

A permanent is a card or token on the battlefield. A permanent's status is its physical state. There are four status categories, each have two possible values:

- Tapped/Untapped
 - Flipped/Unflipped
 - Face Up/Face Down
 - Phased In/Phased Out.
-

A zone is a place where objects can be during a game. There are eight zones:

- Library
- Hand
- Battlefield
- Graveyard
- Stack
- Exile
- Command
- Ante

Each player has his or her own library, hand, and graveyard. The other zones are shared by all players.

Public zones are zones in which all players can see the cards' faces, except for those cards that some rule or effect specifically allow to be face down. Graveyard, battlefield, stack, exile, ante, and command are public zones. Hidden zones are zones in which not all players can be expected to see the cards' faces. Library and hand are hidden zones, even if all the cards in one such zone happen to be revealed. If an object would go to any library, graveyard, or hand other than its owner's, it goes to its owner's corresponding zone.

An object is outside the game if it isn't in any of the game's zones. Outside the game is not a zone. Cards in a player's sideboard are outside the game. Some effects bring cards into a game from outside of it. Those cards remain in the game until it ends. Cards outside the game can't be affected by spells or abilities, except for characteristic-defining abilities printed on them (see rule 604.3) and spells and abilities that allow those cards to be brought into the game.

A player may concede the game at any time. If a player leaves a multiplayer game, objects may leave the game, cease to exist, change control, or be exiled as a result. These actions happen immediately.

Judge Classes Week 3 - Copying Objects (Comp. Rules section 706)

When copying an object, the copy acquires the copiable values of the original object's characteristics and, for an object on the stack, choices made when casting or activating it (mode, targets, the value of X, whether it was kicked, how it will affect multiple targets, and so on). The "copiable values" are the values derived from the text printed on the object (that text being **name**, **mana cost**, **card type**, **subtype**, **supertype**, **expansion symbol**, **rules text**, **power**, **toughness**, and/or **loyalty**), as modified by other copy effects, by "as... enters the battlefield" and "as... is turned face up" abilities that set characteristics, and by abilities that caused the object to be face down. Other effects (including type-changing and text-changing effects), status, and counters are not copied. A copy acquires the color of the object it's copying because that value is derived from its mana cost. A copy acquires the abilities of the object it's copying because those values are derived from its rules text.

An object that enters the battlefield "as a copy" or "that's a copy" of another object becomes a copy as it enters the battlefield. If the text that's being copied includes any abilities that replace the enters-the-battlefield event (such as "enters the battlefield with" or "as [this] enters the battlefield" abilities), those abilities will take effect. Also, any enters-the-battlefield triggered abilities of the copy will have a chance to trigger. When copying a permanent, any choices that have been made for that permanent aren't copied. Instead, if an object enters the battlefield as a copy of another permanent, the object's controller will get to make any "as [this] enters the battlefield" choices for it.

Copy effects may include modifications or exceptions to the copying process. Some copy effects cause the copy to gain an ability as part of the copying process. This ability becomes part of the copiable values for the copy, along with any other abilities that were copied. Some copy effects specifically state that they don't copy certain characteristics and instead retain their original values. These effects use the phrase "except its [characteristic] is still [value]" or "except it's still [value(s)]." They may also simply state that certain characteristics are not copied. Some copy effects modify a characteristic as part of the copying process. The final value(s) for that characteristic becomes part of the copiable values for the copy.

To copy a spell or activated ability means to put a copy of it onto the stack; a copy of a spell isn't cast and a copy of an activated ability isn't activated. A copy of a spell or ability copies both the characteristics of the spell or ability and all decisions made for it, including modes, targets, the value of X, and additional or alternative costs. Choices that are normally made on resolution are not copied. If an effect of the copy refers to objects used to pay its costs, it uses the objects used to pay the costs of the original spell or ability. A copy of a spell is owned by the player under whose control it was put on the stack. A copy of a spell or ability is controlled by the player under whose control it was put on the stack. A copy of a spell is itself a spell, even though it has no spell card associated with it. A copy of an ability is itself an ability. If a copy of a spell is in a zone other than the stack, it ceases to exist. If a copy of a card is in any zone other than the stack or the battlefield, it ceases to exist. These are state-based actions.

