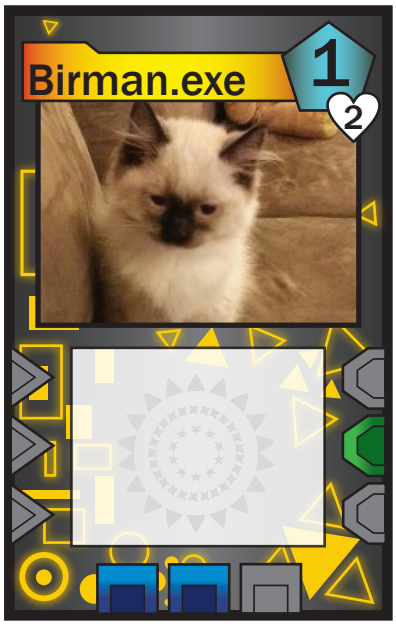
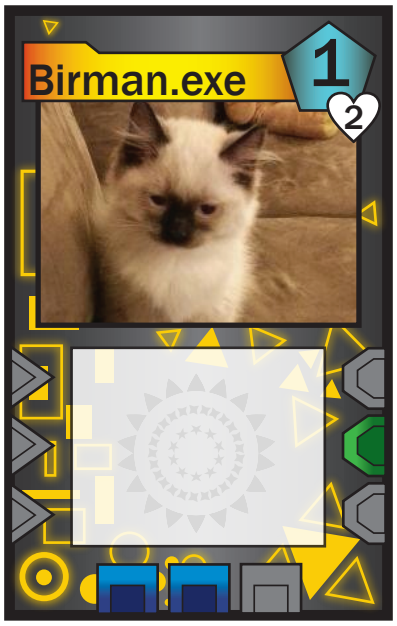
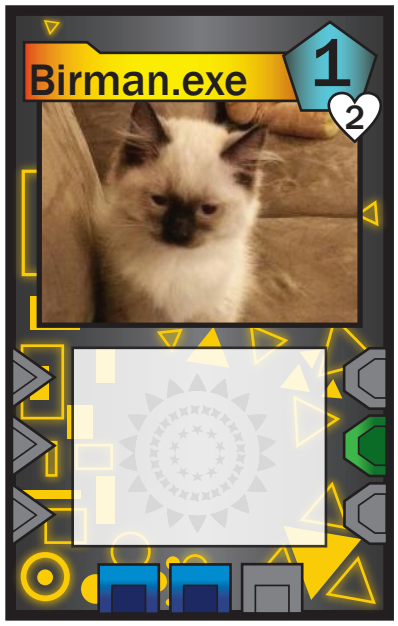

Birman.exe
1
2


Birman.exe
1
2


Birman.exe
1
2

Lupus.exe
2
4
By: MelOh
Pack: +1 CHA for every friendly Pack Program.

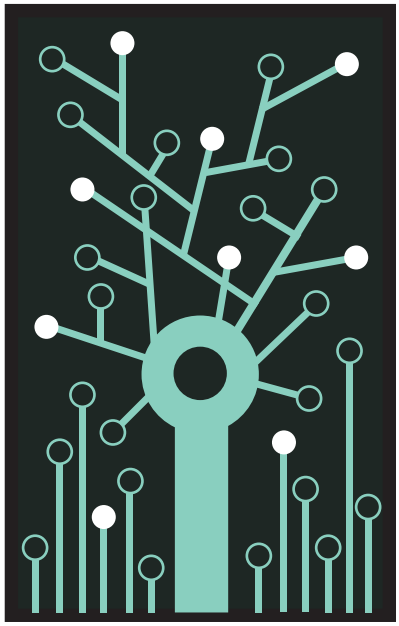
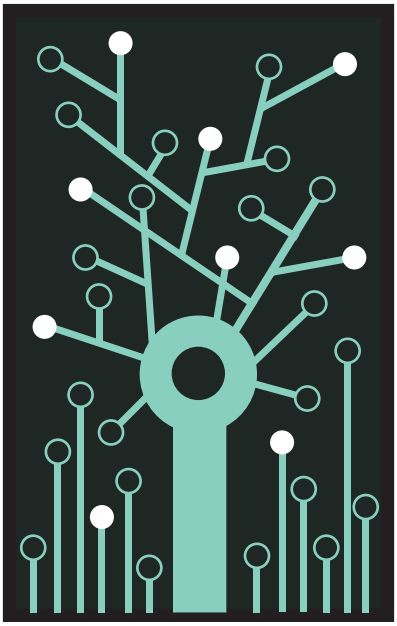
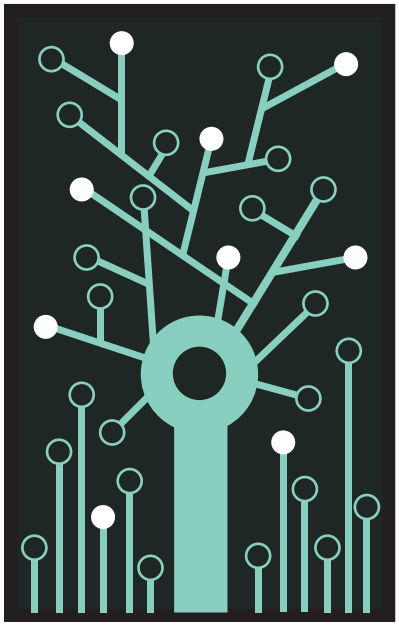
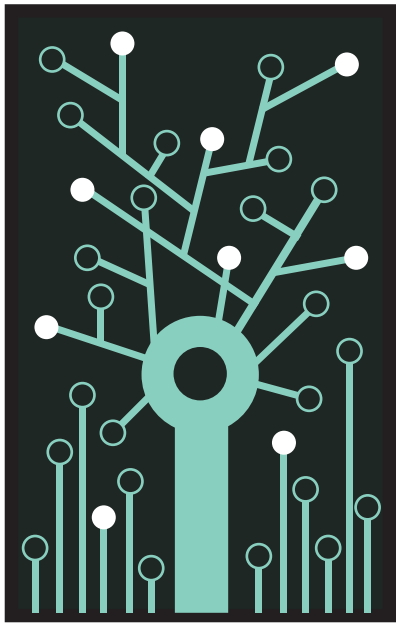
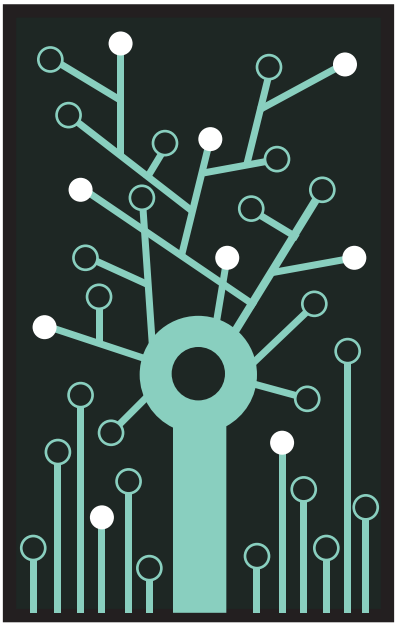
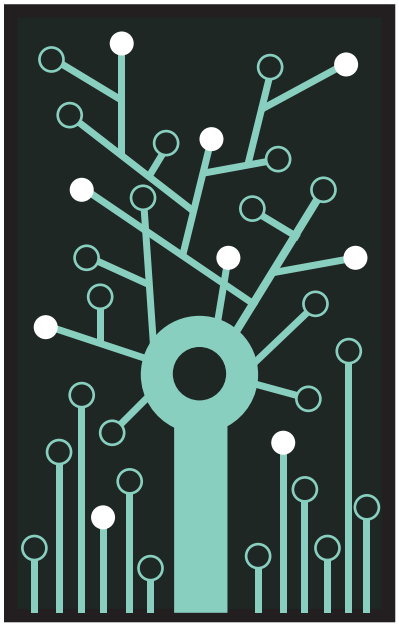
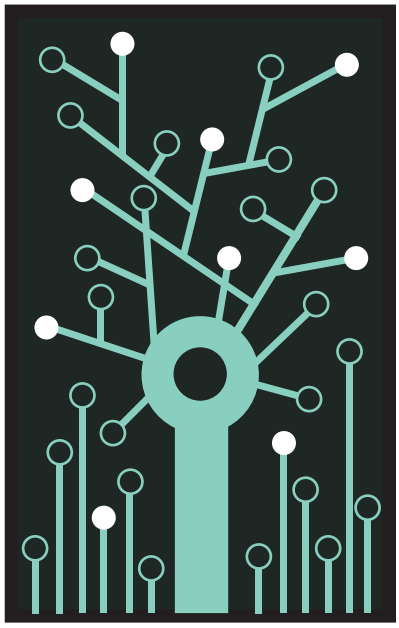
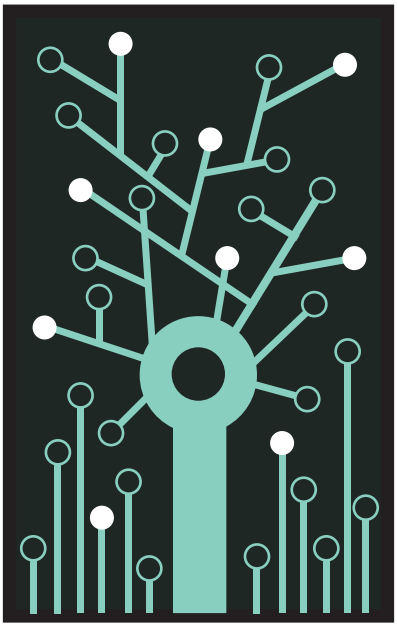
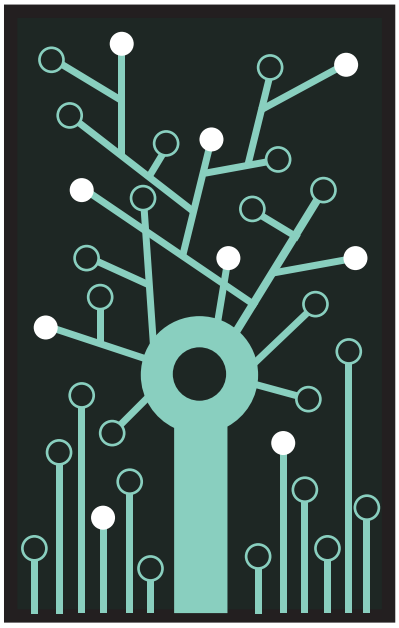
Lupus.exe
2
4
By: MelOh
Pack: +1 CHA for every friendly Pack Program.

Lupus.exe
2
4
By: MelOh
Pack: +1 CHA for every friendly Pack Program.

Beaver.exe
2
3
By: Alanbecker
Builder: Has +2 RES when all slots are full.

Beaver.exe
2
3
By: Alanbecker
Builder: Has +2 RES when all slots are full.

Beaver.exe
2
3
By: Alanbecker
Builder: Has +2 RES when all slots are full.

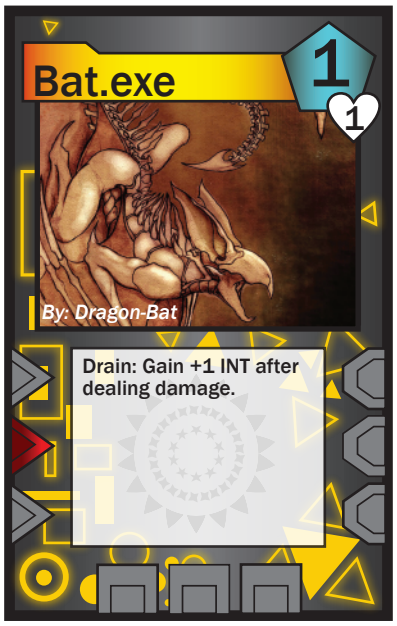










Fennec.exe
1
2
By: Chimikii
Elusive: If this Program is the surface Program, move it down.

Fennec.exe
1
2
By: Chimikii
Elusive: If this Program is the surface Program, move it down.

Fennec.exe
1
2
By: Chimikii
Elusive: If this Program is the surface Program, move it down.

