
MAGIC
The Gathering
AGE 13+
2–4
PLAYERS
30+
MIN
EXPLORERS OF
IXALAN™


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Getting Ready

The First Time You Play

Before your first game, pop out the cardboard map tiles, scout markers, and +1/+1 counters. Discard any extra material.

Choosing a Tribe

Each player chooses one of the four tribes: vampires, pirates, merfolk, or dinosaur riders. Grab the 60-card deck and scout marker that correspond to your tribe. You'll also need a way to track your life total.

Set aside the tokens and +1/+1 counters for now. Each deck has ways to use them during the game.

Building the Map

Map tiles affect gameplay in exciting ways! Follow these steps to build the map:

1: Find the 6-cost map tile named *Orazca, the Golden City* and set it aside.

2: Separate the other map tiles into three piles: 1-cost, 3-cost, and 6-cost.

3: Shuffle each pile face down.

4: Without turning over the tiles, choose sixteen 1-cost, ten 3-cost, and three 6-cost tiles. Set the rest aside—you won't be using them this time.

5: Shuffle *Orazca, the Golden City* into the pile of 6-cost tiles.

6: Arrange the tiles in the center of the table as shown in the diagram below.



Playing the Game

It's a Free-for-All!

Explorers of Ixalan™ is a free-for-all **Magic**™ game. If all players are familiar with **Magic**, choose a starting player at random. Otherwise, the most seasoned adventurer should go first. Each player starts with 20 life.

Two-Player Games

The starting player skips his or her first draw step, and each player may take a mulligan to six cards (as in a regular game of **Magic**).

Three- or Four-Player Games

The starting player draws a card on his or her first turn, and each player's first mulligan draws a new opening hand of seven cards rather than six. Subsequent mulligans reduce your opening hand by one card as normal.

You can attack multiple opponents in the same combat. Any time a card refers to an opponent, it means any of the other players, even if you've made a temporary pact with them.

Contents

- **Four 60-card decks**
- **50 map tiles**
  - 1-cost x 25
  - 3-cost x 18
  - 6-cost x 7
- **Four scout markers**
- **20 double-sided tokens**
- **36 +1/+1 counters**
- **Four deck boxes**

Discovering the Map

Map tiles bring the game to different locations across Ixalan. You can **discover** one tile on each of your turns, but only at a time when you could cast a sorcery. Discovering a tile reveals its bonus; some bonuses are one-time effects, while others last for the entire game.

The inner jungles of Ixalan conceal many powerful secrets, but you can't jump ahead to the most expensive tiles at the center of the map. A map tile can't be discovered if it's connected to another map tile with a lower cost (see diagram below).

To discover a tile, pay its cost: one, three, or six mana. Turn the tile face up and see what happens!



Map Tiles

There are three kinds of tiles.

Events

Event tiles have an immediate effect and are removed from play after they resolve. While event effects cannot be countered, players can respond to them by casting instants or activating abilities.

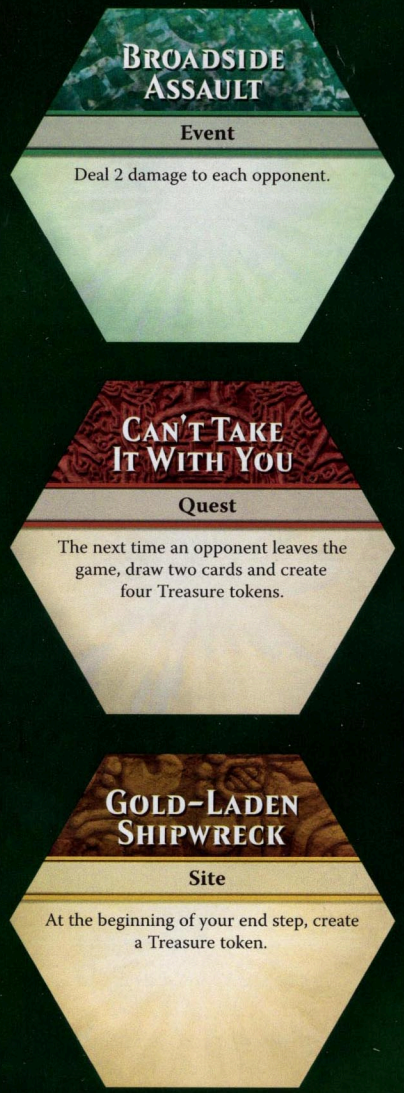
Quests

Quest tiles reward you when certain in-game conditions are met. When you discover a quest, place it face up in front of you. Once a quest is complete, the quest tile is removed from play.

