

Magic: The Gathering Turn Structure			Adapted from the Comprehensive Rules effective February 27, 2026 by u/BoiledOwlbear		
The table below shows the structure of a single turn from start to finish. The first column contains the five phases of the game, the second column has the steps that are in each phase, and the third column lists the actions that must be taken during that step, in order. All phases and steps occur regardless of whether any actions are taken or abilities are triggered (500.1) unless otherwise noted.					
No player receives priority in the Untap Step or in certain Cleanup Steps (when no triggered abilities trigger). These steps end when all specified actions within that step are completed. (500.3.) All other steps end when the stack is empty and all players pass priority in succession. (500.2.) At this time, unused mana empties from each player's mana pool. (500.5.)					
Phase	Step	Actions			
Beginning Phase (501.)	Untap (502.)	Phasing happens. All phased out cards phase in and all cards with phasing which are in play phase out simultaneously. This is a turn-based action that does not use the stack. (502.1.)			
		If it's day or night, it becomes day or night if the previous turn's active player cast two or zero spells, respectively, during their turn. This is a turn-based action that does not use the stack. (502.2.)			
		Active player untaps all permanents they control. This is a turn-based action that does not use the stack. (502.3.)			
		Unused mana empties from each player's mana pool. (500.5.)			
	Upkeep (503.)	Abilities triggered during the untap step and "at beginning of upkeep" triggered abilities trigger. (503.1a.)		A	
		The active player gets priority to cast instants, spells with flash, and to use activated abilities. (503.1.)		B	
		Unused mana empties from each player's mana pool. (500.5.)			
	Draw (504.)	Active player draws a card. This is a turn-based action that does not use the stack. (504.1.)			
		Abilities triggered "at the beginning of the draw step" and from the active player drawing a card trigger. (500.6.)		A	
		The active player gets priority to cast instants, spells with flash, and to use activated abilities. (504.2.)		B	
Unused mana empties from each player's mana pool. (500.5.)					
First (Precombat) Main Phase (505.)		First, the active player sets top card of their scheme deck in motion if they are the Archenemy (Archenemy Games see Rule 904.). This is a turn-based action that does not use the stack. (505.3.)			
		Second, The active player puts a lore counter on each Saga they control. This is a turn-based action that does not use the stack. (505.4.)			
		Third, if the active player controls one or more Attractions, the active player rolls to visit their Attractions. This is a turned-based action that does not use the stack. (505.5.)			
		"At beginning of next main phase" and "at the beginning of precombat main phase" triggered abilities trigger. (500.6.)		A	
		When the stack is empty, the active player gets priority to cast spells and play lands. Lands may not be countered or responded to per 505.6b. (505.6.)		B	
		Unused mana empties from each player's mana pool. (500.5.)			
Combat Phase (506.)	Beginning of Combat (507.)	First, if the game being played is a multiplayer game in which the active player's opponents don't all automatically become defending players, the active player chooses one of their opponents. That player becomes the defending player. This is a turn-based action that doesn't use the stack. (507.1.)			
		"At beginning of combat" triggered abilities trigger. (500.6.)		A	
		The active player gets priority to cast instants, spells with flash, and to use activated abilities. (507.2.)		B	
		Unused mana empties from each player's mana pool. (500.5.)			
	Declare Attackers (508.)	The active player declares their attackers. If no creatures are declared as attackers or play onto the battlefield attacking, the Declare Blockers and Combat Damage steps are skipped (508.8.). This is a turn-based action that does not use the stack. (508.1.)			
		Triggered abilities that trigger off attackers being declared trigger. (508.1m.)		A	
		The active player gets priority to cast instants, spells with flash, and to use activated abilities. (508.2.)		B	
		Unused mana empties from each player's mana pool. (500.5.)			
	Declare Blockers (509.)	The defending player declares their blockers and which attacking creatures they will block. This is a turn-based action that does not use the stack. (509.1.)			
		Triggered abilities that trigger off blockers being declared trigger. (509.1i.)		A	
		The active player gets priority to cast instants, spells with flash, and to use activated abilities. (509.2.)		B	
		Unused mana empties from each player's mana pool. (500.5.)			
	Combat Damage (510.)	Combat Damage (510.)	If no attacking or blocking creatures have first or double strike as the combat damage step begins, ignore the bracketed text in the first combat damage step. (510.4.)		
