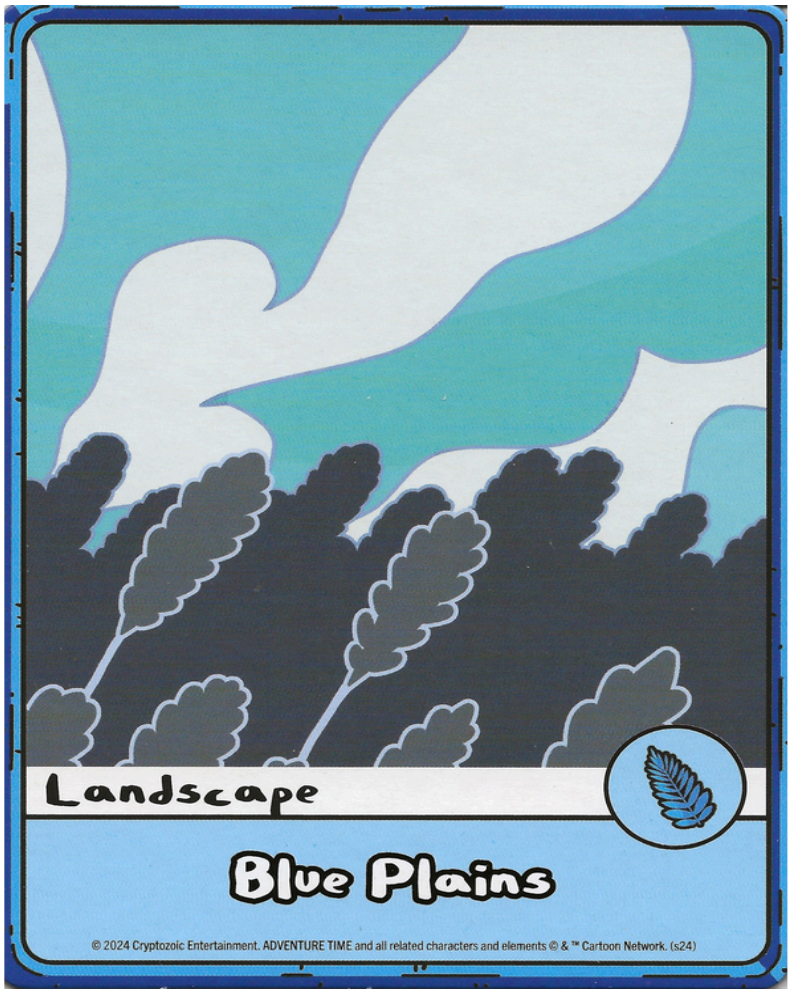
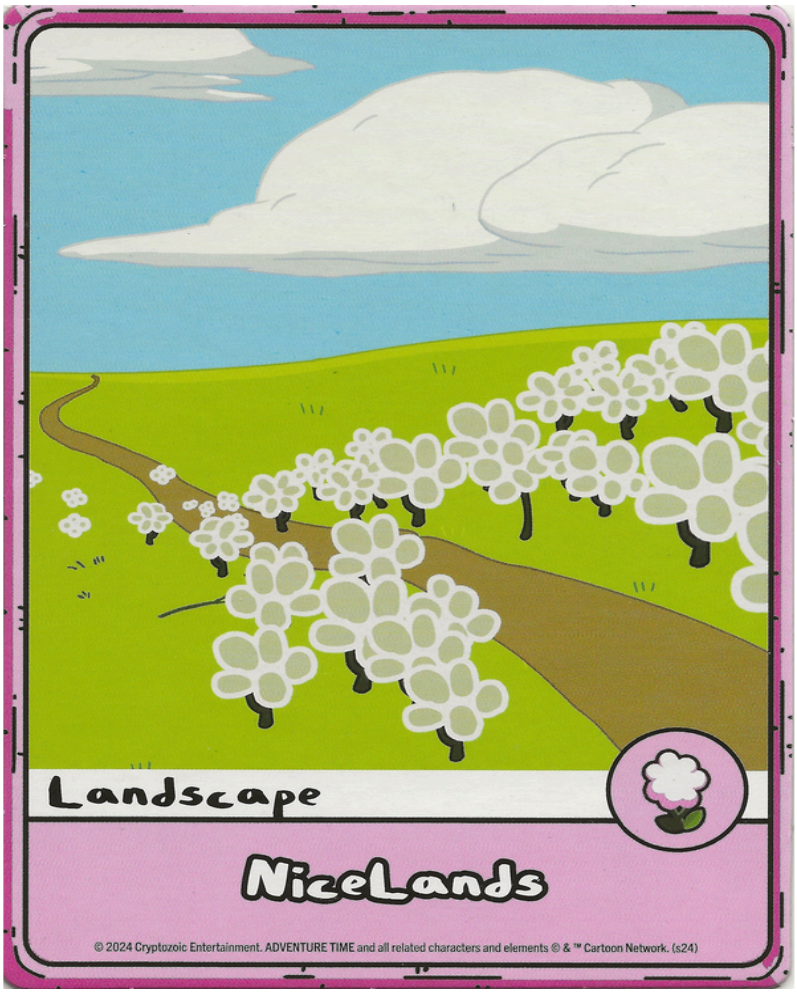