Bat.exe
1
1
By: Dragon-Bat
Drain: Gain +1 INT after dealing damage.

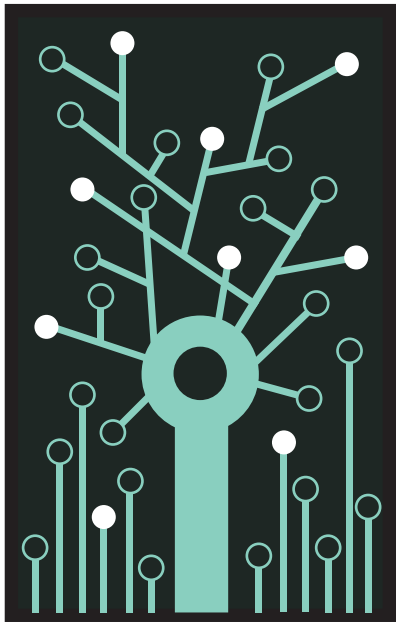
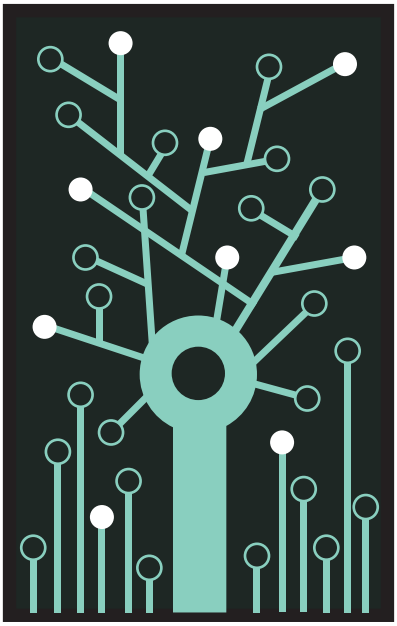
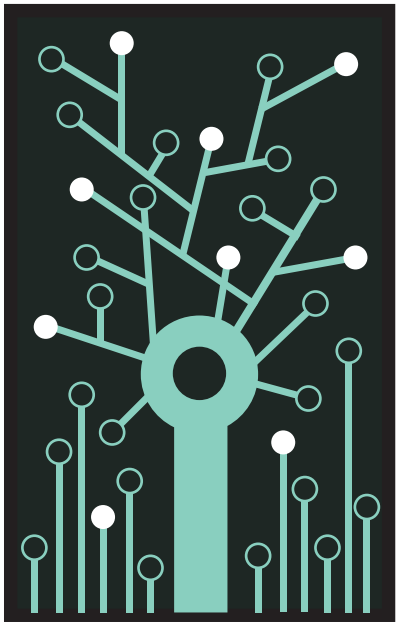
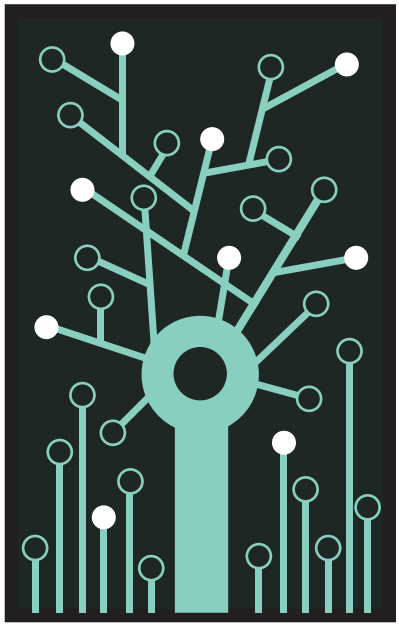
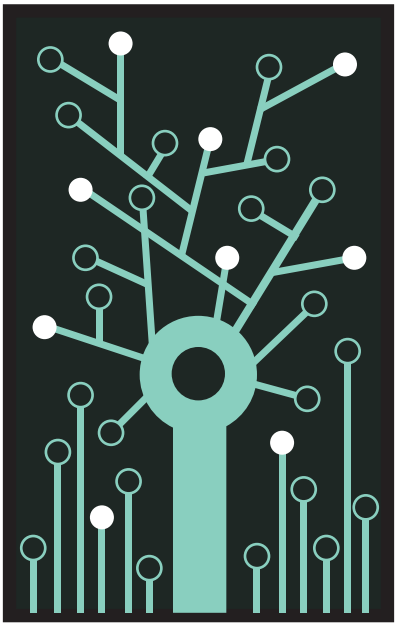
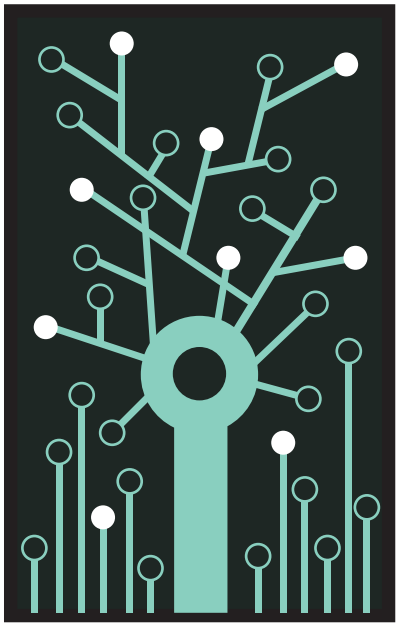
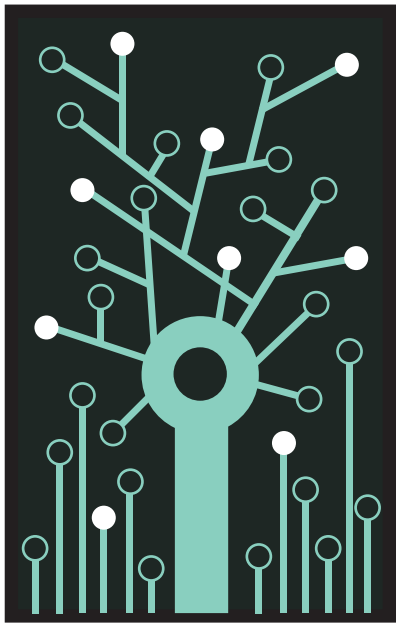
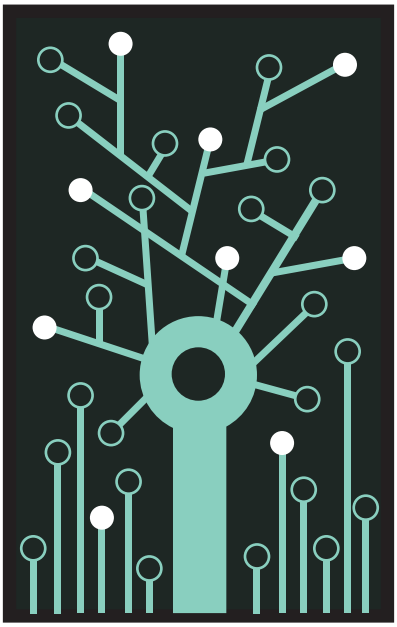
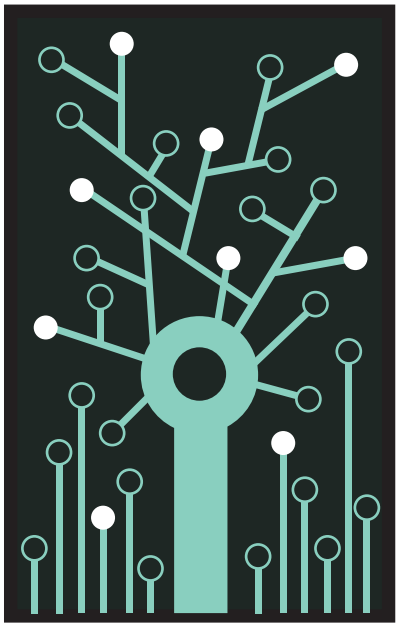

Bat.exe
1
1
By: Dragon-Bat
Drain: Gain +1 INT after dealing damage.

Bat.exe
1
1
By: Dragon-Bat
Drain: Gain +1 INT after dealing damage.

Shorthair.exe
1
2
By: Greykitty

Shorthair.exe
1
2
By: Greykitty

Shorthair.exe
1
2
By: Greykitty

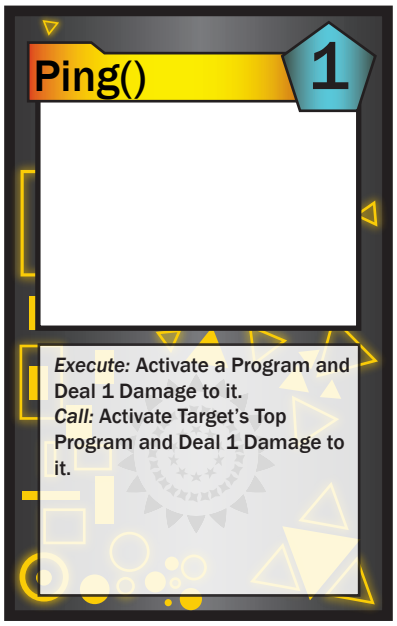










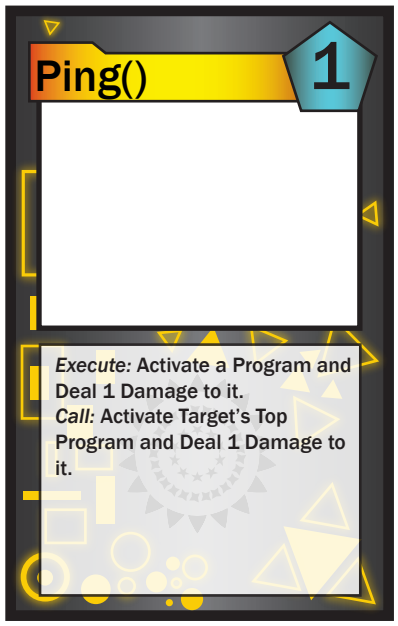
Elephant.exe
4
8
By: Delun
Thick: Has +1 RES.

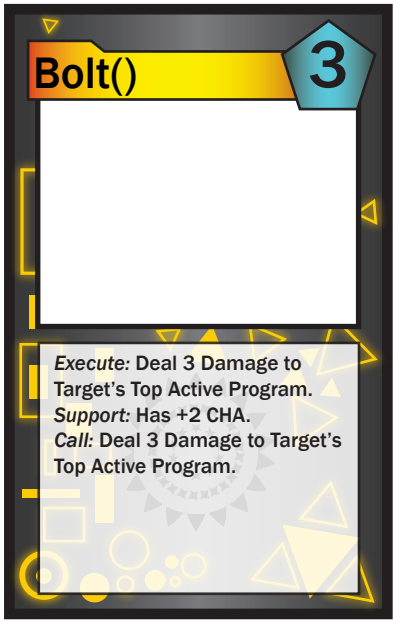
Elephant.exe
4
8
By: Delun
Thick: Has +1 RES.

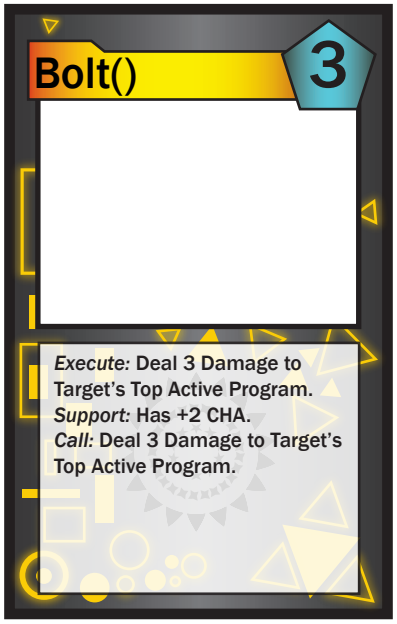
Elephant.exe
4
8
By: Delun
Thick: Has +1 RES.

