



## Magic of the gathering (for beginners)

I got in to 'magic of the gathering' via a friend called Ben. He felt very passionate about it and wanted me to get into it too. People can write things about this subject but my aim is to not only get you into it but to make sure you know the simple rules about magic. I want you to know that you want to play this game. This is not the ordinary magic game with tricks. This game is a mostly mythical creature based. It is a card game.

### Types of card:

Each card has different abilities. There are Sorceries, Enchantments, Creatures and Artefacts and all of them do different things.

Sorceries often say no you can't do that instead I will "not literally" and can be quite be annoying if they do it on you. Sorceries are a good thing to put on other people to help you.

Enchantments make it better in some ways but worse for the rest of the people playing that game by strengthening your board.

Creatures are mythical things that have different abilities. Some creatures have a number at the bottom of the card. Like this 4/5 which means the 4 is how much attack it has and the 5 is how much life and how much it can defend by. Some creatures have special abilities like flying, haste, trample and life link which are some of the many abilities they have. Flying means they can fly. Haste means when you summon them, you can attack with them as soon as they have entered the battle field because most creatures have summoning sickness. Trample means they can deal extra damage to defending players. Life link is where a creature deals damage and you gain that much damage. There are 5 different types of coloured decks, blue, green, red, black and white.

Artefact are permanent that represent magical items.



Land:



Land is called 'mana' which in magic terms is money and you need a certain amount of mana to unlock different cards depending on what they do and how good they are. There is more than one type of mana. Each mana colour is based on the colour of the deck.

How to play this game:

You shuffle your deck (which will have roughly have 20 mana and 40 of the other types of cards in it). Then you take 7 cards of the top of the deck and put it to the side. Each turn you only take one card of the top of the deck. You can only put one mana down except from when a card says you can put more than one down. When you use something it becomes tapped until the start of your next turn. You can't use things that are tapped.

This is the standard rules and how to play the basic deck.

What happens to cards that die?:

They go to your grave yard which is bellow your deck.

Website :

If you want to see someone play Magic, go onto YouTube and search up game nights.

Commander:

Is basically a more expensive yet better (in most people's opinion) version of the standard deck. It has a commander which you don't put in your deck you put above the deck. The commander does not go to the grave yard it goes

back to the side. Each time it dies it costs 1 more mana to bring to the battle field.

This game is a game that takes a long time to play but you, your family and friends might just enjoy it.

Why not give it a go!

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