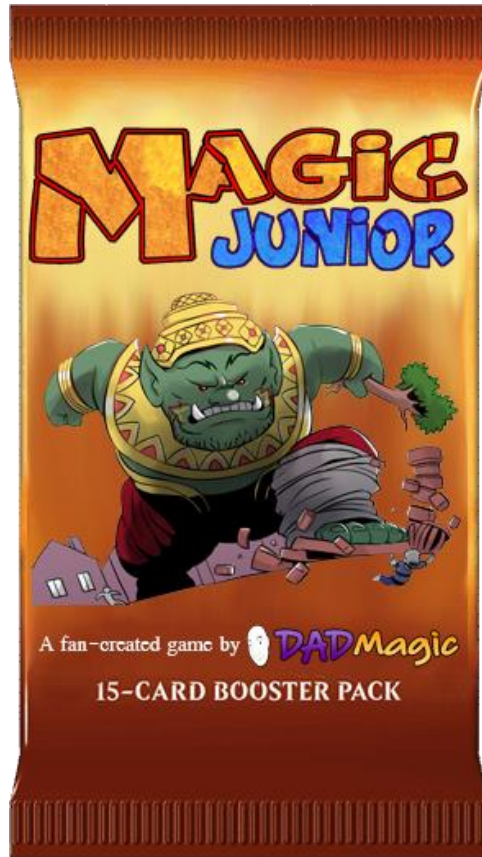


# FIRE BOOSTER

Level: 0

Paper Size: 8.5" x 11"



## Instructions

1. Print 2 Booster Packs to create 1 Magic Jr. deck.
2. Cut out all the cards and Tired counters.
3. Cut the dual castles in half to create a 2-color castle.
4. Glue to normal Magic cards (like tokens or basic lands).
5. Put cards in card sleeves.
6. Shuffle and play!

**Happy Goblin** 



Friend - Goblin 

*He is happy.  
He has a ball.*

**1** 

019 / 054  
MJR • EN / Sunisa Ninrawat 

**Happy Goblin** 



Friend - Goblin 

*He is happy.  
He has a ball.*

**1** 

019 / 054  
MJR • EN / Sunisa Ninrawat 

**Happy Goblin** 



Friend - Goblin 

*He is happy.  
He has a ball.*

**1** 

019 / 054  
MJR • EN / Sunisa Ninrawat 

**Angry Giant**  



Friend - Giant 

*He is tall.  
He can stomp.*

**2** 

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**Angry Giant**  



Friend - Giant 

*He is tall.  
He can stomp.*

**2** 

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**Red Dragon**   



Friend - Dragon 

*He has fire.  
He can fly.*

**3** 

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**Bite** 



Spell 

A friend loses 

*Ouch! That hurts!*

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**Bite** 



Spell 

A friend loses 

*Ouch! That hurts!*

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**Fireball**  



Spell 

A player loses 5 life.

*Let's play catch!*

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**Hot Soup**   



Spell 

Their friends lose 

*Look out! It's hot!*

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**Fire**



Castle 



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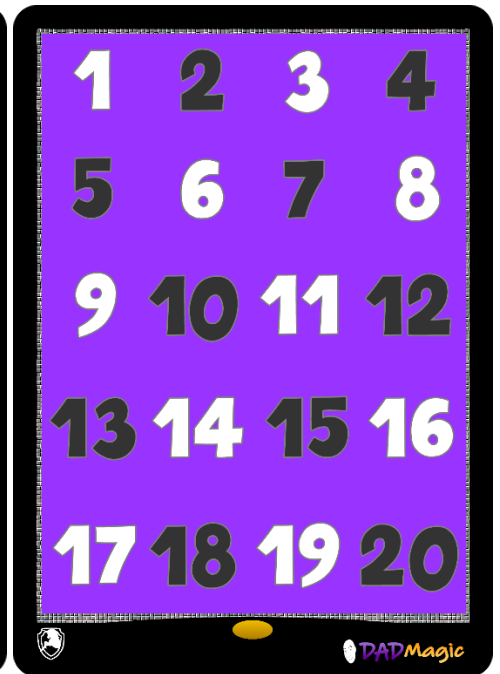
**Fire**



Castle 



025 / 054  
MJR • EN / George Carroll 



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