

Choose your first evening

A format is an agreement about how you play. Choose that before a box.

1 Learn the basics

Try the free Arena tutorial or borrow teaching decks. A Foundations Beginner Box is another guided-learning route.

2 Join friends at Commander

Choose a complete preconstructed deck if the group plays Commander. Multiverse Reforged gives one player 100 cards; ask about table pace first.

3 Explore through Sealed

Ask a store about prerelease entry and what it supplies. Build a minimum 40-card deck from your event pool and basic lands.

4 Host four drafters

Draft Night is a four-player Pick-Two event. Agree who keeps the cards and the extra Collector Booster before opening.

5 Collect a favorite version

Identify the exact card and treatment. Randomized packs cannot guarantee it. Browse first; a purchase is optional.

First decide what happens after the wrapper comes off. The most expensive product is not automatically the best teacher.

Follow one ordinary turn

A teaching sequence. Card effects can change the normal rules.

1 Untap, upkeep, draw

Untap your permanents, handle upkeep triggers, then draw. The starting player skips the first draw in an ordinary two-player game; multiplayer Commander does not use that skip.

2 First main phase

You normally get one land play each turn. Creatures and sorceries normally require your main phase, priority and an empty stack. Mana pays costs; a land is not a spell.

3 Combat

Declare attackers, then defenders choose blockers. A creature normally cannot attack or use its tap ability unless you have controlled it since your turn began; haste changes this.

4 Second main phase

Use remaining legal plays. This is often a good time to cast a creature you did not need before combat. It does not grant another normal land play.

5 End step and cleanup

Resolve end-step triggers. In cleanup, normally discard down to your maximum hand size, remove marked damage, and end until-end-of-turn effects.

Ask before advancing if an opponent wants to act. Instants do not mean 'any moment'; you still need permission and priority.

Three mechanics, three checks

Read the game object, not just the illustration or token frame.

1 Empower Jace: check for a token

A nontoken Jace commander does not count. Empower adds the stated loyalty to a Jace planeswalker token you control, creating the specified token first if needed.

2 Heartwood: red AND green

Its artifact frame can be misleading in early printings. The token is red and green. Tap it for red or green mana; that ability does not sacrifice it.

3 Prepare: an option, not a free spell

Preparing makes the associated spell copy available in exile. Follow normal timing and pay its costs. Casting it unprepares the permanent.

4 Keep the prepared permanent in view

If it leaves the battlefield or becomes unprepared before you cast the copy, the waiting copy ceases to exist.

5 Practice out loud

Name the token's type, its colors, the cost you pay, and the zone the spell is in. These four checks catch different mistakes.

These are simplified teaching reminders. Use current official rules and the individual card's text to resolve an actual game.

Give every box one job

Product contents are not promises about the cards you will pull.

1 Multiverse Reforged / Commander

A ready-to-play 100-card deck. The direct choice for one player joining a Commander table; it is not a two-player teaching kit.

2 Play Boosters / drafting and opening

Useful when there is a plan for the packs. A display suits a larger session. Buy a named single when the goal is one precise card.

3 Bundle / a personal sampler

Nine Play Boosters plus lands and accessories. Pleasant for exploring the set; it is not a complete constructed deck.

4 Draft Night / four-player event

12 Play Boosters, one separate Collector Booster, 90 basic lands and tokens. Pick-Two draft with four players.

5 Collector / optional luxury

Premium randomized treatments. A serialized version does not make the underlying game card stronger.

6 Secret Lair Bundle / separate release

October 23, 2026, after the October 2 tabletop release. Confirm the exact contents and local delivery; do not assume launch-day arrival.

Calendar: prerelease September 25; Arena September 29; tabletop October 2. Regional supply and seller delivery remain separate checks.

Pack for the game you chose

Protect the deck first. Add comforts when they solve a real problem.

1 The playable core

Your complete deck or the event's required materials. Bring a way to track life and the tokens or counters your cards create.

2 Opaque outer sleeves

Choose standard-size Magic sleeves. A Commander deck needs 100, plus spares for damage or replacement.

3 A box that fits the sleeving method

A '100+' label is not a universal double-sleeve guarantee. Check the exact model's capacity and leave room for tokens without compression.

4 Optional inner sleeves

Useful for valuable cards or frequent handling. They add thickness; test the fit before filling a box.

5 Optional table and collection kit

A licensed mat can make a clean play surface. A binder organizes a collection; it is not required to play one deck. Sleeve a special pull before rigid protection.

6 Before leaving home

Confirm event time, format and supplied lands. Tell the host you are learning. Stop shopping when the kit already supports the evening.

Capacity advice is a specification check, not a claim that Puzzlewick physically tested your sleeve-and-box combination.