

① W

Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying counter on it. This ability triggers only once.

2/2

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5 G G

Tramplé

Whenever Altanak becomes the target of a spell or ability an opponent controls, draw a card.

{1}{G}, Discard this card: Return target land card from your graveyard to the battlefield tapped.

9/9

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2 B

Flash

Whenever this creature attacks,
surveil 1. (Look at the top card of
your library. You may put it into
your graveyard.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Flash

{3}, {T}, Sacrifice this artifact:
It deals 3 damage to target
creature.

otbox.dev

4 R R

Menace (This creature can't be blocked except by two or more creatures.)
Mountaincycling {2} ({2}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

5/6

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① R

As an additional cost to cast this spell, sacrifice a creature or enchantment or pay {2}.
Betrayal's Bargain deals 5 damage to target creature. If that creature would die this turn, exile it instead.

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Cackling Slasher (3)(B) Creature -- Human Assassin Deathtouch This creature enters with a +1/+1 counter on it if a creature died this turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cackling Slasher (3)(B) Creature -- Human Assassin Deathtouch This creature enters with a +1/+1 counter on it if a creature died this turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cackling Slasher (3)(B) Creature -- Human Assassin Deathtouch This creature enters with a +1/+1 counter on it if a creature died this turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clockwork Percussionist (R) Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Commune with Evil (2)(B) Sorcery Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creeping Peeper (1)(U) Creature -- Eye {T}: Add {U}. Spend this mana only to cast an enchantment spell, unlock a door, or turn a permanent face up. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daggermaw Megalodon (4)(U)(U) Creature -- Shark Vigilance Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dashing Bloodsucker (3)(B) Creature -- Vampire Warrior Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +2/+0 and gains lifelink until end of turn. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defiled Crypt 3B Enchantment -- Room Whenever one or more cards leave your graveyard, create a 2/2 black Horror enchantment creature token. This ability triggers only once each turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- - - - RIGHT HALF - - - Cadaver Lab B Enchantment -- Room When you unlock this door, return target creature card from your graveyard to your hand. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Derelict Attic 2B Enchantment -- Room When you unlock this door, you draw two cards and you lose 2 life. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- - - - RIGHT HALF - - - Widow's Walk 3B Enchantment -- Room Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch until end of turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Derelict Attic 2B Enchantment -- Room When you unlock this door, you draw two cards and you lose 2 life. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- - - - RIGHT HALF - - - Widow's Walk 3B Enchantment -- Room Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch until end of turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enter the Enigma U Sorcery Target creature can't be blocked this turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Enter the Enigma U Sorcery Target creature can't be blocked this turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erratic Apparition 2U Creature -- Spirit Flying, vigilance Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +1/+1 until end of turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanatic of the Harrowing 3B Creature -- Human Cleric When this creature enters, each player discards a card. If you discarded a card this way, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Lost Teeth B Enchantment Creature -- Nightmare When this creature dies, it deals 1 damage to any target and you gain 1 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② W

Vigilance
Whenever this creature attacks,
surveil 1. (Look at the top card of
your library. You may put it into
your graveyard.)

2/2

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B

As an additional cost to cast this spell, sacrifice a creature or enchantment.
Exile target creature.

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② ⑥

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Flash
Enchant creature
Enchanted creature gets +2/+2 and
has trample.
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botbox.dev

① ②

Target creature gets +2/+2 and gains lifelink until end of turn.

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②R

When you unlock this door, this Room deals 4 damage to target creature an opponent controls.

(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

④⑤

At the beginning of your end step, this Room deals 1 damage to each opponent.

(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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③④

Draw two cards. Create a 1/1 white Glimmer enchantment creature token.

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{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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①R

As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.

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Greenhouse 2G Enchantment -- Room Lands you control have "{T}": Add one mana of any color." (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Rickety Gazebo 3G Enchantment -- Room When you unlock this door, mill four cards, then return up to two permanent cards from among them to your hand. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hand That Feeds 1R Creature -- Mutant Delirium -- Whenever this creature attacks while there are four or more card types among cards in your graveyard, it gets +2/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Escort 2W Creature -- Human Soldier Whenever this creature attacks, another target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haunted Screen 3 Artifact {T}: Add {W} or {B}. {T}, Pay 1 life: Add {G}, {U}, or {R}. {7}: Put seven +1/+1 counters on this artifact. It becomes a 0/0 Spirit creature in addition to its other types. Activate only once. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Horrid Vigor 1G Instant Target creature gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horrid Vigor 1G Instant Target creature gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaito, Bane of Nightmares 2UB Legendary Planeswalker -- Kaito Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof. [+1]: You get an emblem with "Ninjas you control get +1/+1." [0]: Surveil 2. Then draw a card for each opponent who lost life this turn. [-2]: Tap target creature. Put two stun counters on it. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sarlanga - Unknown format (MOCS Showcase Open)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 5/11 - 8 cards - 2.5 x 3.5 in each

3 G

Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.

