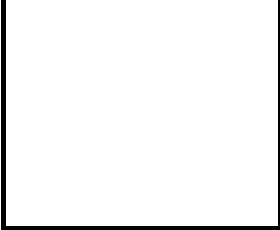
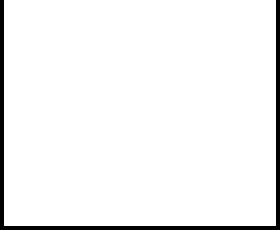
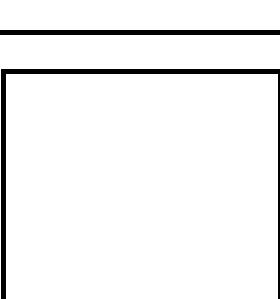
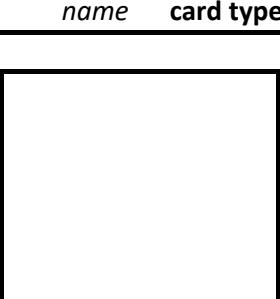
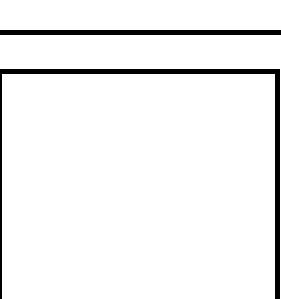
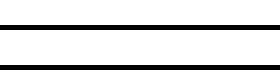
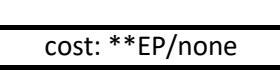
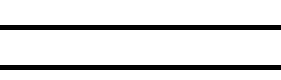
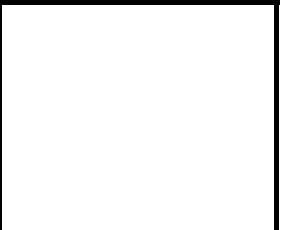
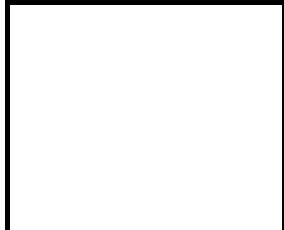
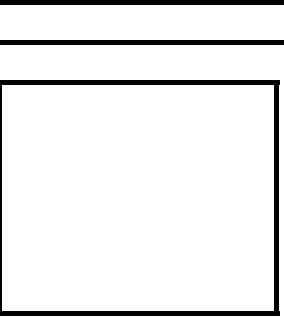
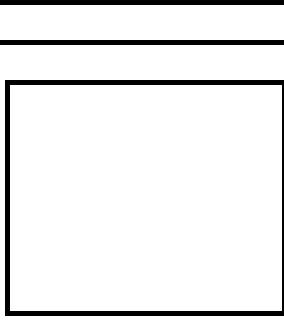
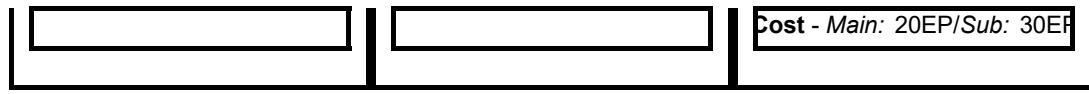
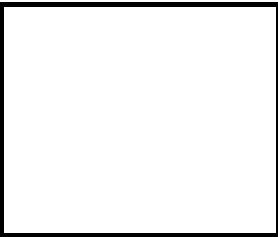
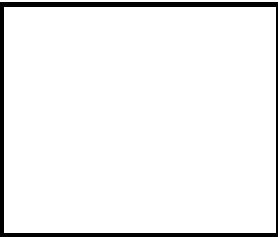
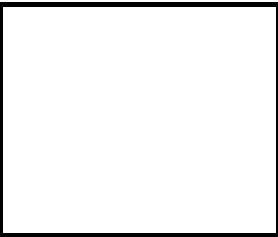


