



Hide

Ex



Hide

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Hide

Ex







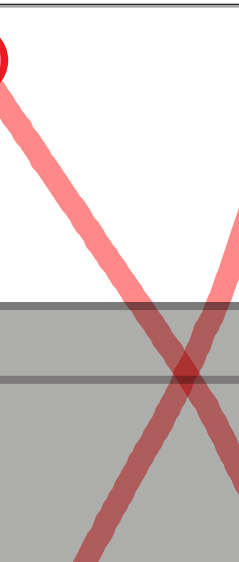








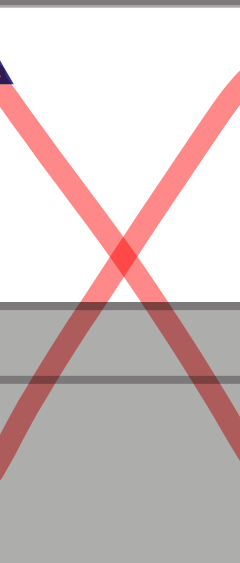

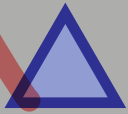


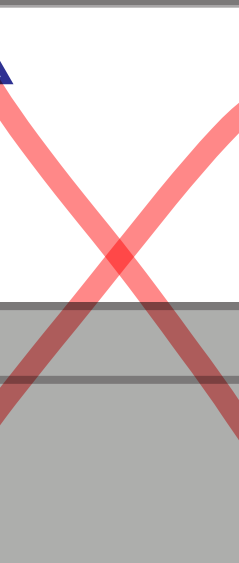

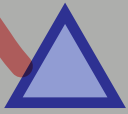


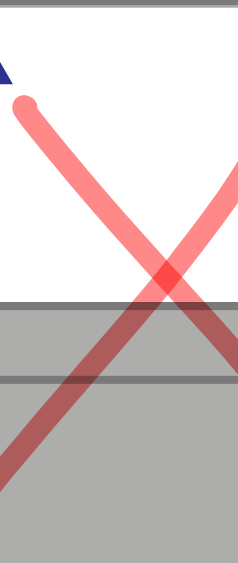




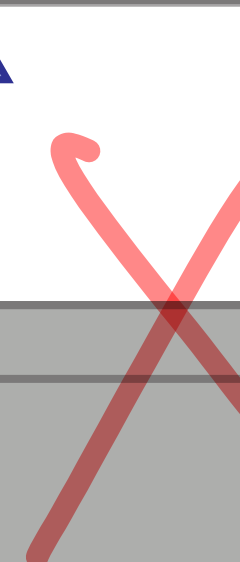




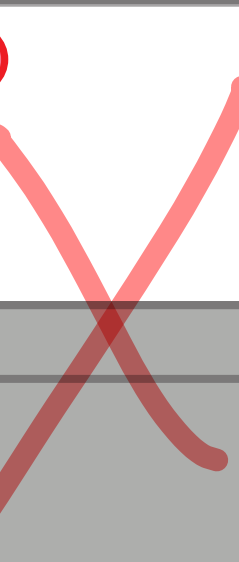









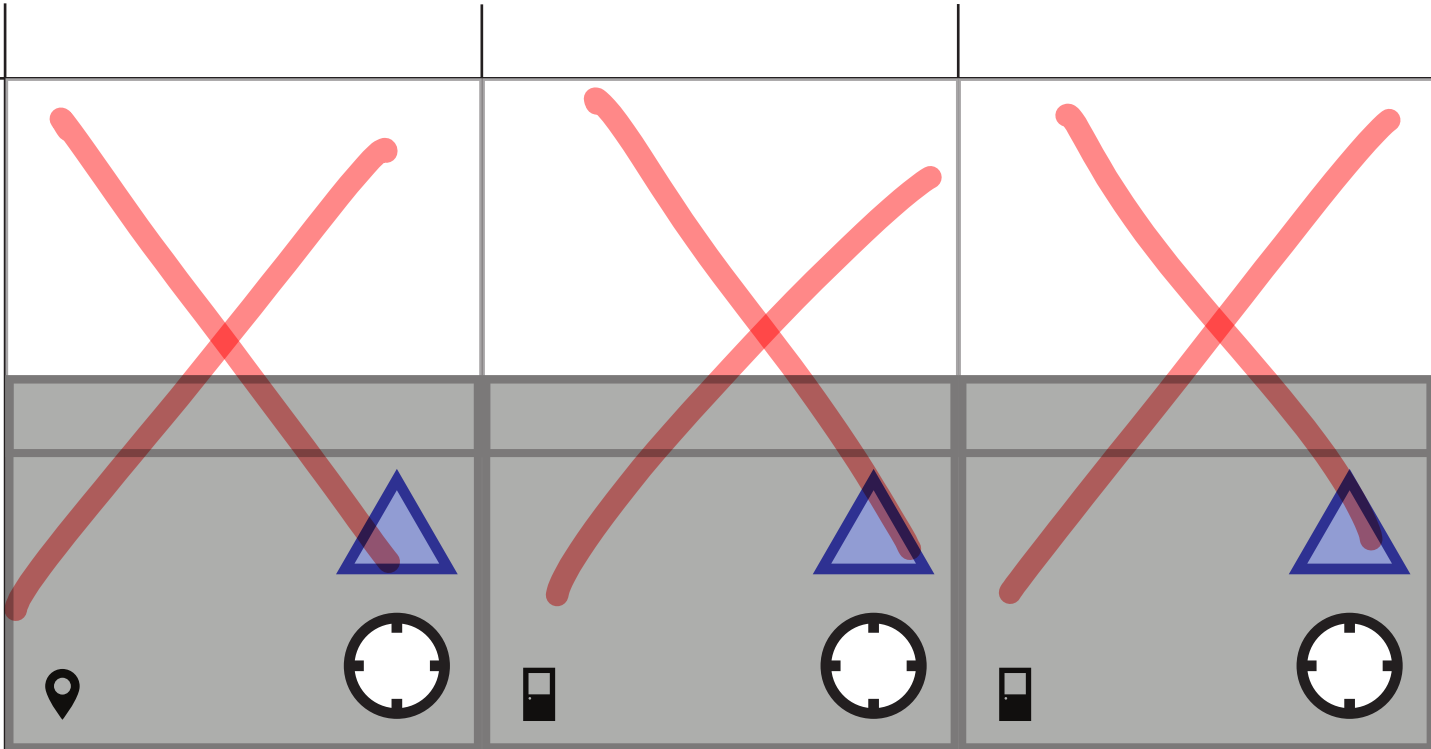
Punch

Ex



<div><div>2</div>Boxing Gloves</div> <div><div>✉</div>: If you own both Boxing Gloves, This card is worth <div>4</div></div>	<div><div>2</div>Boxing Gloves</div> <div><div>✉</div>: If you own both Boxing Gloves, This card is worth <div>4</div></div>	<div><div>X</div>Akimbo</div> <div>This card is worth 2 times as many fight cards in the play area.</div>
<div>Boxing Bot</div> <div>When this card appears, move it to the closest <div>🤖</div> card</div> <div><div>🤖</div>Ex<div>2</div><div>5</div>B</div>	<div>Boxing Bot</div> <div>When this card appears, move it to the closest <div>🤖</div> card</div> <div><div>🤖</div>Ex<div>2</div><div>5</div>B</div>	<div>Gun Bot</div> <div><div>●</div>Ex<div>5</div><div>7</div>B</div>
<div>Hacking Device</div> <div><div>KEEP</div><div>✉</div></div> <div>Enables <div>✉</div> ability for 1 card in the play area</div>	<div><div><div>PATROLLING GUARD</div><div><div>🤖</div><div><div>6</div><div>0</div></div></div></div></div>	<div><div><div>MOTION SENSOR HALL</div><div><div>📍</div><div><div>6</div><div>0</div></div></div></div></div>
