

Master of Power



Challenge

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



Attack: 3

Master Lightspeed



Power: Fast
You discard 2 random cards from your hand at the start of the fight. Obtain Lightspeed Right Leg after defeating Master Lightspeed.



Attack: 2

Master of Ice



Challenge

Power: Icy
You can only play 2 combos each turn. Obtain Icy Left Leg after defeating Master of Ice.



Attack: 2

Master of Trickery



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.



Attack: 2

Master Shadow



Power: Shadow Clones
You must fight 3 Master Shadows at the same time. Obtain Shadow Left Arm after defeating 3 Master Shadows.



Attack: 1

Master Shadow



Power: Shadow Clones
You must fight 3 Master Shadows at the same time. Obtain Shadow Left Arm after defeating 3 Master Shadows.

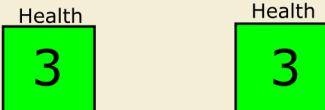


Attack: 1

Master Shadow



Power: Shadow Clones
You must fight 3 Master Shadows at the same time. Obtain Shadow Left Arm after defeating 3 Master Shadows.



Attack: 1

Master Iron Body

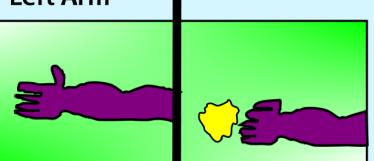


Power: Has high health
Obtain Iron Torso after defeating Master Iron Body.



Attack: 2

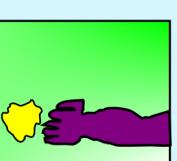
Shadow Left Arm



Treated as if it were 2 cards in the combo

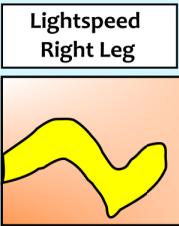
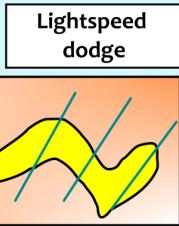
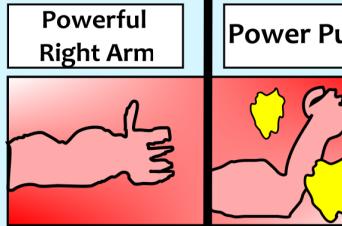
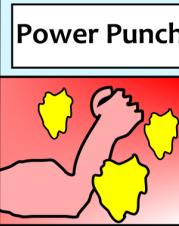
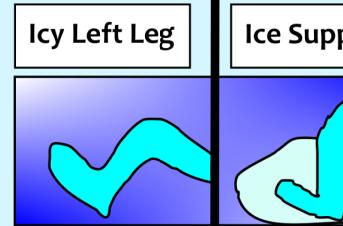
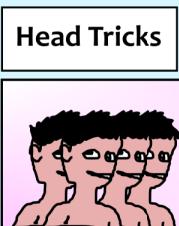
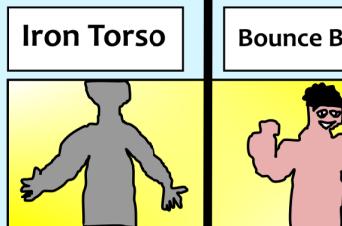
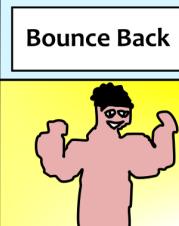
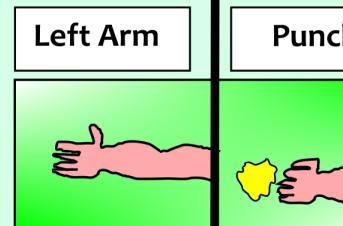
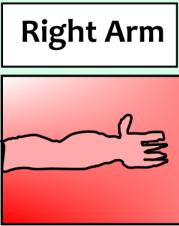
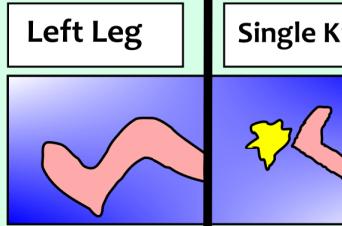
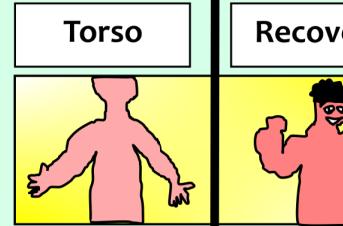
Max. Combo Size: 5

