

PRIORITY, STACK AND COMBAT PAPER REFERENCE

Magic works because players take turns receiving priority to add spells and abilities to a shared stack, which resolves one object at a time from newest to oldest after both players pass. Turn-based actions and state-based actions do not use the stack. Combat has ordered steps, and most shortcuts are agreements about passing priority. Arena automates much of this; paper players must state targets, confirm passes and keep public zones legible.

Who acts first after a spell?	The active player receives priority after the spell is put on the stack, then priority passes under the normal rules.
Does destroying a source remove its trigger?	Usually no. Once a triggered ability is on the stack, removing its source does not automatically remove that ability.
What does "resolve?" mean?	It asks whether the other player passes priority so the top object on the stack can resolve.

USE THIS WHILE YOU PLAY

A turn is a sequence of windows, not one long action

A Magic turn moves through beginning, precombat main, combat, postcombat main and ending phases, with steps inside several phases. The active player receives priority at defined points after required actions and triggers are handled.

Priority is permission to speak in rules

Priority tells us which player may take an action. The active player normally receives it first at the relevant point.

The stack resolves newest first

A spell or most activated and triggered abilities becomes an object on the stack. New responses are added above older objects.

REVIEW THE DECISION, NOT ONLY THE RESULT

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2. Priority is permission to speak in rules

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3. The stack resolves newest first

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4. Triggers survive their sources more often than beginners expect

Triggered abilities usually begin with "when," "whenever" or "at." When their event occurs, they wait to be put on the stack under the rules.

5. Combat is five decision-rich steps

Combat contains beginning of combat, declare attackers, declare blockers, combat damage and end of combat.

6. Costs, targets and state-based actions change what "in response" means

Costs are paid as a spell or ability is activated or cast.

7. Arena's automation is a setting, not a new rules system

Arena can automatically pass priority when it believes no meaningful action is available, order some triggers and group repeated effects.

8. Paper communication is part of technical play

State the spell, modes, targets and relevant costs.

SOURCE BOUNDARY

Current format, ban, timing, and legality facts are checked against Wizards of the Coast and Scryfall. Dated metagame rankings are identified as editorial snapshots. Marketplace and community attention are never converted into invented sales or win-rate claims.

Unofficial Puzzlewick reference. Current publisher rules and policy take precedence. Reviewed September 8, 2026.