<div>Server Farm</div> <div>On discard, put this card instead at the bottom of the obstacle draw pile.</div> <div><div>📍</div>Ex<div>6</div><div>0</div></div>	<div><div><div>PATROLLING GUARD</div><div><div>🤖</div><div><div>6</div><div>0</div></div></div></div></div>	<div><div><div>MOTION SENSOR HALL</div><div><div>📍</div><div><div>6</div><div>0</div></div></div></div></div>
<div><div>2</div>Mop</div>	<div><div>2</div>Mop</div>	<div><div>3</div>Robo-Ninja Gi</div> <div><div>✉</div>: This card is worth <div>4</div></div>
<div>Janitor Bot</div> <div><div>🧹</div>Ex<div>4</div><div>1</div></div>	<div>Janitor Bot</div> <div><div>🧹</div>Ex<div>4</div><div>1</div></div>	<div>Ninja Bot</div> <div>You may only interact with this card in the 2 slots on the line before discard</div> <div><div>Ex</div><div>8</div><div>6</div></div>

  <div>    </div>	  <div>    </div>	 Sound Wave Suppression <div>  <div>           Alarm Bot    <div>Ex B</div> </div> </div>
  <div>    </div>	  <div>    </div>	  <div>    </div>
  <div>    </div>	  <div>    </div>	<div>           Upgrade Module            Discard to enable 1   ability for a            card in the play area  <div>Keep</div> </div> <div>           Software Upgrade Bot   <div>   <div>Ex</div> </div> </div>



**Live Wire**  
 Enable 1 ability for a card in the play area

After acquiring this card, knocking out any card on the line will give you an extra card in your hand on the next turn.

