

BEGINNING PHASE

UNTAP

UPKEEP

DRAW

PHASING OCCURS IF APPLICABLE
NO INSTANTS OR ACTIVATED ABILITIES

YOU MAY:
STACK UNTAP AND UPKEEP EFFECTS
CAST INSTANTS

YOU MAY:
CAST INSTANTS

1ST MAIN

YOU MAY:
PLAY LAND
CAST ANY SPELL OR SORCERY
ACTIVATE ABILITIES & PLANESWALKERS
TRIGGER E.T.B. EFFECTS FROM CASTING

COMBAT

PHASES

ENTERING COMBAT
DECLARE ATTACKERS
DECLARE BLOCKERS
FIRST / DBL DAMAGE
REG. COMBAT DAMAGE
END OF COMBAT

FOR EACH PHASE YOU MAY:
CAST INSTANTS
ACTIVATE ABILITIES
REMEMBER:
MANA POOLS EMPTY EACH PHASE END

REMEMBER:
DAMAGE DOES NOT USE THE STACK

2ND MAIN

YOU MAY:
PLAY LAND (IF ELIGIBLE)
CAST ANY SPELL OR SORCERY
ACTIVATE ABILITIES & PLANESWALKERS
TRIGGER E.T.B. EFFECTS FROM CASTING

END PHASE

END TURN

CLEAN-UP

YOU MAY:
CAST INSTANTS

YOU SHOULD:
DISCARD DOWN TO HAND SIZE
REMOVE DAMAGE FROM PERMANENTS
REMOVE "END OF TURN" EFFECTS
NO INSTANTS OR ACTIVATED ABILITIES