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| Fight or Flight Program  4  If K1773R has < 20 health:  (Move 2 spaces away from the nearest enemy. Enemies in the move path are pushed backwards and take 7 damage.)  Else:  (Blast the nearest enemy for 6 damage.) | Fight or Flight Program  4  If K1773R has < 20 health:  (Move 2 spaces away from the nearest enemy. Enemies in the move path are pushed backwards and take 7 damage.)  Else:  (Blast the nearest enemy for 6 damage.) | Fight or Flight Program  4  If K1773R has < 20 health:  (Move 2 spaces away from the nearest enemy. Enemies in the move path are pushed backwards and take 7 damage.)  Else:  (Blast the nearest enemy for 6 damage.) |
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| Fight or Flight Program  4  If K1773R has < 20 health:  (Move 2 spaces away from the nearest enemy. Enemies in the move path are pushed backwards and take 7 damage.)  Else:  (Blast the nearest enemy for 6 damage.) | Integer Overflow  1  Move randomly to an adjacent square. Enemies in the move path are pushed backwards and take 7 damage. | Integer Overflow  1  Move randomly to an adjacent square. Enemies in the move path are pushed backwards and take 7 damage. |
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| Hotfix  5  Heal 2\*N damage, where N = number of active enemy players. | Heat Vent  6  Deal 5 damage to each enemy within 3 spaces. | Heat Vent  6  Deal 5 damage to each enemy within 3 spaces. |
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| Heat Vent  6  Deal 5 damage to each enemy within 3 spaces. | Multithreading  10  Ongoing. K1773R plays 2 cards per turn. | Remote Sensors  10  Ongoing. K1773R has a 1/3 change to dodge incoming damage. |
| Tower Casing  10  Ongoing. K1773R reduces incoming damage by 1. | Heat Sink  10  Ongoing. 'Heat Vent' targets have their ongoing effects burned away. | 8-bit  10  Ongoing. 'Integer Overflow' now moves twice randomly. |
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