

# MARIO: THE GATHERING CUBE DRAFT PRIMER



## HEROES AND POWER-UPS



Use creatures with **Super** (*When this creature dies, if it was enchanted, return it to the battlefield under its owner's control.*) and Enchant creature Auras. Power your creatures up, make them resilient to removal, and overwhelm your opponent.

**Top Picks:** Super Mario / Letter from the Princess / Toadette / Geno, Star Warrior / Turnip



## VILLAINS AND MINIONS



Summon swarms of **Minions** and overwhelm your opponent, with support from the big bosses. Use **Spawn** (*1: Exile this card from your hand: Create a 1/1 black Minion creature token. You may cast this card later from exile. Spawn only as a sorcery.*) early game. Pump up your tokens, or use them for sacrifice effects.

**Top Picks:** Bowser, King Koopa / Big World / Wendy O. Koopa / Draggadon / Fawful, Dark Keeper



## GHOST HOUSE



Summon tricky ghosts with **Spook** (*You may cast this card face down as a 2/2 creature for 3. When this creature dies while face-down, exile it. You may cast it later from exile for its spook cost.*) Gain extra benefit from killing off your face-down creatures, by casting the original spell for a reduced cost.

**Top Picks:** Artistic Obsession / Boo Cloud / Professor E. Gadd / Scare-a-thon / Ghost Story



## MARIO KART



Use **Vehicle** synergies to develop your board while gaining advantage by being in **pursuit** (*You're in pursuit if an opponent controls more creatures than you.*) Crew your Vehicles with cheap, high-power creatures, and take advantage of big buffs for Vehicles only. Make sure your deck has enough ways to crew your Vehicles!

**Top Picks:** Parade Kart / Remote Driving / Grand Prix / Please the Crowd / Pit Crew Toad



## MARIO MAKER



**Publish** your level to become a **maker** (*If there are four or more card types among permanents you control, you're a maker for the rest of the game*) and get big bonuses. Make sure you have lots of artifacts, enchantments, and planeswalkers. Artifact creatures and enchantment creatures are a big boon.

**Top Picks:** Course Bot / Honey Queen / Heavy Troopa / Credits Warp / Read the Blueprints



## FLICKER:

Use permanents with "enters the battlefield" effects, then reuse them! There are a bunch of ways to get extra triggers. Build defenses early to survive, then use late-game evasion to win.

**Top Picks:** Starship Mario / Boo Pipes / Pipe Network / Kingfin / Shooting Star



## POWER 2:

In addition to a control strategy, gain advantage by having creatures with power 2. Face-down Spook cards come this way, and most blue/black Vehicles can be crewed with 2 power.

**Top Picks:** Broozer / Eerie / Waluigi, Spite Incarnate / Spear / Tatanga, Alien Invader



## SACRIFICE:

Create lots of Minions and face-down Spook creatures, then sacrifice them for powerful effects. Some cards gain benefits by casting spells from exile, whether via Spook or Spawn.

**Top Picks:** King Bob-omb / King Kaliente / Slammer / Throne Room / Bob-omb Cannon



## BEATDOWN:

Attack! Use cheap aggressive creatures to win before the opponent has a chance to build up. Play flexible aggressive cards that work well both in go-wide and Super + Aura strategies.

**Top Picks:** Roy Koopa / Final Battle / Metal Cap / Fire Bar Roast / Iggy Koopa



## TREASURES:

Build an army of efficient creatures that are comfortable both on defense and offense. Use **Treasure token** (*Artifacts with "Sacrifice this artifact: Add one mana of any color."*) synergies to your advantage.

**Top Picks:** Toad Shopkeep / Bounty Board / Turn to Brick / Super Team / Mystery Block

# DRAFTING MARIO: THE GATHERING

## SETTING UP

- This cube can be drafted by up to eight players.
- Shuffle all 360 of the cards randomly (not the basic lands!)
- Randomly distribute three 15-card "packs" to each player face-down. Put away any remaining cards.

## DRAFTING

- Each player looks through their first pack of 15, picks a card, and passes the remaining cards to their left.
- Each player takes the cards they've been passed, picks a card, and passes the rest
- Repeat until there are no cards left to pass.
- Repeat with the second and third "packs", passing right for the second pack and left for the third pack.

## BUILDING A DECK

- You'll end up with 45 cards in your card pool. Using these cards, and any number of free basic lands, you must construct a 40 card deck.
- A normal deck has about 17 lands and 23 non-lands, with at least 10 creatures.
- A three-color deck tends to have a minimum of 4 multicolor mana sources.



## HAVE MORE QUESTIONS?

The QR code will link you to the comprehensive Mario: The Gathering document, which has information for drafting, playing, and rules questions.

## GOOD LUCK, AND HAVE FUN!