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# v1

Sep 2018

Game: **MAGIC THE GATHERING:  
ARENA OF THE PLANESWALKERS**

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Page 3: **Play reference (expansion) x2**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# MAGIC

The Gathering®

## ARENA OF THE PLANESWALKERS

### 2 PLAYER SETUP

Choose and set up an appropriate **battlefield** for the number of players. Place the **turn marker** on space 1 of the **turn track**.

Each player chooses a **Planeswalker** (players may each roll the D20, with the high roller choosing first) and takes the matching color **spell cards**, **army cards**, and **figures**.

Each player rolls the D20 and the high roller chooses who is the first player. The first player places their Planeswalker in a **starting zone**, followed by their opponent. You cannot place your Planeswalker in an occupied starting zone.

Players place their Planeswalker army cards faceup in front of them, and all their non-Planeswalker army cards and figures faceup off to one side in their **reserve**.

Both players shuffle their spell card decks and draw a hand of **3 cards**. Your spell card draw pile is called your **library**, and your discard pile is called your **graveyard**.

### THE GAME

On most of your turns you perform 5 actions, in this order:

#### 1: DRAW A SPELL CARD

*The first player does not draw a card on their first turn.*

**If your Planeswalker is on the battlefield, draw a spell card from your library.**

**On your turn, you may play up to 3 spell cards.** You cannot play spell cards on another player's turn. You may play spell cards anytime after action 1 and before action 3, and also after action 4 and before action 5.

At the end of your turn, if you hold more than 7 spell cards, discard cards to reduce your hand to 7. You do not reshuffle your graveyard to create a new library: if your library is empty when you want to draw a card, do not draw a card.

A **sorcery** spell card is resolved and then placed it in your graveyard. **Auras** are attached to army cards in play. **Enchant** cards are placed faceup on the called-out army card.

**Hidden enchant cards** are played facedown on the called-out army card (*your* army cards only). If an army card already has a face-down hidden enchant card, place the extra card under the already played card. A hidden enchant card can be countered.

If you forget to trigger a hidden enchant card, it is placed out of play without being triggered. If you have more than 1 hidden enchant card triggering at the same time, they trigger in order, topmost card first.

If your Planeswalker is destroyed, you cannot play or draw spell cards. Hidden enchant cards can still be triggered.

A **countered** spell counts as played, but has no effect and is placed in its owner's graveyard.

#### 2: CHOOSE AN ARMY CARD

**Choose any 1 of your army cards to use on your turn.** You can only use activated abilities from the army card you chose.

Before action 3 of your turn, your Planeswalker may **summon** up to 2 squads and heroes from your reserve to the battlefield. Summoned figures must be placed on empty spaces within 5 clear sight spaces of your Planeswalker (a double-space figure needs only 1 hex of its base within this range).

#### 3: MOVE

**Move any or all of the figures on the chosen army card.**

You can move a figure in any direction up to the move number on its army card. Move squad figures in any order, 1 at a time. You can move through a space with a friendly figure on it unless the figure is engaged. You can't move through a space with an opponent's figure on it, or end your move on a space with any other figure.

**When you move to a higher level**, count the side of each higher level as 1 space, as well as the space you land on. Glyphs do not add height to spaces on which they are placed. A figure cannot move up a number of levels equal to or higher than its height number all at once.

**When you move to a lower level**, don't count sides on the way down. However if a figure moves down onto a level that is equal to or higher than the figure's height, the figure **falls**: roll 1 combat die. If you roll **X**, it takes 1 damage. Falling rules do not apply if a figure falls onto a water space. Falling does not stop movement.

**When you move onto a water space** from any other space (even from another water space), you must end your move. Double-space figures can move past 1 water space that's between 2 non-water spaces without stopping (they must stop only if they move onto 2 water spaces). **When moving out of water, add 1 to move out of the water space.**

**When moving a double-space figure**, decide which side to lead with, then move the figure so that the other side follows the same spaces that the leading side just occupied. Always end a double-space figure's move on 2 spaces at the same elevation (water is considered a lower elevation).

You can freely flip a double-space figure anytime during its move: turn the figure around while keeping it on the same 2 spaces. The figure does not take any leaving-engagement attacks when flipping.