<p><b>Light Bracelet:</b></p> <p>Main: 220EP/Sub: 50EP</p>  <p>Main - Super charge: Gain 30 EP. Sub - Fix: Take a card from any of your used piles and return it to your hand.</p> <p><b>Cost - Main:</b> None/Sub: 40EP</p>	<p><b>Dark Bracelet:</b></p> <p>Main: 200EP/Sub: 20EP</p>  <p>Main - Vampire: Take 20 EP from your opponent's to yourself. Sub - Gravedigger: take one weapon card from your opponent's junk pile and move it to your hand.</p> <p><b>Cost - Main:</b> None/Sub: 20EP</p>	<p><b>Air Bracelet:</b></p> <p>Main: 240EP/Sub: 40EP</p>  <p>Main - Fast as the wind: Opponent can't counter 1 ability card on your turn. Sub - Strong Winds: Take 1 opponent's handed weapon on the field and move it to your hand.</p> <p><b>Cost - Main:</b> 20EP/Sub: 30EP</p>
<p><b>Fire Bracelet:</b></p> <p>Main: 210EP/Sub: 20EP</p>  <p>Main - Burn!: constant 10 e point damage each opponent's turn for 3 turns. Sub - Heat up: opponent can't use handed weapons for 4 turns.</p> <p><b>Cost - Main:</b> 10EP/Sub: 30EP</p>	<p><b>Water Bracelet:</b></p> <p>Main: 250EP/Sub: 20EP</p>  <p>Main - Freeze: Direct attack and gain an extra turn Sub - Tidal wave: return all discarded cards into your deck and reshuffle it.</p> <p><b>Cost - Main:</b> None/Sub: 40EP</p>	<p><b>Earth Bracelet:</b></p> <p>Main: 250EP/Sub: 30EP</p>  <p>Main - Earthquake: Destroy all cards on both sides of the field. Sub - Rock solid: Hold up to 2 two handed weapons.</p> <p><b>Cost - Main:</b> 40EP/Sub: None</p>
  	<p><b>name card type:</b></p>    <p>cost: **EP/none</p>	  

<p><b>Light</b>   <b>card type:</b></p> <p>Main: 170EP/Sub: 100EP</p>  <p>Main - Super charge: Gain 40 EP. Sub - Fix: Take a card from any of your used piles and return it to your hand.</p> <p><b>Cost</b> - Main: None/Sub: 40EP</p>	<p><b>Dark</b>   <b>Bracelet:</b></p> <p>Main: 150EP/Sub: 50EP</p>  <p>Main - Vampire: Take 20 EP from your opponent's to yourself. Sub - Gravedigger: take one weapon card from your opponent's junk pile and move it to your hand.</p> <p><b>Cost</b> - Main: None/Sub: 20EP</p>	<p><b>name</b>   <b>card type:</b></p>  <p>cost: **EP/none</p>
<p><b>Fire</b>   <b>Bracelet:</b></p> <p>Main: 160EP/Sub: 70EP</p>  <p>Main - Burn!: constant 10EP damage each opponent's turn for 3 turns. Sub - Heat up: opponent can't use handed weapons for 3 turns.</p> <p><b>Cost</b> - Main: 10EP/Sub: 30EP</p>	<p><b>Water</b>   <b>Bracelet:</b></p> <p>Main: 180EP/Sub: 70EP</p>  <p>Main - Freeze: Direct attack and gain an extra turn Sub - Tidal wave: return all discarded cards into your deck and reshuffle it.</p> <p><b>Cost</b> - Main: None/Sub: 40EP</p>	<p><b>Earth</b>   <b>Bracelet:</b></p> <p>Main: 200EP/Sub: 80EP</p>  <p>Main - Earthquake: Destroy all cards on both sides of the field. Sub - Rock solid: Hold up to 2 two handed weapons.</p> <p><b>Cost</b> - Main: 50EP/Sub: None</p>
 	 	<p><b>Air</b>   <b>Bracelet:</b></p> <p>Main: 190EP/Sub: 60EP</p>  <p>Main - Fast as the wind: Opponent can't counter 1 ability card on your turn. Sub - Strong Winds: Take 1 opponent's handed weapon on the field and move it to your hand.</p>



