

***Magic 2010* Rules Changes**

The *Magic 2010* core set brings with it a set of changes to streamline certain confusing or misleading parts of the rules. The new rules are in force as of July 11 and are scheduled to take effect on **Magic Online** on July 29. This document contains the basic information you need to play under the new rules, ignoring some finer points and corner cases.

1) Simultaneous Mulligans

Mulligans will now be handled simultaneously rather than sequentially.

2) Terminology Changes

2A) Battlefield

The in-play zone is renamed the "battlefield." Permanents now "enter the battlefield" or are "put onto the battlefield" as opposed to "come into play" or being "put into play."

2B) Cast, Play, and Activate

"Cast" is being reinstated as the verb used when referring to the act of playing spells or types of spells. "Play" is being kept as the verb associated with lands (and with cards of unspecified types). Activated abilities are also no longer "played" but rather "activated."

2C) Exile

The phrase "remove from the game" is being changed to "exile." The zone is now called the "exile zone" and cards in it will be referred to as "exiled cards."

2D) Beginning of the End Step

Instead of "at end of turn," abilities such as that of Ball Lightning will trigger "at the beginning of the end step." "Until end of turn" will still be used for effects with durations such as Giant Growth.

3) Mana Pools and Mana Burn

3A) Mana Pools Emptying

Mana pools now empty at the end of each step *and* phase, which means mana can no longer be "floated" from upkeep to draw step, nor between the steps of combat.

3B) Mana Burn Eliminated

Mana burn is eliminated as a game concept. Mana left unspent at the end of steps or phases will simply vanish, with no accompanying loss of life. If you leave mana "floating" after you cast a spell or activate an ability, you're now required to announce its type(s) and amount(s).

4) Token Ownership

The owner of a token (on the rare occasions the game needs to know who that is) is now the player under whose control it entered the battlefield rather than the player who controlled the effect that made the token.

5) Combat Damage No Longer Uses the Stack

As soon as damage is assigned in the combat damage step, it is dealt. The timing for combat is the same as it was before up until the declare blockers step. From there, it goes like this:

- Declare Blockers Step
 - As this step begins, the defending player declares blockers.
 - For each attacking creature that's being blocked by more than one creature (if any), its controller immediately announces the order in which that creature will deal damage its blockers.
 - After blockers are declared (and ordered, if applicable), players get their last chance to cast spells or activate abilities before combat damage.
- Combat Damage Step
 - If any creatures have first strike or double strike, there are two combat damage steps as normal.
 - As the applicable combat damage step begins, each creature that's still in play and still in combat assigns and deals damage equal to its power.
 - For each attacker with multiple blockers , lethal damage must be assigned to the first blocker before any can be assigned to the second, and so on. During each combat damage step, all damage is all dealt simultaneously.

This means that you're no longer able to sacrifice a creature, return it to your hand, or otherwise remove it from play and still have it deal combat damage.

6) Deathtouch

First, deathtouch is becoming a static ability rather than a triggered ability; it now destroys creatures at the same time lethal damage does. As a side effect, multiple instances of deathtouch will no longer be cumulative. Second, deathtouch allows a multi-blocked creature to split its damage however its controller chooses.

7) Lifelink

Lifelink, like deathtouch, is turning into a static ability. If a source with lifelink deals damage, its controller gains that much life as that damage is being dealt. That means that if you block with a creature with lifelink, you will gain life at the same time you're dealt damage (barring first strike or double strike). As a side effect, multiple instances of lifelink are no longer cumulative.

For more information about the rules changes, go to www.magicthegathering.com.