QuickSpell is an unofficial fan format for Magic: The Gathering. Not affiliated with, endorsed by, or sponsored by Wizards of the Coast.

QuickSpell
Pick a deck. Shuffle. Play.

FORMAT RULES, V1

This sheet is the whole rulebook. If you know how to play Magic, you only need the changes. If you do not, this sheet plus one teaching game is enough.

THE IDEA

Prebuilt Magic decks made from cheap bulk cards. No deckbuilding, no meta homework, no two hour game. Pick a deck, shuffle, play. A single game takes 10 to 15 minutes, a full match 25 to 35.

THE FORMAT AT A GLANCE

30	15	Best of 3	7	$20
CARDS PER DECK	STARTING LIFE	FIRST TO 2 WINS	CARDS IN HAND	MAX DECK PRICE

- 30 card decks, prebuilt and published. The list is the list, nobody changes a card.
- 15 life, not 20.
- Best of 3, first to 2 wins. Same decks for games 2 and 3, no sideboard.
- The loser of the last game picks play or draw for the next game.
- The player who goes first does not draw a card on the first turn.

HOW TO PLAY

Normal Magic rules apply, except for the changes on this sheet.

- Each player starts with 15 life and draws 7 cards.
- Play a land, cast spells, attack with creatures, and block.
- You win by reducing your opponent to 0 life. If you have to draw from an empty deck, you lose.

MULLIGAN, FORGIVING VERSION

- Draw 7. If you have 0, 1, 6, or 7 lands, you may shuffle your hand back and draw 7 again, once, for free.
- After that, if you still need a new hand, draw 6, then 5 if you need to again.

TURN ORDER

1. Untap your cards.
2. Draw a card, except the first player on the first turn.
3. Play one land.
4. Cast creatures and other spells. You may cast instants on your opponent's turn too.
5. Attack with creatures that can attack. Your opponent may block with creatures that can block.
6. Play another land if you have not yet, and cast more spells.
7. End your turn.

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COMBAT, IN PLAIN LANGUAGE

- Attacking creatures tap, unless they have vigilance.
- A creature can only block a flying creature if it has flying or reach.
- Menace must be blocked by 2 or more creatures.
- If a creature with trample is blocked, extra damage goes to the player it attacked.
- Damage from a lifelink creature also gains you that much life.
- Any damage from a deathtouch creature is enough to destroy the creature it hits.
- A creature with haste can attack the turn it arrives.
- A creature with vigilance can attack and still block next turn.
- A creature with reach can block flying creatures.

KEYWORD GLOSSARY, ONE LINE EACH

QuickSpell uses these 8 evergreen keywords only. A card with any other keyword is not legal here.

Flying: can only be blocked by flying or reach.	**Trample:** extra damage goes to the player.
Lifelink: damage you deal also gains you life.	**Haste:** can attack the turn it arrives.
Vigilance: attacking does not tap it.	**Deathtouch:** any damage it deals to a creature destroys that creature.
Reach: can block flying creatures.	**Menace:** must be blocked by 2 or more creatures.

DECK RULES

For anyone publishing a QuickSpell deck:

- 30 cards: 11 lands and 19 spells is the standard build.
- 1 or 2 colors per deck.
- Commons and uncommons only, any printing, from any time in Magic history. No rotation, no Standard meta.
- Max 2 copies of any one nonland card. Basic lands have no limit.
- No planeswalkers. No tokens. No +1/+1 counters.
- Keywords are evergreen only: flying, trample, lifelink, haste, vigilance, deathtouch, reach, menace. A card with any other keyword is not legal here.
- Card text must be explainable in one sentence. If it takes a paragraph, it is out.
- Budget price cap: $20 per deck for the cards, shipping extra. Typical target is $10 to $15.

If You Are Stuck

Play a land, play a creature, and attack if you can. That is a good turn in this format.

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