Sites

Site tiles are placed in front of the player. Each has an ongoing effect that immediately starts affecting the game. Site tiles can be **conquered**. If one or more creatures you control deal combat damage to an opponent (even if that damage would knock that player out of the game), you may take one of that opponent's site tiles for yourself. Only one site can be conquered each combat.

If a player leaves the game, all quest and site tiles in front of that player are removed from play. If any of that player's tile effects are waiting to resolve, they cease to exist and have no effect.



Scouting Ahead

Each player has one **scout marker**. If you discover a tile on your turn, you may then place your scout marker on any 3-cost or 6-cost tile that becomes available as a result.

Your scout marker reserves a map tile for you until your next turn. You don't necessarily have to discover that tile on your next turn, but no other player may discover it until then. Remove your scout marker at the beginning of your next turn.



Winning the Game

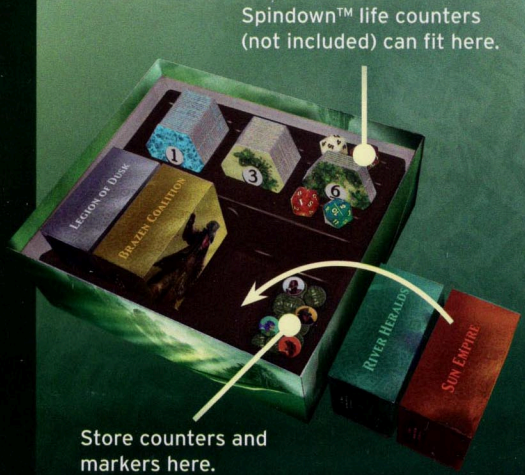
When all your opponents have been defeated, you have conquered Ixalan—and you win the game!

An Explorer's Guide to Ixalan

Here are some tips to keep in mind when playing:

- None of the map tiles have negative effects for the person who discovers them.
- Discovering tiles is exciting and can give you great bonuses, but don't forget to cast the spells in your hand. Creatures are key in multiplayer games.
- Remember that sites are conquerable. If one of your opponents has one, you may want to attack that player. If you have one, your opponents are probably thinking the same thing.
- You may make temporary truces and alliances during the game, but ultimately, you're on your own!

How to Store Your Game Components

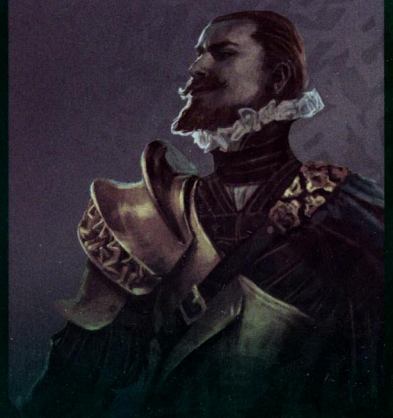


Legion of Dusk

Creatures (21)
1 Anointed Deacon
1 Bishop of the Bloodstained
2 Bloodbond Vampire
1 Bloodcrazed Paladin
2 Child of Night
1 Deathless Ancient
1 Duskborne Skymarcher
1 Necropolis Regent
2 Paladin of the Bloodstained
2 Queen's Bay Soldier
2 Skymarch Bloodletter
2 Vampire Interloper
1 Vampire Nighthawk
2 Vampire Noble

Other Spells (13)
1 Beacon of Immortality
1 Day of Judgment
2 Mortify
2 Prismatic Lens
1 Shielded by Faith
1 Urge to Feed
2 Veteran's Reflexes
1 Vanquisher's Banner
1 Vow of Duty
1 Zealous Persecution*

Lands (26)
4 Tainted Field
9 Plains
13 Swamp



Brazen Coalition

Creatures (21)
1 Adaptive Automaton
1 Angrath's Marauders
3 Dire Fleet Hoarder
1 Dreamcaller Siren
2 Headstrong Brute
1 Marauding Looter
2 Rigging Runner
2 Sailor of Means
2 Storm Fleet Aerialist
2 Storm Fleet Pyromancer
2 Storm Fleet Spy
2 Wanted Scoundrels

