

1A	Being in a new place full of strange people can be intimidating and some people will not know where to look for help. Be the friendly face that helps someone learn and have a great time AND help our hobby grow.
1B	Explain or issue a ruling on a multicoloured or “Gold” card. These are often central to a particular archetype and can be build-around cards.
1C	Someone opens an Invocation. It’s always nice when someone opens a shiny card. Celebrate with them.
1D	Explain or issue a ruling involving layers and/or copy effects. There are a number of these cards in the set and we can help alleviate confusion.
1E	Judging is a customer service role. Meet people, explain your role and help people have a good time.
2A	Explain or issue a ruling on the new Afflict mechanic.  702.129a Afflict is a triggered ability. "Afflict N" means "Whenever this creature becomes blocked, defending player loses N life."  702.129b If a creature has multiple instances of afflict, each triggers separately.
2B	Receiving feedback helps us reflect and improve. Judging is a customer service role and seeking feedback from our customers may offer a fresh perspective outside of Judge-to-Judge reviews.
2C	Explain or issue a ruling on the new Eternalize mechanic.  702.128a Eternalize is an activated ability that functions while the card with eternalize is in a graveyard. "Eternalize [cost]" means "[Cost], Exile this card from your graveyard: Create a token that's a copy of this card, except it's black, it's 4/4, it has no mana cost, and it's a Zombie in addition to its other types. Activate this ability only any time you could cast a sorcery."
2D	Answering Judge calls is our bread and butter. Get out there and help people.
2E	Explain or issue a ruling on any story spotlight card.  There are many important moments in the <i>Hour of Devastation</i> story, but the five most crucial—called "story spotlights"—are shown on cards. You can read more about these events in the official <i>Magic</i> fiction on the <i>Hour of Devastation</i> <a href="#">story page</a> .  Story spotlight 1: Hour of Revelation Story spotlight 2: Hour of Glory Story spotlight 3: Hour of Promise

	<p>Story spotlight 4: Hour of Eternity Story spotlight 5: Hour of Devastation</p> <p>The story spotlight cards in this set feature a Planeswalker symbol icon in their text boxes. The icon has no effect on game play. The printed cards also include the <a href="http://mtgstory.com">mtgstory.com</a> URL and a number indicating the sequence of the cards in the story.</p>
3A	Explain or issue a ruling on Cycling, a returning mechanic.
3B	608.2b. If the spell or ability specifies targets, it checks whether the targets are still legal. A target that's no longer in the zone it was in when it was targeted is illegal. Other changes to the game state may cause a target to no longer be legal; for example, its characteristics may have changed or an effect may have changed the text of the spell. If the source of an ability has left the zone it was in, its last known information is used during this process. The spell or ability is countered if all its targets, for every instance of the word "target," are now illegal.
3C	Free square ☹️
3D	<p>Explain or issue a ruling on an Aftermath card.</p> <p>702.126a Aftermath is an ability found on some split cards (see rule 708, "Split Cards"). It represents three static abilities. "Aftermath" means "You may cast this half of this split card from your graveyard," "This half of this split card can't be cast from any zone other than a graveyard," and "If this spell was cast from a graveyard, exile it instead of putting it anywhere else any time it would leave the stack."</p>
3E	<p>Explain or issue a ruling on Exert, a new mechanic.</p> <p>701.37a To exert a permanent, you choose to have it not untap during your next untap step.</p>
4A	<p>Explain or issue a ruling on any Desert card or Monument.</p> <p>Desert is a land subtype with no special meaning. It doesn't grant the land an intrinsic mana ability. Other cards may care about which lands are Deserts.</p>
4B	Watch a game of Magic being played. This is a skill all Judges should develop. Watching games helps you spot mistakes. If it's near the end of the round then check what game it is and watch for Slow Play. Monitor combat. Check that both players have matching records of life totals.
4C	Explain or issue a ruling involving a Cat card. Amonkhet and Hour of Devastation have an Egyptian theme and Ancient Egyptians venerated cats. Bonus points if you complete this square on Caturday!
4D	Do something to make pre-release welcoming and inclusive.

	<p>Most <b>Magic™</b> players play for fun and see a tournament as a social event. Regular REL (Rules Enforcement Level) encourages a welcoming atmosphere and friendly competition. Our demeanor should reflect this, whether we are playing, judging or both. Players and judges are encouraged to help one another at appropriate times, such as during deck construction or between matches</p>
4E	<p>Explain “Imminent Doom” and holding priority.</p> <p>The amount of damage Imminent Doom's triggered ability deals is the number of counters it had on it as the ability triggered. For example, if you cast Shock and then respond to Imminent Doom's triggered ability with a second Shock, both abilities cause Imminent Doom to deal 1 damage and Imminent Doom will end up with three doom counters on it.</p>
5A	<p>Sleeves: New players or children may not understand the value of their cards or the need to protect them. Discuss the pros and cons of sleeving your deck.</p>
5B	<p>When <b>&lt;any HoD God&gt;</b> dies, return it to its owner's hand at the beginning of the next end step.</p> <p>If this creature dies but leaves your graveyard before the next end step, it will remain in its new zone.</p> <p>The "next end step" refers to the next end step that occurs, not the end step of the next turn. If this creature dies before a turn's end step (for example, during combat), it will be returned to its owner's hand at the beginning of that turn's end step."</p>
5C	<p>Explain or issue a ruling involving Embalm, a new mechanic for Amonkhet.</p> <p>702.127a Embalm is an activated ability that functions while the card with embalm is in a graveyard. "Embalm [cost]" means "[Cost], Exile this card from your graveyard: Create a token that's a copy of this card, except it's white, it has no mana cost, and it's a Zombie in addition to its other types. Activate this ability only any time you could cast a sorcery."</p>
5D	<p>Someone casts Nicol Bolas, God-Pharaoh. This is one of the signature cards of the set.</p>
5E	<p>Promote pre-release to your local community and get players interested in the new set. Magic is a wonderful hobby which needs new players to flourish and grow. Judging doesn't begin and end with an event.</p>