

Core Set 2020 Prerelease Information

CORE SET 2020

Prerelease events focus on fun and enjoying the upcoming Magic expansion, allowing players a chance to experience the newest cards in a fun and stress-free environment. That said, as Sealed Deck tournaments, they follow certain rules for deck construction and play.

When attending a Prerelease attendees will receive a Prerelease Pack. The *Core Set 2020* Prerelease pack has the following contents:

- 6 *Core Set 2020* booster packs
- 1 date-stamped, rare or mythic rare foil promo card
- 1 Spindown life counter

What Format is a Prerelease?

Prereleases may be run as Sealed Deck or Two-Headed Giant (2HG) Sealed Deck. Details of each format are outlined below.

Sealed Deck Rules

- Decks must be constructed with a minimum of 40 cards.
- Decks may only use cards opened in the Prerelease Packs assigned at the beginning of the event; no outside cards may be added except for basic lands with a basic land type.
- Cards not used in your deck from the Prerelease Packs become your sideboard.
- You may change the contents of your main deck between games and matches. This is called Continuous Construction.

2HG Sealed Rules

- Decks may use cards opened in the Prerelease Packs assigned to the team at the beginning of the event, no outside cards may be added except for basic lands with a basic land type.
- You may share the cards from your Prerelease packs with your team mate.
- Cards not used in your decks become your shared sideboard.
- 2HG matches consist of one game. Drawn games do not count towards this game.
- Teammates may communicate with each other at any time.
- Each team has a shared life total, starting at 30 life.
- For each player's first mulligan, that player draws a new hand of seven cards.
- The starting team skips the draw step of their first turn.
- Creatures attack a player or planeswalker rather than a team.

Generally Unwanted Behavior

We want our Prerelease participants to have a good time and to be able to play Magic through the whole event. Make sure that you remind players about these unacceptable behaviors.

- Aggressive, violent, harassing and/or abusive behavior is not to be tolerated.
- Players are not permitted to add outside cards to their sealed pool other than basic lands.
- Nothing should be offered to another player in exchange for the concession of a match.
- Players are not permitted to determine the outcome of a match in a way other than playing Magic (ie: Rolling a Die, Revealing the top of a Library, Roshambo, ...)

Core Set 2020 Questions

If I return Embodiment of Agonies to the battlefield from my graveyard does it count itself when adding +1/+1 counters?

Yes, If you return Embodiment of Agonies from your graveyard to the battlefield, its last ability counts itself.

How much life does the opposing lose if a creature enters the battlefield under my control when I have a Corpse Knight?

Corpse Knight's ability causes the opposing team to lose 1 life twice.

When will I regain control of my creature that was stolen by Agent of Treachery?

Agent of Treachery's effect lasts indefinitely. It doesn't wear off during the cleanup step, and it doesn't expire if Agent of Treachery leaves the battlefield. In a multiplayer game, it does expire if you leave the game.

Can I activate Glint-Horn Buccaneer's ability after combat damage has been dealt?

Yes, there is a period before your second main phase that this can be activated.

Core Set 2020 Mechanics and Rule changes

Protection

If a permanent has protection from a color, it means four things:

- Damage that would be dealt to that permanent by a source of that color is prevented.
- Auras and Equipment of that color can't be attached to that permanent.
- Creatures of that color can't block that permanent.
- That permanent can't be the target of spells of that color or abilities of sources of that color.

Nothing other than the events specified above is prevented or illegal. A creature with protection from white will be destroyed by Planar Cleansing; a creature with protection from green will get +2/+2 and gain trample from Overcome; and a creature with protection from black will be denied +1/+1 counters thanks to Blightbeetle's effect.

A permanent gaining protection may cause a spell or ability on the stack to have an illegal target. As a spell or ability tries to resolve, if all its targets are illegal, that spell or ability doesn't resolve. None of its effects happen, including effects unrelated to the target. If at least one target is still legal, the spell or ability does as much as it can to the remaining legal targets, and its other effects still happen.

Protection applies only while the object with protection is on the battlefield. For example, a creature spell that has protection from blue may be the target of a blue spell that will counter it, and a creature card in a graveyard that has protection from black may be the target of a black spell that will return it.