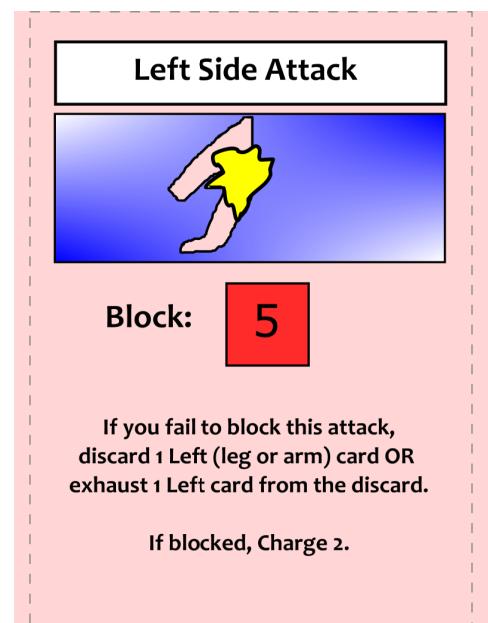
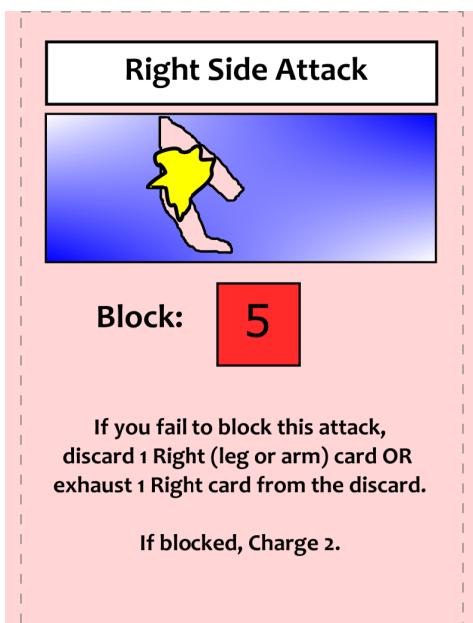
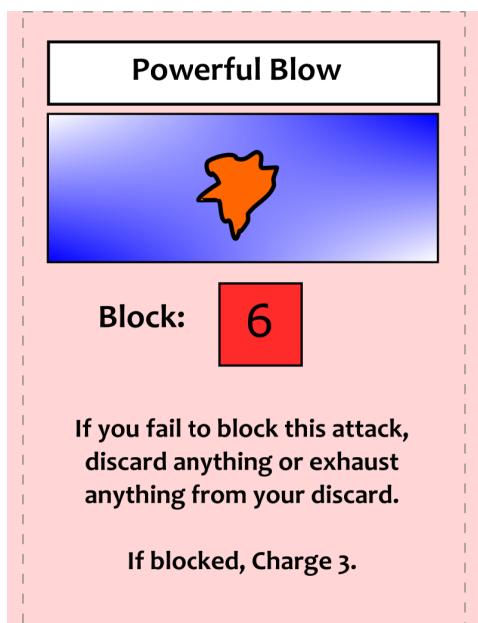
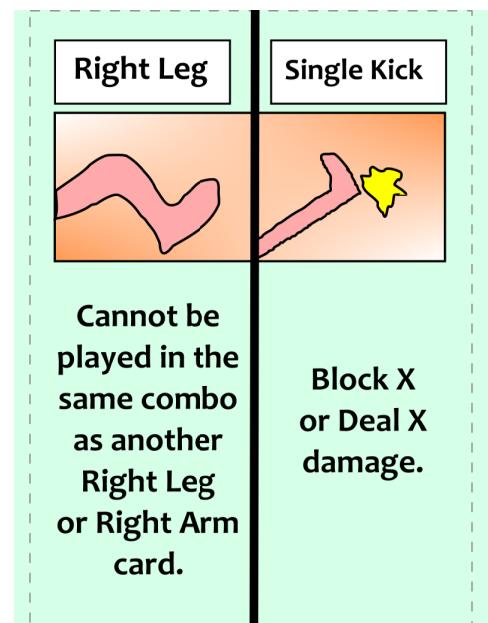
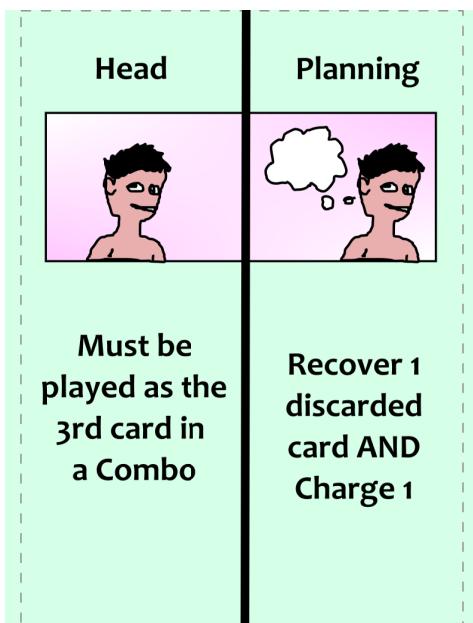
