

MAGIC

The Gathering®

ONLINE



MANUAL





Illus. Ron Spears

CONTENTS

2	INTRODUCTION	35	Playing and Tapping Lands
2	What's in this Manual?	35	Playing Spells and Abilities
3	What's <i>Not</i> in this Manual?	37	Shortcut Keys
3	What If I Need Help?		
5	SECTION 1: GETTING STARTED	39	SECTION 5: YOUR COLLECTION
5	System Requirements	39	The Collection Screen
6	Installing the Game	41	SECTION 6: CARD SEARCHES
6	Opening <i>Magic Online</i>	41	The Card Search Filter
7	Creating a New Account	47	Card Text Searches
7	Logging On	49	SECTION 7: TRADING
8	Buying Cards	49	Making Cards Tradable
11	SECTION 2: GETTING AROUND	50	Finding Someone to Trade With
11	The Main <i>Magic Online</i> Screen	52	The Trade Screen
13	<i>Magic Online</i> Rooms	53	Finding the Cards You Want
16	OK, Cancel, and Help Buttons	53	Making a Trade
19	Display Options	55	SECTION 8: CHATTING
21	SECTION 3: BUILDING DECKS	55	Places to Chat
21	The Deck Editor Screen	56	My Buddies List
23	Building a Constructed-Format Deck	56	Blocking Players
24	The Deck Builder Screen	58	SECTION 9: SETTINGS
27	Building a Limited-Format Deck	60	SECTION 10: SET REDEMPTION
29	SECTION 4: PLAYING GAMES	62	CREDITS
29	The Duel Screen	64	QUESTIONS?
32	Setting Stops for Phases and Steps		
33	Other Game Play Settings		

INTRODUCTION

Welcome to *Magic: The Gathering® Online*! This electronic version of the world's premier trading card game is designed to further enhance your **Magic®** experience. You can purchase cards, build decks, and trade cards online—all in preparation for games and tournaments with **Magic** enthusiasts all over the world. *Magic Online* has cards from as far back as the *Invasion™* set available for play. As new **Magic** sets are released, they'll be available in *Magic Online* as well. Since *Magic Online* automatically handles game rules, tournament coordination, and all the nitty-gritty details, you don't have to do anything but play and enjoy. What's more, you can trample your opponents from the comfort of your own living room without worrying about stepping in dragon dung.

IF YOU WANT TO PLAY ONLY WITH PHYSICAL MAGIC CARDS, YOU DON'T NEED TO READ THIS MANUAL.

WHAT'S IN THIS MANUAL?

This manual helps you make the most of playing *Magic Online*. It covers the basics—like navigating the game and purchasing cards—along with more advanced features you'll want to know about. Here's what you can find in each section:

1. **Getting Started** tells you how to install the game, how to set up your account, and what to do after you log on.
2. **Getting Around** explains how you navigate within the game and what's in each of the *Magic Online* rooms.
3. **Building Decks** talks about the **Deck Editor** and **Deck Builder** screens—the places where you create your *Magic Online* decks.
4. **Playing a Game** is all about playing **Magic** in the *Magic Online* game. Even if you were born with a full set of Moxes, you should read this section thoroughly.
5. **Your Collection** explains the **Collection** screen and how you can keep track of all your **Magic** cards.
6. **Card Searches** shows you how to find the cards you want to see on the **Collection**, **Deck Builder**, **Deck Editor**, and **Trade** screens.

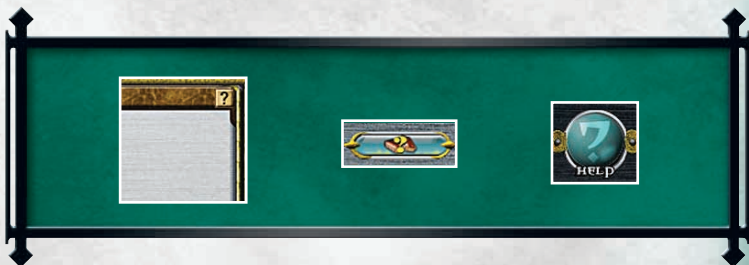
7. **Trading** covers everything you need to know to start trading with other players.
8. **Chatting** goes over the ins and outs of talking with the members of the *Magic Online* community.
9. **Settings** tells you about setting up *Magic Online* so it works best for you.
10. **Set Redemption** is a brief overview of how you can turn full sets of online cards into full sets of physical cards. Now that's magic!

WHAT'S *NOT* IN THIS MANUAL?

This manual won't teach you how to play the **Magic** game. It doesn't tell you things like what an artifact is or how regeneration works. You'll learn the basics of the game rules by playing the *Magic Online* tutorials. If you forget how something works or have a question about a card mechanic, you can look it up in the **Magic** rulebook.

WHAT IF I NEED HELP?

If you're having problems or just need a little help understanding something in *Magic Online*, there are plenty of places to turn. The best place to check is *Magic Online* help, which covers both how to play **Magic** and how to find your way around while online. Right-click the screen you're on or look for any of these buttons:



A page will open in your Web browser with information about the screen you're on. Links within the document take you to pages about related topics. If you can't find what you're looking for right away, try the links at the top of the page. The **Table of Contents** is a good place to start. The **Index** is an

alphabetical list of links to other help pages. You can find definitions of any unfamiliar words and phrases in the **Terms** pages.

Another resource you can rely on is the friendly group of Adepts that you'll meet online. There are always a few Adepts hanging out in the **Q & A** room to answer your questions. Or just look for folks with "Adept" at the start of their names in whichever room you're in. Finally, if you're really stuck or need technical assistance, visit www.wizards.com/MagicOnline or contact us directly. There's a list of Wizards of the Coast® customer service contacts on page 64 of this manual.



Illus. Matthew D. Wilson

SECTION 1: GETTING STARTED

Before you run off to battle opponents from the far-flung reaches of the globe, let's cover the things you need to do to play *Magic Online*.

SYSTEM REQUIREMENTS

To run *Magic Online*, your system must meet the following requirements:

Minimum

Windows® 95/98/2000/Me/XP
Pentium® II 333 MHz
64 MB RAM
600 MB free hard disk space
Video card able to handle 800 x 600 pixels
DirectX® 3.0
4X CD-ROM drive
Sound card
Internet connection (56 K or better)
Web browser that supports SSL encryption (most browsers do)
Mouse and keyboard

Recommended

Pentium III 500 MHz
128 MB RAM
1 GB free hard disk space
Video card able to handle 1024 x 768 and Hi Color settings
Internet connection (broadband)

International users must have a version of Windows that contains fonts with their language's character set and that supports typing normal characters in their language.

INSTALLING THE GAME

To install *Magic: The Gathering Online* and the core game tutorials, do the following:

1. Make sure you're connected to the Internet. (The *Magic Online* installation program needs to download a few files.)
2. Insert the Core Game CD into your CD-ROM drive. If the CD doesn't launch automatically, click the **Start** button in the taskbar and then click **Run**. Type the letter of your CD-ROM drive followed by : next. For example, if your CD-ROM drive is drive D, you would type **d:** here. Then click **OK**.
3. A dialog box shows where on your computer the core game tutorials and the *Magic Online* program will be installed. To select a different location, click **Browse** and select a new folder. When you're finished, click **OK**.
4. After the auto run sequence is done, click the **Install** button. The game will be installed on your computer and shortcuts will appear on your desktop.

If the auto run sequence doesn't prompt you to install the files, you can install them manually by connecting to the Internet and then double-clicking the **Setup.exe** file on the CD-ROM.

At this point, you should be looking at the first menu of the core game tutorials. If you're not, just double-click the shortcut on your desktop. Choose the option to learn *Magic Online*, and you're on your way!

OPENING MAGIC ONLINE

To open *Magic Online*, double-click the *Magic Online* icon on your desktop. (You can also go to the Windows **Start** menu and point to **Programs**, then **Wizards of the Coast**, then **Magic Online**.) You'll be taken to the **Magic Online Install/Update Agent** screen. Click **Launch** to connect to the *Magic Online* server.

Each time you log on to *Magic Online*, the game checks to make sure you have the latest updates on your system. Most of the time, this won't take very long. The largest updates happen when a new card set is released, and that's worth the wait.

If you can't connect to the *Magic Online* server, first check that your computer is connected to the Internet. You can also check the status of the *Magic Online* server at www.wizards.com/MagicOnline.

Note: Unless you're playing at work, you probably won't need to bother with the **Settings** button on the **Magic Online Install/Update Agent** screen. If the game can't connect to a *Magic Online* server, check with your network administrator before contacting Wizards of the Coast technical support.

CREATING A NEW ACCOUNT

When the updates finish, you'll see the screen where you log on. Before you jump in and start turning cards sideways, you're going to need your own account. Click the **New Account** button to open your browser and go to the *Magic Online* Store. It will walk you through setting up your account. If you use the activation code from the CD-ROM sleeve, your account will start out with online versions of all the cards in this core game box. You probably want to put some thought into your *Magic Online* user name because that's how other people will recognize you in the game. Once you have a user name and password, you can log on to the *Magic Online* server.

