





Acid Attack <i>Keep</i> Deal 1 extra damage each turn (even when you don't otherwise attack).	Cannibalistic <i>Keep</i> When you do damage gain 1 .	Friend of Children <i>Keep</i> When you gain any gain 1 extra .
Alien Metabolism <i>Keep</i> Buying cards costs you 1 less .	Commuter Train <i>Discard</i> "+ 2 "	Gas Refinery <i>Discard</i> "+ 2 and deal 3 damage to all other monsters."
Alpha Monster <i>Keep</i> Gain 1 when you attack.	Complete Destruction <i>Keep</i> If you roll 123 gain 9 in addition to the regular results.	Giant Brain <i>Keep</i> You have one extra reroll each turn.
Amusement Park <i>Discard</i> "+ 4 "	Corner Store <i>Discard</i> "+ 1 "	Gourmet <i>Keep</i> When scoring 111 gain 2 extra .
Apartment Building <i>Discard</i> "+ 3 "	Dedicated News Team <i>Keep</i> Gain 1 whenever you buy a card.	Heal <i>Discard</i> Heal 2 damage.
Armor Plating <i>Keep</i> Ignore damage of 1.	Drop from High Altitude <i>Discard</i> "+ 2 and take control of Tokyo if you don't already control it."	Healing Ray <i>Keep</i> You can heal other monsters with your results. They must pay you 2 for each damage you heal (or their remaining if they haven't got enough.
Army <i>Discard</i> (+ 1 and suffer one damage) for each card you have.	Eater of the Dead <i>Keep</i> Gain 3 every time a monster's goes to 0.	Herbivore <i>Keep</i> Gain 1 on your turn if you don't damage anyone.
Background Dweller <i>Keep</i> You can always reroll any you have.	Energize <i>Discard</i> "+ 9 "	Herd Culler <i>Keep</i> You can change one of your dice to a 1 each turn.
Burrowing <i>Keep</i> Deal 1 extra damage on Tokyo. Deal 1 damage when yielding Tokyo to the monster taking it.	Energy Hoarder <i>Keep</i> You gain 1 for every 6 you have at the end of your turn.	High Altitude Bombing <i>Discard</i> All monsters (including you) take 3 damage.
Camouflage <i>Keep</i> If you take damage roll a die for each damage point. On a you do not take that damage point.	Evacuation Orders (x2) <i>Discard</i> All other monsters lose 5 .	Intimidating Roar <i>Keep</i> The monsters in Tokyo must yield if you damage them.
Fire Blast <i>Discard</i> Deal 2 damage to all other monsters.	Fire Breathing <i>Keep</i> Your neighbors take 1 extra damage when you deal damage	It Has a Child <i>Keep</i> If you are eliminated discard all your cards and lose all your , Heal to 10 and start again.
Freeze Time <i>Keep</i> On a turn where you score 1111 , you can take another turn with one less die.	Frenzy <i>Discard</i> When you purchase this card Take another turn immediately after this one.	Jet Fighters <i>Discard</i> "+ 5 and take 4 damage"