Other Spells (13)
1 Blatant Thievery*
1 Coat with Venom
1 Doom Blade
1 Fiery Cannonade
1 Innocent Blood
1 Lightning Strike
1 Mass Mutiny*
2 Prismatic Lens
2 Rush of Adrenaline
1 Shared Animosity
1 Vow of Lightning

Lands (26)
4 Crumbling Necropolis*
7 Island
7 Swamp
8 Mountain

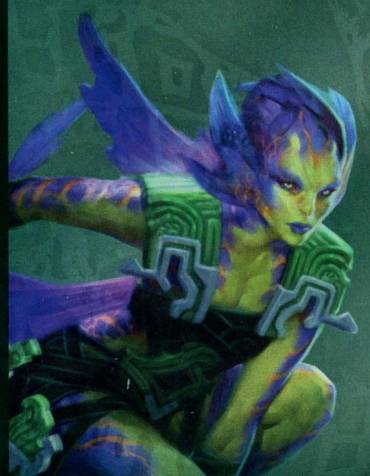


River Heralds

Creatures (20)
2 Air Elemental
2 Deeproot Warrior
2 Jungle Barrier
2 Kumena's Speaker
1 Merfolk Sovereign*
1 River Sneak
2 Shaper Apprentice
2 Shapers of Nature
1 Soul of the Harvest
1 Tempest Caller
2 Vineshaper Mystic
1 Waker of the Wilds
1 Watertrap Weaver

Other Spells (14)
1 Aether Gale
1 Concentrate
1 Giant Growth
2 Prey Upon*
2 Prismatic Lens
2 Rancor
1 Threads of Disloyalty
1 Time Warp
2 Unsummon
1 Vow of Flight

Lands (26)
2 Unknown Shores
12 Island
12 Forest

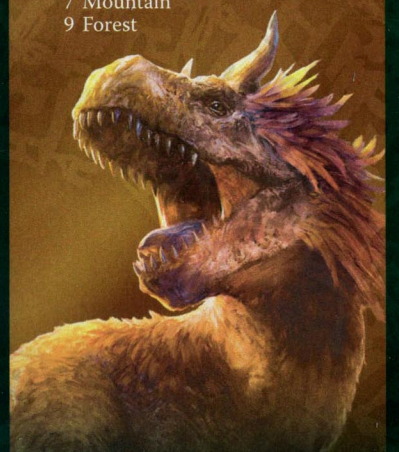


Sun Empire

Creatures (20)
1 Ancient Brontodon
1 Bellowing Aegisaur
2 Borderland Ranger
1 Burning Sun's Avatar
1 Charging Monstrosaur
2 Drover of the Mighty
1 Frenzied Raptor
2 Imperial Aerosaur
2 Nest Robber
1 Raging Swordtooth
2 Raptor Companion
1 Raptor Hatchling
1 Ravenous Daggertooth
1 Regisaur Alpha
1 Thundering Spineback

Other Spells (14)
1 Aggravated Assault
1 Dinosaur Stampede
1 Disaster Radius
1 Hunter's Prowess
1 Lightning Helix
1 Path to Exile
1 Prey Upon*
2 Prismatic Lens
1 Quicksilver Amulet
1 Savage Stomp
2 Sheltering Light
1 Vow of Wildness

Lands (26)
4 Jungle Shrine*
6 Plains
7 Mountain
9 Forest



* New art for this release

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+1/+1

+1/+1

Ceratops Stampede

Event

Keep until your next turn.

Whenever a creature attacks a player other than you, that creature gains double strike until end of turn.





Orazca, the Golden City

Site

When you reveal this tile or take it from another player, draw two cards.

At the beginning of your upkeep, draw two cards and deal 3 damage to each opponent.

Savage Stirring

Event

Keep until your next turn.

At the beginning of combat on each player's turn, that player may choose a creature. Until end of turn, that creature gets +3/+3, gains trample, and can't attack you.

Melee at the Gates

Event

Keep until your next turn.

Creatures your opponents control attack each turn if able. They can't attack you.

Might of the Sun Empire

Event

Create a Dinosaur token, then put two +1/+1 counters on each creature you control.

The Blood Fast Ends

Event

For each opponent, destroy up to one target permanent that player controls.

Trespass at Spitfire Bastion

Event

Deal 3 damage to target creature or player.

