

## Judge Classes Week 1 Test

1. If a player adds mana to their mana pool during their upkeep when does any unused mana leave their mana pool?
2. How many steps are there in an average turn? How many phases? What are those steps and phases?
3. What are the steps where a player typically does not receive priority?
4. What are the combat steps which can be skipped?
5. Aaron has a Grizzly Bears and declares it as an attacking creature. Nancy wishes to tap the Grizzly Bear with her Tumble Magnet. Is she able to do so?
6. Amanda controls Mogg Flunkies enchanted by Bloodshed Fever, and a Grizzly Bear. What are the legal attacks Amanda can make?
7. Do players get priority between when damage is assigned and when damage is dealt?
8. Do turn based actions use the stack?
9. Do turn based actions happen before a player gets priority?
10. What are three turn based actions that happen during combat?

1. Mana pools will empty at the end of every step or phase, so it will empty at the end of the upkeep step in this example.

2. The standard turn for a player to have in the game of Magic consists of five phases. In those five phases there are potentially a total of 10 steps that can happen during the course of the turn. They are:

A. Beginning Phase

1. Untap
2. Upkeep
3. Draw (This is skipped on the first turn of the player going first)

B. First Main Phase

C. Combat Phase

4. Beginning of Combat
5. Declare Attackers
6. Declare Blockers (step 6-7 only occur if creatures are attacking)
7. Combat Damage
8. End of Combat

D. Second Main Phase

E. End Phase

9. End of Turn
10. Cleanup

3. Players do not typically receive priority in the Untap and Cleanup steps.

4. Declare Blockers and Combat Damage are skipped if no creature is attacking during combat.

5. When Aaron declares the Bears as attacking which causes them to become tapped, indicating it is attacking, Nancy is able to target the Grizzly Bears with the Tumble Magnet's ability once she receives priority, and the ability will resolve, however, it does not stop the Bears from attacking her. (If Nancy wished to prevent the creature from being declared as an attacker she would have to activate the Tumble Magnet no later than the Beginning of Combat step.)

6. When attacking you must fulfill all requirements for attacking, while heeding any restrictions (with an exception; if a restriction requires some form of payment -- mana, life, etc.. -- then a player does not have to fulfill the requirement.) In this scenario Bloodshed Fever creates a requirement that the Flunkies must attack each turn \*if able.\* Also, we have a restriction in that Mogg Flunkies cannot attack alone. The only legal attack Amanda can make is: Mogg Flunkies and Grizzly Bears attack together.

7. No, players only receive priority during the Combat Damage step after damage is assigned and dealt.

8. Turn-Based Actions do not use the stack, therefore they cannot be responded to.

9. Yes, turn based actions happen at the beginning of a step, before either player would receive priority.

10.

- At the Beginning of Combat step; in a multiplayer game declaring which of your opponents become the defending player (if the game being played is a multiplayer game where the player's opponents don't all automatically become defending players)
- At the beginning of the Declare Attackers step; active player declares attackers
- At the beginning of the Declare Blockers step; defending player declares blockers
- After blockers have been declared; announce damage assignment order for any attacking creature that is blocked by multiple creatures
- After damage assignment has been announced by the active player; announcing damage assignment order for any blocker that is blocking multiple attackers (if applicable)
- At the beginning of the Combat Damage step; announce how each creature assigns combat damage (in APNAP order)
- After damage is assigned in Combat Damage step; all combat damage is dealt simultaneously.