There are a couple of things you can do even if you haven't logged on yet. You can browse your collection by clicking the **Collection** tab (covered in *Section 5: Your Collection*). You can also build decks by clicking the **Deck Editor** tab (covered in *Section 3: Building Decks*). If you're new to *Magic Online*, you probably won't have much to look at on these screens. So let's get to the action.

LOGGING ON

The first time you log on with a new account, *Magic Online* assumes that you've never played the game before. The first thing you'll see are a couple of tutorials. These tutorials cover both how to play the *Magic* game and how to use the *Magic Online* interface, all while you play real *Magic* games against the computer. If you haven't played the core game tutorials yet, you should definitely take the time to go through them before moving on, even if you're an old hand at the *Magic* game. And no matter how well you understand the *Magic* game, you should read *Section 4: Playing Games*

before you jump into serious play. It covers the details of how the *Magic Online* interface works during games.

When you finish the tutorials, you'll go to the main *Magic Online* room. Here, you can explore a number of rooms that help you become familiar with the *Magic* game and the *Magic Online* interface. *Section 2: Getting Around* contains more information about each of these rooms.

If you have any questions about *Magic* game rules or how your cards work, try looking in *Magic Online* help or in the *Magic* rulebook that came with this core game.

BUYING CARDS

Before you start playing *Magic Online*, you need some cards to play with. If you purchased the *Magic* core game, you have a credit for online versions of all the physical cards that came in that box. It can be redeemed at the *Magic Online* Store, which is the same place where you created your new account. The *Magic Online* Store also sells booster packs, tournament packs, theme decks, and Event Tickets. To get to the store, type <http://MagicOnlineStore.wizards.com> in your browser or click the **Card Shop** button within *Magic Online*.

Once you purchase cards, what you do with them depends on which *Magic* formats you want to play. If you like Constructed formats, in which you build your deck ahead of time, you'll want to crack open your packaged cards and start building your killer deck. If you're into Limited formats, in which building your deck from a limited pool of cards is part of the event, you'll want to keep some boosters and tournament packs unopened and ready for draft and Sealed Deck events. Check out *Section 6: Leagues and Tournaments* in the *Magic* rulebook that came with this game to learn more about the different *Magic* formats.



Illus. Robert Bliss



Illus. Kev Walker

SECTION 2: GETTING AROUND

Whenever you log on to *Magic Online*, you start out on the main *Magic Online* screen. This section covers how you get from one place to another within the game.

THE MAIN *MAGIC ONLINE* SCREEN



A. Tabs

B. Room name

C. Toolbar

D. Message area

E. Links to other rooms

A. Tabs

Each screen has a row of tabs at the top that look just like the tabs on a file folder. Clicking a tab takes you to a new screen. Some tabs, like the **Collection** and the **Deck Editor**, are always on the screen. Others, like the **Duel** screens where games are played, only appear when they're needed.

B. Room name

Magic Online has many different "rooms," or places for players to get together for various activities. The room name just tells you where you are.

C. Toolbar

The toolbar on the left side of the *Magic Online* tab has buttons that open different windows, navigate the *Magic Online* rooms, open help files, and link to related websites. Here's what each button on the toolbar does:

Settings. Click this button to open the **Settings** window, where you can set the options that make *Magic Online* work best for you. See *Section 9: Settings* for more information.

My Games. This button opens the **My Games** window, where you can check your current *Magic Online* ratings and watch replays of your games. This is also where you can choose an adjourned game to restore.

Home. Click the **Home** button to go back to the starting screen from other *Magic Online* rooms.

Back. Click the **Back** button to go to the last room you were in.

Help. Click the **Help** button to see information about the room you're currently in. *Magic Online* help goes into more detail than this manual can, and it's updated as *Magic Online* grows and changes. This button is your friend.

Log off. After smacking your opponents around for a few hours, you might actually want to log off for a while. Click this button to disconnect from the *Magic Online* server.

At the bottom of the toolbar are links to various websites about the *Magic* game and *Magic Online* that you might find interesting.

D. Message bar

In the message bar on the main screen, you might find reminders about large tournaments, announcements of upcoming updates, and other information of general interest to the *Magic Online* community.

In most rooms, you can chat with other players in this area as well. See *Section 8: Chatting* to learn more.

E. Links to other rooms

All the action in *Magic Online* takes place in different rooms. Some rooms have buttons that take you to other rooms. A few rooms are set up for players to find information about the *Magic Online* community and learn about the *Magic* game. Finally, there are the rooms where players get together to play. Just click a link to see what's in a particular room.

MAGIC ONLINE ROOMS

There are two versions of the main *Magic Online* screen—the beginner view and the expert view—and each contains a slightly different set of rooms. All users start with the beginner view of the main screen. You should explore the beginner view fully before you move on. Once you're familiar with *Magic Online*, click the **Expert View** button. The rooms that deal with learning to play disappear, and you'll see the full range of available play options. If you need to find your way back to the other version of the screen, just click the **Beginner View** button. Your **Settings** specify which screen you see when you log on (see *Section 9: Settings*).

Beginner View

Tutorials

You'll find tutorials about the *Magic* game and using *Magic Online* here. If you skipped the tutorials that launched when you set up your new account, or if you want a refresher course, this is the place to look.

Take a Tour

Take a Tour gives you an overview of where to find what in *Magic Online*. You should definitely take the tour before you leave the beginner view.

Tell Me More

Once you know the basics of how to play, there's still a lot to learn. This room contains information about everything from game play to building decks.

Practice Games

After you've played through the tutorials, go to the **Practice Games** room for your first games against real, live opponents. You'll meet other folks who are new to *Magic Online* and play against them using *Eighth Edition*™

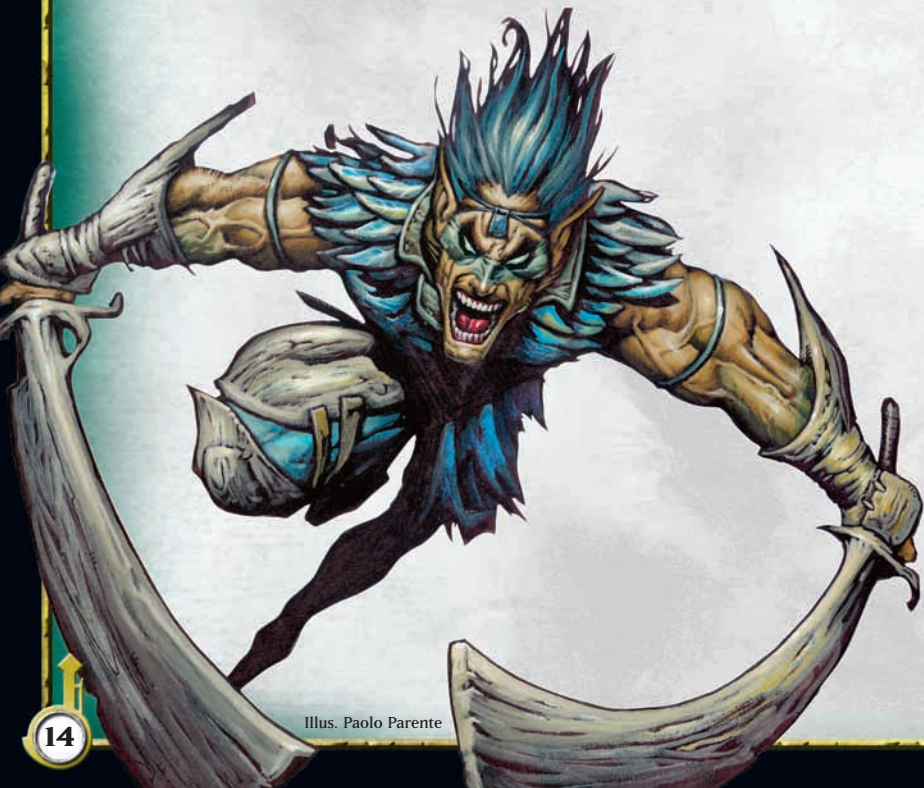
theme decks. (In this room, you don't need to own the decks to play with them.) Pretty soon, you'll be ready to start making a name for yourself in the *Magic Online* community.

Casual Play—New Players

After you've mastered playing with the *Eighth Edition* theme decks, it's time to start playing with decks you build yourself with your own cards. Make sure you check out the **Tell Me More** room to learn how to build your first decks on the **Deck Editor** screen. Then just have fun playing against other players.

Q & A

If you can't find the answers you need in *Magic Online* help or this manual, the **Q & A** room is the place to go. A *Magic Online* Adept will answer any questions you have about *Magic Online*.



