The Delphi Test #1
Do you Guru?

Answer Key #1 v.040316

Items listed in brackets [ ] are references to the Comprehensive Rules. Visit http://www.wizards.com/dci/judge/ for more information on *Magic: the Gathering* rules and tournament procedures.

Cards quoted in the test with Oracle text are listed as a reminder. It is recommended that you have a copy of the test and the Comprehensive Rules with you while going over this answer key.

The Comprehensive Rules version used in creating this key is dated February 1st, 2004.

1b) No, there is no way to do that.

REVERSAL
*Previously, all costs could be paid in any order including moving the counter from the Spike Feeder and then using the Phyrexian Tower's mana ability sacrificing the Spike Feeder. Now, costs are not paid until all necessary mana is in the player's mana pool.

[409.1f] The player determines the total cost of the spell or ability… Costs may include paying mana, tapping permanents, sacrificing permanents, discarding cards, and so on… Once the player has enough mana in his or her mana pool, he or she pays all costs in any order…

2b) No, the Black Knight has protection from White, so it can't be targeted by Healing Salve.

*The Black Knight's protection prevents it from being targeted by the Healing Salve. Under 5E rules, the Healing Salve targeted damage, not creatures. This is not the case under 6E rules.

3b) No, he can't do that.

*Yawgmoth's Will lets you play the cards in your graveyard. The term "play" has a very specific meaning under 6E rules. The act of playing a spell, land, or ability involves announcing the action and taking the necessary steps to complete it. In the case of cycling, cycling is an ability of a card, not a card. Yawgmoth's Will does not specify that you can play a card's ability in the graveyard. Furthermore, if you were allowed to play abilities of cards in the graveyard, you could not pay the discard cost for cycling since the card is not actually in your hand.

[Discard]

A player discards a card by putting the card from his or her hand into his or her graveyard…

4a) Yes, even if there are creatures in your library, you can choose to not find a creature.

[Search]
If you're required to search a zone not revealed to all players for cards matching some criteria, you aren't required to find those cards even if they're present. Even if you don't find any cards, you are still considered to have searched the zone. If you're simply searching for "any card," however, you must find a card (if possible). If you're required to search for a specific number of cards, you must choose that many cards (or as many as possible.)

*This applies ONLY to effects that specifically say "search" and have a specific type. If you're asked to "choose" (or whatnot) you cannot fail to choose (like Duress). If you're asked to search your library for three cards, you must find as many cards as your library has up to three (like Intuition).

5b) No it won't.

*Urza's Incubator only affects the play cost, not echo costs which are always equal to the mana cost of the card.

6a) Yes, Hidden Spider triggers when a creature with flying comes into play, under the opponent's control.

*Hidden Spider didn't get the "When an opponent plays..." errata because spells cannot have "flying".

7a) Yes, it can.

["As though"]
Text that states a player or card may do something "as though" some condition were true applies only to the stated action. For purposes of that action, treat the game exactly as if the stated condition is true. For all other purposes, treat the game normally.

> **Example**: "Giant Spider may block as though it had flying." You may treat the Spider as a creature with flying when you declare blockers. This allows Giant Spider to block creature with flying (or with "[card] can't be blocked except by creatures with flying"), assuming no other blocking restrictions apply. For example, Giant Spider can't normally block a creature with both flying and shadow.

8b) 4, since paying one of them will untap it.

*Untap costs do not combine under 6E rules. They did under 5E rules.

9b) No, the damage is not dealt even though no cards are removed.

[419.5] If an event is prevented or replaced, it never happens. Instead of a replaced event, a modified event occurs, which may in turn trigger abilities. Note that the modified event may contain instructions that can't be carried out, in which case the player simply ignores the impossible instruction. A prevented event is simply ignored- no abilities trigger.

10a) Yes she can, and she won't have to pay any life.

[Unless]

Some cards use the phrase "[Do something] unless you [do something else]." This means the same thing as "You may [do something else]. If you don't, [do something.]"

*For Umbilicus this translates to "At the beginning of each player's upkeep, that player may pay 2 life. If he or she doesn't, that player returns a permanent he or she controls to its owner's hand."

11b) No, the Ghitu Slinger is white when the Slinger ability resolves

*The shield will only prevent the damage, if the source is still of the color that the shield was set up to prevent from. The Ghitu Slinger ability makes the Slinger itself deal the damage. When the ability resolves, it will check the characteristics of the damage source, and see that the Slinger is now white. [402.6]

12a) Yes, since the CoP: Black doesn't target anything.

