

Beginning Phase

Untap Step

- ⓐ Phased out permanents phase in.
- ⓐ Active player's permanents untap unless a card explicitly states otherwise.

Upkeep Step

- ⓐ "At the beginning of upkeep" Abilities are put on the stack.
- ⓐ Active player gains priority.

Draw Step

- ⓐ Active player draws a card.
- ⓐ "At the beginning of draw step" Abilities are put on the stack.
- ⓐ Active player gains priority.

Precombat Main Phase

- ⓐ "At the beginning of precombat main phase" abilities are put on the stack.
- ⓐ Active player gains priority.

During their main phases, players may perform any of the following actions:

- ⓐ Play a land from their hand. (Only once per turn and only when the stack is empty.)
- ⓐ Activate an ability.
- ⓐ Cast a spell.
- ⓐ Move into the next phase.

Combat Phase

Beginning of Combat Step

- ⓐ Defending players are determined.
- ⓐ "At the beginning of combat" triggers are put on the stack.
- ⓐ Active player gains priority.

Declare Attackers Step

- ⓐ Active player declares attackers.
- If the active player declares no attackers, skip to the End of Combat Step.
- ⓐ "When ~ attacks" triggers are put on the stack.
- ⓐ Active player gains priority.

Declare Blockers Step

- ⓐ Defending player declares blockers.
- ⓐ Attacking player announces damage assignment order.
- ⓐ "When ~ blocks" and "When ~ becomes blocked" triggers are put on the stack.
- ⓐ Active player gains priority.

First strike Combat Damage Step

- If no creatures have first strike, this step is skipped.
- ⓐ Attacking player announces damage assignment.
- ⓐ Combat damage is dealt simultaneously.
- ⓐ Combat damage step triggers are put on the stack.
- ⓐ Active player gains priority.

Combat Damage Step

- ⓐ Attacking player announces damage assignment.
- ⓐ Combat damage is dealt simultaneously.
- ⓐ Combat damage step triggers are put on the stack.
- ⓐ Active player gains priority.

End of Combat Step

- ⓐ End of Combat triggers are put on the stack.
- ⓐ Active player gains priority.
- ⓐ Creatures and planeswalkers are removed from combat.

Post-Combat Main Phase

- ⓐ "At the beginning of post-combat main phase" triggers are put on the stack.
- ⓐ Active player gains priority.

During their main phases, players may perform any of the following actions:

- ⓐ Play a land from their hand. (Only once per turn and only when the stack is empty.)
- ⓐ Activate an ability.
- ⓐ Cast a spell.
- ⓐ Move into the next phase.

Ending Phase

End Step

- ⓐ "At the beginning of the end step" triggers are put on the stack.
- ⓐ Active player gains priority.

Cleanup Step

- ⓐ Active player discards down to their maximum hand size.
- ⓐ Damage is removed from permanents.
- ⓐ "this turn" and "until end of turn" effects end.
- ⓐ If an ability triggers during this step, a new cleanup step is created after this one.

Priority Key

- ⓐ Game action. Doesn't use the stack.
- ⓐ Happens automatically, but can be responded to.
- ⓐ Players have priority.
- ⓐ Special Action. Doesn't use the stack.

When a player casts a spell/activates an ability:

- Spell/Ability is put on the stack.
- The player that put the spell or ability on the stack retains priority.
- If this player casts a spell/activates an ability, go to step 1. If they pass priority, go to step 4.
- If the player who cast the spell/activated the ability wasn't the active player, the active player gains priority. Otherwise the next player in turn order gains priority.
- If this player casts a spell/activates an ability, go to step 1. If they pass priority, go to step 6.
- Repeat steps 4 and 5 until all players pass priority.
- Once all players have passed priority, the next spell/ability on the stack resolves. If there are no spells/abilities on the stack, go to step 8. Otherwise the active player goes to step 2.
- The stack is fully resolved.

ⓐ At any point that a player has priority, they may turn facedown creatures they control face up.

ⓐ At any point that a player has priority, they may remove articles of clothing from themselves.

When triggered abilities go on the stack, the active player's triggers are put on first in whatever order they choose, then the same happens for each other player in turn order.

When a player has priority, they may do one of these three things:

- Cast Spells/Activate Abilities.
- Pass priority to the next player in turn order.
- Perform a special action.

When all players have passed priority, the turn moves into the next step/phase.