Billy



If your opponent's deck runs out of cards, you win the game.

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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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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



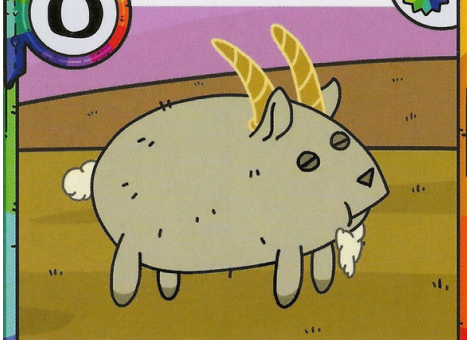
Rainbow Spell

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

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0

Goat



Rainbow Creature

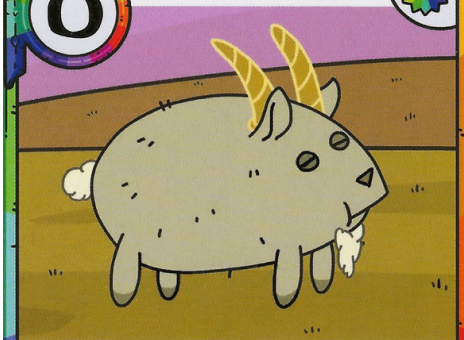
If Goat replaces a Creature, draw a card.

1 4

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0

Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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0

Goat



Rainbow Creature

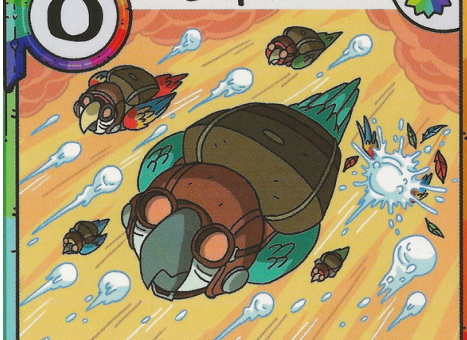
If Goat replaces a Creature, draw a card.

1 4

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0

Drop Zone



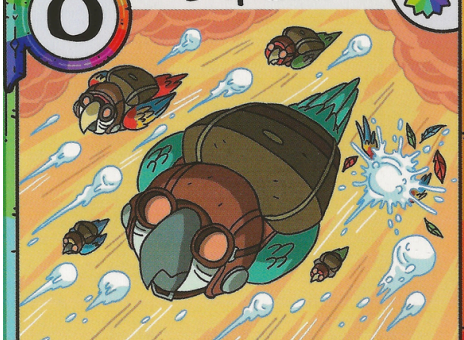
Rainbow Spell

Return target Creature you own to your hand.

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0

Drop Zone



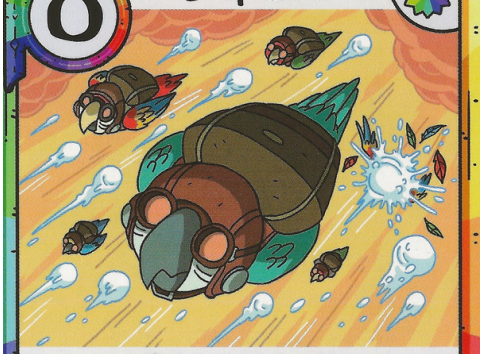
Rainbow Spell

Return target Creature you own to your hand.

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0

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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0

Ham Fist



Rainbow Spell

Target Creature you control has -5 ATK this turn.

Draw a card.

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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

Cute Overload



Rainbow Spell

Destroy any number of your Creatures. Draw a card for each Creature destroyed this way.

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0

Cute Overload



Rainbow Spell

Destroy any number of your Creatures. Draw a card for each Creature destroyed this way.

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0

Cute Overload



Rainbow Spell

Destroy any number of your Creatures. Draw a card for each Creature destroyed this way.

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2

Burly Lumberjack



Cornfield Creature

You may play additional Buildings in this Lane.