When you end a figure's move, make sure its base lies flat and is on that space or spaces only. No part of its base may overlap another space. A figure can't move through or onto a space that it can't fit completely on.

Ruins may limit the movement of some figures.

#### Engagement

**A figure becomes engaged when it moves adjacent to an opponent's figure.** However, if a figure's base is on a level equal to or higher than the height of the other figure, they are not adjacent or engaged.

If an obstacle such as a ruin is between 2 figures, both figures' heights must be higher than the obstacle to be engaged. If both figures' heights are lower than the obstacle, or only 1 figure's height is lower, they are not engaged.

Your figure may move around an opponent's figure it is engaged with. But as soon as your figure moves away (onto a space that's not adjacent), the opponent's figure may take a **leaving engagement attack** at your figure. The player who controls the opponent's figure rolls 1 combat die to attack, and you do not roll any dice to defend. If a **X** is rolled, your figure takes 1 damage.

Your figure may become engaged with more than 1 figure at the same time. As you leave each engagement, your opponent's figure may roll 1 die. For each **X** rolled, your figure takes 1 damage.

#### 4: ATTACK

**Attack with any figures on your chosen army card within range and a clear LOS** (if necessary).

If no figure on your army card meets these conditions, no attack is possible.

#### Range

The target figure must be within the attacking figure's range (don't count extra spaces for any difference in levels).

A figure with a range of 1 can only attack a figure from an adjacent space. A double-space figure can attack from either space it occupies.

If one of your figures is engaged with one or more other figures, your figure may only attack those figures.

You may attack even if other figures are between your figure and the target, but you must have a clear LOS to attack.

#### Line of Sight (LOS)

LOS is an imaginary straight line between your attacking figure's target point and the targeted figure's hit zone; it has nothing to do with the spaces on the battlefield.

A figure does not need LOS to attack a figure that it is engaged with or adjacent to.

To determine if there is a clear LOS, check the target point (the green dot on your figure's army card) and the hit zone (the dark gray area on the targeted figure's army card). Then get behind your figure and look to see if its target point can see any part of the targeted figure's hit zone. If so, there is a clear LOS. If players cannot agree, roll the D20 and the high roller wins the dispute.

Players may touch or move only their figures, and may do so only on their turns.

#### Attacking

The figures on your chosen army card attack one at a time, in any order. Each figure can attack only once, but each figure can attack the same figure or a different figure. Some figures can attack more than once.

**Height Advantage:** If the base of 1 figure is higher than the base of the other figure (no matter what their actual size or height), the higher figure has **height advantage**, and **rolls 1 extra die for either attack or defense**. Remember that glyphs do not add height to spaces, and water spaces are lower than land spaces.

To carry out the attack:

1. Announce which figure is the **attacker** and which is the **defender**.
2. Check the **power** number on your attacker's army card, adding any extra dice for height advantage, abilities, spell cards, or glyphs. Then roll that number of **attack dice**. After you roll, the defender rolls the number of **toughness dice** on their defender's army card, adding any extra dice for height advantage, abilities, spell cards, or glyphs.
3. Every **X** the attacker rolls counts as 1 hit. For every hit the attacker rolls, the defender must roll at least 1 **♥** to block it. For attack rolls, the attacker counts only **X**. For defense rolls, the defender counts only **♥**.

If the attacker rolls the same number of **X** or less than the defender rolls **♥**, the attack is unsuccessful. All figures stay where they are, and that attack is over.

If the attacker rolls more **X** than the defender rolls **♥**, the attack is successful. For each unblocked **X**, the attacker rolled, the defender takes 1 damage. For each damage dealt, a damage marker is placed either on the base of the figure (if it is common) or on the army card (if it is unique).

When a figure has as many damage markers as its life number, it is destroyed. A figure with only 1 life is destroyed by only 1 damage. The player who controls the destroyed figure places it in their figure graveyard. When all figures on an army card have been destroyed, place the army card in your army card graveyard.

#### 5: MOVE TILE TURN MARKER

At the end of your turn, move the turn marker on the turn track to the next number.

The player to your left takes the next turn.

