**!MTGO**

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**General Features**

* Zones (Library, Hand, Battlefield, Exile, and Graveyard)
* Mana Pool (White, Black, Blue, Green, Red, Colorless)
* Card (Name, Mana Cost, Color, Type/Subtype, Abilities/Keywords, Power/Toughness)
* Phases/Steps (Priority)
  + Untap
  + Upkeep
  + Draw
  + Main Phase
  + Draw Step
  + Beginning of Combat
  + Declare Attacks
  + Declare Blocks
  + Combat Damage
  + End of Combat
  + Main Phase 2
  + End Step
  + Cleanup
* Stack
  + Spells/abilities resolve from the top of the stack when both players pass. (They will use last known information about a creature if that creature is no longer in the original zone it was in when it activated an ability)
  + If both players pass and there are no spells on the stack, the phase changes.
* State-based actions (Checked before a player would get priority)
  + Losing the game
    - 0 life
    - Drawing a card without a library
  + Tokens cease to exist in graveyard and exile zones
  + Creatures with 0 toughness/damage more than their toughness/or have been dealt damage by a deathtouch creature die
* Casting Spells/Activating abilities
  + Put on the spell/ability on the stack
  + Choose the mode, alternate costs, or X values of the spell/ability
  + Choose the targets of the spell/ability
  + Pay cost for the spell/ability (Mana cost + additional costs)
  + Note: Instants and activated abilities can be put on the stack at any time. Otherwise, the stack must be empty to cast a spell and it must be that player’s turn.
* Basic Attacking/Blocking
  + Attacking creatures are declared during Declare Attackers step and tap
  + Blocking creatures are declared during Declare Blockers and can declare more than one creature per attacker
  + Attacker chooses order of blocking creatures and then assigns the combat damage for their creature equal to its power
    - The attacking creature must deal lethal damage to the first blocking creature before dealing damage to subsequent blockers
  + Blocking creatures deal damage to the attacking creature equal to their powers
  + Unblocked creatures deal damage to the blocking player
* Summoning Sickness
  + Creatures can’t attack or activate tap abilities on the first turn they is played
* Triggered Abilities (Happen when something else happens)
* Static Abilities (Constant)
* Layers
  + Characteristic Defining Card Type
  + Characteristic Defining Effect for P/T (\*/\*)
  + Power Setting Effects
  + Power Changing Effects
* General Actions/Keywords
  + Sacrifice: Move a permanent from the battlefield to the graveyard
  + Search: Look at all cards in the given zone and find/not find a card of given description
  + Reveal: Show to all players
  + Shuffle: Randomize order of the cards in that zone
  + Cycling: Activated ability of card in hand with cost/discard this card: draw a card
  + Trample: This creature can assign damage to player if it exceeds blocking players creatures toughness
  + Creating tokens
  + Deathtouch: Any amount of damage this creature deals to a creature, is enough to destroy that creature.
  + Draw: Move a card from library to hand
  + Discard: Move a card from hand to graveyard
  + First strike: Splits combat damage phase in two: first strike creatures deal damage first, priority is given to players, normal creatures deal damage, and priority is again given to players
  + Haste: This creature can attack and activate tap abilities on the first turn it is played
  + May: The player has the option to activate it or not
  + Cost reduction
  + Echo: Pay a cost the upkeep after you cast the creature or sacrifice it
  + Target: Chose an valid card/zone
  + Protection from red: Can’t be blocked, enchanted, dealt damage, or targeted by red permanents or spells