
Landscape
Blue Plains
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Landscape
Cornfield
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Landscape
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Death
Turn a Landscape you control face down >>> Deal 4 damage to your opponent. (Limit: Once per turn.)
KICKSTARTER
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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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0 **Reclaim Landscape**



Rainbow Spell

You may flip one of your Landscapes face up, and you may move one of your Buildings to any of your Lanes without one.

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0 **Reclaim Landscape**



Rainbow Spell

You may flip one of your Landscapes face up, and you may move one of your Buildings to any of your Lanes without one.

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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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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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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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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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2

Earth Mover



Cornfield Creature

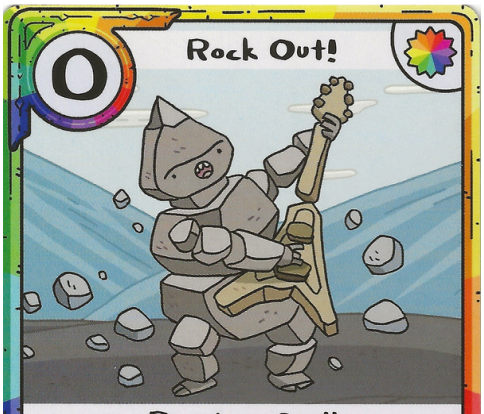
+2 ATK for each facedown Landscape in play.

2 10

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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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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

Ham Fist



Rainbow Spell

Target Creature you control has -5 ATK this turn.
Draw a card.

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0

Helping Hand



Rainbow Creature

FLOOP >>> Return a Building from your discard pile to your hand.

1 4

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1

Glorious Gramophone



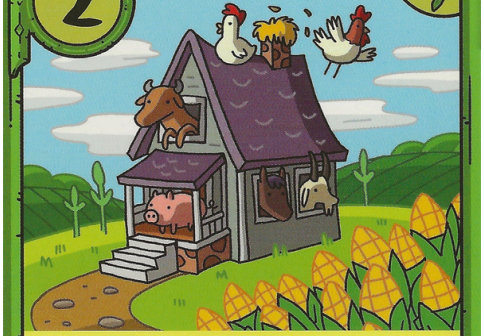
Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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2

Farmhouse



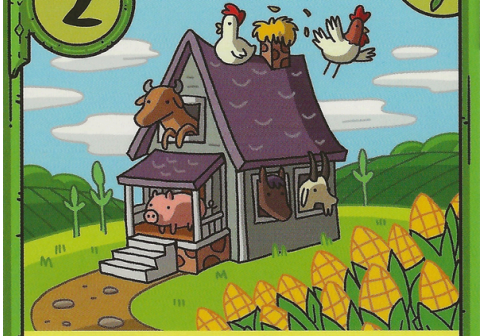
Cornfield Building

Farmhouse counts as an additional Cornfield Landscape you control.

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2

Farmhouse



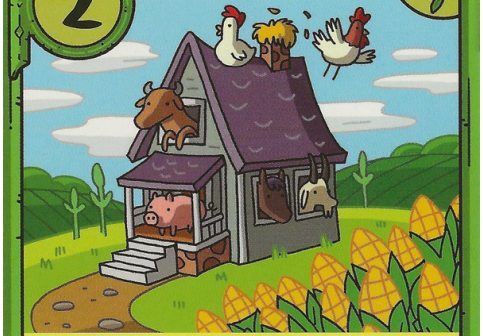
Cornfield Building

Farmhouse counts as an additional Cornfield Landscape you control.

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2

Farmhouse



Cornfield Building

Farmhouse counts as an additional Cornfield Landscape you control.

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1

Infinite Haymaker



Cornfield Spell

Deal damage to yourself equal to target Creature's remaining DEF, then destroy it.

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2v2

1

Infinite Haymaker



Cornfield Spell

Deal damage to yourself equal to target Creature's remaining DEF, then destroy it.

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2v2

1

Infinite Haymaker



Cornfield Spell

Deal damage to yourself equal to target Creature's remaining DEF, then destroy it.

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2v2

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 FtG

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 FtG

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 FtG

1

Log Knight



Cornfield Creature

FLOOP >>> Put a Building from your hand into play below this Landscape.
(You may not replace a Building.)

2 2

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UNCOMMON FtG

1

Log Knight



Cornfield Creature

FLOOP >>> Put a Building from your hand into play below this Landscape.
(You may not replace a Building.)

2 2

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UNCOMMON FtG

2

Monolith of Doom



Rainbow Building

If your Creature in this Lane is destroyed, destroy Monolith of Doom and all Creatures in play.

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KICKSTARTER

2

Berserk Bakery



Cornfield Building

Once during your turn, you may discard a card from your hand to put a damage token on Berserk Bakery.
FLOOP >>> Deal 1 damage to the opposing Creature in this Lane for each token on this.

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KICKSTARTER

2

Berserk Bakery



Cornfield Building

Once during your turn, you may discard a card from your hand to put a damage token on Berserk Bakery.
FLOOP >>> Deal 1 damage to the opposing Creature in this Lane for each token on this.

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KICKSTARTER


1
Ancient Healer
Blue Plains Creature
If Ancient Healer is played on a facedown Landscape, turn it face up and heal 4 HP.
KICKSTARTER
1
6


1
Ancient Healer
Blue Plains Creature
If Ancient Healer is played on a facedown Landscape, turn it face up and heal 4 HP.
KICKSTARTER
1
6


1
Ancient Healer
Blue Plains Creature
If Ancient Healer is played on a facedown Landscape, turn it face up and heal 4 HP.
KICKSTARTER
1
6


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