



Game Name: **BLITZ**

(2 to 6 Players)

Introduction

Blitz is a format of play for the Magic the Gathering game that was made to be quick and even aggressive style of match play. This was originally made for people to play during their break time for a speedy match run. Good quick game for **2 to 3** players or a good longer game with **4 to 6** players. **10** max turns in a match, highest health is the winner. It gets its speed and aggressiveness from starting out with **4** lands, draw **2** cards, Play all lands, **Land Bombs**, and **Blitz-Up** abilities. Out of cards in **Draw Deck**? You always got **Stage 2** to help save the day.

Table of Contents

1. Blitz Deck Build =====	Page 2
2. BL-100 Deck =====	Page 2
3. Starting Game Hand =====	Page 3
4. BL-101 Game Start =====	Page 3
5. Land Cards =====	Page 4
6. BL-102 Lands =====	Page 4
7. Land Bomb =====	Page 5
8. BL-103 Land Bomb =====	Page 5
9. Blitz-Up Rule =====	Page 6
10. BL-104 Blitz-Up =====	Page 6
11. Blitz-Up Ability – Cost & Effect =====	Page 7
12. BL-105 Blitz-Up Ability – Cost & Effect =====	Page 7
13. Common Rules =====	Page 8
14. BL-106 Common Rules =====	Page 8
15. Creature Damage Rules =====	Page 8
16. BL-107 Creature Damage =====	Page 8
17. Deck Rules =====	Page 9
18. BL-108 Deck Rules =====	Page 9
19. Winning the Game =====	Page 9
20. BL-109 Winning the Game =====	Page 9
21. Credits =====	Page 10

1. Blitz Deck Build

BL-100 Deck

BL-100.1

Blitz Deck is **45** cards in total. No less or no more than **45** cards. Must have **15** Land, **15** Creature, and **15** Spell cards. This is called ***“The 3:15 Rule”***.

BL-100.1a

Lands:

15 Basic Land Cards of any of the **5** colors. Must be Basic Land Cards **ONLY**. Maxed Land cards that can be played for mana on the board are **8** Land cards.

BL-100.1b

Creatures:

15 Creature Cards. Can have multiple copies of Two (2) of the same Named of Creature Card. You can play multiple Legendary cards of the same name on the battlefield at the same time. Creatures can be any color and **MUST NOT** cost more than **4 Land (Mana)** in total that is shown in their Mana cost at the top right of the card. If the Mana cost has an **X** in it, then this is ok and **LEGAL** to play.

BL-100.1c

Spells:

15 Spell Cards. Can have multiple copies of Two (2) of the same Named of Spell Card. You can play multiple Legendary cards of the same name on the battlefield at the same time. Spells can be any color and any type (Instant, Sorcery, Planeswalker, Enchantment, and Artifact) and **MUST NOT** cost more than **4 Land (Mana)** in total that is shown in their Mana cost at the top right of the card. If the Mana cost has an **X** in it, then this is ok and **LEGAL** to play.

2. Starting Game Hand

BL-101 Game Start

BL-101.1

Each player will have **20** hit points (health) to start out with and there will be a total of **10** turns maxed to a game. Defeat the other players before or at turn **10**. After turn **10**, the player with the highest health wins. If players are tied for highest, then play **1** more round until there is a winner.

BL-101.1a

Each player must play **4** Land cards for Mana on the battlefield and then shuffle up their **Draw Deck**. The **4** Land that the player has put down is their starting Mana. Once shuffling is done, that player will have another player spilt and restack their deck before game starts.

BL-101.1b

Each player will roll a die. Highest number starts the game rotation in a clockwise motion. If two or more roll same number, then they will reroll till there is a winner.

BL-101.1c

Each player will draw **7** cards from their deck; this is their Starting Hand. If a player doesn't like their starting hand, they can do a redraw of **7** cards for Starting Hand. To do so, that player will need to reshuffle all the **7** cards that they have drawn back into their **Draw Deck**. Once this is completed, they will redraw **7** cards again and this will be their new Starting Hand. A player can **ONLY** do this once at the start of the game. If a player is caught doing this more than once, that player will forfeit the game match.