Illus. Paolo Parente

Expert View

Casual Play

The **Casual Play** room is where you play **Magic** games that don't affect your *Magic Online* ratings. There are rooms inside for Constructed, draft, Sealed Deck, and even multiplayer games. There are separate Constructed-play rooms for new players, casual players, and hard-core tournament players so you can always find the game that's right for you.

Clans

Once you make some friends online, you might want to visit the **Clans** room. Clans are teams of players who join together for fun, usually because they're from the same area or have similar interests.

Hall of Champions

The **Hall of Champions** is how players earn bragging rights on *Magic Online*. The Top 50 players in all three ratings categories are listed here. Only tournament matches count toward your *Magic Online* ratings.

Leagues

Feel like a little friendly competition? Check out the **Leagues** room. Leagues are Sealed Deck events that are played over the course of a few weeks. You can play as many matches with your deck as you want. While players are ranked within a league (there's got to be a winner, right?), league play doesn't affect your *Magic Online* ratings.

Special Events

From time to time, *Magic Online* holds special events, such as tournaments featuring **Magic** celebrities. You can find these special events here.

Tournaments

The **Tournaments** room has two sections: **8-Player Tournaments** and **Premier Events**. Each room has both Limited- and Constructed-format tournaments. You use Event Tickets purchased at the *Magic Online* Store to enter a tournament. If you play in a Limited-format tournament, you also provide the unopened product needed to play. Join in and start making a name for yourself. Events in the **Tournaments** room affect your *Magic Online* ratings.

The events in the **8-Player Tournaments** room are single-elimination events: Once you lose a match (best two-out-of-three games), you're out

of the tournament. You sign up for an eight-player tournament by joining a queue (line) for the type of event you want to play in. These small tournaments start all day long—and all night, too!—so you usually don't have to wait more than five or ten minutes to play.

The **Premier Events** room hosts larger, Swiss-draw tournaments. In Swiss draw, you can keep playing throughout the entire tournament, regardless of how many matches you lose. Each round, you're paired against a player with a similar match-win record. After the Swiss rounds end, most events have a Top 8 playoff to determine the winner. Unlike eight-player tournaments, premier events start at specific times. The events calendar in the **Premier Events** room tells you when tournaments are scheduled. Click the event you're interested in to get more information about it. From there, you can sign up for the tournament by clicking **Join**.

Trading Post

The **Trading Post** is where you go to find that fourth copy of a card for your killer deck or to find someone who wants your extra cards. Inside the **Trading Post**, different rooms are set aside for players to talk to each other about the cards they're looking for. See *Section 7: Trading* for more information.

OK, CANCEL, AND HELP BUTTONS

There are three buttons that you'll see again and again within the *Magic Online* program: OK, cancel, and help.



OK

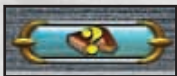
You click the OK button when you want to accept changes on a screen or close a message window. (The **OK** button on the **Duel** screen has a very specific function; see *Section 3: Playing Games* for more information.)

Cancel

You click the cancel button when you don't want to accept changes on a screen or, in general, when you want to say "no" to something.

Help

Magic Online help is useful for both newbies and old hands. That's why we make sure you have plenty of ways to get to it. Along with the button on the *Magic Online* tab, you'll see two other help buttons as you wander through the game.



This button appears at the bottom of most screens and windows.



You'll find this button in the upper right corner of many screens.

Clicking any help button takes you to information about the screen or window the button is on.



Illus. Matthew D. Wilson

DISPLAY OPTIONS

Many *Magic Online* rooms and screens can be displayed in two ways: spreadsheet (or table) view and graphic (or card) view. In spreadsheet view, the screen shows text in a table format. Clicking a column heading sorts the spreadsheet by the information in that column. In graphic view, you see cards as they appear in the game and you see players' avatars sitting at tables to play games. You can switch back and forth between the two views by clicking a button in the upper right corner of the screen or window.



Some windows also have a minimize button in their upper right corners. When you click this button, the window becomes a bar at the bottom of your screen. Click the bar to restore the window to normal size.





Illus. Greg Staples

SECTION 3: BUILDING DECKS

There are two screens for building decks in *Magic Online*. You build Constructed-format decks on the **Deck Editor** screen and Limited-format decks on the **Deck Builder** screen.

The **Deck Editor** screen can be opened at any time, even if you're not connected to the Internet. Just click the **Deck Editor** tab from anywhere in the *Magic Online* game.

Since the **Deck Builder** is used only when you're building Limited-format decks, you see it only during a draft or Sealed Deck event.

THE DECK EDITOR SCREEN

You build Constructed-format decks on the Deck Editor screen.



A. Card Pool

B. Deck

C. Sideboard

D. Card display

E. Card search filter

F. Buttons

Parts of the Deck Editor screen

A. Card Pool

The **Card Pool** window lists the cards available for you to build decks with. It normally shows only the cards in your collection. However, if you clear the **My Cards** check box, the **Card Pool** shows all **Magic** cards in the set or sets you're looking at. You can also use the card search filter to change which cards you see here (see *Section 6: Card Searches* to learn more).

Tip: Since *Magic Online* takes care of putting your decks together when you want to play them, you can use the same cards in multiple decks. So even if you own only four copies of the card Shock, you could put them into every deck you build.

B. Deck

The **Deck** window is where you build your main deck. This area displays the cards in the current deck, lets you add and remove cards from it, and shows how many cards it contains. Constructed-format decks must have at least sixty cards, but they can have more cards than that if you want. You can save a deck that has less than sixty cards in the main deck, but you can't play it in a game. A Constructed deck can't contain more than four copies of any card except for basic lands.

C. Sideboard

The **Sideboard** window displays the cards in the sideboard of the current deck. After the first game of any match you play, you can swap cards in your deck for cards in your sideboard to make your deck better against your opponent's deck. This window lets you add and remove cards from your sideboard and shows how many cards it contains. In the *Magic Online* game, each Constructed-format deck includes a sideboard. When you save a deck from the **Deck Editor** screen, the sideboard is saved along with that deck. The sideboard must contain either zero or fifteen cards. You can save a deck when the sideboard has a different number of cards in it, but you can't play the deck in a game.

D. Card display

The card display area shows you larger images of cards. On windows in table view, click a card to show it in the card display. On windows in card view, point at a card to show it.

E. Card search filter

The card search filter helps you find specific cards in your **Card Pool**.

See *Section 6: Card Searches* for more information.

F. Buttons

The row of buttons along the bottom of the screen lets you save the deck you're working on, load an existing deck, or start a new deck. You can also get statistics to help you analyze your decklist.



Save. Click this button to save the current deck to your computer or to a disk. If you've saved the current deck before, the *Magic Online* game automatically saves it to the same file. If you're saving a new deck, the **Save Deck As** window pops up. Choose where you want to save the deck and enter a deck name. Then click **Save**.

Save As. Click this button to save the current deck with a different file name or to a different location. The **Save Deck As** window pops up and you can choose where you want to save the deck and enter a deck name. Then click **Save**.

Load. Click this button to load a saved deck. The **Load Deck** window pops up so you can select the deck you want to load. Then click **Open**.

Net Decks. Click this button to save a deck to or load a deck from the *Magic Online* server. The **Net Decks** option is great for people who play from multiple computers. You can save a deck on one computer and later play it on another without carrying around a disk. Each user may store up to ten decks at a time on the *Magic Online* server.

New. Click this button to start building a deck from scratch. Any cards in the **Deck** and **Sideboard** windows are returned to your **Card Pool**.

Stats. This button opens the **Statistics** window. You can use the **Statistics** window to analyze your deck and find out which Constructed formats it's legal in.

Help. Click the button with the question mark on it to learn more about the **Deck Editor** screen.

BUILDING A CONSTRUCTED-FORMAT DECK

To start building a new deck, click the **New** button to clear away any cards in the **Deck** and **Sideboard** windows. You add cards to your **Deck** and **Sideboard** from the **Card Pool**. There are several ways to move cards from one of these windows to another:

- You can move just one copy of a card by dragging it from one window to another.
- You can move one or more copies of a card by right-clicking it and choosing an option from the menu that appears.
- You can select several different cards at once either by dragging a box

around the cards or by holding down the SHIFT key and clicking cards. Then drag the selected cards to another window.

- * You can double-click a card to move it from the **Card Pool** to the **Deck**, from the **Deck** to the **Sideboard**, or from the **Sideboard** to the **Card Pool**.

If you're looking at your deck in card view (see "Display Options" in *Section 2: Getting Around*), you can also drag cards to different "piles" within the **Deck** window. Right-clicking the background of the **Deck** window while it's in card view sorts the cards in your deck in ways that may be helpful to you.

When you save your Constructed deck, *Magic Online* checks to make sure it has either zero or fifteen cards in the sideboard. If not, you're asked if you're sure you want to save the deck as it is. You won't be able to play the deck without a proper sideboard, but you can save the deck and finish building it later.

