 805). (CR 810.2)

Two-Headed Giant is a multiplayer variant with two teams of two players each. (CR 810.1)

Yes, such as if a copy effect says it is a copy of an object but is also a certain type. (Ex. Copy Artifact). (CR 706.9c)

Some copy effects specifically state that they don't copy certain characteristics and instead retain their original values. These effects use the phrase "except its [characteristic] is still [value]" or "except it's still [value(s)]". They may also simply state that certain characteristics are not copied. (CR 706.9b)

To put a copy of it on the stack. It copies all characteristics including modes, decisions, targets, values of X, and alternative costs. (CR 706.10)

The copy sets the P/T and the original is not copied. For example, if Quicksilver Gargantuan copies a Tarmogoyf, the resulting copy will have a P/T of 7/7. (CR 706.9d)

It ceases to exist as a state-based action. (CR 706.10a)

No. (CR 706.10)

<p>Choices made when casting or activating it: mode, targets, value of X, additional costs (kicked, etc), in addition to the normal copiable values of a card. (CR 706.2)</p>	<p>Name, mana cost, color indicator, card type, subtype, supertype, rules text, power, toughness, and loyalty, as modified by other copy effects, “as ... enters the battlefield”, and “as ... is turned face up” abilities that set characteristics. (CR 706.2)</p>
<p>An object that enters the battlefield "as a copy" or "that's a copy" of another object becomes a copy as it enters the battlefield. If the text that's being copied includes any abilities that replace the enters-the-battlefield event (such as "enters the battlefield with" or "as [this] enters the battlefield" abilities), those abilities will take effect. Also, any enters-the-battlefield triggered abilities of the copy will have a chance to trigger. (CR 706.5)</p>	<p>No. Type-changing and text-changing effects, status, and counters are not copied. (CR 706.2)</p>
<p>Some copy effects cause the copy to gain an ability as part of the copying process. This ability becomes part of the copiable values for the copy, along with any other abilities that were copied. (CR 706.9a)</p>	<p>Yes. When copying a permanent, any choices that have been made for that permanent aren't copied. Instead, if an object enters the battlefield as a copy of another permanent, the object's controller will get to make any "as [this] enters the battlefield" choices for it. (CR 706.6)</p>

All but 3 are removed from the permanent as a state-based action. (CR 704.5s)

The -1/-1 and one +1/+1 counter are removed, leaving one +1/+1 counter on the creature. This is a state-based action. (CR 704.5r)

15. (CR 704.5u)

The team loses the game as a state-based action. (CR 704.5t)

If there is a replacement effect, the single replacement effect will replace all state-based actions that have the same result at once. (Lich's Mirror) (CR 704.6)

21. (CR 704.5v)

<p>If a player controls two or more legendary permanents with the same name, that player chooses one of them, and the rest are put into their owners' graveyards. This is called the 'legend rule.' (CR 704.5k)</p>	<p>If a player controls two or more planeswalkers that share a planeswalker type, that player chooses one of them, and the rest are put into their owners' graveyards. This is called the 'planeswalker uniqueness rule.' (CR 704.5j)</p>
<p>The aura attached to an illegal object, so it is put in the Aura owner's graveyard as a state-based action. (CR 704.5n)</p>	<p>All permanents with the world supertype except for the one on the battlefield with the supertype for the shortest time are put into the graveyard as a state-based action. In the case of a tie, all are put into the graveyard. (CR 704.5m)</p>
<p>It becomes unattached and remains on the battlefield as a state-based action. (If an object that is not an Aura, Equipment, or Fortification becomes attached to an object or player it also becomes unattached and remains on the battlefield.) (CR 704.5q)</p>	<p>It becomes unattached and remains on the battlefield as a state-based action. (CR 704.5p)</p>

It ceases to exist as a state-based action. If a copy of a card is in any zone other than the stack or the battlefield, it also ceases to exist.(CR 704.5e)

It ceases to exist as a state-based action. (CR 704.5d)

