

## Judge Classes Week 2 Test

1. What are the card types? Which of those types are considered permanents?
2. Nigel has 10 goblin tokens in play, all from Empty the Warrens. Amy casts Echoing Truth targeting one of Nigel's goblins. What happens as Echoing Truth resolves?
3. What are the statuses a permanent can have? What are the default statuses of a permanent?
4. What are the seven zones commonly used in a game of Magic?
5. Which of the zones are shared zones? Which of the zones are hidden zones?
6. Armando has a Jace, the Mind Sculptor on the battlefield, along with an Oracle of Mul Daya. Armando uses Jace's second activated ability. Does Armando need to reveal the cards he draws? Does Armando need to show his opponent the cards he returns to his library?
7. Can a player have multiple graveyards? Can cards in graveyards be rearranged?
8. What is the order objects on the stack resolve? If a player adds multiple objects to the stack at the same time, what order are they put in? If both players add multiple objects to the stack what order are they put in?
9. What type of activated abilities do not use the stack?
10. What are 3 other things that do not use the stack?
11. Are exiled cards still considered to be inside the game? Are exiled cards face up or face down by default?

1. The primary card types are: Instant, Sorcery, Creature, Artifact, Planeswalker, Enchantment, Land and Tribal. Of these types only five of them can be considered permanents on the battlefield: Land, Creature, Enchantment, Artifact and Planeswalker. Tribal may also be on the battlefield if it includes any of the aforementioned types.
2. Once Echoing Truth resolves the goblin token, as well as all other tokens will be returned to Nigel's hand and when SBAs check they will cease to exist. The tokens all share the same name of "Goblin" due to the fact that when tokens are created their name will be the same as their creature type unless otherwise specified (e.g. The Hive, Tooth and Claw)
3. The different statuses for a permanent are: Tapped, Untapped, Flipped, Unflipped, Phased In, Phased Out, Face Up, and Face Down. By default all permanents come into play Untapped, Unflipped, Phased In, and Face Up.
4. They are: Battlefield, Stack, Exile, Graveyard, Hand, Library, and Command. Ante Zone is the 8th and final zone, however it is not used in any sanctioned format.
5. Battlefield, Exile, Command, and Stack are the shared zones. Library and Hand are hidden Zones. Graveyard is a public zone, however, it is not shared.
6. Whenever a spell or ability instructs you to draw cards, each draw is treated as a separate action, thus in between each of the three draw effects the top card of the library must be revealed beforehand, as well as the top card after all three draws have occurred. The resolution of the ability places the cards back at the same time, so two cards are returned to the top of the library with only the top card needing to be revealed.
7. A player can only have one graveyard. Formats that include cards from Urza's Saga and prior do not allow for players to rearrange their graveyards.
8. Objects on the stack resolve in order beginning with the top-most spell or ability, and then work down until the stack is empty. Multiple objects added to the stack are added to the stack in the order of the player's choice, so if two items are added (A and B) the player may choose to put either object A or object B as the top-most object. If both players add multiple objects at the same time they are added in Active Player, Non-Active Player (APNAP) order. Last in, first out.
9. Mana abilities do not use the stack, and therefore cannot be responded to.
10. Special actions do not use the stack, these actions are: Playing a land for turn, Suspending a card, Turning a morph creature face-up, Paying a cost to end an effect or take an action (Ghostly Prison, Leonin Arbiter,) and Paying a cost to nullify an effect from a delayed trigger (Quenchable Fire, Glass Asp)

11. Cards in the Exile zone are still considered within the current game; therefore cards such as Cunning Wish cannot acquire an exiled card, as they are not outside of the current game. Cards are exiled face up by default unless a spell or ability states otherwise.