

Prerelease

GAME PLAN

The day at a glance. Swipe for the checklist.

WHAT IS IN THE KIT

- | | |
|--|---|
| 6 Play Boosters, your whole card pool | 1 Foil promo rare or mythic, legal to play |
| 1 Spindown life counter | |

THE SEALED BUILD

- | | |
|---------------------------------|--|
| 40 cards, exactly | 17 basic lands, free from the store |
| 23 spells from your pool | 2 colors, plus a splash only for a bomb |

HOW THE DAY RUNS

- 1 Check in**
Arrive 15 to 30 minutes early. Find the organizer, confirm your seat.
- 2 Open and build**
Usually 30 to 60 minutes, set by the store. Open, sort, build, sleeve.
- 3 Rounds**
Most stores run 3 or 4 rounds of about 50 minutes, usually best of three.
- 4 Prizes**
Paid out at the end by record. Every card you opened is yours to keep.

STARTING EVERY MATCH

- 1** Shuffle, present your deck, cut or shuffle theirs
- 2** Roll a die; the winner chooses who plays first
- 3** Draw seven. Most players mulligan a 0-1 or 6-7 land hand
- 4** Write both life totals down: 20 each
- 5** Read new cards aloud the first time they hit the table

Checklist

BEFORE YOU GO

The week before, and what goes in your bag.

THE WEEK BEFORE

- ☐ Reserve a seat with a store (many sell out)
- ☐ Confirm the format: sealed or Two-Headed Giant
- ☐ Note the start time, entry fee and prize support
- ☐ Skim the set's new mechanics
- ☐ Install the Companion app and sign in

PACK YOUR BAG

- ☐ Sleeves: a pack of 60 or more
- ☐ A deck box and a box or bands for the rest of your pool
- ☐ Pen and paper for life totals
- ☐ Dice or counters for tokens and +1/+1 counters
- ☐ Charged phone, water and a snack
- ☐ Optional: playmat, trade binder, a little cash

Checklist

AT THE EVENT

From opening the kit to reporting each result.

OPEN AND BUILD

- ☐ Check in and find your seat
- ☐ Open when told; set the promo aside
- ☐ Sort the pool by color
- ☐ Pull out bombs and removal first
- ☐ Pick two colors with depth
- ☐ 23 spells + 17 lands = 40
- ☐ Check your curve before you sleeve
- ☐ Photograph your deck and your pool

EVERY ROUND

- ☐ Find your pairing, table and opponent
- ☐ Shuffle, present your deck, cut theirs
- ☐ Roll for who chooses to play first
- ☐ Read cards aloud; ask to read theirs
- ☐ Write every life change down
- ☐ Unsure of a rule? Call a judge
- ☐ Sideboard between games if it helps
- ☐ Report the result together

BRING TO THE TABLE

- ☐ Your Commander Cube: dials, tokens and dice in one box
- ☐ The TurnZero HQ app: life totals and every match logged

Checklist

BETWEEN ROUNDS

Resetting, leaving, and the rules of the table.

BETWEEN ROUNDS AND AFTER

- ☐ Reset to your main deck after sideboarding
- ☐ Note what worked and what never got cast
- ☐ Leaving early? Tell the organizer
- ☐ Collect prizes and pack the pool
- ☐ Log your record and your deck

AT THE TABLE

- ☐ Everyone is seeing the set for the first time. Ask to read any card on the table.
- ☐ Disagree on a rule? Call a judge. It is expected, and nobody gets in trouble for asking.
- ☐ Announce triggers and attacks clearly, and give your opponent a moment to respond.
- ☐ Keep your pool in one place; the sideboard is every card you opened and did not play.

TWO-HEADED GIANT?

A **team of two**: each brings a kit, you build **two 40-card decks** from the combined pool, and the team shares **30 life**. You take turns together and can see each other's hands, so talk through every play.