

Name	Cost	Type
Acid Attack	6	Keep
Alien Metabolism	3	Keep
Alpha Monster	5	Keep
Apartment Building	5	Discard
Armor Plating	4	Keep
Background Dweller	4	Keep
Burrowing	5	Keep
Camouflage	3	Keep
Commuter Train	4	Discard
Complete Destruction	3	Keep
Corner Store	3	Discard
Dedicated News Team	3	Keep
Drop from High Altitude	5	Discard
Eater of the Dead	4	Keep
Energize	8	Discard
Energy Hoarder	3	Keep
Evacuation Orders (x2)	7	Discard
Even Bigger	4	Keep
Extra Head (x2)	7	Keep
Fire Blast	3	Discard
Fire Breathing	4	Keep
Freeze Time	5	Keep
Frenzy	7	Discard
Friend of Children	3	Keep
Gas Refinery	6	Discard
Giant Brain	5	Keep
Gourmet	4	Keep
Heal	3	Discard
Healing Ray	4	Keep
Herbivore	5	Keep
Herd Culler	3	Keep
High Altitude Bombing	4	Discard
It Has a Child	7	Keep
Jet Fighters	5	Discard
Jets	5	Keep
Made in a Lab	2	Keep
Metamorph	3	Keep
Mimic	8	Keep
Monster Batteries	2	Keep
National Guard	3	Discard
Nova Breath	7	Keep
Nuclear Power Plant	6	Discard
Omnivore	4	Keep
Opportunist	3	Keep
Parasitic Tentacles	4	Keep

Plot Twist	3 Keep
Poison Quills	3 Keep
Poison Spit	4 Keep
Psychic Probe	3 Keep
Rapid Healing	3 Keep
Regeneration	4 Keep
Rooting for the Underdog	3 Keep
Shrink Ray	6 Keep
Skyscraper	6 Discard
Smoke Cloud	4 Keep
Solar Powered	2 Keep
Spiked Tail	5 Keep
Stretchy	3 Keep
Tanks	4 Discard
Telepath	4 Keep
Urbavore	4 Keep
Vast Storm	6 Discard
We're Only Making It Stronger	3 Keep
Wings	6 Keep
Amusement Park	6 Discard
Army	2 Discard
Cannibalistic	5 Keep
Intimidating Roar	3 Keep
Monster Sidekick	4 Keep
Reflective Hide	6 Keep
Sleep Walker	3 Keep
Super Jump	4 Keep
Throw a Tanker	4 Keep
Thunder Stomp	3 Keep
Unstable DNA	3 Keep

Ability

Deal 1 extra damage each turn (even when you don't otherwise attack).

Buying cards costs you 1 less [Energy].

Gain 1[Star] when you attack.

" + 3[Star]"

Ignore damage of 1.

You can always reroll any [3] you have.

Deal 1 extra damage on Tokyo. Deal 1 damage when yielding Tokyo to the monster taking it.

If you take damage roll a die for each damage point. On a [Heart] you do not take that damage point.

" + 2[Star]"

If you roll [1][2][3][Heart][Attack][Energy] gain 9[Star] in addition to the regular results.

" + 1[Star]"

Gain 1[Star] whenever you buy a card.

" + 2[Star] and take control of Tokyo if you don't already control it."

Gain 3[Star] every time a monster's [Heart] goes to 0.

" + 9[Energy]"

You gain 1[Star] for every 6[Energy] you have at the end of your turn.

All other monsters lose 5[Star].

Your maximum [Heart] is increased by 2. Gain 2[Heart] when you get this card.

You get 1 extra die.

Deal 2 damage to all other monsters.

Your neighbors take 1 extra damage when you deal damage

On a turn where you score [1][1][1], you can take another turn with one less die.

When you purchase this card Take another turn immediately after this one.

When you gain any [Energy] gain 1 extra [Energy].

" + 2[Star] and deal 3 damage to all other monsters."

You have one extra reroll each turn.

When scoring [1][1][1] gain 2 extra [Star].

Heal 2 damage.

You can heal other monsters with your [Heart] results. They must pay you 2[Energy] for each damage you heal (or their r haven't got enough.

Gain 1[Star] on your turn if you don't damage anyone.

You can change one of your dice to a [1] each turn.

All monsters (including you) take 3 damage.

If you are eliminated discard all your cards and lose all your [Star], Heal to 10[Heart] and start again.

" + 5[Star] and take 4 damage"

You suffer no damage when yielding Tokyo.

When purchasing cards you can peek at and purchase the top card of the deck.

At the end of your turn you can discard any keep cards you have to receive the [Energy] they were purchased for.

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 j 1[Energy] at the start of your turn to change the power you are mimicking.

When you purchase this put as many [Energy] as you want on it from your reserve. Match this from the bank. At the start off and add them to your reserve. When there are no [Energy] left discard this card.

" + 2[Star] and take 2 damage."

Your attacks damage all other monsters.

" + 2[Star] and heal 3 damage."

Once each turn you can score [1][2][3] for 2[Star]. You can use these dice in other combinations.

Whenever a new card is revealed you have the option of purchasing it as soon as it is revealed.

You can purchase cards from other monsters. Pay them the [Energy] cost.

Change one die to any result. Discard when used.

When you score 2[2][2] also deal 2 damage.

When you deal damage to monsters give them a poison counter. Monsters take 1 damage for each poison counter they have. You can get rid of a poison counter with a [Heart] (that [Heart] doesn't heal a damage also).

You can reroll a die of each other monster once each turn. If the reroll is [Heart] discard this card.

Spend 2[Energy] at any time to heal 1 damage.

When you heal, heal 1 extra damage.

At the end of a turn when you have the fewest [Star] gain 1 [Star].

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 [Heart] (that [Heart] doesn't heal a damage also).

" + 4[Star]"

This card starts with 3 charges. Spend a charge for an extra reroll. Discard this card when all charges are spent.

At the end of your turn gain 1[Energy] if you have no [Energy].

When you attack deal 1 extra damage.

You can spend 2[Energy] to change one of your dice to any result.

" + 4[Star] and take 3 damage."

Spend 1[Energy] to get 1 extra reroll.

Gain 1 extra [Star] when beginning the turn in Tokyo. Deal 1 extra damage when dealing any damage from Tokyo.

" + 2[Star]. All other monsters lose 1[Energy] for every 2[Energy] they have."

When you lose 2[Heart] or more gain 1[Energy].

Spend 2[Energy] to negate damage to you for a turn.

" + 4[Star]"

(+ 1[Star] and suffer one damage) for each card you have.

When you do damage gain 1[Heart].

The monsters in Tokyo must yield if you damage them.

If someone kills you, Go back to 10[Heart] and lose all your [Star]. If either of you or your killer win, or all other players win. If your killer is eliminated then you are also. If you are eliminated a second time this card has no effect.

If you suffer damage the monster that inflicted the damage suffers 1 as well.

Spend 3[Energy] to gain 1[Star].

Once each turn you may spend 1[Energy] to negate 1 damage you are receiving.

On a turn you deal 3 or more damage gain 2[Star].

If you score 4[Star] in a turn, all players roll one less die until your next turn.

If you yield Tokyo you can take any card the recipient has and give him this card.