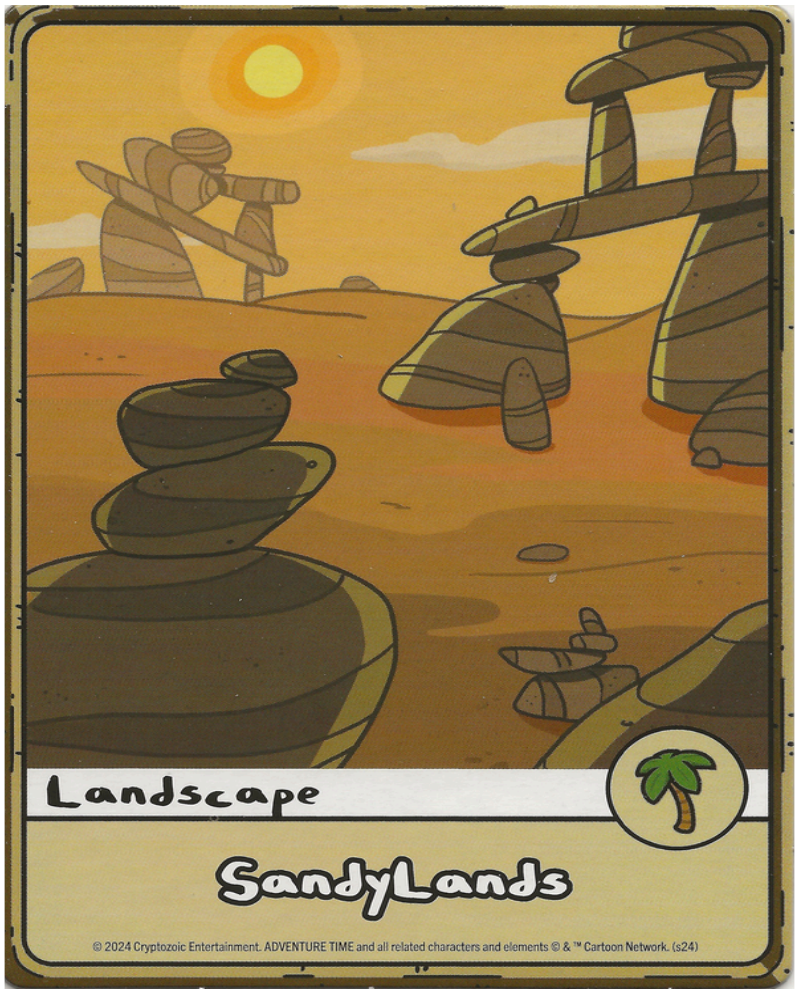
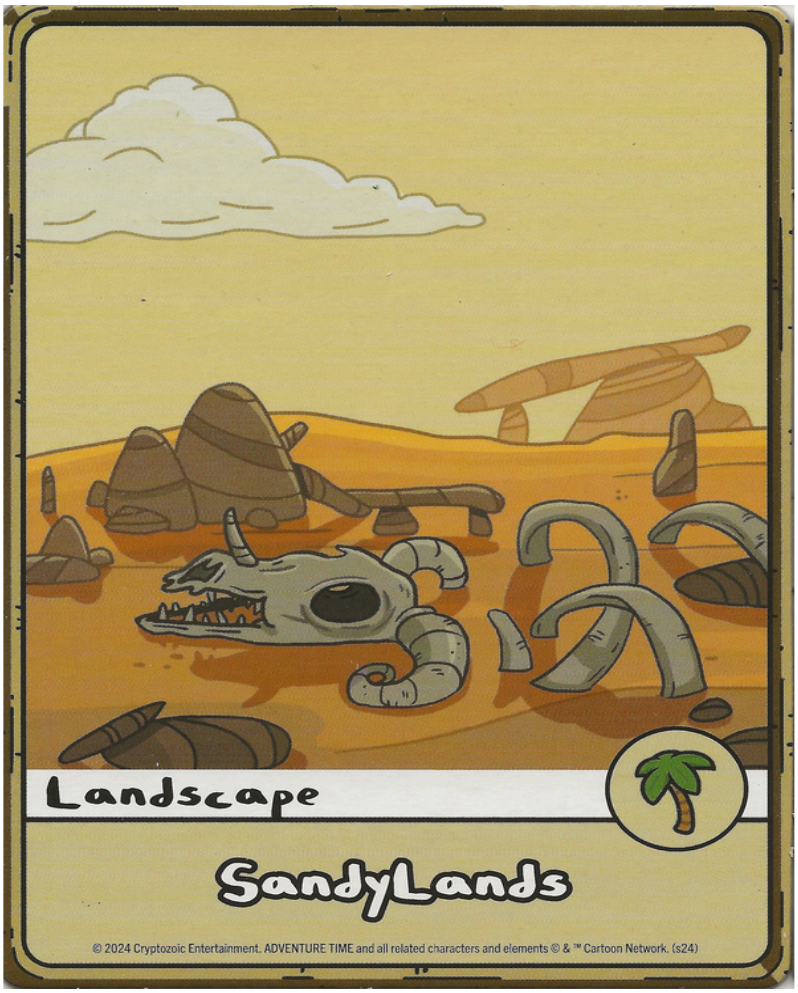

