
Water Gun Balloon Game
2
Artifact
As Water Gun Balloon Game comes into play, each player puts a pop! counter on a 0.
Whenever a player plays a spell, move that player's pop! counter up 1.
Whenever a player's pop! counter hits 5, that player puts a 5/5 pink Giant Teddy Bear creature token into play and resets all pop! counters to 0.
Mark Brill
1993–2004 Wizards of the Coast, Inc. 132/140 Moronic


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