

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

- 6 Dominaria booster packs
- 1 randomized, date-stamped, foil promo card, drawn from any rare or mythic in the set
- 1 randomized, date-stamped, foil promo card, drawn from any legendary creature in the set
- 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 now attack a player or planeswalker rather than a team. (This is new change with Dominaria)

#### **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, ...)

## **Dominaria Mechanics**

### **Sagas**

Sagas are a new type of enchantment. As a Saga enters the battlefield, its controller puts a lore counter on it. As your precombat main phase begins (immediately after your draw step), you put another lore counter on each Saga you control. Putting a lore counter on a Saga in either of these ways doesn't use the stack.

Each symbol on the left of a Saga's text box represents a chapter ability. This is a triggered ability that triggers when a lore counter that is put on the Saga causes the number of lore counters on the Saga to become equal to or greater than the ability's chapter number. Chapter abilities are put onto the stack and may be responded to.

A chapter ability doesn't trigger if a lore counter is put on a Saga that already had a number of lore counters greater than or equal to that chapter's number. Once a chapter ability has triggered, the ability on the stack won't be affected if the Saga gains or loses counters, or if it leaves the battlefield. If multiple chapter abilities trigger at the same time, their controller puts them on the stack in any order. If any of them require targets, those targets are chosen as you put the abilities on the stack.

If counters are removed from a Saga, the appropriate chapter abilities will trigger again when the Saga receives lore counters. Removing lore counters won't cause a previous chapter ability to trigger. Once the number of lore counters on a Saga is greater than or equal to the greatest number among its chapter abilities the Saga's controller sacrifices it as soon as its chapter ability has left the stack. This state-based action doesn't use the stack.

### **Legendary Sorceries**

You can't cast a legendary sorcery unless you control a legendary creature or a legendary planeswalker. Once you begin to cast a legendary sorcery, losing control of your legendary creatures and planeswalkers won't affect that spell.

Other than the casting restriction, the legendary supertype on a sorcery carries no additional rules. You may cast any number of legendary sorceries in a turn, and your deck may contain any number of legendary cards.

### **Kicker**

Kicker is a returning keyword that lets you pay a little more to give your spells an additional effect.

- You can't pay a kicker cost more than once.
- If you put a permanent with a kicker ability onto the battlefield without casting it, you can't kick it.
- If you copy a kicked instant or sorcery spell, the copy is also kicked. If a card or token enters the battlefield as a copy of a permanent, the new permanent isn't kicked, even if the original was.

### **New Term: Historic**

Historic is a game term that refers to a card that has the legendary supertype, the artifact card type, or the Saga enchantment type. Having two of those qualities doesn't make an object more historic than another or provide an additional bonus—an object either is historic or it isn't.

Some abilities trigger "whenever you cast a historic spell." Such an ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered. An ability that triggers "whenever you cast a historic spell" doesn't trigger if a historic card is put onto the battlefield without being cast. Lands are never cast, so abilities that trigger "whenever you cast a historic spell" won't trigger if you play a legendary land.

## **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 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.