The creature has been dealt lethal damage and is destroyed as a state-based action. It can be regenerated. (CR 704.5g)

It is put into its owner's graveyard as a state-based action. (CR 704.5f)

It is put into the owner's graveyard as a state-based action. (CR 704.5i)

The creature is destroyed as a state-based action. It can be regenerated. (CR 704.5h)

No. (CR 704.1)

When each step or phase ends, any unused mana left in a player's mana pool empties. (CR 703.4p, 500.4)

They lose the game as a state-based action. (CR 704.5a)

Prior to the triggered ability going on the stack. (CR 704.3)

They lose the game as a state-based action. (In Two-Headed Giant games, ignore this rule). (CR 704.5c)

They lose the game as a state-based action. (CR 704.5b)

Immediately after the active player has announced damage assignment orders (if necessary) during the declare blockers step, for each creature that's blocking multiple creatures, the defending player announces the damage assignment order among the attacking creatures. (CR 703.4i, 509.3)

Immediately after blockers have been declared during the declare blockers step, for each attacking creature that's become blocked by multiple creatures, the active player announces the damage assignment order among the blocking creatures. (CR 703.4h, 509.2)

Immediately after combat damage has been assigned during the combat damage step, all combat damage is dealt simultaneously. (CR 703.4k, 510.2)

Immediately after the combat damage step begins, each player in APNAP order announces how each attacking or blocking creature he or she controls assigns its combat damage. (CR 703.4j, 510.1)

Immediately after the active player has discarded cards (if necessary) during the cleanup step, all damage is removed from permanents and all "until end of turn" and "this turn" effects end. These actions happen simultaneously. (CR 703.4n, 514.2)

Immediately after the cleanup step begins, if the active player's hand contains more cards than his or her maximum hand size, he or she discards enough cards to reduce his or her hand size to that number. (CR 703.4m, 514.1)

Immediately after the phasing action has been completed during the untap step, the active player determines which permanents he or she controls will untap. Then he or she untaps them all simultaneously. (CR 703.4b, 502.2)

Immediately after the untap step begins, all phased-in permanents with phasing that the active player controls phase out, and all phased-out permanents that the active player controlled when they phased out phase in. This all happens simultaneously. (CR 703.4a, 502.1)

Immediately after the beginning of combat step begins, the active player chooses one of his or her opponents. That player becomes the defending player. (CR 703.4e, 507.1)

Immediately after the draw step begins, the active player draws a card. (CR 703.4c, 504.1)

Immediately after the declare blockers step begins, the defending player declares blockers. (CR 703.4g, 509.1)

Immediately after the declare attackers step begins, the active player declares attackers. (CR 703.4f, 508.1)

When you have priority. Turn the card face up and pay its mana cost. If it does not have a mana cost it can not be turned face up. This is a special action that does not use the stack. (CR 701.32b)

Turn a card face down. It becomes a 2/2 face-down creature with no text, no name, no subtypes, and no mana cost. Put it onto the battle field face down. (CR 701.32a)

Triggered abilities, not turn-based actions. (CR 703.1a)

Turn-based actions are game actions that happen automatically when certain steps or phases begin, or when each step and phase ends. Turn-based actions don't use the stack. (CR 703.1)

Whenever a step or phase begins, if it's a step or phase that has any turn-based action associated with it, those turn-based actions are automatically dealt with first. This happens before state-based actions are checked, before triggered abilities are put on the stack, and before players receive priority. (CR 703.3)

Turn-based actions are not controlled by any player. (CR 703.2)

Until the controller of the effected permanent it is unabel to attack, block and activated abilities can't be activated. (CR 701.27a)

The permanent tranforms only if it hasn't transformed since the ability was put onto the stack. (It will only transform once.) This als apllies to triggered abilities that aren't delayed triggered abilities. (CR 701.26f)

Monstrosity N means "If a permanent isn't monstrous, put N +1/+1 counters on it and it becomes monstrous." (CR 701.29a)