Landscape
Cornfield
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Landscape
Cornfield
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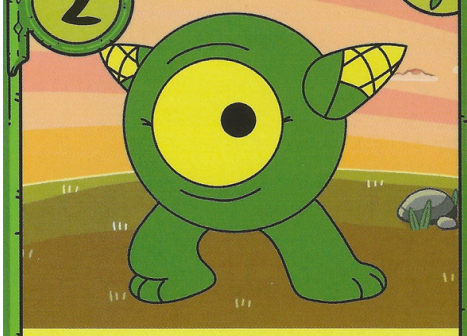

Landscape
SandyLands
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Landscape
SandyLands
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Lemongrab
At the start of your Fight Phase, gain 1 HP if you have 1 or more empty Landscapes. (Can't go over 25.)
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2

Ol' Corn Eye



Cornfield Creature

+1 DEF for each different Landscape type you control.

4 1

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2

Sandasaurus Rex



SandyLands Creature

+2 ATK for each of your empty Landscapes.

0 9

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1

Rebounding Zebracorn



Cornfield Creature

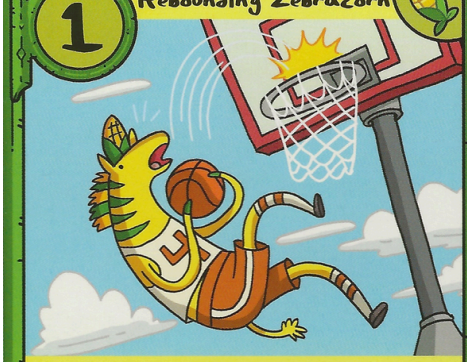
+1 ATK for each different Landscape type you control.

0 6

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1

Rebounding Zebracorn



Cornfield Creature

+1 ATK for each different Landscape type you control.

0 6

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2

Bouncing Zebracorn



Cornfield Creature

+1 ATK for each different Landscape type you control.

1 9

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1

Mantle Masher



Cornfield Creature

When Mantle Masher enters play, flip a Landscape in this Lane face down.

When Mantle Masher leaves play, flip it face up.

1 6

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1

Mantle Masher



Cornfield Creature

When Mantle Masher enters play, flip a Landscape in this Lane face down.

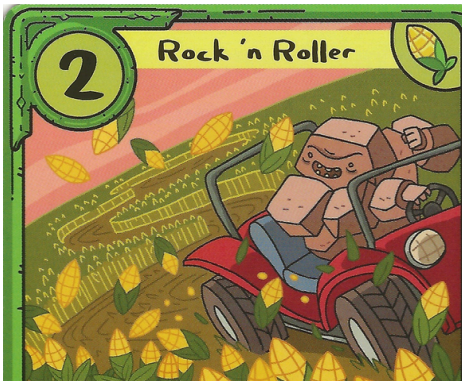
When Mantle Masher leaves play, flip it face up.

1 6

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2

Rock 'n Roller



Cornfield Creature

When Rock 'n Roller enters play, flip a Landscape in this Lane face down.

When Rock 'n Roller leaves play, flip it face up.

2 8

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2

Rock 'n Roller



Cornfield Creature

When Rock 'n Roller enters play, flip a Landscape in this Lane face down.

When Rock 'n Roller leaves play, flip it face up.

2 8

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1 **Quake Maker**



Cornfield Creature

+2 ATK for each facedown Landscape in play.

1 | 7

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1 **Quake Maker**



Cornfield Creature

+2 ATK for each facedown Landscape in play.

