









# 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











#### What's a replacement effect?



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How do you recognize a one?

Where to get started, really...
Anyone? ©













"instead"











"skip"















stuff coming into play or being turned face up











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.













self-replacement effects















prevention effects

(shht.)











the end











OK, not really ©











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.)

















































































































OK ... honestly, that was confusing <sup>(2)</sup> 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!









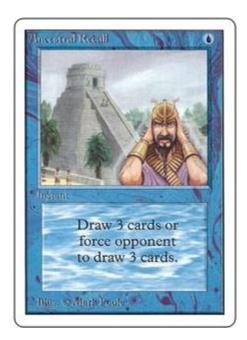


#### Other random things you want to know...

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.



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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!)











Other random things you want to know...

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

... there are rules for this.















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 ☺











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.











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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