

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

- 6 Amonkhet 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.

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, ...)

Potential Gameplay Issues

I have a creature that should be tapped from being exerted last turn. How should I fix this?

If this is has been detected quickly and rewinding is relatively easy the judge can undo all actions back to the point that the illegal action happened. If there have been significant decisions made or hidden information revealed it may be better to leave the game state as it is.

How can a player represent an embalmed creature if they do not have a punchout token?

This can be represent with a counter or dice as long as both players understand what the item represents. The TO or Judge may be able to make you an Embalm token from a piece of their notebook.

Amonkhet Mechanics

Embalm

Embalm is an activated ability that functions from the graveyard. This can be activated only any time you could cast a sorcery. The token is a Zombie in addition to its other types, is white instead of its other colors, it has no mana cost, and thus its converted mana cost is 0. These are copiable values of the token that other effects may copy.

If the card copied by the token had any “Enters the Battlefield” abilities, the token also has those abilities and will trigger them when created. Any “as [this permanent] enters the battlefield” or “[this permanent] enters the battlefield with” abilities that the token has copied will also work. There are supplement tokens for each card with embalm, these can be found in some Amonkhet Booster packs. These are not required to play with cards with embalm.

Exert

Exert is a new Keyword Action. To exert a permanent, you choose to have it not untap during your next untap step. A permanent can be exerted even if it's not tapped or has already been exerted in a turn. If you exert a permanent more than once before your next untap step, each effect causing it not to untap expires during the same untap step.

All cards in Amonkhet that let you exert a creature let you do so as you declare it as an attacking creature. You can't do so later in combat, and creatures put onto the battlefield attacking can't be exerted. Any abilities that trigger on exerting an attacking creature will resolve before blockers are declared.

If a creature has a targeted triggered ability that triggers when you exert it, you can exert it even if there isn't a legal target for that ability. Some cards have abilities that trigger whenever you exert any creature. These abilities trigger when you exert any creature you control.

You can't exert a creature unless an effect allows you to do so. If an exerted creature is already untapped during your next untap step, exert's effect preventing it from untapping expires without having done anything. If you gain control of another player's creature until end of turn and exert it, it will untap during that player's untap step.

Aftermath Split Cards

Aftermath is an ability found on some split cards. Aftermath means “You may cast this half of this split card from your graveyard”, “This half of this split card can't be cast from any zone other than a graveyard”, and “If this spell was cast from a graveyard, exile it instead of putting it anywhere else any time it would leave the stack”.

All split cards have two card faces on a single card, you put a split card onto the stack with only the half you're casting. The characteristics of the half of the card you didn't cast are ignored while the spell is on the stack.

Each split card is a single card. If an effect counts the number of instant and sorcery cards in your graveyard, Destined /// Lead counts once, not twice. Each split card has two names. If an effect instructs you to choose a card name, you may choose one, but not both.

While not on the stack, the characteristics of a split card are the combination of its two halves. For example, Destined /// Lead is a green and black card, it is both an instant and a sorcery card, and its converted mana cost is 6. This means that if an effect allows you to cast a card with converted mana cost 2 from your hand, you can't cast Destined. This is a change from the previous rules for split cards.

If another effect allows you to cast a card with aftermath from a zone other than the graveyard, you can't cast the half with aftermath. If another effect allows you to cast a card with aftermath from a graveyard, you may cast either half. A spell with aftermath cast from a graveyard will always be exiled afterward, whether it resolves, it's countered, or it leaves the stack in some other way.

Cycling

Cycling is a returning ability. Some cards with cycling have an ability that triggers when you cycle them, and some cards have an ability that triggers whenever you cycle any card. These triggered abilities resolve before you draw from the cycling ability. Triggered abilities from cycling a card and the cycling ability itself aren't spells. Effects that interact with spells won't affect them.

You can cycle a card even if it has a triggered ability from cycling that won't have a legal target. This is because the cycling ability and the triggered ability are separate. This means that if either ability is countered (with Disallow, for example, or if the triggered ability's targets have become illegal), the other ability will still resolve.

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 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.