Choose a creature token you control and put a token on the battlefield that's a copy of that creature token. (CR 701.28a)

Choose a creature you conrol with the least toughness or tied for the least from the creatures you control. Put N +1/+1 counters on that creature. (CR 701.31a)

Instructs a player to choose from a list. Each player started with the specified player in turn order chooses one of those choices. (CR 701.30a)

To proliferate means to choose any number of permanents and/or players that have a counter, then give each exactly one additional counter of a kind that permanent or player already has. (CR 701.25a)

A player wins a clash if that player revealed a card with a higher converted mana cost than all other cards revealed in that clash. (CR 701.21c)

Only one player per team may be given an extra poison counter. (CR 701.25c)

If a permanent or player chosen this way has more than one kind of counter, the player who is proliferating chooses which kind of counter to add. (CR 701.25b)

Only if it is a double-faced card and when a spell or ability instructs a player to do so. If it isn't a double-faced card, nothing will happen. If a similar effect has already caused the permanent to transform since the effect was created, it does not transform again. (CR 701.26a,f)

To transform a permanent, turn it over so that its other face is up. Only permanents represented by double-faced cards can transform (CR 701.26a)

To untap a permanent, rotate it back to the upright position from a sideways position. Only tapped permanents can be untapped. (CR 701.19b)

To tap a permanent, turn it sideways from an upright position. Only untapped permanents can be tapped. (CR 701.19a)

To "fateseal N" means to look at the top N cards of an opponent's library, put any number of them on the bottom of that library in any order, and put the rest on top of that library in any order. (CR 701.20a)

To "scry N" means to look at the top N cards of your library, put any number of them on the bottom of your library in any order, and put the rest on top of your library in any order. (CR 701.16a)

Clash with an opponent means "Choose an opponent. You and that opponent each clash." (CR 701.21b)

To clash, a player reveals the top card of his or her library. That player may then put that card on the bottom of his or her library. (CR 701.21a)

That library is still shuffled. (CR 701.18c)

Even though the found card or cards never leave that library, they aren't included in the shuffle. Rather, all the cards in that library except those are shuffled. Abilities that trigger when a library is shuffled will still trigger. (CR 701.18b)

If an effect would cause a player to shuffle a set of objects into a library, that library is shuffled even if there are no objects in that set. (CR 701.18d)

The library is shuffled (Example: Flashback ability with Black Sun's Zenith). (CR 701.18c)

Abilities that trigger when that library is shuffled will trigger that many times. (CR 701.18f)

If an effect causes a player to shuffle a library containing zero or one cards, abilities that trigger when a library is shuffled will still trigger. (CR 701.18e)

To search for a card in a zone, look at all cards in that zone (even if it's a hidden zone) and find a card that matches the given description. (CR 701.17a)

Sacrificing a permanent doesn't destroy it, so regeneration or other effects that replace destruction can't affect this action. (CR 701.15a)

If a player is searching a hidden zone simply for a quantity of cards, such as 'a card' or 'three cards,' that player must find that many cards (or as many as possible, if the zone doesn't contain enough cards). (CR 701.17d)

No, that player isn't required to find some or all of those cards even if they're present in that zone. (CR 701.17b)

To shuffle a library or a face-down pile of cards, randomize the cards within it so that no player knows their order. (CR 701.18a)

No, if the effect that contains the search instruction doesn't also contain instructions to reveal the found card(s), then they're not revealed. (CR 701.17e)

Neither activating an ability that creates a regeneration shield nor casting a spell that creates a regeneration shield is the same as regenerating a permanent. Effects that say that a permanent can't be regenerated don't prevent such abilities from being activated or such spells from being cast; rather, they prevent regeneration shields from having any effect. (CR 701.13c)

If the effect of a static ability regenerates a permanent, it replaces destruction with an alternate effect each time that permanent would be destroyed. In this case, 'Regenerate [permanent]' means 'Instead remove all damage marked on [permanent] and tap it. If it's an attacking or blocking creature, remove it from combat.' (CR 701.13b)

