

Shadows Over Innistrad Prerelease Information



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 *Shadows over Innistrad* Prerelease pack is designed to function as a deckbox and has the following contents:

- 6 *Shadows over Innistrad* booster packs
- 1 *randomized* stamped, foil Prerelease promo card
- 1 Spindown Life Counter
- 1 deck-building guide

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.
- Team's creatures attack other teams as a group.

Deck Construction Guide

- Try to stick to a two color deck or lightly splashing a third color if you have proper mana fixing.
- Stay as close to the 40 card minimum as possible.
- You will need to run around 16-18 lands.
- You should try to have 11-15 creatures, with most costing between 2 and 4 mana.
- Fill out the rest of the deck with a mix of combat tricks and removal spells.

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.

- 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, ...)

Shadows over Innistrad Mechanics

As we travel back to Innistrad you will notice many things have changed there. Let's take a look at new and returning mechanics, abilities, and strategies introduced by *Shadows over Innistrad*.

Double-Faced Cards(DFCs)

Each DFC has 2 card faces on it with no Magic back. The front faces of DFCs (as well as some back faces) each have an ability that *transforms* that permanent. When a DFC transforms, it turns over to its other face. A DFC that transforms never leaves the battlefield, so any counters, Auras or Equipment stay attached or on the permanent. There have been a few rules changes for this returning mechanic.

1. Converted mana cost

The converted mana cost of the back face of a DFC is now based on the mana cost of the front face. The one exception is if something is a copy of the back face of a DFC, its converted mana cost is 0.

2. Entering the battlefield transformed

Starting with this set, if you're told to put a card that isn't a DFC onto the battlefield transformed, it just stays where it is.

3. Abilities causing Transform to occur

If a DFC has an activated or triggered ability that transforms it, that permanent transforms only if it hasn't since that ability was put on the stack.

Checklist Cards

You'll find checklist cards in some packs. There are two of them: one for commons and uncommons and another for rares and mythic rares. They act as substitutes for DFCs in your hand or library (or if they somehow get exiled face down). Mark which DFC you're playing with and use the checklist card in the deck. You must have the real DFC with you in order to use a checklist card. Just don't mix it up with your sideboard, if you have one. You must use checklist cards, opaque sleeves, or both. If you are using checklist cards in your deck all of the DFCs you are playing must be represented by a checklist card.

Delirium

This is a new ability word that indicates effects gained by a card if you have four or more card types in your graveyard. At your prerule, card types that may be present in the graveyard are: artifact, creature, enchantment, instant, land, planeswalker, and sorcery. Supertypes and subtypes do not count for *Delirium*.

Investigate and Clues

This is a new keyword action. To investigate, you put a *Clue* token onto the battlefield. A *Clue* is a new artifact type. *Clues* are colorless artifacts and they each have the ability "{2}, Sacrifice this artifact: Draw a card."

Madness

This is a returning mechanic. If you discard a card with madness, you exile it instead of putting it into your graveyard. This causes an ability to trigger. When that ability resolves, you can cast the spell for its madness cost. If you don't cast the spell this way, it's put into your graveyard. Using the madness ability doesn't care about the card types. You will be able to cast the card at the time the ability resolves. So if you manage to discard a creature card with madness during an opponent's turn, you can cast that spell and maybe create a surprise blocker. The spell's mana cost and converted mana cost don't change. You're just paying the madness cost instead. It doesn't matter why you're discarding a card with madness. It could be to pay the activation cost for an ability or it could be due to your opponent forcing you to with their own spell. Just remember that you can't just discard a card because you want to. Something has to be telling you to.

Skulk

This is a new keyword ability. A creature with skulk can't be blocked by any creature with greater power. With skulk, you consider the power of potential blockers only as blocks are being declared. If a creature with skulk is legally blocked by a creature, raising the power of the blocker won't undo the block.

Resource for additional Rules questions

If you have a rules questions arise during your prerule 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/>

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 your 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) than we might sometimes realize, even for silly rules questions.