

The Characters

This guide is a handbook for characters and their actions. It is essential for playing. Every character has three options of action, fits different playstyle and is better in team with some teammates, but not as good with others.

1. **Normal Attack** has no cooldown and can be used any time.
2. **Special Attack** has a cooldown of 2 rounds for everyone.
3. **Special Action** has a cooldown of 2 rounds in most cases, but for Tolbus & Žeromán – they have a cooldown of only 1 round, due to the passive nature of their **Special Actions**.

- A) **Tank** is a character, who can take hits and does not focus that much on attacking.
- B) **Support** is a character, who can attack on his own, but is better when combined with particular teammates, bringing more strategy to the game.
- C) **Attacker** is a character, who focuses on combat, having almost no supporting actions – except for few exceptions.

PS: This guide is only for the v2 version, as v1 is very outdated and it has only a few differences compared to the v2.

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Anus

Support

STATS:

1. HP, Max. HP = 10
2. Defense = 8

Normal Attack: *The damage is equal to 3 points.*

Special Attack: *Anus uses his superior penetration & Taekwondo skills to reduce opponent's hit points by 2 points and increase 1st cooldown by 2 points and 2nd one by 1 point.*

Special Action: *Anus takes time to calculate the situation, then increases his maximum hit points by 1 point, while his actual hit points heal.*

Tips: *Anus is best used as a support character, although he has the capability to strike too – just keep him out of harm's way using a healing character like Tolbus, and he will serve you great, using his actions to restrict what opponents can do.*

Big Chungus

Tank

STATS:

1. HP, Max. HP = 13
2. Defense = 6

Normal Attack: *The damage is equal to 3 points.*

Special Attack: *Big Chungus jumps to the opponent and bounces off him, dealing damage equal to 6 points.*

Special Action: *Big Chungus powers up and gets ready for the incoming attack, making his body take as much space as it can – reducing the next attack's damage by 3 points.*

Tips: *Big Chungus is one of the few tanks who can also counterattack with powerful attacks. He is universal, as he can fight without support either by reducing opponent's damage or focusing on attacks.*

Kvítek

Attacker

STATS:

1. HP, Max. HP = 11
2. Defense = 5

Normal Attack: *The damage is equal to 2 points.*

Special Attack: *Kvítek uses 0,00001% of his power to deliver 4 points of damage to the opponent.*

Special Action: *Kvítek unleashes his sigma grindset & arguments upon the unsuspecting enemy, killing him in an instant. THIS CAN BE USED ONLY ONCE AND AFTER REACHING THE 4TH ROUND.*

Tips: *Kvítek needs support characters on his team, as he himself can take only few shots before losing all HP. However, if he can survive to the 4th round, his enemies are in a big trouble – he can instantly kill one of them and it doesn't matter if the target had full HP or not.*

Marekec

Attacker

STATS:

1. HP, Max. HP = 13
2. Defense = 7

Normal Attack: *The damage is equal to 3 points.*

Special Attack: *Marekec runs to the opponent, and in a quick sequence, hits all the weakspots, dealing a damage of 6 points.*

Special Action: *Marekec uses his skills that he learned the hard way to prepare to dodge an incoming attack and retaliate.*

Tips: *Marekec is very versatile, as he can both deal big amounts of damage and survive incoming attacks using his dodge.*

Máta

Support

STATS:

1. HP, Max. HP = 12
2. Defense = 3

Normal Attack: *The damage is equal to 3 points.*

Special Attack: *Máta tries to use some of his Teak-Wondo skills, however, he is weak and so the attack deals only 4 points of damage.*

Special Action: *Máta remembers some of the tips from YT and tries to win an argument with the opponent – nevertheless, he can't finish it in one round, so he repeats his boring stuff for the next round.*

Tips: *Máta is probably the weakest character of them all, and so he can be used as a throwaway – making a target of him to allow stronger ones to survive.*

Milanus

Attacker

STATS:

1. HP, Max. HP = 15
2. Defense = 4

Normal Attack: *The damage is equal to 3 points.*

Special Attack: *Milanus shows the opponent a TikTok video, dealing damage equal to 5 points.*

