

MTG Judge Comprehensive Rules (CR) Practice Exam (Sample)

Study Guide



Everything you need from our exam experts!

This is a sample study guide. To access the full version with hundreds of questions,

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Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Don't worry about getting everything right, your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 - 45 minutes). Review a handful of questions, reflect on the explanations, and take breaks to retain information better.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning.

7. Use Other Tools

Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly — adapt the tips above to fit your pace and learning style. You've got this!

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Questions

- 1. In a Two-Headed Giant game, what is the threshold for losing due to poison counters?**
 - A. 10 counters**
 - B. 15 counters**
 - C. 5 counters**
 - D. 8 counters**
- 2. When does the blocking creature choose the damage assignment order?**
 - A. After the declare attackers step**
 - B. During the declare blockers step**
 - C. During the combat damage step**
 - D. After the combat ends**
- 3. What does a continuous effect imply when applied to permanents?**
 - A. It changes their type and characteristics upon entering**
 - B. It has no impact on their game state**
 - C. It activates upon resolution of spells**
 - D. It only affects non-creature permanents**
- 4. If a creature card moves from the battlefield to the exiled zone, how is it treated?**
 - A. It remains the same object**
 - B. It is considered a new object**
 - C. It returns to the owner's hand**
 - D. It goes back to the library**
- 5. What occurs if no objects are available to be shuffled into a library?**
 - A. No shuffle occurs, and the library remains the same**
 - B. The library is shuffled regardless of objects**
 - C. The specific objects are moved and shuffled**
 - D. All cards are shuffled out of the library**

- 6. What happens if a player has 10 or more poison counters?**
- A. The player loses the game**
 - B. There is no effect**
 - C. The player draws cards equal to their poison counters**
 - D. The player can distribute the counters**
- 7. What does it mean to search for a card in a zone?**
- A. To examine only the top card of that zone**
 - B. To look at all cards in that zone and find a matching card**
 - C. To select a random card from the zone**
 - D. To count the number of cards in that zone**
- 8. What are the steps in playing an activated ability?**
- A. Declare, Target, Pay Mana, Resolve Effect**
 - B. Announce, Choose Options, Target, Distribute, Calculate Cost, Use Mana Abilities, Pay all Costs**
 - C. Initiate Ability, Choose Option, Resolve**
 - D. Declare Action, Target, Finalize**
- 9. When copying a permanent, what choices does the controller get to make?**
- A. The permanent's original choices**
 - B. Choices related to its abilities**
 - C. New choices for the copied object**
 - D. No choices are made**
- 10. What type of effect modifies the moment a land enters the battlefield when described by a continuous effect?**
- A. It activates an ongoing ability**
 - B. It makes the land enter as a creature**
 - C. It prevents the land from entering the battlefield**
 - D. It changes the land type to a different one**

Answers

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1. B
2. B
3. A
4. B
5. B
6. A
7. B
8. B
9. C
10. B

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Explanations

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1. In a Two-Headed Giant game, what is the threshold for losing due to poison counters?

A. 10 counters

B. 15 counters

C. 5 counters

D. 8 counters

In a Two-Headed Giant game, the threshold for losing due to poison counters is indeed 10 counters. In the context of this multiplayer format, where two players work together as a team, any player that accumulates 10 or more poison counters is eliminated from the game. This means that the team loses if one of its members reaches that count. It is important to understand that the standard threshold for poison counters in regular games is typically 10, and this rule applies consistently across different formats, including Two-Headed Giant. The other thresholds listed in the choices do not align with the established rules for poison counters and thus do not apply in this scenario. In Two-Headed Giant, the emphasis is on cooperative play and that one player's status can determine the team's success or failure.

2. When does the blocking creature choose the damage assignment order?

A. After the declare attackers step

B. During the declare blockers step

C. During the combat damage step

D. After the combat ends

The correct answer is that the blocking creature chooses the damage assignment order during the declare blockers step. In this phase of the combat procedure, players declare which creatures are blocking which attacking creatures. Once blockers are declared, the player controlling the blocking creature is given the opportunity to assign damage order among the blocking creatures if there is more than one that is blocking a single attacker. The damage assignment is important, especially in cases where the attacking creature has trample or if the blocking creatures have different toughness levels. Proper assignment of damage can be crucial to strategies during combat. For example, if an attacking creature with trample is blocked by two creatures, the controlling player must decide how much damage to assign to each blocker and how much (if any) can be assigned as excess damage to the defending player. This decision-making happens immediately after the blockers are declared, thus occurring in the declare blockers step. The other stages listed do not provide for damage assignment; thus they are not relevant in this context.