BL-101.1d

The player that won the roll to go first will oversee the Turn Counter. **10** turns Max of play. The player will use a D20 die to keep count of what turn of play that the game is. On that players start of turn, that player will set the D20 die number to the correct turn number.

BL-101.1e

On player's turn, draw two (**2**) cards. Each player can play all Basic Land cards in hand after their **Draw step** and before **Combat step**. Each player can **ONLY** have **8** Basic Land cards on their side of the battlefield to pay for Mana.

3. Land Cards

BL-102 Lands

BL-102.1

Each player can play all the Basic Land cards in hand at any time after their **Draw step** and before **Combat step**. Once **Combat step** has started, a player cannot play any Basic Land as Mana on the battlefield but still can use the Basic Land to play **Land Bomb**. If a player doesn't play any Basic Land before the **Combat step**, they can play **ONLY 1** Basic Land after the **Combat step** has ended unless an ability or spell says otherwise.

BL-102.1a

Each player can **ONLY** have eight (8) Basic Land Cards on their side of the battlefield in play to pay for Creatures and Spells. Once these Basic Land Cards are in play for Mana cost, they can only be removed by destroying them through **Land Bomb** or by an ability or spell that says otherwise. A player can **Land Bomb** their own Basic Land and trigger **Blitz-Up** ability.

BL-102.1b

Each Creature and Spell has a cost like in Standard MTG; however, these will be treated as **Colorless**. So, if a card says its cost is 2 Green mana and 1 colorless. The cost will be 3 mana of any color instead.

BL-102.1c

Basic Land Cards can also trigger a **Blitz-Up** ability through **Land Bomb**. See **Blitz-Up** ability rule for more info.

4. Land Bomb

BL-103 Land Bomb

BL-103.1

Basic Land Cards can also destroy other Basic Land Cards that are in play. Looking at the back of an MTG card you will see **5** color dots. Green, White, Blue, Black, and Red. These are the **5** Mana colors for MTG. Pick any color. The color you picked, there will be two other colors beside the color you picked. Those are allied colors. The two colors that are not next to the color you picked are their enemy colors. So, for example, if you picked the color White. The two colors next to it is Green and Blue. These are White's allied colors. That means that Red and Black are White's enemy colors.

BL-103.1a

Example; If someone played a Red Mana Land card from their hand like playing a free spell, on your White Mana Land card that you have in play on your side of the battlefield. Then both cards are sent to the graveyard. That player destroyed your White Mana Land and then the **Blitz-Up** ability will trigger for the Red Mana Land card that was used. This action is called **Land Bomb**.

BL-103.1b

A Player can also do **Land Bomb** to themselves on the Basic Land Cards that they have on their side of the battlefield to trigger the effects of **Blitz-Up** ability. **Land Bomb** does **NOT** trigger any card's ability like **Landfall** for example. It is **ONLY** used to destroy Basic Land that is in play and trigger **Blitz-Up** ability. A player can **Land Bomb** as much as they like if they have the Basic Land to do so.

BL-103.1c

The targeted player that is **Land Bombed** draws **1** card from the top of their **Draw Deck** from a successful **Land Bomb** that was not countered. This also includes that if you **Land Bomb** your own Basic Land, you will get to Draw **1** card from your **Draw Deck** per successful **Land Bomb**.

BL-103.1d

Land Bomb can be countered by any player by Sacrificing **1** untapped Basic Land in play that they own that is for Mana, tap **2** untapped Basic Lands that they own in play of the same color, or play the same color Basic Land from hand on the other player's **Land Bomb**. The player that successfully counters the **Land Bomb** will get to Draw **3** cards from their **Draw Deck**.

