

## **Core Set 2019 Prerelease Information**

CORE SET 2019

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 *Core Set 2019* Prerelease pack is designed to function as a deckbox and has the following contents:

- 6 Core Set 2019 booster packs
- 1 randomized, date-stamped, foil promo card, drawn from any rare or mythic 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 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, ...)

## **Core Set 2019 Mechanics**

### **Double-Faced Card (DFC) and Checklist Card**

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.

The double-faced card mechanic returns in this set on a single card: Nicol Bolas, the Ravager. The checklist card that appears in Core Set 2019 boosters can only represent one card: Nicol Bolas, the Ravager. This card provides neither a list nor boxes to check, but it is a checklist card for all gameplay and tournament rules.

### **Potential Questions and Scenarios**

#### **What happens if Fraying Omnipotence resolves in a game of 2HG.**

*Fraying Omnipotence causes each player to lose half of their team's life, rounded up. This means that teams at an even life total will have 0 life, and teams at an odd life total will have -1 life. The game then ends in a draw.*

#### **What happens if I use Vampire Neonate's activated ability in a game of 2HG?**

*Vampire Neonate's ability causes the opposing team to lose 2 life and you to gain 1 life.*

#### **If I control Colossal Majesty, can I flash a creature in on my upkeep to get the triggered ability?**

*If you don't control a creature with power 4 or greater as your upkeep begins, Colossal Majesty's ability won't trigger. You can't take any actions during your turn before your upkeep begins.*

#### **Can I cast Demon of Catastrophes if I control no other creatures?**

*You must sacrifice exactly one creature to cast Demon of Catastrophes; you can't cast it without sacrificing a creature*

#### **If I control Windreader Sphinx, do I draw cards from my opponents flying creatures?**

*It doesn't matter who controls the creature with flying or which player or planeswalker that creature is attacking. Windreader Sphinx's controller is the player who may draw a card.*

## **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.