THE DECK BUILDER SCREEN

You build Limited-format decks on the **Deck Builder** screen.



A. Sideboard

B. Deck

C. Chat area

D. Card display

E. Card search filter

F. Buttons

Parts of the Deck Builder screen

A. Sideboard

All the cards you drafted or opened in your Sealed Deck are in your **Sideboard** window when you start building your deck. In Limited-format events, any cards you don't put into your main deck are part of your sideboard. After the first game of any match you play, you can swap cards in your deck for cards in your sideboard to make your deck better against your opponent's deck.

B. Deck

The **Deck** window is where you build your main deck. It shows all the cards in the current deck, lets you move cards to your sideboard, and shows how many cards the deck contains. Limited-format decks must have at least forty cards, but they can have more cards than that if you want.

C. Chat area

You can talk with other players in the same event in the **Chat** area while you build your deck. The right side of the **Chat** area lists the players who can see what you type.

D. Card display

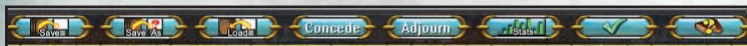
The card display area shows you larger images of cards in the **Sideboard** and **Deck** windows.

E. Card search filter

The card search filter helps you find specific cards in the **Sideboard** window. Remember to use the **Reset** button occasionally. Otherwise you may "lose" some of your cards! See *Section 6: Card Searches* for more information.

F. Buttons

The buttons along the bottom of the screen give you different options in each format. These buttons are for a casual Sealed Deck game.



Save. Click this button to save the current deck to your computer or a disk. *Magic Online* saves the final version of your Limited deck automatically, but some people use this button to save alternative builds in case they change their minds during deck building.

Save As. Click this button to save the current deck for the first time or to save a deck with a different file name or to a different location.

Load. Use the **Load** button to load a different version of the current deck. Sorry, you can't load a deck with different cards in it.

Concede. Click the **Concede** button to concede the match to your opponent. If you confirm that you're conceding, your opponent gets a match win.

Adjourn. Click the **Adjourn** button if you'd like to continue this game at another time. This is only an option for casual play; you can't adjourn a tournament game.

Stats. This button opens the **Statistics** window. You can use the **Statistics** window to analyze your deck.

Add Lands. Click the **Add Lands** button to open the **Add Lands** window, which lets you drag or click basic land cards to add them to your deck.

Submit. When you finish building your deck, click the submit button. It's the one that looks like a check mark. This is one of the most important buttons on the **Deck Builder** screen.

Help. Click the button with the question mark on it to learn more about the **Deck Builder** screen.

Here are some other buttons you might see:

Drop (tournaments and casual drafts). The **Drop** button is like a large-scale **Concede** button. Click it to resign from the entire event. If you drop from a tournament before the first round starts, you also concede to your first round opponent.

Booster (leagues). Some Sealed Deck leagues let you add an extra booster pack to your card pool each week. Clicking the **Booster** button opens a booster pack you own of the right type and adds those fifteen cards to your card pool.

BUILDING A LIMITED-FORMAT DECK

The **Deck Builder** screen opens whenever you start a Sealed Deck event or finish drafting your cards in a Rochester Draft or Booster Draft. You have a fixed amount of time to build your deck in most Limited-format events. A timer in the lower right corner of the screen shows how much time you have left. If you haven't submitted a deck before time runs out, the *Magic Online* game finishes building your deck and submits it. Your worst build is better than what you might get, so make sure you get a deck submitted before time runs out.

When the **Deck Builder** screen opens, all your cards are in the **Sideboard** window. You build your deck by moving the cards you want into the **Deck** window. There are several ways to move cards between the **Sideboard** and **Deck** windows:

- You can move a card by dragging it from one window to another.
- You can select several different cards at once either by dragging a box around the cards or by holding down the SHIFT key and clicking cards. Then drag the selected cards to another window.
- You can double-click a card to move it from the **Sideboard** to the **Deck** or from the **Deck** to the **Sideboard**.

You can also drag cards to different "piles" within the **Deck** window. Right-clicking the background of the **Deck** sorts the cards in your deck in ways that may be helpful to you.

You probably need some extra basic land cards to finish building your deck. Click the **Add Lands** button to add basic lands to your deck. Click a basic land in the **Add Lands** window to add one basic land of that type to your deck. You can add as many basic lands to your deck and sideboard as you want. Click the **Done** button to close the **Add Lands** window. (You don't keep these extra basic lands after the event ends.)

If you're the last person in the event to submit a deck, play begins when you click the submit button. If you're waiting for another player to submit a deck, you can continue to make changes to your deck, but you have to submit it again for the changes to take effect. Your deck for the event contains whatever cards were in your deck the last time you clicked the submit button.



Illus. Mark Zug

SECTION 4: PLAYING GAMES

Even with all the cool features on *Magic Online*, playing games against opponents from all over the world is what it's really all about. This section introduces the **Duel** screen—where all the action happens—and tells you how to play spells and abilities. You'll even learn something about avoiding the pain of mana burn.

THE DUEL SCREEN



- | | |
|------------------------------|----------------------|
| A. In-play area | F. Parts of the turn |
| B. Players' status areas | G. Stack |
| C. Your hand | H. Prompt box |
| D. Players and watchers list | I. Card display |
| E. Chat area and game log | J. Game play clock |

Parts of the Duel Screen

A. In-play area

The in-play area is where permanents are put during a game. The area is divided between you and your opponents, with your permanents in your section of the in-play area and your opponents' permanents in their own sections. In two-player games, the bottom half of the in-play area is yours.

If you right-click the in-play background, you can open the **Display Settings** screen, which lets you change how your permanents and other players' permanents are shown. You can also change the background of your in-play area on the **Appearance Settings** screen. See *Section 9: Settings* for more information.

Sometimes a player has so many permanents in play that there's not enough room to show them all. (This usually happens only during multi-player games.) You can drag the background of any part of the in-play area to see cards that are off the screen.

B. Players' status areas

Each player has a status area along the left side of his or her in-play area.

LIBRARY. The number on a player's library tells you how many cards are left in it.

HAND. The number on a player's hand tells you how many cards are in it. If there's no number here, the player's hand is empty.

GRAVEYARD. The number on a player's graveyard tells you how many cards are in it. Click the tombstone to show all the cards in that graveyard in a new window.



GRAVEYARD DISPLAY. If you have enough space on your screen, you'll see the top few cards of a player's graveyard in the status area.

MANA POOL. This row of symbols shows you how much mana of each color is in a player's mana pool. From top to bottom, the symbols represent white, blue, black, red, green, and colorless mana.

AVATAR. This character represents the player in the game. The player's user name and life total appear over the avatar's image.

C. Your hand

The area just below your part of the in-play area shows the cards in your hand. You can rearrange the cards in your hand by dragging one to a different spot. You can also change the size of the cards in your hand by using the **Display Settings** screen. See *Section 9: Settings* for more information.

If you can't see all the cards in your hand, drag the background right or left to see cards that are off the screen.

D. Players and watchers list

In the bottom right corner of the **Duel** screen is a list of players in the game and any other folks watching the mayhem. Players' names are in red while watchers' names are in black. Everyone on the list can use the chat area.

E. Chat area and game log

Players can use the chat area to send messages that all players and watchers can see. You didn't think we'd stop you from table-talking with your opponents, did you?

The chat area on the **Duel** screen also displays messages about what's happening in the game, like which turn it is, who the active player is, which spells have been played, and which cards have been revealed or discarded. If you miss something, use the scroll bar to go back and look at earlier messages.

F. Parts of the turn

A set of icons along the left side of the **Duel** screen shows the parts of the turn. The icon for the current phase or step is indented, appears dimmed, and has its name in yellow. A dot on an icon means that you have a stop set for that phase or step. See "Setting a Stop for a Phase or Step" later in this section for more information.

G. Stack

The stack is where spells and abilities hang out after they've been played but before they resolve. (You can learn more about the stack in *Section 2: Spells, Abilities, and Effects* of the **Magic** rulebook.) **Magic Online** makes it easy to know exactly what's on the stack. When a spell or ability is played, it appears along the left side of the in-play area. If it has any targets, arrows appear on the screen to show you what they are. If something is played in response, the new spell or ability is put on top of the earlier one. There's even a special graphic that's added to the stack when combat damage is waiting to resolve.

You can see the entire image of whatever's on top of the stack, but you see only the top edge of anything under it. Pointing at something on the

stack shows a larger image of the spell or ability in the card display (and makes it easier to tell what the spell or ability's targets are).

H. Prompt box

The prompt box tells you when you have priority to play spells and abilities. If you don't want to play spells or abilities, click the **OK** button to pass priority. The prompt box also tells you when you need to do things during a game, like pick targets, pay for X, discard a card, and so on.