Special Action: *Milanus gathers his private harem around and uses it to increase his defense by 1 and attack the opponent, also dealing 5 points of damage.*

Tips: *Milanus' every action is an attack of some sort, so he is best used when others support him. He can take hits too and increase his defense, making him more of a universal character than just an attacker.*

Mojmi-chan

Attacker

STATS:

1. HP, Max. HP = 11
2. Defense = 6

Normal Attack: *The damage is equal to 2 points.*

Special Attack: *Mojmi-chan touches the opponent, causing emotional damage and 6 point damage.*

Special Action: *Mojmi-chan does the IShowSpeed squats, doubling his next attack. THIS CAN BE USED ONLY ONCE.*

Tips: *Mojmi-chan can be one of the strongest characters of them all if used correctly – supported by others until his powerful double attack charges. Then, he can literally obliterate an enemy if he combines it with the **Special Attack**.*

PopeC0rn

Attacker

STATS:

1. HP, Max. HP = 12
2. Defense = 8

Normal Attack: *The damage is equal to 4 points.*

Special Attack: *PopeC0rn uses his arguments, actually good when compared to [Máta](#), dealing 6 points of damage.*

Special Action: *PopeC0rn uses his parkour skills to maneuver around his opponent and attack with an advantage, dealing a damage equal to the **Normal Attack** plus two more points because of the height advantage.*

Tips: *PopeC0rn is a balanced character, having the highest damage of his **Normal Attack** when compared to all other characters and being nothing but an attacker. He is best used with some support characters, keeping him alive to strike with his powerful and strong attacks.*

Tolbus

Support

STATS:

1. HP, Max. HP = 10
2. Defense = 7

Normal Attack: *The damage is equal to 4 points.*

Special Attack: *Tolbus starts telling terribly dark jokes and he deals 5 points of damage to his opponent.*

Special Action: *Tolbus retreats behind the friendly lines and helps one of his comrades heal from their injuries, by a maximum of 2 health points.*

Tips: *Tolbus is the one and true support character in card_game – having low HP and Defense, while being able to heal with a cooldown of only 1 round and having a balanced damage output.*

Zálabář

Attacker

STATS:

1. HP, Max. HP = 11
2. Defense = 9

Normal Attack: *The damage is equal to 3 points.*

Special Attack: *Zálabář calls his gang from the Zálabi hood and together with his homies, he delivers 6 points of damage to his opponent.*

Special Action: *Zálabář uses his judo skills to quickly attack and retreat, dealing 2 points of damage to the opponent and reducing both of his cooldowns by 1.*

Tips: *Zálabář is a character that can use his abilities faster than anyone else after resetting his cooldown using the **Special Action**. That makes him a great DPS and if he is supported by others, he can quickly wipe out the enemy team.*

Žeromán

Tank

STATS:

1. HP, Max. HP = 15
2. Defense = 10

Normal Attack: *The damage is equal to 2 points.*

Special Attack: *Žeromán attacks the enemy with a powerful punch, however, its damage is random from range of 1 to 10.*

Special Action: *Amidst the chaos of the battle, Žeromán stops to have a snack because bulking is important – and so he eats a few Beef Jerky pieces, recovering his Defense by a maximum of 2 points.*

Tips: *Žeromán is overall universal and great for anything if he is lucky – bringing randomness to the game with his **Special Attack** and being able to take many hits and still stay alive, recovering his Defense.*

Žimík

Support

STATS:

1. HP, Max. HP = 12
2. Defense = 4

Normal Attack: *The damage is equal to 3.*

Special Attack: *Žimík accurately throws his jumping ball, dealing 5 points of damage to the opponent.*

Special Action: *Žimík rips his shirt off him, instantly blinding his opponent with his hot body, recovering a maximum of 2 of his defense & increasing both of opponent's cooldowns by 2. THIS CAN BE USED ONLY ONCE.*

Tips: *Žimík is one of the worse characters, however, he can be used very effectively, combining his **Special Action** with attacks of other characters, targeting one enemy and focusing on it.*