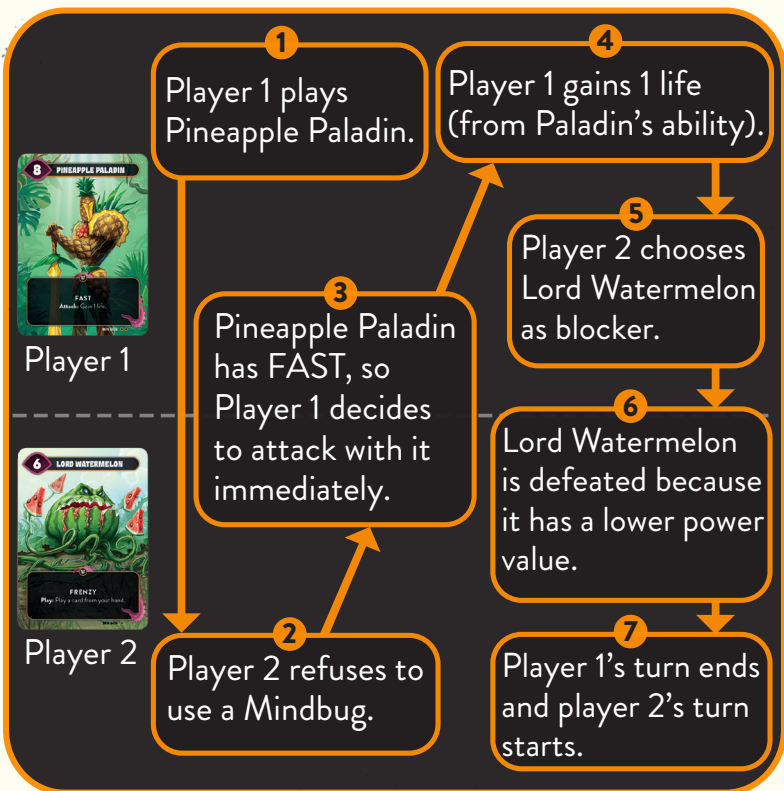


1

NEW KEYWORD: FAST

FAST: This creature may attack or activate its Action effect the turn it comes into play.

Note: If the opponent uses a Mindbug on a creature with FAST, it may attack you this turn, even though it is still your turn.



Some creatures carry a mysterious substance called “octonite” (👑). They come into play with 👑 counters on them. The number of counters is indicated by this icon located in the top left corner of their text box: 🍀**3**

A new kind of trigger can be found on cards from Battlefruit Kingdom: **Harvest**.

Harvest: At the start of your turn, remove 1 👑. When the last is removed, activate its Harvest effect immediately.

Note: This represents two abilities. The first removes 1 👑 at the start of your turn. The second causes you to activate the Harvest effect when the last 👑 is removed. These two abilities are not optional and must be resolved.

Note: At the start of your turn, you must immediately remove 1 👑. You may not take an action before that.

Note: If you control several creatures with a Harvest effect, you must remove 1 👑 from each of those creatures at the start of your turn. If you activate multiple Harvest effects at the same time, you (as active player) decide the order of resolving them. Always finish resolving one effect before resolving another.

Note: At the start of your turn, if you control a creature with a Harvest effect that has no 🌽 on it already, nothing happens and you do not activate its Harvest effect again.

For example, Mangonade comes into play with 3 🌽 on it. Three turns later, its Harvest effect must be activated, defeating all enemy creatures.



Harvest: Defeat all enemy creatures.

3

IMPORTANT RULE CHANGE

During each of your turns, you must take one action. If you play a card from your hand and your opponent decides to use a Mindbug on it, **you must take a second action during this same turn.** Therefore you do not remove any 🍂 again this turn.

(The previous Mindbug rule had you taking an extra turn in this case. This has now been slightly changed to accommodate the new Harvest mechanic and offer the most fun gameplay experience! Note that this new rule functions exactly the same way as the previous rule if there are no creatures with a Harvest effect in play. Also note that the Mindbug is pleased by this rule change and approves it.)