When the game is waiting for you to do something, the prompt box is light gray. When the game is waiting for someone else, the prompt box is dark gray.

I. Card display

The card display shows you larger images of cards on the screen and spells and abilities on the stack. Point at a card on the screen or a spell or ability on the stack to show it in the card display. You can also click a card's name in the chat area to see it in the card display.

J. Game play clock

All tournament and league matches—and some casual matches—have time limits to keep play moving and to penalize players for deliberately stalling. Each player starts with an equal amount of time on his or her game clock. Whenever the game is waiting for you to do something or click **OK**, your clock marks off time. If you run out of time, you lose the match.

When you're just getting started on *Magic Online*, it can seem like the time on your clock runs out really fast. But after you get the hang of things, you'll find that your pace picks up.

Your clock keeps running if you lose your connection to the *Magic Online* server. If you log on again before your clock runs out, you can get right back into the game. Sideboarding between games doesn't count against your game play clock, but it's timed, too.

SETTING STOPS FOR PHASES AND STEPS

Your stops tell *Magic Online* to always pause during certain phases and steps so you get the opportunity to play spells and abilities. Without any stops set, the game would pause only when you could react to something. You really have two sets of stops: one for your turns and one for other

players' turns. (You can't set different stops for each other player's turn in a multiplayer game.)

Phases and steps with stops set for them have a red or blue dot on their icons on the **Duel** screen. The stops set for the current turn have red dots on them. You can click an icon to add or remove a stop from that phase or step. So if it's your turn, the red dots show the stops set for your turn and the blue dots show the stops set for other players' turns. If you want to change stops for other players' turns during your turn, press SHIFT while you click the phase or step.

Sometimes it's easier to change your stops from the **Game Play Settings** screen. It lets you set stops both for your turns and for other players' turns any time you want. Right-click the in-play area's background and select **Game Play Settings** to open the window during a game. You can also click the **Settings** button on the *Magic Online* tab to get to that screen. Phases and steps without stops appear dimmed. Click a phase or step to add or remove a stop.

PARTS OF THE TURN

Each turn is divided into phases, and most phases are further divided into steps. Here are all the phases and steps in order:

1. **Beginning phase**
 - a. Untap step
 - b. Upkeep step
 - c. Draw step
2. **Main phase (precombat)**
3. **Combat phase**
 - a. Beginning of combat step
 - b. Declare attackers step
 - c. Declare blockers step
 - d. Combat damage step
 - e. End of combat step
4. **Main phase (postcombat)**
5. **End phase**
 - a. End of turn step
 - b. Cleanup step

You can set stops in *Magic Online* for the steps and phases listed in yellow. *Section 3: Turn Structure* in the *Magic* rulebook explains what happens during each phase and step.

OTHER GAME PLAY SETTINGS

In addition to setting stops, you can use the **Game Play Settings** screen to change whether the *Magic Online* game continues without pausing when certain things happen. Note that new options may appear as the *Magic Online* game evolves. Here are just a few of the yield options:

Prompt before taking mana burn

At the end of each phase, your mana pool empties and you lose 1 life for each mana you lost. While this check box is selected, a warning appears

if you're about to take mana burn and you'll get the chance to spend your mana before the phase ends. If this check box is cleared, the game won't warn you before it advances to the next phase.

Yield to normal card draw

While this check box is selected, your normal card draw happens automatically. If this check box is cleared, your normal card draw triggers at the beginning of your draw step and goes on the stack. Then you'll be able to play spells and abilities. When your normal card draw resolves, you draw a card.

Yield to all combat damage

While this check box is selected, you won't have the chance to play spells and abilities while combat damage is on the stack. If this check box is cleared, you will.

Yield to combat damage that doesn't affect you or your creatures

While this check box is selected, you won't have the chance to play spells and abilities while combat damage is on the stack unless damage has been assigned to you or one of your creatures. If this check box is cleared, you will.

Skip the rest of the combat phase if there are no attacking creatures

While this check box is selected, the game moves directly to the postcombat main phase if no creatures are declared as attackers or if all attacking creatures have been removed from combat. If this check box is cleared and no creatures are declared as attackers, the game moves to the end of combat step. If this check box is cleared and all attacking creatures have been removed from combat, the game waits at all steps in the combat phase that have steps set.

You can only announce a spell or activated ability if you have the mana in your mana pool to pay for it

If this check box is cleared, you can play a spell or ability and then add mana to your mana pool to pay for it. While this check box is selected, you can't select a spell or ability to play unless you have the mana to pay for it in your mana pool already.

PLAYING AND TAPPING LANDS

You can play only one land card each turn, and only during one of your main phases when the stack is empty. Lands aren't spells, so they can't be countered.

There are three ways to play a land card from your hand:

- click the land,
- drag the land into your section of the in-play area, or
- right-click the land and select **Play**.

To tap a land in play, click it. If you need to choose a mana type or if the land has multiple abilities you could play, select an option from the menu that appears.

PLAYING SPELLS AND ABILITIES

Your **Game Play Settings** choices affect how you play spells and abilities. By default, you can announce the spell or ability by clicking the card or permanent, and then the game will prompt you to add mana to your mana pool to pay for it. Spells you can play and permanents with abilities you can use have their names in green or blue text. You can also use mana that's already in your mana pool to pay for spells and abilities.

If you prefer to always tap your lands for mana first, before you play a spell or ability, you can select that option on the **Game Play Settings** screen. If you do, only permanents with abilities and spells that you already have the mana in your pool to pay for have their names in green or blue text.

Playing spells

All spells you can play have their names in green or blue text. If a spell's name is in blue text, you need to choose an option for the spell when you play it, like the mode of a spell that says "Choose one —" or if you want to pay any special costs. You choose the option you want from the menu that appears when you click the spell card.

There are three ways to play a spell:

- click the spell card,
- right-click the spell card and select **Play**, or
- drag the spell card to the in-play area.

Then you'll be prompted to pay costs for the spell, including its mana cost, and choose any targets. Click the targets for a spell to choose them. Illegal

targets appear dimmed. You can also choose the target for a spell with only one target by dragging it onto the target. As you drag the spell, it appears dimmed until the spell is on a legal target. You can't choose targets for a spell with multiple targets by dragging the spell card.

Playing activated abilities

Playing an activated ability in *Magic Online* is much like playing a spell from your hand. Permanents with activated abilities that are legal to play have their names in green or blue. If a permanent has more than one ability, you need to choose the ability you want to play from the menu that appears.

There are two ways to play an activated ability:

- click the permanent with the ability or
- right-click the permanent with the ability.

Right-clicking always brings up a menu for permanents with multiple abilities. After you select the ability to play, you'll be prompted to pay any costs for the ability and choose any targets. Click the targets to choose them. Illegal targets appear dimmed. You can also play an activated ability that has a single target by dragging the permanent with the ability onto a legal target. As you drag the permanent, it appears dimmed until it's on a legal target.



Illus. Christopher Moeller

Tip: Normally, you can play spells only from your hand and you can play activated abilities of only your permanents in play, but one of the great things about the **Magic** game is that individual cards can override the rules. That's called the **Golden Rule of Magic**: Whenever a card's text contradicts a game rule, the card wins.

For example, Hammer of Bogardan has an ability that reads, "2 ♣♣♣: Return Hammer of Bogardan from your graveyard to your hand. Play this ability only during your upkeep." You can play the activated ability of a Hammer of Bogardan in your graveyard by clicking your graveyard icon and then clicking the Hammer card. From there, it works just like playing any other activated ability. Just remember to set a stop for your own upkeep so you get the chance to use it!

Handling triggered abilities

How you deal with a triggered ability you control depends on whether it has targets and whether more than one ability triggers at the same time.

A triggered ability with no targeting options goes straight to the stack.

A triggered ability with targeting options appears in the **Player's Triggered Abilities** window. (The word "player" will be replaced by the name of the player who controls the ability. For example, if the player's user name is **Goblin17**, the window is **Goblin17's Triggered Abilities**.) Click the ability and then click its targets, or drag the ability onto its target. After you choose the targets, the ability moves to the stack.

If more than one ability you control triggers at the same time, the abilities appear in the **Player's Triggered Abilities** window. Click an ability and choose any targets to move the ability to the stack. Abilities go on the stack in the order you click them, so the first ability you add will be the last to resolve.

SHORTCUT KEYS

- F2** Pressing F2 is the same as clicking the **OK** button to yield priority. It lets you keep your hands on your keyboard while chatting with other players during a game.
- F4** Pressing F4 tells the game you're done playing spells and abilities this turn.

Warning: After you press F4, the game won't pause for you until the start of the next turn, with two exceptions: 1) you'll be able to choose attacking or blocking creatures, and 2) you'll be able to respond when a spell or ability goes on the stack.

