

Whack-a-Rune



TRIGGER - A neighbor would ACTIVATE a Rune;
EFFECT - DESTROY that Rune instead and DRAW a card.

Whack-a-Rune



TRIGGER - A neighbor would ACTIVATE a Rune;
EFFECT - DESTROY that Rune instead and DRAW a card.

Rinse & Repeat



TRIGGER - A player SPINS the Spinner;
EFFECT - Nullify that player's Spin result. That player must SPIN again.

Rinse & Repeat




TRIGGER - A player SPINS the Spinner;
EFFECT - Nullify that player's Spin result. That player must SPIN again.

RUNES AND REGULATIONS

Print-and-play version

Saved By This Bell



TRIGGER - A Mythical Creature on your Lawn is stolen;
EFFECT - SUMMON a Creature from your hand onto your Lawn.

Saved By This Bell



TRIGGER - A Mythical Creature on your Lawn is stolen;
EFFECT - SUMMON a Creature from your hand onto your Lawn.

You Snooze You Lose



TRIGGER - A neighbor DRAWS during their Cast phase;
EFFECT - CAST a Spell.

You Snooze You Lose



TRIGGER - A neighbor DRAWS during their Cast phase;
EFFECT - CAST a Spell.