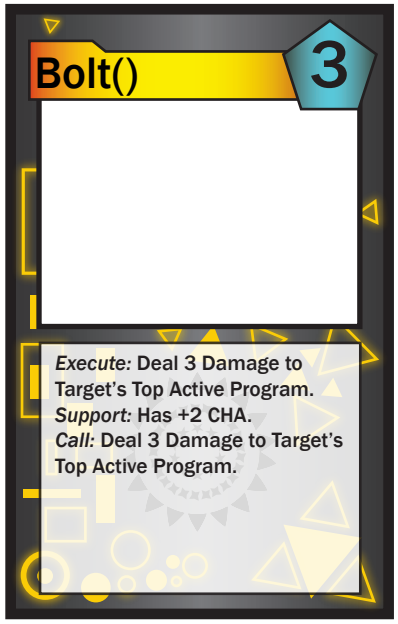
Ping()
1
Execute: Activate a Program and Deal 1 Damage to it.
Call: Activate Target's Top Program and Deal 1 Damage to it.

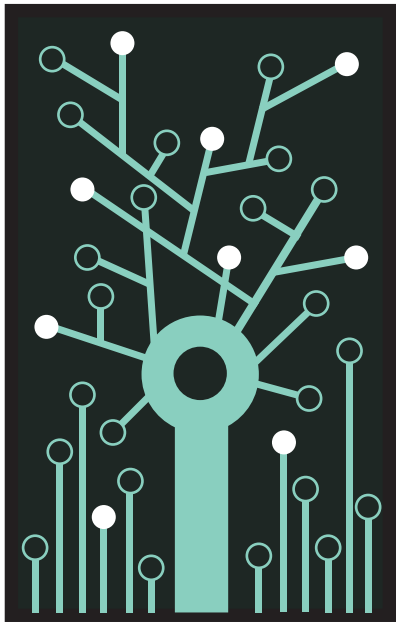
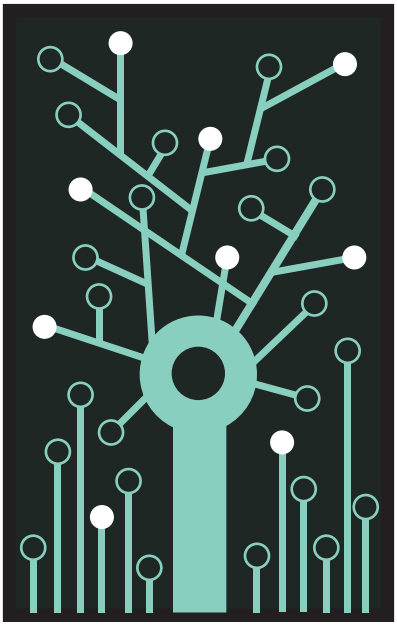
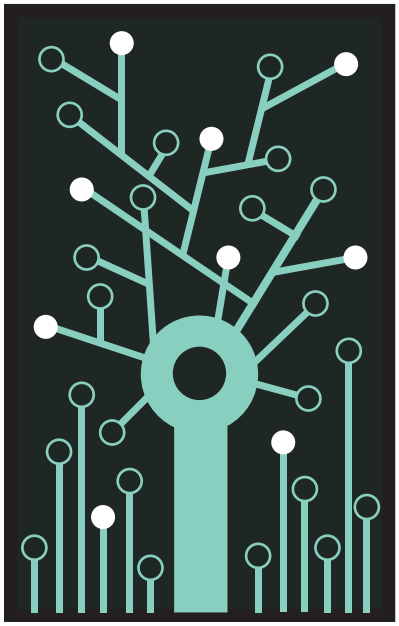
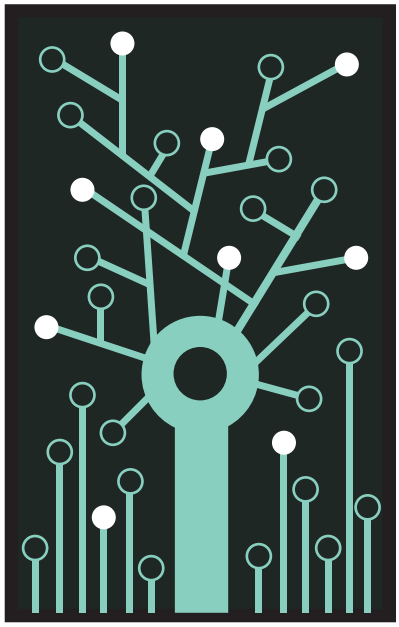
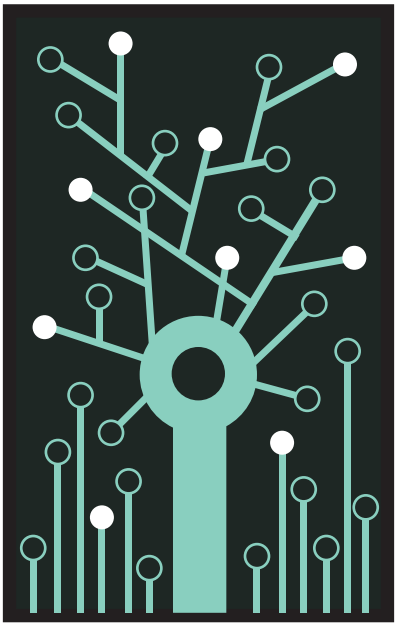
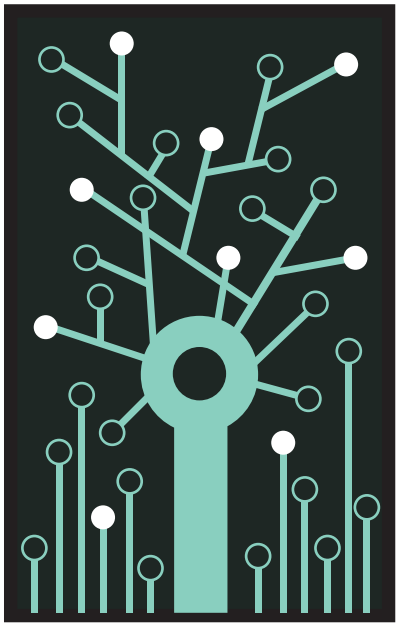
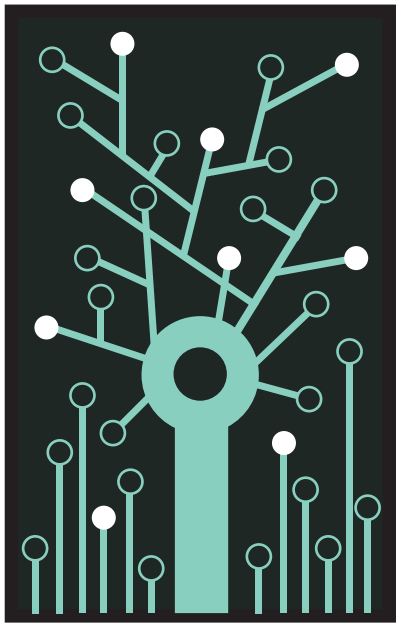
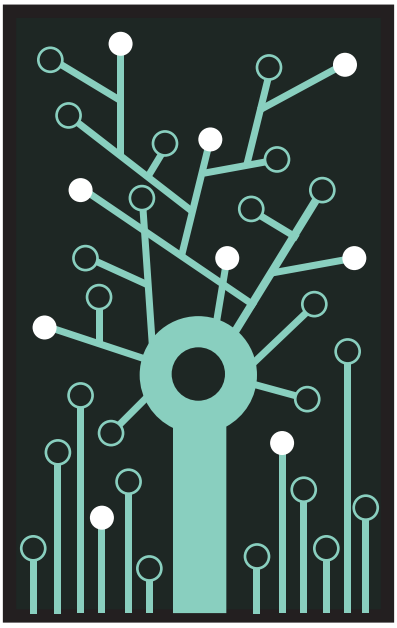
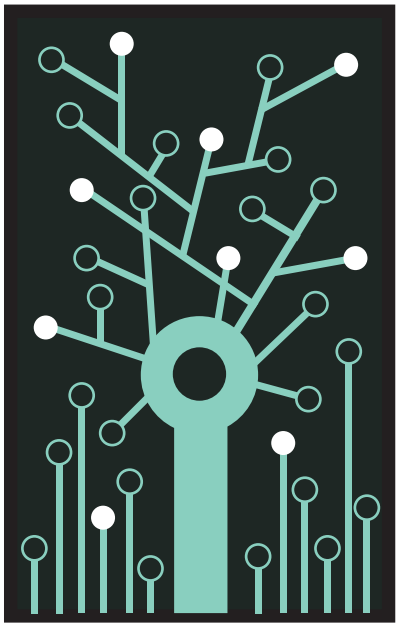

Ping()
1
Execute: Activate a Program and Deal 1 Damage to it.
Call: Activate Target's Top Program and Deal 1 Damage to it.


Ping()
1
Execute: Activate a Program and Deal 1 Damage to it.
Call: Activate Target's Top Program and Deal 1 Damage to it.


Bolt()
3
Execute: Deal 3 Damage to Target's Top Active Program.
Support: Has +2 CHA.
Call: Deal 3 Damage to Target's Top Active Program.


Bolt()
3
Execute: Deal 3 Damage to Target's Top Active Program.
Support: Has +2 CHA.
Call: Deal 3 Damage to Target's Top Active Program.


Bolt()
3
Execute: Deal 3 Damage to Target's Top Active Program.
Support: Has +2 CHA.
Call: Deal 3 Damage to Target's Top Active Program.

Grizzly.exe
3
6
By: Hellcorpceo
Scavenge: Gain +1 INT when a program is destroyed.

Grizzly.exe
3
6
By: Hellcorpceo
Scavenge: Gain +1 INT when a program is destroyed.

Grizzly.exe
3
6
By: Hellcorpceo
Scavenge: Gain +1 INT when a program is destroyed.

Macaw.exe
3
3
By: Planium
Repeater: Calls activate twice.