Rise from the Depths

Event

Put the top six cards of your library into your graveyard, then search your graveyard for a number of creature cards whose total power is 6 or less and put them onto the battlefield.

Wavering Allegiances

Event

Exchange control of two target creatures.

Weather the Storm

Event

Each player discards their hand. Each opponent draws four cards. You draw seven cards and untap all lands you control.

+1/+1

+1/+1







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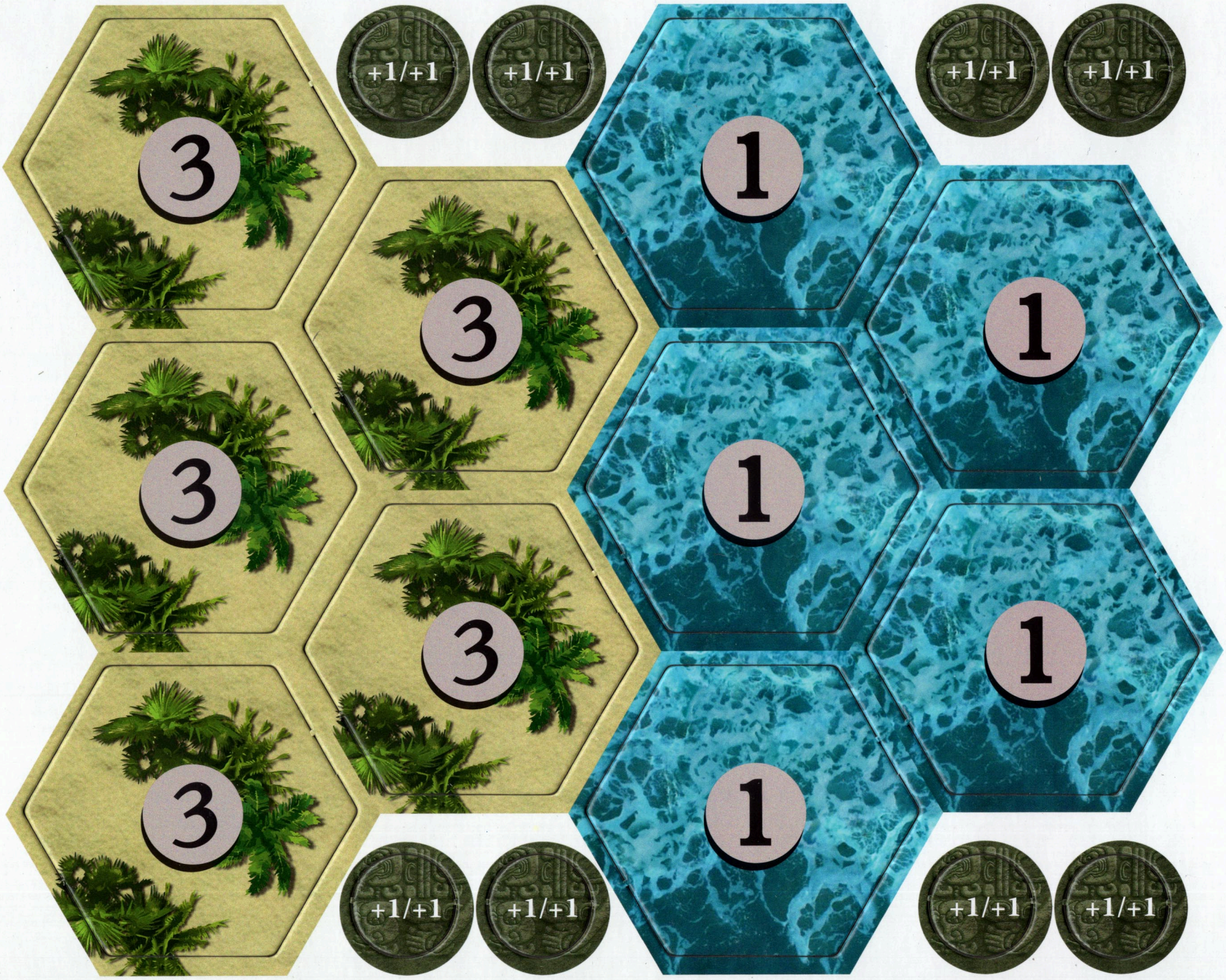
+1/+1
+1/+1
Turn Tail
Event
Return up to two target creatures controlled by different players to their owners' hands.
+1/+1
+1/+1
Throw Overboard
Event
Destroy target creature you don't control.
Blade and Claw
Quest
The next time you attack with exactly two creatures, untap them and they each get +2/+2 until end of turn.
Deadly Challenge
Event
Choose two target creatures controlled by different players. Those creatures fight each other.
Placate the Raptors
Event
Each opponent sacrifices a creature.
Secure the High Ground
Event
Keep until your next turn.
Creatures can't attack you.
Jade Reflection
Quest
When you cast your next instant or sorcery spell, copy that spell, and you may choose new targets for the copy.
Unwitting Accomplice
Event
Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.
Prove Worthy
Quest
The next time you deal combat damage to an opponent with the most life, create a Dinosaur token.
Scrolls of Azcanta
Event
Each player draws two cards, then each of your opponents discards two cards.
+1/+1
+1/+1
+1/+1
+1/+1



