

CARD NAME

TYPE LINE

This tells you the card's *card type*: artifact, creature, enchantment, instant, land, planeswalker, or sorcery. If the card has a *subtype* or *supertype*, that's also listed here. For example, Shivan Dragon is a creature, and its subtype is the creature type Dragon.

TEXT BOX

This is where a card's *abilities* appear. You may also find *flavor text* printed in italics (*like this*) that tells you something about the **Magic** world. Flavor text has no effect on game play. Some abilities have italic *reminder text* to help explain what they do.

COLLECTOR NUMBER

The collector number makes it easier to organize your cards. For example, "156/249" means that the card is the 156th of 249 cards in its set.



MANA COST

Mana is the main resource in the game. It's produced by lands, and you spend it to cast *spells*. The symbols in a card's upper right corner tell you the cost to cast that spell. If the mana cost reads **4** (four red mana symbols), you pay four mana of any kinds plus two red mana (from a Mountain) to cast it.

EXPANSION SYMBOL

This symbol tells you which **Magic** set the card is from. This version of Shivan Dragon is from **Magic 2010** core set. The color of the symbol tells you the card's rarity: black for common cards, silver for uncommons, gold for rares, and red-orange for mythic rares.

POWER AND TOUGHNESS

Each creature card has a special box with its power and toughness. A creature's power (the first number) is how much damage it deals in combat. Its toughness (the second number) is how much damage must be dealt to it in a single turn to destroy it. (A planeswalker card has a different special box with its loyalty here.)