Some effects copy a spell or ability and state that its controller may choose new targets for the copy. The player may leave any number of the targets unchanged, even if those targets would be illegal. If the player chooses to change some or all of the targets, the new targets must be legal. Once the player has decided what the copy's targets will be, the copy is put onto the stack with those targets.

If an effect refers to a permanent by name, the effect still tracks that permanent even if it changes names or becomes a copy of something else.

An effect that instructs a player to "cast a copy" of an object follows the rules for casting spells, except that the copy is cast while another spell or ability is resolving. Casting a copy of an object follows the steps to cast a spell, and then the copy becomes cast. The cast copy is a spell on the stack, and just like any other spell it can resolve or be countered.

Deathtouch - Static ability. Any nonzero amount of combat damage assigned to a creature by a source with deathtouch is considered to be lethal damage, regardless of that creature's toughness. A creature with toughness greater than 0 that's been dealt damage by a source with deathtouch is destroyed. The deathtouch rules function no matter what zone an object with deathtouch deals damage from. If an object changes zones before an effect causes it to deal damage, its last known information is used to determine whether it had deathtouch.

Defender - Static ability. A creature with defender can't attack.

Double Strike - Static ability that modifies the rules for the combat damage step. If at least one attacking or blocking creature has first strike or double strike as the combat damage step begins, the only creatures that assign combat damage in that step are those with first strike or double strike. After that step, instead of proceeding to the end of combat step, the phase gets a second combat damage step. The only creatures that assign combat damage in that step are the remaining attackers and blockers that had neither first strike nor double strike as the first combat damage step began, as well as the remaining attackers and blockers that currently have double strike. After that step, the phase proceeds to the end of combat step. Removing double strike from a creature during the first combat damage step will stop it from assigning combat damage in the second combat damage step. Giving double strike to a creature with first strike after it has already dealt combat damage in the first combat damage step will allow the creature to assign combat damage in the second combat damage step.

Enchant - Static ability, written "Enchant [object or player]." The enchant ability restricts what an Aura spell can target and what an Aura can enchant. If an Aura has multiple instances of enchant, all of them apply. The Aura's target must follow the restrictions from all the instances of enchant. The Aura can enchant only objects or players that match all of its enchant abilities. Auras that can enchant a player can target and be attached to players. Such Auras can't target permanents and can't be attached to permanents.

Equip - Activated ability. "Equip [cost]" means "[Cost]: Attach this Equipment to target creature you control. Activate this ability only any time you could cast a sorcery." If an Equipment has multiple instances of equip, any of its equip abilities may be used.

First Strike - Static ability that modifies the rules for the combat damage step. Giving first strike to a creature without it after combat damage has already been dealt in the first combat damage step won't prevent that creature from assigning combat damage in the second combat damage step. Removing first strike from a creature after it has already dealt combat damage in the first combat damage step won't allow it to also assign combat damage in the second combat damage step (unless the creature has double strike).

Flash - Static ability that functions in any zone from which you could play the card it's on. "Flash" means "You may play this card any time you could cast an instant."

Flying - Evasion ability. A creature with flying can't be blocked except by creatures with flying and/or reach. A creature with flying can block a creature with or without flying.

Haste - Static ability. If a creature has haste, it can attack even if it hasn't been controlled by its controller continuously since his or her most recent turn began. If a creature has haste, its controller can activate its activated abilities whose cost includes the tap symbol or the untap symbol even if that creature hasn't been controlled by that player continuously since his or her most recent turn began.

Intimidate - Evasion ability. A creature with intimidate can't be blocked except by artifact creatures and/or creatures that share a color with it.

