

Apple 1\$

FOOD

When Attached

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

Arcade Claw 3\$

ARM

When Attached

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

A Figurative Bomb 3\$

HEAD

When Attached

Each player must choose a LIMB to scrap.

Banana Peel 1\$

FOOD

When Attached

Perish this.

Battery Pack 2\$

BODY

When Attached

+3\$

Bionic Eye 3\$

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 Pants

2♣

LEGS

Passive

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

Explosive Safe

3♣

BODY

When Scrapped

Scrap the rest of your MASS. Draw 5 cards.

Fishing Rod

4♣

ARM

When Attached

Draw cards until you draw FOOD.

Lunch Box

2♣

FOOD

When Attached

Draw a card. Discard this.

Luxury Tennis Shoes

5♣

LEGS

Passive

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

Magnet

4♣

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 FLESH

1\$

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 Venom

4\$

ARM

When Scrapped

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

Solar Panel

4\$

HEAD

Passive

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

Spiky Torso

4\$

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.