



CYBER KITTY
TEMPORARY EVOLUTION

NINE LIVES

If you reach ☠ discard your cards (including your Evolutions), lose all of your ⚡ and ★, and leave *Manhattan*. Gain 9♥, 9★, and continue playing.

CYBER KITTY
TEMPORARY EVOLUTION

MEGA PURR

All other Monsters give you 1⚡ or 1★ if they have any (they choose which to give you).

CYBER KITTY
TEMPORARY EVOLUTION

ELECTRO-SCRATCH

All other Monsters lose 1♥.

CYBER KITTY
TEMPORARY EVOLUTION

CAT NIP

Play at the start of your turn. You only have one roll this turn. Double the result.

CYBER KITTY
PERMANENT EVOLUTION

PLAY WITH YOUR FOOD

When you wound a Monster in *Manhattan*, if they must lose at least 2♥, you can make them lose 2♥ fewer and steal 1★ and 1⚡ from them instead.

CYBER KITTY
PERMANENT EVOLUTION

FELINE MOTOR

Each time a Monster moves to a different Borough during the movement phase, you can move there instead (even if they are taking control of *Manhattan*). If you do so, this Monster goes into the Borough you left.

CYBER KITTY
PERMANENT EVOLUTION

MOUSE HUNTER

When you enter a Borough, you can destroy an Infantry unit and gain 1★ or 1♥ instead of the reward shown on the tile.

CYBER KITTY
PERMANENT EVOLUTION

MEOW MISSILE

When you destroy a Building or a Unit, add 🎲 to your roll.



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POWERUP!



MEKA DRAGON

TEMPORARY EVOLUTION

MECHA BLAST

Each Monster you wound loses 2 extra ♥.

MEKA DRAGON

TEMPORARY EVOLUTION

DESTRUCTIVE ANALYSIS

Gain 1⚡ for each 🟩 you rolled this turn.

MEKA DRAGON

PERMANENT EVOLUTION

PROGRAMMED TO DESTROY

Gain 3★ and 2⚡ each time another Monster reaches ☠️.

MEKA DRAGON

TEMPORARY EVOLUTION

TUNE-UP

Play before rolling dice. If you are not in *Manhattan*, skip your turn, gain 4♥ and 2⚡.

MEKA DRAGON

PERMANENT EVOLUTION

BREATH OF DOOM

When you make Monsters in *Manhattan* lose at least 1♥, Monsters who aren't in *Manhattan* also lose 1♥ (except you).

MEKA DRAGON

PERMANENT EVOLUTION

LIGHTNING ARMOR

When you lose ♥, you can roll a die for each ♥ lost. For each 🟩 rolled this way, the Monster whose turn it is loses 1♥.

MEKA DRAGON

PERMANENT EVOLUTION

CLAWS OF STEEL

On your turn, if you make another Monster lose at least 3♥, they lose 1 extra ♥.

MEKA DRAGON

PERMANENT EVOLUTION

TARGET ACQUIRED

When a Monster wounds you, you can give them the 🎯 token. The Monster who has the 🎯 token loses 1 extra ♥ each time you make them lose ♥.



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SPACE PENGUIN

PERMANENT EVOLUTION

FREEZE RAY

When you wound a Monster in *Manhattan*, give them this card. At the start of their turn, choose a die face. This face has no effect this turn. Take back this card at the end of their turn.



SPACE PENGUIN

PERMANENT EVOLUTION

MIRACULOUS CATCH

Once per turn, during your Buy Cards phase, you can shuffle the discard pile and reveal one card randomly. You can buy this card for 1⚡ less than the normal price or discard it. Put back the rest of the discard pile.



SPACE PENGUIN

TEMPORARY EVOLUTION

DEEP DIVE

Look at the top 3 Power cards of the deck. Choose one and play it in front of you for free. Put the other Power cards on the bottom of the deck.



SPACE PENGUIN

TEMPORARY EVOLUTION

COLD WAVE

Until your next turn, other Monsters roll with 1 fewer die.



SPACE PENGUIN

PERMANENT EVOLUTION

ENCASED IN ICE

Spend 1⚡ to choose one of the dice you rolled. This die is frozen until the beginning of your next turn: it cannot be changed and is used normally by Monsters during the Resolve Dice phase.



SPACE PENGUIN

TEMPORARY EVOLUTION

BLIZZARD

Play during your turn. Until the start of your next turn, Monsters only have a single Roll and cannot move or Yield *Manhattan*.



SPACE PENGUIN

PERMANENT EVOLUTION

BLACK DIAMOND

Gain 1 extra ★ each time you take control of *Manhattan* or choose to stay in *Manhattan* while you could have Yielded.



SPACE PENGUIN

PERMANENT EVOLUTION

ICY REFLECTION

Choose an Evolution card in front of a Monster and put a ❄ token on it. *Icy Reflection* becomes a copy of that card as if you had played it. If the copied card is removed from play, discard *Icy Reflection*.





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ALIENOID
TEMPORARY EVOLUTION

ALIEN SCOURGE

Gain 2★.

ALIENOID
TEMPORARY EVOLUTION

PRECISION FIELD SUPPORT

Draw Power cards from the top of the deck until you reveal a **KEEP** card that costs 4⚡ or less. Play this card in front of you and discard the other cards you drew.

ALIENOID
TEMPORARY EVOLUTION

ANGER BATTERIES

Gain 1⚡ for each ♥ you lost this turn.

