



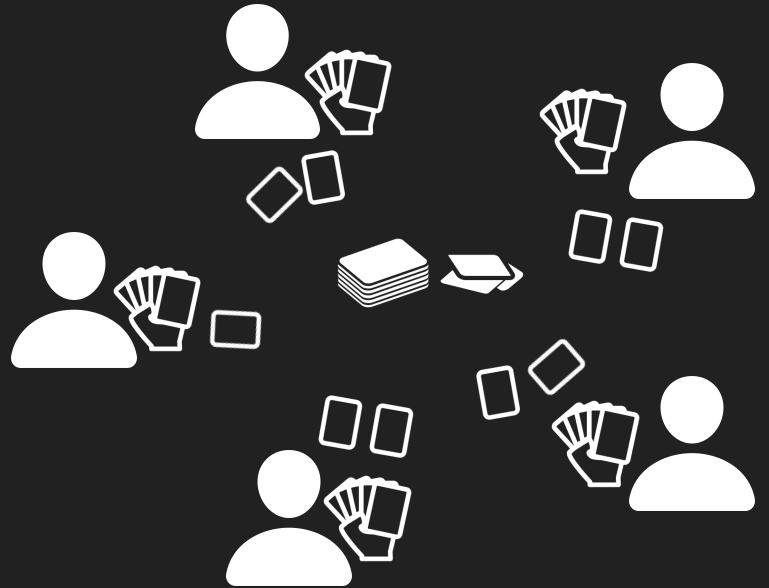
Pull out the BIG DECK (Detailed How-To-Play)

- Players engage in card-based combat as powerful wizards
- Beginner-friendly experience
- Exciting, challenging, and chaotic gameplay



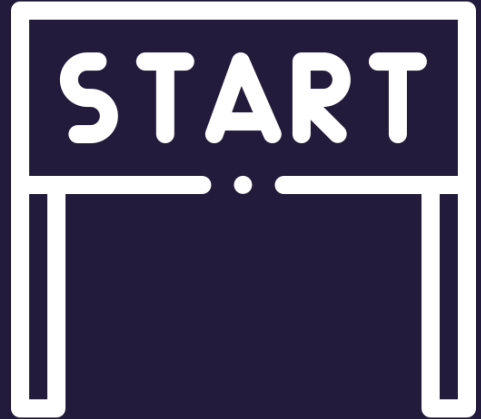
How to play

- 2-6 players
- One large shared deck of Magic: the Gathering cards
- Play one card per turn - both yours & opponents'
- Used, destroyed, & discarded cards go in a face up pile (graveyard)



Getting Started

1. Shuffle the Big Deck
2. Place the Big Deck face down in the middle of the players
3. Each player draws 7 cards
4. Decide who gets to go first
5. Each player starts the game at 20 life and loses the game at 0



What one turn looks like

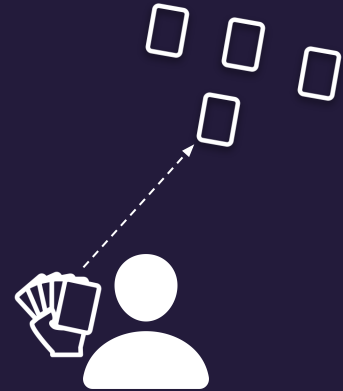


1. **Untap** all of your cards in play (if any are tapped)
2. **Draw** one card from the Big Deck
3. Do these in either order
 - a. **Combat**: you can attack another player
 - b. **Main**: you may play any card from your hand
4. **End** your turn by discarding down to 7 cards in your hand (if you need to)

Playing a card

1. You can only play one card per turn
2. You can play one card during your turn and one card during each of your opponents turns
3. Most types of cards may only be played during the main step of your turn
4. To play a card, put it from your hand onto the table face-up

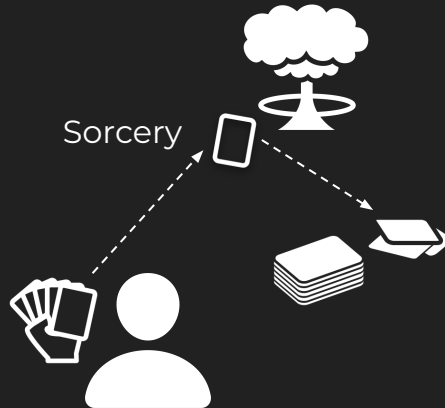
You can ignore any symbols at the top right corner of cards



Types of cards (“Spells”)

Any card being played is called a spell

- **Sorcery:** one-time effect spell that has a powerful effect. Goes into the graveyard pile face-up when done.

