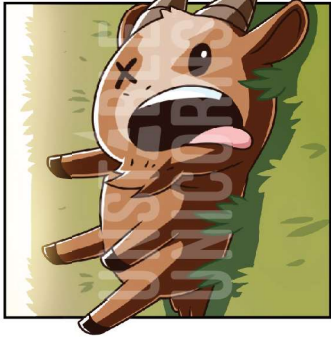


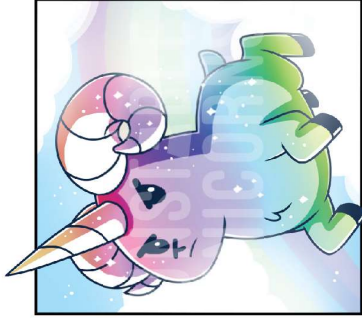
SPONTANEOUSLY FAINTING GOAT



Magical Goat card

If this card is in your Field at the beginning of your turn, shuffle it into the deck, then DRAW 2 cards. If either card is an Animal card, you may bring it directly into your Field.

MAGICAL RAMICORN



Magical Ram card

When this card enters your Field, you may bring a Ram card from your hand directly into your Field.

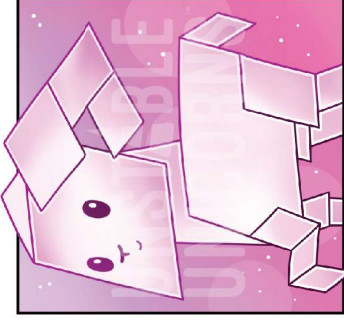
GIN RAMMY



Magical Ram card

When this card enters your Field, you may DISCARD any number of cards, then DRAW the same number of cards.

PARALLELORAM



Magical Ram card

When this card enters your Field, you may DRAW 2 cards. If you do, each other player with a Ram card in their Field may DRAW a card.

LLAMA'S UNLEASHED

JETPACK RAM



Magical Ram card

When this card enters your Field, you may DISCARD a card. If you do, search the deck for any card and add it to your hand. If this card would be sacrificed or destroyed, return it to your hand instead.

UNSTOPPABLE RAM



Magical Ram card

If this card is in your Field at the beginning of your turn, no player may play Instant cards until the end of your turn.

BATTERING RAM



Magical Ram card

When this card enters your Field, you may DESTROY all Upgrade cards in any other player's Field.

IGNORAMUS



Magical Ram card

When this card enters your Field, you may search the deck for a Downgrade card and bring it directly into your Field. If this card is in your Field at the beginning of your turn, you may move a Downgrade card from your Field to any other player's Field.

Print-and-play version