Fight or Flight Program	Fight or Flight Program	Fight or Flight Program
4	Fight of Flight Program	4
If K1773R has < 20 health:	If K1773R has < 20 health:	If K1773R has < 20 health:
(Move 2 spaces away from the nearest enemy. Enemies in the	(Move 2 spaces away from the nearest enemy. Enemies in the	(Move 2 spaces away from the nearest enemy. Enemies in the
move path are pushed backwards	move path are pushed backwards	move path are pushed backwards
and take 7 damage.)	and take 7 damage.)	and take 7 damage.)
Else:	Else:	Else:
(Blast the nearest enemy for 6 damage.)	(Blast the nearest enemy for 6 damage.)	(Blast the nearest enemy for 6 damage.)
o damage.)	o damage.)	o damage.)
Fight or Flight Program 4	Fight or Flight Program 4	Fight or Flight Program
If K1773R has < 20 health:	If K1773R has < 20 health:	If K1773R has < 20 health:
(Move 2 spaces away from	(Move 2 spaces away from	(Move 2 spaces away from
the nearest enemy. Enemies in the	the nearest enemy. Enemies in the	the nearest enemy. Enemies in the
move path are pushed backwards and take 7 damage.)	move path are pushed backwards and take 7 damage.)	move path are pushed backwards and take 7 damage.)
Else:	Else:	Else:
(Blast the nearest enemy for	(Blast the nearest enemy for	(Blast the nearest enemy for
6 damage.)	6 damage.)	6 damage.)
Fight or Flight Program	Integer Overflow	Integer Overflow
4	1	1
If K1773R has < 20 health: (Move 2 spaces away from	Move randomly to an adjacent square. Enemies in the move path	Move randomly to an adjacent square. Enemies in the move path
the nearest enemy. Enemies in the	are pushed backwards and take 7	are pushed backwards and take 7
move path are pushed backwards	damage.	damage.
and take 7 damage.)		
Else: (Blast the nearest enemy for		
6 damage.)		
Integer Overflow	Integer Overflow	Integer Overflow
1	1	1
Move randomly to an adjacent	Move randomly to an adjacent	Move randomly to an adjacent
square. Enemies in the move path are pushed backwards and take 7	square. Enemies in the move path	square. Enemies in the move path
damage.	are pushed backwards and take 7 damage.	are pushed backwards and take 7 damage.
Integer Overflow	Hotfix	Hotfix
1	5	5
Move randomly to an adjacent	Heal 8 Damage.	Heal 8 Damage.
square. Enemies in the move path are pushed backwards and take 7		
damage.		

K1773R	K1773R	K1773R
K1773R	K1773R	K1773R

Hotfix 5	Hotfix 5	Hotfix 5
Heal 8 Damage.	Heal 8 Damage.	Heal 8 Damage.
Hotfix	Heat Vent	Heat Vent
5	6	6
Heal 8 Damage.	Deal 5 damage to each enemy within 2 tiles.	Deal 5 damage to each enemy within 2 tiles.
Heat Vent	Heat Vent	Heat Vent
6 Deal 5 damage to each enemy within	6 Deal 5 damage to each enemy within	6 Deal 5 damage to each enemy within
2 tiles.	2 tiles.	2 tiles.
Heat Vent 6	Multithreading 10	Remote Sensors
Deal 5 damage to each enemy within	Ongoing. K1773R plays 2 cards per	Ongoing. K1773R has a 1/3 chance to
2 tiles.	turn.	dodge incoming damage.
Tower Casing	Heat Sink	8-bit
Ongoing. K1773R reduces incoming	10 Ongoing. 'Heat Vent' targets have	10 Ongoing. 'Integer Overflow' now
damage by 2.	their ongoing effects burned away.	moves twice randomly.

K1773R	K1773R	K1773R
K1773R	K1773R	K1773R
K1773R	K1773R	K1773R
K1773R	K1773R	K1773R
K1773R	K1773R	K1773R