4/3

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Land

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

When this creature dies, look at the top five cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑤

When this creature dies, look at the top five cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

⑥

Flying
{2}: Put target card from a graveyard on the bottom of its owner's library. Activate only as a sorcery.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U B R G

When Marina Vendrell enters, reveal the top seven cards of your library. Put all enchantment cards from among them into your hand and the rest on the bottom of your library in a random order.

{T}: Lock or unlock a door of target Room you control. Activate only as a sorcery.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X X B B B B

When Meathook Massacre II enters, each player sacrifices X creatures of their choice.

Whenever a creature you control dies, you may pay 3 life. If you do, return that card under your control with a finality counter on it.

Whenever a creature an opponent controls dies, they may pay 3 life. If they don't, return that card under your control with a finality counter on it.

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2 R W

Create three 1/1 red Gremlin creature tokens. Gremlins you control gain menace, lifelink, and haste until end of turn. (A creature with menace can't be blocked except by two or more creatures.)

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Moldering Gym 2 6 Enchantment -- Room When you unlock this door, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] Weight Room 5 6 Enchantment -- Room When you unlock this door, manifest dread, then put three +1/+1 counters on that creature. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murky Sewer Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Norin, Swift Survivalist R Legendary Creature -- Human Coward Norin can't block. Whenever a creature you control becomes blocked, you may exile it. You may play that card from exile this turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orphans of the Wheat 1 W Creature -- Human Whenever this creature attacks, tap any number of untapped creatures you control. This creature gets +1/+1 until end of turn for each creature tapped this way. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk 3 B B Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Piranha Fly 1 U Creature -- Fish Insect Flying This creature enters tapped. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Possessed Goat Creature -- Goat {3}, Discard a card: Put three +1/+1 counters on this creature and it becomes a black Demon in addition to its other colors and types. Activate only once. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ragged Playmate Artifact Creature -- Toy {1}, {T}: Target creature with power 2 or less can't be blocked this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reluctant Role Model Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaring Furnace Enchantment -- Room When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Steaming Sauna Enchantment -- Room You have no maximum hand size. At the beginning of your end step, draw a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saw Artifact -- Equipment Equipped creature gets +2/+0. Whenever equipped creature attacks, you may sacrifice a permanent other than that creature or this Equipment. If you do, draw a card. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Say Its Name 1G Sorcery Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Dragonfire 1R Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seized from Slumber 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shrewd Storyteller 1GW Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a +1/+1 counter on target creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Roller crusher Ride X2R Legendary Enchantment Delirium -- If a source you control would deal noncombat damage to a permanent or player while there are four or more card types among cards in your graveyard, it deals double that damage instead. When The Roller crusher Ride enters, it deals X damage to each of up to X target creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Threats Around Every Corner 3G Enchantment When this enchantment enters, manifest dread. Whenever a face-down permanent you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Threats Around Every Corner 3G Enchantment When this enchantment enters, manifest dread. Whenever a face-down permanent you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trapped in the Screen 2W Enchantment Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trial of Agony (R) Sorcery Choose two target creatures controlled by the same opponent. That player chooses one of those creatures. Trial of Agony deals 5 damage to that creature, and the other can't block this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Under the Skin (2)(G) Sorcery Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) You may return a permanent card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underwater Tunnel (U) Enchantment -- Room When you unlock this door, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Slimy Aquarium (3)(U) Enchantment -- Room When you unlock this door, manifest dread, then put a +1/+1 counter on that creature. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsettling Twins (3)(W) Creature -- Human When this creature enters, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Unsettling Twins (3)(W) Creature -- Human When this creature enters, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valgavoth's Faithful (B) Creature -- Human Cleric {3}{B}, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valgavoth's Onslaught (X)(X)(G) Sorcery Manifest dread X times, then put X +1/+1 counters on each of those creatures. (To manifest dread, look at the top two cards of your library, then put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valgavoth, Terror Eater (6)(B)(B)(B) Legendary Creature -- Elder Demon Flying, lifelink Ward--Sacrifice three nonland permanents. If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead. During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost. [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sarlanga - Unknown format (MOCS Showcase Open)

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sheet 10/11 - 8 cards - 2.5 x 3.5 in each

② ③

Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② R

Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 2 if this is the first time this ability has resolved this turn. If it's the second time, each opponent discards a card. If it's the third time, put a creature card from a graveyard onto the battlefield under your control.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

Haste
Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev