

Play Island: Islands have two options. 1. You can play one on a battlefield to look at the top card of your library and either leave it on top or put to the bottom. 2. You can discard one to counter a land played by your opponent. You need to exile a land from hand that matches the type you are countering.	Play Each turn, a player can play one land and trigger their ability: Plains: Draw a card. Forest: Pick a card from graveyard to your hand. Mountain: Destroy target land. Swamp: Opponent shows 3 cards from their hand. Discard one of them.	Setup Shuffle and draw 3. Choose a player to start. The player who goes first, can mulligan if they only have Forests and/or Mountains. The player who goes second, can mulligan if they only have Forests.	Pieces 2 decks of - 10 Islands - 10 Forests - 10 Plains - 10 Mountains - 10 Swamps
Goal A player wins by either: 1. Having one of each lands on their battlefield. or 2. Having 5 copies of one land type on the battlefield.	About rules Basic Land Game is more of an idea than a strict set of rules, taught to new players at local game stores and game nights. Therefore, there are many variations for how many cards in a deck, how many to draw and what the lands do. These rules are the ones I was taught. Change them as you wish to make it more interesting to you.	Credits This rules zine by Juhis <zine.hamatti.org>. Mana icons on cover: skull & droplet by shed tree, sun and fireball by Lorc both from game-icons.net (CC BY 3.0) Original concept: unknown. This rules zine is published under CC BY 3.0 license.	Basic Land Game      Rules