



alarm - verified  
cold early



- char, bar + more

✓ Ad iron + colored br

clean iron

cord air

35

四

Montreal (2)

10

10

word test 1

34

1

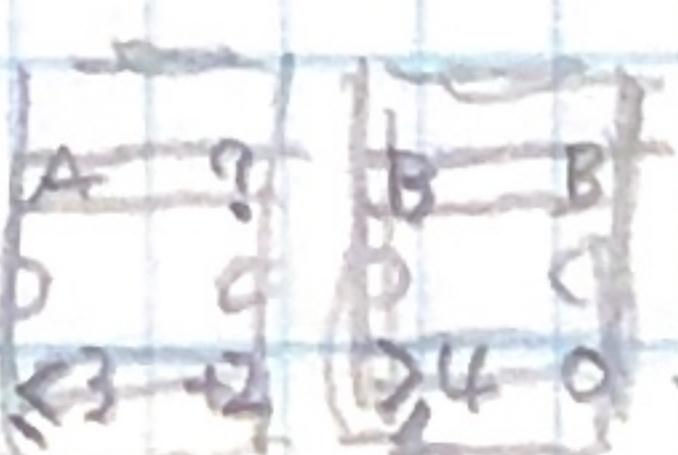
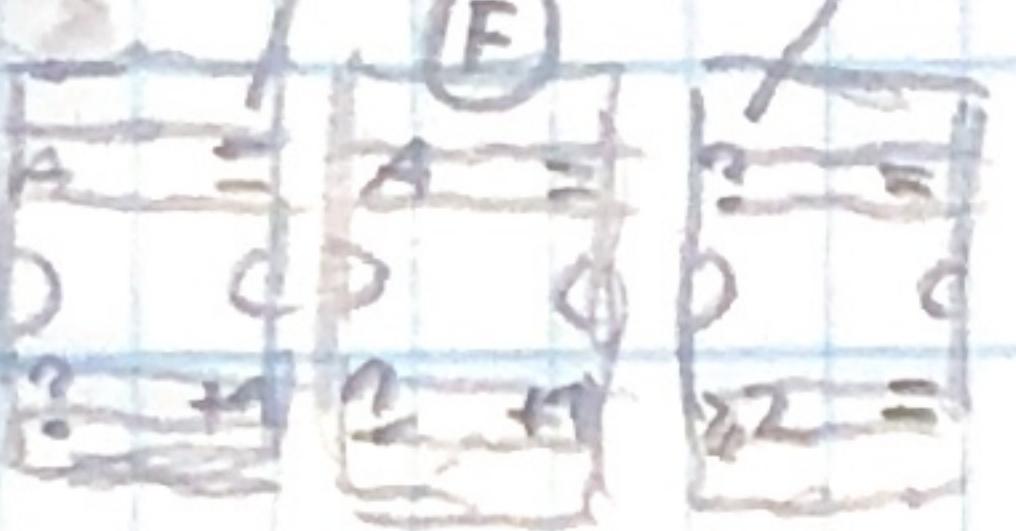
brownish tan

regelmässig Pausen  
auch "Links"

Lury -

= or A:

maybe we = understand all?



all chor. regn.  
united

all movements

roy. satisfied

"curves coming".

done? up coming before or after card?  
(or right up Schow)

F

A horizontal ruler scale is shown, starting at 0 cm and ending at 10 cm. The scale is marked with major tick marks every 1 cm and minor tick marks every 0.5 cm. The numbers are written in black ink.

I fury available fury to player board  
fury gained

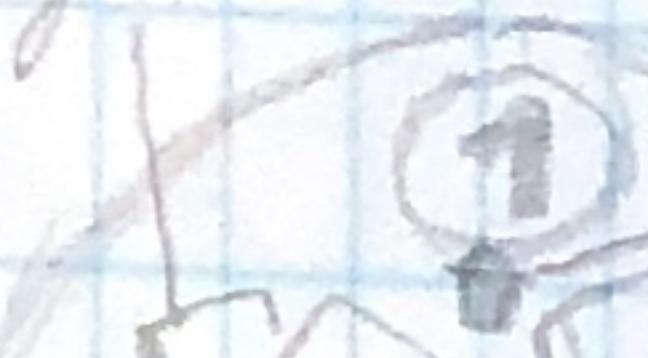
(n)

Mourning Thrasher

(or more) good with thinning  
every round (or weekly)

green

fury level



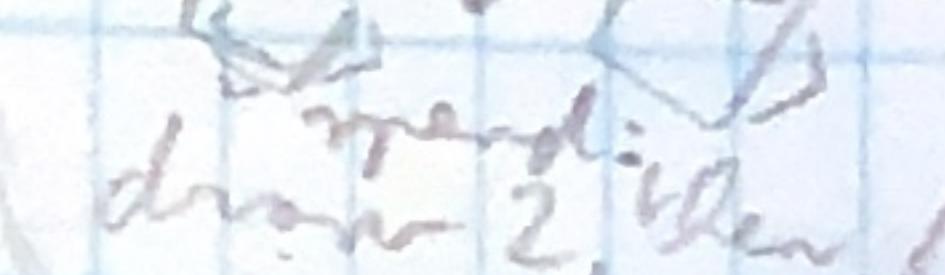
①

symbolic 'one-eyed' icon



①

symbolic representation



+2 > -2

spend 1

draw 2, then

diamond 2

ability test (usually on yard)

