

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

- 6 *Battle for Zendikar* booster packs
- 1 *Battle for Zendikar* foil, stamped Prerelease Promo Card
- 1 *Battle for Zendikar* Spindown Life Counter
- 1 *Battle for Zendikar* deck-building guide and story insert

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.
- 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.

Two-Headed Giant (2HG) Sealed shares many of the construction and game play rules as normal Sealed Deck. Some of the important differences are outlined below.

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.
- 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.

Deck Construction Guide

- Try to stick to a two color deck or lightly splashing a third color if you have proper mana fixing.
- Stay as close to the 40 card minimum as possible.
- You will need to run around 16-18 lands.
- You should try to have 11-15 creatures, with most costing between 2 and 4 mana.
- Fill out the rest of the deck with a mix of combat tricks and removal spells.

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.

- 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, ...)

Battle for Zendikar Mechanics

As we return to Zendikar to battle the Eldrazi you will encounter some returning mechanics as well as new abilities. The abilities below have been detailed to help explain how they work.

Awaken

This is an alternative way to cast spells with this Awaken ability. When you cast a spell with Awaken, you have a choice. You can cast it by paying its mana cost as normal or you may cast it using the Awaken cost. If cast normally you will get the effect printed above the awaken text. If the spell is cast using the Awaken you will additionally target a land to awaken. Once the spell resolves the Land will become a 0/0 Creature with haste and have a number of +1/+1 counters equal to the number next to the Awaken text. (ie: Awaken 4 will put 4 +1/+1 counters on the targeted land)

Converge

This ability word highlights spells whose effects depend on the number of colors of mana you spend to cast them. You are limited to the mana cost of each spell. (ie: a spell that costs 2R will only ever be able to have 3 colors paid to cast the spell).

Devoid

This is a Characteristic Defining Ability. A card with devoid is colorless, even though it has colored mana in its mana cost. Devoid works in all zones, so if a card instructs you to search for a colorless card in your library, you can find a card with devoid.

Ingest

This is a triggered ability. When A creature with ingest deals combat damage to a player, the top card of that player's library is exiled. The card is exiled face up.

Landfall

This is an ability word that highlights various triggered abilities. Landfall will trigger whenever a land enters the battlefield under your control. Landfall abilities trigger no matter how the land is entering the battlefield under your control.

Rally

This is another ability word highlighting various triggered abilities. Rally abilities will trigger whenever an Ally enters the battlefield under your control. Each time an Ally enters the battlefield under your control all of your Rally abilities will trigger.

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/>

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.