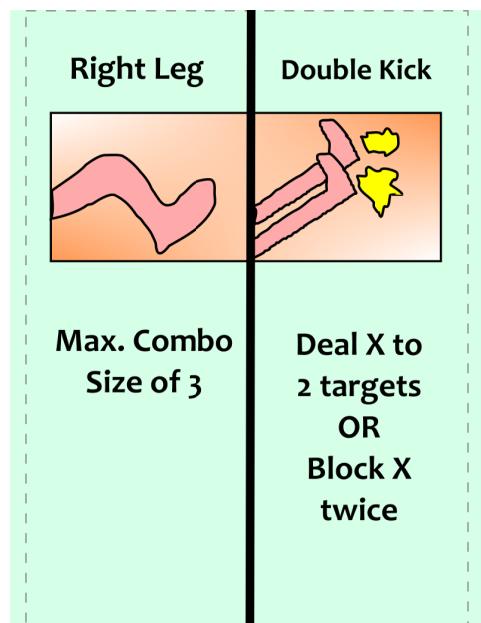
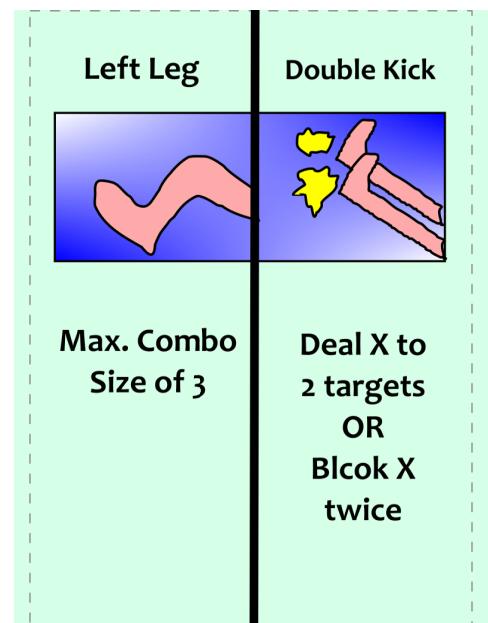
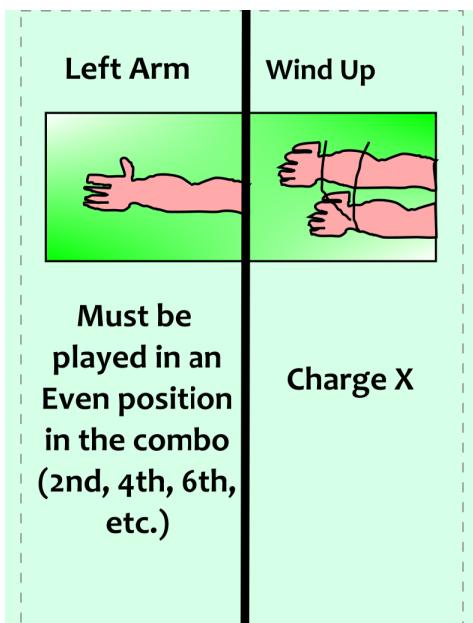
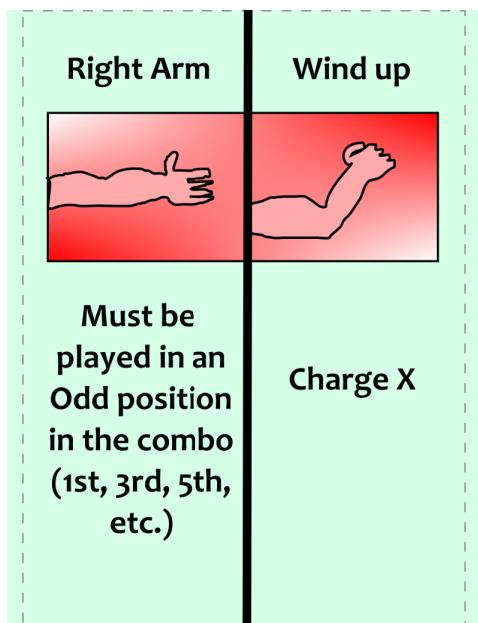
Shadow Punch



