

## **Throne of Eldraine 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 *Throne of Eldraine* Prerelease pack has the following contents:

- 6 *Throne of Eldraine* booster packs
- 1 date-stamped, rare or mythic rare 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, ...)

## **Throne of Eldraine Mechanics**

### ***Adventurer Cards***

These are a new style of cards. Adventurer cards are creature cards, but each has a set of alternative characteristics in a subset frame on the left of its text box. An adventurer card is a creature card in every zone except the stack, as well as while on the stack if not cast as an Adventure. Ignore its alternative characteristics in those cases.

When casting a spell as an Adventure, use the alternative characteristics and ignore all of the card's normal characteristics. The spell's color, mana cost, converted mana cost, and so on are determined by only those alternative characteristics. If the spell leaves the stack, it immediately resumes using its normal characteristics.

If you cast an adventurer card as an Adventure, use only its alternative characteristics to determine whether it's legal to cast that spell. If a spell is cast as an Adventure, its controller exiles it instead of putting it into its owner's graveyard as it resolves. For as long as it remains exiled, that player may cast it as a creature spell. If an Adventure spell leaves the stack in any way other than resolving (most likely by being countered or by failing to resolve because its targets have all become illegal), that card won't be exiled and the spell's controller won't be able to cast it as a creature later.

If an adventurer card ends up in exile for any other reason than by exiling itself while resolving, it won't give you permission to cast it as a creature spell. You must still follow any timing restrictions and permissions for the creature spell you cast from exile. If an effect copies an Adventure spell, that copy is exiled as it resolves. It ceases to exist as a state-based action; it's not possible to cast the copy as a creature.

An effect may refer to a card, spell, or permanent that "has an Adventure." This refers to a card, spell, or permanent that has an adventurer card's set of alternative characteristics, even if they're not being used and even if that card was never cast as an Adventure. If an effect refers to a creature card, creature spell, or creature that has an Adventure, it won't find an instant or sorcery spell on the stack that's been cast as an Adventure.

If an object becomes a copy of an object that has an Adventure, the copy also has an Adventure. If it changes zones, it will either cease to exist (if it's a token) or cease to be a copy (if it's a nontoken permanent), and so you won't be able to cast it as an Adventure. If an effect instructs you to choose a card name, you may choose the alternative Adventure name. Consider only the alternative characteristics to determine whether that is an appropriate name to choose. Casting a card as an Adventure isn't casting it for an alternative cost. Effects that allow you to cast a spell for an alternative cost or without paying its mana cost may allow you to apply those to the Adventure.

### ***Adamant***

This is an ability word that indicates a reward for showing exceptional dedication to a color and spending three or more mana of that color to cast a spell. An ability word appears in italics and has no rules meaning.

If an instant or sorcery spell has an adamant ability, you perform the spell's instructions in order. You don't perform the adamant instruction before the spell resolves or before any other effects printed above it.

If an effect allows you to cast a spell without paying its mana cost, you can't choose to cast it and pay unless another rule or effect allows you to cast that spell for a cost. Similarly, you can't waive a cost reduction unless that effect says you may.

Adamant effects check what mana was actually spent to cast a spell. If an effect allows you to spend mana "as though it were mana" of any color or type, that allows you to spend mana you couldn't otherwise spend, but it doesn't change what mana you spent to cast the spell.

If you copy a spell that has an adamant ability, no mana was spent to cast the copy at all, so that ability won't apply.

### ***Food***

Food is an artifact type. Even though it appears on some creatures (such as Gingerbrute), it's never a creature type. If an effect refers to a Food, it means any Food artifact, not just a Food artifact token. You can't sacrifice a Food token to pay multiple costs.

Some spells that instruct you to create a Food token have targets. You can't cast these spells without choosing all required targets, and if all of those targets become illegal targets, the spell won't resolve and you won't create any Food. If some but not all of those targets become illegal, you'll do as much as possible, including creating Food.

## **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.