### ENDING THE GAME AND SCORING

The game scenario sets the victory conditions for each game. However, if the game hasn't ended by the time you've played a certain number of turns, the player with the most points wins.

When scoring is necessary, each player scores points for each figure still on the battlefield. Total the **Price Per Figure (PPF)** cost for all figures remaining to determine a player's score.

### GLYPHS

Depending on your battlefield choice, you may place **glyphs** on top of battlefield spaces, either ability-side up or Planeswalker symbol-side up. Glyphs are stationary unless otherwise stated in a scenario.

When one of your figures moves onto a glyph whose Planeswalker symbol is side up, stop there and turn the glyph ability-side up. The abilities on the glyph then take effect immediately. When your figure lands on a glyph whose ability is side up, it must stop. If it's a double-space figure, it must stop when its leading side moves onto it.

### MULTIPLAYER

The player who goes first in a multiplayer game or team game *does* draw a spell card on their first turn.

In a team game, teammates sit next to each other on one side of the table, facing their opponents. Each team rolls the D20, and the high-rolling team goes first and places first. In some scenarios teammates can share starting zones. The player who goes first and places first is always the player sitting farthest to the left, and play passes to the left.

Teammates take separate turns and can discuss strategy, offer suggestions, look at teammate's spell cards, and so on.

Friendly figures are both figures you control and figures your teammates control.

Teammates are always numbered 1 and 2. If two teammates have hidden enchantments that trigger at the same time, they are triggered in player number order, starting with 1.

### BUILDING AN ARMY

Scenarios will indicate the total **army points** to build to. All scenarios in the core set have a total build of 500 points per army.

When building an army, you must include one and only one Planeswalker. Then select your army cards: each must be of a color matching your selected Planeswalker, or be an artifact army card. The total of all army cards, including your Planeswalker card, cannot exceed the total build number for the scenario.

If you're combining two sets of army cards, make sure that no player has more than one of the same unique army card in their army. However, you and an opponent can both have the same unique army cards.

Build your spell deck: each deck must contain 12 cards, and the total cost of the 12 cards cannot exceed 200. Each card in your spell deck must be of a color matching your selected Planeswalker.

If you are playing with multiple sets or expansion sets, you may want to use a permanent marker to initial the underside of your figures' bases to remember who owns which figure.



## THE GAME

### 1: DRAW A SPELL CARD

*2 players: the first player does not draw on their first turn.*

**If your Planeswalker is on the battlefield, draw a spell card from your library.**

**On your turn, you may play up to 3 spell cards** anytime after action 1 and before action 3, or after action 4 and before action 5.

At the end of your turn, if you hold more than 7 cards, discard to reduce your hand to 7.

### 2: CHOOSE AN ARMY CARD

**Choose any 1 of your army cards to use on your turn.**

You can only use activated abilities from that army card.

Before action 3 of your turn, your Planeswalker may **summon** up to 2 squads and heroes from your reserve to the battlefield and place them within 5 clear sight spaces of your Planeswalker.

### 3: MOVE

**Move any or all of the figures on the chosen army card** in any order, 1 at a time.

You can move through a space with a friendly figure on it unless the figure is engaged. You can't move through a space with an opponent's figure on it, or end your move on a space with any other figure.

**When you move to a higher level,** count the side of each higher level as 1 space, as well as the space you land on. A figure cannot move up a number of levels equal to or higher than its height number all at once.

**When you move to a lower level,** don't count the sides. A figure that moves down a number of levels equal to or higher than the figure's height **falls:** roll 1 combat die. **XX** = 1 damage. Falling onto water causes no damage. Falling does not stop movement.

**When you move onto a water space** from any other space you must end your move. Double-space figures can move past 1 water space between 2 non-water spaces without stopping. **When moving out of water, add 1 to the move.**

**When moving a double-space figure,** pick a side to lead with, then move the figure so the other side follows the same spaces the leading side just occupied. Always end a move on 2 spaces at the same elevation.

You can flip a double-space figure anytime during its move. It does not take leaving-engagement attacks when flipping.

#### Engagement

**A figure becomes engaged when it moves adjacent to an opponent's figure.** If a figure's base is on a level equal to or higher than the height of the other figure, they are *not* adjacent or engaged.