*CoP: Black doesn't use the word "target", but the words "of your choice". This is not considered targeted.

13b) Yes, since Worship just puts Laurie at one life.

Worship: This effect is applied when you lose life due to unprevented damage. All the damage got dealt (for purposes of triggers), but the player's life total is not reduced by the full amount of the damage.
[WotC Rules Team 98/10/18]

*Cards that use the words "would" and "instead" generate replacement effects. Worship's replacement effect doesn't modify damage; it modifies how damage affects life totals.

14c) No. The naming of the creature type happens as Engineered Plague comes into play. The elves die as a state based effect before Laurie has the chance to use activated abilities.

*"As" does not denote a triggered ability [404.1], so the naming of the creature type happens while Engineered Plague is resolving, and the continuous effect (-1/-1) will be applied immediately [410.10e].

15b) Yes, all counters which share the same type are interchangeable.

[Counter]
2. A counter is a marker placed on a permanent, either modifying its characteristics or interacting with an ability. For example, some creatures come into play with a number of +1/+1 counters, increasing their power and toughness. Counters with the same name or description are interchangeable.

*Note: Counter types are either a name or a number set. "+1/+1" counters are interchangeable with other "+1/+1" counters no matter the source. A "+1/+1" counter is not the same as a "+1/-1" or "+1/+0" counter.

16c) No. Upon resolution the Juggernaut is still an enchantment or an artifact, so the Disenchant is not countered.

*Disenchant isn't modal (doesn't use the 'choose one - ' template), and since the Juggernaut fulfills the targeting requirements on both announcement and resolution, then the Disenchant won't be countered [214.4].

17b) Ingo plays the Wildfire, so Laurie will get her lands back

[Control/Controller]
A spell or ability on the stack is controlled by whoever played it.

*It's the Wildfire spell that puts the lands into Laurie's graveyard (she only chooses which ones it will be), so Sacred Ground triggers.

18b) Only Green

[Could]
 "Mana [permanent] could produce" means "type of mana any ability of [permanent] can generate, taking into account any applicable replacement effects." The game state (the ability to play the ability, number of counters on the permanent, etc.) doesn't matter. Some cards refer to a type of mana that other cards "could produce." To determine the type of mana, use any phrase on that card containing the words "add mana to your mana pool," as modified by replacement effects, regardless of whether the ability can currently be played and whether it will currently produce any mana. If the type of mana is undefined, no type of mana is generated.

19c) The Opal Archangel will become a creature before the Monk Realist comes into play. It will never be a legal target for the comes into play ability of the Monk Realist.

*Monk Realist goes on the stack, and triggers Opal Archangel which goes onto the stack when a player receives priority, the Opal Archangel's trigger resolves first (LIFO) making the Opal a creature. Resolve the Monk Realist and trigger its come-into-play ability; there is no legal target for the ability of the Monk Realist so the ability will be removed from the stack immediately.

20a) The fetch 2 lands ability of the Yavimaya Elder

*First you put the ability of the Altar of Dementia on the stack, then you pay the cost (sacrifice a creature (Yavimaya Elder)). That triggers the Yavimaya Elder's leaves play triggered ability, which goes on the stack when a player receives priority. Resolve the ability of the Yavimaya Elder-- fetch the basic lands and shuffle. After that, resolve the ability of the Altar of Dementia and mill cards.

21a) Yes, since the ability has already triggered before the Pattern of Rebirth leaves play.

*Announce the ability of the Elvish Lyrist putting it on the stack targeting the Pattern of Rebirth and pay the cost (including the Elvish Lyrist's sacrifice). This triggers the ability of the Pattern of Rebirth. State-based effects put the Pattern into the graveyard (enchanting a non-existent permanent). Player receives priority and puts the Pattern ability on the stack, (on top of Elvish Lyrist ability). Resolve the ability of the Pattern of Rebirth. Attempt to resolve the ability of the Elvish Lyrist (countered upon resolution).

22a) No, since the sacrifice is a part of the cost to play the Goblin Grenade, and the goblin is gone when Laurie receives priority.

*What Laurie attempted was illegal, as Ingo was in the middle of declaring a spell.

23c) The Corpse Dance sees that there is no creature in the graveyard, does nothing and then returns to its owner's hand.