1 | 7

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2 **Earth Mover**



Cornfield Creature

+2 ATK for each facedown Landscape in play.

2 | 10

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1 **Carmel Camel**



SandyLands Creature

When a Creature you own leaves play, you may put it underneath this card instead.

+1 ATK and +1 DEF for each card under this. When this card leaves play, discard all cards under it.

0 | 4

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1 **Ska-pion**



SandyLands Creature

Ska-pion costs 1 less to play while an opponent controls a Creature you own.

3 | 3

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1 **Ska-pion**



SandyLands Creature

Ska-pion costs 1 less to play while an opponent controls a Creature you own.

3 | 3

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1 **Sandmagus**



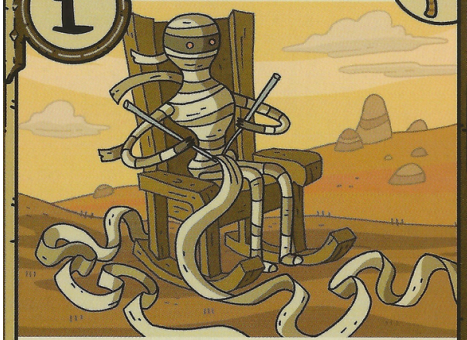
SandyLands Creature

At the start of your turn, you may return Sandmagus to its owner's hand. If you do, each other Creature you control has +1 ATK this turn.

2 | 4

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1 **Grand Mummy**



SandyLands Creature

At the start of your turn, you may return Grand Mummy to its owner's hand. If you do, draw 2 cards.

3 | 3

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0 **Static Parrotrooper**



Rainbow Creature

When Static Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, lose 1 hit point.

0 | 6

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0 **Static Parrotrooper**



Rainbow Creature

When Static Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, lose 1 hit point.

0 | 6

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1 **Jinxed Parrotrooper**



Rainbow Creature

When Jinxed Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, discard a card.

1 | 5

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1 **Jinxed Parrotrooper**



Rainbow Creature

When Jinxed Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, discard a card.

1 | 5

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1 **Fancy Zebracorn**



Cornfield Creature

+1 DEF for each different Landscape type you control.

2 | 4

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1 **Fancy Zebracorn**



Cornfield Creature

+1 DEF for each different Landscape type you control.

2 | 4

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2 **Dragoon Parrotrooper**



Rainbow Creature

When Dragoon Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced.

Adjacent Creatures have -1 ATK.

1 | 8

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2 **Husky Parrotrooper**



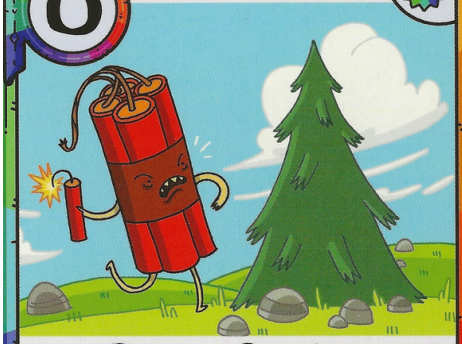
Rainbow Creature

When Husky Parrotrooper enters play, move it to any empty Landscape, then flip that Landscape face down. When Husky Parrotrooper leaves play, flip it face up.

2 | 4

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0 **TNTimmy**



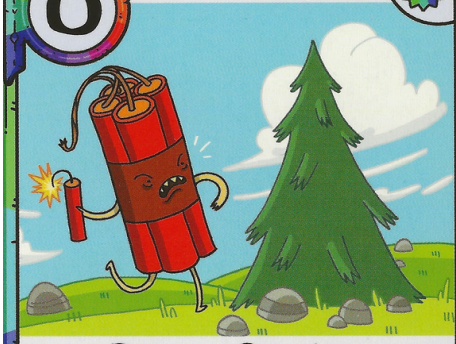
Rainbow Creature

When TNTimmy leaves play, deal 1 damage to each opposing Creature.

0 | 5

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0 **TNTimmy**



Rainbow Creature

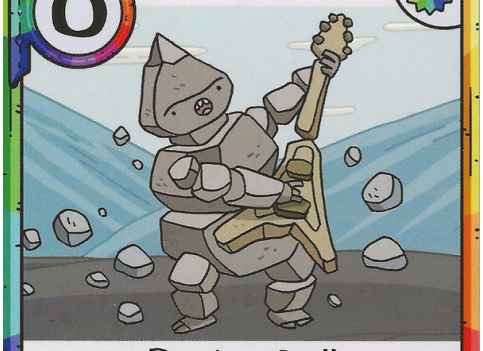
When TNTimmy leaves play, deal 1 damage to each opposing Creature.

