



GAME  
HQ

# Classroom Magic



# Table of Contents

- 1** *Introduction*
- 2** *The Board*
- 3** *Reading the Cards*
- 4** *Card Types*
- 5** *Taking a Turn*
- 6** *The Stack*
- 7** *The Stack*
- 8** *Tips & Tricks*



# Introduction

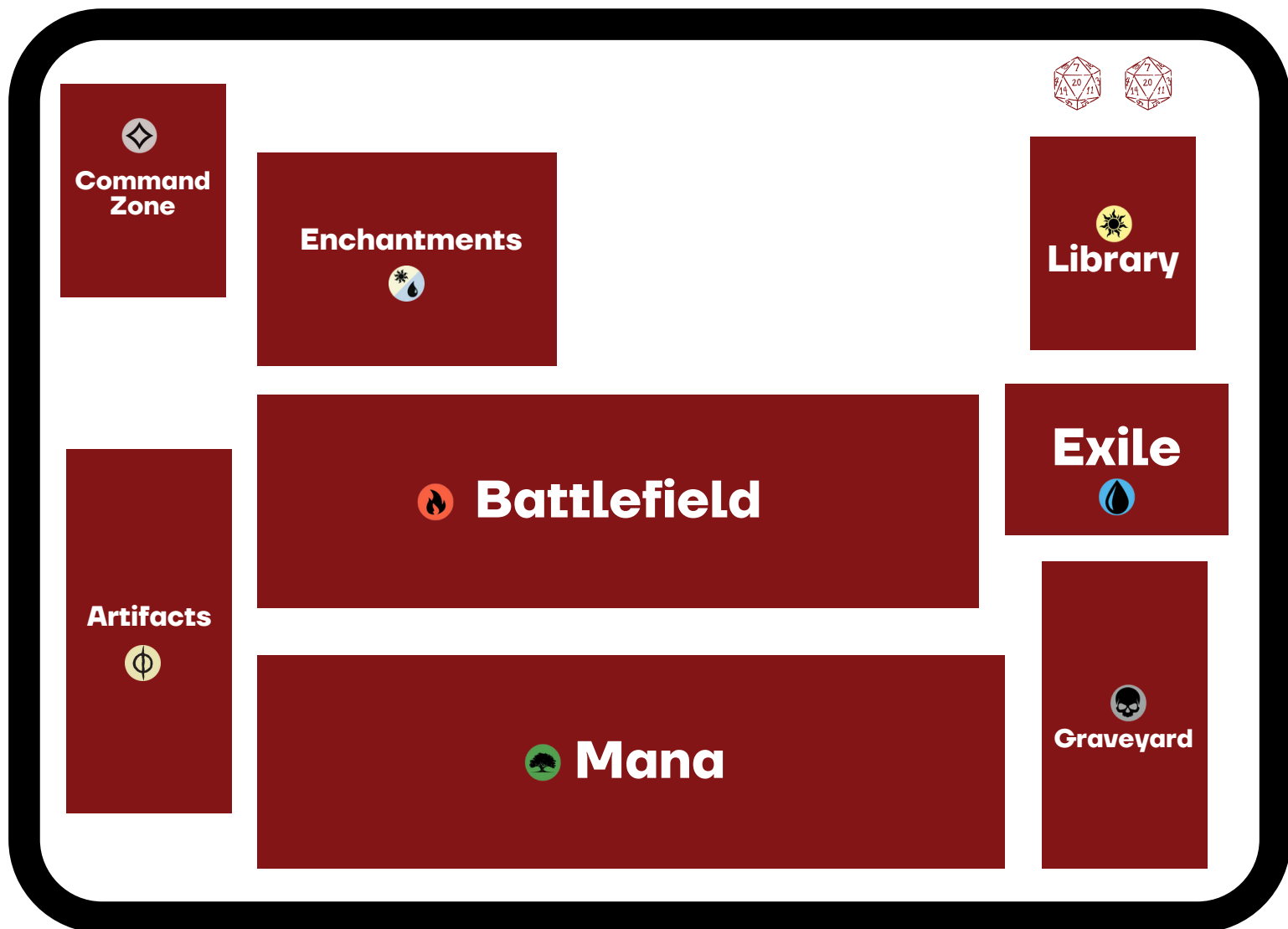
Want to enter a world where you cast spells, summon creatures, and outwit your opponents in an epic battle of strategy and negotiation? That's Magic: The Gathering—a fast-paced trading card game where every game is a portal to an entirely new adventure.

In a game of Magic, you can travel between magical worlds with hundreds of unique cards representing fiery dragons, sneaky goblins, ancient artifacts, and arcane sorcery. No two games are ever the same. Grab your deck then face off against friends in battles of brainpower, bluffing, and bold plays.

Whether you're into clever combos, wild creatures, or epic stories, Magic has something to fire up your imagination. It's not just a game—it's a gateway to a universe. Ready to draw your first card?



# The Board



## Library

Your deck of cards sits here face-down, waiting to be drawn each turn.

## Battlefield

The central area where you summon creatures and wage magical war.

## Artifacts

Artifacts which generate mana go by lands while the rest serve as supplies for the battlefield.

## Exile

Cards removed from the game.

## Mana

Mana is a magical resource generated by different lands used to cast spells

## Enchantments

Enchantments are often kept together for ease of viewing as they are permanents that stay on the field.

## Graveyard

This is where used and destroyed cards go—a resting place for spells and fallen creatures.

