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.

DECK ROTATION SWISS

Tournament Night Guide

One evening, zero prep. Nobody brings a deck, nobody builds anything, and **everybody is playing within five minutes** of sitting down.

4 to 8	3	Best of 3	15 life	25 to 35 min	About 2 hrs
PLAYERS	ROUNDS	EVERY MATCH	EVERY GAME	PER MATCH	WHOLE NIGHT, 8 PLAYERS

What a host needs

- **The decks.** One copy of each deck per two players. A set of four covers an 8 player night with rotation, or 4 players keeping one deck all night.
- **One printed rules sheet per table.**
- **A way to track wins.** Notebook, whiteboard, or phone note. No software required.
- **Time.** About 2 to 2.5 hours for 8 players, 90 minutes for 4.

Why decks rotate

The decks are the point, so the night shows them all off. Nobody is stuck with one deck or can ride the strongest one, and a player who loses early gets a fresh deck and a fresh start each round. By the end, most players have played two or three decks.

Round 1 Deal at random, or pick in reverse sign-up order → **Round 2** Pass your deck one seat to the left → **Round 3** Pass one seat left again

The night, step by step

1. **Sign up, 5 minutes.** Players write their names on the board. No decklists, no registration beyond a name.
2. **Play one best-of-3 match per round** at 15 life, normal QuickSpell rules. The loser of each game picks play or draw for the next.
3. **Call time at 35 minutes.** More game wins takes the match. A tied match is a draw for both.
4. **Pair by record.** Round 1 is random. In rounds 2 and 3, sort by match wins and pair top with second, third with fourth. Already played each other? Swap one with the pair below.
5. **Score it simply.** One point per match win, half a point each for a draw. Most points after three rounds wins. Ties split the glory, or play one tiebreak game.
6. **Prizes, host's choice.** Keep it light: store credit, a booster, or winner picks the music next week. QuickSpell charges nothing for the format.

Only 4 players? Kitchen table version

Same shape, smaller. Each player takes one deck and plays a round robin: everyone plays everyone once, three best-of-3 matches each, most match wins takes the night. About 90 minutes, snacks encouraged. Want rotation? Swap decks between matches.

Teaching new players

Teach one game, not a rules lecture. Seat new players against patient players in round 1, on Dawnwing (lifelink flyers) or Thornwood (big creatures), the two most forgiving decks, with a rules sheet on the table.

Host checklist

- [ ] Decks out: one set of four per 8 players
- [ ] Rules sheet printed, one per table
- [ ] Board or notebook for names and wins
- [ ] Names up, round 1 pairings drawn
- [ ] New players on Dawnwing or Thornwood
- [ ] Timer set: call time 35 minutes
- [ ] After rounds 1 and 2: pass decks left, pair by record
- [ ] Points tallied: 1 per win, 0.5 each for a draw
- [ ] Winner named, prize handed over
- [ ] Decks collected, checked complete

What you never have to do

No deck checks: decks are prebuilt and published, the list is the list. **No judging beyond the rules sheet:** anything else uses normal Magic rules, and a host call stands for the night. **No bracket software, no reporting:** a phone timer is plenty.

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