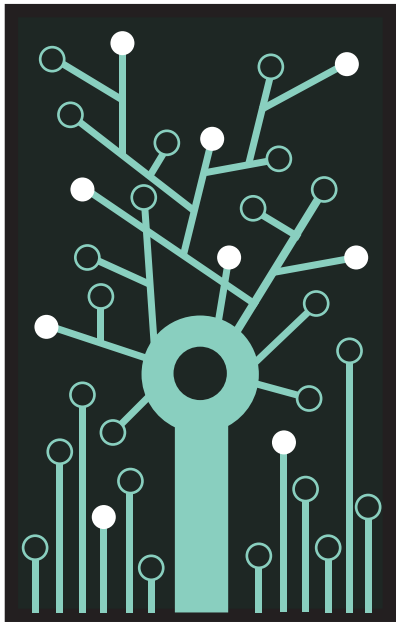
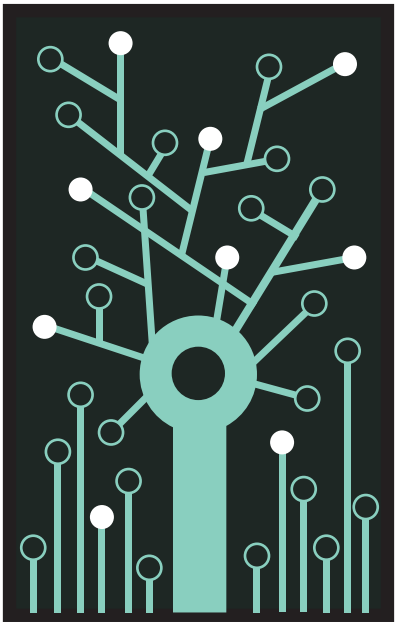
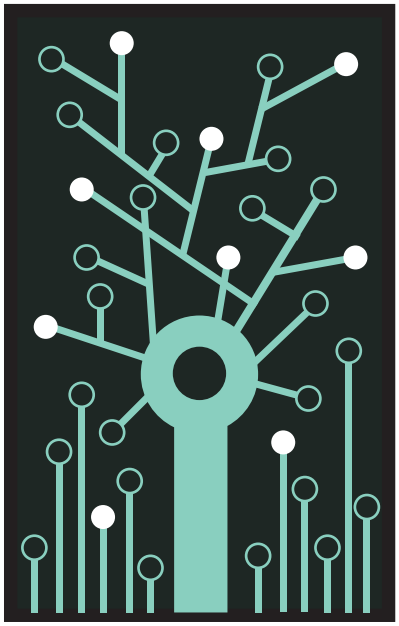
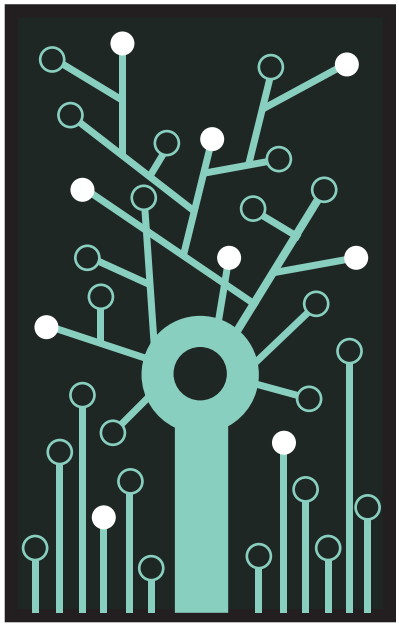
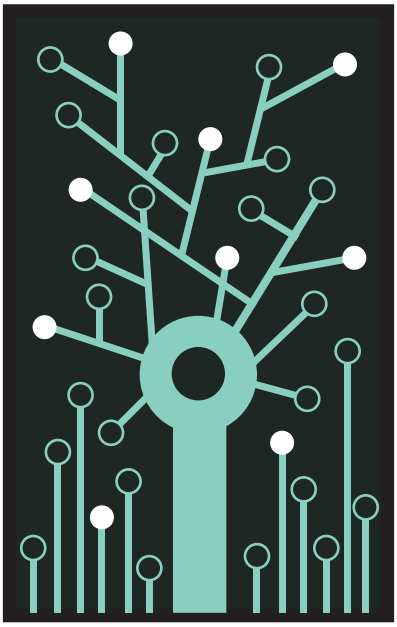
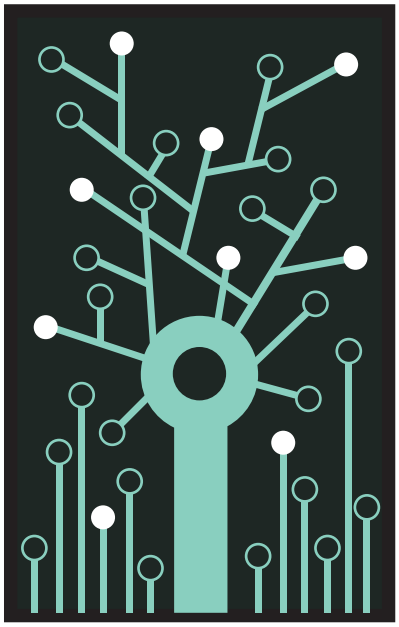
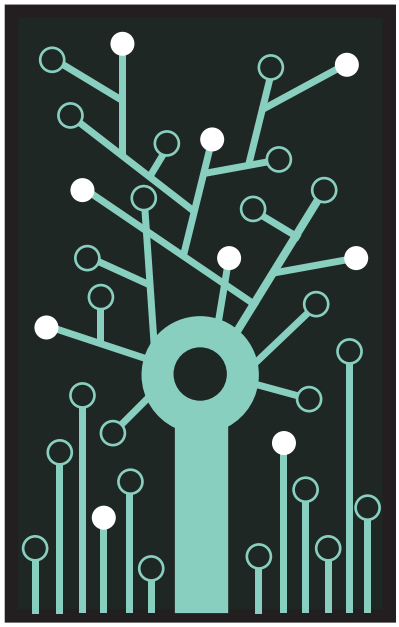
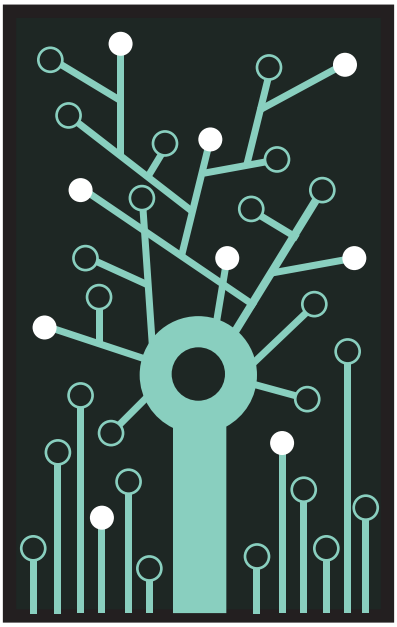
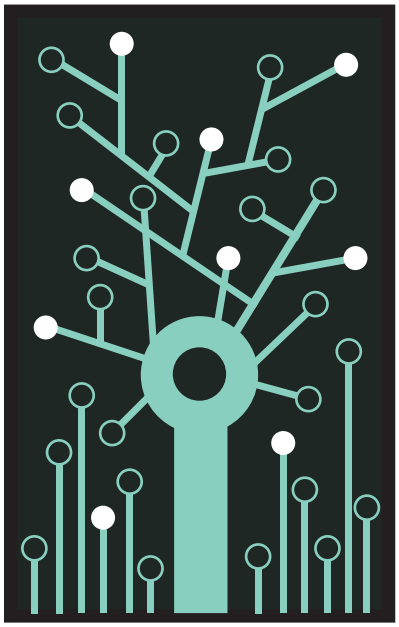
Macaw.exe
3
3
By: Planium
Repeater: Calls activate twice.

Macaw.exe
3
3
By: Planium
Repeater: Calls activate twice.

Falcon.exe
2
4
By: MoonlightLyanti
Dive: Has +1 SPD.

Falcon.exe
2
4
By: MoonlightLyanti
Dive: Has +1 SPD.

Falcon.exe
2
4
By: MoonlightLyanti
Dive: Has +1 SPD.

Add() 2

Support: Executes are returned to hand.
Constructor: Gain +INT after taking damage or when a program is destroyed this cycle.

Add() 2

Support: Executes are returned to hand.
Constructor: Gain +INT after taking damage or when a program is destroyed this cycle.

Add() 2

Support: Executes are returned to hand.
Constructor: Gain +INT after taking damage or when a program is destroyed this cycle.

Grow() 3

Execute: Draw a card.
Support: Has +1 CHA.
Constructor: Add a copy of Grow() to your hand.

Grow() 3

Execute: Draw a card.
Support: Has +1 CHA.
Constructor: Add a copy of Grow() to your hand.

Grow() 3

Execute: Draw a card.
Support: Has +1 CHA.
Constructor: Add a copy of Grow() to your hand.

Bloom() 2

Execute: All players Lose -2 REP.
Support: Move Bloom() to Constructor Slot on Deactivation.
Constructor: Lose -1 REP and have +3 CHA this cycle. Move Bloom() to Support Slot.

Bloom() 2

Execute: All players Lose -2 REP.
Support: Move Bloom() to Constructor Slot on Deactivation.
Constructor: Lose -1 REP and have +3 CHA this cycle. Move Bloom() to Support Slot.

Bloom() 2

Execute: All players Lose -2 REP.
Support: Move Bloom() to Constructor Slot on Deactivation.
Constructor: Lose -1 REP and have +3 CHA this cycle. Move Bloom() to Support Slot.

Shell() 4

Execute: Grant a Program +3 INT.
Support: Have +1 RES.
Call: Gain +1 INT.
Constructor: IMMUNE this cycle. Move Shell() to Support Slot.

Shell() 4

Execute: Grant a Program +3 INT.
Support: Have +1 RES.
Call: Gain +1 INT.
Constructor: IMMUNE this cycle. Move Shell() to Support Slot.

Shell() 4

Execute: Grant a Program +3 INT.
Support: Have +1 RES.
Call: Gain +1 INT.
Constructor: IMMUNE this cycle. Move Shell() to Support Slot.

Help() 1

Execute: Draw a card and show it to all players.
Constructor: Gain +1 REP.

Help() 1

Execute: Draw a card and show it to all players.
Constructor: Gain +1 REP.

Help() 1

Execute: Draw a card and show it to all players.
Constructor: Gain +1 REP.

Shade() 2

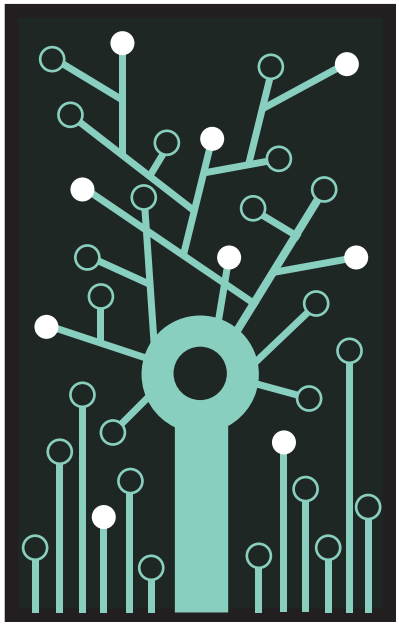
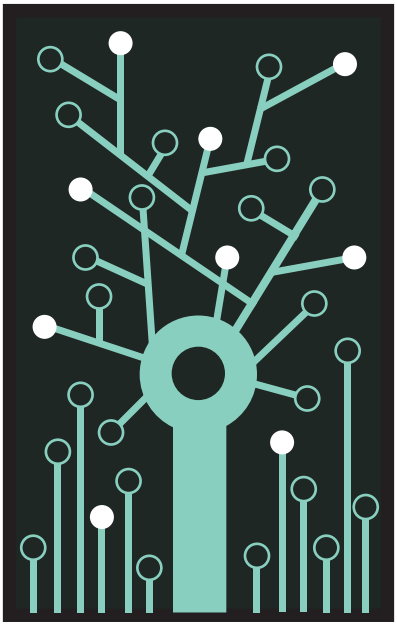
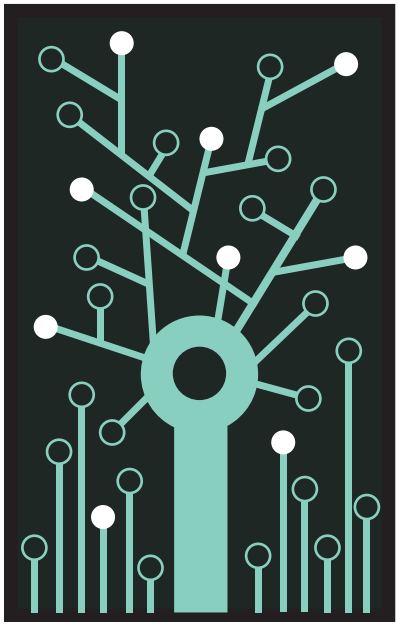
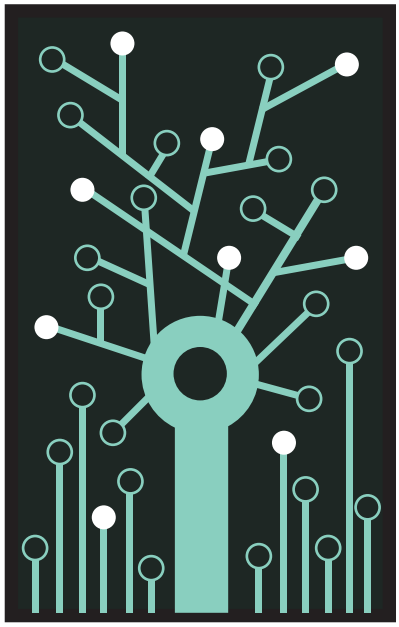
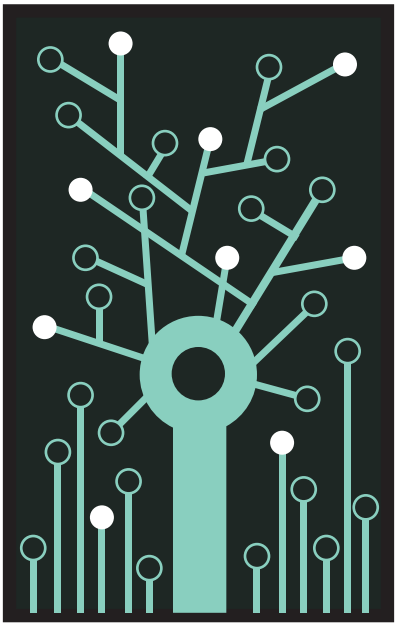
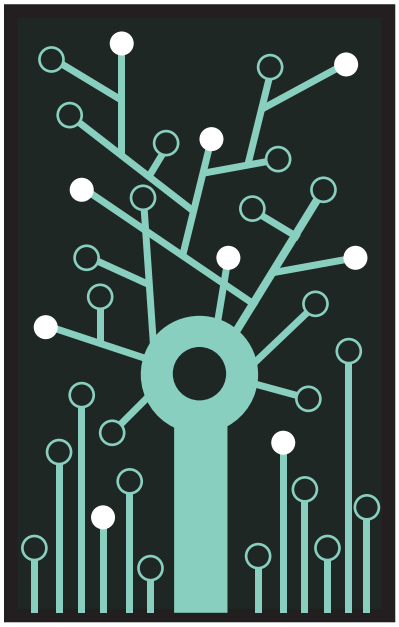
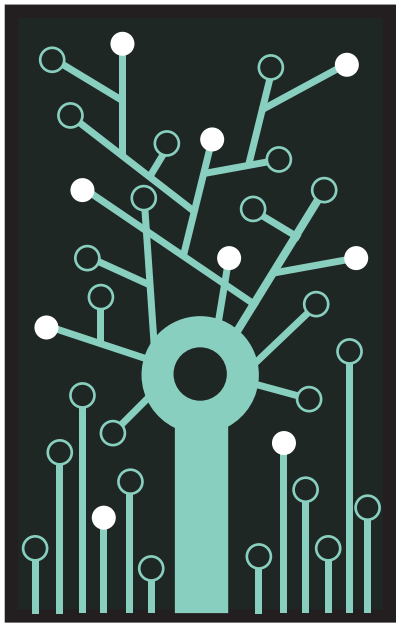
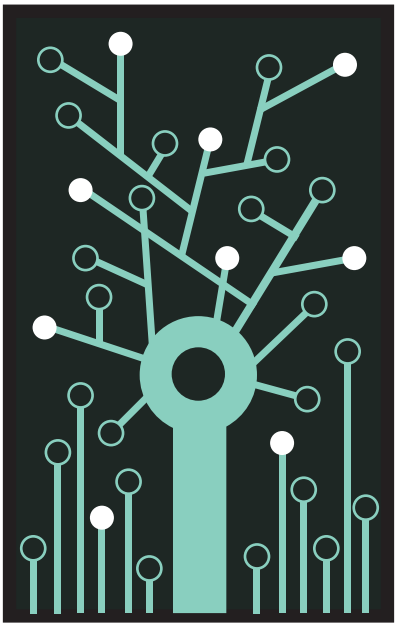
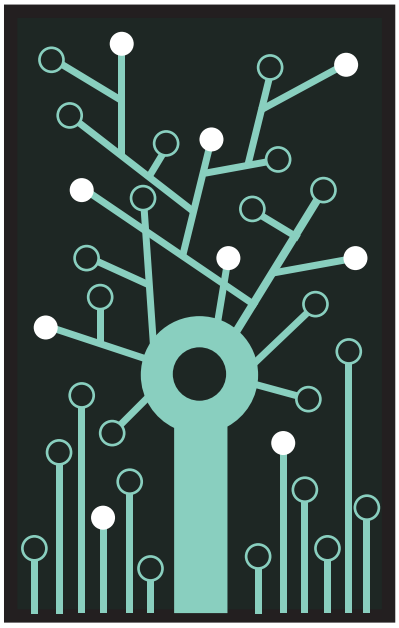
Execute: Deactivate a Program.
Call: Deactivate Target's Top Active Program.
Constructor: When damaged, move this Program to the lowest position and deactivate it.

