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# Magic Online Celebrates One Year

[Press Release](#)  
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Some players have been asking if we're doing anything for the first birthday of *Magic Online*. Well, given that the game turns one year old on June 24, the *Scourge* set becomes available on June 23, and [Scourge release events](#) begin on June 25, it's already a pretty busy week. So, instead of running more events, we're giving players a birthday gift.

If you remember the 2003 Wizards of the Coast Invitational, you probably know what we're talking about. The participants were playing for the opportunity to have a **Magic** card turned into an avatar that we'd be giving away on the *Magic Online* birthday. Well, [Bill Rose won the Invitational](#) and so **Two-Headed Giant of Foriys** is going to be an avatar.

So, while you're getting ready for the [Scourge release events that begin on June 25](#), take a moment and log on to *Magic Online* sometime during the day before. Because everyone who logs on to the game between 12 midnight and 11:59 pm Pacific Daylight Time on June 24 is going to get a copy of the limited-edition **Two-Headed Giant of Foriys** avatar.



## Some Things To Note

First, you won't get the avatar as soon as you log on. We'll wait until the day is completely over, tally up the players who logged on, then distribute the avatars. It may take us a few days to verify all the information, so please don't bug Customer Service about when you'll get yours -- it may take a little while. Just relax, [get a Karonia](#), and play with your new *Scourge* cards for a while.

Second, like the release event avatars, the **Two-Headed Giant of Foriys** avatar is a digital object. That means you can trade it just like any other object in your online collection.

Third, you actually need to **log on** sometime during the day. If you're already logged on to *Magic Online* at midnight on June 24, you'll need to log off and log back on sometime during the day to get the avatar.

Lastly, you have from 12 midnight to 11:59 pm PDT on the June 24 to log on to the game -- that's 24 hours. If you don't log on to the *Magic Online* game sometime during that period, Wizards of the Coast won't give you an avatar. The only way you'll get one is by trading someone for it.



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