Revealing a card doesn't cause it to leave the zone it's in. (CR 701.14b)

To reveal a card, show that card to all players for a brief time. If an effect causes a card to be revealed, it remains revealed for as long as necessary to complete the parts of the effect that card is relevant to. If the cost to cast a spell or activate an ability includes revealing a card, the card remains revealed from the time the spell or ability is announced until the time it leaves the stack. (CR 701.14a)

A player can't sacrifice something that isn't a permanent or something that's a permanent he or she doesn't control. (CR 701.15a)

To sacrifice a permanent, its controller moves it from the battlefield directly to its owner's graveyard. (CR 701.15a)

Play may mean to play a land, play a card, play with some aspect of the game changed, play a spell, or play an ability. The latter two uses are old uses that no longer exist in Oracle wordings. (CR 701.12a–e)

It will deal damage equal to its power to itself twice. (CR 701.11c)

To play a card means to play that card as a land or to cast that card as a spell, whichever is appropriate. (CR 701.12b)

To play a land means to put it onto the battlefield from the zone it's in. A player may play a land when they have priority, it's the main phase of their turn, the stack is empty, and they have not yet played a land this turn. Playing a land is a special action (see rule 115), so it doesn't use the stack; it simply happens. Putting a land onto the battlefield as the result of a spell or ability isn't the same as playing a land. (CR 701.12a)

If the effect of a resolving spell or ability regenerates a permanent, it creates a replacement effect that protects the permanent the next time it would be destroyed this turn. In this case, "Regenerate [permanent]" means "The next time [permanent] would be destroyed this turn, instead remove all damage marked on it and tap it. If it's an attacking or blocking creature, remove it from combat." (CR 701.13a)

Some effects instruct a player to play with a certain aspect of the game changed, such as "play with the top card of your library revealed." "Play" in this sense means to play the Magic game. (CR 701.12c)

If a card in one zone is exchanged with a card in a different zone, and either of them is attached to an object, that card stops being attached to that object and the other card becomes attached to that object. (CR 701.9e)

Some spells or abilities may instruct a player to exchange cards in one zone with cards in a different zone (for example, exiled cards and cards in a player's hand). These spells and abilities work the same as other "exchange" spells and abilities, except they can exchange the cards only if all the cards are owned by the same player. (CR 701.9d)

To exile an object, move it to the exile zone from wherever it is. (CR 701.10a)

If a spell or ability instructs a player to simply exchange two zones, and one of the zones is empty, the cards in the zones are still exchanged. (CR 701.9f)

No damage is dealt. (CR 701.11b)

Two creatures deal damage equal to its power to each other. (CR 701.11a)

By default, effects that cause a player to discard a card allow the affected player to choose which card to discard. Some effects, however, require a random discard or allow another player to choose which card is discarded. (CR 701.8b)

To discard a card, move it from its owner's hand to that player's graveyard. (CR 701.8a)

A spell or ability may instruct players to exchange something (for example, life totals or control of two permanents) as part of its resolution. When such a spell or ability resolves, if the entire exchange can't be completed, no part of the exchange occurs. (CR 701.9a)

All values of that card's characteristics are considered to be undefined. If a card is discarded this way to pay a cost that specifies a characteristic about the discarded card, that cost payment is illegal; the game returns to the moment before the cost was paid. (CR 701.8c)

Each player gains or loses the amount of life necessary to equal the other player's previous life total. Replacement effects may modify these gains and losses, and triggered abilities may trigger on them. (CR 701.9c)

If the permanents are controlled by different players, each of those players simultaneously gains control of the permanent that was controlled by the other player. If, on the other hand, those permanents are controlled by the same player, the exchange effect does nothing. (CR 701.9b)

