



**If you would give a seminar about feedback,
instead give a seminar about replacement effects.**



Seminar on Replacement Effects – Benelux Conference – Antwerp
By Jürgen Baert – 26th of November 2016
Template by Jonas Bermidt



Replacement Effects


What's a replacement effect?

Effects

One-shot effects



Continuous effects



Exception

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Replacement Effects

How do you recognize a one?

Where to get started, really...

Anyone? 😊



Replacement Effects



“instead”



Replacement Effects

“skip”





Replacement Effects

stuff coming into play
or being turned face up





Replacement Effects

Sometimes, the word “instead” is not on the card but in the rules...

or the “enters play” (*) bit is in the rules and not on the card

(*) I hear kids these days call it the battlefield.





Replacement Effects

self-replacement effects





Replacement Effects



prevention effects

(shht.)



Replacement Effects

the end



Replacement Effects

OK, not really 😊



Replacement Effects

Let's talk about interaction of multiple replacement effects!

- The affected player or the controller (or its owner if there isn't a controller) of affected object chooses which replacement effect to apply first. And applies it. Pretty easy.
- Then, *maybe* the other replacement effects still apply. If they do, apply them. If they don't, don't. That makes sense, right?
- Sometimes, applying one replacement effect may cause another one to apply. If that happens, apply it. Also makes sense.
- Some replacement effects are special. They give players less choice when ordering replacement effects. *(There's always a catch.)*



Replacement Effects





Replacement Effects





Replacement Effects





Replacement Effects





Replacement Effects





Replacement Effects





Replacement Effects





Replacement Effects

OK ... honestly, that was confusing ☹

What it boils down to is rule 616:

1. Self-replacement effects
2. Control-changing effects
3. Copy effects
4. Anything else (choose one!)
5. Rinse and repeat!



Replacement Effects

Other random things you want to know...

- Card draw replacements



If a player would draw a card except the first one he or she draws in his or her draw step each turn, that player discards a card instead. If the player discards a card this way, he or she draws a card. If the player doesn't discard a card this way, he or she puts the top card of his or her library into his or her graveyard.





Replacement Effects

Other random things you want to know...

- **An event that is replaced, never happens (so no triggers for the original effect ... but maybe for the new one)**
- **An event can only be replaced *once* by any replacement effect (so no loops!)**



Replacement Effects

Other random things you want to know...

- Some replacement effects make other things move from one zone to another.

... there are rules for this.





Replacement Effects

Other random things you want to know...

- **Events that don't happen can't get replaced (Duh. Until you think about dealing 0 damage!)**
- **Entering the battlefield ... it's significantly harder than you might think. Ask Toby Hazes 😊**



Replacement Effects

The Toby Hazes rule: (614.12)

When entering the battlefield, a card's characteristics is determined by:

- Earlier replacement effects
- Resolved changes on the stack
- Own continuous effects as if it were on the battlefield if they affect only itself

Examples: no.



Replacement Effects

Bonus: the combat damage step

- First, damage is dealt, as modified by replacement and prevention effects that interact with damage.
- Then, damage that's been dealt is processed into results, as modified by replacement effects that interact with those results.



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