



Have you always wanted to play Magic: The Gathering, but there weren't enough Pikachus, Billion Degree Dragons or Pot of Greeds? Now it's possible, playing **SALTYBOX!**

**SALTYBOX** is a card game, where you can use any cards to play. *Any cards*. If it is a piece of cardboard about the size of an average playing card, that is enough. In this document are the rules of the game. This manual assumes you know the rules of Magic: The Gathering, but it is not necessary to get started. Counting skills are also recommended.

## Basic rules

Player count: 2-8

Every player should have:

- 40 card deck
- 20-sided die (d20) or some other method of keeping track of their health

Other supplements include:

- Role playing die set (d4, d6, d8, d10, d12, d20)
- Dice for
- Extra pieces of paper for **tokens**
- Pen

The game has a communal deck, where anyone can draw cards. This decks size does not have a limit. You may only draw one card from this deck per turn, but *the player must summon it without paying it's mana cost*.

Every player will take the top 40 cards.

Players throw a die. Person with the highest value starts. Order of play goes clockwise. Every player must have 7 cards in their hand at the beginning of their turn. Cards are drawn from the players own deck.

Every card can be used as a mana card in addition to the games own mana cards. The card is cast on the mana field upside down. It will give mana according to the cards color identity. If the card has multiple color, choose a color when tapping for mana.

# Players turn

## 1. *Starting phase*

- Untap
- Upkeep
- Draw cards, until you have 7 cards in your hand.
- Draw and cast a card from the communal deck.

## 2. *First main phase*

- Cast a mana card.
- Summon creatures.
- Cast equipment.
- Cast spells.
- Activate creature abilities.

## 3. *Combat phase*

- Declare attackers.
- Opponent(s) declare defenders.
- Solve damage.

## 4. *Second main phase*

- Cast a mana card (if you haven't yet).
- Draw and cast a card from the communal deck (if you haven't yet).
- Summon creatures.
- Cast equipment.
- Cast spells.
- Activate creature abilities.

## 5. *End phase*

- Remove cards from your hand, until you have 7 cards.
- Remove “*end of turn*” effects.

**Graveyard (GY)** is an area where perished creatures and used spell cards are put.

**Exile** is an area, where cards removed from the game are put.

## Card info



**Mana cost:** How much mana and what colors are needed to cast the card.

**Power:** Creatures attack value.

**Toughness:** Creatures defence value.

**Creature type:** For example **Human**, **Goblin**, **Warrior** etc.

**Rules box:** Text field where it tells the cards abilities, when they activate and what keywords (ex. **Flying, Double Strike, Indestructible** etc.) the card has.

**Colors:** What color/colors the card represents, ex. , ,  etc.

**Manakortti:** What cards represent mana, ex. Magic: The Gathering has **Lands**.

Other card games colors can be translated to Magics 5-color system using the color wheel below by selecting the closest color/colors.

For example **yellow** = 🌻, **purple** = 🐉 💧 and **brown** = 🌳 🦠

Creature type can be defined using common sense. For example if the image has a human, it is **Human** or if the image has a cat, it is **Cat**.



## Colors

	Blue
	Black
	Red
	Green
	White
	Colorless



## Keywords

### DEATHTOUCH

Damage done by the source destroys the creature instantly.

### DEFENDER

Creature can't attack.

### DOUBLE STRIKE

Creature can attack twice per turn.

### FIRST STRIKE

Creature does damage before an opponent who does not have **First Strike**.

### FLASH

Creature can be cast at any time.

### FLYING

Creature can't be defended, unless the defender has **Flying** or **Reach**.

### HASTE

Creature can attack on the same turn it was cast.

### HEXPROOF

Creature can't be targeted by spells.

### INDESTRUCTIBLE

Creature cannot be destroyed.

### LIFELINK

Damage caused by the creature is turned to the owners life points.

### MENACE

Creature must be blocked by two or more creatures.

### REACH

Creature can defend from **Flying** creatures.

### TRAMPLE

Extra dmg done by the creature is transferred to the defending creatures owner.

### VIGILANCE

Creature does not tap when attacking.

### WARD

Creature can defend from spells for a mana cost.