Block X-1
AND
Deal X-1

Max. Combo Size: 5

 Lightspeed Right Leg	 Lightspeed dodge	 Powerful Right Arm	 Power Punch	 Icy Left Leg	 Ice Support
Play as the first or last card in the combo	Block X. This card returns to the hand instead of being discarded.	Must be played in a prime position in the combo (2nd, 3rd, 5th, etc.)	Deal X+1 OR Block X+1	Your other combos cannot be longer than the combo this card is in.	Your other combos are resolved as if they were 2 longer.
 Head Tricks	 Fake out	 Iron Torso	 Bounce Back	 Left Arm	 Punch
This card can be played anywhere.	Replace this card with a card from your hand, ignoring any combo restrictions. Then, exhaust this card.	Cannot be played with other Torso cards.	Recover X-1 cards, then exhaust this card.	This card must be played directly after or before a Right Arm or Right Leg	Deal X OR Block X
 Right Arm	 Punch	 Left Leg	 Single Kick	 Torso	 Recovery
This card must be played directly after or before a Left Arm or Left Leg	Deal X OR Block X	Cannot be played in the same combo as another Left Leg or Left Arm card.	Block X or Deal X damage.	Must be played as the 2nd card in a Combo	Recover 1 discarded card



Arm blasters



Block:

2 2

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

You must block both boxes to block this.
If blocked, Charge 1.

Leg blasters



Block:

2 2

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

You must block both boxes to block this.
If blocked, Charge 2.

Torso Attack



Block:

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



Block:

3

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

If blocked, Charge 1.

Left Arm Attack



Block:

4

+1 to your combos that block or
attack with a Left Arm finisher.

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

Right Arm Attack



Block:

4

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

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

Right Leg Attack



Block:

4

+1 to your combos that block or
attack with a right leg finishing card.

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

Left Leg Attack

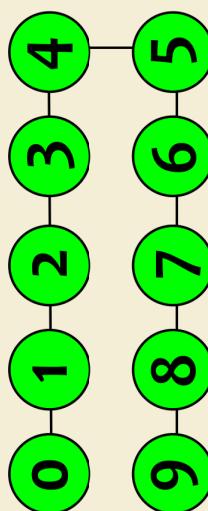


Block:

4

+1 to your combos that block or
attack with a left leg finishing card.

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



Charge

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.