Kai, the Calm Tempest

Flip this card at the start of your turn if all cards in your hand are Enraged.

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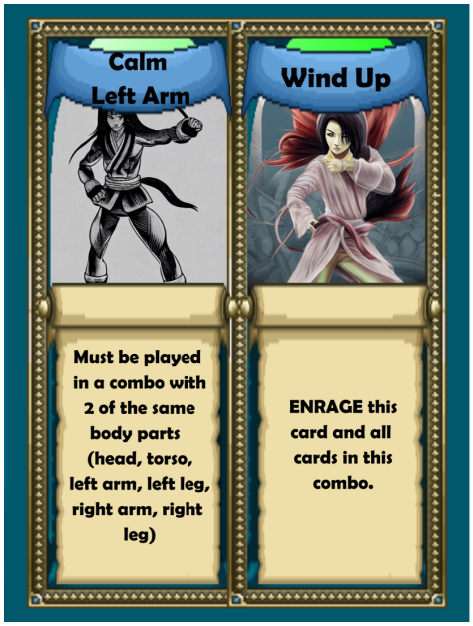
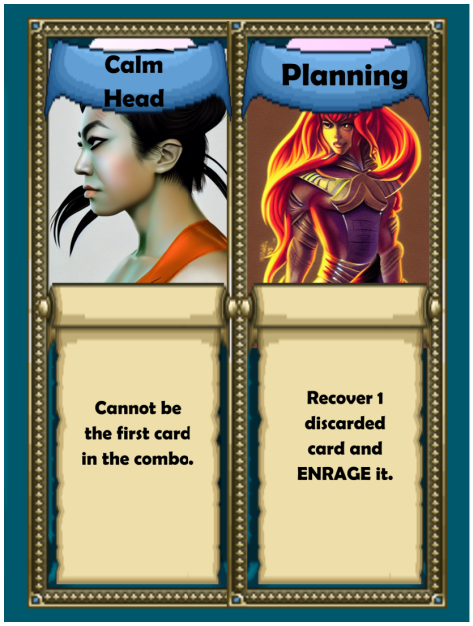
ENRAGE/CALM a card by flipping it over to its enraged/calm side respectively. When you block an attack that gives Charge, keep it. Discard at any time to ENRAGE cards in your hand equal to the Charge. CALM all your cards after each battle. All your cards start calm.





Enraged Right Leg

Can only be played if you play 2 or more combos this turn.

Double Kick

Deal X+1 to 2 targets OR Block X+1 twice

Enraged Left Leg

Can only be played if you play 2 or more combos this turn.

Double Kick

Deal X+1 to 2 targets OR Block X+1 twice

Kai, the Raging Tempest

Flip this card at the start of your turn if any of the cards in your hand are calm.

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One of your combos each turn can be treated as if it were twice as long. You can resolve this effect at any point during the Resolve Combos step.

Enraged Left Arm

Must be played in a combo with another "Left" card.

Wind Up

ENRAGE X+1 cards in your hand and/or discard.

Enraged Left Leg

This card must be played in the same combo as a "Leg" card.

Single Kick

Block X+Y or Deal X+Y, where Y is the number of Enraged cards in your discard. CALM all cards in your discard.

Enraged Right Leg

This card must be played in the same combo as a "Leg" card.

Single Kick

Block X+Y or Deal X+Y, where Y is the number of Enraged cards in your discard. CALM all cards in your discard.

Enraged Right Arm

Play Anywhere

Punch

Deal X+1 OR Block X+1

Enraged Head

Must be played in the same combo as at least 1 other Enraged card

Planning

Recover 2 discarded cards and CALM them, this card, and all card in this combo.

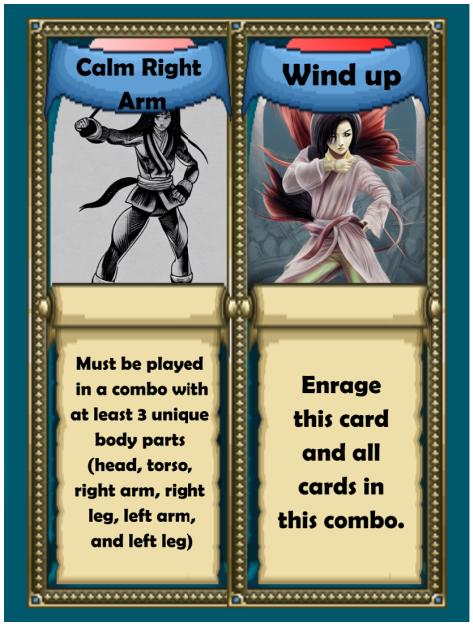
Enraged Left Arm

Play anywhere

Punch

Deal X+1 OR Block X+1

Calm Torso
Cannot be the first card in the combo.
Recovery
Recover 1 discarded card and ENRAGE it.


Calm Right Arm
Must be played in a combo with at least 3 unique body parts (head, torso, right arm, right leg, left arm, and left leg)
Wind up
Enrage this card and all cards in this combo.

Enraged Right Arm
Must be played in a combo with another "right" card.
Wind up
Enrage X+1 cards in your hand and/or discard.

Enraged Torso
Must be played in the same combo as at least 1 other Enraged card.
Recovery
Recover 2 discarded card and CALM them, this card, and all cards in this combo.