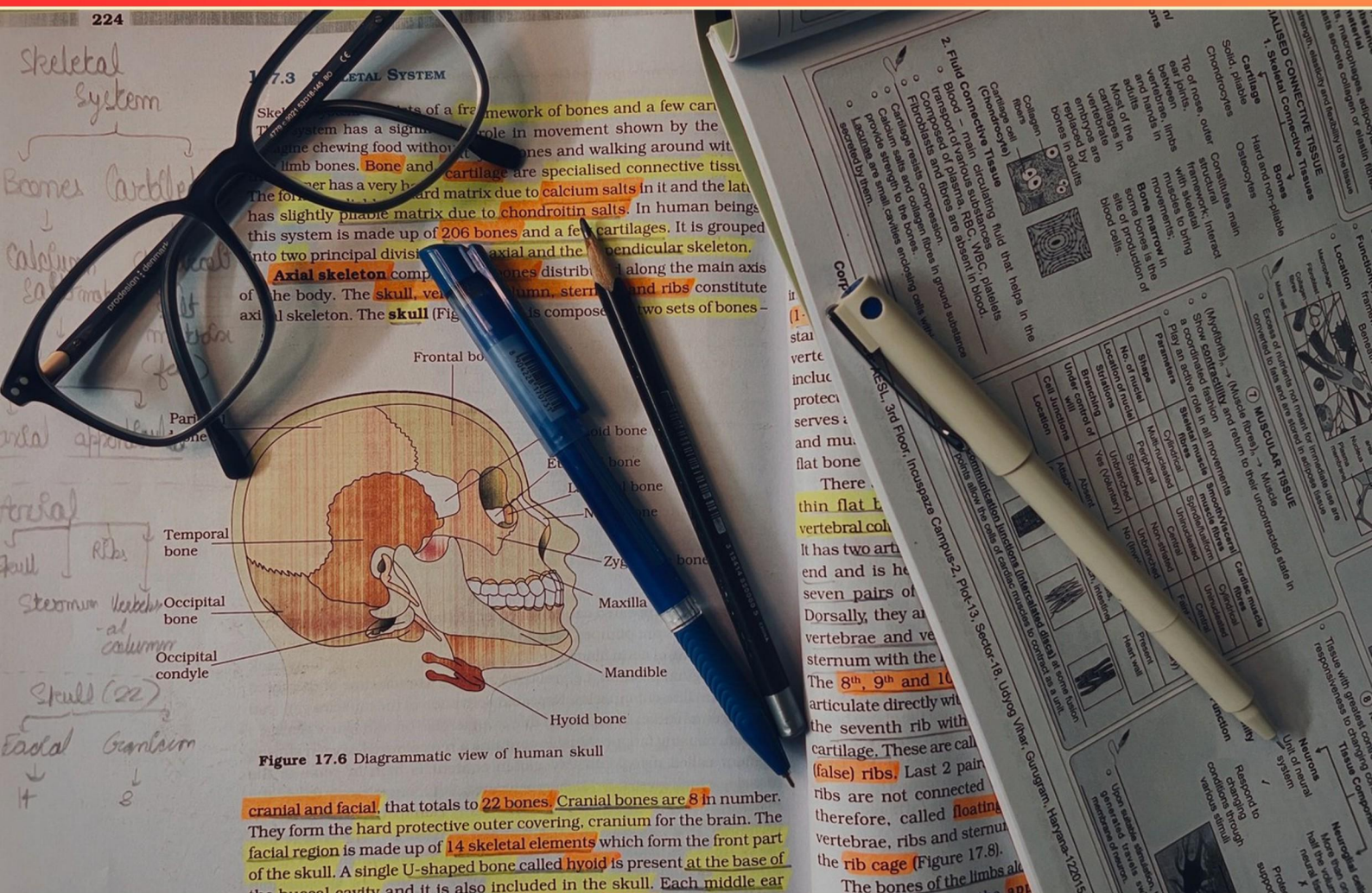


MTG JUDGE COMPREHENSIVE RULES (CR) PRACTICE EXAM (SAMPLE)