*Pay attention to the fact that Corpse Dance isn't targeted. Not returning a creature will not counter this spell.

24b) No, the effect of the Corpse Dance can't find it.

[406.2d] A delayed ability that refers to a particular permanent will fail if the permanent leaves play (even if it returns again before the specified time). Similarly, delayed triggered abilities that apply to a card in a particular zone will fail if the card leaves that zone.

    Example: An ability reading, "At end of turn, remove this creature from the game" won't do anything if the creature leaves play before the end of turn step.

25b) No, he can't do that.

*The new Cradle will be put into Ingo's graveyard as a state-based effect before he receives priority [420.5e].

26b) A Plains

[418.5b] An effect is said to "depend on" another if applying the other would change the text or the existence of the first effect, what it applies to, or what it does to any of the things it applies to. Otherwise, the effect is considered to be independent of the first effect.
[418.5c] Whenever one effect depends on another, the independent one is applied first. If several dependent effects form a loop, or if none depends on another, they're applied in "timestamp order." A permanent's timestamp is the time it came into play, with two exceptions: (1) If two or more permanents enter play simultaneously, the active player determines their timestamp order at the time they come into play, but a local enchantment must be timestamped after what it enchants; (2) Whenever a local enchantment becomes attached to a permanent, the enchantment receives a new timestamp. Continuous effects generated by static abilities have the same timestamp as the permanent that generated them. Continuous effects generated by the resolution of a spell or ability receive a timestamp when the spell or ability creating them resolves.

*Even though the Conversion has a later timestamp, the Conversion's effect on the Phantasmal Terrained land still depends upon the Phantasmal Terrain, so you will have to order the Conversion after the effect of the Phantasmal Terrain.

27b) 4 since Ingo still has to assign 2 damage to the Fog Bank.

[502.9b] The controller of an attacking creature with trample first assigns damage to the creature(s) blocking it. If all those blocking creatures receive lethal damage, any remaining damage is assigned as its controller chooses among the blocking creatures and the defending player.
[502.9e] Assigning damage from a creature with trample considers only the actual toughness of a blocking creature, not any abilities or effects that might change the final amount of damage dealt.

*Just because the damage to the Fog Bank will be prevented, doesn't mean he can't assign damage to it.

28b) 5 since Ingo still has to assign 1 damage to the Mother of Runes

*Pretty much the same as 27. Ingo still assigns damage to the Mother of Runes; it'll just be prevented.

29c) Yes, as you can't deal damage to an enchantment.

*Since the damage is already on the stack, it cannot be reassigned (or "spill over") to the defending player.

30b) No, since it's still black.

*Turning the Hypnotic Specter into an artifact creature doesn't make it colorless. Artifacts aren't necessary colorless.

31c) The modified land is named "Gaea's Cradle", is Legendary, and has the land type "island". Nothing happens.

REVERSAL Prior the 8th Edition, the correct answer was b). Now, changing a land's type does not change its name or change where it is a basic, non-basic land, or Legendary.

[212.6e] If an effect changes a land's type to one of the basic land types, the land no longer has its old land type. It loses any rules text it had, and it gains the rules text for the appropriate mana ability for that basic land type. Note that this doesn't remove any abilities that were granted to the land by other effects. Changing a land's type doesn't add or remove any types (such as creature) or supertypes (such as basic and legendary) the land may have…

32c) Yes, the Reflecting Pool can be tapped for B

[Could]
 "Mana [permanent] could produce" means "type of mana any ability of [permanent] can generate, taking into account any applicable replacement effects." The game state (the ability to play the ability, number of counters on the permanent, etc.) doesn't matter. Some cards refer to a type of mana that other cards "could produce." To determine the type of mana, use any phrase on that card containing the words "add mana to your mana pool," as modified by replacement effects, regardless of whether the ability can currently be played and whether it will currently produce any mana. If the type of mana is undefined, no type of mana is generated.

33c) Laurie must put her Cradle into the graveyard the next time a player receives priority.

REVERSAL Prior to 8th Edition, the correct answer was b).
        As of 8th Edition, changing a land's type does not change its name or its supertype (in this case, legendary). Ingo's Gaea's Cradle becomes a legendary Island named Gaea's Cradle. Since the land is still legendary, and since the name does not change, the Legend rule puts the newest Cradle into the graveyard as a state-based effect.

