

A Giant



11

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



4 5 6

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



7 8 9

Power: Has high health

Obtain Iron Torso after defeating Master Iron Body.

Master Lightspeed



3 5 7

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



3 6 9

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.

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.

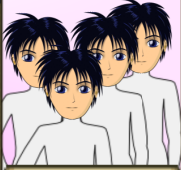

Master Shadow



3 3

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



Obtain Shadow Left Arm after defeating 3 Master Shadows.



<p>Head Tricks</p> 	<p>Fake out</p> 
<p>This card can be played anywhere.</p>	<p>Replace this card with a card from your hand, ignoring any combo restrictions. Then, discard this card.</p>

<p>Turtle's Right Arm</p> 	<p>Energy Wave</p> 
<p>Play anywhere, but discard all cards still in your hand at the end of the play combo: step.</p>	<p>Deal X. The effects of charge on this attack are doubled.</p>

<p>Giant Left Leg</p> 	<p>Giant Stomp</p> 
<p>Minimum combo size of 5.</p>	<p>Deal X or Block X. Then, Charge 2.</p>

<p>Icy Left Leg</p> 	<p>Ice Support</p> 
<p>Your other combos cannot be longer than the combo this card is in.</p>	<p>Your other combos are resolved as if they were 2 longer.</p>



<p>Lightspeed Right Leg</p> 	<p>Lightspeed dodge</p> 
<p>Play as the first or last card in the combo.</p>	<p>Block X. This card returns to the hand instead of being discarded.</p>

<p>Iron Torso</p> 	<p>Bounce Back</p> 
<p>Cannot be played with other Torso cards.</p>	<p>Recover X-1 cards, then exhaust this card.</p>

<p>Shadow Left Arm</p> 	<p>Shadow Punch</p> 
<p>Treated as if it were 2 cards in the combo</p>	<p>Block X-1 AND Deal X-1</p>
<p>Max. Combo Size: 5</p>	<p>Max. Combo Size: 5</p>





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

Head Attack



3

✗ Lose Head card ✗

✚ +1 Charge 

Torso Attack



3

✗ Lose Torso card ✗

✚ +1 Charge 

Leg blasters



2 2

✗ Lose Leg (left or right) card ✗

✚ +2 Charge 

Arm blasters



2 2

✗ Lose Arm (left or right) card ✗

✚ +2 Charge 

Left Side Attack



5

✗ Lose Left (arm or leg) card ✗

✚ +2 Charge 

Right Side Attack



5

✗ Lose Right (arm or leg) card ✗

✚ +2 Charge 

Powerful Blow



6

✗ Lose any 1 card ✗

✚ +3 Charge 

Right Leg Attack



4

✗ Lose Right Leg card ✗

✚ +1 for Right Leg Finisher 

Left Leg Attack



4

✗ Lose Left Leg card ✗

✚ +1 for Left Leg Finisher 

<h3>Right Leg</h3> 	<h3>Single Kick</h3> 
<p>Cannot be played in the same combo as another Right Leg or Right Arm card.</p>	<p>Block X or Deal X damage.</p>

Master of Power



4 5 6 7

Power: Strong Attacks
Blocking costs 1 more.

Obtain Powerful Right Arm after defeating Master of Power.



Left Arm Attack



4

X Lose Left Arm card 

+ +1 for Left Arm Finisher 

Right Arm Attack



4

X Lose Right Arm card 

+ +1 for Right Arm Finisher 

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 	Power Punch 
Must be played in a prime position in the combo (2nd, 3rd, 5th, etc.)	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.										