0 | 5

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0

Rock Out!



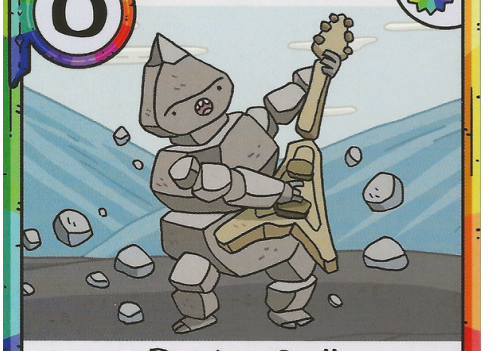
Rainbow Spell

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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1

Amaizing Avalanche



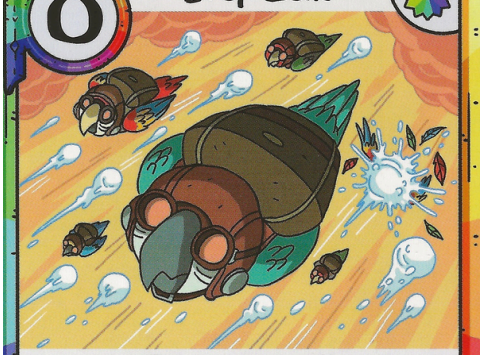
Cornfield Spell

Each of your Creatures has +1 ATK this turn for each facedown Landscape in play.

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0

Drop Zone



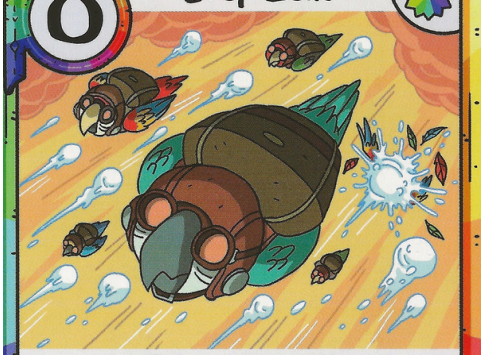
Rainbow Spell

Return target Creature you own to your hand.

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0

Drop Zone



Rainbow Spell

Return target Creature you own to your hand.

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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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1

Quick Pick Me Up



SandyLands Spell

Return target Creature you control to its owner's hand. Gain actions equal to its cost.

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1

Free Fall



SandyLands Spell

Each of your Creatures has +1 ATK for each Creature that entered play this turn.

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1

Free Fall



SandyLands Spell

Each of your Creatures has +1 ATK for each Creature that entered play this turn.

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2

Sinkhole



Cornfield Building

FLOOP and discard a card >>> Flip target Landscape in this Lane face down until the start of your next turn.

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1

Silo of Freedom



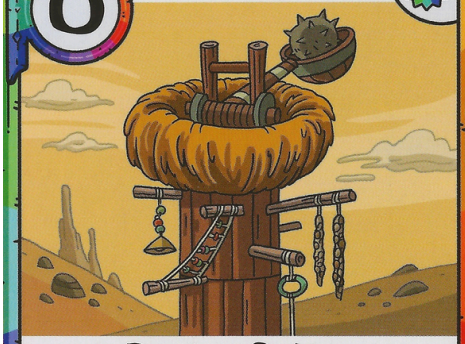
Cornfield Building

Discard a card >>> Your Landscape in this Lane loses its type and becomes the type of your choice (except face down) until the start of your next turn.

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0

Parrotmilitary Outpost



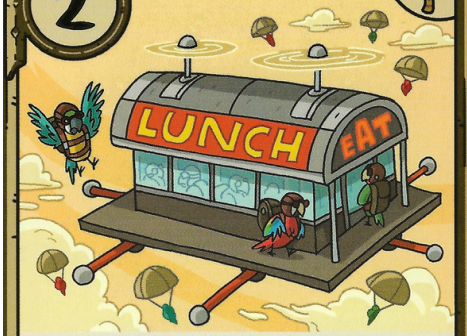
Rainbow Building

Each Creature in this Lane has -1 ATK.

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2

Lunchpad



SandyLands Building

FLOOP >>> Draw a card for each Creature that entered play onto your Landscape in this Lane this turn.

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