

AppleFOOD1♠

When Played
Until your next turn, players can't steal from you. Discard this.

Arcade ClawARM3♠

When Played
Choose a player. Steal a random card from their hand.

Banana PeelFOOD1♠

When Played
Perish this.

Battery PackBODY2♠

When Played
+3♠

Bionic EyeHEAD3♠

Spend 2♠
Perish the top card of the discard.

Box of ChocolatesFOOD0♠

When Played
Draw a card. If it's a LIMB, this gives +♠ equal to its cost. Then perish this.

Broken Gas Mask

HEAD

5

Passive

Whenever you scrap a LIMB, force another player to also scrap a LIMB of their choice.

Broken Hard Hat

HEAD

1

When Played

All players salvage a card. Perish this.

Broom

ARM

2

Spend 2

Move the top card of the discard to the bottom.

Callous Hands

ARM

2

Passive

Players cannot force you to scrap LIMBs.

Candy-Flavored Acid

FOOD

8

When Played

Scrap your MASS. Perish this.

Chameleon Cloak

BODY

4

When Scrapped

Skip the rest of your turn.

Dog Tail

ARM

3

Passive

You may perish 2 of your LIMBS in place of eating FOOD each turn.

Drone

HEAD

1

When Played

Look at the top 3 cards of the draw pile.

Edible Arm

ARM

4

When Scrapped

+2. You don't need to eat FOOD this turn.

Electric Whip

ARM

4

When Played

Steal a card from each player's hand.

Energy Drink

FOOD

4

When Played

You can't play any LIMBs for the rest of your turn. Perish this.

Expendable Pants

LEGS

2

Passive

When a player steals from you, they must steal this.

Explosive Safe

BODY

3

When Scrapped

Scrap the rest of your MASS. Draw 5 cards.

Fishing Rod

ARM

4

When Played

Draw cards until you draw FOOD.

Lunch Box

FOOD

2

When Played

Draw a card. Discard this.

Luxury Tennis Shoes

LEGS

5

Passive

If any player starts their turn without LEGS, they must eat 2 FOOD that turn to survive.

Magnet

ARM

4

When Played

Steal the cheapest LIMB in play and attach it to your MASS.

Matching Mittens

ARM

2

When Turn Starts

+1 if you have another ARM.

Mini Fridge

BODY

3

When Scrapped

+4

Nano Tool Kit

BODY

5

Spend 3

Choose any LIMB in play. Its effect doesn't happen on its next turn.

Oven

BODY

3

Passive

FOOD gives +1.

Ozempic

FOOD

1

When Played

You don't need to eat FOOD on your next turn. Perish this.

Peg Leg

LEGS

3

Spend 3

Have a player scrap their current LEGS. Put this card in its place.

Phoenix Feather

ARM

4

Passive

Whenever you scrap a LIMB, you may perish this instead.

Placebo Pill

FOOD

0

When Played

Copy the effect from the top FOOD of the discard. Then perish this.

Primordial Brain

HEAD

7

Passive

When you salvage, you may salvage again.

Roller Skates

LEGS

1

When Played

Put a card from your hand at the top of the draw.

Rusty Shovel

ARM

1

When Turn Starts

You may discard a card to draw a card.

Sausage Fork

ARM

3

When Scrapped

You don't need to eat FOOD this turn.

Schrodinger's Pants

LEGS

2

When Played

You may swap this with the top LEGS of the discard.

Scissor Hands

ARM

3♠

Passive
Cards stolen from you must be immediately discarded.

SCUBA Mask

HEAD

3♠

When Scrapped
Salvage the bottom discard.

Secondary Mouth

BODY

4♠

Passive
When you scrap a LIMB, +1♠.

Furnace

BODY

4♠

When Played
Retrigger all of your 'When Played' LIMBs.
Perish this.

Fusion Reactor

BODY

3♠

Passive
The third LIMB you play each turn costs only 1♠.

Gasoline Barrel

BODY

2♠

When Played
All players draw 2 cards.

Generative AI

BODY

4

Passive

You may have up to 3 ARMs on your MASS.

Giant's Feet

LEGS

6

When Played

Perish the entire discard (except for LEGS).

Giga Grub

FOOD

3

When Played

Discard this.

Gingerbread Legs

LEGS

4

When Played

Discard from the draw until you get LEGS, then add it to your hand. Perish this.

Glue Bottle

ARM

3

Passive

You may play your next LIMB for only 2.

Golden Grub

FOOD

4

When Played

Perish this.

Grub FOOD 2♣

When Played

Discard this.

Hanging Nerves BODY 4♣

When Turn Starts

+3♣ if you have a full MASS.

Hard Hat HEAD 1♣

When Played

Take the bottom card of the draw pile.

Hiking Pants LEGS 2♣

When Played

Draw a card.

Hologram Projector ARM 2♣

Spend 4♣

Copy the effect of another LIMB in play for the rest of your turn.

Ice Soup FOOD 1♣

When Played

If this is your first time eating this, put it back anywhere in the draw. Otherwise, discard this.

Incinerator

BODY

4

Spend 2

Discard the top draw.

Ipecac

FOOD

2

When Played

Discard the top 5 cards of the draw. Discard this.

Jetpack

BODY

3

When Turn Starts

+1 if you have no LEGS.

Large Nose

HEAD

2

When Played

If the top discard is FOOD, salvage it.

LIMB Adapter

BODY

5

Passive

You can attach LIMBs anywhere on your MASS.

Lump of FLESH

BODY

1

When Turn Starts

+1

Side of Fries

FOOD

1

When Played

The next FOOD you eat this turn gives +2\$.
Perish this.

Sleeping Pills

FOOD

1

When Played

Keep this in front of you. On your next turn,
skip it and then perish this.

Snake Venom

ARM

4

When Scrapped

Choose a player. They cannot play any
LIMBs their next turn.

Solar Panel

HEAD

4

Passive

The first time you play a LIMB each turn,
+1\$.

Spiky Torso

BODY

4

Passive

Players cannot steal cards from you.

Steel Boots

LEGS

2

Passive

No player can scrap LEGS.

Supplements

FOOD

1♠

When Played
LIMBs cost -1♠ to play this turn. Discard this.

Teleport Chamber

BODY

3♠

Spend 5♠
Move any LIMB to another player.

Thermal Detonator

BODY

4♠

When Played
All players must choose a LIMB to scrap.

Trampoline

LEGS

2♠

When Played
Draw a card. If it's a LEGS, +2♠.

Trash Can

BODY

3♠

When Played
Salvage a card. Perish this.

Tripod

LEGS

1♠

When Turn Starts
Look at the top card of the draw pile.

Unicycle

LEGS

3♣

When Turn Starts
+2♣ if you have no ARMs.

Vulture Claws

LEGS

4♣

Passive
Once per turn you may discard a LEGS from your hand for +2♣.

Waiter's Arm

ARM

3♣

Passive
Whenever you eat FOOD, draw a card.

Warp Fluid

FOOD

1♣

When Played
Move a card from the discard to the bottom of the draw. Perish this.

Water Cooler

BODY

1♣

Passive
Each player gets +1♣ when their turn starts.

Wristwatch

ARM

2♣

When Scrapped
Discard 3 cards and skip the rest of your turn.

Flesh Grafted Rocket Launcher **ARM** 4

When Played
Choose a player. Choose a LIMB for them to scrap.

Lump of Parasitic FLESH **BODY** 3

When Turn Starts
+3 if you have no other LIMBs.

Shark Head **HEAD** 5

Spend 4
Salvage the bottommost FOOD of the discard.