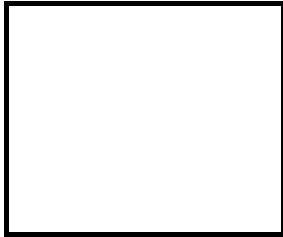
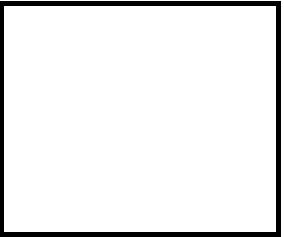
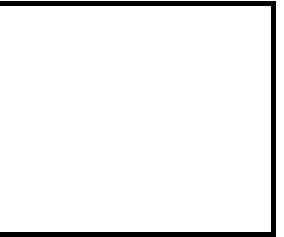
<b>Invincible Amplifier:</b>	<b>Beast Master Amplifier:</b>	<b>Difference Maker Amplifier:</b>
		
Direct Attack does not damage user.	Adds 40EP to each beast on your field.	Change your elemental weakness/strength.
Cost: 20EP	Cost: 30EP	Cost: 10EP
<b>Warrior Amplifier:</b>	<b>Super Sub Amplifier:</b>	<b>One With The Universe Amplifier:</b>
		
(+10EPD) on all weapon cards.	Enables use both your sub abilities.	Receive +10EP when recovering EP.
Cost: 10EP	Cost: 30EP	Cost: 20EP
<b>Beast Tamer Amplifier:</b>	<b>Weapon Master Amplifier:</b>	<b>Copy Cat Amplifier:</b>
		
Block Opponents Beast Ability	Always receive weapons BNS ability.	Receive your opponent's Main Bracelet sub ability.
Cost: 20EP	Cost: 20EP	Cost: 30EP

<b>Subs Lover</b>	<b>Amplifier:</b>	<b>Unlimited</b>	<b>Amplifier:</b>	<b>Handicap</b>	<b>Amplifier:</b>
Receive 3 extra sub slots.	Use 10EP every time you decide to keep an extra card in your hand above the card limit.	Disable one opponent's sub slot.			
Cost: 30EP	Cost: None	Cost: 30EP			
<b>Subs Lover</b>	<b>Amplifier:</b>	<b>Unlimited</b>	<b>Amplifier:</b>	<b>Handicap</b>	<b>Amplifier:</b>
Receive 3 extra sub slots.	Use 10EP every time you decide to keep an extra card in your hand above the card limit.	Disable one opponent's sub slot.			
Cost: 30EP	Cost: None	Cost: 30EP			
<b>Subs Lover</b>	<b>Amplifier:</b>	<b>Unlimited</b>	<b>Amplifier:</b>	<b>Handicap</b>	<b>Amplifier:</b>
Receive 3 extra sub slots.	Use 10EP every time you decide to keep an extra card in your hand above the card limit.	Disable one opponent's sub slot.			

Cost: 30EP

Cost: None

Cost: 30EP

<b>Shield</b>	<b>Weapon:</b>	<b>Crossbow</b>	<b>Weapon:</b>	<b>Hammer</b>	<b>Weapon:</b>
					
Earth BNS: (+10EP) RES. Light BNS: Elemental resistance to dark weapon damage.	Fire BNS: Use 30EP to destroy any card on the opponent's field (Not including a beast card). Air BNS: (+10EP) cost to opponent.			Earth BNS: +10EPD. Dark BNS: Use 30EP to see opponent's cards.	
<b>10EPD RES</b>	<b>1 Handed</b>	<b>10EPD</b>	<b>1 Handed</b>	<b>20EPD</b>	<b>2 Handed</b>
<b>Morning Star</b>	<b>Weapon:</b>	<b>Heavy Sword</b>	<b>Weapon:</b>	<b>Mobile Canon</b>	<b>Weapon:</b>
					