Land Bomb Destroy Type Chart	
Land Mana Color	Can Destroy Land Mana Color
Red 	 White -OR- Blue 
Green 	 Blue -OR- Black 
White 	 Black -OR- Red 
Blue 	 Red -OR- Green 
Black 	 Green -OR- White 

5. Blitz-Up Rule

BL-104 Blitz-Up

BL-104.1

The **Blitz-Up** ability can be played as an **Instant** spell or a **Sorcery** spell. **Instant** and **Sorcery** spells of **Blitz-Up** cost are through **Land Bomb**. **Instant Land Bombs** can **ONLY** be played on **Your Basic Lands** that you have in play for Mana and **Sorcery Land Bombs** can **ONLY** be played on **Opponent's Basic Lands** that they have in play for Mana.

See the BL-105 **Blitz-Up Ability Cost & Effect** for more info.

BL-104.1a

The color of a Basic Land can **ONLY** trigger the color of the **Blitz-Up** ability.

1.  **White** Basic Land triggers **Blitz-Up** abilities effect for  **White**.
2.  **Green** Basic Land triggers **Blitz-Up** abilities effect for  **Green**.
3.  **Red** Basic Land triggers **Blitz-Up** abilities effect for  **Red**.
4.  **Black** Basic Land triggers **Blitz-Up** abilities effect for  **Black**.
5.  **Blue** Basic Land triggers **Blitz-Up** abilities effect for  **Blue**.

See the BL-105 **Blitz-Up Ability Cost & Effect** for more info.

BL-104.1b

When playing **Land Bomb**, you will choose **2** effects out of **4** total effects per **Land Bomb** based on the color mana of the **Land Bomb** you play.

BL-104.1c

Effects **#1** and **#2**, **DO NOT STACK** multiple times. They will still give your Creatures those abilities until end of turn.

Effects **#3** and **#4** are **STACKABLE**, so you can choose this multiple times. Creatures will get these until end of turn.

BL-104.1d

You can choose the same effect number twice per **Land Bomb** of **#3** and **#4**. Example; You play **1 Land Bomb** with Red. You get to choose **2** effects. You can pick **#3** twice to get Bushido X + 1 two times. Since you choose this twice, **X** will be how many **Land Bombs** you play which will be **1**. So, Bushido 1 + 1 = Bushido 2. You picked this for your effect choice 2 times. So, Bushido 2 + Bushido 2 = Bushido 4. Your Creatures will get Bushido 4 ability until end of turn.

BL-104.1e

You can stack effects **#3** and **#4** with multiple **Land Bombs** of the same color. For example; if you play **2 Green Land Bombs** or more. You can pick **#3** for all the Green **Land Bombs** you played.

6. Blitz-Up Ability Cost and Effect

BL-105 Blitz-Up Ability – Cost & Effect

(X = Land Bomb)

(Effects #3 and #4 are Stackable)

White

Type, Cost, & Effect:

Instant:

Target Your Basic Land

Sorcery:

Target Opponent Basic Land

Cost:

1 White Basic Land to **Land Bomb** 1 Black or 1 Red Basic Land in play for Mana.

Effect: Until end of turn.

All Creatures you control get +1/+1 and have **(Choose 2)**

1. **First Strike**
2. **Vigilance**
3. **Gain X + 2 Life when Attacking or Blocking**
4. **Tap to Gain X Life**

Green

Type, Cost, & Effect:

Instant:

Target Your Basic Land

Sorcery:

Target Opponent Basic Land

Cost:

1 Green Basic Land to **Land Bomb** 1 Blue or 1 Black Basic Land in play for Mana.

Effect: Until end of turn.

All Creatures you control get +1/+1 and have **(Choose 2)**

1. **Trample**
2. **Reach**
3. **Boost Attack Power to X + 2**
4. **Tap for X Mana**

Red

Type, Cost, & Effect:

Instant:

Target Your Basic Land

Sorcery:

Target Opponent Basic Land

Cost:

1 Red Basic Land to **Land Bomb** 1 White or 1 Blue Basic Land in play for Mana.

Effect: Until end of turn.

All Creatures you control get +1/+1 and have **(Choose 2)**

1. **Haste**
2. **Menace**
3. **Bushido X + 1**
4. **Tap to deal X Damage to any target**

Black

Type, Cost, & Effect:

Instant:

Target Your Basic Land

Sorcery:

Target Opponent Basic Land

Cost:

1 Black Basic Land to **Land Bomb** 1 Green or 1 White Basic Land in play for Mana.

Effect: Until end of turn.