STUDY GUIDE



SAMPLE STUDY GUIDE WITH LIMITED 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. 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. How many poison counters does it take for a team to lose in Two-Headed Giant?**
 - A. 10
 - B. 15
 - C. 20
 - D. 25
- 2. In what order are multiple effects applied within layer 7?**
 - A. Based on each player's choice
 - B. By the casting cost of the effects
 - C. Based on a series of sublayers first, then timestamp order
 - D. By the type of effect
- 3. What is the third layer when dealing with continuous effects?**
 - A. Control-changing effects
 - B. Text-changing effects
 - C. Power/toughness-changing effects
 - D. Color-changing effects
- 4. What are spells or abilities that instruct a player to exchange cards in different zones required to consider?**
 - A. All cards must be controlled by the same player
 - B. At least one card must belong to the opponent
 - C. Cards must be revealed before the exchange
 - D. Any card may be exchanged freely
- 5. If a player searches a hidden zone for a specific quantity of cards, what must they do?**
 - A. They must find all cards in that zone
 - B. They must find as many as possible of the stated number
 - C. They can choose not to find any cards
 - D. They can only find cards of their choosing

- 6. What is true about copiable values influenced by copy effects?**
- A. They include variants of all characteristics
 - B. They remain constant and cannot change
 - C. They might be restricted based on the copy effect
 - D. They are always identical to the original
- 7. If an ability triggers at the beginning of the upkeep and the upkeep is skipped, does it trigger that turn?**
- A. Yes, it still triggers
 - B. No, it does not trigger
 - C. Only if another effect occurs
 - D. It triggers next turn
- 8. What is the second sublayer of layer 7 when dealing with continuous effects (layer 7b)?**
- A. Effects from CDAs
 - B. Effects that set power and/or toughness to a specific number or value
 - C. Control-changing effects
 - D. Text-changing effects
- 9. What part of the game indicates that an object has entered the battlefield as a copy of another object?**
- A. It replaces everything about the original
 - B. It adopts all existing abilities of the original
 - C. It follows all copied abilities' triggers and actions
 - D. It becomes a different card with its own text
- 10. In what order do you apply multiple effects within layers 1 through 6?**
- A. Apply effects in random order
 - B. Apply effects based on the card's color identity
 - C. Apply effects from CDAs first then all other effects in timestamp order
 - D. Apply all effects at once

Answers

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

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Explanations

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1. How many poison counters does it take for a team to lose in Two-Headed Giant?

- A. 10
- B. 15**
- C. 20
- D. 25

In a Two-Headed Giant format, each team of players shares a life total and collectively works towards victory or defeat. The unique aspect of poison counters in this format is that a team loses the game when their total number of poison counters reaches 10. Each player on the team can accumulate poison counters, and these counters are combined for the purpose of determining when a team is defeated by poison. Thus, the pivotal number of poison counters required for a team to lose in Two-Headed Giant is 10. This aligns with the rules governing how poison counters work in multiplayer formats. The provided choice indicating 15 is not accurate since it does not reflect the established threshold for a team's defeat due to poison.

2. In what order are multiple effects applied within layer 7?

- A. Based on each player's choice
- B. By the casting cost of the effects
- C. Based on a series of sublayers first, then timestamp order**
- D. By the type of effect

The correct answer is based on a series of sublayers first, then timestamp order. In the context of Magic: The Gathering, layer 7 deals with effects that modify a permanent's power and toughness. Within this layer, modifications are applied in a specific order defined by sublayers, which categorize effects by how they alter the characteristics of a creature. Sublayers in layer 7 dictate the sequence in which effects are resolved. For instance, effects that set values or change them add complexity and are ordered first, while other effects, such as those that modify power and toughness without setting specific values, are applied later based on their timestamp. Timestamp order applies after sublayer processing. This means that if multiple effects are applied to a creature's power or toughness, the ones that took effect last will override earlier effects if they conflict. Understanding this order is crucial for correctly adjudicating gameplay scenarios where multiple effects impact creatures' stats simultaneously, ensuring accuracy and consistency in rulings. The other choices do not accurately reflect how effects are processed within layer 7. Some do not align with the game's mechanics, while others misrepresent the significance of timestamps versus sublayer resolutions, leading to misunderstanding how creature modifications interact during gameplay.

