What are the steps a player takes to draw their opening hand?

What is the CMC of a double-face permanent's back face?

What is the CMC of a permanent that is copying the back face of a double-faced card?

What effect does a printed power and toughness have on a card that is not currently a creature

What happens if an effect would be created that affects the power and toughness of a noncreature permanent

What are the eight different zones?

What is a public zone?	If you control but don't own a creature card that is going to a graveyard, whose graveyard does it go to?
Are you able to rearrange your library whenever you want?	What is the result of two rules or effects instructing something to go to two different zones at the same time.
If a creature moves from the battlefield to the exiled zone, is it the same object?	What are the 5 phases of a turn?

When do you transition from a phase/step to another?

When does mana empty from the mana pool?

What is the difference between "until end of (phase/step)" and "until (phase/step)"?

When are extra turns added?

If an ability triggers at the beginning of the upkeep and the upkeep is skipped, does it trigger that turn?

What are the steps of the beginning phase?

What are the steps of the combat phase?

What are the steps of the ending phase?

How does combat phase go if there is a creature with first strike attacking along with a creature without any abilities?

When is the assignment order chosen for damage by a blocked creature?

When is the assignment order chosen for damage by a blocking creature?

If a creature says "whenever [this creature] becomes blocked" is blocked by multiple creatures, how many times will it trigger?

If a creature says "whenever [this creature] becomes blocked by a creature" is blocked by multiple creatures, how many times will it trigger?

If a permanent with an 'at the beginning of the end step' trigger enters the battlefield during the end step, will it trigger?

What are the steps in casting a spell?

Who gains priority after a spell is cast?

What happens when you propose casting of a spell?

In what order do you choose your options for casting a spell or using an ability?

Can you target the same object more than once?

Can I divide 3 damage from an effect so that one target receives 0 damage and another receives 3 damage?

When determining the cost of a spell, do you factor in subtractions or additions first?

What are the steps in playing an activated ability?

How can you tell if an ability is triggered?

How many times does a triggered ability trigger for each time the trigger condition happens?

Can a triggered ability trigger when something with split second is on the stack?	While in your end step, you put a permanent onto the battlefield that has "At the beginning of your end step, put a 1/1 merfolk token into the battlefield," will it trigger in that end step?
If a trigger condition is met but the object that triggered it is not visible to all players, will it trigger?	If a trigger condition is replaced or prevented, will it trigger?
What happens once a triggered ability triggers?	How does one handle multiple triggered abilities triggering all at once by multiple players?

If a triggered ability has a mode, when is that picked?

How can you tell if a triggered ability has an "intervening if clause"?

What is a zone-change trigger?

What happens when there is a continuous effect that says "All lands are creatures." and a land enters the battlefield? Does it enter as a land then become a creature? Other?

What is a delayed triggered ability?

What is a trigger that says "Whenever you have no cards in hand, draw a card?"

What type of triggered abilities allow the game to "look back in time" to determine whether or not they trigger

What three criteria must an activated abliity meet to be considered a mana ability?

What three criteria must a triggered ability meet to be considered a mana ability?

When may a player activate a mana ability?

Can a player respond to a mana ability?

Can a spell be a mana ability?

What values are considered first when determining the characteristics of an object?

What is the first layer when dealing with continuous effects?

What is the second layer when dealing with continuous effects?

What is the third layer when dealing with continuous effects?

What is the fourth layer when dealing with continuous effects?

What is the fifth layer when dealing with continuous effects?

What is the sixth layer when dealing with continuous effects?

What is the seventh layer when dealing with continuous effects?

In what order do you apply multiple effects within a layer for layers 1 through 6?

In what order are multiple effects applied within layer 7?

What is the first sublayer of layer 7 when dealing with continuous effects (layer 7a)?

What is the second sublayer of layer 7 when dealing with continuous effects (layer 7b)?

What is the third sublayer of layer 7 when dealing with continuous effects (layer 7c)?

What is the fourth sublayer of layer 7 when dealing with continuous effects (layer 7d)?

What is the fifth sublayer of layer 7 when dealing with continuous effects (layer 7e)?

A 1/3 creature is given +0/+1 by an effect. Then another effect switches the creature's power and toughness. Its new power and toughness is _/_. A new effect gives the creature +5/+0. Its 'unswitched' power and toughness would be _/_, so its actual power and toughness is _/_.

A 1/3 creature is given +0/+1 by an effect. Then another effect switches the creature's power and toughness. Its new power and toughness is _/_. If the +0/+1 effect ends before the switch effect ends, the creature becomes _/_.

How is the application of continuous effects as described by the layer system performed by the game?

