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Tenth Edition Starter Game

Magic Arcana
 Thursday, June 14, 2007

[Magic Game Day](#), if you haven't heard, is coming July 14th. It's a great day to kick back, take in some *Tenth Edition*, smash face with black-bordered versions of your old favorites, and celebrate the Big X.

It's also an awesome time to introduce a friend or two to **Magic**. This year we've created these two-player starter products. Here, choose one. Go ahead, click on whichever one appeals to you.



Voila! Okay. You've selected your starter game. Now if you were to bust it open, you'd see two randomized *Tenth Edition* [booster packs](#), a 20-card basic land pack, and a big, planeswalker-worthy quick-start guide that contains all the rules your new **Magic** buddy (little brother, girlfriend, roommate, uncle, whatever) needs to start playing. So bring your buddy to **Magic** Game Day and set ablaze someone's lurking planeswalker spark.

Note that the basic land pack contains a special treat for you, too—lands that feature a **sneak peek at *Lowryn*, Magic's next large expert-level set** coming this October.

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They're so secret, we can't show you them here yet!

Tenth Edition is coming soon. [Magic Game Day](#), July 14th, is the beginning of a new era. Don't miss out!



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