<p>The player who cast a countered spell or activated a countered ability doesn't get a "refund" of any costs that were paid. (CR 701.5b)</p>	<p>To counter a spell or ability means to cancel it, removing it from the stack. It doesn't resolve and none of its effects occur. A countered spell is put into its owner's graveyard. (CR 701.5a)</p>
<p>To destroy a permanent, move it from the battlefield to its owner's graveyard. (CR701.7a)</p>	<p>To create one or more tokens with certain characteristics, put the specified number of tokens with the specified characteristics onto the battlefield. (CR 701.6a)</p>
<p>A regeneration effect replaces a destruction event. (CR 701.7c)</p>	<p>The only ways a permanent can be destroyed are as a result of an effect that uses the word "destroy" or as a result of the state-based actions that check for lethal damage (see rule 704.5g) or damage from a source with deathtouch (see rule 704.5h). If a permanent is put into its owner's graveyard for any other reason, it hasn't been "destroyed" (CR 701.7h)</p>

The effect does nothing.
(CR 701.3b)

The Aura, Equipment, or
Fortification doesn't move.
(CR 701.3b)

To "unattach" an Equipment from a creature means to move it away from that creature so the Equipment is on the battlefield but is not equipping anything. It should no longer be physically touching any creature. If an Aura, Equipment, or Fortification that was attached to something ceases to be attached to it, that counts as "becoming unattached"; this includes if that object and/or that Aura, Equipment, or Fortification leaves the battlefield. (701.3d)

Attaching an Aura,
Equipment, or Fortification
on the battlefield to a
different object causes the
Aura, Equipment, or
Fortification to receive a
new timestamp. (CR
701.3c)

To cast a card is to cast it
as a spell. (CR 701.4b)

To cast a spell is to take it
from the zone it's in
(usually the hand), put it on
the stack, and pay its costs,
so that it will eventually
resolve and have its effect.
A player may cast a spell if
he or she has priority. See
rule 601, "Casting
Spells." (CR 701.4a)

One time (CR 615.12)

These effects are applied after all other continuous effects have been applied. All other such effects are applied in timestamp order. (CR 613.10)

Only an object's controller (or its owner, if it doesn't have a controller) can activate its activated ability unless the object specifically says otherwise. (CR 701.2a)

To activate an activated ability is to put it onto the stack and pay its costs, so that it will eventually resolve and have its effect. (CR 701.2a)

To attach an Aura, Equipment, or Fortification to an object means to take it from where it currently is and put it onto that object. If something is attached to a permanent on the battlefield, it's customary to place it so that it's physically touching the permanent.

An Aura, Equipment, or Fortification can't be attached to an object it couldn't enchant, equip, or fortify, respectively. (CR 701.3a)

A player may activate an ability if he or she has priority. (CR 701.2a)

A) It's applied in the same layer and/or sublayer as the other effect, B) applying the other would change the text or the existence of the first effect, what it applies to, or what it does to any of the things it applies to, and C) neither effect is from a CDA, or both are from CDAs. (CR 613.7a)

The dependency system
(CR 613.7)

They are applied in timestamp order relative to each other. (CR 613.7b)

Dependent effects wait until just after the effect it depends on is applied. (CR 613.7b)

After determining objects' characteristics, all such effects are applied in timestamp order. (CR 613.9)

The dependency system is ignored and effects are applied in timestamp order. (CR 613.7b)

The object the static ability is on or the timestamp of the effect that created the ability, whichever is later. (CR 613.6a)

Timestamp system. An effect with an earlier timestamp is applied before an effect with a later timestamp. (CR 613.6)

An Aura, Equipment, or Fortification that becomes attached to another object or player. (CR 613.6c,d)

At the time it's created. (CR 613.6b)

The active player. (CR 613.6j)

They receive a new timestamp every time one of them attaches to a new object or player. (CR 613.6d)

Layer 7d, 3/3, Layer 7c,
7/7, Layer 7c, 7/9, Layer
7b, 5/8. (CR 613.4)

Layer 5, Layer 7c, 3/3,
Layer 5, 2/2. (CR 613.4)

Power-and-toughness-
changing, color-changing,
5, 7c. (CR 613.5)

