

Judge Classes Week 5 Test

1. How many steps are there to casting a spell and activating an ability? What are those steps, in order?
2. In what order are costs paid?
3. How is casting a card such as Hail of Arrows different from casting a card such as Fireball?
4. How many creatures or players can a player target with Violent Eruption? Why?
5. How is the total cost of a spell determined? Does this change the converted mana cost of the spell?
6. Anson activates Temporal Aperture and the top card is Mulldrifter. Can Anson evoke Mulldrifter without paying its evoke cost?
7. Amy controls Chromatic Star, Great Furnace, and Tree of Tales. Can Amy cast Thoughtcast? Why or why not?
8. Angie controls Maro and has one card in hand, Momentous Fall. Can Angie cast Momentous Fall and sacrifice her Maro? If so, how many cards will she draw and how much life will she gain?
9. Arnold has Sword of the Paruns equipped to his Bloodshot Cyclops. If Arnold activates the Cyclops ability targeting Nancy, how much damage is Nancy dealt?
10. Artemis controls Molten-Tail Masticore and Ashnod's Altar. Can Artemis sacrifice Molten-Tail Masticore to Ashnod's Altar to help pay to activate his ability? If so, can Artemis exile the Masticore to pay for the activated ability?

1. Seven. 1. Announce and put on the stack 2. Choose modes, and/or any additional or alternate costs (evoke, splice, kicker, buyback) 3. Choose Targets 4. Choose how effects are distributed (damage, counters, etc.) 5. Determine Total Cost 6. Activate Mana abilities for making payments 7. Pay all costs in any order

2. All costs can be paid in any order.

3. Hail of arrows' damage is divided in the 4th step of casting the spell, fireball's damage is divided on resolution.

4. You may target 1, 2, 3 or 4. Violent eruption deals 4 damage divided among any number of targets, however each target must be assigned at least 1 damage.

5. Total Cost is determined by first applying any additions (Grand Arbiter Augustin IV) then applying subtractions (Nightshade Familiar) and then any effect that sets the cost to be at least a certain number (Trinisphere.) This does not change the converted mana cost.

6. No, you may only choose one alternate cost for the spell. Evoke and Aperture both give you an alternate cost and you must choose one.

7. Yes, when determining the cost Affinity will reduce the cost needed to pay for Thoughtcast to 1U. Once that is set when we activate mana abilities in step 6 Amy may funnel a mana through her Chromatic Star to get the required blue to play Thoughtcast, even though the Star is sacrificed the cost has already been locked in at 1U, so she will be able to cast the Thoughtcast.

8. Yes she may cast Momentous Fall and sacrifice Maro, she will gain 0 life and draw 0 cards as Maro's P/T is set by a CDA and while Momentous Fall is on the stack Angie no longer has any cards in hand. (Maro will not die to SBAs as they will not check until after the entire spell is cast.)

9. Either 4 or 6. There are two costs for the Cyclops' ability, tapping the Cyclops and sacrificing a creature. Since all costs can be paid in any order Arnold may choose to either tap the Cyclops first, making it a 6/4, or to sacrifice it first, in which case it will only be a 4/4.

10. Yes to both. Activating an ability is the same as casting a spell. First you announce the Exile a creature card ability, choose targets, then when you activate mana you may sacrifice Molten-Tail Masticore to the Altar to produce {2}, once you get to pay all costs in any order the Masticore is in the graveyard and may be exiled.