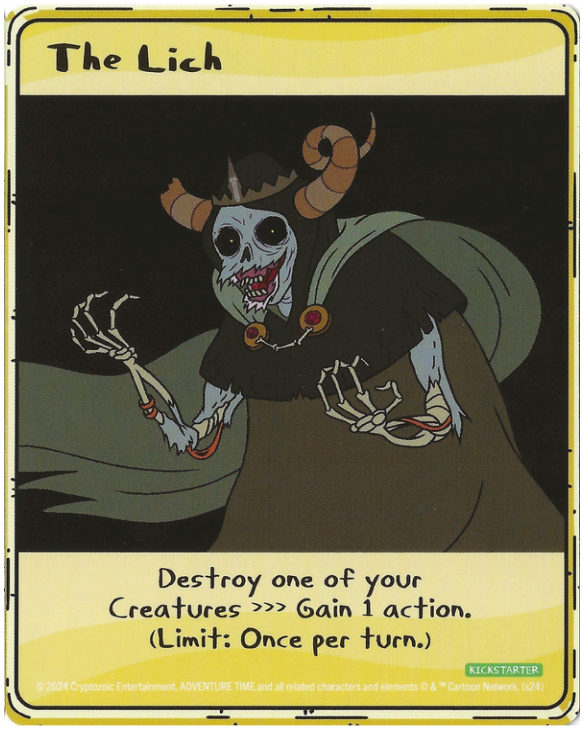

Landscape
Blue Plains
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Landscape
Cornfield
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Landscape
Useless Swamp
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Landscape
Useless Swamp
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The Lich
Destroy one of your
Creatures >>> Gain 1 action.
(Limit: Once per turn.)
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0 **Big Foot**



Rainbow Creature

FLOOP >>> Flip target facedown Landscape you control face up.

1 4

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0 **Big Foot**



Rainbow Creature

FLOOP >>> Flip target facedown Landscape you control face up.

1 4

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1 **Gnome Snot**

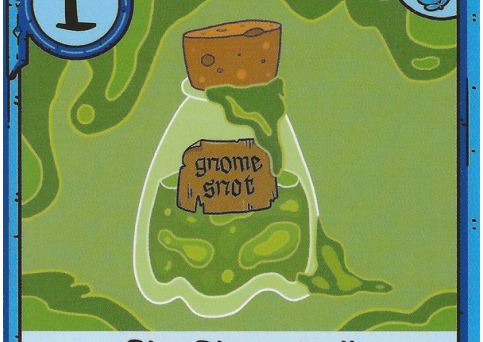


Blue Plains Spell

Draw 3 cards.

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1 **Gnome Snot**

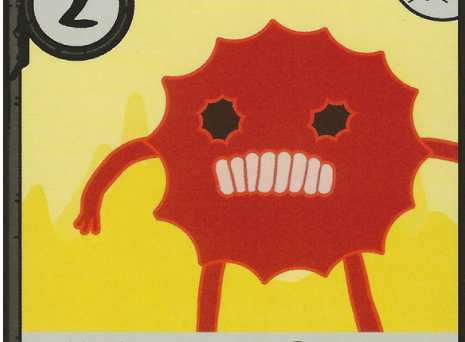


Blue Plains Spell

Draw 3 cards.

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2 **Immortal Maize Walker**



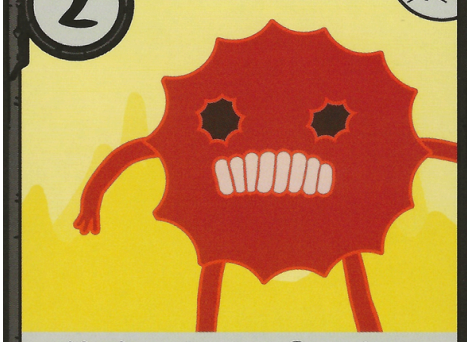
Useless Swamp Creature

While Immortal Maize Walker is on a Cornfield Landscape, its ATK value is tripled.

