

# Runcible Magic Rules



## No gotchas

Give friendly reminders about abilities and potential for face-up cards. Even MtG Arena gives warnings, and we can be as kind as a corporate app. Use cards in your hand to be a sneak.

Examples: *"I will spend two blue to put your commander back in your hand"; "You sure? He has Ward 2."*  
*"Umm, I guess I will send my flyer at you and keep the rest on defense."* *"Are you sure? I've got this guy with reach."*

## No "scooping"

Resignation is fine for 2 player games, but if there are multiple players investing in a game, it's more sporting to play it through as well as you can without using out-of-game tactics to disrupt others. If all players (including the would-be-winner) agree to a winner, the game can end early.

## Avoid "Kingmaking"

Play to have fun, and to do the best you can with what you have. Avoid upsetting the game out of a perception of hopelessness.

## No "Missed Triggers", when possible

We all help cover for each other on maintenance and rules. Let strategy, creativity, and negotiations win instead of technicalities.

## No cutting required

We value playing for the experience over playing for the win, and believe cheating harms the cheater more than anyone. If there is a problem we are happy to address it and pursue growth.

## No lying, cheating, cussing, or stealing

We value respect, and these are the obvious rules. Keep it civil and respectful,

## No proxies

We value resourcefulness and creativity. Enjoy the journey of discovering and trading for concepts that you want to bring to life.