

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact

Players have no maximum hand size. At the beginning of each player's draw step, that player draws an additional card, then discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Elf Druid

$\{T\}$: Untap target Forest.

1/1

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① ②

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Legendary Creature -- Human Monk

You may play two additional lands on each of your turns.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bayou

Land -- Swamp Forest

$$(\{T\}: \text{Add } \{B\} \text{ or } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Capture of Jingzhou Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chrome Mox Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courser of Kruphix Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crucible of Worlds

③

Artifact

You may play lands from your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryptic Command

1 U U U

Instant

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Choose two --
* Counter target spell.
* Return target permanent to its
owner's hand.
* Tap all creatures your opponents
control.
* Draw a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cyclonic Rift

① ② U

Instant

Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damnation

2 B B

Sorcery

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Destroy all creatures. They can't be
regenerated.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Confidant

① ②

Creature -- Human Wizard

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Petition

3 B B

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day's Undoing

② ③

Sorcery

Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daze

① ②

Instant

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You may return an Island you control
to its owner's hand rather than pay
this spell's mana cost.
Counter target spell unless its
controller pays {1}.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathrite Shaman ⓇⓄ Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1BPBP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Engineered Plague 2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Witness 1GG Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exploration G Enchantment You may play an additional land on each of your turns. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Grove Land {T}: Add {C}. {G/U}, {T}: Add {G}{G}, {G}{U}, or {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will

3 U U

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Future Sight

2 U U U

Enchantment

Play with the top card of your library revealed.
You may play lands and cast spells from the top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geier Reach Sanitarium

Legendary Land

{T}: Add {C}.
{2}, {T}: Each player draws a card,
then discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian Probe

UP

Sorcery

{U/P} can be paid with either {U}
or 2 life.)
Look at target player's hand.
Draw a card.

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Go for the Throat

① ②

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith

(X) (G)

Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Forest or an Island.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Legendary Planeswalker -- Jace

[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.

[0]: Draw three cards, then put two cards from your hand on top of your library in any order.

[-1]: Return target creature to its owner's hand.

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[-12]: Exile all cards from target
player's library, then that player
shuffles their hand into their
library.
```

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Legendary Creature -- Human Wizard

{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.

0/2

- - - BACK FACE - - -

Jace, Telepath Unbound

Legendary Planeswalker -- Jace

[+1]: Up to one target creature gets -2/-0 until your next turn.

[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.

[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."

L 5

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sheet 6/13 - 8 cards - 2.5 x 3.5 in each

Lotus Cobra 16 Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maelstrom Pulse 1BG Sorcery Destroy target nonland permanent and all other permanents with the same name as that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mikokoro, Center of the Sea Legendary Land {T}: Add {C}. {2}, {T}: Each player draws a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Diamond 0 Artifact If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutagenic Growth GP Instant ({G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vastwood Seer 26 Legendary Creature -- Elf Scout When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control. 2/2 - - - BACK FACE - - - Nissa, Sage Animist Legendary Planeswalker -- Nissa [+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. [-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token. [-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Yuuka Kazami - Commander (1v1 Commander Challenge)

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sheet 7/13 - 8 cards - 2.5 x 3.5 in each

Notion Thief 2 U B Creature -- Human Rogue Flash If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ramunap Excavator 2 G Creature -- Snake Cleric You may play lands from your graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reclamation Sage 2 G Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Remand 1 U Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rites of Flourishing 2 G Enchantment At the beginning of each player's draw step, that player draws an additional card. Each player may play an additional land on each of their turns. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn Land { T }, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze Creature -- Ooze { G }: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serum Visions Sorcery Draw a card. Scry 2. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snapcaster Mage Creature -- Human Wizard Flash When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Snow-Covered Forest Basic Snow Land -- Forest ({ T }: Add { G }.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Island Basic Snow Land -- Island ({ T }: Add { U }.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Island Basic Snow Land -- Island ({ T }: Add { U }.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({ T }: Add { B }.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Ruins Land {T}: Add {C}. {U/B}, {T}: Add {U}{U}, {U}{B}, or {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Safekeeper Creature -- Human Wizard Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Pact Instant Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Teferi's Puzzle Box Artifact At the beginning of each player's draw step, that player puts the cards in their hand on the bottom of their library in any order, then draws that many cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Deceit Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Malady Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

3 U U

Take an extra turn after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤ ⑤

Exile Time Spiral. Each player shuffles their hand and graveyard into their library, then draws seven cards. You untap up to six lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Target player takes an extra turn after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

When Titania enters, return target land card from your graveyard to the battlefield.
Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tropical Island

Land -- Forest Island

$$(\{T\}: \text{Add } \{G\} \text{ or } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River

Land

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{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

Land -- Island Swamp

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Walk the Aeons

④ ⑤ ⑤

Sorcery

Buyback--Sacrifice three Islands.
(You may sacrifice three Islands in addition to any other costs as you cast this spell. If you do, put this card into your hand as it resolves.)
Target player takes an extra turn after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waste land

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Yuuka_Kazami - Commander (1v1 Commander Challenge)

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

Windfall 2 U Sorcery Each player discards their hand, then draws cards equal to the greatest number of cards a player discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leovold, Emissary of Trest B G U Legendary Creature -- Elf Advisor Each opponent can't draw more than one card each turn. Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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