

Choose the Experience Before the Box

A one-page route from first purchase to first game, with a clean boundary around premium collecting.

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Give every sealed product one job

WHAT YOU WANT	CHOOSE	WHAT IT ACTUALLY CREATES
One playable Commander deck	Multiverse Reforged	A complete 100-card deck for one player
A planned four-player evening	Draft Night	A Pick-Two draft with lands and one shared Collector Booster
A contained personal sample	Bundle	Nine Play Boosters, lands, promo and table tools
A draft or larger opening	Play Boosters	Random set cards, not a finished deck
Premium treatments	Collector Boosters	High-variance collecting, not stronger game text

The first three Commander games

- 1. **Game one: preserve the list**
Learn its plan and note cards that are repeatedly stranded.
- 2. **Game two: watch the costs**
Notice slow openings, missing colors and effects that arrive too late.
- 3. **Game three: ask the table**
Learn the group's pace and expectations before buying upgrades.
- 4. **Then change five cards at most**
Solve one repeated problem and keep the removed cards with the original list.

Before a seal breaks

- ☐ **Name the event** — A deck, a draft, a sampler and a premium opening are different purchases.
- ☐ **Agree who keeps Draft Night cards** — Decide how the shared Collector Booster is handled before opening.
- ☐ **Confirm the exact product** — Check edition, language and seller on the live product page.
- ☐ **Check current legality** — Set identity never overrides the current rules for the chosen format.
- ☐ **Protect the active deck first** — Opaque sleeves and a fitted box come before display hardware.

Sources. Wizards of the Coast Reality Fracture product page and Magic format overview, checked September 7, 2026.
Accuracy. Every figure on this sheet was read from the sources above on September 7, 2026. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.
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