

## **Aether Revolt 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 *Aether Revolt* Prerelease pack is designed to function as a deckbox and has the following contents:

- 4 Aether Revolt booster packs
- 2 Kaladesh booster packs
- 1 *randomized* stamped, foil Prerelease 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.
- 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 want 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.

- 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, ...)

## **Aether Revolt Mechanics**

### **Energy**

Energy counters are a kind of counter that a player may have. They're not associated with any specific permanents. Players are responsible to keep track of how many energy counters they have. If an effect says you get Energy, you get that many energy counters. To pay Energy, you lose that many energy counters. You can't pay more energy counters than you have. Effects that interact with counters a player gets, has, or loses can interact with their energy counters. Energy counters aren't mana. A player does not lose Energy at the end of steps or phases. Some triggered abilities state that you "may pay" a certain amount of Energy. You can't pay that amount multiple times to multiply the effect. You simply choose whether or not to pay that amount of Energy as the ability resolves, and no player may take actions to try to stop the ability effect after you make your choice.

### **Vehicles and Crew**

Vehicle is a new subtype for some artifacts. Vehicles have the crew ability, which allows them to become artifact creatures. Vehicles have a printed power and toughness, but it has these characteristics only if it's also a creature. If a Vehicle becomes a creature, it immediately has its printed power and toughness.

Crew is an activated ability of Vehicle cards. "Crew N" means "Tap any number of untapped creatures you control with total power N or greater: This permanent becomes an artifact creature until end of turn". A creature "crews a Vehicle" when it's tapped to pay the cost to activate a Vehicle's crew ability. If an effect states that a creature "can't crew Vehicles," that creature can't be tapped to pay the cost of a crew ability of a Vehicle.

### **Improvise**

Improvise is an ability that functions while the spell with improvise is on the stack. "Improvise" means "For each generic mana in this spell's total cost, you may tap an untapped artifact you control rather than pay that mana." Include any alternative costs, additional costs, or anything else that increases or reduces the cost to cast the spell when determining the spell's total cost. Improvise applies after the total cost is calculated. Tapping an artifact won't cause its abilities to stop applying unless those abilities say so. Multiple instances of "Improvise" are redundant.

Improvise can't pay for W, U, B, R, G, or C mana symbols in a spell's total cost. If an artifact you control has a mana ability with T in the cost, activating that ability while casting a spell with improvise will result in the artifact being tapped when you pay the spell's costs. You won't be able to tap it again for improvise. Similarly, if you sacrifice an artifact to activate a mana ability while casting a spell with improvise, that artifact won't be on the battlefield when you pay the spell's costs, so you won't be able to tap it for improvise.

### **Revolt**

Revolt is a new ability word, it appears in italics and has no rules meaning. Abilities that begin with the "Revolt" ability word check if a permanent you controlled left the battlefield this turn. They don't apply multiple times if more than one permanent you controlled left the battlefield. They don't check whether the permanent that left the battlefield is still in the zone it moved to. Revolt abilities don't care why the permanent left the battlefield, who caused it to move, or where it moved to. Tokens that leave the battlefield will satisfy a revolt ability. Energy counters aren't permanents, so paying E won't satisfy a revolt ability.

All cards in *Aether Revolt* with triggered revolt abilities use an intervening "if" clause. A permanent you controlled must have left the battlefield earlier in the turn in order for these abilities to trigger; otherwise they do nothing. In other words, there's no way to have the ability trigger if no permanent you controlled has left the battlefield that turn, even if you intend to have one do so in response to the triggered ability.

### **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.