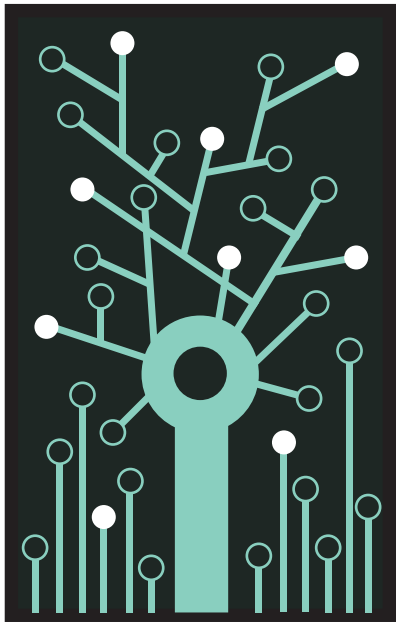
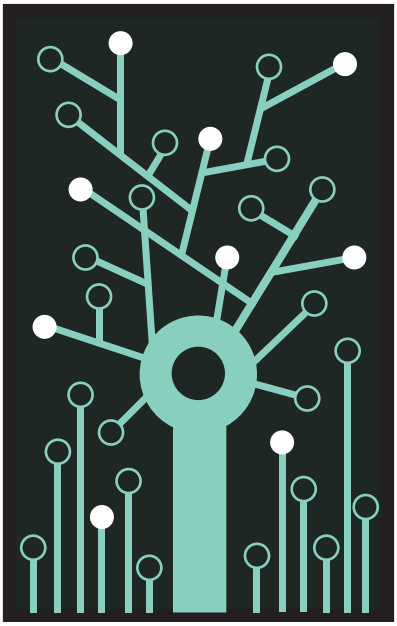
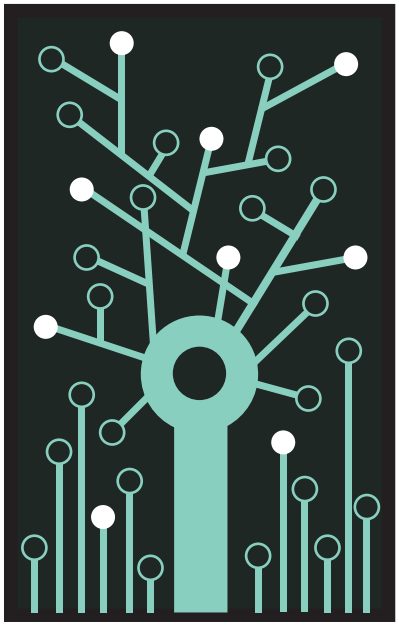
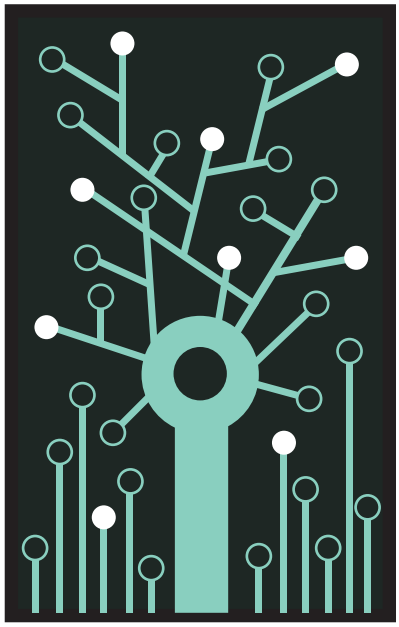
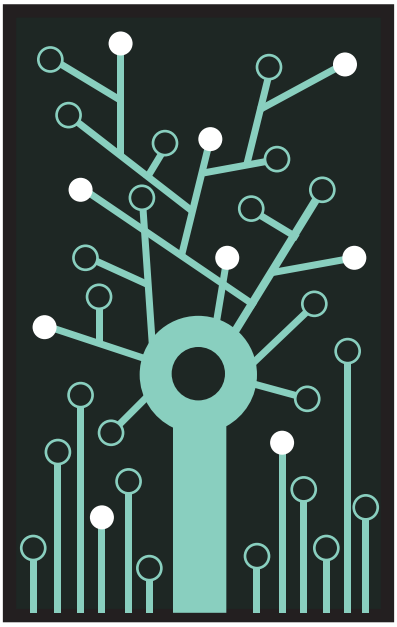
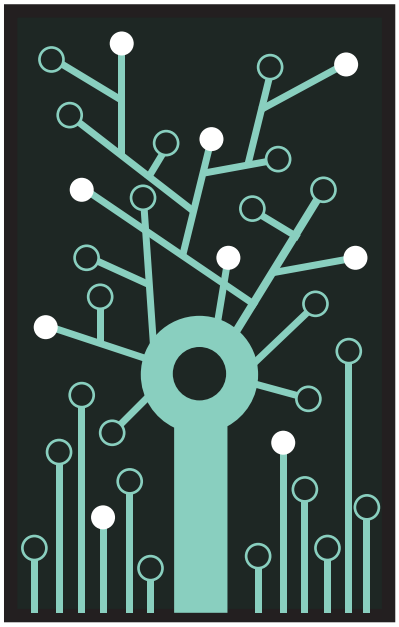
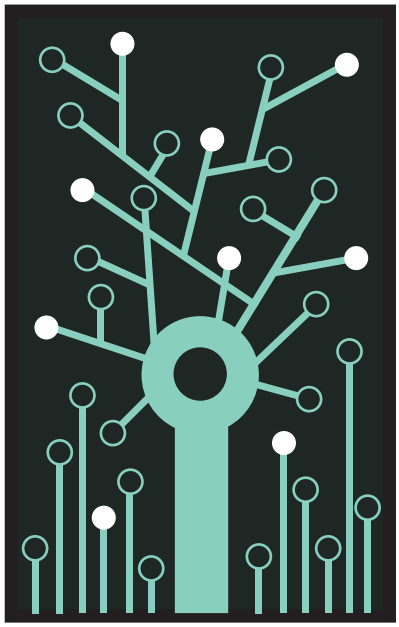
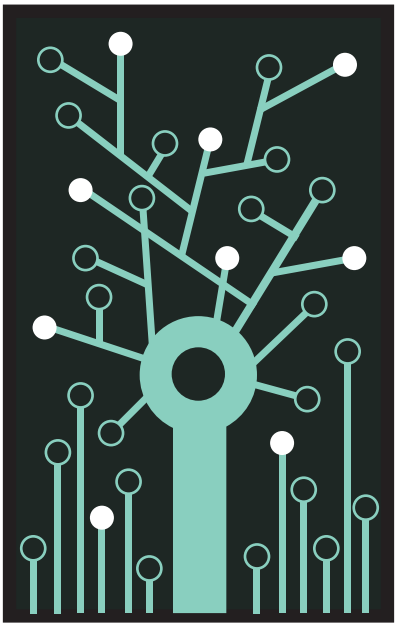
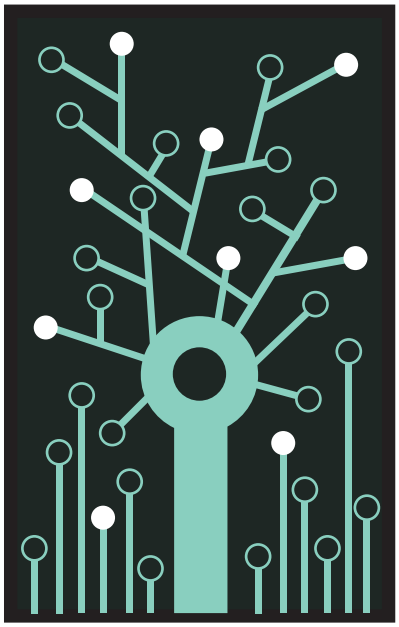
Shade() 2

Execute: Deactivate a Program.
Call: Deactivate Target's Top Active Program.
Constructor: When damaged, move this Program to the lowest position and deactivate it.

Shade() 2

Execute: Deactivate a Program.
Call: Deactivate Target's Top Active Program.
Constructor: When damaged, move this Program to the lowest position and deactivate it.

Split() 3

Execute: Transfer all INT from one of your Programs to another.
Call: Lose -1 INT, Grant all other ally Programs +1 INT.

Split() 3

Execute: Transfer all INT from one of your Programs to another.
Call: Lose -1 INT, Grant all other ally Programs +1 INT.

Split() 3

Execute: Transfer all INT from one of your Programs to another.
Call: Lose -1 INT, Grant all other ally Programs +1 INT.

Blink() 2

Execute: Gain 3 CPU this turn.
Call: Deal 2 Damage to Target's Bottom Program.
Constructor: Gain +1 CPU, but Lose -1 REP.

