

MTG_GEN_RUL_TURN

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COLLABORATORS

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Chapter 1

MTG_GEN_RUL_TURN

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1.2 Turn Order

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1.3 About The Phases

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Turn Order - About The Phases

Each phase is broken into 5 parts. They are: [Mirage Page 42]

1. Process all effects that occur at the beginning of the phase.
2. The main body of the phase, which can contain any number of batches of spells and abilities (phase abilities or other announced spells and abilities). This is the only time where non-specialized spells and abilities can be announced.
3. Process all effects that occur at the end of the phase. Once this part starts, you cannot go back and announce more spells and abilities during this phase.
4. Check for mana burn.
5. Check the life totals of all players.

If more than one thing happens at the beginning or end of a phase, and the order of these effects matters, they are played in the same way as specialized abilities. [Mirage Page 42] This means the current player resolves all of his or her effects and abilities in any order desired, then the opponent resolves his or her effects and abilities in any order they desire.

You cannot leave part 2 and enter part 3 of a phase until all "phase costs" and mandatory "phase effects" or "phase abilities" (which are not specifically done at the end of the phase) have been dealt with. [Mirage Page 42]

Also see the Phase Effect and Phase Cost entries for more information.

1.4 Starting the Game

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Turn Order - Starting the Game

Prior to the first phase of the first turn of the game, each player brings their deck to the play area and shuffles it. The opponent may also cut (or shuffle then cut) the deck. Each player's deck becomes their library. [Mirage Page 46]

If this is the first game between players, randomly determine who gets first choice. If this is not the first game, then the loser of the previous game chooses. If the previous game was a draw, then the player who chose last time chooses this time. [Mirage Page 46]

The player gets to choose if they want to go first or not. The player that

goes first skips their draw during their first draw phase. This is called the "play or draw" choice. [Aahz 08/04/97] It was skipping the entire draw phase in the Mirage rulebook, but this was changed as of Fifth Edition.

After this choice is made, each player draws a hand of 7 cards and the game begins. [Mirage Page 46]

1.5 Beginning of Turn

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Turn Order - Phase 0: Beginning of Turn

This isn't really a phase, but there is a "beginning of turn" effects and abilities time before untap that works just like other beginning of phase effects and abilities times.

There are a few cards that actually do something before the beginning of untap. These are ones that say they happen at the "beginning of turn", such as the change in power/toughness due to Vibrating Sphere, or the control change from Wellspring. [D'Angelo 11/06/96]

Continuous abilities, such as Vibration Sphere, are dealt with prior to actual "beginning of turn" effects and abilities like Wellspring. [Aahz 01/14/97]

Summoning sickness is removed from permanents after all beginning of turn effects and abilities finish resolving. [WotC Rules Team 12/03/96]

As usual, when choosing to skip a phase/turn, you make the choice just before you would start that phase/turn. In the case of skipping turns, that choice is made before this step. [D'Angelo 11/06/96]

Mana sources which are used during this step do not cause mana burn until the end of the first phase that you play. Normally this is the untap phase, but if you skip your untap it could be the upkeep phase. [Aahz 04/07/97]

You can use mana sources before this step (which is effectively between turns). [Aahz 07/22/97] This is allowed because phase skipping can require mana, even if you have no Time Vault or other phase skipping thing available. Note that use of mana sources may cause the normal sets of triggered abilities, damage preventions, and so on.

You can use mana sources before this step (which is effectively between turns). [Aahz 07/22/97] This is allowed because phase skipping can require mana, even if you have no Time Vault or other phase skipping thing available.

1.6 Untap Phase

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Turn Order - Phase 1: Untap

You untap cards as a mandatory phase effect (see Phase Effects for more information) during the middle of this phase. [Mirage Page 46]

Any mana in mana pool at end of this phase causes mana burn.
[Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

All cards being untapped, untap simultaneously. [Mirage Page 46] This means that untapping one thing cannot affect what else you can or cannot untap. For example, if a Winter Orb is tapped, then it cannot affect your untapping even though it will also be untapped at the same time.

The cards to be untapped are checked upon resolution of the untap effect. Thus, when this effect resolves, anything that can untap will untap (unless you are given the option to not untap it and choose to take that option). [Aahz 11/01/96]

If there are any decisions to be made about what to untap (if you are allowed to decide), those decisions are made when you announce the untap effect. [bethmo 11/07/96] Mirage rulebook page 46 is incorrect in saying you do this at the beginning of the phase. If something new happens that would force a decision after you announce the untap, you must make that decision at the first opportunity, but you may not undo any previous decisions. Thus, if a land becomes tapped after announcing and Winter Orb is in play, you may choose that land if you had none chosen before but may not choose it if you already had one chosen. [D'Angelo 11/13/96]

You MUST untap each turn. You cannot "forget".

Phasing happens as a beginning of untap effect. Simultaneously "phase in" any cards which are currently "phased out" and also "phase out" any permanents which are in play with the "Phasing" ability. [Mirage Page 2] Remember that neither happens before the other. They happen at the same time.

Neither player may cast spells or abilities (other than specialized ones) before or during the untap phase. [Mirage Page 46] Mana sources are legal, however. [WotC Rules Team 10/03/96] Interrupts to specialized spells/effects and anything that happens during damage prevention if damage occurs are always allowed. [D'Angelo 11/06/96]

If a card enters play due to something (like a Tawnos's Coffin) untapping, so that it enters play after or during the resolution of the untap phase effect, the card entering play does not get to untap. [Bethmo 05/16/96]

All Limited/Unlimited/Arabian Nights/Antiquities cards which said to do things during the untap phase take place during the upkeep phase.
[PPG Page 110] Newer cards may require you to do something during untap.