3. What is the third layer when dealing with continuous effects?

- A. Control-changing effects
- B. Text-changing effects**
- C. Power/toughness-changing effects
- D. Color-changing effects

The third layer when dealing with continuous effects refers to text-changing effects. In the Magic: The Gathering rule hierarchy, layers are used to determine the application of continuous effects in a specific order. Text-changing effects primarily modify how spells and abilities are read and interpreted but are distinct from other effects that may alter a card's characteristics. Text-changing effects can include anything that changes how a card functions or is understood, such as effects that change what abilities a creature has. Control-changing effects, power/toughness-changing effects, and color-changing effects fall into other layers of the sequence defined by the Comprehensive Rules. Control-changing effects apply first, followed by power/toughness adjustments, and color modifications are governed by their own layer as well. Understanding this hierarchy is vital in gameplay to accurately determine how different continuous effects will interact with each other.

4. What are spells or abilities that instruct a player to exchange cards in different zones required to consider?

- A. All cards must be controlled by the same player**
- B. At least one card must belong to the opponent
- C. Cards must be revealed before the exchange
- D. Any card may be exchanged freely

The requirement that all cards must be controlled by the same player is essential in scenarios where spells or abilities instruct a player to exchange cards in different zones. This ensures that the player has the authority to manipulate the cards involved in the exchange, as only the controlling player can dictate what happens to their own cards. In situations where cards are exchanged between different zones, the controlling player must have ownership of those cards to successfully fulfill the action of exchange. If the cards belonged to different players, there could be complications regarding permission and the legality of the exchange. Furthermore, card exchanges often occur between cards in a player's hand, library, or graveyard, which necessitates a single player having total control over the cards involved. This understanding aligns with the rules that govern card interactions and clarifies that the specified exchange between zones cannot occur unless the same player controls all cards involved.

5. If a player searches a hidden zone for a specific quantity of cards, what must they do?

- A. They must find all cards in that zone
- B. They must find as many as possible of the stated number**
- C. They can choose not to find any cards
- D. They can only find cards of their choosing

When a player searches a hidden zone for a specific quantity of cards, they are required to find as many of the stated number as they can. This means that if the number specified exceeds the number of cards available in the hidden zone, the player must simply gather all the cards that fulfill the requirement up to the maximum they can find. This requirement ensures that players actively engage with the game's mechanics and maintain the integrity of the search process. It reflects the principle that while players have agency in decision-making, they are also bound by the limits set by the game rules—the cards they are searching for must exist in that hidden zone for them to be acquired. Thus, if they cannot find the exact number of cards requested, they are not penalized; instead, they simply present all available options within the parameters set by the game.

6. What is true about copiable values influenced by copy effects?

- A. They include variants of all characteristics
- B. They remain constant and cannot change
- C. They might be restricted based on the copy effect**
- D. They are always identical to the original

The focus of this question is on the nature of copiable values when a copy effect is applied. When a copy effect is initiated, it can create a copy of a permanent with certain characteristics. However, the characteristics that become part of the copied item can be influenced by the specifics of the copy effect itself. This means that, under certain circumstances, the values can indeed be restricted based on what the copy effect is designed to do. For example, a copy effect might specify that certain abilities or characteristics are not included, leading to variations from the original object. Understanding this concept is crucial, as it reveals that the nature of copying in Magic: The Gathering is not a straightforward duplication but can vary depending on how the effect is applied. Consequently, while some values may remain the same, others can change or be different in a manner dictated by the copy effect's text. This brings clarity to why the values might be restricted based on these specific effects.