ALT+U Pressing ALT+U lets you undo a mana ability you just played. This key combination is your friend if you find that you added too much mana to your mana pool. As long as you haven't played a spell or ability, you can keep pressing ALT+U to untap all permanents you just tapped for mana and empty your mana pool completely. However, if the ability that produced the mana had some other effect, you may not be able to undo the ability.

CTRL Pressing CTRL while you play a spell or ability lets you keep priority. The **Magic** rules say that after you play a spell or ability, you're the player who next gets priority to play something else. However, since players rarely want to respond to their own spells, the *Magic Online* game automatically yields this priority. (It saves a lot of OK button clicking.) Sometimes, though, you may want to put a few spells or abilities on the stack back to back. Holding CTRL lets you do just that.



Illus. Carl Critchlow

SECTION 5: YOUR COLLECTION

The **Collection** screen keeps track of all the *Magic Online* cards you own. Every time you crack open a booster, buy a new theme deck, trade for that rare you've been hunting, or get cards in any other way, this is where you'll see them.

On the **Collection** screen, you can see both individual cards and unopened packages. This is also where you get ready to trade online cards. You can even keep track of any physical *Magic* cards you have in boxes and binders around your house.

Just like the **Deck Editor** screen, the **Collection** screen can be viewed at any time—even when you're not online. Click the **Collection** tab from anywhere in the *Magic Online* game to open the **Collection** screen.

THE COLLECTION SCREEN



A. Collection area B. Card display C. Card search filter

Parts of the Collection Screen

A. Collection area

When you open the **Collection** screen, you see a virtual three-ring binder that contains the online cards you own. Just as with a binder you might

use in the real world, you can page through it and flip to different sections. Under each card are three numbers that help you keep track of your cards.

The number in the **Online** field tells you how many of that card you own on *Magic Online*. These are the cards you use to build your decks and trade with other players.

The **Tradable** number shows how many of that card you're willing to trade away. When you trade with other players on *Magic Online*, they see only your tradable cards. You can use the arrows to increase or decrease the number of cards marked for trade. See *Section 7: Trading* for more information.

You can keep track of **Magic** cards you own outside of the *Magic Online* game using the **Physical** field. Use the arrows to increase or decrease the number that shows how many of a card you own. Sorry, you can't trade these cards in *Magic Online*.

Tip: If you want to keep track of physical cards from sets released before the *Invasion* set, select the **Show pre-Invasion card sets** box and set **Number owned** ≥ 0 in the card search filter.

B. Card display

The card display shows you larger images of cards in the collection area.

C. Card search filter

The card search filter lets you change which cards you see and how they're arranged. See *Section 6: Card Searches* for more information.



SECTION 6: CARD SEARCHES

The card search filter helps you find specific cards on the **Deck Editor**, **Deck Builder**, **Collection**, and **Trade** screens. With it, you can show cards with a specific characteristic, from a certain set, or with certain words on them. The filter is in the upper left corner of all four screens.

The card search filter works the same way on all four screens, but some of the options are different from screen to screen. Except for some additional check boxes, the filters on the **Deck Editor** and **Deck Builder** screens are the same. The filters on the **Collection** and **Trade** screens are the same.

THE CARD SEARCH FILTER



Deck Editor Card Search Filter



Collection Card Search Filter

Buttons

The buttons on the card search filter with symbols on them let you find large groups of cards by color and/or type. For example, you can look at all red cards, all sorceries, or all red sorceries.

The top row of buttons represents the colors of **Magic** cards (along with colorless). From left to right, the buttons are white, blue, black, red, green, and colorless.

The bottom row of buttons represents the types of **Magic** cards. From left to right, the buttons are land, artifact, creature, sorcery, instant, and enchantment.



Illus. Eric Peterson

Using the buttons to find cards

When you open a screen with a card search filter, all the buttons are selected so that all available cards are shown. To remove one of the options, left-click a button. The button will appear dimmed and no cards with that characteristic will be shown.

To show only cards with a particular color or type, right-click the appropriate button. All other buttons in that row will appear dimmed. For example, if you right-click the red button, only red cards are shown. Then right-clicking the sorcery button shows you only red sorceries.

Drop-down lists

You can narrow your search by card set and other attributes. Most of these options are found only on the **Collection** and **Trade** screens.

Sets lets you choose to see only cards from one set or a group of sets.

- **All:** Show cards from all sets.
- **Set name:** Show only cards from a single set. That's not too hard to figure out.
- **Block name:** Show only cards from a single block. A block is comprised of three sets with common themes that are released over the course of a year. For example, if you select **Onslaught block**, you'll see only cards from the *Onslaught™*, *Legions™*, and *Scourge™* sets.
- **Format name:** Show only cards from sets legal in a specific format. For example, if you select **Standard**, you'll see only cards that are legal in the current Standard format.

Mana cost lets you see only cards that have a certain converted mana cost. That's the total amount of mana in a spell's cost. For example, a card with a mana cost of **1** ☠☠ has a converted mana cost of 3. To see all cards with a converted mana cost of 3, you choose **=** (equal to) from the left drop-down list and **3** from the right drop-down list.

Cards to view lets you choose which kind of cards to view.

- **All:** Show all cards.
- **Online:** Show only online cards.
- **Physical:** Show only physical cards. (These are **Magic** cards you own)

that you're tracking with the *Magic Online Collection* screen. See *Section 5: Your Collection* for more information.)

- **Boosters:** Show only unopened packages of cards.

Note: You can't trade physical cards using the *Magic Online* game. If you choose **Physical** while you're on the **Trade** screen, you won't see any cards.

Number owned lets you see only cards that you own a certain number of.

Suppose you want to search for cards you own less than four of. You can choose **<** (less than) from the drop-down list and then select **4** using the spin box.

Tip: If you want to see all cards, whether you own them or not, set **Number owned** to **>= 0**. Online cards you don't own appear dimmed.

Number for trade lets you see only cards for which a certain number are marked for trade. To see cards for which two or more copies are marked for trade, choose **>=** (greater than or equal to) from the drop-down list and then select **2** using the spin box. If you want to see all the cards you have marked as tradable, set **Number for trade** to **> 0**.

Rarity lets you choose to see only common, only uncommon, or only rare cards. If you select **Any**, cards of all rarities are shown.

Version lets you choose to see only regular or only premium (foil) cards. When **Any card** is selected, you see both.

Sort by lets you select the order in which cards are shown.

- **Set, Color, Type:** Cards are sorted by set, then color, then card type.
- **Set, Collector Number:** Cards are sorted by set, then collector number. (In collector number order, the cards in a set are sorted by color and then alphabetically within each color. Collector numbers are printed on physical *Magic* cards, but they're usually not shown in *Magic Online*.)
- **Set, Rarity, Number:** Cards are sorted by set, then rarity, then collector number.

Search for field

The **Search for** field lets you find cards with specific words or symbols on them. See "Card Text Searches" later in this section for more information.

Reset button

When you click the **Reset** button it does three things:

1. All buttons are undimmed.
2. All drop-down lists except **Sets** and **Sort by** are cleared.
3. The **Search for** field is cleared.

All other settings stay as they were before you clicked the **Reset** button.

Collection screen check box

Show pre-Invasion card sets

If the **Show pre-Invasion card sets** box is cleared, your binder shows only cards from the *Invasion* set and sets released after it. (The *Invasion* set is the earliest set available for play in *Magic Online*.) If this box is selected, you'll see only cards released before the *Invasion* set (all the way back to Alpha). Since you don't own any online cards from those sets, you need to set **Number Owned** ≥ 0 to see all of those cards.

Deck Editor check boxes

Show all versions

If the **Show all versions** check box is cleared, all cards with the same name are listed on the same line in table view or in the same stack in card view. This includes regular versions of a card, premium (foil) versions of that card, and cards with the same name from different sets. If this box is selected, premium cards are separated from regular cards and cards with the same name are separated by their sets.

My Cards

When the **My Cards** option is checked, the **Card Pool** includes only cards that you own. If you clear this check box, the **Card Pool** includes four of each card in each set. If you add cards you don't own to a deck, the names of the cards you're missing are blue in the **Deck** window. You can't play games with a deck if you don't own all the cards in it.



Illus. Brom

CARD TEXT SEARCHES

Basic searches

The **Search for** field on the card search filter helps you find cards quickly on the **Deck Editor**, **Deck Builder**, **Collection**, and **Trade** screens. Just type in a word or phrase to search for and press ENTER; the screen will show only cards that have that word or phrase in their names, types, or rules text. For example, if you search for "goblin," you see all cards with creature type Goblin and all cards with "goblin" in their text.

When using the **Search for** field, keep in mind that the card search filter checks for any string of characters that matches what you type in, not whole words that match. For example, if you type in "rat" and press ENTER, you'll see cards with words like "regenerate," "wrath," and "inspiration" in their text. If the word or phrase you're looking for is found on many **Magic** cards, you may want to limit your search by other card properties, like card color.

