Quick-Reference Guide to Playing Magic

Battlefield layout • Turn order • Timing • Priority

2 TURN ORDER

Beginning
Untap → Upkeep → Draw

→ **Main Phase 1** →

Combat
Beginning of Combat → Declare Attackers → Declare Blockers → Combat Damage → End of Combat

→ **Main Phase 2** →

Ending
End Step → Cleanup

1 SUGGESTED BATTLEFIELD LAYOUT



Suggested layout — players may arrange cards differently.

3 TIMING & CASTING SPEED

Instant Speed
Any time you have priority. Used for instants, cards with flash, and many activated abilities.

Sorcery Speed
Usually only during your main phase, when the stack is empty, and you have priority. Used for sorceries and most permanents.

Land Plays
Usually once per turn, during your main phase, when the stack is empty.

4 PRIORITY

Priority is your chance to act.

Action → Priority passes → Responses? → Resolve

- If all players pass and the stack has something on it, the top item resolves.
- If all players pass and the stack is empty, the game moves to the next step or phase.
- Holding priority lets you add another spell or ability before passing.

5 REMEMBER

Triggered abilities happen automatically when their condition is met.

Activated abilities are used when you choose to activate them and pay their cost.