② death fury

1 0 0 3 1

2 0 0 3 2

3 0 0 3 3

4 0 0 3 4

(character)

death (fury)

pool

1 1

0 0

0 0

1 1

1 1

1 1

1 1

1 1

1 1

1 1

1 1

1 1

1 1

1 1

1 1

1 1

1 1

1 1

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2

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0 0

0 0

0 0

0 0

0 0

0 0

0 0

0 0

{ (combo) milestone

0 0 ) ( fury ) pool

0 0 ) word timer

0 0 after six found

every n th ( 3rd ? ) word

0 0 ) word

0 0 ) now gone

0 0 ) now & older

0 0 ) old keyword set

0 0 ) ref card

0 0 ) lot keywords etc

0 0 ) or longer

0 0 ) how to track

0 0 ) w/o loose links ?

0 0 ) char. ability ( lost on card )

0 0 ) death )

0 0 ) char. portraits somewhere )

0 0 )

0 0 )

0 0 )

0 0 )

0 0 )

0 0 )

Section - 9 - team name

major major book 3 char. name

on deck no -

1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

char. health ( how to track )

w/o loose links ? )

char. ability ( lost on card )

death )

char. portraits somewhere )

)

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on deck no -

1 1 -

1 1 -

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char. health ( how to track )

w/o loose links ? )

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death )

char. portraits somewhere )

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on deck no -

1 1 -

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char. health ( how to track )

w/o loose links ? )

char. ability ( lost on card )

death )

char. portraits somewhere )

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on deck no -

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1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

1 1 -

char. health ( how to track )

w/o loose links ? )

char. ability ( lost on card )

death )

char. portraits somewhere )

Damage: dealt during combat evolution  
red { O C be opposed to others but do  
\* S corresponding position in their  
S S combat (a dog)  
S S

bulky (big): deal more starting  
S S when by ~  
S S

block: prevent next + damage taken  
blue { O S (work across class)

yellow { O S ignore all damage. less experienced  
S S (big) gained & lost in team - experience  
O S people more unusual use for  
! combat (big, duck cycling, ...)

ignoring reg., bonuses or penalties  
and (this does all team to  
me angry or I'd have result)

Oxygen: ignore all damage dealt on this  
card (during evolution).

current chart: unless stated otherwise  
For other

Stun : if you run out of cards before finishing your combo, you are stunned for the remainder of it. Stunned players lose all block & current moves from card to D

bridge : the  $n^{\text{th}}$  card after this becomes a char - switch to this card's char (it keeps all original abilities, requirements & links except char. link)

needs better alt. : the next  $n$  cards gain sharing links to this char.

## archetypes:

- move through manipulation (S9)
- known character (R) ( $\pm 6?$ )
- leader - minions ( $\pm S9$ ) (G)
- boss - enabler (S9)
- solo combos ( $\pm G$ ) (R)
- tank, DPS, healer ( $\pm S9$ )
- reverts & disruption
- gambling
- option - select
- high risk, high reward (R)
- ramp
- turtle
- control / disruption
- fishing for combo ( $\pm R?$ )
- horde ( $\pm G$ )
- boss
- deck building ( $\pm G$ )
- consumables
- self harm
- buffs / nerfs (G)
- peek dmg / retag
- small team (R)

## Section 9

- Sniper: needs low momentum, high peak damage, glass canon, switch to Major
- Tank: needs high momentum, slowly loses momentum, keeps your team safe but low damage, switch to Major
- Major: versatile, great at manipulating rate of momentum, resources, hand, combo. mistakes to any char (incl. self)

playstyle: Every combo involves the major doing some crazy shit, with the other 2 waiting in a support to get their time in the spotlight. Focus on manipulating momentum all over the place.

Major has death protection, the other 2 buff the major on death so the squad remains playable & the major feels more potent

## Goons

- 3x goon: the "colorless cards".

When one dies, remove any n colorless cards from your deck. (+ any specific cards for this goon). Pretty weak abilities if not buffed.

Damage to any goon is dealt to the first one available in a player chosen order (player picks @ game start or maybe between rounds).

- the hor: great at temporarily buffing goons. Can deal good damage solo.

No self synergies & not protected by minion order, not super high health.

playstyle: interchangeable colorless cards make constructing combos easy but combos are weak unless you risk bringing out the hor in well-timed bursts. Reverse-deckbuilding mechanic on goon death.

## Ronin

### - Moto & <sup>AER</sup>bitin:

Two roughly equivalent characters. High dps in aggressive stance, but very fragile. Use parity a lot in defensive stance. Not many opportunities to switch, but some bridges are possible. Need to fish for specific cards.

(current char, multi - just move? ingagie/ buff?) Force occasional char swapping (tired / rested energy mechanic), (maybe this is already forced by card pool being 2 char?)

play style: manipulate your hand to find the perfect single char. combo, but make sure to swap before you get in trouble. Swap between agro. & def. sources with perfect timing to protect your fragile units while dealing maximum damage.

Having one char. die naturally makes the other stronger as combo linking gets easier. Maybe remove tired/rest at that point, or at least reset or resf.