

YOUR FIRST MAGIC TABLE

Choose one complete activity. Play it. Let the table diagnose the next purchase.

Current official rules and event policy take precedence. Prices and stock are intentionally omitted.



CHOOSE YOUR FIRST MAGIC BOX

Choose one entrance.
You do not need every box.

PUZZLEWICK | ROBERT



PACK THE DECK YOU ACTUALLY OWN

- 60 cards: matching opaque sleeves plus spares
- 100 cards: test the complete Commander load
- Double-sleeving changes deck-box fit
- Tokens and dividers need their own space
- A playmat protects the surface, not against spills
- Drinks live on another surface

Three-game rule: repeat the same decks, name one recurring problem, then research one small repair.

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