TTPMTG - Magic: the Gathering for Tabletop Playground

Version 1.4.0

Hello and welcome to TTPMTG, the ultimate Magic: the Gathering experience for Tabletop Playground!

To naviagate this manual, hover over it and use the primary action key (default: R) to move forward a page, or the secondary action key (default: CTRL-R) to move back a page.

Importing Preconstructed Decks

The easiest way to get started with TTPMTG is to get your hands on an official precon deck and get playing!

You can use the command `/deck <name>` to import a precon deck, where `<name>` is the full name of the deck you want to play with. Use double quotes around the pack's name if the name of the pack consists of multiple words. Once you do that, the deck will appear under your cursor!

Don't know which deck to grab? No problem! Use the command `/decks [terms]` to search for decks you might want to play. `[terms]` is an optional argument, but if provided, will narrow down the list of decks the command will show you. You can search by both set code and deck name! Once you have the deck's name, you can import it by passing that full name to `/deck`.

Importing Custom Decks/Cubes

You may notice that by default, there's no cards laying around on the table. Don't worry, though; you can quickly import any deck you have, from a variety of sites, right onto TTPMTG!

To do this, use the command `/import <url>`, where `<url>` is the full URL to the deck you want to import! Sites you can use to import decks and cubes include:

- [Archidekt](#)
- [MTG Goldfish](#)
- [Moxfield](#)
- [Aetherhub](#)
- [Deckstats](#)
- [MTGTOP8](#)
- [MTG Vault](#)
- [Cube Cobra](#)

You can also use the command `/rawimport <url>` to import a textual decklist directly from a site that serves such raw text files, such as [Pastebin](#) or [Github Gist](#). To do this, ensure that the URL you provide is to the raw file; you can do this in the aforementioned sites by clicking the "raw" button at the top of the document and copying the resulting URL.

Generating Booster Packs

Do you want to host a draft or sealed event, or just want to crack some packs? We have you covered!

To generate booster packs, use the command `/pack <name> [qty]`, where `<name>` is either the full name of the pack OR the pack's set code, and `[qty]` is optional, and if provided, allows you to tell it to generate mutliple packs at once. Much like with precon decks, you'll need double quotes for multi-word packs.

Much like precon decks, you can search for Magic sets to generate packs from. This is done via the command

`/sets [terms]`. `[terms]` is an optional argument, but if provided, will narrow down the list of sets the command will show you. You can search by both set code and set name here as well.

Do note that the pack generator is not collation-accurate at this time; you may be able to get duplicates of the same card in a pack, among other things. However, this generator does respect the chances and proportions of each rarity in each pack correctly.

Generating Jumpstart Packs

Jumpstart is a popular new way to play the game, and with the introduction of them every standard-legal set, it looks like they're going to stay. If you want to play a game of Jumpstart, you won't be using the `/pack` command, because they are not packs, per se. They're more like a large set of decks whose contents are unknown to you until you open the casing. Instead we have available for you the `/jumpstart` command. It follows the same syntax that the `/pack` command does; that is, you give the command a set code or set name, and then optionally a quantity of packs to generate. Remember that, to make a valid Jumpstart deck, you need to make 2 packs per player!

Note that, in general, you can use the `/jumpstart` command to import random preconstructed decks from any set with decks printed for it, not just Jumpstart packs.

Tips and Tricks

- You can edit the number on life counters directly by clicking on the number in the floating UI above it.
  - You can increment, decrement, or even multiply/divide your life total by entering an operator before the number. For example, typing in `+5` in that box will add 5 to your life total.
  - If you need to set your life total to a negative value, type `=` before the number. (Normally, the text entry will interpret negative numbers as you wanting to subtract something from your life total.)
  - You don't have to use life counters just for counting life. You can use it to count a large amount of counters on a card, keep track of your storm count, or whatever else! You can create more life counters from the object library.
- Press the primary action key (default: R) to tap/untap single cards. Don't try this on stacks of cards, or you'll shuffle the stack instead! (This is a feature, not a bug.)
- If you need to place a single card into the world, rather than importing from a website, you can create a blank card from the object library. From there, you can right-click it and select `Set card...`. This will open a hovering dialog that allows you to search for cards to add to the game.
  - You can also select `Add card...` to an existing stack of cards to add new cards to that stack via name search.
- You have available a variety of counters at your disposal! You can quickly make a copy of an existing counter by pressing the primary action key (default: R) while hovering over them.
- If you have a card that makes tokens, and you want the tokens it makes, you can create them quickly! Just right-click the card and select "Get Related Tokens".

Known Issues

- There are some issues that occur when a stack of cards has a mix of flipped and unflipped cards. As such, stacking of flipped and unflipped cards has been temporarily disabled.
- The Oracle text web browser is a bit buggy. Sometimes it flickers between being selected and being unselected, and the scroll bars fail to function. These issues are known to Plasticity.

Changelog

Version 1.4.0

Additions

- Added the `/jumpstart` command, which lets you generate random Jumpstart packs (or random starter decks from any given set, more generally).

Version 1.3.1

Fixes

- Reduced flickering with the life counters.

Version 1.3.0

Additions

- Added an option to right-click a card to bring up its Oracle text in a web browser object. Useful when playing with old cards! Please note that there's some bugs with web browsing at the moment; this is on Plasticity's end.

Version 1.2.0

Additions

- Added the `/rawimport` command, which allows you to import decklists from sites like Pastebin or Github Gist. This directly supports MTGA's, Archidekt's, and Moxfield's raw export formats, but should also cover just about any other commonly used decklist text format.

Version 1.1.2

Fixes

- All bugs related to drawing cards by any method other than pulling them off the deck has been fixed on Plasticity Stuido's end. As such, the Known Issues log has been shortened.

Version 1.1.1

Fixes

- Using "Get Related Tokens" now does not duplicate previously generated tokens when it runs.
- Improved performance.

Version 1.1.0

Additions

- Added support for double-faced cards! You can right-click a card to transform it.
- Added an option in card/deck right-click menus to instantly create any tokens those cards might produce.
- There is now an "untap all" button on field holders. When clicked, it will untap all cards on that field holder. Useful for the start of your turns!
- Added a UI to field and deck holders. They now display thier names.

Improvements

- Increased tre font size on life counters.
- We now cache the connections to Scryfall we make to download card info, so things in general should be faster.

Fixes

- The state of cards regarding whether they are tapped or untapped is now saved.
- All the known bugs regarding the behavior of cards when in multiplayer games have been squashed.
- Fixed some bugs related to rapidly merging and splitting stacks of cards.

Version 1.0.0

Initial release.