

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

## Study Guide



**Everything you need from our exam experts!**

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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. 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.**

## 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. 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!**

## **Questions**

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**1. During gameplay, when are abilities added or removed from a card?**

- A. Always after power/toughness effects**
- B. Based solely on the player's choice**
- C. When relevant continuous effects are applied**
- D. At the beginning of each player's turn**

**2. What does it mean to play a card?**

- A. To activate a card's ability**
- B. To cast it as a spell or play it as a land**
- C. To discard it to activate an effect**
- D. To place it in the graveyard**

**3. What happens to permanents exchanged between different players?**

- A. They return to their owner's hand**
- B. Each player gains control of the other's permanent**
- C. The exchange fails if controlled by different players**
- D. They are put back into their owner's library**

**4. What must be true about a card in order for it to transform?**

- A. It must be a legendary creature**
- B. It must be in the player's hand**
- C. It must be a double-faced card**
- D. It must have reached the battlefield**

**5. Define the process of "casting" a spell.**

- A. Taking it from the graveyard and putting it into play.**
- B. Putting it on the stack and paying its costs.**
- C. Exiling it from your hand to the opponent's graveyard.**
- D. Putting it back in your library.**

**6. Must a player reveal the cards they searched for?**

- A. Yes, always**
- B. No, unless instructed to reveal them**
- C. Only if they choose to**
- D. Yes, if they are found**

**7. What must a player do during the declare blockers step?**

- A. Choose which creatures attack**
- B. Announce which creatures will block**
- C. Assign damage order**
- D. Finish the combat phase**

**8. If a triggered ability has multiple effects, how are they typically handled?**

- A. They must resolve one after another**
- B. They are all resolved at once**
- C. Players can choose the order of effects**
- D. They are resolved based on the player's preference**

**9. What happens if a trigger condition is met, but the object that triggered it is not visible to all players?**

- A. The ability will trigger normally**
- B. It will trigger but with no effect**
- C. It will not trigger**
- D. It can trigger but only for the owner**

**10. What happens if a library containing zero or one card is shuffled?**

- A. Abilities that trigger on shuffle do not trigger**
- B. Abilities that trigger on shuffle still trigger**
- C. The library cannot be shuffled**
- D. The cards are revealed during the shuffle**

## **Answers**

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

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## **Explanations**

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## 1. During gameplay, when are abilities added or removed from a card?

- A. Always after power/toughness effects
- B. Based solely on the player's choice
- C. When relevant continuous effects are applied**
- D. At the beginning of each player's turn

The key factor in understanding the timing of when abilities are added or removed from a card lies in the nature of continuous effects. Continuous effects may come from various sources, including enchantments, activated abilities, or static abilities. These effects apply changes to cards when they are relevant and affect the game state. When a continuous effect that modifies an object is applied, it can add or remove abilities from that object. For example, an enchantment might grant a creature an additional ability, or a card could remove an ability due to another effect. The resolution timing of these changes happens when the effect is in play, meaning that any relevant continuous effects will be applied as long as they are currently active and affecting that specific card on the battlefield. Other options do not accurately reflect when abilities are added or removed from cards. The first option implies a particular sequence that is not universally applicable; the second suggests that player choice alone dictates ability changes, ignoring game mechanics; the last option implies a regular timing that doesn't match how and when continuous effects activate. Thus, recognizing the role of continuous effects clarifies that abilities are added or removed in accordance with their relevant applications during gameplay.

## 2. What does it mean to play a card?

- A. To activate a card's ability
- B. To cast it as a spell or play it as a land**
- C. To discard it to activate an effect
- D. To place it in the graveyard

Playing a card in Magic: The Gathering specifically refers to the actions of casting a spell or playing a land. When a player casts a spell, they are following a defined sequence of steps, which includes announcing the spell, paying its mana cost, and resolving it. This is what is commonly referred to as "playing a card" in the context of spells. On the other hand, when a player plays a land, they are placing it onto the battlefield from their hand, typically as part of their main phase. This action is equally considered "playing a card" but applies specifically to lands. Options that involve activating abilities, discarding, or placing a card in the graveyard do not fit the specific definition of "playing a card" as outlined in the rules. Activating abilities is a separate action and does not involve bringing a card from your hand onto the battlefield in the same manner as casting or playing a land. Similarly, discarding and sending cards to the graveyard are not classified as playing a card, since they do not involve utilizing the card in its intended function as a spell or land from your hand.

