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Tenth Edition's Tips, Tricks, & Tokens

Magic Arcana
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At [Magic Game Day](#) you'll see that there are sixteen thin, rectangular objects inside every *Tenth Edition* booster pack: fifteen **Magic** cards, and a bonus card.



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Just like the usual fifteen, these bonus cards are random; you might get any one of them every time you rip a pack. Some of the bonus cards are informational "tips & tricks" cards that explain more about **Magic**. Some of them spill the beans on some of the combos available in the *Tenth Edition* set.



And still others are all-new token cards with original art by **Magic's** top artists. Each of these tokens is usable with one or more token-generating cards in the *Tenth* set.



Three of the Tenth Edition token cards

Rip open a booster of *Tenth*, get some black-bordered goodness. Maybe open a tips & tricks card for your buddy who's just learning. And maybe crack a token card for yourself. Will you and your friend have a great time at [Magic Game Day](#)? The odds are excellent.



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