

Rules Synopses - Current as of July 11, 2009 (M10 Rules)

Continuous Effects Layers (CR 612):

- (1) Copy.
 - (2) Control-Changing.
 - (3) Text-Changing.
 - (4) Type-Changing.
 - (5) Color-Changing.
 - (6) Ability-Adding/Removing.
- (Layers 1-6, apply CDAs first, then use timestamp order.)
- (7) Power/Toughness-Changing.
 - (7a) P/T-Changing CDAs.
 - (7b) Effects that set P/T to a specific value.
 - (7c) Effects that modify P/T but do not set to a specific value.
 - (7d) P/T-Changing Counters.
 - (7e) P/T-Switching effects.

(In each sublayer 7a-7e, apply effects in timestamp order.)

Combat Phase (CR 506)

- (1) Beginning of Combat.
- (2) Declare Attackers. Choose whether each attacks Player or Planeswalker.
- (3) Declare Blockers. For multiply blocked attackers, attacking player chooses Damage Assignment Order.
- (4) Combat Damage. Lethal damage must be assigned to each creature before moving to the next in the Damage Assignment Order. Damage is assigned and resolves without priority or using the stack. Creatures not in play during this step will not deal damage.
- (5) End of Combat

Other M10 Rules Changes

- (1) Simultaneous Mulligans (Players declare intention in turn order, then mulligan at the same time).
- (2) "In Play" is now "Battlefield". "Remove from the Game" is now "Exile". Spells are "Cast" rather than "Played". Activated Abilities are "Activated" rather than "Played".
- (3) Mana Pools empty after each step. Mana Burn is eliminated.
- (4) Tokens are owned by the player whose control they entered the battlefield under.
- (5) Deaththou is static, allows creatures to ignore the Damage Assignment Order, and destroys as an SBA. Lifelink is static and no longer cumulative.

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