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
Cornfield
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Landscape
NiceLands
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Betty
Your minimum deck size is +5. Begin the game with 5 different 1-cost Spells removed from your deck. Set them aside. These are your Research Notes. Pay 1 action >>> Reveal a random card from your Research Notes and play it for free. (Limit: Once per turn.)
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1 **Ancient Scholar**



Blue Plains Creature

FLOOP >>> Return a random Rainbow card from your discard pile to your hand. If you control a Building in this Lane, gain 1 action.

1 7

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1 **Ancient Scholar**



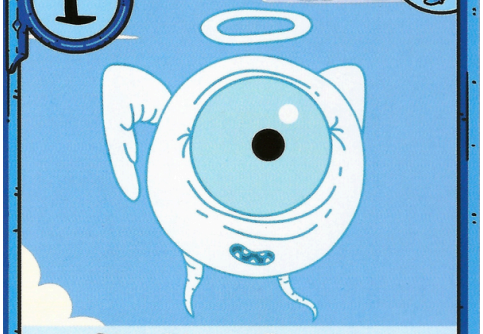
Blue Plains Creature

FLOOP >>> Return a random Rainbow card from your discard pile to your hand. If you control a Building in this Lane, gain 1 action.

1 7

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1 **Heavenly Gazer**



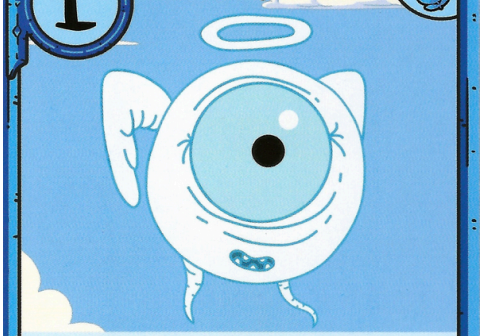
Blue Plains Creature

FLOOP >>> Put a Spell from your discard pile on top of your deck.

2 5

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1 **Heavenly Gazer**



Blue Plains Creature

FLOOP >>> Put a Spell from your discard pile on top of your deck.

2 5

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1 **Psionic Architect**



Blue Plains Creature

When Psionic Architect enters play, you may ready one of your Flooped Creatures.

2 6

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1 **Psionic Architect**



Blue Plains Creature

When Psionic Architect enters play, you may ready one of your Flooped Creatures.

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**

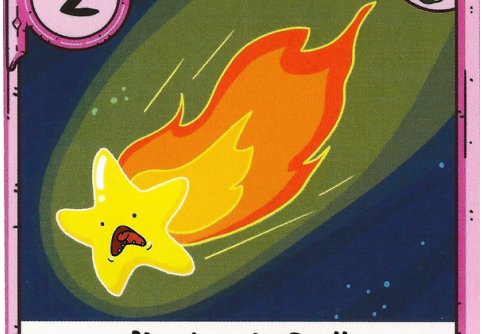


Rainbow Spell

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

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2 **Falling Star**



NiceLands Spell

Your Creatures take no damage from opposing Creatures this turn.

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2 **Falling Star**



NiceLands Spell

Your Creatures take no damage from opposing Creatures this turn.

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2 **Strength Crystal**



Blue Plains Spell

Target player draws 5 cards.

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2 **Strength Crystal**



Blue Plains Spell

Target player draws 5 cards.

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2 **Strength Crystal**



Blue Plains Spell

Target player draws 5 cards.