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+1/+1
+1/+1
Too Much to Carry
Event
You create two Treasure tokens and an opponent of your choice creates one Treasure token.
+1/+1
+1/+1
Blessing of the Shapers
Quest
Your next creature enters the battlefield with three additional +1/+1 counters on it.
Study the Nine Rivers
Quest
The next time you would draw a card, instead look at the top four cards of your library, then put one into your hand and the rest on the bottom of your library.
Gold-Laden Shipwreck
Site
At the beginning of your end step, create a Treasure token.
Rejuvenating Waters
Event
You gain 4 life and an opponent of your choice gains 2 life.
Can't Take It With You
Quest
The next time an opponent leaves the game, draw two cards and create four Treasure tokens.
Study the Nine Rivers
Quest
The next time you would draw a card, instead look at the top four cards of your library, then put one into your hand and the rest on the bottom of your library.
Shrine to Ixalli
Site
At the beginning of your end step, create a Saproling token.
Natural Defenses
Event
You create two Saproling tokens and an opponent of your choice creates one Saproling token.
Deeproot Tree
Site
At the beginning of your end step, put a +1/+1 counter on target creature you control.
+1/+1
+1/+1
+1/+1
+1/+1



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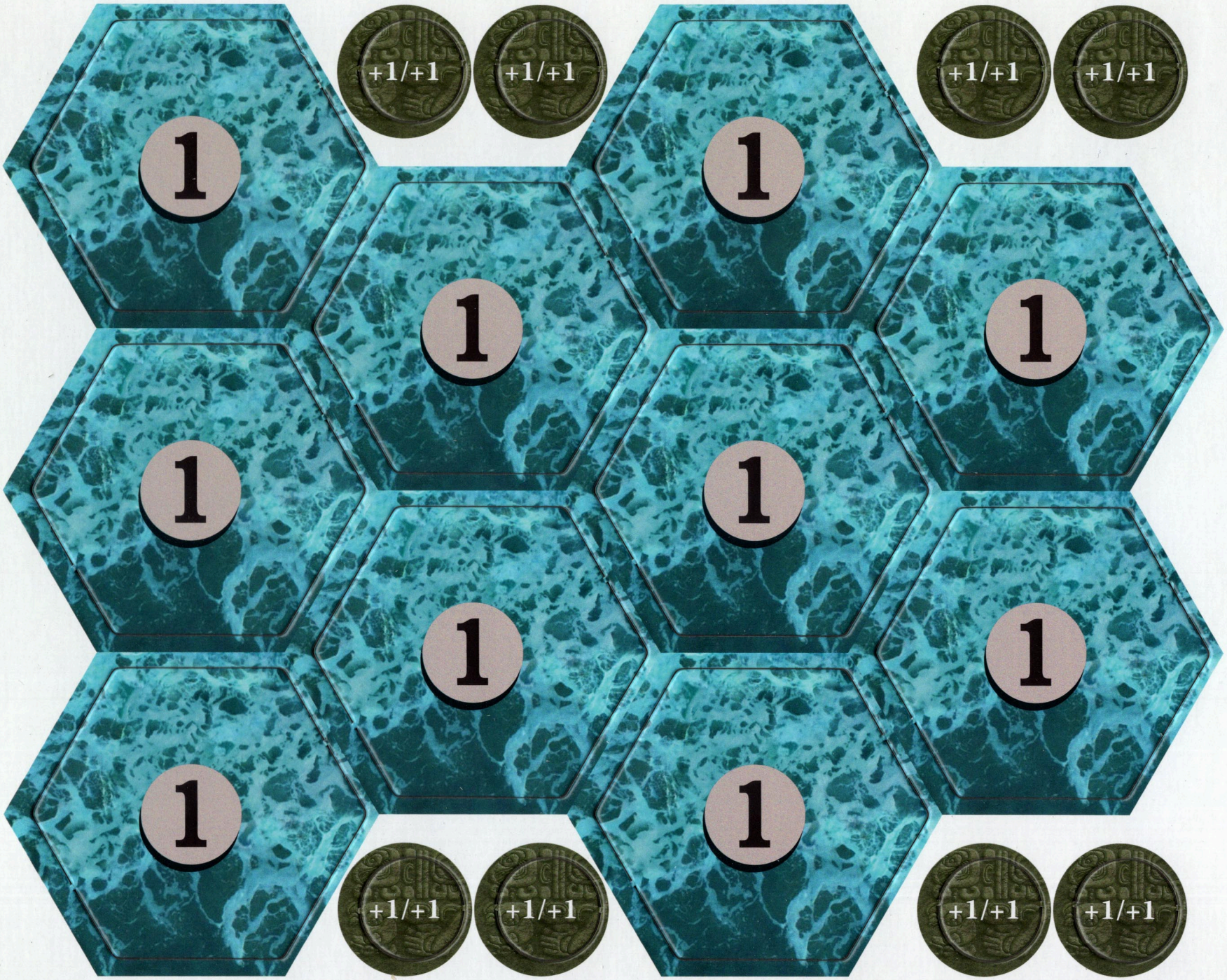
+1/+1
+1/+1
Broadside Assault
Event
Deal 2 damage to each opponent.
+1/+1
+1/+1
From the Mists
Event
Put a permanent card with converted mana cost 3 or less from your hand onto the battlefield.
Plunder the Plunderers
Quest
The next time combat damage is dealt to you, create two Treasure tokens.
Valuable Recon
Event
Create a Treasure token. Look at any face-down tile.
Sails Unfurled
Quest
The next creature that enters the battlefield under your control enters with an additional +1/+1 counter on it, and it gains haste until end of turn.
From the Mists
Event
Put a permanent card with converted mana cost 3 or less from your hand onto the battlefield.
Plunder the Plunderers
