

Apple+1\$

FOOD

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

Arcade Claw3\$

ARM

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

A Figurative Bomb3\$

HEAD

When Attached
Each player must choose a LIMB to scrap.

Banana Peel+1\$

FOOD

When Attached
Perish this.

Battery Pack2\$

BODY

When Attached
+3\$

Bionic Eye3\$

HEAD

Spend 2\$
Perish the top card of the discard.

Box of Chocolates

+0\$

FOOD

When Attached

Draw a card. If it's a LIMB, this gives +\$ equal to its cost. Then perish this.

Broken Gas Mask

5\$

HEAD

Passive

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

Broken Hard Hat

1\$

HEAD

When Attached

All players salvage a card. Perish this.

Broom

2\$

ARM

Spend 2\$

Move the top card of the discard to the bottom.

Callous Hands

2\$

ARM

Passive

Players cannot force you to scrap LIMBs.

Candy-Flavored Acid

+8\$

FOOD

When Attached

Scrap your MASS. Perish this.

Chameleon Cloak

4\$

BODY

When Scrapped

Skip the rest of your turn.

Dog Tail

3\$

ARM

Passive

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

Drone

1\$

HEAD

When Attached

Look at the top 3 cards of the draw pile.

Edible Arm

4\$

ARM

When Scrapped

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

Electric Whip

4\$

ARM

When Attached

Steal a card from each player's hand.

Energy Drink

+4\$

FOOD

When Attached

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

Expendable Pants2♠

LEGS

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

Explosive Safe3♠

BODY

When Scrapped
Scrap the rest of your MASS. Draw 5 cards.

Fishing Rod4♠

ARM

When Attached
Draw cards until you draw FOOD.

Lunch Box+2♠

FOOD

When Attached
Draw a card. Discard this.

Luxury Tennis Shoes5♠

LEGS

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

Magnet4♠

ARM

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

Matching Mittens

2\$

ARM

When Turn Starts

+1\$ if you have another ARM.

Mini Fridge

3\$

BODY

When Scrapped

+4\$

Nano Tool Kit

5\$

BODY

Spend 3\$

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

Oven

3\$

BODY

Passive

FOOD gives +1\$.

Ozempic

+1\$

FOOD

When Attached

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

Peg Leg

3\$

LEGS

Spend 3\$

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

Phoenix Feather

4♠

ARM

Passive

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

Placebo Pill

+0♠

FOOD

When Attached

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

Primordial Brain

7♠

HEAD

Passive

When you salvage, you may salvage again.

Roller Skates

1♠

LEGS

When Attached

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

Rusty Shovel

1♠

ARM

When Turn Starts

You may discard a card to draw a card.

Sausage Fork

3♠

ARM

When Scrapped

You don't need to eat FOOD this turn.

Schrodinger's Pants 2\$

LEGS

When Attached

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

Scissor Hands 3\$

ARM

Passive

Cards stolen from you must be immediately discarded.

SCUBA Mask 3\$

HEAD

When Scrapped

Salvage the bottom discard.

Secondary Mouth 4\$

BODY

Passive

When you scrap a LIMB, +1\$.

Furnace 4\$

BODY

When Attached

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

Fusion Reactor 3\$

BODY

Passive

The third LIMB you play each turn costs only 1\$.

Gasoline Barrel 2♣

BODY

When Attached
All players draw 2 cards.

Generative AI 4♣

BODY

Passive
You may have up to 3 ARMs on your MASS.

Giant's Feet 6♣

LEGS

When Attached
Perish the entire discard (except for LEGS).

Giga Grub +3♣

FOOD

When Attached
Discard this.

Gingerbread Legs 4♣

LEGS

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

Glue Bottle 3♣

ARM

Passive
You may play your next LIMB for only 2♣.

Golden Grub	+4\$
FOOD	
When Attached Perish this.	

Grub	+2\$
FOOD	
When Attached Discard this.	

Hanging Nerves	4\$
BODY	
When Turn Starts +3\$ if you have a full MASS.	

Hard Hat	1\$
HEAD	
When Attached Take the bottom card of the draw pile.	

Hiking Pants	2\$
LEGS	
When Attached Draw a card.	

Hologram Projector	2\$
ARM	
Spend 4\$ Copy the effect of another LIMB in play for the rest of your turn.	

Ice Soup +1\$

FOOD

When Attached

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

Incinerator 4\$

BODY

Spend 2\$

Discard the top draw.

Ipecac +2\$

FOOD

When Attached

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

Jetpack 3\$

BODY

When Turn Starts

+1\$ if you have no LEGS.

Large Nose 2\$

HEAD

When Attached

If the top discard is FOOD, salvage it.

LIMB Adapter 5\$

BODY

Passive

You can attach LIMBs anywhere on your
MASS.

Lump of FLESH1\$

BODY

When Turn Starts
+1\$

Side of Fries+1\$

FOOD

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

Sleeping Pills+1\$

FOOD

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

Snake Venom4\$

ARM

When Scrapped
Choose a player. They cannot play any LIMBS their next turn.

Solar Panel4\$

HEAD

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

Spiky Torso4\$

BODY

Passive
Players cannot steal cards from you.

Steel Boots 2\$

LEGS

Passive
No player can scrap LEGS.

Supplements +1\$

FOOD

When Attached
LIMBs cost -1\$ to play this turn.
Discard this.

Teleport Chamber 3\$

BODY

Spend 5\$
Move any LIMB to another player.

Thermal Detonator 4\$

BODY

When Attached
All players must choose a LIMB to scrap.

Trampoline 2\$

LEGS

When Attached
Draw a card. If it's a LEGS, +2\$.

Trash Can 3\$

BODY

When Attached
Salvage a card. Perish this.

Tripod

1\$

LEGS

When Turn Starts

Look at the top card of the draw pile.

Unicycle

3\$

LEGS

When Turn Starts

+2\$ if you have no ARMS.

Vulture Claws

4\$

LEGS

Passive

Once per turn you may discard a LEGS from your hand for +2\$.

Waiter's Arm

3\$

ARM

Passive

Whenever you eat FOOD, draw a card.

Warp Fluid

+1\$

FOOD

When Attached

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

Water Cooler

1\$

BODY

Passive

Each player gets +1\$ when their turn starts.

Wristwatch 2♣

ARM

When Scrapped

Discard 3 cards and skip the rest of your turn.

Flesh Grafted Rocket Launcher 4♣

ARM

When Attached

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

Lump of Parasitic FLESH 3♣

BODY

When Turn Starts

+3♣ if you have no other LIMBs.

Shark Head 5♣

HEAD

Spend 4♣

Salvage the bottommost FOOD of the discard.