A Giant

12

Power: Gigantic
Unblocked attacks force you to discard or exhaust 1 additional card (it can be any card).

Obtain Giant Left Leg after defeating A Giant.

Turtle Master

5 5 5

Power: Slow
Any cards still in your hand at the end of the play combos step are discarded.

Obtain Turtle's Right Arm after defeating Turtle Master.

Master of Trickery

1 7 3 5

Power: Trickery
At the start of each turn, play a random card from your hand. You must start a combo with it this turn. If you cannot, discard it.

Obtain Head Tricks after defeating Master of Trickery.

Master Iron Body

8 8 8

Power: Has high health

Obtain Iron Torso after defeating Master Iron Body.

Master Lightspeed

5 6 5

Power: Fast
You discard 2 random cards from your hand at the start of the fight.

Obtain Lightspeed Right Leg after defeating Master Lightspeed.

Master of Ice

7 6 7

Power: Icy
You may only play 2 combos each turn.

Obtain Icy Left Leg after defeating Master of Ice.

Master Shadow

3 3

Power: Shadow Clones
You must fight 3 Master Shadows at the same time.

Obtain Shadow Left Arm after defeating 3 Master Shadows.

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Master Shadow

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Power: Shadow Clones
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Obtain Shadow Left Arm after defeating 3 Master Shadows.

Head Tricks

This card can be played anywhere.

Fake out

Replace this card with a card from your hand, ignoring any combo restrictions. Then, discard this card.

Turtle's Right Arm

Play anywhere, but discard all cards still in your hand at the end of the play combos step.

Energy Wave

Deal X. The effects of charge on this attack are doubled.

Giant Left Leg

Minimum combo size of 5.

Giant Stomp

Deal X or Block X.

Then, Charge 2.

Icy Left Leg

Your other combos cannot be longer than the combo this card is in.

Ice Support

Your other combos are resolved as if they were 2 longer.

Lightspeed Right Leg

Play as the first or last card in the combo.

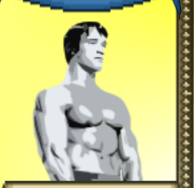
Lightspeed dodge

Block X. This card returns to the hand instead of being discarded.

Iron Torso

Cannot be played with other Torso cards.

Bounce Back



Recover X-1 cards, then exhaust this card.

Shadow Left Arm

Treated as if it were 2 cards in the combo

Max. Combo Size: 5

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Shadow Punch

Block X-1 AND Deal X-1

Head	Planning
Must be played as the 3rd card in a Combo	Recover 1 discarded card AND Charge 1

Torso	Recovery
Must be played as the 2nd card in a Combo	Recover 1 discarded card

Right Arm	Wind up
Must be played in an Odd position in the combo (1st, 3rd, 5th, etc.)	Charge X

Right Arm	Punch
This card must be played directly after or before a Left Arm or Left Leg	Deal X OR Block X

Left Arm	Punch
This card must be played directly after or before a Right Arm or Right Leg	Deal X OR Block X

Left Arm	Wind Up
Must be played in an Even position in the combo (2nd, 4th, 6th, etc.)	Charge X

Left Leg	Single Kick
Cannot be played in the same combo as another Left Leg or Left Arm card.	Block X or Deal X damage.

Left Leg	Double Kick
Max. Combo Size of 3	Deal X to 2 targets OR Block X twice

Right Leg	Double Kick
Max. Combo Size of 3	Deal X to 2 targets OR Block X twice

Right Arm Attack

4

If you fail to block this attack, discard 1 Right Arm card OR exhaust 1 Right Arm from the discard.

+1 to your combos that block or attack with a Right Arm finishing card.

Left Leg Attack

4

If you fail to block this attack, discard 1 Left Leg card OR exhaust 1 Left Leg from the discard.

+1 to your combos that block or attack with a Left Leg finishing card.

Right Leg Attack

4

If you fail to block this attack, discard 1 Right Leg card OR exhaust 1 Right Leg from the discard.

+1 to your combos that block or attack with a Right Leg finishing card.

Powerful Blow

6

If you fail to block this attack, discard anything OR exhaust anything from the discard.

If blocked, Charge 3.

Right Side Attack

5

If you fail to block this attack, discard 1 Right (leg or arm) card OR exhaust 1 Right card from the discard.

If blocked, Charge 2.

Left Side Attack

5

If you fail to block this attack, discard 1 Left (leg or arm) card OR exhaust 1 Left card from the discard.

If blocked, Charge 2.

Arm blasters

2 **2**

If you fail to block this attack, discard 1 Arm (left or right) card OR exhaust 1 Arm card from the discard.

If blocked, Charge 2.

Torso Attack

3

If you fail to block this attack, discard 1 Torso card OR exhaust 1 Torso card from the discard.

If blocked, Charge 1.

Head Attack

3

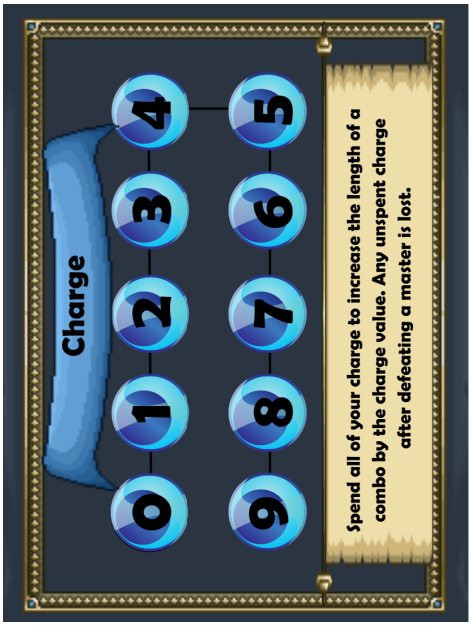
If you fail to block this attack, discard 1 Head card OR exhaust 1 Head card from the discard.

If blocked, Charge 1.

Right Leg
Cannot be played in the same combo as another Right Leg or Right Arm card.
Single Kick
Block X or Deal X damage.

Master of Power
5
6
6
5
Power: Strong Attacks Blocking costs 1 more.
Obtain Powerful Right Arm after defeating Master of Power.

Left Arm Attack
4
If you fail to block this attack, discard 1 Left Arm card OR exhaust 1 Left Arm from the discard.
+1 to your combos that block or attack with a Left Arm finishing card.


Charge
0
1
2
3
4
5
6
7
8
9
Spend all of your charge to increase the length of a combo by the charge value. Any unspent charge after defeating a master is lost.

Powerful Right Arm
Must be played in a prime position in the combo (2nd, 3rd, 5th, etc.)
Power Punch
Deal X+1
OR
Block X+1

Charge
0
1
2
3
4
5
6
7
8
9
Spend all of your charge to increase the length of a combo by the charge value. Any unspent charge after defeating a master is lost.