Parts of a turn

Beginning Phase
• **Untap step**—Turn all your tapped cards upright again.
• **Upkeep step**
• **Draw step**—Draw a card from your library (deck).

Main Phase
You may play one land from your hand by putting it onto the battlefield (table). You may cast creatures, sorceries, and other spells if you can pay for them.

Combat Phase
• **Beginning of combat step**
• **Declare attackers step**—Tap every creature you want to attack your opponent with. (A creature can't attack the turn you cast it unless it has haste.)
• **Declare blockers step**—Each untapped defending creature may block one attacker. Creatures don't have to block.
• **Combat damage step**—Blockers and the attackers they're blocking deal damage to each other equal to their **power**, the first number in the lower right corner. If a creature takes damage at least equal to the second number, **toughness**, it's destroyed. Unblocked attackers deal damage to your opponent, who loses that much life.
• **End of combat step**

Main Phase (Again)
You may play a land if you haven't played one yet.
You may cast spells.

Ending Phase
• **End step**
• **Cleanup step**—Damaged creatures on the battlefield heal.

Glossary

completed	A keyword ability that causes a planeswalker to enter the battlefield with fewer loyalty counters if a player chose to pay life for Phyrexian mana symbols in its cost.
counter a spell	If a card counters a spell, you can cast it in response to a spell your opponent is casting. The countered spell has no effect, and it's put into the graveyard.
crew	A keyword ability that lets you tap creatures to turn a Vehicle into an artifact creature.
deathtouch	A creature dealt damage by a creature with deathtouch is destroyed.
defender	A creature with defender can't attack.

Glossary (cont)

destroy	A permanent that's destroyed is put into the graveyard. Creatures that are dealt damage at least equal to their toughness in a single turn are destroyed. Spells and abilities can also destroy permanents.
double strike	A creature with double strike deals damage twice each combat: once before creatures without first strike or double strike, and then again when creatures normally deal damage.
equip	If you have an Equipment card on the battlefield, you can pay its equip cost to attach it to one of your creatures on the battlefield. If the equipped creature leaves the battlefield, the Equipment card stays. fight —When two creatures fight, each deals damage equal to its power to the other. This is different from creatures dealing damage in combat.
first strike	A creature with first strike deals its damage in combat before creatures without first strike or double strike.
flash	You may cast a spell with flash any time you could cast an instant, even in response to other spells.
flying	A creature with flying can be blocked only by other creatures with flying and creatures with reach.
haste	A creature with haste can attack and you can activate its abilities as soon as it comes under your control.

Glossary (cont)

hexproof	A creature with hexproof can't be the target of spells or abilities your opponents control, including Aura spells. Your spells and abilities can still target it.
indest-ructible	An indestructible permanent can't be destroyed by damage or by effects that say "destroy." It can still be sacrificed or exiled. If an effect reduces an indestructible creature's toughness to 0 or less, it's still put into its owner's graveyard.
intimidate	A creature with intimidate can't be blocked except by artifact creatures and/or creatures that share a color with it.
lifelink	If a creature with lifelink deals damage, its controller also gains that much life.
london mulligan	A variation of a mulligan. Shuffle your hand back into your deck and draw a new 7 card hand. You can take multiple mulligans, but when decide to keep your hand, you have to return one card for each mullidan you took.
modified	A modified creature is a creature that has a counter on it, is equipped, or is enchanted by an Aura its controller also controls.

Glossary (cont)

mulligan	At the start of the game, if you don't like your hand, you can take a mulligan. Shuffle your hand back into your deck and draw a new hand with one fewer card. You can take as many mulligans as you like, but your starting hand gets smaller each time. Usually players take mulligans because they don't have enough land cards, or because they have too many lands and not enough spells.
ninjutsu	A keyword ability that lets a creature suddenly enter combat.
permanent	Lands, creatures, artifacts, enchantments, and planeswalkers are permanents. They enter the battlefield after you cast them. Token creatures are also permanents. Instants and sorceries are not permanents. They go to the graveyard after they resolve.
protection	A creature with protection from a color can't be blocked, dealt damage, enchanted, or targeted by anything of that color.
reach	A creature with reach can block creatures with flying (and creatures without flying).
reconfigure	A keyword ability that allows an Equipment creature to temporarily stop being a creature and become attached to another creature.

Glossary (cont)

regenerate	Regenerating a creature keeps it from being destroyed. Instead of being destroyed, the creature gets tapped, it's removed from combat (if it's in combat), and all its damage is healed.
sacrifice	Sometimes a card tells you to sacrifice a creature or some other permanent. To sacrifice a permanent, you move it from the battlefield to your graveyard. You can't regenerate it or save it in any way. You can sacrifice only your own permanents.
target	If a spell uses the word "target," you choose what the spell will affect when you cast it. The same is true for abilities you activate.
trample	If a creature with trample would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to the player or planeswalker it's attacking.
vigilance	A creature with vigilance doesn't tap to attack. (Vigilance doesn't allow a tapped creature or a creature that entered the battlefield this turn to attack, though.)
ward	A triggered ability that can counter spells or abilities that target the permanent with ward.

Standard format

Standard is a dynamic format where you build decks and play using cards in your collection from recently released Magic sets. Evolving gameplay and fresh strategies make it one of the most fun and popular ways to play Magic.

• Your deck must be at least 60 cards.

• Up to fifteen cards may be included in your sideboard, if you use one.

• Include no more than four copies of any individual card in your main deck and sideboard combined (except basic lands).

• There's no maximum deck size, as long as you can shuffle your deck in your hands unassisted.

Included sets

Legal until Autumn 2022

◈	Zendikar Rising (ZNR)
🦇	Kaldheim (KHM)
🦅	Strixhaven: School of Mages (STX)
⬡	Dungeons & Dragons: Adventures in the Forgotten Realms (AFR)

Legal until Autumn 2023

🦈	Innistrad: Midnight Hunt (MID)
🦇	Innistrad: Crimson Vow (VOW)
⛰	Kamigawa: Neon Dynasty (NEO)
	Streets of New Capenna

Rotation

Each year, four Magic sets are released and added to Standard. Once per year, when the fall set releases, the four oldest sets in Standard rotate out.

Tip: Some cards in Standard have alternate versions or were also printed in older sets, and it's okay to use those cards in your deck. If you're not sure about a card, look it up in the Magic The Gathering Card Database.