### 3. What happens to permanents exchanged between different players?

- A. They return to their owner's hand
- B. Each player gains control of the other's permanent**
- C. The exchange fails if controlled by different players
- D. They are put back into their owner's library

When permanents are exchanged between different players, the correct outcome is that each player gains control of the other's permanent. This exchange happens according to the game's rules, which allow for control to be transferred as specified by various effects or abilities. In Magic: The Gathering, control of a permanent is defined as the ability to use it as your own, which can include attacking with creatures, using abilities, and tapping it for mana. When a permanent is exchanged, its ownership does not change; however, the control does. This means the card still belongs to the original owner, but its effects and potential actions are now available to the new controller. Understanding this ability to exchange control is crucial, as many spells and abilities hinge on the nuances of control versus ownership. A player can exercise strategic options with a permanent they control, regardless of who technically owns it. The other options do not align with the way control exchanges function. For example, returning permanents to their owner's hand or libraries does not reflect the original intent behind an exchange; such actions generally require explicit instructions from a card's text or an effect that specifically dictates that outcome. Likewise, the idea that an exchange fails if controlled by different players misrepresents the nature of how control can shift in the

### 4. What must be true about a card in order for it to transform?

- A. It must be a legendary creature
- B. It must be in the player's hand
- C. It must be a double-faced card**
- D. It must have reached the battlefield

For a card to transform, it must be a double-faced card. This means the card has two different faces with distinct abilities, one typically representing a creature in one state and another representing a different state or entity. The transformation mechanic in Magic: The Gathering is specifically designed for these double-faced cards, which have a condition under which they can be turned from one side to the other, such as meeting certain criteria or being affected by certain spells or abilities. Understanding this, choices such as a requirement for the card to be a legendary creature, to be in a player's hand, or to have reached the battlefield do not directly pertain to the transformation mechanic. While some double-faced cards may be legendary or might need to be on the battlefield to meet specific conditions for transformation, these attributes are not universal requirements for all cards that transform. The key point is that the card must be double-faced in order to have the capability of transforming at all.

## 5. Define the process of "casting" a spell.

- A. Taking it from the graveyard and putting it into play.
- B. Putting it on the stack and paying its costs.**
- C. Exiling it from your hand to the opponent's graveyard.
- D. Putting it back in your library.

The process of "casting" a spell in Magic: The Gathering involves putting the spell onto the stack and paying its associated costs. This is a defined action within the game that initiates the spell's resolution process. When a player casts a spell, they first announce it, then place it on the stack. After the spell is on the stack, the player must pay any mana costs or other additional costs required by the spell. This step is crucial because it reflects the game's resource management and strategic play. Once the spell is cast, it remains on the stack until it resolves or is countered, and it can interact with other spells or abilities that may be on the stack at the same time. The other processes listed do not accurately represent casting a spell. For instance, taking a card from the graveyard and putting it into play more closely resembles the action of bringing a permanent back into play rather than casting a spell. Similarly, exiling a card or placing it back in the library does not involve the necessary steps of placement on the stack and cost payment, which are essential to the act of casting. Therefore, the correct option captures the exact mechanics involved in casting a spell according to the game's rules.

## 6. Must a player reveal the cards they searched for?

- A. Yes, always
- B. No, unless instructed to reveal them**
- C. Only if they choose to
- D. Yes, if they are found

In Magic: The Gathering, when a player searches their library, the general rule is that they are not required to reveal the cards they searched for unless specifically instructed to do so by an effect or ability. This maintains a level of strategic depth, allowing players to keep their choices private unless a particular game situation mandates transparency. The Comprehensive Rules outline that revealing cards is only necessary when explicitly stated by an ability or game effect. For instance, if a card or effect requires the player to reveal what they have searched for, then they must do so; otherwise, they can keep this information secret from their opponent. This aspect of the game allows players to maintain some control over their strategy and the information shared with their opponent. The other alternatives lack clarity or misinterpret the conditions under which revealing searched cards is mandated, which clarifies why the outlined choice is the most accurate response to the question.