2 8

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2 **Immortal Maize Walker**



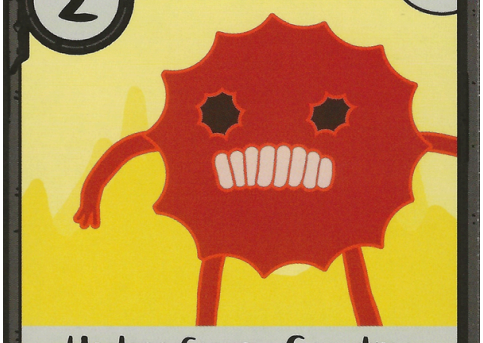
Useless Swamp Creature

While Immortal Maize Walker is on a Cornfield Landscape, its ATK value is tripled.

2 8

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2 **Immortal Maize Walker**



Useless Swamp Creature

While Immortal Maize Walker is on a Cornfield Landscape, its ATK value is tripled.

2 8

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1 **Red Eyeling**



Useless Swamp Creature

FLOOP >>> Return a card with cost 0 from your discard pile to your hand.

2 6

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1 **Red Eyeling**



Useless Swamp Creature

FLOOP >>> Return a card with cost 0 from your discard pile to your hand.

2 6

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0

Unempty Coffin



Rainbow Spell

Reduce the cost of the next Creature you play this turn by 2 actions.

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0

Unempty Coffin



Rainbow Spell

Reduce the cost of the next Creature you play this turn by 2 actions.

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0

Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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0

Goat



Rainbow Creature

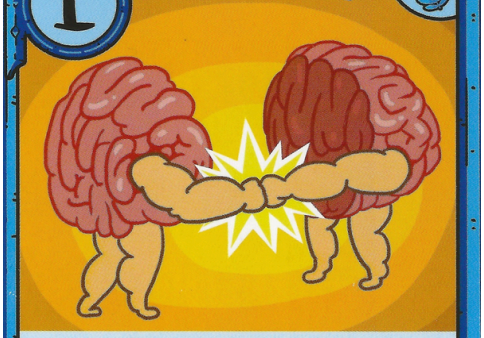
If Goat replaces a Creature, draw a card.

1 4

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1

Subliminal Strength



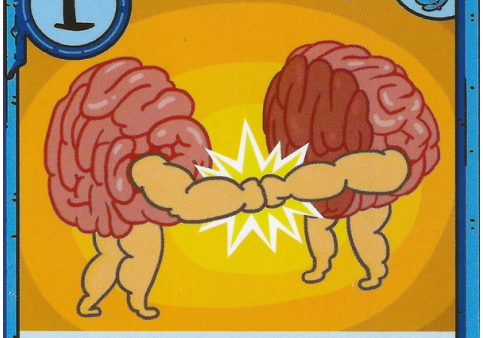
Blue Plains Spell

Target Creature you control has +2 ATK for each Spell you played this turn *(including this one).*

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1

Subliminal Strength



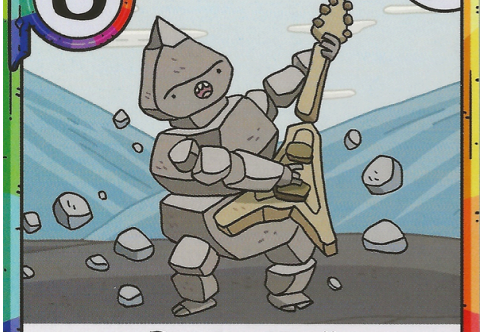
Blue Plains Spell

Target Creature you control has +2 ATK for each Spell you played this turn *(including this one).*

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0

Rock Out!



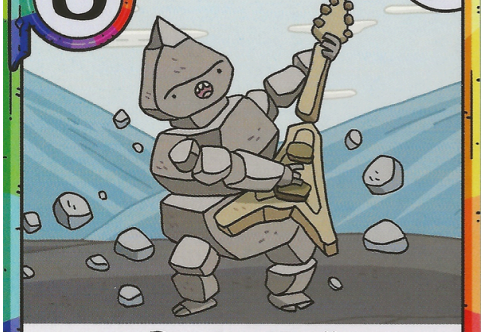
Rainbow Spell

Flip target Landscape face down until the start of your next turn.

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0

Rock Out!



Rainbow Spell

Flip target Landscape face down until the start of your next turn.

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0

Ham Fist



Rainbow Spell

Target Creature you control has -5 ATK this turn.

Draw a card.