1.7 Upkeep

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Turn Order - Phase 2: Upkeep

You still have an upkeep phase even if nothing happens during it.

Fast effects may be used during this phase by any player. [Mirage Page 46]

Any mana in mana pool at end of this phase causes mana burn.
[Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

It is common for permanents or effects to offer some actions which can be done during the Upkeep phase or must be done during the Upkeep phase. These actions follow the rules for "phase effects". See the Phase Effects entry for more information.

It is common for permanents or effects to require a payment of some sort during the Upkeep phase. These follow the rules for "phase costs". See the Phase Costs entry for more information.

Many permanents offer the ability to untap them during the upkeep phase for some cost. This is called an "untap cost". See the Untap Costs entry for more information.

1.8 Draw Phase

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Turn Order - Phase 3: Draw

Fast effects may be used during this phase by any player. [Mirage Page 46]

Any mana in mana pool at end of this phase causes mana burn.
[Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

Drawing a card is a mandatory "phase effect" done during the middle of the phase. See Phase Effects for more information.

Each effect that provides one or more additional draws is played separately, rather than combining into a single draw effect. For example, if there are three Howling Mines in play, then each provides its own effect, rather than combining with the draw effect you get normally. Similarly, effects such as Sylvan Library would not combine with other card draws.
[WotC Rules Team 10/12/94]

You cannot skip a draw or take additional draws unless an effect says otherwise.

If you try to draw and have no cards in your library to draw from, you lose the game. [Mirage Page 53]

1.9 Main Phase

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Turn Order - Phase 4: Main Phase

May do the following in any order: [Mirage Page 47]

- a. Cast a spell or use an ability -- Do this step any number of times before or after other actions.
- b. Play a land -- only one per turn before or after other actions.
- c. Declare an attack -- only one per turn.

The full logic for the turns (without any odd effects applied) works out as:

- a. Cast spells/play abilities
- b. Play a land
- c. Cast spells/play abilities
- d. Declare an attack
- e. Cast spells/play abilities
- f. Play a land (if have not already done so)
- g. Cast spells/play abilities

This is the only phase in which you may cast sorcery, summon, enchantment, or artifact spells. [Mirage Page 47] The opponent may not use these kinds of spells/abilities during your Main phase. [Mirage Page 43]

Playing a land is a not a fast effect. It cannot be done in response to something else, nor can it be reacted to with anything (including interrupts). [Duelist Magazine #5, Page 123]

You may play multiple lands if you have Fastbond, Storm Cauldron or some other enabling effect in play, but they can only be played when you could otherwise play a land. [bethmo] They cannot be played in the same instant. They are played one at a time.

You only get one attack per turn and only on your turn. [Mirage Page 47]
 If you manage to untap creatures they cannot be used in that same turn to attack again unless some effect gives you an additional attack.

If a creature is required to attack (due to a spell like Siren's Call or an ability like the Nettling Imp) the player must declare an attack that turn and send out the affected creature(s) if it is legal to do so.
 [Mirage Page 48]

Any mana in mana pool at end of this phase causes mana burn.
 [Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

1.10 Discard

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Turn Order - Phase 5: Discard

Fast effects may be used during this phase by any player. [Mirage Page 46]
 This is the last phase where instant speed effects can be used by either player in the turn.

Any mana in mana pool at end of this phase causes mana burn.
 [Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

Discarding down to 7 cards in your hand is a mandatory "phase effect" done at the end of this phase. See Phase Effects for more information.

The discard effect is done only once, even if more cards somehow get into your hand afterwards. [Aahz 09/19/96]

You may not just choose to discard because you want to. You only do so if you have more than 7 cards or because an effect tells you to do so.

1.11 Cleanup

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Turn Order - Phase 6: Cleanup

No instants may be used during this phase by any player. [Mirage Page 47]
Mana sources are still legal. [WotC Rules Team 10/03/96] And any
interrupts to specialized effects or effects used during damage prevention
are legal as always. [D'Angelo 11/06/96]

Any mana in mana pool at end of this phase causes mana burn.
[Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

All damage and "until end of turn" effects end simultaneously during this
phase. [Mirage Page 47] This is done as a mandatory Phase Effect.

At the end of the phase, all "at end of turn" effects are dealt with as
per the normal end of phase rules. [Mirage Page 47]

If any new "until end of turn" effects which are started during this phase,
the new effects start up and then immediately end. [Mirage Page 48]

If any new "at end of turn" effects are scheduled for the current player
after starting to resolve that player's "at end of turn" effects, the new
ones are dealt before going to the opponent's effects. Once starting the
opponent's "at end of turn" effects, any new ones generated for the
current player are ignored. [WotC Rules Team 10/03/96]

If any creature is reduced to zero or less toughness at this time, it
dies and cannot successfully live to the next turn since even if it
regenerates, it will immediately die again.

If any damage is dealt during this phase and the damage is not sufficient
to kill the creature, the damage is immediately removed.
[Fifth Rulebook, Page 54]

There is no time between turns in which to take actions. [bethmo] One
exception is "skip a turn" actions, which take place between turns.
[D'Angelo 08/22/97]