[212.6e] If an effect changes a land's type to one of the basic land types, the land no longer has its old land type. It loses any rules text it had, and it gains the rules text for the appropriate mana ability for that basic land type. Note that this doesn't remove any abilities that were granted to the land by other effects. Changing a land's type doesn't add or remove any types (such as creature) or supertypes (such as basic and legendary) the land may have…

[420.5e] If two or more permanents with the same name have the subtype Legend or the supertype legendary, all except the one that has been a Legend or legendary permanent with that name the longest are put into their owners' graveyards. This is called "the Legend rule." In the event of a tie, each Legend or legendary permanent with the same name is put into its owner's graveyard. (If two permanents have the same name but only one is a Legend or is legendary, this rule doesn't apply.)

34a) No, the Master Healer is in the graveyard by the next time Laurie gets priority.

[408.1c] If both players pass in succession, the top spell or ability on the stack resolves and the active player receives priority. If the stack is empty when both players pass in succession, the phase or step ends.

*Once both players have passed in succession, the Wildfire resolves, destroying the Master Healer as a state-based effect before Laurie receives priority to play the ability of the Master Healer.

35b) No, "Wizard Mentor" can't be chosen for Engineered Plague

*Note: Previously, new single-word creature types could be chosen. Now, only existing creature types are allowed.

[214.7a] If a card instruction requires choosing a creature subtype, you must choose one, and only one, existing creature type.

36b) No, the Oath of Druids will not trigger at the start of the upkeep as Ingo didn't have fewer creatures than Laurie.

[410.8] Triggered abilities with a condition directly following the trigger event (for example, "When[ever] [trigger], if [condition], [event]"), check for the condition to be true as part of the trigger event; if it isn't, the ability doesn't trigger. The ability checks the condition again on resolution. If it's not satisfied, the ability does nothing. Note that this mirrors the check for legal targets.

37a) The Shivan Dragon will get to stay in play.

*The "Whenever you lose control of Coffin Queen"-ability triggered when the Coffin Queen went to the graveyard due to Shock's damage. It was put on the stack and resolved *before* Coffin Queen's activated ability resolved and put the Dragon into play, so the Dragon could not be affected. There is no Coffin Queen related reason why the Dragon should leave play once it is in play.

**The wording for Coffin Queen was changed twice since its original printing. The answer to this question is now the same as it was with the original wording, while for some time the wording made b) the correct answer.

38c) 3U

[203.3] The converted mana cost of a card is the total amount of mana in the mana cost, regardless of color (for example, a mana cost of 3UU translates to a converted mana cost of 5).

*The converted mana cost of Capsize is 3 with or without Buyback. Buyback doesn't change mana or converted mana costs.

39b) No creatures are removed from the game.

*When the False Prophet leaves play it has no abilities, so False Prophet doesn't trigger.

40b) Controller of the creature decides.

[419.8a] If two or more replacement or prevention effects are attempting to modify the way an event affects a permanent or player, the affected permanent's controller or the affected player chooses one to apply to that permanent or player. Then the other applies if it is still appropriate. If one or more of the applicable replacement effects is a "self-replacement effect" (see rule 419.6d), that effect is applied before any other replacement effects.
> **Example:** Two cards are in play. One is an enchantment that reads "If a card would be put into a graveyard, instead remove it from the game," and the other is a creature that reads "If [this card] would be put into a graveyard, instead shuffle it into its owner's library." The controller of the creature that would be destroyed decides which replacement to apply first; the other does nothing.

41a) Yes, she can.

[418.3b] Continuous effects from spells, activated abilities, and triggered abilities that modify the characteristics of one or more cards and/or permanents don't affect cards and/or permanents that weren't affected when the continuous effect began. Note that these work differently than continuous effects from static abilities. Continuous effects that don't modify characteristics of cards and/or permanents modify the rules of the game, so they can affect cards and/or permanents that weren't affected when the continuous effect began.

> **Example:** An effect that reads "All white creatures get +1/+1 until end of turn" gives the bonus to all permanents that are white creatures when the spell or ability resolves—even if they change color later—and doesn't affect those that come into play or turn white afterward.
>
> **Example:** An effect that reads "Prevent all damage creatures would deal this turn" doesn't modify any card's or permanent's characteristics, so it's modifying the rules of the game. That means the effect will apply even to creatures that weren't in play when the continuous effect began. It also affects permanents that become creatures later in the turn.

