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Magic: The Gathering D45900000

Magic: The Gathering | Avatar: The Last Airbender Jumpstart Booster Box Instruction Manual

Official Product Guide for Model D45900000

PRODUCT OVERVIEW

This product is the Magic: The Gathering | Avatar: The Last Airbender Jumpstart Booster Box. It contains 24 Jumpstart Boosters, each designed for quick and engaging gameplay. Each booster pack includes 20 Magic cards, providing all necessary Land cards to begin playing immediately.

The Jumpstart format allows for immediate play by simply combining two booster packs, making it accessible for new players and convenient for experienced ones. These packs are compatible with other Jumpstart releases, enabling diverse mash-up combinations.



Image: The Magic: The Gathering Avatar: The Last Airbender Jumpstart Booster Box, showcasing the retail display box filled with individual booster packs. The box art features characters from Avatar: The Last Airbender, including Aang and a bear-like creature, emphasizing the thematic integration.

SETUP AND PREPARATION

The Jumpstart format is designed for rapid setup, allowing players to begin a game with minimal preparation.

1. **Unpack Boosters:** Open two Magic: The Gathering | Avatar: The Last Airbender Jumpstart Booster packs. Each pack contains a pre-selected theme and all necessary land cards.
2. **Shuffle Together:** Combine the cards from both opened booster packs into a single deck. Shuffle this combined deck thoroughly.
3. **Prepare to Play:** Your deck is now ready. Each player will need their own combined 40-card deck (from two Jumpstart packs) to play.

This product is suitable for players aged 14 years and up.

OPERATING INSTRUCTIONS (GAMEPLAY)

Magic: The Gathering is a collectible card game where players cast spells, summon creatures, and use artifacts to reduce their opponent's life total from 20 to 0. The Jumpstart format simplifies deck construction, allowing players to focus on gameplay.

Basic Gameplay Steps:

1. Starting the Game:

- Determine who goes first (e.g., by rolling a die).
- Each player draws seven cards from their shuffled deck.
- Players start with 20 life points.

2. Taking a Turn: A typical turn consists of several phases:

- **Untap Step:** Untap all your tapped permanents.
- **Upkeep Step:** Certain abilities trigger at this time.
- **Draw Step:** Draw one card from your deck.
- **Main Phase 1:** Play one land card per turn, cast spells, activate abilities.
- **Combat Phase:** Declare attackers, declare blockers, deal combat damage.
- **Main Phase 2:** Similar to Main Phase 1, but after combat.
- **End Step:** Clean up phase, discard down to hand size limit (usually 7 cards).

3. Winning the Game: A player wins when:

- An opponent's life total is reduced to 0 or less.
- An opponent attempts to draw a card from an empty library (deck).
- An opponent accumulates 10 or more poison counters.
- A card's effect states that you win the game or an opponent loses the game.

For detailed rules and advanced gameplay mechanics, refer to the official Magic: The Gathering comprehensive rules available online or through the Magic: The Gathering website.

MAINTENANCE AND CARE

To ensure the longevity and condition of your Magic: The Gathering cards, follow these care guidelines:

- **Storage:** Store cards in a cool, dry place away from direct sunlight and extreme temperatures. Use card sleeves, deck boxes, or binders for protection.
- **Handling:** Handle cards by their edges to avoid bending, creasing, or damaging the card surface. Avoid eating or drinking directly over your play area.
- **Cleaning:** Do not use liquids or abrasive materials to clean cards. For minor dust, a soft, dry cloth can be used gently.
- **Transport:** When transporting cards, use secure, padded containers to prevent damage from impacts or movement.

TROUBLESHOOTING

Most issues related to Magic: The Gathering gameplay can be resolved by reviewing the rules or consulting with experienced players. Here are some common points:

- **Rule Discrepancies:** If there is a disagreement on a rule, refer to the official Magic: The Gathering comprehensive rules. Online resources and official judges (for organized play) are the definitive sources.
- **Missing Cards/Components:** If a booster pack appears to be missing cards or components, contact

the manufacturer (Wizards of the Coast) directly with proof of purchase.

- **Damaged Cards:** While quality control is high, manufacturing defects can occur. Report any significantly damaged cards upon opening to the manufacturer.
- **Gameplay Flow:** If gameplay feels slow or confusing, ensure all players understand the turn structure and priority system. Practice and patience improve understanding.

SPECIFICATIONS

Product Name	Magic: The Gathering Avatar: The Last Airbender Jumpstart Booster Box
Model Number	D45900000
UPC	195166290713
Included Components	24 Jumpstart Boosters, each containing 20 cards
Material	Paper
Color	Multicolor
Product Dimensions	7.99"L x 4.88"W
Item Weight	2.12 pounds
Manufacturer Recommended Age	14 years and up
Release Date	November 21, 2025
Manufacturer	Wizards of the Coast

SUPPORT AND ADDITIONAL RESOURCES

For further assistance, detailed rules, or community engagement, please visit the official Magic: The Gathering website or contact Wizards of the Coast customer support.

- **Official Website:** magic.wizards.com
- **Customer Support:** Refer to the official website for contact information and support options.

This product is manufactured by Wizards of the Coast.