All Creatures you control get +1/+1 and have **(Choose 2)**

1. **Deathtouch**
2. **Sacrifice this Creature, Deal damage to any target equal to its power.**
3. **When damaging target player, that player discards X + 1 cards from hand.**
4. **Tap to pay 1 Life, target Creature gets X number of -1/-1 counters.**

Blue

Type, Cost, & Effect:

Instant:

Target Your Basic Land

Sorcery:

Target Opponent Basic Land

Cost:

1 Blue Basic Land to **Land Bomb** 1 Green or 1 Red Basic Land in play for Mana.

Effect: Until end of turn.

All Creatures you control get +1/+1 and have **(Choose 2)**

1. **Flying.**
2. **Tap this creature to Tap target Creature.**
3. **When damaging target player, that player will Mill X + 1 cards.**
4. **Tap to Draw X Cards.**

7. Common Rules –

BL-106 Common Rules

BL-106.1

Attacking, Blocking, hand size of **7** cards maxed unless cards say otherwise, Planeswalker, Sorcery, Instant, Artifacts, and Enchantment rules are still played the same as it is in Standard MTG. No change.

8. Creatures Damage Rules –

BL-107 Creature Damage

BL-107.1

When a player's Creature takes damage on any turn, that Creature does not heal back to full health until it is that Creature owner's beginning upkeep turn before Draw Step.

BL-107.1a

If a Creature has health, it can block **1** attacking Creature at a time per attacking player unless an ability, spell, or card says otherwise.

9. Deck Rules –

BL-108 Deck Rules

BL-108.1

A player will always draw **2** cards at the beginning of their turn on the draw step unless a card ability or spell says otherwise.

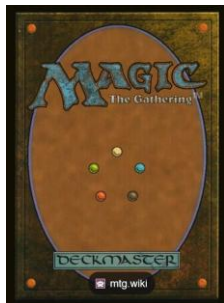
BL-108.1a

If a player runs out of cards in their Deck and cannot draw, then that player does not lose the game as it is in Standard MTG. Instead, that player will go into **Stage 2 Draw Deck**. This means that the player will take their Graveyard and any cards in Exile that they own and reshuffle them into a new Deck. They will turn the Deck sideways to indicate that their Deck is in **Stage 2**. When a player runs out of cards in **Stage 2**, then that player loses the game. If there are any cards that they own that are being held in play that is exiled by an opponent's card, those cards will stay exiled and not move into **Stage 2 Draw Deck**. Only the **Exile** zone and **Graveyard** zone are reshuffled in **Stage 2**.

BL-108.1b

If a player is to mill their **Stage 1 Draw Deck** and runs out of cards in **Stage 1**, then that player **MUST** go into **Stage 2** and continue the milling till finished.

Stage 1 Draw Deck ---



Stage 2 Draw Deck ---



10. Winning Game –

BL-109 Winning the Game

BL-109.1

Blitz is played in **10** turns. You win the game by eliminating all other players before or at **10** turns. If players are still alive at the end of turn **10**, then the player with the highest health wins. A Player can lose the game if they have Zero (**0**) health points or less left in the game or have no more cards left in their **Stage 2 Draw Pile** in the game. The only player left with the highest health and cards in **Stage 1 Draw Deck** or **Stage 2 Draw Deck**, wins the game.

Credits -

Blitz was created back in 2005. It was a game style of Magic the Gathering to play faster for the people who were on break at work to play and compete against each other for bragging rights. Blitz had multiple names and rules changed over the years to make it better. Due to life and work changes, Blitz just stopped in 2015. Then in 2026 it has been brought back and changed again to the new style format that is now known as Blitz. It is still used in the breakroom at work and players are still getting those bragging rights. This game style has been a lot of fun for me and the people I have shared it with at work. Now I just wanted to bring it to others in hope that they might enjoy this style of play for MTG.

Thank you for giving it a shot. Land Bomb and Blitz-Up!

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