You can search for cards with **Magic** symbols on them by using the key combinations listed below. Type the symbol you want to search for and press ENTER. For example, you'd press CTRL-Q, G for the  symbol. The screen will show all cards with  in their mana costs and all cards with  in their text.

Symbol	Key Combination	Definition
	CTRL-Q, W	White mana symbol
	CTRL-Q, U	Blue mana symbol
	CTRL-Q, B	Black mana symbol
	CTRL-Q, R	Red mana symbol
	CTRL-Q, G	Green mana symbol
	CTRL-Q, T	Tap symbol
1 2 3 4 5 6 7 8 9 X	CTRL-Q, <i>number</i> or X	Colorless mana symbols

Advanced searches

You can use the & (and) character to find cards with two or more words or phrases on them. Say you want to find all cards that include the tap symbol and the word "wizard." Just type " & wizard" in the **Search for** field and press ENTER. All cards with both the  symbol and the word "wizard" in their text will be shown.

The | (or) character is used to find cards that have any of the words or phrases you type in. If you type "swampwalk|islandwalk" into the **Search**

for field and press ENTER, you see all cards with "swampwalk" in their text and all cards with "islandwalk" in their text.

Use the ~ (not) character to hide all cards with a word or phrase on them. If you type "~flying" in the **Search for** field and press ENTER, you don't see any cards that have "flying" in their text.

You can also use combinations of these characters to do very specific searches. For example, if you type "creature&destroy all|remove" in the **Search for** field and press ENTER, you see all cards with both "creature" and "destroy all" in their text and all cards with both "creature" and "remove." If you want to use the ~ (not) character in a combination, you have to include an & (and) character before it. For example, if you type "return&~hand" in the **Search for** field and press ENTER, you'll see all cards that have "return" in their text but not "hand."



Illus. Arnie Swekel

SECTION 7: TRADING

This section covers everything you need to know to start trading with other *Magic Online* players. You can trade individual cards, unopened booster packs, or even Event Tickets.

MAKING CARDS TRADABLE

Begin by going to the **Collection** screen and deciding which cards you own that you'd be willing to trade away. Make sure that the **Collection** screen is in card view (that is, it looks like a binder of **Magic** cards). If it's in table view, click the card view button  in the upper right corner of the screen.

Important: When you're deciding which cards you want to trade, make sure none of the ones you choose are part of a deck you're using in a league or tournament. The *Magic Online* game keeps track of those cards and won't let you trade them to other players. Once the event is over, you can make them available for trade.

The number next to the **Tradable** label under each card is how many of the card you're willing to trade away. Use the arrow buttons next to the number to increase or decrease the number of cards available for trading.

You can also change the tradable status of large numbers of cards by right-clicking the binder background and selecting **Make cards in excess of (#) tradable**, **Make all tradable**, or **Make all untradable**. If you use the card search filter to change the cards shown on the **Collection** screen, any selection you make affects only the cards shown on the screen.

Make cards in excess of (#) tradable

The **Make cards in excess of (#) tradable** option is useful if you want to keep only a certain number of copies of each card in your collection. Set the **Number owned** field in the card search filter to greater than the number you want to keep, then right-click the binder background and select **Make cards in excess of (#) tradable**. (The number shown is the number you chose.)

Tip: You're only allowed to put four copies of any card except basic lands in a deck, so many people choose to make all cards they own more than four of tradable.

Make all tradable

Select **Make all tradable** to make all cards shown on the **Collection** screen available for trade.

Make all untradable

Select **Make all untradable** to make none of the cards shown on the **Collection** screen available for trade.

FINDING SOMEONE TO TRADE WITH

So you've got your binder all set up and you're ready to do some dealing. Now what? Well, there are several ways to find another player who wants to trade.

One way is just by chatting with other folks on *Magic Online*. Posting trade requests in a public chat area isn't appropriate since it disrupts the chat for other players. But players may mention a card they're looking for in a game or in a private conversation. You can ask a player to trade by right-clicking the player's name in any room and selecting **Trade**.

The **Trading Post** is where most trades get started in *Magic Online*. It has three rooms set aside just for players who want to trade. Check out each room and use the one that best suits your style of trading.

Emporium

The **Emporium** room visually represents what it would be like to walk into a room full of traders. You can sit down at a table with an open seat to trade with the person sitting there or open your own table for people to sit down at. You can tell a few things about traders just by looking at their tables:

- The size of a trader's folder tells you how many rare cards that person has for trade. The bigger the folder, the more tradable rares the person has.
- A trader's ratings icons tell you how many different people that person has traded with recently. The more icons someone has, the more experienced the trader is.

Bulletin Board

In the **Bulletin Board** room, you can post a short message about what you're looking for or what you have for trade. To find people you want to trade with, you can either scroll through all the posted messages or search for particular words. Once you've found someone you want to trade with, right-click the player's name and select **Trade**.

Market

The **Market** room is a chat room where you can post and view numerous messages about cards for trade. Sometimes the messages fly by pretty fast, so the pause/play button lets you stop the automatic scrolling while you read a post. Click the button again to go to the most recent message and start the chat scrolling again. Once you've found someone you want to trade with, right-click the player's name and select **Trade**.



Illus. Mark Zug

THE TRADE SCREEN

After you ask someone to trade, the other player gets a message asking if he or she would like to trade with you. When that player clicks the OK button, you'll see the **Trade** screen.



A. Player's Cards for Trade

D. Trade tab

B. Chat area

E. Search tab

C. Card display

Parts of the Trade Screen

A. Player's Cards for Trade

The **Player's Cards for Trade** section shows all cards the other player has set as tradable. The word "player" will be replaced by the name of the player you're trading with. For example, if the player's user name is Goblin17, this section will be called **Goblin17's Cards for Trade**.

B. Chat area

The chat area is where you can chat with the person you're trading with.

C. Card display

The card display shows you larger images of cards in the **Player's Cards for Trade** section.

D. Trade tab

The **Trade** tab shows the cards the other player wants (**You Give**) and the cards you want (**You Get**).

E. Search tab

The **Search** tab has the **Trade** screen card search filter on it. You can use it to find cards in the **Player's Cards for Trade** section. See *Section 6: Card Searches* for more information.

FINDING THE CARDS YOU WANT

The card search filter on the **Search** tab lets you hunt quickly for the cards you're looking for. If there's a specific card you're looking for, just type part of its name into the **Search for** field.

You can also just browse through the other player's binder. You can click the buttons in the top corners of the binder to page through it. The tabs along the side are handy for jumping straight to a section of the binder.

MAKING A TRADE

When you've found a card you want to trade for, simply click that card to put it in the **You Get** section of the **Trade** tab. You can move up to thirty-two cards into this section. While you're doing this, cards the other player wants will appear in the **You Give** section of the **Trade** tab. You'll probably be chatting with the person you're trading with at this point, adding and removing cards until you're both happy with the deal.

Once both you and the other player are satisfied with the cards being traded, you select **Confirmed** from the drop-down list on the **Trade** tab. When both players confirm the trade, you'll be taken to the **Collection** screen. The cards that were in the **You Give** section are removed from your collection and the cards in the **You Get** section appear in a pop-up window. Click the OK button to add the cards to your collection.



Illus. Chippy

SECTION 8: CHATTING

One of the best parts of *Magic Online* is that you can talk with folks from all around the world who love the *Magic* game. Whether you want to play a game, trade, or just shoot the breeze for a while, there are lots of places where you can chat with other players.

PLACES TO CHAT

Chat windows

Most rooms in *Magic Online* have a chat area located near the bottom of the screen where players can exchange messages with other players in that room. The chat area on most windows includes a list of players in the room or area, a chat window where messages are displayed, and a line where you can type messages.

Private chat

Sometimes when you see a player's name on a room's player list, that player is actually looking at another *Magic Online* screen. Or you might want to talk to a friend without involving everyone in the room in the conversation. Private chats let you share a chat room with a specific player.

You can chat privately with another player by double-clicking that player's name or by right-clicking that player's name and selecting **Private Chat**. You can also start a private chat with someone on the **My Buddies** list by double-clicking or right-clicking the player's name on that list. Only you and the other player see messages in the private chat window.

Group chat

You can start or join a group chat by typing `/join group name` in any chat area. For example, if you type `/join Wombats rule!` and press ENTER, a private message window with the name **Wombats rule!** appears on your screen. Other players can join that chat by typing `/join Wombats rule!`

Clan chat

Each clan has its own chat area where members can talk to each other. If you're a member of a clan, a minimized window with your clan's name on it appears whenever you're logged on to *Magic Online*. Just click the window's name at the bottom of the screen to see the clan chat window.

Unlike other chat windows, a clan chat lists all members of the clan in the right window—even members who aren't logged on. Members who are online have their names darkened.

