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Each *Planechase*[™] game pack contains a 60-card deck and 10 different plane cards.

Product available in English only.

The *Planechase* game pack gives you the components you need to play a Planar Magic game. In this brand-new casual variant, you and your friends will take your **Magic: The Gathering**[®] game skipping across the Multiverse. Each plane you visit (from old favorites you'll recognize to mysterious realms you'll get a sneak peek of) brings its distinctive flavor into your game, bending it just enough to keep things fresh. Planar Magic is an action-packed, larger-than-life, kinda wacky way to enjoy your favorite game!

Each player will need a traditional Constructed deck (made of normal **Magic**[™] cards), as well as a planar deck (made of plane cards). You'll also need one planar die for the game; it's a six-sided die with a planeswalker symbol (♣) on one side, a chaos symbol (♠) on another, and four blank sides. If each player has a *Planechase* game pack, you're good to go!

Game Rules for Planar Magic

A Planar Magic game is best as a Free-for-All game among three to six people (though you can of course play two-player Planar Magic games as well). To set up a Free-for-All game, seat all the players randomly around a single table. Each player should shuffle his or her traditional deck (as usual), as well as his or her planar deck. Keep your planar deck in its own face-down pile near your library. In fact, you'll treat your planar deck like a second library: You can't look at or rearrange the cards in it.

After you randomly decide who will go first, each player draws a hand of seven cards like normal. Players may take mulligans. Once everyone has kept an opening hand, the player who will go first turns the top card of his or her planar deck face up. (Abilities on that plane that trigger "when you planeswalk to" this card won't trigger since the game hasn't started yet.) Then the first turn begins.

Basics of Multiplayer Play

The first time a player takes a mulligan in a multiplayer game, he or she draws a new hand of seven cards rather than six cards, then subsequent hands decrease by one card as normal. Also, the player who takes the first turn doesn't skip his or her first draw of the game. Otherwise, the main difference between a Free-for-All game and a two-player game is that you have more opponents to deal with. Over the course of the game, you may make temporary truces, deals, and alliances—politics matter! Keep in mind, though, that you're on your own. As far as the cards are concerned, each other player is your opponent, even if you've made a pact with one of them.

Each turn is taken individually. On your turn, you go through all the normal steps. The only difference is how your combat step works. You may attack any of the other players with your creatures, even if they're not sitting next to you. You can even attack more than one opponent at once! When you declare your attacking creatures, you announce which player each one is attacking. Then, in turn order around the table, the defending players declare blockers. A player's creatures may only block the creatures that are attacking him or her.

After your turn ends, the player to your left takes the next turn. While it's not your turn, you can do all the things that you could do during your opponent's turn in a two-player game. Your spells and abilities can affect any player, any permanent, or any spell in the game, no matter how far away from you they are.

Using Plane Cards

Plane cards stay in a new game zone called the “command zone.” They’re never put onto the battlefield, and they’re not permanents, so nothing can destroy or otherwise affect them.

At any given time, one plane card will be face up. That card’s abilities affect the game. Although a plane card’s owner doesn’t change, its controller changes each turn. The player who controls the face-up plane card is almost always the player whose turn it is, though that can temporarily change if that player leaves the game. (See “Leaving the Game” below.) If a plane card’s ability says “you” on it, “you” refers to whoever its current controller is.



During your turn, any time you could cast a sorcery, you may roll the planar die. You can do this multiple times in the same turn. To roll the die, you must pay an amount of mana equal to the number of times you’ve already rolled the die this turn. So the first roll is free, the second roll costs 1, the third roll costs 2, and so on. Rolling the die happens immediately (no one can respond to it), but the results do not. Rolling the die could have three results:

- If you roll a blank face, nothing happens.
- If you roll the chaos symbol (⚰), the face-up plane card’s chaos ability triggers. Players may cast instants and activate abilities before it resolves.
- If you roll the planeswalker symbol (♣), the face-up plane card’s unwritten “planeswalking ability” triggers. Players may play instants and abilities before it resolves. When this ability resolves, the owner of the face-up plane card puts it on the bottom of his or her planar deck, then you turn the top card of your planar deck face up. Welcome to a new world!

Some plane cards have abilities that trigger when you planeswalk to them or planeswalk away from them. These abilities trigger when the game shifts from one face-up plane card to another, either because the planeswalker symbol was rolled or because the player who owned the previous face-up plane card left the game.

Leaving the Game

Perhaps the trickiest part about a multiplayer game is what happens when a player leaves the game (because that player lost the game or conceded). When a player leaves the game, all permanents, spells, and other cards (including plane cards) owned by that player also leave the game. If that player controlled any abilities or copies of spells that were waiting to resolve, they cease to exist. If that player controlled any permanents owned by another player, the effects that gave control of them to the player who left end. If that doesn’t give control of them to a different player (perhaps because they entered the battlefield under the control of the player that left), they’re exiled. If the player who left was taking his or her turn, that turn continues to its completion even though that player is now gone.

If the controller of the face-up plane card leaves a multiplayer Planar Magic game, the next player in turn order takes control of that card just before that player leaves. The new player keeps control of that card, and any subsequent face-up plane cards, until someone else’s turn begins or he or she leaves the game too. If the owner of the face-up plane card leaves a multiplayer Planar Magic game, that card leaves the game too, so its controller immediately turns the top card of his or her planar deck face up. When that happens, any “planeswalking abilities” (but not chaos abilities) that were waiting to resolve will cease to exist.

Winning the Game

You win the game when each other player has been eliminated!