3. What does a continuous effect imply when applied to permanents?

- A. It changes their type and characteristics upon entering**
- B. It has no impact on their game state**
- C. It activates upon resolution of spells**
- D. It only affects non-creature permanents**

A continuous effect, when applied to permanents, implies that it changes their type and characteristics upon entering the battlefield or while they are in play. Continuous effects can alter a permanent's attributes such as its power, toughness, color, type, or other characteristics without requiring any additional actions or activations. For example, if a spell or ability grants a creature +1/+1, that effect continuously applies and modifies the creature's power and toughness as long as the effect remains in place. The key point here is that once a permanent is affected by a continuous effect, its new characteristics and types become part of its game state until the effect ends. This understanding helps in grasping how various effects interact with permanents throughout the game, especially in scenarios where multiple effects may be layering over each other. It is crucial to recognize that these effects operate in a persistent manner rather than being transient or requiring further activation for their application. The other options do not accurately describe the nature of continuous effects in relation to permanents. Continuous effects clearly alter permanent characteristics, which is not captured in the descriptions provided in the other choices.

4. If a creature card moves from the battlefield to the exiled zone, how is it treated?

- A. It remains the same object**
- B. It is considered a new object**
- C. It returns to the owner's hand**
- D. It goes back to the library**

When a creature card moves from the battlefield to the exiled zone, it is treated as a new object. This is based on the rules surrounding how objects exist within the game. Each object in Magic: The Gathering has a unique identifier, and this identifier includes where the object is located. When a creature leaves the battlefield and moves to exile, it loses all memory of its previous existence, including any counters, attachments, or effects that were applied to it while it was on the battlefield. The game treats the exiled card as a completely new object that has no connection to its previous state. Therefore, it does not retain any previous attributes or characteristics; it starts fresh as a new object in the exile zone. Understanding this concept is crucial because it affects various gameplay aspects, including triggers, effects, and interactions with other cards. For example, if a card enters exile and later returns to the battlefield, it will not have any of the counters or enchantments that were previously on it. Such nuances are vital for players and judges to grasp to ensure accurate game rulings and strategy.

5. What occurs if no objects are available to be shuffled into a library?

- A. No shuffle occurs, and the library remains the same**
- B. The library is shuffled regardless of objects**
- C. The specific objects are moved and shuffled**
- D. All cards are shuffled out of the library**

When there are no objects to be shuffled into a library, a shuffle still cannot occur. In fact, the appropriate resolution under the rules is that the library remains unchanged. This is consistent with the understanding of shuffling in Magic: The Gathering, where shuffling requires at least one object to participate in the process. Therefore, if there are no objects available, the library remains the same as before; nothing is added or altered. The shuffling mechanics in Magic specifically state that the act of shuffling necessitates the actual participation of cards or objects to shuffle, indicating that the absence of such objects precludes any shuffling action from taking place. Thus, the correct conclusion is that if no objects are available to be shuffled into a library, the library remains unchanged as no shuffle occurs.

6. What happens if a player has 10 or more poison counters?

- A. The player loses the game**
- B. There is no effect**
- C. The player draws cards equal to their poison counters**
- D. The player can distribute the counters**

When a player accumulates 10 or more poison counters, they lose the game. This rule is specific to the poison counter mechanic introduced in the game, which operates independently of the traditional life total system. The concept behind poison counters is to present an alternative win condition, where the accumulation of these counters signifies a player's defeat, rather than reducing their life total to zero. This mechanic is often associated with certain creature abilities and spells, particularly in formats featuring toxic creatures or abilities that inflict poison. When a player receives their 10th poison counter, the game immediately recognizes this status, and that player is declared the loser, regardless of their life total or other game states. The other choices do not align with the rules governing poison counters. There is no passive effect associated with just having poison counters that would allow the player to continue playing or gain benefits such as card draws or the transferring of counters, nor does having 10 poison counters lead to any other outcome except a loss. This makes the identification of the loss condition clear and straightforward within the comprehensive rules of Magic: The Gathering.

