War of the Spark 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 *War of the Spark* Prerelease pack has the following contents:
- 6 *War of the Spark* booster packs
- 1 *War of the Spark* Promo Pack, including 1 date-stamped, rare or mythic rare foil promo card and 1 date-stamped, planeswalker 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, ...)

War of the Spark Questions

If I control Bolas's Citadel and have a spell with X in its cost(like Finale of Eternity) on the top of my library can I cast the card?
Yes, unfortunately the value for X must be zero when cast this way.

Can I sacrifice Bolas's Citadel to use it's activated ability?
Yes, this can be one of the permanents sacrificed to use it's ability.

Can I destroy 2 lands with Casualties of War?
No, While this allows you to select multiple modes, you may only choose each mode once.

What happens if my Chandra, Fire Artisan with 5 loyalty is dealt 5 damage in combat?
It will deal 5 damage to an opponent or planeswalker. Chandra's first ability triggers if she loses loyalty from being dealt damage, from activating her last loyalty ability, or because an effect removes loyalty counters from her. If an effect simply causes Chandra to leave the battlefield, no counters were removed and so her ability doesn't trigger.

Will Gideon Blackblade trigger my Kronch Wrangler when it enters the battlefield after being cast on my turn?
Yes, Gideon Blackblade will enter the battlefield as a creature on you turn.

When can we cast spells if my opponent and I each control a Teferi, Time Raveler?
This scenario would limit both players to cast spells only when they could cast a sorcery. Using Teferi's +1 ability does not help against these restrictions.

Can I use my other planeswalkers loyalty abilities after using Sarkhan, the Masterless' first loyalty ability?
Your planeswalkers stop being planeswalkers until end of turn but can still use their loyalty ability if they have not been activated yet.

War of the Spark Mechanics
Amass
Amass *N* means, if you don't control an Army creature, create a 0/0 black Zombie Army creature token. Choose an Army creature you control. Put *N* +1/+1 counters on that creature. Army is a new creature type. It is possible to control a nontoken Army and with a combination of cards, it's possible to control multiple Army tokesn. When instructed to amass, you may put +1/+1 counters on any of your Army creatures, and may choose a different one each time.

If you don't control an Army, the Zombie Army token that you create enters the battlefield as a 0/0 creature. Abilities that trigger when a creature with a certain power enters the battlefield will see the token enter as a 0/0 before it gets +1/+1 counters. Some spells that amass require targets. If each target chosen is an illegal target as the spell tries to resolve, it doesn't resolve. You won't amass.

Proliferate
This is a returning mechanic. The rules for proliferate have changed since it originally appeared. Previously if a player or permanent had multiple kinds of counters,you could give that player or permanent one counter of only one of those kinds. Under the new rules, you give the player or permanent one counter of each of those kinds.

You can choose any permanent that has a counter, including ones controlled by opponents. You can't choose cards in any zone other than the battlefield, even if they have counters on them. You don't have to choose every permanent or player that has a counter, only the ones you want to add another counter to. You can choose zero permanets or players.

Players can respond to the spell or ability whose effect includes proliferating. Once that spell or ability starts to resolve, however, and its controller chooses which permanents and players will get new counters, it's too late for anyone to respond. If a spell or ability puts counters on a player or permanent and then instructs you to proliferate, choosing that player or permanent will give that player or permanent another of those counters.

Putting loyalty counters on planeswalkers doesn't cause their loyalty abilities to be activated. Some spells that proliferate may require targets. If each target chosen is an illegal target as that spell tries to resolve, it doesn't resolve. You won't proliferate.

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 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.