

HOW TO PLAY



START YOUR MAGIC: THE GATHERING JOURNEY...

Take on the role of a powerful mage and traverse the planes in search of battles to be won. Begin your adventure with two ready-to-play decks from the latest Starter Kit, or build your own deck using cards from Magic releases.

THE NUMBERS IN A NUTSHELL

NAVIGATING THE CARDS

Inspiring Orseer

2*

1

2/1

KNOW YOUR ACTIONS The Mana Cost

Tapping and Untapping

Number of Players

The Card Name o.

1 white mana plus another 2 mana any colour

20 mins

20 LIFE

Life Total

Card Artwork



Card Type Q

Creatur Angel Cler

Untapping means returning a card to its upright position so that you can use it again. As your turn begins, untap all your tapped cards.



When Inspiring Overseer enters the battlefield, you gain 1 life and draw a

"This city could certainly use a bit more divine intervention. -Inspector Fillard

Card Rules

Set Symbol

New Capenna

Flying - gain one life & draw a card

→ Flavour (Lore) Fillard Quote

Power / Toughness

Casting Spells

Each spell has a mana cost. Pay the price by tapping lands to draw the right amount and colour of mana.

Tapping means you turn a card sideways to show that it's been used for the turn. When a card is tapped, you can't tap it again until it's been untapped.



Attacking and Blocking

Take down your foe by using creatures to attack and deal damage. They'll be able to summon their own creatures to block.

DISCOVER MANA

Mana is the power you draw from your lands to cast spells. It comes in five colours, each of which originate from different lands, and represent and represent different philosophies and play styles.



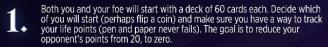
White mana from Plains

lack mana

Red mana from

Green mana

LETTING THE TLE COMMENCE



Each draw your hand of 7 cards, making sure it includes a mix of cards, with at least two land cards. After the first player's first turn, both players draw a card on their turns.

When you begin, only your deck – or library – will be on the table. As you play and take turns, the battlefield will include your lands, creatures and spells, and eliminated cards will go to the graveyard. So, it's your turn...

SO LET'S BEGIN

BEGINNING PHASE

MAIN PHASE 1

COMBAT PHASE

MAIN PHASE 2

END PHASE



UNTAP

Reset by

cards (turning

them upright)

untapping



a new

card from

your library



Play a land (one

per turn)

Cast as many spell cards as you want, including creatures - as long as you can pay the mana cost



Declare which

creatures you want to attack with



Your opponent will declare which

creatures they want to block





work out the damage





creatures and spells. Play a land if you haven't already



Remove any damage from creatures that are still in play

Find more information on how-to-play Magic: The Gathering on our website: magic.wizards.com/en/how-to-play