

# MYSTERY PIZZA



TEENAGE MUTANT NINJA  
**TURTLES**

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▶ Jeff Carpenter 400P00849000001

# MYSTERY PIZZA RULES

Before the game begins, shuffle the Pizza cards together, Mystery Pizza side face up, to create a Mystery Pizza deck.

If a Mystery Pizza card would be put anywhere other than the battlefield, put it on the bottom of the Mystery Pizza deck.

At the beginning of your end step, if you don't control a Mystery Pizza, put the top card of the Mystery Pizza deck onto the battlefield under your control. It's a Food Equipment artifact with these abilities:

Whenever equipped creature deals combat damage to a player, you may flip this card. If you do, resolve its effects, then put it on the bottom of the Mystery Pizza deck.

②, ④, Put this Food on the bottom of the Mystery Pizza deck: You gain 3 life.

Equip ①



# MYSTERY PIZZA

ARTIFACT — FOOD EQUIPMENT

Whenever equipped creature deals combat damage to a player, you may flip this card. If you do, resolve its effects, then put it on the bottom of the Mystery Pizza deck.

②, ♣, Put this card on the bottom of the Mystery Pizza deck: You gain 3 life.

Equip ①

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Each opponent loses 3 life  
and discards a card. You  
draw a card and gain 3 life.



Put a shield counter on target creature you control. It becomes a Turtle in addition to its other types for as long as it has a shield counter on it.

*(If a creature with a shield counter on it would be dealt damage or destroyed, remove a shield counter from it instead.)*



Create three 1/1 black  
Ninja creature tokens.

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Look at the top two cards of your library. Cloak one of them. Then put the other on top of your library or into your graveyard.

*(To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward 2. Turn it face up any time for its mana cost if it's a creature card.)*



You and defending player may each search their libraries for a basic land card, put it onto the battlefield under their control tapped, then shuffle.

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The owner of target creature shuffles it into their library, then reveals cards from the top of their library until they reveal a creature card. They put that card onto the battlefield and the rest on the bottom of their library in a random order.



For each opponent, goad up to one target creature that player controls.

*(Until your next turn, they attack each combat if able and attack a player other than you if able.)*

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**Mill three cards. Choose up to one permanent card in your graveyard and put into your hand.**

**Then defending player mills three cards. They choose up to one permanent card in their graveyard and put it into their hand.**



You and defending player may each discard their hand and draw four cards. If defending player discards their hand this way, this card deals 4 damage to them.

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Untap all creatures you control.

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