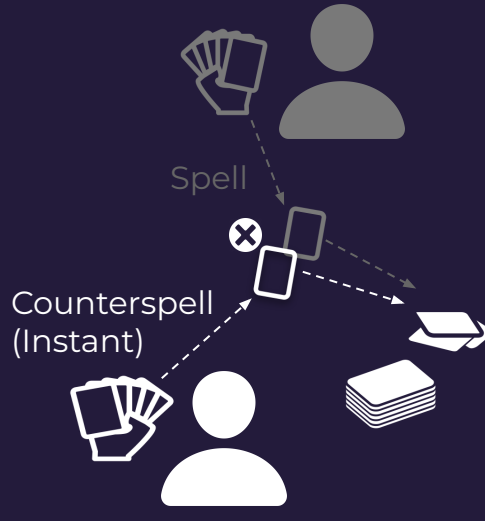


The card type is located in the middle left of the card just below the picture.

Creature - Zombie Boar

Types of cards (“Spells”)

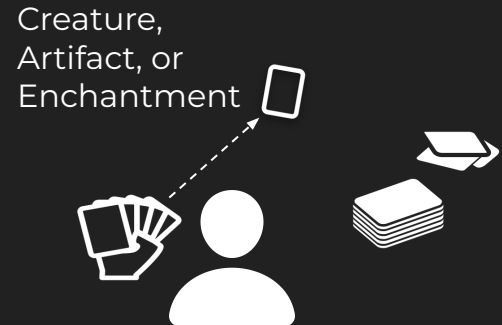
- **Instant:** can be one-time effect spell that **can be played at any time**, even during other players' turns, during your combat, and in response to someone 's action. Goes into the graveyard pile face-up when done.



- **“Counterspells”** are powerful instants that can **stop the effect of another spell**
- These cards have the text “Counter target spell”

Types of cards (“Spells”)

- **Permanent:** stays in play until they are destroyed, abilities may be used at any time
 - i. **Creature:** can attack and block or use abilities, except for the turn it comes into play - need to go through one of your untap steps before they can attack or tap for the 1st time. Abilities that do not require tapping may be used on the 1st turn.
 - ii. **Artifact & Enchantment:** only has abilities or continuous effects and can't be used in combat. Can be tapped to activate an ability on the turn they come into play.



Types of abilities

- Arrow symbol: tap the card
- Tap by turning 90 degrees
- Cannot tap if already tapped
- Ignore any other symbols



Draw a card

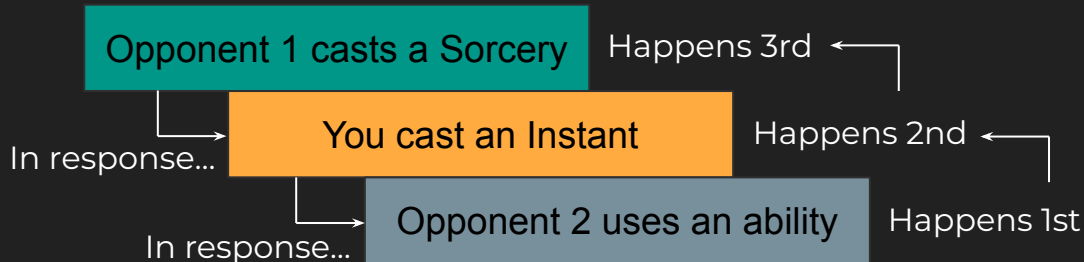
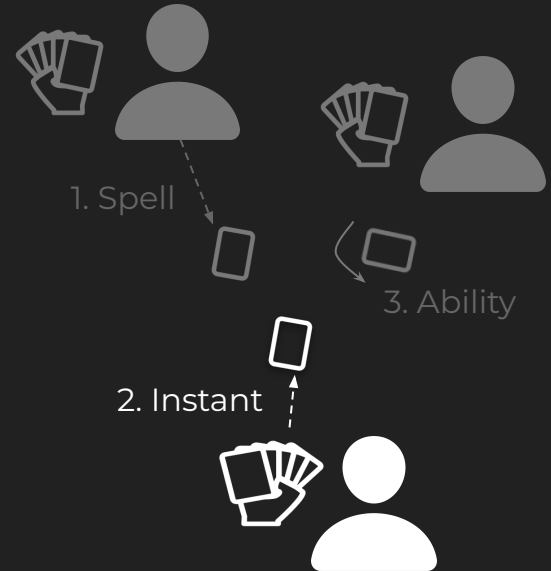
Cards in play (Permanents) have abilities:

Ability Type	Description	Example
Activated (Has “ : ” in text)	Player can activate it whenever they want if they can meet required criteria	②, Sacrifice a creature: deal 1 damage to any target
Triggered (Has “when” or “whenever”)	Occurs only when the specified event happens	Whenever you gain life, each opponent loses 1 life
Passive	Occurs all of the time	You have no maximum hand size

Responding with Instants & Abilities

When anything happens, all players have the opportunity to respond with instants (if they haven't played a card yet) or abilities. **Responses always happen in reverse order (last happens first).**

The last spell played or ability used is the first thing that happens, followed by the second-to-last, and so on back to the original thing which happens last



How to Attack

2 /2 







Power is how much damage the creature can do to other creatures or players in combat



Toughness is how much damage the creature can take in a turn before dying

Untapped creatures can attack & block. They can't attack the turn they come into play.