Crusade is an enchantment that reads 'White creatures get +1/+1.' Crusade and a 2/2 black creature are on the battlefield. If an effect then turns the creature white (Layer _), it gets +1/+1 from Crusade (Layer _), becoming _/_. If the creature's color is later changed to red (Layer _) it becomes a _/_.

Gray Ogre, a 2/2 creature, is on the battlefield, An effect puts a +1/+1 counter on it (Layer _), making it a _/_. A spell targeting it that says 'Target creature gets +4/+4 until end of turn' resolves (Layer _), making it _/_. An enchantment that says "Creatures you control get +0/+2' enters the battlefield (Layer _), making it _/_. An effect that says 'Target creature becomes 0/1 until end of turn' is applied to it (Layer _), making it _/_.

If an effect would make multiple types of changes, in which layer is the effect applied?

An effect that reads 'Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn' is both a _____ effect and a _____ effect. The 'becomes the color of your choice' part is applied in layer _, and then the 'gets +1/+1' part is applied in layer _.

Grab the Reins has an effect that reads 'Until end of turn, you gain control of target creature and it gains haste.' This is both a _____ effect and an _____ effect. The 'you gain control' part is applied in layer _, and then the 'it gains haste' part is applied in layer _.

An effect that reads 'All noncreature artifacts become 2/2 artifact creatures until end of turn' is both a _____ effect and a _____ effect. The 'noncreature artifacts become artifact creatures' part is applied to all noncreature artifacts in layer _ and the 'becomes 2/2' part is applied to those same permanents in layer _.

What system is usually used when determining which order effects are applied within a layer or sublayer?

A continuous effect generated by a static ability has the same timestamp as _____.

A continuous effect generated by the resolution of a spell or ability receives a timestamp at what time?

An object's timestamp is the time it entered the zone it's currently in except for what circumstance?

When do Aura, Equipment, or Fortifactions that become attached to an object or player receive timestamps?

If two or more objects would receive a timestamp simultaneously, such as by entering a zone simultaneously or becoming attached simultaneously, who determines their timestamp order?

What system can override the timestamp system when determining which order effects are applied within a layer or sublayer?

An effect is said to "depend on" another in what situations?

When are effects that are dependent on one or more other effects applied?

If multiple dependent effects would apply simultaneously, how are they applied?

If several dependent effects form a dependency loop, how are these effects applied?

In what order are continuous effects that affect a player (rather than object) applied?

In what order are continuous effects that affect game rules (rather than objects) applied?

If an ability triggers each time damage is prevented, and three creatures attack unblocked under the effect of a fog, how many times does the ability trigger?

Define "activate."

Who can activate an ability?

When can a player activate an ability?

Define "attach."

What happens if an effect tries to attach a permanent to an object it can't be attached to?	What happens if an effect tries to attach a permanent to an object it's already attached to?
What is the timestamp of an attached permanent?	What does it mean to be "unattached"?
Define "cast."	What does it mean to cast a card?

Define "counter."

If a spell or ability is countered, what happens to the costs that were paid?

Define "create"

Define "destroy."

How can a permanent be destroyed?

How does regeneration interaction with destruction?

Define "discard."

How do you determine which card is discarded?

If a card is discarded, but an effect causes it to be moved to a hidden zone without being revealed first, how are its characteristics determined?

Define "exchange."

Describe what occurs when control of two permanents is exchanged.

Describe what occurs when life totals are exchanged.

Describe what occurs when cards in one zone are exchanged with cards in another zone.

If an object is attached to a card when it is exchanged with a card in another zone, what happens?

If two zones are exchanged, but one is empty, what happens?

Define "exile."

Define "fight."

What happens if one of the creatures that are instructed to fight is no longer on the battlefield or no longer a creature?

What happens if a creature has to fight itself?

Define "play."

What does it mean to play a land?

What does it mean to play a card?

What does it mean to play with some aspect of the game changed?

Define "regenerate."

What does it mean to regenerate a permanent?	Define what is meant by "regeneration shield" versus "regenerating a permanent."
Define "reveal."	Does revealing a card cause it to change zones?
Define "sacrifice."	What is a player not allowed to sacrifice?

Does sacrificing a permanent destroy it?

Define "search."

When a player searches a hidden zone for a card of a stated quality, must he or she find all of those cards?

When a player searches a hidden zone for a stated quantity of cards, must that player find that many cards?

Must a player always reveal cards that he or she has searched for?

Define "shuffle."

Describe what happens when an effect instructs a player to search a library for a card or cards, shuffle that library, then put the found card or cards in a certain position in that library.

What happens if one or more specific objects is to be shuffled into a library, but none of those objects are in the zone they are expected to be in?