			All attacking creatures [with first strike or double strike] assign combat damage to their blockers. This is a turn-based action that does not use the stack. (510.1c.)		
			All unblocked creatures [with first strike or double strike] assign combat damage to defending player or declared planeswalkers. This is a turn-based action that does not use the stack. (510.1b.)		
			All defending creatures [with first strike or double strike] assign combat damage to their attackers. This is a turn-based action that does not use the stack. (510.1d.)		
		Second Combat Damage (510.4)	All assigned damage is dealt simultaneously. This is a turn-based action that does not use the stack. (510.2.)		
			"Deals combat damage" and "is dealt combat damage" triggered abilities trigger. (510.3a.)		A
			The active player gets priority to cast instants, spells with flash, and to use activated abilities. (510.3.)		B
			Unused mana empties from each player's mana pool. (500.5.)		
			If no attacking or blocking creatures have first or double strike as the first combat damage step began, this second combat damage step never occurs. (510.4.)		
			All attacking creatures that did not have first strike or double strike when the first combat damage step began or currently have double-strike (510.4.) assign combat damage to their blockers. This is a turn-based action that does not use the stack. (510.1c.)		
			All unblocked creatures that did not have first strike or double strike when the first combat damage step began or currently have double-strike (510.4.) assign combat damage to defending player or declared planeswalkers. This is a turn-based action that does not use the stack. (510.1b.)		
			All defending creatures that did not have first strike or double strike when the first combat damage step began or currently have double-strike (510.4.) assign combat damage to their attackers. This is a turn-based action that does not use the stack. (510.1d.)		
All assigned damage is dealt simultaneously. This is a turn-based action that does not use the stack. (510.2.)					
"Deals combat damage" and "is dealt combat damage" triggered abilities trigger. (510.3a.)			A		
The active player gets priority to cast instants, spells with flash, and to use activated abilities. (510.3.)			B		
Unused mana empties from each player's mana pool. (500.5.)					
End of Combat (511.)	"At end of combat" effects trigger. (511.2.)		A		
	The active player gets priority to cast instants, spells with flash, and to use activated abilities. (511.1.)		B		
	All creatures and planeswalkers are removed from combat. (511.3.)				
	"Until end of combat" effects end. (500.5a.)				
Second (Postcombat) Main Phase(s) (505.)		Unused mana empties from each player's mana pool. (500.5.)			
		"At beginning of next main phase" and "at the beginning of postcombat main phase" triggered abilities trigger. (500.6.)		A	
		When the stack is empty, the active player gets priority to cast spells and play lands. Lands may not be countered or responded to per 505.6b. (505.6.)		B	
Ending Phase (512.)	End (513.)	Unused mana empties from each player's mana pool. (500.5.)			
		"At the beginning of the end step" or "At the beginning of the next end step" triggered abilities trigger. (513.1.)		A	
		The active player gets priority to cast instants, spells with flash, and to use activated abilities. (513.1.)		B	
	Cleanup (514.)	Unused mana empties from each player's mana pool. (500.5.)			
		The active player discards down to their maximum hand size (usually seven). This is a turn-based action that does not use the stack. (514.1.)			
		Simultaneously remove all damage from permanents and end all "until end of turn" or "this turn" effects. This is a turn-based action that does not use the stack. (514.2.)			
		Check for state-based actions and triggered abilities, such as those that trigger "at the beginning of the next cleanup step". (514.3a.)			
		If no state-based actions or triggered abilities occur, unused mana empties from each player's mana pool and the cleanup step ends. (514.3a.)			
		"At the beginning of the next cleanup step" triggered abilities trigger. (514.3a.)		A	
		The active player gets priority to cast instants, spells with flash, and to use activated abilities. (514.3a.)		B	
Unused mana empties from each player's mana pool. (500.5.)					
Repeat the cleanup step. (514.3a.)					
Legend	A	The next time a player would receive priority (603.3), the active player orders and adds their triggered abilities to the stack first, then the nonactive player orders and adds their triggered abilities to the stack. (603.3b.)			
	B	Each time a player would get priority, the game first performs all applicable state-based actions as a single event, then repeats this process until no state-based actions are performed. Then triggered abilities are put on the stack. These steps repeat in order until no further state-based actions are performed and no abilities trigger. Then the player who would have received priority does so. (117.5.) All players must pass priority in succession without the other player casting a spell, activating an ability, or taking a special action, for the turn to continue. (117.4.)			