

Ravnica Allegiance 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 *Ravnica Allegiance* Prerelease pack has the following contents:

- 5 *Ravnica Allegiance* booster packs
- 1 seeded booster with 15 cards from one of *Ravnica Allegiance*'s 5 guilds, including 1 semi-randomized, date-stamped, rare or mythic rare foil promo card from the featured guild
- 1 guild-themed 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, ...)

Ravnica Allegiance Mechanics

Addendum

Addendum is an ability word. Ability words appear in italics and have no rules meaning. Addendum abilities of instant spells apply while the spell is resolving, not immediately after casting it. If the spell is countered, you don't get the addendum bonus. If a spell with an addendum ability is copied, the copy won't give you the addendum bonus. This is because the copy wasn't cast at all.

Afterlife

Afterlife is a triggered ability. "Afterlife N" means "When this permanent is put into a graveyard from the battlefield, create N 1/1 white and black Spirit creature tokens with flying." If a permanent has multiple instances of afterlife, each one triggers separately. Because blockers are chosen all at once, you can't block with a creature with afterlife, wait for it to die, then block with the resulting Spirit tokens.

Spectacle

Spectacle is a static ability that functions on the stack. "Spectacle [cost]" means "You may pay [cost] rather than pay this spell's mana cost if an opponent lost life this turn." Damage dealt to a player causes that player to lose that much life. Spectacle doesn't change when you can cast the card. A card's spectacle cost is the same no matter how much life your opponents lost or how many opponents lost life.

In a multiplayer game, if an opponent loses life and later that turn leaves the game, you can cast a spell for its spectacle cost. (If a player leaves the game during their turn, that turn continues without an active player.)

Riot

Riot is a static ability. "Riot" means "You may have this permanent enter the battlefield with an additional +1/+1 counter on it. If you don't, it gains haste." If a permanent has multiple instances of riot, each one works separately.

Riot is a replacement effect. Players can't respond to your choice of +1/+1 counter or haste, and they can't take actions while the creature is on the battlefield without one or the other. If a creature entering the battlefield has riot but can't have a +1/+1 counter put onto it, it gains haste.

If you choose for the creature to gain haste, it gains haste indefinitely. It won't lose it as the turn ends or as another player gains control of it. If a creature enters the battlefield with two instances of riot, you may choose to have it get two +1/+1 counters, one +1/+1 counter and haste, or two instances of haste.

Adapt




"Adapt N" means "If this permanent has no +1/+1 counters on it, put N +1/+1 counters on it." You can always activate an ability that will cause a creature to adapt. As that ability resolves, if the creature has a +1/+1 counter on it for any reason, you simply won't put any +1/+1 counters on it. If a creature somehow loses all of its +1/+1 counters, it can adapt again and get more +1/+1 counters.

Split Cards

All split cards have two card faces on a single card, and you put a split card onto the stack as 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. While not on the stack, the characteristics of a split card are the combination of its two halves. If you copy a spell that's half of a split card, the copy copies that same half.

Each split card is a single card. For example, if you discard a split card, you've discarded one card, not two. If an effect counts the number of instant and sorcery cards in your graveyard, a split card that is an Instant and Sorcery counts once, not twice. Each split card has two names. If an effect instructs you to choose a card name, you may choose one of those names, but not both.

Hybrid Mana

A hybrid mana symbol can be paid by one of its two component colors. For example, a cost of  can be paid by either  or . A spell with a hybrid mana symbol on its mana cost is both of that symbol's colors.

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.