Each effect applies in their
appropriate layers and/or
sublayers. (CR 613.5)

Type-changing, power-
and toughness-setting, 4,
7b. (CR 613.5)

Control-changing, ability-
adding, 2, 6. (CR 613.5)

Power and/or toughness changes from counters. (CR 613.3d)

Effects that modify power and/or toughness, but don't set power and/or toughness to a specific number or value. (CR 613.3c)

4/1, 6/4, 4/6. (CR 613.3)

Effects that switch a creature's power and toughness. Such effects take the value of power and apply it to the creature's toughness, and take the value of toughness and apply it to the creature's power. (CR 613.3e)

Continually and automatically. (CR 613.4)

4/1, 3/1. (CR 613.3)

Power/toughness–
changing effects. (CR
613.1g)

Ability–adding and ability–
removing effects. (CR
613.1f)

They are applied based on
a series of sublayers first.
If multiple effects are in a
sublayer, timestamp order
is applied. (CR 613.3)

Apply effects from CDAs
first then all other effects
in timestamp order. (CR
613.2)

Effects that set power and/
or toughness to a specific
number or value. (CR
613.3b)

Effects from CDAs. (CR
613.3a)

<p>Copy effects. (CR 613.1a)</p>	<p>A) For a card, that means the values printed on the actual card, B) For a token or a copy of a spell or card, that means the values of the characteristics defined by the effect that created it. (CR 613.1)</p>
<p>Text-changing effects. (CR 613.1c)</p>	<p>Control-changing effects. (CR 613.1b)</p>
<p>Color-changing effects. (CR 613.1e)</p>	<p>Type-changing effects. (CR 613.1d)</p>

It does not have a target, it could put mana into a player's mana pool, and it is not a planeswalker loyalty ability. (CR 605.1a)

Abilities triggered by phasing out, unattaching, loss of control, a spell being countered, a player losing the game, a player planewalking away from a plane, and some zone-change triggers (CR 603.10)

When that player has priority, is casting a spell or activating an ability that requires a mana payment, or whenever a rule or effect asks for a mana payment. (CR 605.3a)

It does not have a target, it triggers from the resolution of an activated mana ability, and it could put mana into a player's mana pool when it resolves. (CR 605.1b)

No. (CR 605.5b)

No. It doesn't go onto the stack and cannot be targeted, countered, or otherwise responded to. (CR 605.3b)

It will read "When/
Whenever/At [trigger event],
if [condition], [effect]." If the
condition is not true when
the event happens, the
effect will not trigger. If the
condition is not true when
the ability resolves, it is
removed from the stack and
nothing happens. (CR 603.4)

When it is put on the
stack. (CR 603.3c)

It will enter as a creature.
Continuous effects modify
permanent the moment it
enters the battlefield. (CR
603.6b)

A triggered ability that
triggers when an object
changes from one zone to
another. Most common
are "enters-the-
battlefield" and "leaves-
the-battlefield" triggers.
(CR 603.6)

A state trigger. It will
trigger once when the
game state matches its
trigger condition. It won't
trigger again while it is on
the stack. (CR 603.8)

It is an triggered ability that
will do something at a later
time. It will continue to
affect the object even if it
changes characteristics. It
will trigger the next time
the condition is true, unless
it has a stated duration,
such as "this turn." (CR
603.7)

No. When a phase or step begins, all abilities that trigger "at the beginning of" that phase or step trigger. It won't trigger until the next phase or step. (CR 513.2, 603.2b)

Yes. Since triggered abilities are not cast or activated, they can trigger when it isn't legal to cast or activate an ability. (CR 603.2a)

No. (CR 603.2f)

No. (CR 603.2e)

They are put on the stack an APNAP (Active Player Non Active Player) order. Each player can put their own abilities on the stack in any order. (CR 603.3b)

Its controller puts it on the stack as an object that's not a card the next time a player would receive priority. (CR 603.3)

No. Each object must have at least 1 of the thing being divided. (CR 601.2d)