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0
Singing Sword

Rainbow Spell
Target Creature has +1 ATK for every 2 cards you have drawn this turn.
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0
Singing Sword

Rainbow Spell
Target Creature has +1 ATK for every 2 cards you have drawn this turn.
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1
Glorious Gramophone

Blue Plains Spell
Draw 4 cards, then discard any 2 cards.
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1
Glorious Gramophone

Blue Plains Spell
Draw 4 cards, then discard any 2 cards.
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0
Void Thimble

Rainbow Spell
Lose 2 hit points, gain 1 action.
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1
Blue Slimey

Blue Plains Creature
If you control 3 or more different Landscape types when Blue Slimey enters play, return a Creature in this Lane to its owner's hand.
2
UNCOMMON
FtG
6
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1
Ghost Ninja

Blue Plains Creature
When Ghost Ninja deals damage to an opposing player, they cannot play Spells during their next turn.
2
UNCOMMON
FtG
7
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1
Pirate Bear

Cornfield Creature
While Pirate Bear is on a Useless Swamp Landscape, its ATK value is tripled.
1
COMMON
FtG
3
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0
Musical Chair

Rainbow Spell
Swap up to two of your Landscapes with ones from outside of the game.
UNCOMMON
FtG
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1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

0

Beach Ball



Rainbow Spell

Gain 4 HP. Draw a card. You may put this into an opponent's hand. If you do, draw another card.
(You may only play 1 Beach Ball per turn.)

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0

Happy Ghost Lucky



Rainbow Creature

When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

KICKSTARTER

1 4

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0

Happy Ghost Lucky



Rainbow Creature

When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

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1 4

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0

Happy Ghost Lucky



Rainbow Creature

When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

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1 4

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1

Cheat Sheet



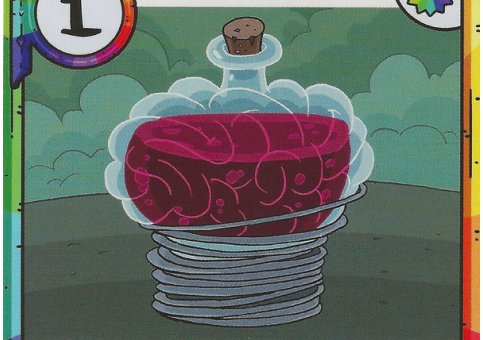
Rainbow Spell

Draw a card.
The next 2 cards you play with "Potion" in their name cost 1 less this turn.

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1

Math Potion



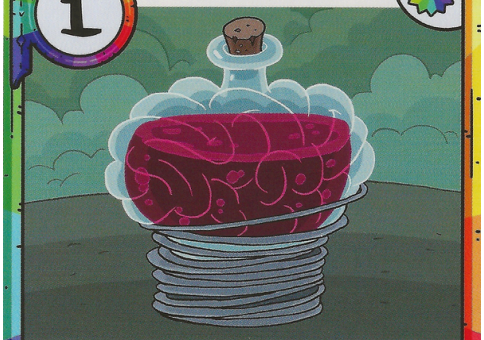
Rainbow Spell

Draw 3 cards, then put 1 card from your hand on top of your deck.

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1

Math Potion



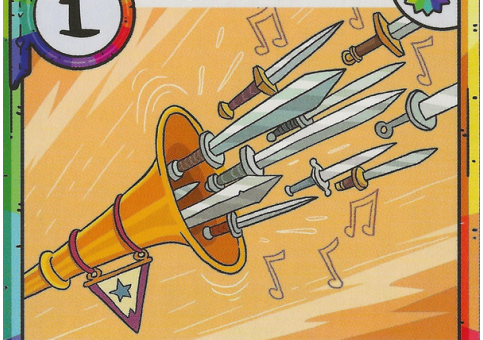
Rainbow Spell

Draw 3 cards, then put 1 card from your hand on top of your deck.

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1

Sword Horn



Rainbow Spell

Put an (1) on target Creature. Do this again for every 2 Spells in your discard pile.

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0

X-Ray Specs



Blue Plains Spell

Until end of turn, reveal the top card of your deck. You may play cards revealed in this way. These cards cost 1 additional action for each card that has been played in this way this turn.

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KICKSTARTER

0

Crystal Ball



Rainbow Spell

Name a card and reveal the top card of your deck. If it is the named card, play it for free.

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0

Crystal Ball



Rainbow Spell

Name a card and reveal the top card of your deck. If it is the named card, play it for free.

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1

Sacred Scythe



Rainbow Spell

Destroy target Creature.
Its owner heals 5 HP.

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