What happens if one or more specific objects is to be shuffled into a library, but a replacement effect causes all of those objects to be moved to another zone instead?

What happens if a set of objects is to be shuffled into a library, but there are no objects in that set?

What happens if an effect would cause a library containing one or zero cards to be shuffled?

What happens if two or more effects would cause a library to be shuffled simultaneously?

Define "tap."

Define "untap."

Define "scry."

Define "fateseal."

Define "clash."

What does it mean to clash with an opponent?

What does it mean to win a clash?

Define "proliferate."

If a player or permanent has more than one type of counter, what type of counter is added when proliferating?

What are the limitations to proliferate in a Two-Headed Giant game?

Define "Transform."

When can a card transform?

What happens if a player uses an activated ability of a permanent that would cause it to transform multiple times in repsonse to one another?	Define "Detain"
Define "Populate"	Define "Monstrosity"
Define "Vote"	Define "Bolster"

Define "Manifest"

When can you turn a manifested permanent you control face up?

What is a turn-based action?

What are abilities that watch for a specified step or phase to begin?

Who controls turn-based actions?

When are turn-based actions performed?

What is the turn-based action associated with phasing in the untap step?

What is the turn-based action not associated with phasing in the untap step?

What is the turn-based action associated with the draw step?

What is the turn-based action associated with the beginning of combat step in a multiplayer game in which the active player's opponents don't all automatically become defending players?

What is the turn-based action associated with the declare attackers step?

What is the first turn-based action associated with the declare blockers step?

What is the turn-based action associated with multiple blockers in the declare blockers step?

What is the turn-based action associated with multiple creatures being blocked by a single creature in the declare blockers step?

What is the first turn-based action associated with the combat damage step?

What is the turn-based action associated with dealing damage in the combat damage step?

What is the first turn-based action associated with the cleanup step?

What is the turn-based action associated with the cleanup step after the active player has discarded cards (if necessary)?

What turn-based action is associated with the end of every step or phase?

Do state-based actions use the stack?

When are state-based actions checked as a triggered ability triggers?

What happens when a player has 0 or less life?

What happens if a player is unable to draw a card from a library with no cards in it since the last time state-based actions were checked?

What happens if a player has 10 or more poison counters?

What happens if a token is in a zone other than the battlefield?

What happens if a copy of a spell is in a zone other than the stack?

What happens when a creature's toughness becomes 0 or less?

What happens if a creature's toughness is greater than 0 but has been dealt damage greater or equal to its toughness?

What happens if a creature's toughness is greater than 0 but has been dealt damage by a creature with deathtouch?

What happens when a planeswalker's loyalty is 0?

What happens when a second planeswalker of the same planeswalker type enters the battlefield?

What happens when a legendary permanent with the same name as another legendary permanent enters the battlefield?

What happens if a second permanent with the world supertype enters the battlefield?

What happens if a white Aura is attached to a creature with protection from white?

What happens if an Equipment or Fortification is attached to an illegal permanent?

What happens if a creature becomes attached to an object or player?

What happens if a creature has 2 +1/+1 counters and a −1/−1 counter is added?

What happens if a permanent has 5 counters on it, but it says it can only have 3 on it?

In Two-Headed Giant if a team has 0 or less life, what happens?

In Two-Headed Giant how many poison counters does it take for a team to lose the game as a state-based action?

In a Commander game, how much damage from a single commander does it take for a person to lose the game as a state-based action?

What happens if multiple state-based actions would have the same result at the same time with one replacement effect trying to replace it?

What are the copiable values of a card?

What are copiable values for an object on the stack?

Will a copy of a creature with a +1/+1 counter have a counter on it?

How do objects work that enter the battlefield "as a copy" or "that's a copy" of another object?

When a copy of a creature comes into play, do you get to make any "as this card comes into battlefield" choices for it?

What happens when you copy a creature that is copying another creature but has an additional ability?

What happens if a copy effect indicates that it copies target object except it stays an artifact?

Can a copy effect modify the characteristics of the copy ability?

When a copy effect copies an object with a power/toughness CDA that sets the power and toughness, what is the result?

What does it mean to copy a spell?

If you copy a spell, is it considered cast?

What happens to a copy of a spell moves to a zone other than the stack?

Who controls the copy of a spell or ability?

If an effect references an object by name, will it apply if the object becomes of a copy of another object?

If an effect instructs a player to cast a copy of an object what happens?

What happens to a non-double-faced card if a player is intructed to put it onto the battlefied transformed?

What is Two-Headed Giant?

How do players in a Two-Headed Giant team take turns?

How is a decision made if two players on a team cannot agree?

How do players make mulligan decisions in a Two-Headed Giant game?

