

## **Rivals of Ixalan 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 *Rivals of Ixalan* Prerelease pack is designed to function as a deckbox and has the following contents:

- 4 Rivals of Ixalan booster packs
- 2 Ixalan booster packs
- 1 *randomized* stamped, foil Prerelease 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.
- Team's creatures attack other teams as a group.

#### **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, ...)

## **Rivals of Ixalan Mechanics**

### **Ascend**

This is a spell ability on instant or sorcery spells and static ability on permanents. A permanent is any object on the battlefield, including tokens and lands. Spells and emblems aren't permanents. If you cast a spell with ascend, you don't get the city's blessing until it resolves. Players may respond to that spell by trying to change whether you get the city's blessing.

Ascend on a permanent isn't a triggered ability and doesn't use the stack. Players can respond to a spell that will give you your tenth permanent, but they can't respond to getting the city's blessing once you control that tenth permanent. This means that if your tenth permanent is a land you play, players can't respond before you get the city's blessing.

If your tenth permanent enters the battlefield and then a permanent leaves the battlefield immediately afterward (most likely due to the "Legend Rule" or due to being a creature with 0 toughness), you get the city's blessing before it leaves the battlefield.

Some cards have triggered abilities with an intervening "if" clause that checks whether you have the city's blessing. You must already have the city's blessing in order for these abilities to trigger; otherwise they do nothing. In other words, there's no way to have the ability trigger if you don't have the city's blessing, even if you intend to get it in response to the triggered ability. Some cards have triggered abilities that check if you have the city's blessing, but don't use an intervening "if" clause. These abilities trigger regardless of whether you have the city's blessing and check whether you do only as they resolve.

Some cards get power, toughness, and/or abilities once you have the city's blessing. If another card has an ability that triggers when creatures with certain characteristics enter the battlefield, use the entering permanent's characteristics after you have the city's blessing to determine whether those abilities trigger. This is true even if the entering permanent is your tenth permanent.

### **Double-Faced Cards (DFCs) and Checklist Cards**

Each face of a double-faced card has its own set of characteristics: name, types, subtypes, abilities, and so on. While a double-faced card is on the battlefield, consider only the characteristics of the face that's currently up. The other set of characteristics is ignored. While a double-faced card isn't on the battlefield, consider only the characteristics of its front face. You'll find Checklist cards in some packs. They act as substitutes for DFCs in your hand or library. Mark which DFC you're playing with and use the checklist card in the deck. You must have the real DFC with you in order to use a checklist card. Just don't mix it up with your sideboard, if you have one. You must use checklist cards, opaque sleeves, or both.

### **Raid**

Each raid ability checks to see if you have attacked with a creature during that turn. Raid abilities care only that you attacked with a creature. It doesn't matter how many creatures you attacked with, or which opponent or planeswalker controlled by an opponent those creatures attacked.

Raid abilities evaluate the entire turn to see if you attacked with a creature. That creature doesn't have to still be on the battlefield. Similarly, the player or planeswalker it attacked doesn't have to still be in the game or on the battlefield. Some raid abilities trigger at the beginning of your end step. These abilities trigger if you attacked with a creature that turn, even if the card with that raid ability wasn't on the battlefield when you attacked.

### **Enrage**

Enrage is an ability word. It indicates an ability that triggers whenever damage is dealt to that creature. If multiple sources deal damage to a creature with an enrage ability at the same time, most likely because multiple creatures blocked that creature, the enrage ability triggers only once. If lethal damage is dealt to a creature with an enrage ability, that ability triggers. The creature with that enrage ability leaves the battlefield before that ability resolves, so it won't be affected by the resolving ability.

### **Explore**

Explore is a keyword action. Some abilities instruct a permanent to explore. To explore, the permanent's controller reveals the top card of their library. If the revealed card is a land that player puts the card into his or her hand. Otherwise, that player puts a +1/+1 counter on the exploring permanent and then may put the revealed card into his or her graveyard.

A permanent "explores" once the above process is complete, even if some or all of the actions were not possible. Once an ability that causes a creature to explore begins to resolve, no player may take any actions until it's done. If no card is revealed the exploring creature receives a +1/+1 counter.

If a resolving spell or ability instructs a creature to explore but has left the battlefield, the creature still explores. If you reveal a nonland card this way, no +1/+1 counter will be placed on anything, but you may still put the revealed card into your graveyard. Effects that trigger "Whenever a creature you control explores" trigger if appropriate.

## **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.