

 Manic Mower TRIGGER - A neighbor ACTIVATES a Rune; EFFECT - DESTROY a Mythical Creature on that neighbor's Lawn.	SPINNER RESULTS 1. NEW RUNE! Add the top card from the Rune deck to your Fence. 2. HEX YOURSELF HEX a Mythical Creature on your Lawn. 3. PET RETURN RETURN a Creature from your Lawn to your hand. 4. NEW REGULATION Flip over the top card of the Regulation deck and replace the current active Regulation. 5. AND...DISCARD DISCARD a card. 6. EVENT!!!* SPIN again for an Event. *see page 10 of the rules for Event Spin results	SPINNER RESULTS 1. NEW RUNE! Add the top card from the Rune deck to your Fence. 2. HEX YOURSELF HEX a Mythical Creature on your Lawn. 3. PET RETURN RETURN a Creature from your Lawn to your hand. 4. NEW REGULATION Flip over the top card of the Regulation deck and replace the current active Regulation. 5. AND...DISCARD DISCARD a card. 6. EVENT!!!* SPIN again for an Event. *see page 10 of the rules for Event Spin results	SPINNER RESULTS 1. NEW RUNE! Add the top card from the Rune deck to your Fence. 2. HEX YOURSELF HEX a Mythical Creature on your Lawn. 3. PET RETURN RETURN a Creature from your Lawn to your hand. 4. NEW REGULATION Flip over the top card of the Regulation deck and replace the current active Regulation. 5. AND...DISCARD DISCARD a card. 6. EVENT!!!* SPIN again for an Event. *see page 10 of the rules for Event Spin results
--	--	--	--

RUNES AND REGULATIONS

Print-and-play version

SPINNER RESULTS 1. NEW RUNE! Add the top card from the Rune deck to your Fence. 2. HEX YOURSELF HEX a Mythical Creature on your Lawn. 3. PET RETURN RETURN a Creature from your Lawn to your hand. 4. NEW REGULATION Flip over the top card of the Regulation deck and replace the current active Regulation. 5. AND...DISCARD DISCARD a card. 6. EVENT!!!* SPIN again for an Event. *see page 10 of the rules for Event Spin results	THE TURN PHASES 1. BEGINNING OF TURN PHASE If any Mythical Creature on your Lawn has a trigger that states "...is on your Lawn at the beginning of your turn," you may use that effect during this turn phase. 2. DRAW PHASE DRAW a card from the Main deck. 3. CAST PHASE CAST a Spell from your hand -OR- DRAW a card from the Main deck. 4. SUMMON PHASE SUMMON a Creature from your hand -OR- DRAW a card from the Main deck. 5. SPIN PHASE SPIN the Spinner.	THE TURN PHASES 1. BEGINNING OF TURN PHASE If any Mythical Creature on your Lawn has a trigger that states "...is on your Lawn at the beginning of your turn," you may use that effect during this turn phase. 2. DRAW PHASE DRAW a card from the Main deck. 3. CAST PHASE CAST a Spell from your hand -OR- DRAW a card from the Main deck. 4. SUMMON PHASE SUMMON a Creature from your hand -OR- DRAW a card from the Main deck. 5. SPIN PHASE SPIN the Spinner.	THE TURN PHASES 1. BEGINNING OF TURN PHASE If any Mythical Creature on your Lawn has a trigger that states "...is on your Lawn at the beginning of your turn," you may use that effect during this turn phase. 2. DRAW PHASE DRAW a card from the Main deck. 3. CAST PHASE CAST a Spell from your hand -OR- DRAW a card from the Main deck. 4. SUMMON PHASE SUMMON a Creature from your hand -OR- DRAW a card from the Main deck. 5. SPIN PHASE SPIN the Spinner.
--	--	--	--