Blink() 2

Execute: Gain 3 CPU this turn.
Call: Deal 2 Damage to Target's Bottom Program.
Constructor: Gain +1 CPU, but Lose -1 REP.

Blink() 2

Execute: Gain 3 CPU this turn.
Call: Deal 2 Damage to Target's Bottom Program.
Constructor: Gain +1 CPU, but Lose -1 REP.

Load() 2

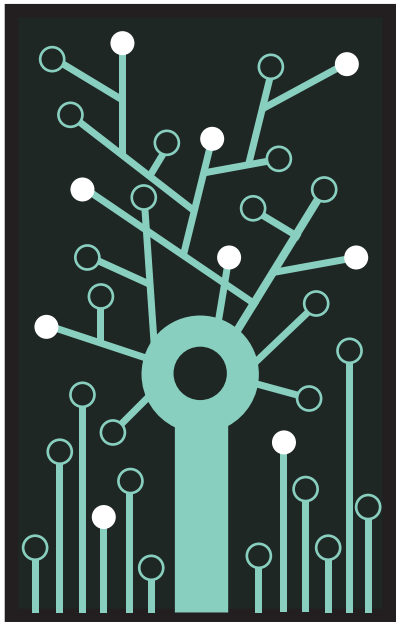
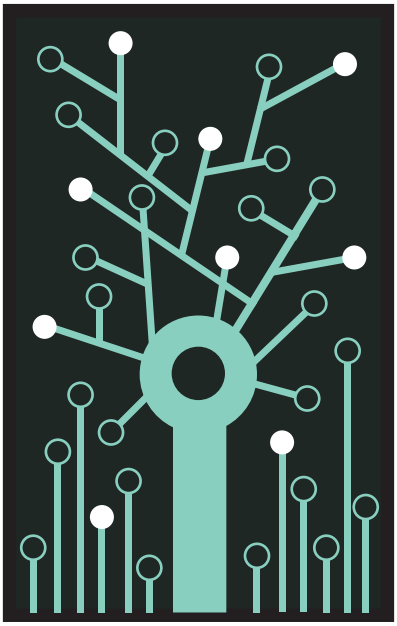
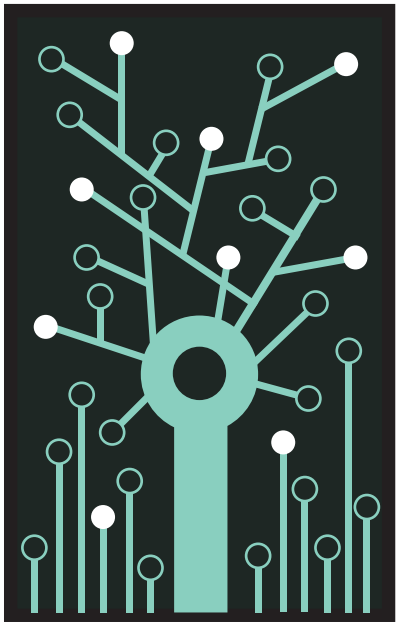
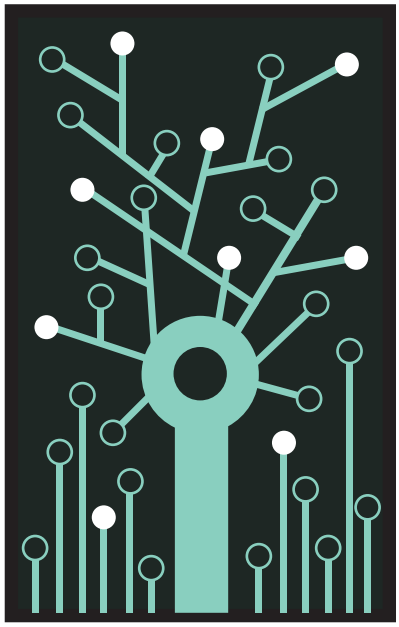
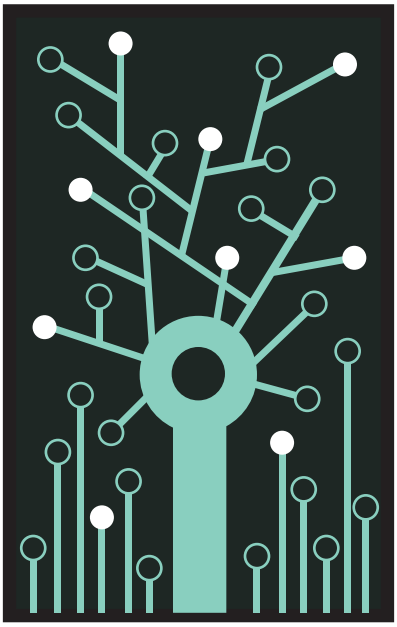
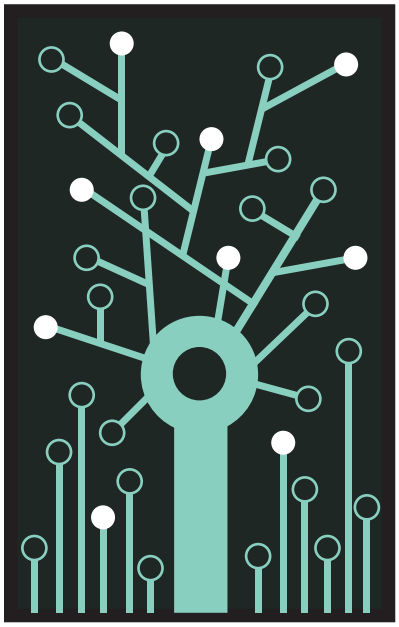
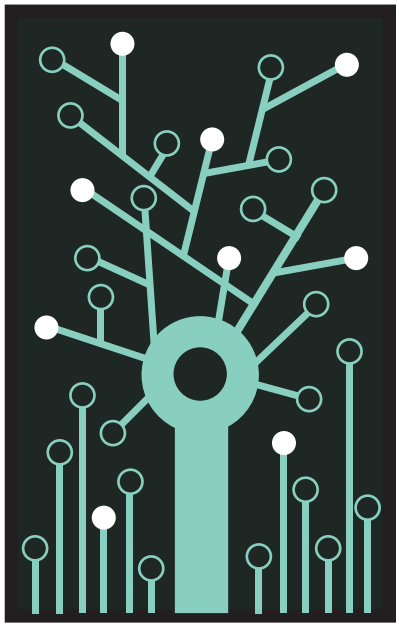
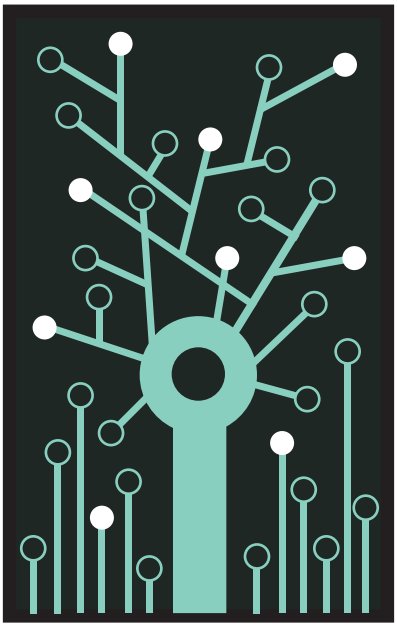
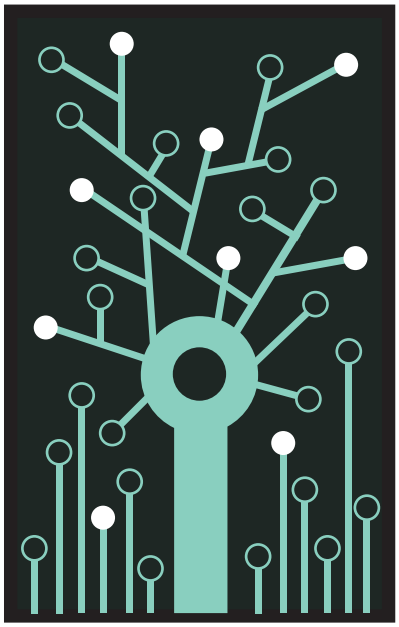
Execute: +3 REP.
Support: Friendly Nulls return to hand instead of being destroyed, and do not lower REP.
Constructor: Gain +1 INT.

Load() 2

Execute: +3 REP.
Support: Friendly Nulls return to hand instead of being destroyed, and do not lower REP.
Constructor: Gain +1 INT.

Load() 2

Execute: +3 REP.
Support: Friendly Nulls return to hand instead of being destroyed, and do not lower REP.
Constructor: Gain +1 INT.

Get() 2

Call: Switch this Function with Target's Highest Program's lowest Support Function.
Constructor: Move this program to highest position. Move Get() to Call Slot.

Get() 2

Call: Switch this Function with Target's Highest Program's lowest Support Function.
Constructor: Move this program to highest position. Move Get() to Call Slot.

Get() 2

Call: Switch this Function with Target's Highest Program's lowest Support Function.
Constructor: Move this program to highest position. Move Get() to Call Slot.

Purge() 4

Execute: Destroy a damage dealing Program.
Support: Has +1 RES.
Call: Destroy the Target's highest Program that deals damage.
Constructor: Gain +2 REP but has -1 RES.

Purge() 4

Execute: Destroy a damage dealing Program.
Support: Has +1 RES.
Call: Destroy the Target's highest Program that deals damage.
Constructor: Gain +2 REP but has -1 RES.

Purge() 4

Execute: Destroy a damage dealing Program.
Support: Has +1 RES.
Call: Destroy the Target's highest Program that deals damage.
Constructor: Gain +2 REP but has -1 RES.