*For a time it was ruled that the effect of Falter puts a continuous effect on the Plated Spider that simply says: "This creature can't block". However, a paradigm shift has occurred and the effect of Falter is now interpreted as changing the game rules for blocking this turn.
So when the time comes for blockers to be declared, Laurie can choose to block the Rangers with the
Spider by deciding that the Spider blocks as though it had flying (see question 7). This satisfies the requirement of the Rangers and makes Falter's restriction inapplicable.

**Previous rules versions gave b) as the correct answer. This situation was clarified with *Comprehensive Rules v2.0*.

42a) Yes, the token has a converted mana cost of 0.

[203.1] The mana cost of a card is indicated by mana symbols printed on its upper-right corner. Tokens and lands have a mana cost of zero.

43a) Yes-- it received combat damage.

 [Redirect (Obsolete)]
Some older cards were printed with the term "redirect" to describe the act of dealing damage to a different player or creature than originally specified by a spell, ability, or combat-damage assignment, without changing the source or type of damage. In general, cards that were printed with the term "redirect" now have abilities that generate replacement effects which modify where the damage will be dealt. "Redirect" is still used informally to describe what these replacement effects do.

44a) Laurie is since the damage was already on the stack.

[310.4] When the combat damage resolves, it's dealt as originally assigned. This happens even if the creature dealing damage is no longer in play or has its power changed or if the creature receiving damage has left combat. (Note that the source of the damage is the creature as it currently exists, or as it most recently existed if it is no longer in play.) If a creature that was supposed to receive damage is no longer in play, the damage assigned to it isn't dealt.

45c) The triggered ability is not considered modal, so the payment is made on resolution of the ability, then Ingo draws, and then he discards.

[410.5] Some triggered abilities' effects are optional (they contain "may," as in "At the beginning of your upkeep, you may draw a card"). These abilities go on the stack when they trigger, regardless of whether their controller

intends to exercise the ability's option or not. (The choice is made when the ability resolves.) Likewise, triggered abilities that have an effect *"unless"* something is true or a player chooses to do something will go on the stack normally; the "unless" part of the ability is dealt with when the ability resolves. Note that this rule is a reversal of rule 410.5 in the previous edition of this rulebook.

See Also:
Rules Team Rulings Published February 2000
("http://www.wizards.com/DCI/judge/MTG_RnE_Feb_2000.asp")

46b) The Treetop Village will "de-animate" during the Cleanup Step of the End Phase, and the Rancor will then be put into the Graveyard triggering Rancor's ability.

*The activation of the Treetop Village will expire during the cleanup step [314.1b]. Even though the Rancor doesn't target the permanent it enchants, the Treetop Village will now be an illegal location, and the Rancor will be put into its owner's graveyard as a state-based effect [420.5d].

47a) The counter stays on the Treetop Village, even when it deactivates.

[214.4.] When a permanent's type or subtype changes, the new type replaces any existing type(s). This changes only the permanent type-- the card type doesn't change. Counters, effects, and damage affecting the permanent remain with it, even if they are meaningless to the new type.

48a) Yes, since the Argothian Enchantress has already triggered

*A spell is *played* as soon as the spell goes on the stack (i.e. announced).

49b) Ingo controls the ability, so the Sacred Ground will trigger.

[410.2] Whenever a game event or game state matches a triggered ability's trigger event, that ability triggers. When a phase or step begins, all abilities that trigger "at the beginning of" that phase or step trigger. The ability doesn't do anything when it triggers but automatically puts a pseudospell (see rule 217.6b) on the stack as soon as a player would receive priority. The ability (and the pseudospell) is controlled by the player who controlled its source at the time it triggered. If the ability says a player "may" do something, that player makes all choices for that instruction. If the ability says this for more than one player, each player specified makes the choices for their instructions. See also rule 410.6.

See Also:
Rules Team Rulings Published May 2001
(http://www.wizards.com/dci/judge/main.asp?x=judge/MTG_RnE_May_2001)
Reversals / Rules Eliminations

50b) No, the Mother is now an illegal choice, so he can't put Treachery on the Mother of Runes.