## 7. What must a player do during the declare blockers step?

- A. Choose which creatures attack
- B. Announce which creatures will block**
- C. Assign damage order
- D. Finish the combat phase

During the declare blockers step of combat, players must announce which of their creatures will block the attacking creatures. This is a critical part of the combat process because it is when the defending player has the opportunity to decide how to interact with the declared attackers. By using their creatures to block, players can strategically prevent damage from getting through to them, potentially eliminating attacking creatures or controlling the flow of combat. Choosing which creatures attack occurs in the previous step, the declare attackers step, and assigning damage order takes place after blockers have been declared and is part of the damage assignment process. Finishing the combat phase is not an action taken during the declare blockers step; rather, it is the final stage of combat after all actions, including declaring blockers and resolving damage, have been completed. Thus, the requirement to announce blockers distinctly marks this critical moment in the combat sequence.

## 8. If a triggered ability has multiple effects, how are they typically handled?

- A. They must resolve one after another**
- B. They are all resolved at once
- C. Players can choose the order of effects
- D. They are resolved based on the player's preference

When a triggered ability has multiple effects, they are resolved in the order that they were triggered, one after the other. This means that each effect takes place completely before the next effect begins to resolve. This sequential processing ensures that the game state can be accurately updated after each individual effect, allowing for interactions that depend on the outcomes of previous effects in the chain of the triggered ability. This resolution process is crucial in maintaining the integrity of game mechanics, as it ensures that any changes to the board state, player life totals, or other relevant factors are immediately considered as other effects may depend on the result of the first effect. While players may have some agency in determining how to order triggers if they control multiple triggers, inherent properties of each effect will resolve before moving on to the next. The other options suggest either simultaneous resolution or player preferences dictating the order, which do not reflect the structured turn-based nature of the Magic: The Gathering rules. The guideline for triggers ensures clarity and fairness, allowing for predictable interactions during gameplay.

**9. What happens if a trigger condition is met, but the object that triggered it is not visible to all players?**

- A. The ability will trigger normally**
- B. It will trigger but with no effect**
- C. It will not trigger**
- D. It can trigger but only for the owner**

When a trigger condition is met but the object that caused the trigger is not visible to all players, the ability will not trigger at all. In Magic: The Gathering, transparency is crucial to ensure that all players are aware of the game state and the effects that might occur. If some players cannot see the object that triggered the ability, they cannot properly acknowledge or respond to it. For instance, if a card has a hidden or private condition that results in a trigger, players who are unaware of that condition cannot act on or react to it appropriately, and thus the game state remains unchanged. This enforcement of visibility ensures fairness and understanding among all participants in the game. Triggers must have clear and visible sources; otherwise, they simply do not resolve.

**10. What happens if a library containing zero or one card is shuffled?**

- A. Abilities that trigger on shuffle do not trigger**
- B. Abilities that trigger on shuffle still trigger**
- C. The library cannot be shuffled**
- D. The cards are revealed during the shuffle**

When a library containing zero or one card is shuffled, abilities that trigger on shuffle still trigger. This is because the act of shuffling the library is defined as a specific action that occurs regardless of the number of cards in the library. The rules state that shuffling a library does not have any requirements regarding the number of cards it contains; thus, when a library is shuffled, it will trigger any relevant abilities associated with the shuffle action. For example, if a card has an ability that states, "When you shuffle your library," this ability will trigger even if there are no cards to rearrange. This demonstrates that the shuffle event itself is what prompts the triggering, not the number of cards present. Therefore, the correct answer accurately reflects this aspect of the game's rules concerning shuffling libraries.

# 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](mailto:hello@examzify.com).**

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**<https://mtgjudgecr.examzify.com>**

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

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