Void() 4

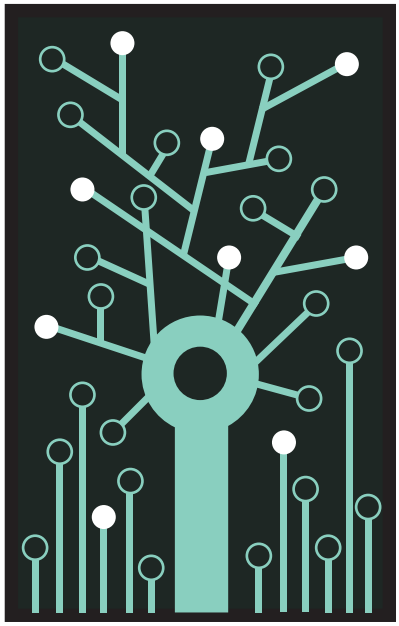
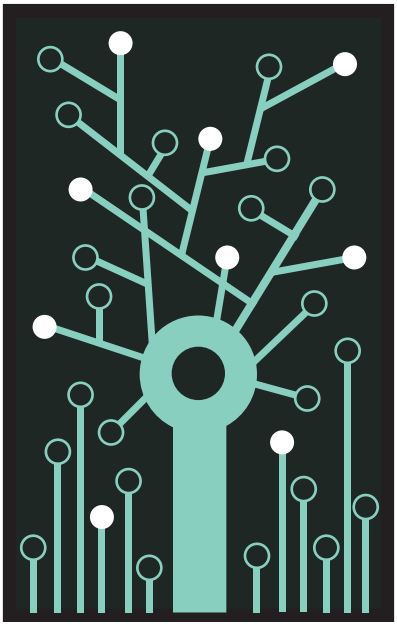
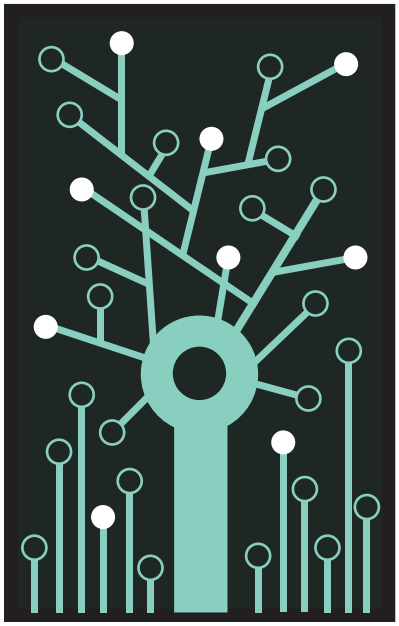
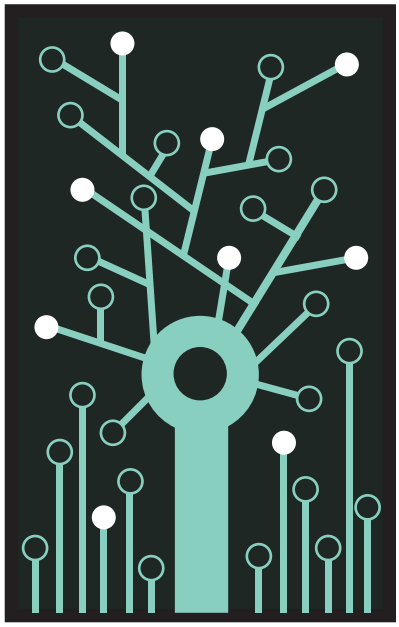
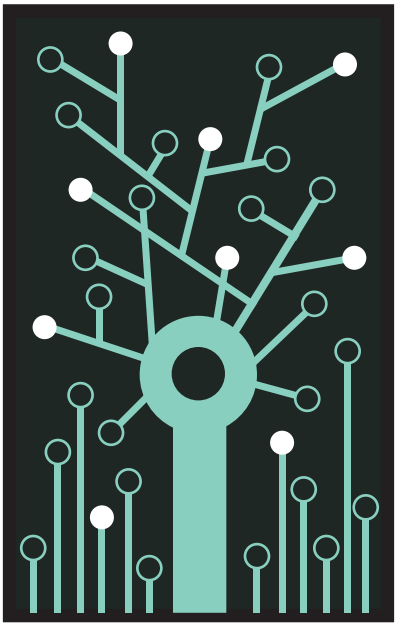
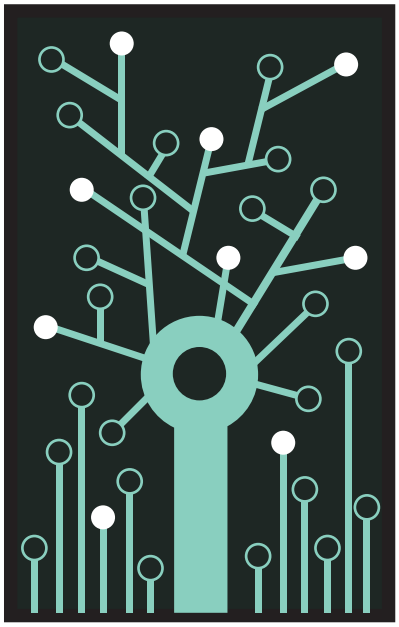
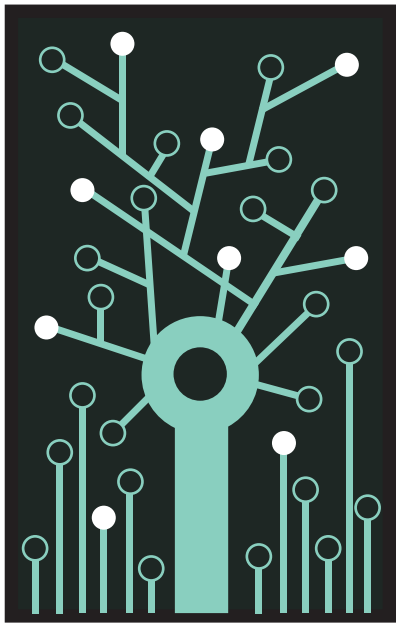
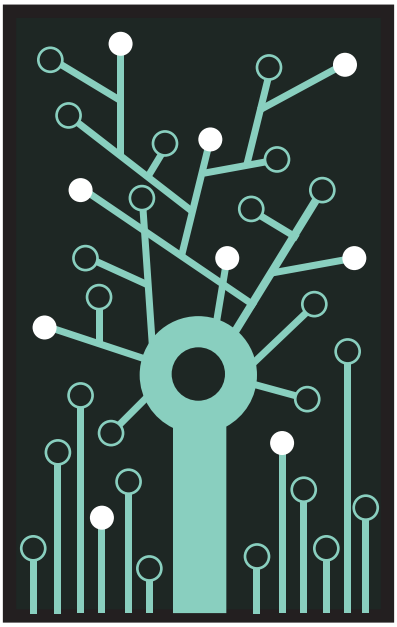
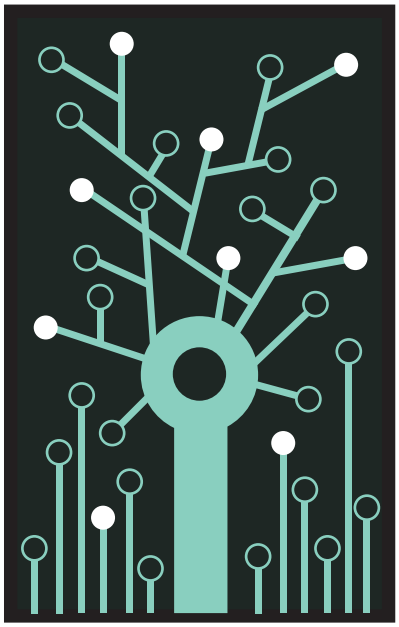
Execute: Destroy a Player's lowest Program.
Call: Destroy this Program's highest Call Function and the Target's lowest Program.

Void() 4

Execute: Destroy a Player's lowest Program.
Call: Destroy this Program's highest Call Function and the Target's lowest Program.

Void() 4

Execute: Destroy a Player's lowest Program.
Call: Destroy this Program's highest Call Function and the Target's lowest Program.

Eject() 2

Execute: Destroy a damage dealing Function.
Call: Destroy the Target's Top Program's Damage Dealing Functions.

Eject() 2

Execute: Destroy a damage dealing Function.
Call: Destroy the Target's Top Program's Damage Dealing Functions.

Eject() 2

Execute: Destroy a damage dealing Function.
Call: Destroy the Target's Top Program's Damage Dealing Functions.

Seed() 2

Support: Nulls revealed on this Program lower all opponents REP instead of your own.
Constructor: The next Null revealed this cycle is destroyed, and the Target loses -2 REP.

Seed() 2

Support: Nulls revealed on this Program lower all opponents REP instead of your own.
Constructor: The next Null revealed this cycle is destroyed, and the Target loses -2 REP.

Seed() 2

Support: Nulls revealed on this Program lower all opponents REP instead of your own.
Constructor: The next Null revealed this cycle is destroyed, and the Target loses -2 REP.

Tap() 3

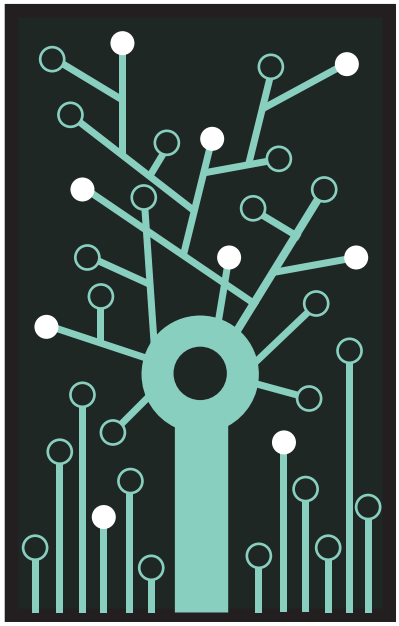
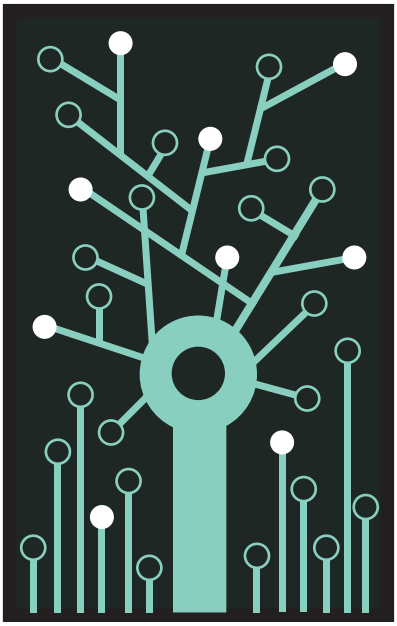
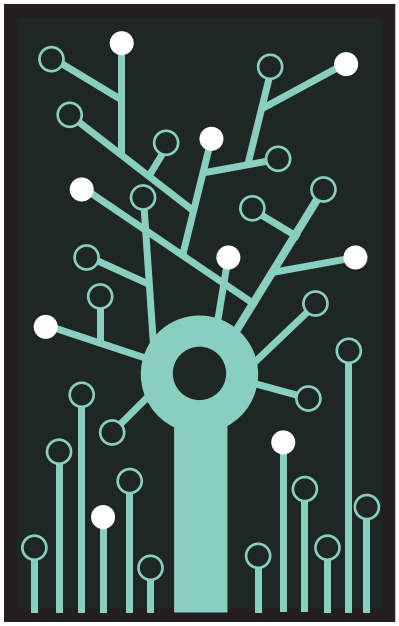
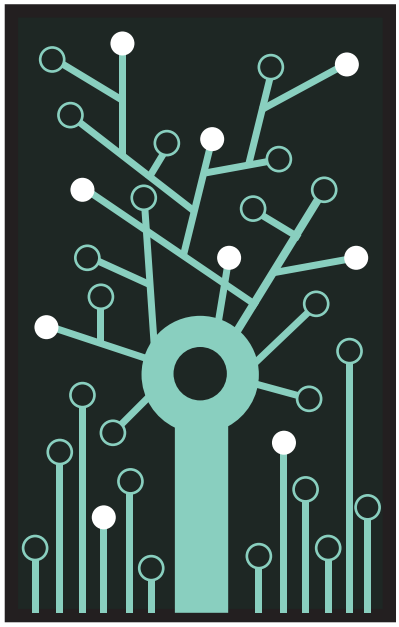
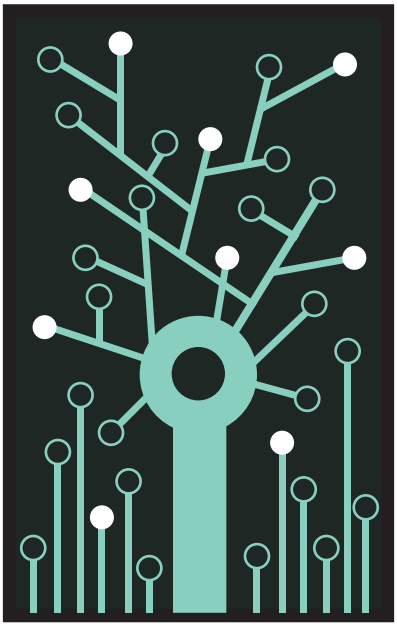
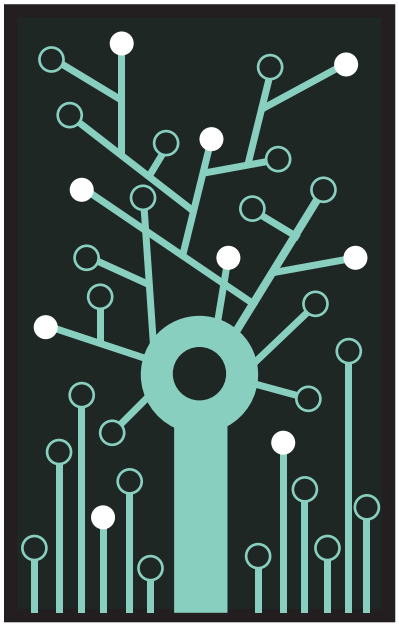
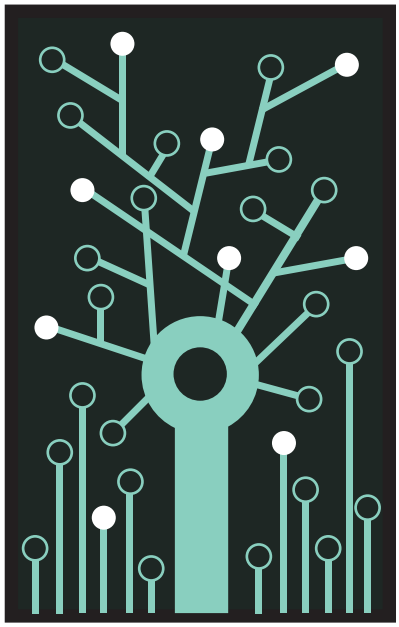
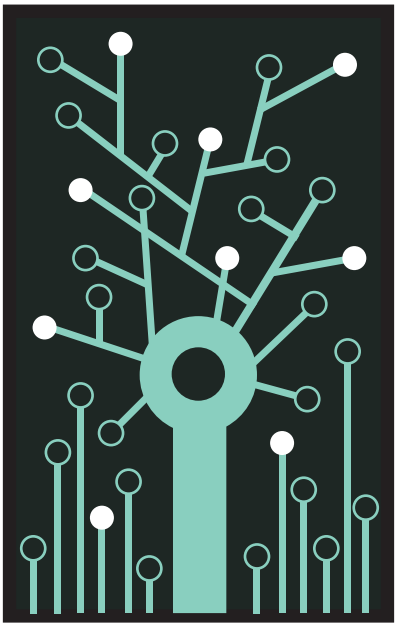
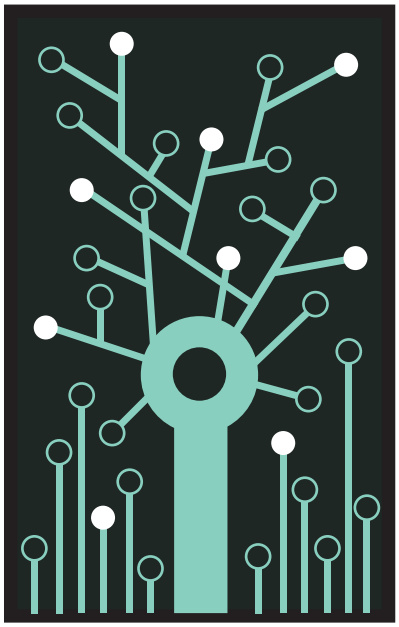
Execute: Deal 1 Damage to all non-friendly Programs.
Support: When damage, deal 1 Damage to the source Program.
Call: Deal 1 Damage to all Target's Programs.

