(required)Deck1(mode deck):

Basic  
Killer  
Tag  
Chicken  
Owned  
Monster (vs. Environment)  
Paint  
Timed Basic (no upper point limit)  
Timed Tag (no win limit)  
Timed Chicken (no win limit)

Timed Owned (no win limit)

Timed Monster (no win limit)

Timed paint (no win limit)

(Required)Deck2(level Deck):  
Levels

(optional)Deck3(Item deck):

No Items

Only apples  
Bomb set (Bomb suit, bomb throw)

Throw set (bomb throw, Boomerang, Bounce ball, Hammer throw)  
Shield only  
Medieval set (shield, Apple, poisoned apple, boomerang, hammer throw)  
Nature set (apple, poisoned apple, rock, tail)

1 Use set (Bomb suit, invincibility, Apple, poisoned apple)

Normal

(optional)Decks(wacky deck):

Moving level  
Dark every 1 second  
High gravity  
Low gravity

Invisible (only see ground effect and splats)  
Shrinking level  
Slow motion  
Double speed  
Falling blocks  
Monsters (can’t get in moster mode)

(optional)End game awards:  
Most moved  
Least moved  
Most splats  
Most being splat  
Most items picked up  
least items picked up  
Coin award  
Thief (most powerups stolen)  
Loser (most games lost)