7. What does it mean to search for a card in a zone?

- A. To examine only the top card of that zone
- B. To look at all cards in that zone and find a matching card**
- C. To select a random card from the zone
- D. To count the number of cards in that zone

Searching for a card in a zone means to look at all the cards present in that zone to identify and find a specific card that matches the search criteria. When a player searches a zone, they have the opportunity to review all the cards within that area to locate one that meets certain conditions, typically based on characteristics like name, type, or other attributes. This is important in gameplay for various effects, such as when a card allows a player to search their library for a creature or artifact, as it ensures that they are thoroughly examining the entire zone to find the appropriate card rather than just a portion of it or a single card. The mechanics of searching are significant as they involve interactions and strategies where players need to know the contents of their zones to make informed decisions. The other options fail to capture the complete nature of the search. Simply examining only the top card limits the search to a single card, which does not fulfill the requirement of finding a matching card throughout the entire zone. Selecting a random card does not imply that the player is searching for a specific card and does not align with the concept of targeted searching. Counting the number of cards in the zone does not constitute a "search," as it does not involve locating or identifying a card, but

8. What are the steps in playing an activated ability?

- A. Declare, Target, Pay Mana, Resolve Effect
- B. Announce, Choose Options, Target, Distribute, Calculate Cost, Use Mana Abilities, Pay all Costs**
- C. Initiate Ability, Choose Option, Resolve
- D. Declare Action, Target, Finalize

The correct answer details the comprehensive steps involved in activating an ability in Magic: The Gathering. When a player activates an ability, they first announce the ability they are using. This includes clearly stating which ability is being activated, which sets the stage for subsequent steps. Next, the player chooses options relevant to that ability if applicable. Some abilities may have multiple choices or effects that the player can select from, which is crucial to properly activating the ability. The player then identifies the target of the ability, which is essential in many cases. If an ability requires a target, it must be specified at this stage. Following that, the player distributes any costs associated with the ability. This includes things like choosing how much mana to commit if the ability has a mana cost, or other costs that may need to be paid. Using mana abilities may involve generating mana from lands or other sources, which could also occur in this step. Once all potential costs are assessed, the player pays all operational costs associated with the ability, ensuring they meet any required game conditions to activate the ability. Finally, after all costs are paid, the effect of the ability resolves. This structured sequence ensures that all required conditions and steps are understood and followed, allowing for the ability to be

9. When copying a permanent, what choices does the controller get to make?

- A. The permanent's original choices**
- B. Choices related to its abilities**
- C. New choices for the copied object**
- D. No choices are made**

When a permanent is copied, the controller of the copy gets to make new choices for the copied object. This is because the copy is a new object with its own characteristics that are derived from the original but don't carry over the original's previous choices. For instance, if the original permanent had abilities that allowed the controller to make specific choices, those choices pertain to what the original controller decided when activating or using those abilities. However, when a new copy of the permanent is created, it is treated as a new object entirely, allowing its controller to determine how that copy will function within the game. This means decisions concerning how to use any abilities that the copy might have, what choices to make regarding its characteristics, and even how it interacts with the game state at the time it enters the battlefield can all be made anew. Therefore, the idea that the controller has the ability to make new choices with the copied object accurately reflects the way copying mechanics work within the game's rules.

10. What type of effect modifies the moment a land enters the battlefield when described by a continuous effect?

- A. It activates an ongoing ability**
- B. It makes the land enter as a creature**
- C. It prevents the land from entering the battlefield**
- D. It changes the land type to a different one**

When examining how a continuous effect modifies the moment a land enters the battlefield, the correct choice is that it makes the land enter as a creature. This type of effect is relevant because it directly alters the characteristics of the land at the moment it enters the battlefield, influencing how that land interacts with other game mechanics. In the context of Magic: The Gathering, certain effects can change a land's status or type upon entry. For instance, a continuous effect might state that a land enters the battlefield as a creature, which means that it gains creature attributes in addition to its land characteristics. This has implications for combat, interactions with spells, abilities, and various card effects that target creatures or affect them specifically. This option reflects the nature of continuous effects in the game, as they can modify permanent attributes or functions dynamically, enhancing the complexity of gameplay and strategy. In contrast, options like preventing the land from entering the battlefield or activating an ongoing ability do not directly cater to the classification or change of the land type itself at the moment of entry, which is not as relevant for describing the entry conditions.

Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

<https://mtgjudgecr.examzify.com>

We wish you the very best on your exam journey. You've got this!