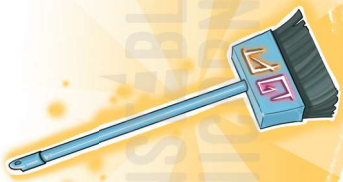
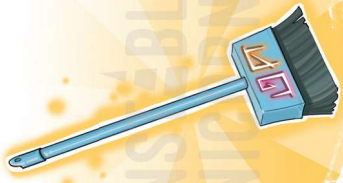


 Home Run!		TRIGGER - A Mythical Creature would be returned to any player's hand; EFFECT - Move that Creature to the Main discard pile instead.
 Home Run!		TRIGGER - A Mythical Creature would be returned to any player's hand; EFFECT - Move that Creature to the Main discard pile instead.
 Home Run!		TRIGGER - A player would add the top card from the Rune deck to their Fence; EFFECT - Move that Rune to the Rune discard pile instead.
 Home Run!		TRIGGER - A player would add the top card from the Rune deck to their Fence; EFFECT - Move that Rune to the Rune discard pile instead.

RUNES AND REGULATIONS

Print-and-play version

 Spray n' Stay		TRIGGER - A Mythical Creature on your Lawn would be returned to your hand; EFFECT - DRAW a card instead.
 Spray n' Stay		TRIGGER - A Mythical Creature on your Lawn would be returned to your hand; EFFECT - DRAW a card instead.
 Out of the Doghouse		TRIGGER - A Mythical Creature on your Lawn would be returned to your hand; EFFECT - SUMMON a Creature from your hand onto your Lawn instead.
 Out of the Doghouse		TRIGGER - A Mythical Creature on your Lawn would be returned to your hand; EFFECT - SUMMON a Creature from your hand onto your Lawn instead.