## Command Zone

Special spot for your commander, always ready to lead the charge

# Reading the Card...



## Mana Value

Mana value is the total amount of mana needed to cast a spell—not just from lands, but any mana source. A number in a gray circle means you can pay that amount with mana of any color.

## Expansion

This icon tells you what expansion the card is from and how rare the card is .

-  Common
-  Uncommon
-  Rare
-  Mythic

## Power / Toughness

**Power** tells you how much damage a creature card can do.

**Toughness** tells you how many health points a creature has.



# Card Types

Magic: The Gathering isn't just a card game—it's an ever-changing world of strategy, imagination, and adventure. Whether you're summoning fearsome creatures, slinging powerful spells, or teaming up with legendary allies, this section will introduce you to six of the game's most important card types so you'll be ready to shuffle up and jump into the action.

---

## Creature



These are your magical allies—monsters, heroes, and beasts that fight for you in battle.



## Enchantment

These are ongoing magical effects that stay on the battlefield and change the game while they last.

## Instant



Quick spells you can play anytime, even during your opponent's turn, for surprise moves or clutch saves.



## Artifact

Magical items or machines that can help any deck with special effects, boosts, or even becoming creatures themselves!

## Sorcery



Powerful one-time spells you can only cast during your own turn during a Main Phase—great for big effects when the timing is right.



## Planeswalker

Legendary allies with their own abilities and health—you get to activate one of their powers each turn. Be careful though, they can be attacked directly in combat!



# Taking a Turn

## 1 Beginning Phase

### Untap Step

Untap any tapped permanents you control.

### Upkeep Step

Some cards have triggers on upkeep.

### Draw Step

Draw a card from your library.

## 2 Main Phase 1

You may play one land for turn. You can also cast any spells that you have the mana to pay for. “Tap” mana by turning it sideways to use it to pay for spells. Players can also activate abilities other permanents during this phase

## 3 Combat Phase

### Beginning of Combat

### Declare Attackers Step

Declare any creatures you would like to attack. Attacking causes most creatures to tap.

### Declare Blockers Step

Opponents may choose to block with their creatures.

### Combat Damage Step

Combat damage is dealt by attacking and blocking creatures. Attackers get to choose how damage is assigned.

### End of Combat Step

Creatures are removed from combat and any “until end of combat” effects end.

## 4 Main Phase 2

This is a repeat of Main Phase 1. You may take any actions you could have taken before combat. This includes playing a land if you have not already done so.

## 5 Ending Phase

### End Step

Going to your end step signals you are ending your turn.

### Cleanup Step

Player discards down to seven cards (if needed). Any “until end of turn” effects end.

**IMPORTANT!**

***Instants are a type of spell you can cast at almost any time—even during your opponent’s turn or in response to other spells.***





# The Stack

Think of the stack as Magic's magical waiting line where spells and abilities hang out before they take effect. When a spell or ability is played, it goes onto the stack. Players then get a chance - in turn order from the active player- to respond with instant spells or abilities, which go on top. Once everyone passes, the top effect resolves first, and the stack works its way down, one by one.

It's like stacking pancakes: the last one you add is the first one you eat. Deliciously strategic.

## Building the Stack

### A Action A

Player A casts a spell.

### B Action B

Player B casts a spell *in response to* Player A's spell. It targets Player A's spell and they attempt to counter the spell.

### C Action C

Player A casts another spell *in response to* Player B attempting to counter Player B's spell.

### D Action D

Player C activates one of their creatures abilities *in response to* Player A to draw a card. If playable they may add that card to the stack. Other players can respond to their draw.

## Resolving the Stack

### D Action D

Player C draws a card.

### C Action C

Player A counters Player B's spell.

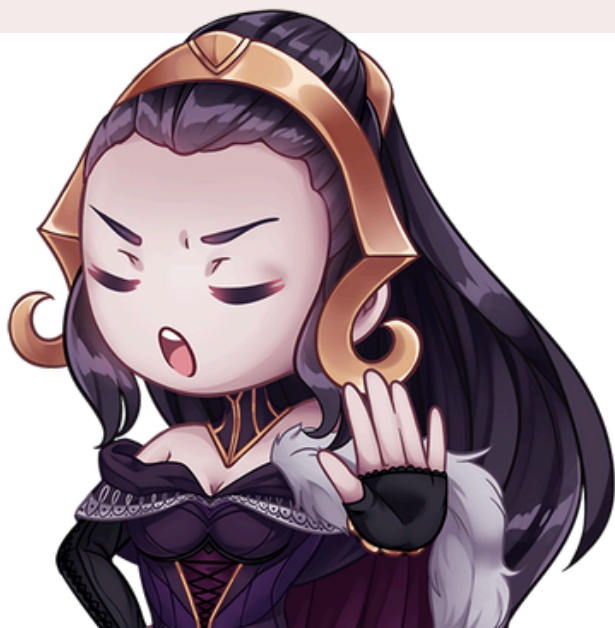


### ~~Action B~~

Player B's spell was countered. It is removed from the stack.

### A Action A

Player A's spell is the only thing left on the stack. It resolves, i.e. successfully casts.



## Priority

**Priority** is how the game makes sure everyone gets a fair chance to do something—like casting a spell or using an ability—before anything happens. The player whose turn it is goes first, then each other player gets a turn to respond in seat order.

# Notes

Feel free to use this space for any notes you may wish to jot down.

---