Leylines

Leylines are enchantments that come with an unusual feature: If you happen to have one or more of them in your opening hand, you can put them onto the battlefield before the game begins.

- A player's "opening hand" is the hand of cards the player has after all players have finished taking mulligans.
- If players have any cards in hand that allow actions to be taken from a player's opening hand, the starting player is the first to do so. That player may take any such actions available to them in any order, then each other player in turn order may do the same. Then the first turn begins.

New Mulligan rule

A new procedure for taking mulligans is being put into effect with the release of the *Core Set 2020* set. This rule change applies to all formats of play as of Friday, July 12, 2019. Your store may choose to use this mulligan procedure for prerelease

The new rule for the mulligan procedure is as follows:

Each player draws a number of cards equal to their starting hand size, which is normally seven. (Some effects can modify a player's starting hand size.) A player who is dissatisfied with their initial hand may take a mulligan. First, the starting player declares whether they will take a mulligan. Then each other player in turn order does the same. Once each player has made a declaration, all players who decided to take mulligans do so at the same time.

To take a mulligan, a player shuffles the cards in their hand back into their library, draws a new hand of cards equal to their starting hand size, then puts a number of those cards equal to the number of times that player has taken a mulligan on the bottom of their library in any order. Once a player chooses not to take a mulligan, the remaining cards become that player's opening hand, and that player may not take any further mulligans. This process is then repeated until no player takes a mulligan. A player can take mulligans until their opening hand would be zero cards.

- After drawing seven cards, a player may choose to shortcut the mulligan process and simply declare that they will take a mulligan before putting any cards on the bottom of their library. However, if any effects allow them to take other actions any time they could take a mulligan, they must first put the appropriate number of cards on the bottom of their library before they can take those actions.
- In a multiplayer game, the first mulligan a player takes is "free." This means that the first time a player takes a mulligan, they don't put any cards on the bottom of their library. The second time that player takes a mulligan, they put one card on the bottom of their library, and so on.

Resource for additional Rules questions

If you have a rules questions arise during your prerelease and need assistance. You can join the Magic Judge channel on IRC, there are judges online 24/7 available for chats and discussions.

MTG Judge channel on IRC:

<http://chat.magicjudges.org/mtgrules/>

Some regions have adopted Slack as a collaboration tool. Many have a channel available to help with issues encountered while on the floor at events. You can access the link to your regions Slack site below.

MTG Judge Slack Wiki page:

<https://wiki.magicjudges.org/en/w/Slack>

Help make players' Prerelease Experiences positive

Be Visible -

Make yourself known to the players. Wear your Judge Uniform if you are not playing in the event. Ensure that you introduce yourself and other judges to the players in your announcements. If playing in the event make sure you are in a location that you can be found. You can use fixed seating to make it easy to locate you during the rounds.

Be Punctual -

Players arrive with expectations of certain start times and round lengths. Make a strong effort to start the event at the Scheduled time. Turnaround time is also very important. Be attentive to the outstanding matches and make sure to get the results in and new round started in a timely manner.

Be Heard -

When delivering a judge call, take a moment prior to delivering you ruling to plan out your ruling in your head. This can help make sure it is clear and concise. When making announcements ensure the players are quieted. Make sure your announcements are loud and clear. Make sure you are making announcements at a reasonable pace. Try this tip from another judge: *if it sounds like the perfect speed in your head, you are probably talking too fast; if it sounds a little bit slow in your head, it is probably pretty close to being just right.*

Be Knowledgeable -

Get details of side events, giveaways, prize structure from the TO prior to starting the event. This ensures you can promptly answer players questions about the event. Read the Release Notes and Judging at Regular documents prior to the event. Players are putting their trust in you to be able to resolve and questions on the new cards.

Be Social and Positive -

Prerelease events are about having fun and socializing experience. Make this fact clear to the players, make it known that socializing during construction is OK. Remain positive and enjoyable! Our interactions with the players have more bearing on their event (good or bad) then we might sometimes realize, even for silly rules questions.