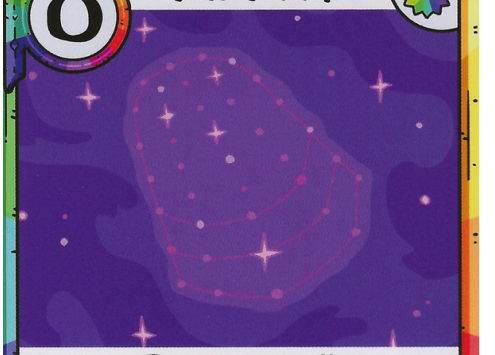
2

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9

0

Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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0

Void Thimble

Rainbow Spell

Lose 2 hit points, gain 1 action.

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0

Void Thimble

Rainbow Spell

Lose 2 hit points, gain 1 action.

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0

Tandem Bike



Rainbow Spell

Choose a Creature you control and put it into its owner's hand. Then choose another player. That player chooses a Creature they control and puts it into its owner's hand.

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0

Twinsies



Rainbow Spell

Draw a card and reveal it. Another target player then reveals the top card of their deck. If their costs match, the targeted player draws it.

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0

Twinsies



Rainbow Spell

Draw a card and reveal it. Another target player then reveals the top card of their deck. If their costs match, the targeted player draws it.

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0

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1

Ethan Allfire



Cornfield Creature

When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0 4

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RARE
FT6

1

Ethan Allfire



Cornfield Creature

When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0 4

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RARE
FT6

1

Ethan Allfire



Cornfield Creature

When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0 4

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RARE
FT6

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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KICKSTARTER

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.

1 4

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KICKSTARTER

0 **Happy Ghost Lucky**



Rainbow Creature

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1 4

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KICKSTARTER

0 **Happy Ghost Lucky**



Rainbow Creature

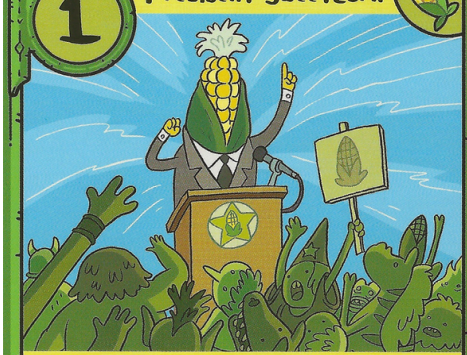
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KICKSTARTER

1 **President Sweetcorn**



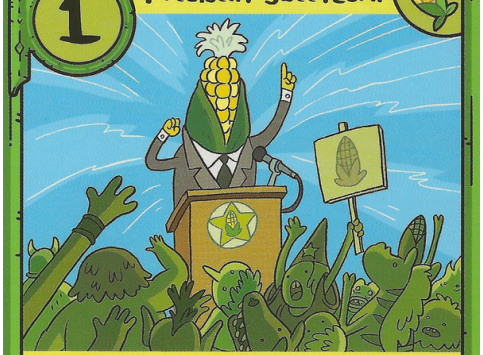
Cornfield Creature

When President Sweetcorn enters play, gain an action.

2 4

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1 **President Sweetcorn**



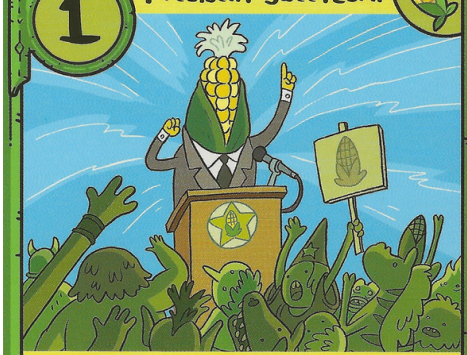
Cornfield Creature

When President Sweetcorn enters play, gain an action.

2 4

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1 **President Sweetcorn**



Cornfield Creature

When President Sweetcorn enters play, gain an action.

2 4

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1 **Resonant Spellhold**



Rainbow Building

When you play a Creature in this Lane, you may return a Spell of lesser cost in your discard pile to your hand.

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1 **Resonant Spellhold**



Rainbow Building

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Resonant Spellhold



Rainbow Building

When you play a Creature in this Lane, you may return a Spell of lesser cost in your discard pile to your hand.

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0

Royal Prosperity



Rainbow Spell

Each player draws 2 cards.

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KICKSTARTER

0

Royal Prosperity



Rainbow Spell

Each player draws 2 cards.

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0

Royal Prosperity



Rainbow Spell

Each player draws 2 cards.

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