Tap() 3

Execute: Deal 1 Damage to all non-friendly Programs.
Support: When damage, deal 1 Damage to the source Program.
Call: Deal 1 Damage to all Target's Programs.

Tap() 3

Execute: Deal 1 Damage to all non-friendly Programs.
Support: When damage, deal 1 Damage to the source Program.
Call: Deal 1 Damage to all Target's Programs.

Crash() 3

Execute: Destroy a Function.
Call: Destroy the Target's Top Program's highest Constructor Function.

Crash() 3

Execute: Destroy a Function.
Call: Destroy the Target's Top Program's highest Constructor Function.

Crash() 3

Execute: Destroy a Function.
Call: Destroy the Target's Top Program's highest Constructor Function.

Patch() 3

Execute: Activate a Program and all its Functions, finish the lowest Null Function. If a Function is finished, Gain +3 REP.
Constructor: The next Null revealed this cycle is finished, and you Gain +2 REP.

Patch() 3

Execute: Activate a Program and all its Functions, finish the lowest Null Function. If a Function is finished, Gain +3 REP.
Constructor: The next Null revealed this cycle is finished, and you Gain +2 REP.

Patch() 3

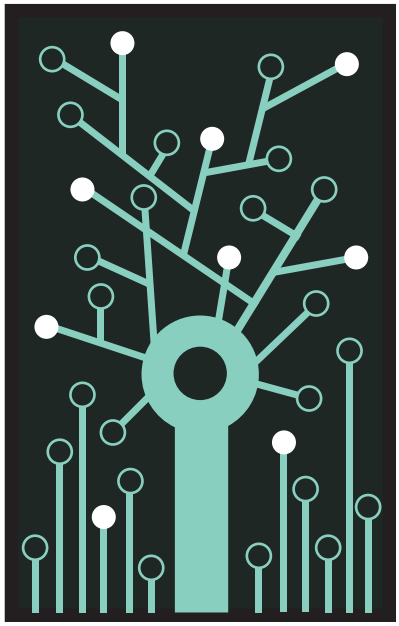
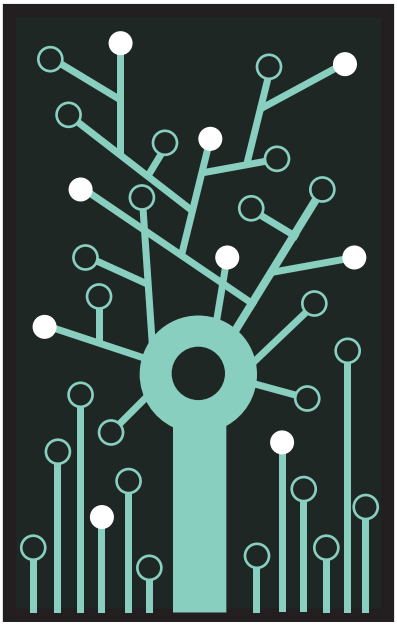
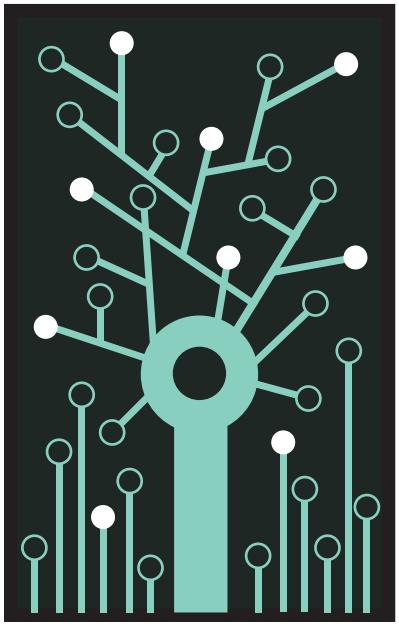
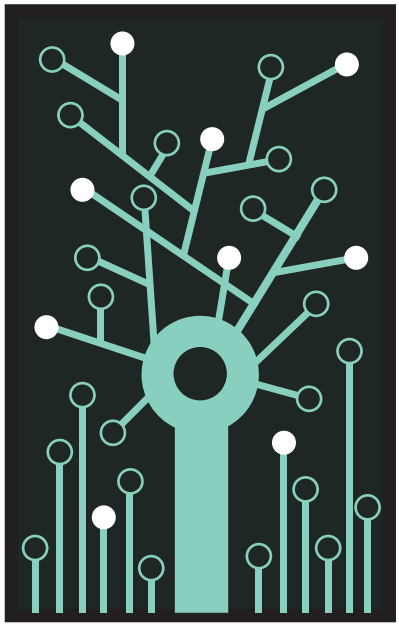
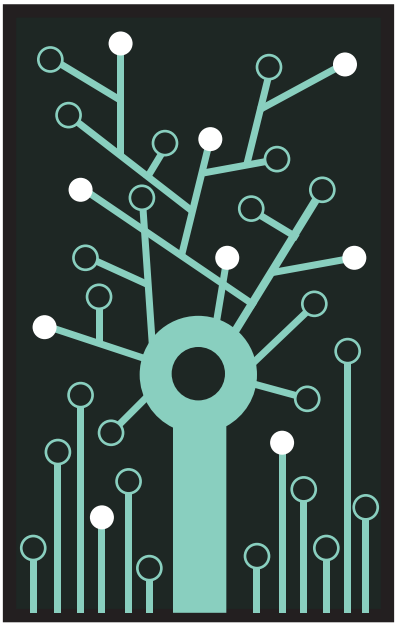
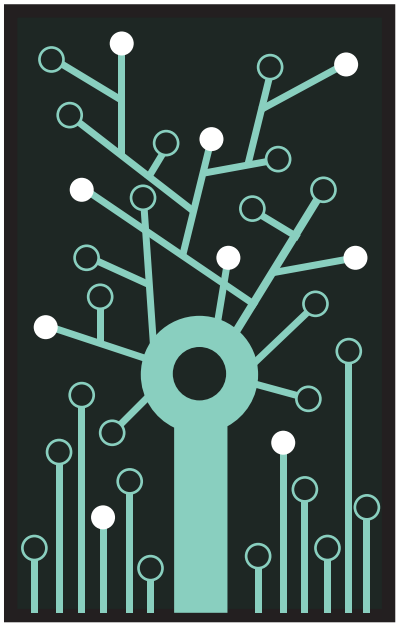
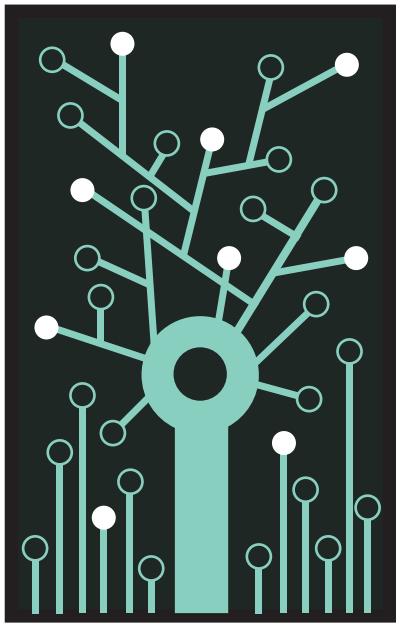
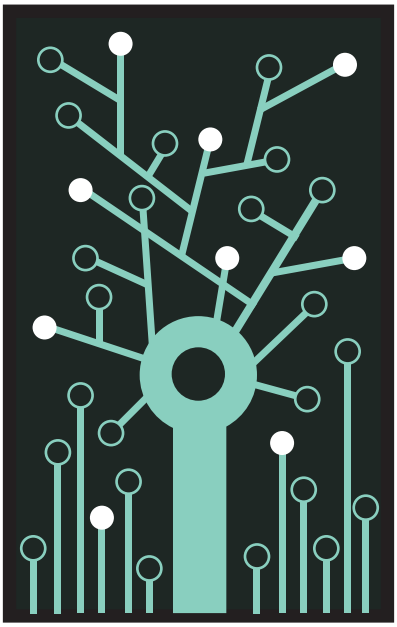
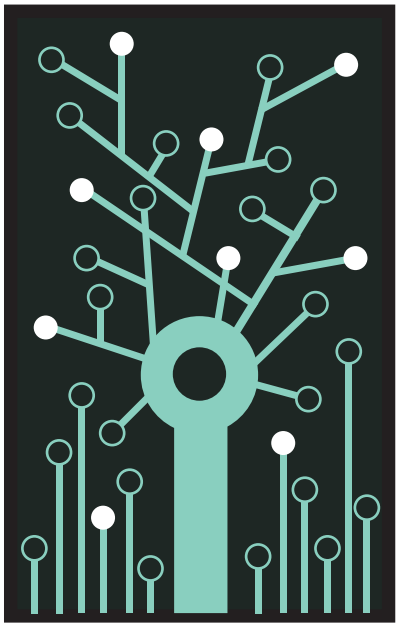
Execute: Activate a Program and all its Functions, finish the lowest Null Function. If a Function is finished, Gain +3 REP.
Constructor: The next Null revealed this cycle is finished, and you Gain +2 REP.

Recycle() 3

Call: Activate the highest Deactivated Function on an Active Program, and destroy it if it is Null. If a Function is destroyed, Gain +3 INT and +1 CHA.
Constructor: The next Null revealed this cycle is destroyed, and this Program Gains +2 INT and +1 CHA.

Recycle() 3

Call: Activate the highest Deactivated Function on an Active Program, and destroy it if it is Null. If a Function is destroyed, Gain +3 INT and +1 CHA.
Constructor: The next Null revealed this cycle is destroyed, and this Program Gains +2 INT and +1 CHA.

Recycle() 3

Call: Activate the highest Deactivated Function on an Active Program, and destroy it if it is Null. If a Function is destroyed, Gain +3 INT and +1 CHA.
Constructor: The next Null revealed this cycle is destroyed, and this Program Gains +2 INT and +1 CHA.