1. For each creature you want to attack, choose an opponent & tap it (turn 90°)
2. The defending **opponent decides if and how they want to block** with their creatures.
3. Unblocked creatures deal damage () to the defending opponent's life total
4. Blocked creatures and blocking creatures deal damage () to each other's toughness ()

A creature dies if it takes total damage equal to or exceeding its toughness () during a turn. Damage to creatures clears at the end of every turn



-2 Life



A creature **without flying** cannot block a creature with **flying** (flies over).



BDE How to Play - Cheatsheet

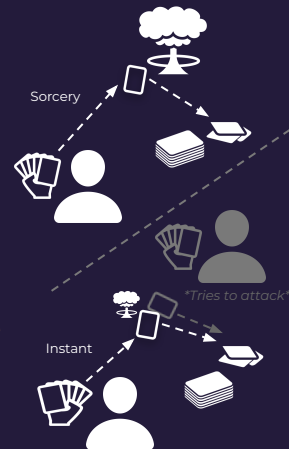
Setup & Rules:

- Shuffle the Big Deck
- Big Deck face down in the middle
- Each player **draws 7 cards**
- Decide who goes first (i.e. roll a dice)
- Players each **start at 20 life & lose at 0**
- **Play one card per turn** - both yours & opponents'
- Used, destroyed, & discarded cards go in a **face up pile (graveyard)**
- Actions can be responded to. The last response happens first.
- Cards played may modify any game rules



Card Types:

- **Sorcery**: **one-time effect**, then goes to the graveyard
- **Instant**: **can be played anytime**, even during other players' turns, during your combat, & in response; one-time effects
- **Permanent**: stay in play until destroyed. Abilities may be used at any time
 - **Creature**: **can attack & block or use abilities**, except 1st turn in play
 - **Artifact or Enchantment**: only have abilities or continuous effects



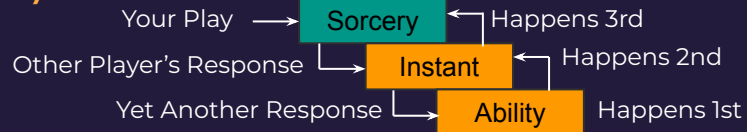
Gameplay:

Playing a turn:

1. **Untap your cards**
2. **Draw 1 card**
3. Can be done in either order
 - a. **Attack other players** (see Combat)
 - b. **Play up to one card** (see Card Types)
4. **Discard hand down to 7**

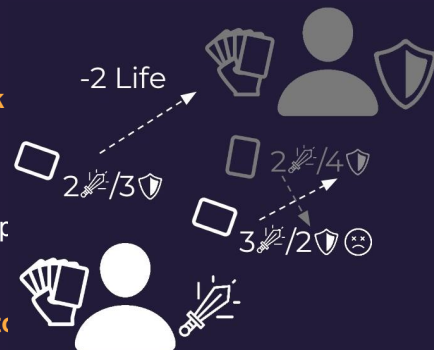
Short on time? Skip your draw step and play a 1 v 1 "Sparker" round (<5 mins)
Ties may happen.

When anything happens, all players have the opportunity to respond with instants (if they haven't played a card yet) or abilities. **Responses always happen in reverse order (last happens first).**



Combat:

- **Untapped creatures can attack & block.** They can't attack the turn they come into play.
- For each creature you want to attack, choose an opponent & tap it (turn 90°).
- **The defending opponent decides if and how they want to block** with their creatures.
- Unblocked creatures deal damage (⚡) to the defending opponent's life total.
- Blocked creatures and blocking creatures deal damage (⚡) to each other.



- **A creature dies if it takes damage equal to or exceeding its toughness (♥) during a turn**
- Damage to creatures clears at the end of every turn

Strategy Hints



1. Drawing more cards is the key to victory
2. Your life total is a resource to be used
3. You can make friends and enemies with your actions
4. If you attack a strong player, they will retaliate hard
5. Bluffing your way through a situation might work
6. Play garbage first - let your enemies waste responses on weaker cards before the powerful stuff comes out
7. Attack before you play a spell so you can respond (or pretend that you can respond) to other player's actions during your combat

Short on time?

How to play a **BDE “Sparker” round** - typically 1 v 1

1. **Each players skips their draw steps** (players do not draw a card after they untap)
2. Cards that allow for players to draw still operate as normal
3. Don't be surprised if some rounds end as a stalemate (tie)
4. Play as many rounds as you like. Keep tally of how many rounds each player has won, and the player who wins the most rounds is declared the victor



Want to crank the crazy to 11?

Playing **BDE "Beast Mode"**

1. Play the game as written **EXCEPT**
 - a. Players start the game at **10 life** (instead of 20)
 - b. Players **start with only 2 cards** in hand (instead of 7)
 - c. Players **draw 2 cards per turn** (instead of 1)
 - d. Players can **play any number of cards per turn** (instead of 1)

Good luck