Can one player on a Two-Headed Giant team mulligan if his or her teammate has decided to keep a hand?

How do you handle cards that allow a player to begin the game with them on the battlefield (Leylines) in a Two-Headed Giant game?

How do you determine who is active and who is nonactive in a Two-Headed Giant game?

Which player on a Two-Headed Giant team draws a card for the turn?

Which player on a Two-Headed Giant team may play a land for that turn?

How do you determine who has priority in a Two-Headed Giant game?

When does a team pass priority in a Two-Headed Giant game?

If multiple teams in a Two-Headed Giant game would make choices or take actions at the same time, how do we order such choices?

If multiple players in a Two-Headed Giant game would make choices or take actions at the same time, how do we order such choices?

If an effect instructs more than one player to draw cards in a Two-Headed Giant game, in what order are the draws performed?

If multiple triggered abilities are waiting to go on the stack, in what order are they placed on the stack in a Two-Headed Giant game?

How do you handle a player gaining an extra turn, step, or phase in a Two-Headed Giant game?

How do you handle an effect that causes a player to skip a turn, phase, or step?

How do you handle a single effect that would cause multiple players on the same team to add or skip the same turn, phase, or step?

How do you handle an effect that causes a player to control another player during a Two-Headed Giant game?

What does "the active player" refer to during a Two-Headed Giant game?

How are players seated for a Two-Headed Giant game?

What is the starting life total in a Two-Headed Giant game?

Which resources are shared in a Two-Headed Giant game? Which resources are not shared?

When can teammates in a Two-Headed Giant game discuss strategies?

Can teammates in a Two-Headed Giant game review each other's cards?

Can teammates in a Two-Headed Giant game manipulate each other's cards or permanents?

Does the 'Play/Draw Rule' apply in a Two-Headed Giant game?	How do creatures attack in a Two-Headed Giant game?
On a one-shot effect, what does 'attacking player' (or 'defending player') refer to in a Two-Headed Giant game?	In a characteristic-defining ability, what does "attacking player" or ("defending player") refer to in a Two-Headed Giant game?
In general, what does "attacking player" (or "defending player") refer to in a Two-Headed Giant game?	How do you determine whether a positive comparison is true in a Two-Headed Giant game? (Example: does the defending player control an Island?)

How do you determine whether a relative comparison in a Two-Headed Giant game is true? (Example: do you control more creatures than the attacking player?

How do you determine whether a negative comparison in a Two-Headed Giant game is true? (Example: does the defending player control no black permanents?)

In a Two-Headed Giant game, a defending player controls an effect that prohibits a creature from attacking him or her, can that creature attack the defending team?

What creatures in a Two-Headed Giant game can be declared as blockers?

In a Two-Headed Giant game, an attacking creature has forestwalk and Neil controls a Forest. Can any creatures controlled by Neil or his partner Norin block?

In a Two-Headed Giant game, how are damage assignment orders determined for each attacking creature that's become blocked by multiple creatures, or each attacking creature that is blocking multiple creatures?

How does each attacking creature assign its combat damage in a Two-Headed Giant game?

How does each blocking creature assign its combat damage in a Two-Headed Giant game?

How can a player or team win or lose the game in a Two-Headed Giant game?

What happens if an effect states that one player on a Two-Headed Giant team loses the game?

What happens if an effect states that one player on a Two-Headed Giant team wins the game?

What happens if an effect would prevent a single player on a Two-Headed Giant game from winning the game?

What happens if an effect would prevent a single player on a Two-Headed Giant game from losing the game?

What happens if each player on a Two-Headed Giant team takes damage?

What happens if each player on a Two-Headed Giant team loses life?

What happens if each player on a Two-Headed Giant team gains life?

If a cost or effect needs to know the value of a player's life total, how is that determined?

If a cost or effect allows both members of a team to pay life simultaneously, how much can they pay?

How do you handle an effect that sets a single player's life total to a specific number in a Two-Headed Giant game?

How do you handle an effect that would set the life total of each member of a Two-Headed Giant team to a specific amount?

Can a player exchange life totals with his or her teammate?

With an effect that instructs a player to redistribute life totals, how many members of a team can that player affect?

What happens if an effect states that a player on a Two-Headed Giant team cannot gain life?

What happens if an effect states that a player on a Two-Headed Giant team cannot lose life?

What happens if an effect causes each player on a Two–Headed Giant team to get a poison counter?

How do you determine how many poison counters an individual player has in a Two–Headed Giant game?

How do you handle an effect that says a player loses poison counters in a Two–Headed Giant game?

How do you handle an effect that says a player cannot get poison counters in Two–Headed Giant?

When is a player 'poisoned' in a Two–Headed Giant game?

Define "investigate."