Quest
The next time combat damage is dealt to you, create two Treasure tokens.
Broadside Assault
Event
Deal 2 damage to each opponent.
Sails Unfurled
Quest
The next creature that enters the battlefield under your control enters with an additional +1/+1 counter on it, and it gains haste until end of turn.
Valuable Recon
Event
Create a Treasure token. Look at any face-down tile.
+1/+1
+1/+1
+1/+1
+1/+1



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+1/+1
+1/+1
Cannons to Port
Quest
The next time you deal combat damage to the player on your left, draw a card.
+1/+1
+1/+1
Cannons to Starboard
Quest
The next time you deal combat damage to the player on your right, draw a card.
Walls of Adanto
Site
Creatures can't attack you. An opponent may pay 1 to ignore this effect until end of turn.
Cannons to Port
Quest
The next time you deal combat damage to the player on your left, draw a card.
Jungle's Bounty
Event
Create a Saproling token. Gain 2 life.
Cannons to Starboard
Quest
The next time you deal combat damage to the player on your right, draw a card.
High and Dry, Pirates' Market
Site
At the beginning of your end step, you may discard a card. If you do, draw a card.
Cannons to Port
Quest
The next time you deal combat damage to the player on your left, draw a card.
Dusk's Embrace
Quest
The next time a creature you control dies, draw a card.
Cannons to Starboard
Quest
The next time you deal combat damage to the player on your right, draw a card.
+1/+1
+1/+1
+1/+1
+1/+1

The Golden City Awaits . . .

Play as one of four rival tribes: **vampires**, **pirates**, **merfolk**, or **dinosaur riders**. Explore the tile-based map, uncovering bonuses that will swing the tide of battle in your favor. Discover the lost city of Orazca to gain unimaginable power. Defend the city against your rivals and claim dominion over Ixalan!



Contents

- Four 60-card decks
- 50 map tiles
- 20 double-sided tokens
- 36 +1/+1 counters
- Four scout markers
- Four deck boxes
- Rules insert

Questions?
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