Jets <i>Keep</i> You suffer no damage when yielding Tokyo.	Plot Twist <i>Keep</i> Change one die to any result. Discard when used.	Solar Powered <i>Keep</i> At the end of your turn gain 1 ⚡ if you have no ⚡.
Made in a Lab <i>Keep</i> When purchasing cards you can peek at and purchase the top card of the deck.	Poison Quills <i>Keep</i> When you score 222 also deal 2 damage.	Spiked Tail <i>Keep</i> When you attack deal 1 extra damage.
Metamorph <i>Keep</i> At the end of your turn you can discard any keep cards you have to receive the ⚡ they were purchased for.	Poison Spit <i>Keep</i> When you deal damage to monsters give them a poison counter. Monsters take 1 damage for each poison counter they have at the end of their turn. You can get rid of a poison counter with a ♡ (that ♡ doesn't heal a damage also).	Stretchy <i>Keep</i> You can spend 2 ⚡ to change one of your dice to any result.
Mimic <i>Keep</i> Choose a card any monster has in play and put a mimic counter on it. This card counts as a duplicate of that card as if it just had been bought. Spend 1 ⚡ at the start of your turn to change the power you are mimicking.	Psychic Probe <i>Keep</i> You can reroll a die of each other monster once each turn. If the reroll is ♡ discard this card.	Super Jump <i>Keep</i> Once each turn you may spend 1 ⚡ to negate 1 damage you are receiving.
Monster Batteries <i>Keep</i> When you purchase this put as many ⚡ as you want on it from your reserve. Match this from the bank. At the start of each turn take 2 ⚡ off and add them to your reserve. When there are no ⚡ left discard this card.	Rapid Healing <i>Keep</i> Spend 2 ⚡ at any time to heal 1 damage.	Tanks <i>Discard</i> "+ 4 ☆ and take 3 damage."
Monster Sidekick <i>Keep</i> If someone kills you, Go back to 10 ♡ and lose all your ☆. If either of you or your killer win, or all other players are eliminated then you both win. If your killer is eliminated then you are also. If you are eliminated a second time this card has no effect.	Reflective Hide <i>Keep</i> If you suffer damage the monster that inflicted the damage suffers 1 as well.	Telepath <i>Keep</i> Spend 1 ⚡ to get 1 extra reroll.
National Guard <i>Discard</i> "+ 2 ☆ and take 2 damage."	Regeneration <i>Keep</i> When you heal, heal 1 extra damage.	Throw a Tanker <i>Keep</i> On a turn you deal 3 or more damage gain 2 ☆.
Nova Breath <i>Keep</i> Your attacks damage all other monsters.	Rooting for the Underdog <i>Keep</i> At the end of a turn when you have the fewest ☆ gain 1 ☆.	Thunder Stomp <i>Keep</i> If you score 4 ☆ in a turn, all players roll one less die until your next turn.
Nuclear Power Plant <i>Discard</i> "+ 2 ☆ and heal 3 damage."	Shrink Ray <i>Keep</i> When you deal damage to monsters give them a shrink counter. A monster rolls one less die for each shrink counter. You can get rid of a shrink counter with a ♡ (that ♡ doesn't heal a damage also).	Unstable DNA <i>Keep</i> If you yield Tokyo you can take any card the recipient has and give him this card.
Omnivore <i>Keep</i> Once each turn you can score 123 for 2 ☆. You can use these dice in other combinations.	Skyscraper <i>Discard</i> "+ 4 ☆"	Urbavore <i>Keep</i> Gain 1 extra ☆ when beginning the turn in Tokyo. Deal 1 extra damage when dealing any damage from Tokyo.
Opportunist <i>Keep</i> Whenever a new card is revealed you have the option of purchasing it as soon as it is revealed.	Sleep Walker <i>Keep</i> Spend 3 ⚡ to gain 1 ☆.	Vast Storm <i>Discard</i> "+ 2 ☆. All other monsters lose 1 ⚡ for every 2 ⚡ they have."
Parasitic Tentacles <i>Keep</i> You can purchase cards from other monsters. Pay them the ⚡ cost.	Smoke Cloud <i>Keep</i> This card starts with 3 charges. Spend a charge for an extra reroll. Discard this card when all charges are spent.	We're Only Making It Stronger <i>Keep</i> When you lose 2 ♡ or more gain 1 ⚡.
		Wings <i>Keep</i> Spend 2 ⚡ to negate damage to you for a turn.

<div>Even Bigger</div> <div>Keep</div> <div>Your maximum  is increased by 2. Gain 2  when you get this card.</div>	<div>Giant Brain</div> <div>Keep</div> <div>You have one extra reroll each turn.</div>	<div>Mimic</div> <div>Keep</div> <div>Choose a card any monster has in play and put a mimic counter on it. This card counts as a duplicate of that card as if it just had been bought. Spend 1  at the start of your turn to change the power you are mimicking.</div>
<div>Extra Head</div> <div>Keep</div> <div>You get 1 extra die.</div>	<div>Extra Head</div> <div>Keep</div> <div>You get 1 extra die.</div>	<div>Evacuation Orders</div> <div>Discard</div> <div>All other monsters lose 5 .</div>