

Battle for Zendikar Prerelease Announcement Guide



Welcome Message

Introduce the store and thank the players for coming out. Introduce yourself and whether or not you - or someone else - is a Judge and available for calls. If no Judge is present, explain that the store will decide any rules problems that can't be worked out between players.

Guidelines for Building Decks

"Today's event will be run at Regular Rules Enforcement Level. You are to build a deck of at least 40 cards. The deck can only be made out of the 6 packs you have just received along with available lands. Continuous build rules apply. Lands are available at _____."

Specific Rules Reminders

"As of this weekend, the new mulligan rule is in effect. If you mulligan, that is, if your starting hand is less than seven cards, ONCE you have decided to keep your hand you are then allowed to Scry 1. Scrying one means you look at the top card of your library and leave it on top as your first card to draw, or place it on the bottom of your library. Once you have Scried, you can not mulligan again."

"Once you open your box, you may be surprised to find there are no seeded boosters and a random promo. This is not an accident, it is a change based on player feedback to Wizards of the Coast. Everyone receives 6 regular Battle for Zendikar packs and no seeded booster. When opening your packs you may find special Premium Full Art lands; You are allowed to use these in your Sealed Deck." (*Read the 2HG section now if relevant, Otherwise continue to Time/Round Limits*)

Two Headed Giant Rules Notes:

When building decks, you may share or pool your cards if you are on the same team. Mulligans are decided as a team and taken at the same time - the first mulligan taken allows you to draw to 7 cards. One or both players on a team can choose to mulligan. A match is one game, in the event of a draw you play another game until a team wins. The starting team skips their draw step. Teammates may share hidden information and discuss play decisions with each other at any time. Starting life total is 30 and is shared by both team members. Please read cards carefully! If it says Target Player or Target Opponent, you must choose an actual player, not a team.

Time/Round Limits

You will have _____ minutes to build your deck once we start. Rounds will be _____ minutes long. This event will be _____ rounds long. (Recommended: 30 minutes build time, 50 minute rounds; 2HG: 60 minutes build time)

Questions?

As this is a new block, I'm sure there will be questions about card interactions. When they come up, first read the card again - **carefully**. The answer is often there. If you can't figure it out, try talking it out with your opponent if you can. When in doubt or you can't agree, please seek out a Judge.

Prize Support

Payout statement: Prize support for this event is: Verify prize structure with Tournament Organizer prior to event and add that information here(Announce if additional random prizes are to be given away).

Reminder that we are here to play Magic

"You came today to have fun playing Magic, We want you to be able to do so through the whole event. As a Reminder while you are permitted to trade cards with other players you are only allowed to play with the cards you opened in your kit. You are not permitted to add any other cards to your deck or sideboard with the exception of basic lands. Keeping with the theme of playing Magic; You should only be determining the winner of a match through actual games, Please don't roll any dice to determine a winner and don't offer anything to a player for a concession.

Reminder to Have Fun

"Players, prereleases are about having fun! If you have a problem, please let a Judge or the store staff know immediately. If this is your first prerelease or sealed event, ask for help from other players while building your deck. And with that, players, open your boxes!"