An object can only be targeted once for each instance of the word "target" on the spell or ability. (CR 601.2c)

Announce, Choose Options, Target, Distribute, Calculate Cost, Use Mana Abilities, Pay all Costs (CR 602.2)

Figure any additional costs and increases, then subtract any reductions to get the final cost. (CR 601.2f)

Only once. (CR 603.2c)

It is written as "[Trigger condition], [effect]" and begins with "when", "whenever," or "at." (CR 603.1)

No, It won't trigger in the current end step as "at the beginning of the end step" triggers will only happen when the game moves to the end step and not while in it. It will trigger when the next end step happens normally during the next player's turn. (CR 513.2)

It will trigger once for each creature blocking it. (CR 509.5d)

If the spell's controller had priority before casting it, they will get priority again. (CR 601.2i)

Announce, Choose Options, Target, Distribute, Verify Legality, Calculate Cost, Use Mana Abilities, Pay all Costs, Apply modifying effects (CR 601.2)

Choose mode, reveal cards to splice, announce alternative or additional costs to be used, choose X, hybrid symbol, Phyrexian mana. (CR 601.2b)

The cards moves from where it is to the topmost object on the stack. It has all characteristics of the card and is controlled by the player proposing it.(CR 601.2a)

<p>End and cleanup. (CR 512.1)</p>	<p>Beginning of combat, declare attackers, declare blockers, combat damage, end of combat. (CR 506.1)</p>
<p>During the declare blockers step. For each creature that is blocked, the active player chooses damage assignment order as a turn-based action after blockers are declared, but before the active player receives priority(CR 509.2)</p>	<p>The creatures are declared as attacking. Blockers are declared if any. Combat damage step has the first striker assign and deal damage. An additional combat damage step is created for the non-first strike creature. Combat ends. (CR 506–511, 702.7b)</p>
<p>Only once. The creature is blocked and additional creatures blocking won't change it from being a blocked creature. (CR 509.5c)</p>	<p>During the declare blockers step after the active player announces damage assignment order, the non-active player will choose damage assignment order for each blocker. (CR 509.3)</p>

<p>At the end of every step and phase. (CR 500.4)</p>	<p>When the stack is empty and all players pass in succession with the stack empty. (CR 500.2)</p>
<p>Right after the current turn. If multiples are added, the most recently added turn that is created will happen first. (CR 500.7)</p>	<p>Until end of (phase/step) means when the phase/step ends and "until (phase/step)" means when that phase/step begins. (CR 500.5)</p>
<p>Untap, upkeep and draw. (CR 502, 503, 504)</p>	<p>No. If an effect causes the step, phase or turn to be skipped, it is treated as though it does not exist. (CR 500.10)</p>

Its owner's. If a card would go to a library, graveyard or hand it will always go to its owner's. (CR 400.3)

A zone where all players can see the cards' faces.
example: graveyard, battlefield, stack, exile, ante, and command zones.
(CR 400.2)

The object's controller (or owner if it has no controller) chooses which zone to place it in. (CR 400.6)

No. Objects in the library, graveyard or the stack cannot have their order changed except by an ability that allows it. Other zones allow you to change the order. (CR 400.5)

Beginning, precombat main, combat, postcombat main, ending. (CR 500.1)

No. In general when an object moves from one zone to another, it is treated as a new object. (There are 8 exceptions.)
(CR 400.7)

It is the same CMC as the front face of the card. (CR 202.3b)

Each player draws their opening hand of 7. The players may mulligan (shuffle away their hand then draw one less) as many times as they want. Once all players keep their opening hand, if they have less cards than their starting hand size they may “scry”. (CR 103.4)

No effect as only a creature has a power and toughness. (CR 208.3)

It's CMC is zero. (CR 202.3b)

Library, hand, battlefield, graveyard, stack, exile, command, ante. (CR 400.1)

The effect is created, but doesn't do anything unless the permanent later becomes a creature (CR 208.3a)