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1 **Wake Up Call**

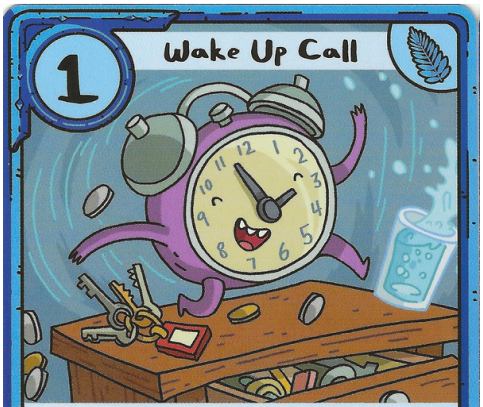


Blue Plains Spell

Ready all of your Creatures.

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1 **Wake Up Call**

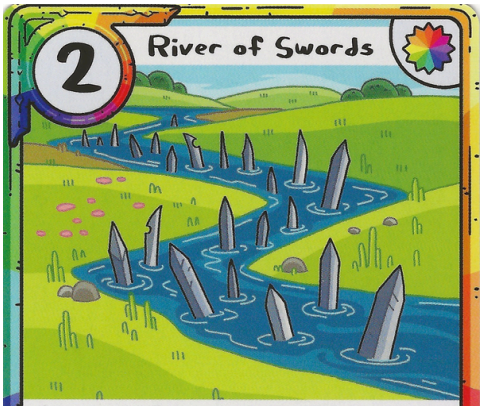


Blue Plains Spell

Ready all of your Creatures.

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2 **River of Swords**

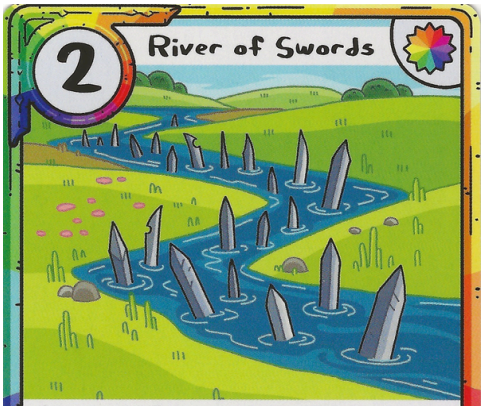


Rainbow Spell

Each of your Creatures has +2 ATK this turn. Draw 2 cards.

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2 **River of Swords**

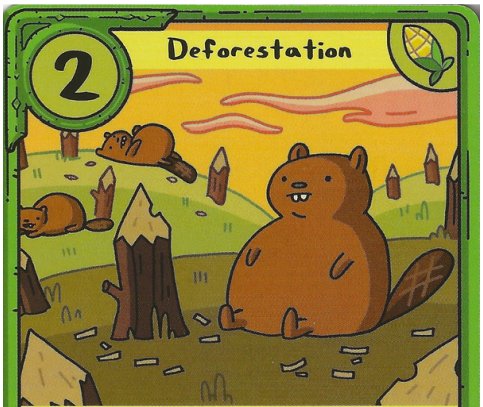


Rainbow Spell

Each of your Creatures has +2 ATK this turn. Draw 2 cards.

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2 **Deforestation**



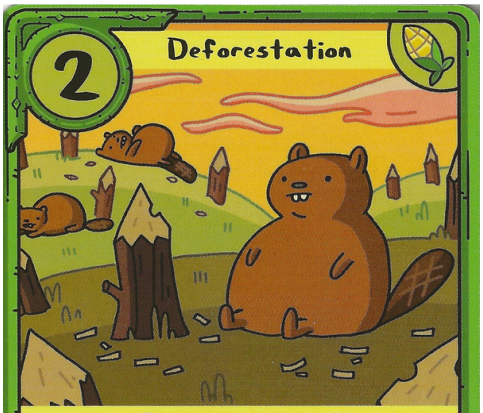
Cornfield Spell

To play this card, you must exhaust one of your Creatures.
Search your deck for a Building and put it into play.
Then shuffle your deck.

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2

Deforestation



Cornfield Spell

To play this card, you must exhaust one of your Creatures.

Search your deck for a Building and put it into play. Then shuffle your deck.

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2

Firm Handshake



Rainbow Spell

Deal 5 damage to yourself and target opponent.