ALIENOID
PERMANENT EVOLUTION

ADAPTING TECHNOLOGY

Put 3 🌍 tokens on this card. On your turn, you can remove an 🌍 token to discard the 3 face-up Power cards and reveal 3 new ones. Discard this card when there are no more tokens on it.

ALIENOID
PERMANENT EVOLUTION

FUNNY LOOKING BUT DANGEROUS

If you destroy at least one Unit, each other Monster loses 1 ♥.

ALIENOID
PERMANENT EVOLUTION

EXOTIC ARMS

Before you roll, you can put 2⚡ on this card. If you do, and roll at least 📉📉📉, you can take back your 2⚡ and make the Monsters you wound lose 2 extra ♥. Otherwise you lose your 2⚡ and lose 2♥.

ALIENOID
PERMANENT EVOLUTION

MOTHERSHIP SUPPORT

Once during your turn, you can spend 1⚡ to gain 1♥.

ALIENOID
PERMANENT EVOLUTION

SUPERIOR ALIEN TECHNOLOGY

You can buy **KEEP** cards by paying half of their cost (rounding up). When you do so, place a 🌍 token on it. At the start of your turn, roll a die for each of your **KEEP** cards with a 🌍 token. Discard each **KEEP** card for which you rolled a 📉. You cannot have more than 3 **KEEP** cards with 🌍 tokens at a time.



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THE KING

TEMPORARY EVOLUTION

MONKEY RUSH

Play when a Monster who controls *Manhattan* leaves or is eliminated. Take control of *Manhattan*.



THE KING

TEMPORARY EVOLUTION

SIMIAN SCAMPER

If you Yield *Manhattan*, do not lose ♥. You can't lose ♥ this turn.



THE KING

TEMPORARY EVOLUTION

JUNGLE FRENZY

Play at the end of your movement phase. If you wounded a Monster who controls *Manhattan* and you didn't take control of *Manhattan*, take an extra turn after this one.



THE KING

TEMPORARY EVOLUTION

GIANT BANANA

Gain 2 ♥.



THE KING

PERMANENT EVOLUTION

CHEST THUMPING

You can force Monsters you wound to Yield *Manhattan*.



THE KING

PERMANENT EVOLUTION

ALPHA MALE

If you wound at least one Monster, gain 1 ★.



THE KING

PERMANENT EVOLUTION

I AM THE KING!

If you start your turn in *Manhattan*, take the *Superstar* card.



THE KING

PERMANENT EVOLUTION

TWAS BEAUTY KILLED THE BEAST

Play when you enter *Manhattan*. Gain 1 ★ at the end of each Monster's turn (including yours). Discard this card and lose all your ★ if you leave *Manhattan*.



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PANDAKAI

TEMPORARY EVOLUTION

PANDA MONIUM

Gain 6⚡. All other Monsters gain 3⚡.



PANDAKAI

TEMPORARY EVOLUTION

EATS, SHOOTS AND LEAVES

Play when you take control of *Manhattan*. Make all Monsters outside of *Manhattan* lose 2♥. Gain 1⚡, then leave *Manhattan*. No Monster takes your place.



PANDAKAI

TEMPORARY EVOLUTION

BAM BOOZLE

Play when a player buys a Power card. They do not spend ⚡ and cannot buy that card this turn. Choose a different Power card they can afford to buy. They must purchase that card.



PANDAKAI

TEMPORARY EVOLUTION

BEAR NECESSITIES

Lose 1★, gain 2⚡ and 2♥.



PANDAKAI

PERMANENT EVOLUTION

PANDA EXPRESS

Each time you roll at least gain 2★ and take another turn.



PANDAKAI

PERMANENT EVOLUTION

BAMBOO SUPPLY

At the start of your turn, you can put 1⚡ from the bank on this card OR take all of the ⚡ off this card.



PANDAKAI

PERMANENT EVOLUTION

PANDARWINISM SURVIVAL OF THE CUTEST

If you roll at least gain 1★. Also gain 1★ for each extra you roll.



PANDAKAI

PERMANENT EVOLUTION

YIN & YANG

Before resolving your dice, you can choose to flip all your dice to the opposite side.



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GIGAZAUR

TEMPORARY EVOLUTION

**DETACHABLE
TAIL**

You can't lose ♥ this turn.



GIGAZAUR

TEMPORARY EVOLUTION

**RADIOACTIVE
WASTE**

Gain 2⚡ and 1♥.



GIGAZAUR

TEMPORARY EVOLUTION

**PRIMAL
BELLOW**

All other Monsters lose 2★.



GIGAZAUR

TEMPORARY EVOLUTION

**SAURIAN
ADAPTABILITY**

Choose a die face. Take all dice with this face and flip them to a (single) face of your choice.



GIGAZAUR

PERMANENT EVOLUTION

**DEFENDER
OF MANHATTAN**

If you start your turn in *Manhattan*, all other Monsters lose 1★.



GIGAZAUR

PERMANENT EVOLUTION

**HEAT
VISION**

Monsters that wound you lose 1★.



GIGAZAUR

PERMANENT EVOLUTION

**GAMMA
BREATH**

Once per turn, you can change one of the dice you rolled to 🟩.



GIGAZAUR

PERMANENT EVOLUTION

**TAIL
SWEEP**

Once per turn, you can change one of the dice you rolled to 🟡.



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