**Sudden Diversion**  
: For each used on this card, draw a new card.

**Robo-Charging**  
 is the number of cards on the line.  
 Ex

**Side Mission 2**  
 This mission may be completed after Mission 1 at any time.  
 Completing this mission does not reset anything, however it does end the turn.  
  
 Ex

**Hall of Confusion**  
 Ex

**A Bigger Arsenal**  
 For every in play draw a card

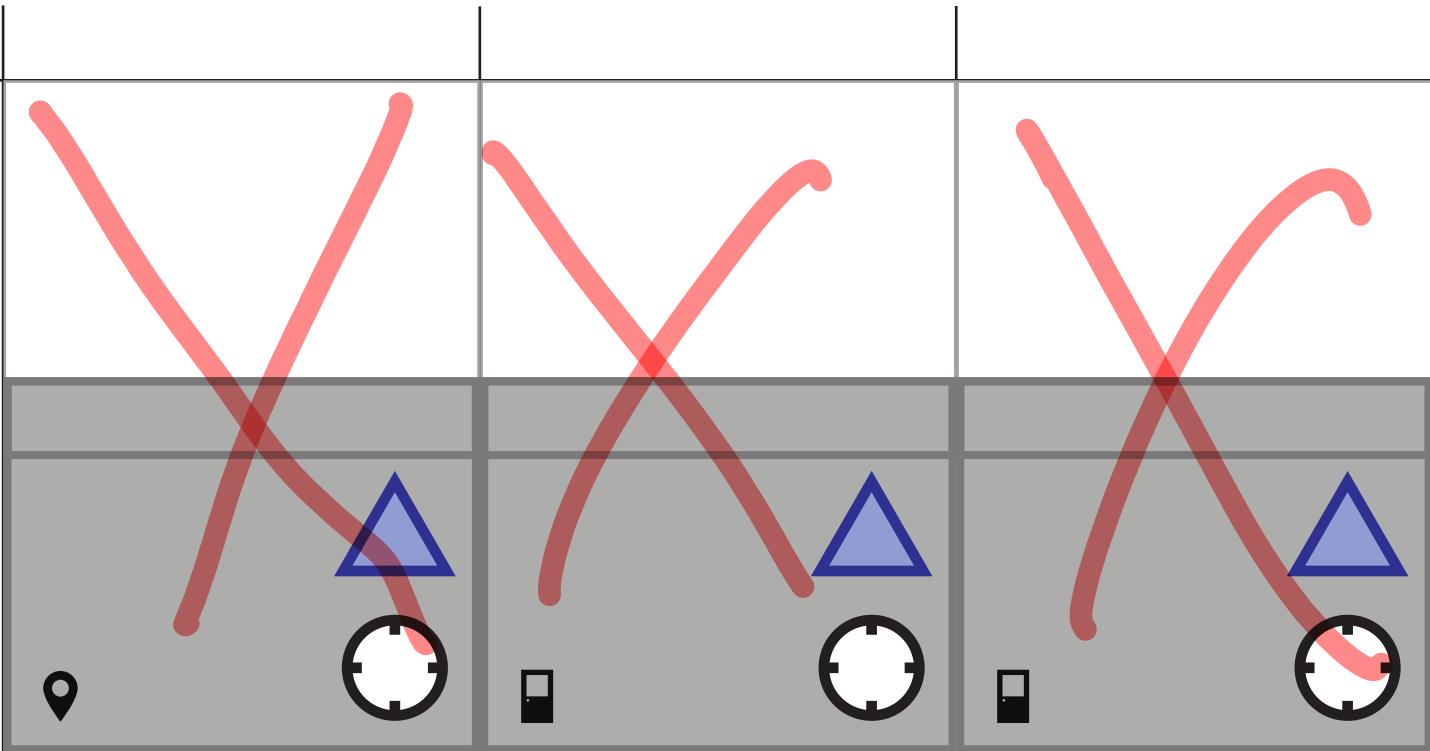
**Transformer Suit**  
: This card is worth as many is used on it. Can be or

After acquiring this card, and after completing each subsequent mission, pick any of your cards (up to 3) and place them in the obstacle draw pile.  
**KEEP**

**Armory**  
 Ex

**Transformer Bot**  
 Ex

**Side Mission 1**  
 This mission may be completed at any time.  
 Completing this mission does not reset anything, however it does end the turn.  
  
 Ex



Remote Control  
**KEEP**  
Discard this card to  
interact with a

