

MTG_GEN_RUL_CHAN

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Chapter 1

MTG_GEN_RUL_CHAN

1.1 Changes Between Fourth and Fifth Edition Rules

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Changes Between Fourth and Fifth Edition Rules

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1.2 Abilities

Changes 4th -> 5th - Abilities

It is now legal to have the same ability more than once. For simple abilities like Flying or First Strike, this is meaningless. But for things like Farrel's Mantle or Flanking it can matter.

You used to be able to multiply-pump an ability in a single activation. This was actually removed late in Fourth Edition.

1.3 Activation Costs

Changes 4th -> 5th - Activation Costs

All activation costs for the abilities of permanents are now written in the format "cost: effect." Previously, some activation costs were included in the card effect such as with "Cost: Pay addition cost to do effect".

1.4 Bury

Changes 4th -> 5th - Bury

Bury used to be preventable by some rare means. Now it is flat out unpreventable.

1.5 Combat Damage

Changes 4th -> 5th - Combat Damage

This term is now defined clearly to mean damage dealt during the attack phase's dealing damage step by attackers and blockers.

1.6 Damage Prevention

Changes 4th -> 5th - Damage Prevention

Damage prevention used to be saved up until the end of a batch of effects. Now it is handled after each specific effect. For example, a Pearled Unicorn (2/2) has Giant Growth (3/3) cast on it. The other player responds with a Lightning Bolt. Under the old rules, the 3 damage from the Bolt would wait until after the Giant Growth resolved before you had to deal with it. Under the new rules, the 2/2 Unicorn gets 3 damage and the Giant Growth will Fizzle if you don't save the Unicorn in some way.

Interrupts used to be allowed during damage prevention. Now they are usable only if a spell or effect is announced which they can target.

Destroy and bury effects used to cause damage prevention steps. They no longer do so.

Being reduced to zero toughness or to less or equal toughness to the amount of damage on the creature does not cause a damage prevention. Toughness changes in general do not cause damage prevention steps like they used to. Only damage causes damage prevention.

Damage is now clearly defined to be in packets in the rulebook and not just in rules postings.

You used to be able to use effects that could prevent zero damage on something that had no damage.

1.7 Enchantments

Changes 4th -> 5th - Enchantments

The terms Local Enchantment and Global Enchantment are now defined.

There is no longer a rule preventing enchantments from being tapped.
[Aahz 10/11/96]

Moving enchantments is now in the rulebook instead of just in rules postings.

1.8 Generic Mana

Changes 4th -> 5th - Generic Mana

Colorless mana is mana without any color. Generic mana is a requirement for mana of any color or which is colorless. Thus, cards can produce colorless mana, but casting and activation costs require generic mana.

1.9 Interrupts

Changes 4th -> 5th - Interrupts

Interrupt timing has been completely rewritten.

As errata to older cards, interrupts which only produce mana are considered mana sources. Interrupts which do not only produce mana and do not target a spell or effect are now instants. [Mirage Page 3-4] Ones that can be used multiple ways are played at the appropriate speed in each case. [Mirage Page 39]

Interrupts to a spell/effect used to be able to target any announced but not successfully cast spell/effect, instead of just the current one. Untargeted interrupts were also allowed at this time.

Interrupts used to resolve first-in-first-out with some crazy ordering rules. They now resolve in batches just like instants do.

Specialized spells/effects used to not be interruptable (counterable). Now all effects can be interrupted, except mana sources.

There used to be a rule that using an interrupt did not give up the right to announce things because a player needed to use interrupts to get mana. Mana sources now have this rule and interrupts no longer have it.

1.10 Landhome

Changes 4th -> 5th - Landhome

This is a new shorthand for a creature which needs a certain kind of land on your side to live and on the opponent's side to attack.

1.11 Legends

Changes 4th -> 5th - Legends

The Legend rules have been broaded to include Legendary lands, artifacts and creatures.

1.12 Library

Changes 4th -> 5th - Library

Players used to be unable to count the cards in each other's libraries.

1.13 Mana Burn

Changes 4th -> 5th - Mana Burn

It used to be damage and is now loss of life.

1.14 Mana Source

Changes 4th -> 5th - Mana Source

A new "speed" of effect has been created called Mana Source. All mana-producing interrupts are now called mana sources. Use of a mana source cannot be interrupted or countered. They are almost always legal to use.

1.15 On Its Way to the Graveyard

Changes 4th -> 5th - On Its Way to the Graveyard

There used to be a concept of "on its way to the graveyard". A card which as on its way to the graveyard could not be sacrificed. This rule has been removed.

1.16 Phase Effects

Changes 4th -> 5th - Phase Effects

Effects that happen at the beginning or end of a phase now use the specialized effect timing rules (active player first, then opponent) instead of having the active player decide the order of resolution for all of these effects.

Phase effects used to be played by the current player and are now played by the phase effect's controller. [bethmo 02/21/97]

1.17 Protection

Changes 4th -> 5th - Protection

The old rules defined only Protection from Color. A creature can now have protection from other things.

1.18 Regeneration

Changes 4th -> 5th - Regeneration

Regeneration used to be an instant-speed effect used during damage prevention. It is now a specialized effect. It used to be usable multiple times, but only one would succeed. Now it can only be used (successfully) once (like all specialized effects).

Regeneration used to cause damage on the creature to be "ignored" to fix some rulings. Now damage is truly removed.

Creatures with several "destroy at end of turn" or similar effects on them used to only have to regenerate once. Now they need to regenerate once for each effect.

If an attacking or blocking creature is regenerated, it is removed from combat. The creature used to stay in combat but just be unable to deal or be assigned damage.

Under the old rules, creatures sometimes had to regenerate twice to survive combat. In particular, when killed in combat and while also having an "destroy at end of combat" effect on them. This is no longer true since the creature is removed from combat as soon as it regenerates.

1.19 Triggered Abilities

Changes 4th -> 5th - Triggered Abilities

A card can now trigger on its own trip to the graveyard, which was not the case before.

1.20 Turn Order

Changes 4th -> 5th - Turn Order

The "play or draw" rule was added to the core rules. The player who goes first does not get to draw a card on their first turn. The player who wins the toss decides if they want to go first or draw first.

The End Turn phase is gone. The Heal Creatures phase was renamed the Cleanup phase. As a result of this change, the Discard phase is the last phase in which effects can normally be played in a turn.

The order of "until end of turn" and "at end of turn" effects has been reversed. "until end of turn" and damage healing are still simultaneous, but "at end of turn" effects now happen after this instead of before.

1.21 Acknowledgements and Disclaimers

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Acknowledgements and Disclaimers

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