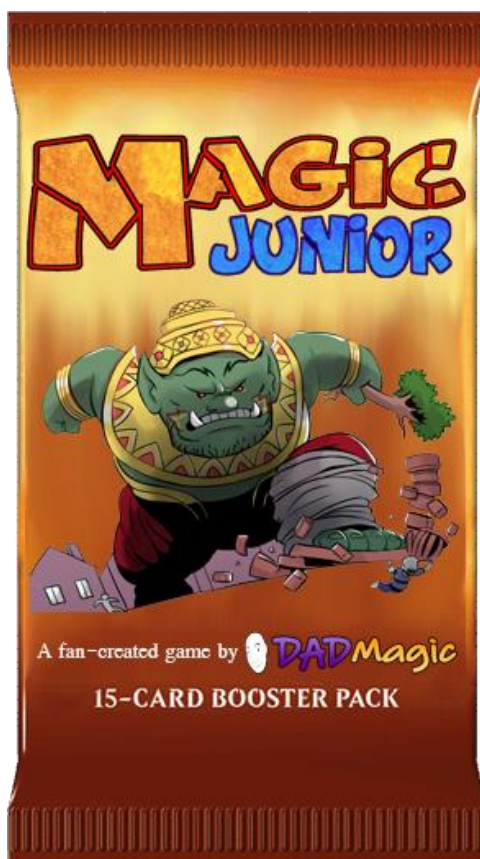


FIRE BOOSTER


Level: 0


Paper Size: A4



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

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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 



025 / 054
MJR • EN / George Carroll 

Fire




Castle 



025 / 054
MJR • EN / George Carroll 

Fire or Fire



Castle or Castle 



026 / 054
MJR • EN / George Carroll 

Ferris, The Wild Kid



Boss - Kid 



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MJR • EN / George Carroll 


1 2 3 4

5 6 7 8

9 10 11 12

13 14 15 16

17 18 19 20




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