[214.8d] As part of playing a local-enchantment spell, the player announces the spell's target. The local enchantment comes into play attached to that target permanent. If a local enchantment is coming into play by any other means, the player putting it into play chooses a permanent for it to enchant as it comes into play. In this case, the enchantment doesn't target the permanent, but the player still must choose a permanent that the enchantment can enchant. If no legal permanent is available, the enchantment remains in the zone from which it attempted to *move* instead of coming into play. The same rule applies to moving a local enchantment from one permanent to another. The permanent to which the enchantment is to be moved must be able to be enchanted by it. If it isn't legal, the enchantment doesn't move.

51c) Yes, and it will stay on.

[214.8d] As part of playing a local-enchantment spell, the player announces the spell's target. The local enchantment comes into play attached to that target permanent. If a local enchantment is coming into play by any other means, the player putting it into play chooses a permanent for it to enchant as it comes into play. In this case, the enchantment doesn't target the permanent, but the player still must choose a permanent that the enchantment can enchant…

See Also:
What BethMo Said, mid-June to beginning of November 1999
1) Local enchantment spells target the permanent they will end up enchanting or attached to; you can't play (cast) such a spell on a creature that can't be the target of spells. If you get a local enchantment into play -without- casting it as a spell, it can be placed on any permanent it can legally -enchant-, whether or not -spells- can target that permanent. Thus, Show and Tell can drop a Treachery on a Multani, but can't drop a Spreading Algae on a Plains.

52b) No, since only the first activation of Pestilence to resolve will be prevented.

*Each activation goes on the stack individually, and the Pentagram of the Ages will only prevent damage one time (not all damage from one source for that turn).

53a) Yes he can, just play the Simian Grunts in response to the ability. Then when the ability resolves, it will see that there now is a creature in play, and do nothing.

[410.8] Triggered abilities with a condition directly following the trigger event (for example, "When[ever] [trigger], if [condition], [event]"), check for the condition to be true as part of the trigger event; if it isn't, the ability doesn't trigger. The ability checks the condition again on resolution. If it's not satisfied, the ability does nothing. Note that this mirrors the check for legal targets.

54b) The damage replacement fails and the damage is applied to the Warrior en-Kor. Warrior en-Kor dies.

[419.6c] Some effects replace damage dealt to one creature or player with the same damage dealt to another creature or player; such effects are called "redirection" effects. If either creature is no longer in play or is no longer a creature when the damage would be redirected, the effect does nothing. Likewise, if either player is no longer in the game, the effect does nothing.

See Also:
Rules Team Rulings Published February 2000
("http://www.wizards.com/DCI/judge/MTG_RnE_Feb_2000.asp")

55c) No, Ingo can't remove the Academy Rector from the graveyard to gain the effect since the Planar Void has already removed it from his graveyard.

[410.3] If multiple abilities have triggered since the last time a player received priority, pseudospells controlled by the active player go on the stack first, in any order he or she chooses, then those controlled by the opponent go on the stack in any order that opponent chooses. Then players once again check for and resolve state-based effects until none are generated, then abilities that triggered during this process go on the stack. This process repeats until no new state-based effects are generated and no abilities trigger. Then the appropriate player gets priority.

*Academy Rector goes to the graveyard, triggering its own leaves-play triggered ability, as well as the triggered ability of the Planar Void. As it is Ingo's turn, he will have to place the triggered ability he controls on the stack, before Laurie put the triggered ability she controls on top of the stack. Laurie's ability will resolve first, and remove the Academy Rector from the game. When Ingo's ability attempts to resolve, the Academy Rector is gone, so he

can't choose to remove it.

56d) Ingo does-- he controlled the Academy Rector when it left play.

*Whoever controlled the Academy Rector when it left play, controls its triggered ability. (The last controller of any permanent is the controller of its leaves-play triggers.)

57b) 3

[419.6a] A replacement effect doesn't invoke itself repeatedly and gets only one opportunity for each event. [419.8a] If two or more replacement or prevention effects are attempting to modify the way an event affects a permanent or player, the affected permanent's controller or the affected player chooses one to apply to that permanent or player. Then the other applies if it is still appropriate. If one or more of the applicable replacement effects is a "self-replacement effect" (see rule 419.6d), that effect is applied before any other replacement effects.

> **Example:** Two cards are in play. One is an enchantment that reads "If a card would be put into a graveyard, instead remove it from the game," and the other is a creature that reads "If [this card] would be put into a graveyard, instead shuffle it into its owner's library." The controller of the creature that would be destroyed decides which replacement to apply first; the other does nothing.