If an obstacle is between 2 figures, both figures' heights must be higher than the obstacle to be engaged.

Your figure may move around an opponent's figure it is engaged with. As your figure moves onto a non-adjacent space, the opponent's figure may take a **leaving engagement attack.** Roll 1 combat die to attack, and you do not roll any dice to defend. **XX** = 1 damage.

If your figure is engaged with multiple figures, as you leave each engagement, your opponent's figure may roll 1 die. For each **XX**, your figure takes 1 damage.

### 4: ATTACK

**Attack with any figures on your chosen army card within range and a clear LOS** (if necessary).

#### Range

The target figure must be within the attacking figure's range (don't count extra spaces for any difference in levels).

A figure with a range of 1 can only attack a figure from an adjacent space. A double-space figure can attack from either space it occupies.

A figure engaged with one or more other figures may only attack those figures.

You may attack even if other figures are between you and the target, but you must have a clear LOS.

#### Line of Sight (LOS)

A figure does not need LOS to attack a figure it is engaged with or adjacent to.

Get behind your figure and see if its target point can see any part of the target's hit zone. If so, there is a clear LOS. If players cannot agree, roll the D20 and the high roller decides.

#### Attacking

The figures on your chosen army card attack one at a time, in any order. Each figure can attack only once, but each can attack the same figure or a different figure.

If the base of 1 figure is higher than the base of the other figure (no matter their size or height), the higher figure has **height advantage**, and **rolls +1 die for attack or defense.**

1. Identify the **attacker** and the **defender**.
2. Roll a number of **attack dice** equal to the **power** number on your attacker's army card, adding any extra dice for height advantage, abilities, spell cards, or glyphs.
 

Then the defender rolls the number of **toughness dice** on their defender's army card, adding any extra dice for height advantage, abilities, spell cards, or glyphs.
3. Every **XX** the attacker rolls is 1 hit. For every hit, the defender must roll at least 1 **♥** to block it.

For each unblocked **XX**, the defender takes 1 damage. Place a damage marker on the base of the figure (if common) or on the army card (if unique).

When a figure has as many damage markers as its life number, it is destroyed and placed in its owner's figure graveyard. When all figures on an army card have been destroyed, place the army card in your army card graveyard.

### 5: MOVE TILE TURN MARKER

At the end of your turn, move the turn marker on the turn track to the next number. The player to your left takes the next turn.

## GLYPHS

When your figure lands on a glyph (or a double-space figure's leading side lands on a glyph) it must stop. If the glyph's Planeswalker symbol is side up, turn it ability-side up. The ability then takes effect immediately.

The ability of a permanent glyph lasts as long as a figure is standing on it and applies to all figures you control.

The ability of a temporary glyph takes effect just once. When activated, resolve the ability then remove the glyph from the game.



## THE GAME

### 1: DRAW A SPELL CARD

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At the end of your turn, if you hold more than 7 cards, discard to reduce your hand to 7.

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You can only use activated abilities from that army card.

Before action 3 of your turn, your Planeswalker may **summon** up to 2 squads and heroes from your reserve to the battlefield and place them within 5 clear sight spaces of your Planeswalker.

### 3: MOVE

**Move any or all of the figures on the chosen army card** in any order, 1 at a time.

You can move through a space with a friendly figure on it unless the figure is engaged. You can't move through a space with an opponent's figure on it, or end your move on a space with any other figure.

**When you move to a higher level,** count the side of each higher level as 1 space, as well as the space you land on. A figure cannot move up a number of levels equal to or higher than its height number all at once.

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You can flip a double-space figure anytime during its move. It does not take leaving-engagement attacks when flipping.

#### Engagement

**A figure becomes engaged when it moves adjacent to an opponent's figure.** If a figure's base is on a level equal to or higher than the height of the other figure, they are *not* adjacent or engaged.

If an obstacle is between 2 figures, both figures' heights must be higher than the obstacle to be engaged.

Your figure may move around an opponent's figure it is engaged with. As your figure moves onto a non-adjacent space, the opponent's figure may take a **leaving engagement attack.** Roll 1 combat die to attack, and you do not roll any dice to defend. **XX** = 1 damage.

