

One little detail...

You Make The Card - Step 7

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And the winner is...

Number #10

Whenever a player plays a spell, you may put a +1/+1 counter on CARDNAME. At the beginning of your upkeep, you may remove all +1/+1 counters from CARDNAME and distribute them among any number of creatures.

The +1/+1 counters must have some kind of universal appeal, because #10 won by a decent margin. Here are the results:

Mechanic Run-Off

#7	783	31%
#8	718	29%
#10	1016	40%
Total	2517	100%

As an honor of being a finalist, we allowed each person to give his mechanic a design name. The name will be used until we have an actual name. The winner's design name, as submitted by its creator Alex Freeman, is ... "Mr. Babycakes."

On Thursday, we will be voting on the creature's size range. The choices will be as follows:

- Small (the creature's power and toughness added together equal 4 or less)
- Medium (the creature's power and toughness added together equal 5 to 9)
- Large (the creature's power and toughness added together equal 10 or greater)

Then next week, you will have the opportunity to choose the creature's actual power and toughness.

But you don't have to wait until Thursday to vote. Before we vote on the size range we need to get one other issue out of the way. One of the ideas that has been tossed around on the message boards is the idea of making Mr. Babycakes (#10) a wall. Did we anticipate the sentiment to make a wall? Not really. But it seems to have enough support to warrant investigation, and the mechanic would function

reasonably well on a wall. Plus it will have a big impact on the power and toughness, so we are doing a quick vote this week.

So, should Mr. Babycakes be a wall: yes or no?

[REGISTER HERE](#) - [VOTE HERE](#)

The deadline for this vote is midnight this Wednesday, April 24th.

The Finalists

The last thing I need to do today is to finally congratulate the ten finalists. These are the players who first submitted each of the ten winning cards along with the design name they chose for their card.

Card #1, submitted by: Adam Kemp

[Nepotist]

CARDNAME can't be countered.

Protection from blue

As CARDNAME comes into play, choose a creature type.

Creature spells of the chosen type can't be countered by spells or abilities.

Card #2, submitted by: Richard H. Downs III

[The Great "Yoink!" Machine]

When CARDNAME is put into a graveyard from play, you may reveal the cards in your library. If you do, target opponent chooses from among them three creature cards with different names. Put one of them into play and the rest into your graveyard. Then shuffle your library.

Card #3, submitted by: Jeff Schlegel

[Swarmin' Norman]

Whenever CARDNAME deals damage to an opponent, search your library for a copy of CARDNAME and put it into play.

Whenever CARDNAME deals combat damage to a player, you may search your library for a card named CARDNAME and put it into play. If you do, shuffle your library.

Card #4, submitted by: Jin Soo Kim

[No Name Given]

All creatures able to block CARDNAME do so.

Whenever a creature blocks CARDNAME, you may draw a card.

Card #5, submitted by: Marc Perez

[Beatdown Only, Baby]

Except for enchant creature spells, noncreature spells cost 1 more to play.

Card #6, submitted by: Alex Kubli

[No Name Given]

XM, T: Reveal the top X cards of your library. Put all creature cards with converted mana cost X into play and the rest into your graveyard.

Card #7, submitted by: Heikki Myllari

[No Name Given]

CARDNAME can't be countered.

CARDNAME can't be the target of spells or abilities.

Whenever CARDNAME deals combat damage to a player, that player can't play instant spells this turn.

Card #8, submitted by: Isaac Rabin

[No Name Given]

When CARDNAME is put into a graveyard from play, you may return it to play under its owner's control at end of turn.

Card #9, submitted by: David Pyrah

[The Horsemen]

At the beginning of each player's upkeep, if you control four permanents named CARDNAME, you win the game.

Card #10, submitted by: Alex Freeman

[Mr. Babycakes]

Whenever a player plays a spell, you may put a +1/+1 counter on CARDNAME.

At the beginning of your upkeep, you may remove all +1/+1 counters from CARDNAME and distribute them among any number of creatures.