*Both the Urza's Armor and the Treacherous Link want to replace the damage dealt by Lunge with something else. Due to 419.8a, their replacements can be applied in any order. But no matter which order is chosen, due to 419.6a, the Urza's Armor will only 'take one damage off' from Lunge.

58c) 6

*Even though that each Mogg Bombers will trigger for each creature that came into play along with it, only the first trigger to resolve for each will be able to do anything, as it will be the only one who can fulfill the requirement of sacrificing the Mogg Bomber.

59c) 3/1

September 2003 Magic Rulings- Magic Rules Team 9/1/03
http://www.wizards.com/dci/judge/resources/September_2003_RTR.txt
[418.5a] The values of an object's characteristics are determined by starting with the actual object, then applying continuous effects in a series of layers in the following order: (1) copy effects (see rule 503, "Copying Objects"), (2) control-changing effects, (3) text- changing effects, (4) type-, subtype-, and supertype-changing effects, (5) all other continuous effects, except those that change power or toughness, and (6) power- or toughness-changing effects. Inside each layer, apply effects from characteristic-setting abilities first, then effects from all other abilities. For power- or toughness-changing effects, apply changes from counters after changes from characteristic-setting abilities. See also the rules for timestamp order and dependency (rules 418.5b-418.5g).

[Counter]
Counter has two meanings in the **Magic** game…
    2. A counter is a marker placed on an object, either modifying its characteristics or interacting with an effect… These bonuses are added after permanent-type changing effects and before other power and toughness changing effects…"

*Take the initial values, after applying the "other" layer from Humility, apply the all of the counters, and then apply the power-toughness changes in timestamp order. Thus, the creature changes as follows: 2/2, 4/2, 6/2, 1/1, 3/1, and still 3/1.

60d) Either a) or b)

[212.2a] Creature subtypes are always a single word and are listed after "Creature," separated by a long dash: "Creature — Minotaur," "Artifact Creature — Golem Legend," etc. Creature subtypes are one word each and are also called "creature types." Creature cards may have multiple creature types.

> **Example:** "Creature — Minotaur" means the card is a creature with the Minotaur subtype. "Creature — Goblin Wizard" means the card is a creature with the creature types Goblin and Wizard.

61c) She can't get the Rancor into play at all.

[214.8d] ... If a local enchantment is coming into play through any other means, the player putting it into play chooses a permanent for it to enchant before it can enter play. If no legal permanent is available, the enchantment remains in the zone that it attempted to move from.

See also:
What BethMo Said, mid-June to beginning of November 1999
18) ... if a local enchantment's coming into play, it has to choose something legal to enchant, or it stays where it is. It can't choose something that will only -be- legal once the enchantment -is- in play; it can't choose something that will be made legal by another card coming into play -at the same time as- the local enchantment. The Rancor in question has to pick something that's a creature -before- any of the Replenished enchantments appear.

62c) The Gray Ogre is put into Ingo's graveyard.

*Since state-based effects aren't checked during the resolution of any spell, the Gray Ogre will end up being a 2/2 creature, with 4 damage replaced upon it during the Lightning Blast's resolution. When any player is about to receive priority the Gray Ogre will be put into the graveyard because of lethal damage.

63b) No

*You didn't play Palinchron from your hand, you played the Sneak Attack ability that put Palinchron into play

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64b) No
*You didn't play Palinchron from your hand, you played it off the top of your Library with the Temporal Aperture's ability

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65a) Yes
*You did play Palinchron from your hand even though an alternate casting cost was paid.

66a) Yes.

*The regeneration ability is an ability of the enchantment, not the creature it enchants.

67a) Yes, the shield will replace the Ogre's destruction

*The shield won't be wiped out of the Humble, as the shield is an effect of the activated ability of the Embrace.

Humble only removes abilities of creatures, not the abilities of enchant creatures and not the effects that apply to those creatures.

68b) 9

[418.2] Continuous effects that modify characteristics of permanents do so simultaneously with the permanent coming into play. They don't wait until the permanent is in play and then change it. Because such effects apply as the permanent comes into play, apply them before determining whether the permanent will cause an ability to trigger when it comes into play.

*You apply the continuous effects before looking to see what's triggered. When you check what's triggered, both the Pandemonium and the Angelic Chorus will be creatures, and both will trigger accordingly.

69b) 9

See 68.

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Delphi Test-- Do you Guru?