If your figure is engaged with multiple figures, as you leave each engagement, your opponent's figure may roll 1 die. For each **XX**, your figure takes 1 damage.

### 4: ATTACK

**Attack with any figures on your chosen army card within range and a clear LOS** (if necessary).

#### Range

The target figure must be within the attacking figure's range (don't count extra spaces for any difference in levels).

A figure with a range of 1 can only attack a figure from an adjacent space. A double-space figure can attack from either space it occupies.

A figure engaged with one or more other figures may only attack those figures.

You may attack even if other figures are between you and the target, but you must have a clear LOS.

#### Line of Sight (LOS)

A figure does not need LOS to attack a figure it is engaged with or adjacent to.

Get behind your figure and see if its target point can see any part of the target's hit zone. If so, there is a clear LOS. If players cannot agree, roll the D20 and the high roller decides.

#### Attacking

The figures on your chosen army card attack one at a time, in any order. Each figure can attack only once, but each can attack the same figure or a different figure.

If the base of 1 figure is higher than the base of the other figure (no matter their size or height), the higher figure has **height advantage**, and **rolls +1 die for attack or defense.**

1. Identify the **attacker** and the **defender**.
2. Roll a number of **attack dice** equal to the **power** number on your attacker's army card, adding any extra dice for height advantage, abilities, spell cards, or glyphs.
 

Then the defender rolls the number of **toughness dice** on their defender's army card, adding any extra dice for height advantage, abilities, spell cards, or glyphs.
3. Every **XX** the attacker rolls is 1 hit. For every hit, the defender must roll at least 1 **♥** to block it.

For each unblocked **XX**, the defender takes 1 damage. Place a damage marker on the base of the figure (if common) or on the army card (if unique).

When a figure has as many damage markers as its life number, it is destroyed and placed in its owner's figure graveyard. When all figures on an army card have been destroyed, place the army card in your army card graveyard.

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## GLYPHS

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The ability of a permanent glyph lasts as long as a figure is standing on it and applies to all figures you control.

The ability of a temporary glyph takes effect just once. When activated, resolve the ability then remove the glyph from the game.

## SHADOWS OVER INNISTRAD

### ROAD SPACES

Road spaces count as a normal spaces. However, if your figure's entire move consists of road spaces, including the starting space, you may add an additional 3 spaces to your figure's move. These extra must also be on road spaces.

### CRYPTOLITHS

Cryptoliths have **toughness 4**, **life 3**, and **height 9**.

Cryptoliths can be attacked and destroyed. When checking for LOS, the entire cryptolith is a hit zone.

A figure cannot attack a cryptolith while it is on the top space of that cryptolith.

When the cryptolith is dealt damage, place the damage markers on it. When the third damage marker is placed, it is destroyed; remove it from the game. Any figure on top of the cryptolith when the cryptolith is destroyed is placed on the space the cryptolith previously occupied. Check to see if the figure takes falling damage.

If you are standing on a space adjacent to a cryptolith, you may choose to scale it to get to the top space. Count 4 spaces to get to the top.

If you are standing on a space adjacent to a cryptolith and the top space of the cryptolith is not over the height of your figure, you may move onto it by counting the levels as you would normally.

If you scale down a cryptolith, it counts as 4 spaces to scale down from the top space to an adjacent space. Alternatively, a figure can move off of the top space of the cryptolith using normal movement rules.

Unless otherwise stated in the scenario, figures can fly onto the top space of a cryptolith.

If the top spaces of 2 cryptoliths are next to each other, you can move to the adjacent cryptolith normally.

All rules for being adjacent or engaged apply to a figure on the top space of a cryptolith.

All height advantage rules apply for attacking and defending while on the top space of a cryptolith.

A figure occupying the top space of a cryptolith may use a cryptolith point as a sight point instead of their sight point. To do so, choose one of the four cryptolith points, then look at your opponent using the cryptolith point as a sight point. Figures with abilities that reference clear sight spaces may also use the cryptolith points in addition to their sight point, to determine whom their abilities affect.