Landwalk - Landwalk is a generic term that appears within an object's rules text as "[type]walk," where [type] is usually a subtype, but can be the card type land, any land type, any supertype, or any combination thereof.

Landwalk is an evasion ability. A creature with landwalk is unblockable as long as the defending player controls at least one land with the specified type. Landwalk abilities don't "cancel" one another.

Lifelink - Static ability. Damage dealt by a source with lifelink causes that source's controller, or its owner if it has no controller, to gain that much life (in addition to any other results that damage causes). If a permanent leaves the battlefield before an effect causes it to deal damage, its last known information is used to determine whether it had lifelink. The lifelink rules function no matter what zone an object with lifelink deals damage from.

Protection - Static ability, written "Protection from [quality]." This quality is usually a color (as in "protection from black") but can be any characteristic value. If the quality happens to be a card name, it is treated as such only if the protection ability specifies that the quality is a name. If the quality is a card type, subtype, or supertype, the ability applies to sources that are permanents with that card type, subtype, or supertype and to any sources not on the battlefield that are of that card type, subtype, or supertype. A permanent or player with protection can't be targeted by spells with the stated quality and can't be targeted by abilities from a source with the stated quality. A permanent or player with protection can't be enchanted by Auras that have the stated quality. Such Auras attached to the permanent or player with protection will be put into their owners' graveyards as a state-based action. A permanent with protection can't be equipped by Equipment that have the stated quality or fortified by Fortifications that have the stated quality. Such Equipment or Fortifications become unattached from that permanent as a state-based action, but remain on the battlefield. Any damage that would be dealt by sources that have the stated quality to a permanent or player with protection is prevented. Attacking creatures with protection can't be blocked by creatures that have the stated quality. "Protection from [quality A] and from [quality B]" is shorthand for "protection from [quality A]" and "protection from [quality B]"; it behaves as two separate protection abilities. If an effect causes an object with such an ability to lose protection from [quality A], for example, that object would still have protection from [quality B]. "Protection from all [characteristic]" is shorthand for "protection from [quality A]," "protection from [quality B]," and so on for each possible quality the listed characteristic could have; it behaves as multiple separate protection abilities. If an effect causes an object with such an ability to lose protection from [quality A], for example, that object would still have protection from [quality B], [quality C], and so on. "Protection from everything" is a variant of the protection ability. A permanent with protection from everything has protection from each object regardless of that object's characteristic values. Such a permanent can't be targeted by spells or abilities, enchanted by Auras, equipped by Equipment, fortified by Fortifications, or blocked by creatures, and all damage that would be dealt to it is prevented.

Reach - Static ability. A creature with flying can't be blocked except by creatures with flying and/or reach.

Shroud - Static ability. "Shroud" means "This permanent or player can't be the target of spells or abilities."

Trample - Static ability that modifies the rules for assigning an attacking creature's combat damage. The ability has no effect when a creature with trample is blocking or is dealing noncombat damage. The controller of an attacking creature with trample first assigns damage to the creature(s) blocking it. Once all those blocking creatures are assigned lethal damage, any remaining damage is assigned as its controller chooses among those blocking creatures and the player or planeswalker the creature is attacking. When checking for assigned lethal damage, take into account damage already marked on the creature and damage from other creatures that's being assigned during the same combat damage step, but not any abilities or effects that might change the amount of damage that's actually dealt. The attacking creature's controller need not assign lethal damage to all those blocking creatures but in that case can't assign any damage to the player or planeswalker it's attacking. If an attacking creature with trample is blocked, but there are no creatures blocking it when damage is assigned, all its damage is assigned to the player or planeswalker it's attacking. If a creature with trample is attacking a planeswalker, none of its combat damage can be assigned to the defending player, even if that planeswalker has been removed from combat or the damage the attacking creature could assign is greater than the planeswalker's loyalty.

Vigilance - Static ability that modifies the rules for the declare attackers step. Attacking doesn't cause creatures with vigilance to tap.