MY BUDDIES LIST

Your buddy list lets you keep track of *Magic Online* players you know. To add a player to your buddy list, right-click the player's name and select **Add to my buddies**. If you're not in the same room or the other player isn't logged on, you can type `/addbuddy user name` to add someone to your buddy list. The **My buddies** window opens, showing that player on the list. Each time you log on, the minimized **My buddies** window is on your screen. Just click **My buddies** at the bottom of the screen to open the window.

From the **My buddies** window, you can see if players are logged on, start private chats, leave messages for players who aren't online, or remove players from your list. Just right-click a player's name and make a selection.

BLOCKING PLAYERS

For one reason or another, you might want to prevent a player from starting private chats with you or asking you to trade. You can right-click the player's name and select **Block user** to stop all incoming messages from that player.

Your blocked user list is managed from the **Blocked Settings** screen. See *Section 9: Settings* for more information.



Illus. Kev Walker

SECTION 9: SETTINGS

The **Settings** screens are where you choose options to make *Magic Online* work the way you want it to. Click the **Settings** button on the *Magic Online* tab to get to any of the screens.



This chapter gives you a brief overview of the options on each screen. See the *Magic Online* help files for more specific information.

Account Settings

On the **Account Settings** screen, you can change your password, update your profile and prize eligibility, and choose your privacy settings. You can also set your sound preferences here.

Appearance Settings

The **Appearance Settings** screen is where you choose your *Magic Online* avatar and the background for your in-play area on the **Duel** screen. You have access to a number of avatars when you first create an account, but you can obtain others by participating in special events or by trading for them.

Display Settings

Your **Display Settings** control what your cards look like and what text is shown on them. These settings also change the appearance of your **Duel** screen and how cards in play are arranged.

You can open the **Display Settings** screen from the **Settings** button or by right-clicking the background on the **Deck Builder**, **Deck Editor**, or **Duel** screen.

Game Play Settings

Your **Game Play Settings** control when the game waits for you to play spells and abilities and when it doesn't. See *Section 4: Playing Games* for more information. You can open the **Game Play Settings** screen from the **Settings** button or by right-clicking the background on the **Duel** screen.

Advanced Settings

Some expert-level card mechanics give you additional game play options. You can open the **Advanced Settings** screen from the **Settings** button or by right-clicking the background on the **Duel** screen.

Note: **Display**, **Game Play**, and **Advanced Settings** choices are stored on your computer. If multiple players use the same computer, they should check their **Settings** each time they play *Magic Online*.

Blocked Settings

The **Blocked Settings** screen has a list of all players you've blocked. You can unblock a player from the **Blocked Settings** screen even if that player isn't online. Just click the name of the player and then click the **Unblock** button. You can learn more about the **Block user** feature in *Section 8: Chatting*.



Illus. Matt Cavotta

SECTION 10: SET REDEMPTION

Sometimes you're just itching to hold some cards in your hands. Well, you can turn your *Magic Online* cards into the real thing. **Magic** cards are **Magic** cards, right? Once you own one copy of every card in a set, you can go to the *Magic Online* Store and exchange your online cards for a matching set of physical cards. We'll seal them, stamp them, and ship them to you.

However, there are a few things you should keep in mind:

- When you redeem a set of online cards, they disappear from your collection permanently, so make sure you don't wreck your killer deck by accident. It's hard enough to turn online cards into cardboard—we can't reverse the process.
- You must own a complete set of cards in order to redeem them; you can't redeem individual cards. Redeemed sets will be removed from your *Magic Online* collection once you complete the transaction at the *Magic Online* Store. For redemption, a set must be all regular cards or all premium (foil) cards, not a mix of both.
- Card sets may be redeemed up to four years after the date that the *Magic Online* Store starts selling that set. Within the U.S., the only charges for redeeming a set of cards are a shipping and handling fee plus any applicable taxes.

When you're ready to redeem a set, go to the *Magic Online* Store by typing <http://MagicOnlineStore.wizards.com> into your web browser or by clicking the **Card Shop** button in *Magic Online*. After you've logged on, click the **Redemption** button and you'll be walked through the process.

Note: This section only covers the basics of redeeming *Magic Online* cards. You should read the official terms and conditions for redemption on the *Magic Online* Store's website at <http://MagicOnlineStore.wizards.com>; just click **Help**.



Illus. Mark Zug



CREDITS

WIZARDS OF THE COAST

The Magic Folks

Original Magic Game Design: Richard Garfield

Magic Game Design and Development: Bill Rose (lead designer), Randy Buehler Jr. (lead developer), Tyler Bielman, Charlie Catonlino, Elaine Chase, Brady Dommermuth, Michael Donais, Mike Elliott, Richard Garfield, Robert Gutschera, William Jockusch, Bill "Quill" McQuillan, Mark Rosewater, Brian Schneider, Henry Stern, Brian Tinsman, Worth Wollpert, and Teeuwynn Woodruff, with contributions from Paul Barclay and Aaron Forsythe

Core Game Development: Randy Buehler Jr., Elaine Chase, Del Laugel, and Jonathan Tweet

Editing: Del Laugel and Bill "Quill" McQuillan

Rules Writing: Paul Barclay, Elaine Chase, and Brady Dommermuth

Magic Online Manual Authors: Dan Myers, Lisa McCoy, and Elaine Chase

Creative Direction: Brady Dommermuth

Art Direction: Jeremy Cranford

Graphic Design: Lisa Hanson and John Casebeer

Production: Brian Dumas and Gretchen Tapp

Core Game Voiceovers: Paul Gorman/Duff Studios

Original Magic Graphic Design: Jesper Myrfors, Lisa Stevens, and Christopher Rush

Product Management: Wendy Wallace and Mark Chase

CD-ROM Producer: Fred Royal

Marketing Management: Kyle Murray, Scott Rouse, and Elena Moye

The *Magic Online* Crew

Product Management: Linda Cox

***Magic Online* Producer:** Fred Royal

Technology Management: John Doyle

Software Development: Ramon Arjona, Vincent Tanakas, Andy Searce,
Alan Comer, Ernie Nelson, and Paul Swanson

System Administration and Design: Dustin Gross, Taeko Thompson, Jeremy
Stoltz, Thomas Rae, Mike Luedke, and Pat Sinthusan

Software Testing: Jess Roberts, Brian Lindley, Fred Thomas, David Reis, and
Aaron Volosin

Organized Play Development: Kierin Chase

Art Direction: Scott Norris

Original *Magic Online* User Interface Design: Blake Millard and
Corey Macourek

Thanks to all of our project team members and the many others too
numerous to mention who have contributed to this product.

Special thanks to Mandi Farmer, Paul Quinn, Adam Conus, Joshua Bentley,
and their teams.

LEAPING LIZARD SOFTWARE

***Magic Online* Game Design:** Chris Green

Programming: Chris Green, Sergey Datskovskiy, Gary Skinner, Jon Darby,
and Jon Young

Project Management: Elaine Albers

Art: David Jens and Tom Kemp, with contributions from Jane Miller and
Mark Bullock

Sound and Music: Perceptive Productions and Nick Peck

HARD BOILED TESTING

Project Management: Sean Fitzpatrick

Project Lead: Phil Bailey

QUESTIONS?

Representatives are available to help you Monday through Friday,
9 A.M. to 6 P.M. Pacific time, excluding holidays.

For ***Magic Online*** questions, including the status of ***Magic Online*** orders, credit card charges, technical questions, and ***Magic*** game-play and rules questions:

Email us at techsupport@wizards.com or call 1-800-324-6496
(in the U.S. or Canada) and press 1 when prompted.

For game-play and rules questions about the paper-based
Magic game:

Email us at custserv@wizards.com or call 1-800-324-6498
(in the U.S. or Canada) and press 2 when prompted.

Check out our website!

www.wizards.com/MagicOnline

Published by Wizards of the Coast, Inc., P.O. Box 707, Renton WA 98057-0707, U.S.A. Keep this address for your records. Wizards of the Coast, ***Magic: The Gathering***, ***Magic***, *Eighth Edition*, *Invasion*, *Onslaught*, *Legions*, *Scourge*, character names and their distinctive likenesses, the * ♦ ♣ ♠ ♣ symbols, and the pentagon of colors are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. Cover illustration by Mark Zug. ©1993–2003 Wizards. U.S. Patent No. 5662332.

Windows, Windows NT, and DirectX are registered trademarks of Microsoft Corporation. Pentium is a registered trademark of Intel Corporation. ® represents trademarks registered in the U.S.A. which may be registered in certain other countries. Any other trademarks are the property of their respective owners.

30088896004 EN



Illus. Mark Tedin

Play *Magic*® Online

Use your activation code to get an online version of every card in this box.

Sign up for your account and enter your activation code* from the CD sleeve to claim your cards.

Activation Code

SAMPLE STICKER

Get hooked up and take on anyone, anywhere, anytime.



MAGIC
The Gathering®
ONLINE



www.wizards.com/MagicOnline

* Activation code may be used only once.