### COUNTERS

If a spell or ability requires you to place a counter on an army card, place the appropriate counter:



Power +1



Toughness +1



Charge Counter

### WEIRDED GROUND SPACES

Weirded ground spaces have different effects based on the scenario. Unless otherwise specified, treat a weirded ground space like any empty space.

### SIMULTANEOUS DAMAGE

If an ability or a spell card deals **simultaneous damage**, the player whose turn it is chooses the order.

### MULTIPLE SETS & EXPANSION SETS

With 2 or more game sets or adding expansion sets you can create a supersized battlefield and play with any number of players, and/or boost the point value of your armies to match the bigger battlefield.

**Building Your Premade Army:** Players may know exactly which armies they want, based on the game scenario, the cost values, their favorite figures, or other factors. The scenarios will call out the total army points to build to. All scenarios in *Shadows over Innistrad* have a total build of 500 points per army.

**When building an army, you must include one and only one Planeswalker.**

Then select which army cards you want to include in your army. Each army card must be of a color matching your selected Planeswalker, or be a colorless or artifact army card. The total of all army cards, including your Planeswalker card, cannot exceed the total build number for the scenario you are playing.

**Unique Army Cards:** If you're combining 2 sets of army cards, make sure that no player has more than one of the same unique army card in their army.

However, you and an opponent can both have the same unique army cards.

**Common Army Cards:** You can include 2 or more of the same common (C) army card.

**Building Your Spell Deck:** Once you have selected your Planeswalker, build your spell deck. Each spell deck must contain 12 cards. The total cost of the 12 cards cannot exceed 200 (unless an ability breaks this rule).

Each card in your spell deck must be of a color matching your selected Planeswalker. You cannot have multiple copies of the same card in your spell deck.

**Marking Your Figures:** If you are playing with multiple sets or expansion sets, you may want to use a permanent marker to initial the underside of your figures' bases to remember who owns which figure.

### GLYPHS



**Glyph of Power**

All figures you control get +1 power.



**Glyph of Toughness**

All figures you control get +1 toughness.



**Glyph of Movement**

All figures you control get +1 to their move.



**Glyph of Knowledge**

Draw a spell card.



**Glyph of Recall**

Return any spell from your graveyard to your hand.



**Glyph of Healing**

At the start of this figure's controller's turn, remove 1 damage marker from this figure.

## SHADOWS OVER INNISTRAD

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### MULTIPLE SETS & EXPANSION SETS

With 2 or more game sets or adding expansion sets you can create a supersized battlefield and play with any number of players, and/or boost the point value of your armies to match the bigger battlefield.

**Building Your Premade Army:** Players may know exactly which armies they want, based on the game scenario, the cost values, their favorite figures, or other factors. The scenarios will call out the total army points to build to. All scenarios in *Shadows over Innistrad* have a total build of 500 points per army.

**When building an army, you must include one and only one Planeswalker.**

Then select which army cards you want to include in your army. Each army card must be of a color matching your selected Planeswalker, or be a colorless or artifact army card. The total of all army cards, including your Planeswalker card, cannot exceed the total build number for the scenario you are playing.

**Unique Army Cards:** If you're combining 2 sets of army cards, make sure that no player has more than one of the same unique army card in their army.

However, you and an opponent can both have the same unique army cards.

**Common Army Cards:** You can include 2 or more of the same common (C) army card.

**Building Your Spell Deck:** Once you have selected your Planeswalker, build your spell deck. Each spell deck must contain 12 cards. The total cost of the 12 cards cannot exceed 200 (unless an ability breaks this rule).

Each card in your spell deck must be of a color matching your selected Planeswalker. You cannot have multiple copies of the same card in your spell deck.

**Marking Your Figures:** If you are playing with multiple sets or expansion sets, you may want to use a permanent marker to initial the underside of your figures' bases to remember who owns which figure.

### GLYPHS



**Glyph of Power**

All figures you control get +1 power.



**Glyph of Toughness**

All figures you control get +1 toughness.



**Glyph of Movement**

All figures you control get +1 to their move.



**Glyph of Knowledge**

Draw a spell card.



**Glyph of Recall**

Return any spell from your graveyard to your hand.



**Glyph of Healing**

At the start of this figure's controller's turn, remove 1 damage marker from this figure.