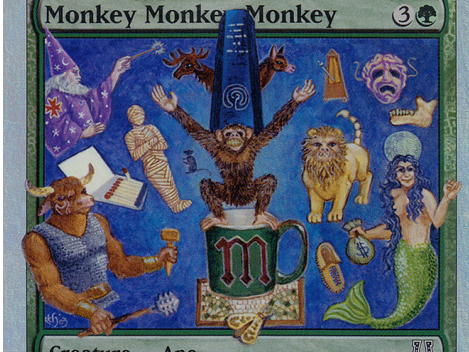
Monkey Monkey Monkey 3



Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

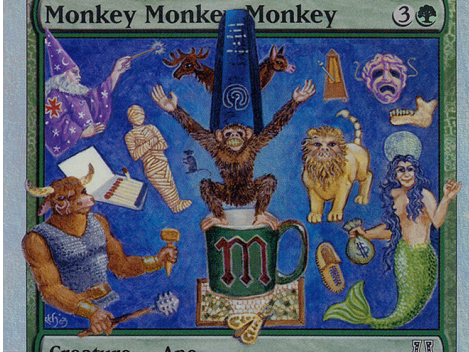
Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3



Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

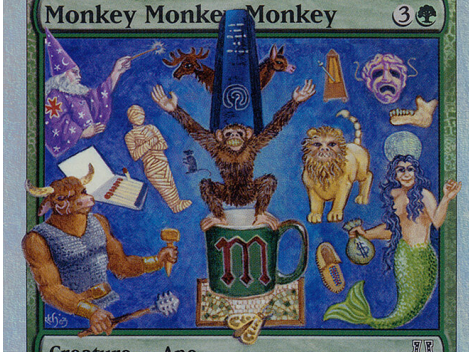
Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3



Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

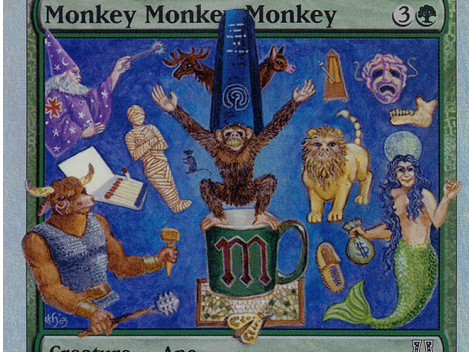
Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3



Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl

Monkey Monkey Monkey 3

Creature — Ape

As Monkey Monkey Monkey comes into play, choose a letter.

Monkey Monkey Monkey gets +1/+1 for each nonland permanent whose name begins with the chosen letter.

Many matches make more madcap monkey mayhem.

Liz Danforth

1/1

™ & © 1993–2004 Wizards of the Coast, Inc. 104/140 Hurl