A card’s **mana cost** tells you how much it costs to **cast** that card as a spell. You can tap two Mountains plus four lands of any kind to cast Shivan Dragon.

**Creature, artifact, enchantment,** and **planeswalker** cards are put onto the battlefield (table) after you cast them.

**Instant** and **sorcery** spells do what they say and then you put them into the graveyard (discard pile). Instants can be cast at any time, including “in response” to your opponent’s actions.

**Land** cards are never cast as spells. You can play one land each turn.

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**Basic land** cards each have a **mana symbol** in their text box. Tapping your lands (turning them sideways) gives you the mana you need to cast spells.

- **Plains** make white mana.
- **Islands** make blue mana.
- **Swamps** make black mana.
- **Mountains** make red mana.
- **Forests** make green mana.

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Getting Started

Each player needs a deck of Magic™ cards and a way to track life totals. Each player starts with 20 life. You win if you reduce your opponent’s life total to 0. Shuffle your deck, then draw a hand of seven cards. The player who takes the first turn won’t draw a card that turn.

Parts of a Turn

Beginning Phase

- Untap step—Turn all your tapped cards upright again.
- Upkeep step
- Draw step—Draw a card from your library (deck).

Main Phase

You may play one land from your hand by putting it onto the battlefield (table). You may cast creatures, sorceries, and other spells if you can pay for them.

Combat Phase

- Beginning of combat step
- Declare attackers step—Tap every creature you want to attack your opponent with. (A creature can’t attack the turn you cast it unless it has haste.)
- Declare blockers step—Each untapped defending creature may block one attacker. Creatures don’t have to block.
- Combat damage step—Blockers and the attackers they’re blocking deal damage to each other equal to their power, the first number in the lower right corner. If a creature takes damage at least equal to the second number, toughness, it’s destroyed. Unblocked attackers deal damage to your opponent, who loses that much life.
- End of combat step

Main Phase (Again)

You may play a land if you haven’t played one yet. You may cast spells.

Ending Phase

- End step
- Cleanup step—Damaged creatures on the battlefield heal.

Learn more with the Quick Start Guide at Magic.Wizards.com/QuickStart