7. If an ability triggers at the beginning of the upkeep and the upkeep is skipped, does it trigger that turn?

- A. Yes, it still triggers
- B. No, it does not trigger**
- C. Only if another effect occurs
- D. It triggers next turn

An ability that triggers at the beginning of the upkeep relies on the upkeep phase occurring to be activated. If the upkeep is skipped due to a specific game effect (such as a card or effect that states the upkeep should be skipped), the conditions for that ability to trigger are not met. Therefore, the ability does not trigger at all that turn. This follows the rules governing triggered abilities, which state that for an ability to trigger, the defined event must occur. Since the upkeep phase, which is the trigger event, is skipped, the consequence is that the ability simply doesn't have the opportunity to trigger at any point during that turn. In this context, other options involving triggering in alternate scenarios do not apply since they do not address the fundamental rule regarding the acknowledgement and execution of upkeep as a necessary condition for the trigger.

8. What is the second sublayer of layer 7 when dealing with continuous effects (layer 7b)?

- A. Effects from CDAs
- B. Effects that set power and/or toughness to a specific number or value**
- C. Control-changing effects
- D. Text-changing effects

The second sublayer of layer 7 pertains to effects that set power and/or toughness to a specific number or value. In the context of continuous effects within Magic: The Gathering, layer 7 is specifically concerned with how creature characteristics such as power and toughness are modified. Layer 7a deals with the effects that change a creature's base power and toughness. Once those base values are established, layer 7b comes into play and handles any effects that explicitly set the creature's power or toughness to fixed numbers irrespective of any other modifications that might apply. This means if a creature's toughness is set to, say, 3, it will override any previous values or adjustments that apply to it up to that point, effectively establishing a new, fixed point for that characteristic. Understanding this part of layer 7 is crucial for correctly resolving how creatures interact on the battlefield when multiple effects may be attempting to modify them. The foundational mechanics of the game are predicated on these rules about how characteristics are determined, and recognizing the distinction in layers is essential for effective gameplay and judging.

9. What part of the game indicates that an object has entered the battlefield as a copy of another object?

- A. It replaces everything about the original
- B. It adopts all existing abilities of the original
- C. It follows all copied abilities' triggers and actions**
- D. It becomes a different card with its own text

The correct answer is that it follows all copied abilities' triggers and actions. When an object enters the battlefield as a copy of another object, it does so by replicating all attributes of the original, which includes any abilities and characteristics that the original has. This means that any activated, triggered abilities, or static abilities are now associated with the new object, allowing it to interact with the game as if it were the original. When a copy enters the battlefield, it does not just mimic the original's current state; it becomes that object fully, which means that it will also trigger any relevant abilities that would have activated based on its new identity. This is crucial in understanding how copied objects function within the context of Magic: The Gathering, as they need to resolve effects and triggers accordingly. The other answer choices provide insufficient or misleading details regarding how copying works in the game. For instance, while the idea that it replaces everything about the original holds some truth, it doesn't emphasize the aspect of ongoing interactions associated with triggers and actions. Thus, understanding the copied abilities' triggers and actions is central to grasping the mechanics of copying in gameplay.

10. In what order do you apply multiple effects within layers 1 through 6?

- A. Apply effects in random order
- B. Apply effects based on the card's color identity
- C. Apply effects from CDAs first then all other effects in timestamp order**
- D. Apply all effects at once

The correct choice highlights the systematic approach to applying effects within the layers of the rules. In Magic: The Gathering, when multiple effects interact within layers 1 through 6, the order in which they are applied matters significantly and follows a specific hierarchy outlined in the rules. The first part of the correct option specifies that you apply "effects from CDAs first." CDA refers to "characteristic-defining abilities," which are effects that define what a permanent is like outside of the game or specify attributes that are relevant in the game. Such effects must be resolved before others, as they can fundamentally alter a permanent's characteristics before any other effects are assessed. Following the characteristic-defining abilities, all other effects must be applied in "timestamp order." This means that, when multiple effects are present, the most recently applied effects take precedence over earlier ones. This reflects the principle that newer changes can override previous ones, ensuring that players see the most current state of the game. This systematic application ensures clarity and consistency in gameplay, allowing players and judges to understand how to interpret interactions correctly, which is vital for maintaining the integrity of the game.

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!

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