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2v2

2

Firm Handshake



Rainbow Spell

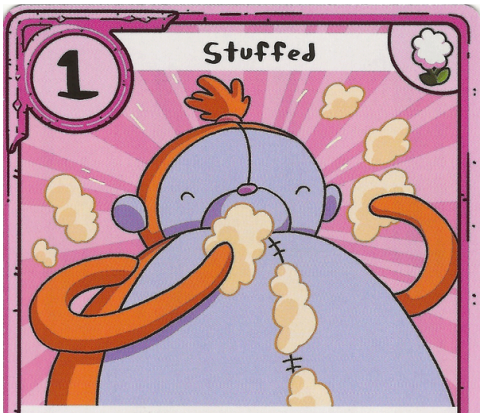
Deal 5 damage to yourself and target opponent.

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2v2

1

Stuffed



NiceLands Spell

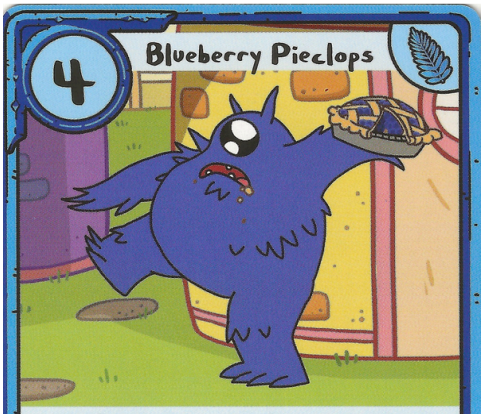
Choose a Creature you control and deal damage to it equal to its ATK. Then, its ATK value is doubled this turn.

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2v2

4

Blueberry Pieclops



Blue Plains Creature

Blueberry Pieclops costs 1 less to play for each Spell you have played this turn.

5

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UNCOMMON
FTG

6

1

Djinni Ghost



Blue Plains Creature

FLOOP >>> Pay 2 less to play your next Spell this turn.

1

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RARE
FTG

6

1

Djinni Ghost



Blue Plains Creature

FLOOP >>> Pay 2 less to play your next Spell this turn.

1

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RARE
FTG

6

1

Djinni Ghost



Blue Plains Creature

FLOOP >>> Pay 2 less to play your next Spell this turn.

1

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RARE
FTG

6

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 **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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1 **Brilliant Discovery**



Rainbow Spell

Draw 2 cards.
You may shuffle up to 2 Spells from your discard pile into your **Research Notes**.

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---

1 **Brilliant Discovery**



Rainbow Spell

Draw 2 cards.
You may shuffle up to 2 Spells from your discard pile into your **Research Notes**.

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1 **Boxing Day**



Rainbow Spell

Put an (+) on each friendly Creature.

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1 **Lab Assistant**



Rainbow Creature

When you play a Spell from anywhere other than your hand, you may resolve its effects a second time.
(You may choose different targets.)

1 (+) 6

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1 **Lab Assistant**



Rainbow Creature

When you play a Spell from anywhere other than your hand, you may resolve its effects a second time.
(You may choose different targets.)

1 (+) 6

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4 **Persuasive Armourdillo**



NiceLands Creature

Whump
FLOOP >>> Your next Spell is free.

4 (+) 10

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UNCOMMON

---

2 **Titanbane Amulet**



Rainbow Spell

Destroy target Creature and lose HP equal to its ATK.

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---

2 **Titanbane Amulet**



Rainbow Spell

Destroy target Creature and lose HP equal to its ATK.

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1 **Axolotl**



Rainbow Creature

FLOOP >>> Target player heals 3 HP.

1 5

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1 **Axolotl**



Rainbow Creature

FLOOP >>> Target player heals 3 HP.

1 5

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1 **Axolotl**



Rainbow Creature

FLOOP >>> Target player heals 3 HP.

1 5

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1 **Phoenix Pyre**



Rainbow Building

When a Creature in this Lane is destroyed, you may destroy Phoenix Pyre to bring that Creature back into play in the same Lane.

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1 **Energy Potion**



Cornfield Spell

Gain 2 actions on your next turn.

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UNCOMMON LoL

2 **Ghost Sorceress**



Blue Plains Creature

After you play your first Spell each turn, draw 2 cards, then discard 1 card.

3 7

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RARE LoL

2 **Ghost Sorceress**



Blue Plains Creature

After you play your first Spell each turn, draw 2 cards, then discard 1 card.

3 7

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RARE LoL

1 **Combatarium**



Blue Plains Building

FLOOP >>> Ready a Creature in this Lane, then deal 1 damage to it.

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UNCOMMON LoL

1 **Combatarium**



Blue Plains Building

FLOOP >>> Ready a Creature in this Lane, then deal 1 damage to it.

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UNCOMMON LoL