Dark BNS: flip a coin if heads opponent receives additional 10EPD Fire BNS: Use 30EP To prevent opponent from Drawing a card/ Restoring 20EP.	Earth BNS: When attacking, break Opponents Shield. Water BNS: (+10EPD) for every beast card on the field.			Backlash – Receive a self 10EP hit every time Mobile Cannon is used.(flip a coin)	
<b>20EPD</b>	<b>1 Handed</b>	<b>20EPD</b>	<b>2 Handed</b>	<b>30EPD</b>	<b>2 Handed</b>
<b>Spear</b>	<b>Weapon:</b>	<b>Axe</b>	<b>Weapon:</b>	<b>Bow &amp; Arrow</b>	<b>Weapon:</b>
					
Water BNS: (-10EP) cost. Air BNS: Use 20EP to cancel 1 opponent's ability card on your turn.	Fire BNS: BURN! Ability is sustained for an extra turn. Water BNS: Use 20EP to make opponent miss 1 attack on his turn.			Light BNS: Fire arrow at beast to heal it for 10EP. Air BNS: Fire 2 arrows.	
<b>20EPD</b>	<b>2 Handed</b>	<b>20EPD</b>	<b>1 Handed</b>	<b>10EPD</b>	<b>2 Handed</b>

<p><b>Tomahawk</b>      <b>Weapon:</b></p>  <p><b>Water BNS:</b> Instead of attacking with the tomahawk, destroy an amplifier card (cost: 30EP)  <b>Light BNS:</b> Draw 1 card after attacking with the tomahawk.</p> <p><b>10EPD</b>      <b>1 Handed</b></p>	<p><b>Musket</b>      <b>Weapon:</b></p>  <p><b>Earth BNS:</b> Instead of attacking with the musket, make opponent discard 1 card (Cost 30EP).  <b>Fire BNS:</b> +20EPD against beast cards</p> <p><b>20EPD</b>      <b>2 Handed</b></p>	<p><b>Boomerang</b>      <b>Weapon:</b></p>  <p>Flip a coin, if heads take one card from opponents hand.  <b>Can only be equipped if the player is using an Air Bracelet.</b></p> <p><b>0EPD</b>      <b>1 Handed</b></p>
<p><b>Sickle</b>      <b>Weapon:</b></p>  <p>Flip a coin, if heads steal 10EP from opponent.  <b>Can only be equipped if the player is using a Dark Bracelet.</b></p> <p><b>20EPD</b>      <b>2 Handed</b></p>	<p><b>Rapier</b>      <b>Weapon:</b></p>  <p>Flip a coin, if heads recover 20EP.  <b>Can only be equipped if the player is using a Light Bracelet.</b></p> <p><b>20EPD</b>      <b>1 Handed</b></p>	<p><b>Katana</b>      <b>Weapon:</b></p>  <p><b>Air BNS:</b> Sub abilities do not require EP.  <b>Dark BNS:</b> Discard 1 card to attack on opponents turn (Once per turn).</p> <p><b>10EPD</b>      <b>1 Handed</b></p>
<p><b>Brass knuckles</b>      <b>Weapon:</b></p>  <p>Flip a coin, if heads opponent receives +30EPD.  <b>Can only be equipped if the player is using an Earth Bracelet.</b></p>	<p><b>Naginata</b>      <b>Weapon:</b></p>  <p>Flip a coin, if heads beast gains 30EP.  <b>Can only be equipped if the player is using a Water Bracelet.</b></p>	<p><b>Throwing Star</b>      <b>Weapon:</b></p>  <p>Flip a coin, opponent losses 10EP on his turn as long as Throwing Star is on the field (does not stack).  <b>Can only be equipped if the player is using a Fire Bracelet.</b></p>

10EPD 2 Handed

20EPD 2 Handed

10EPD 1 Handed

Sword Weapon:

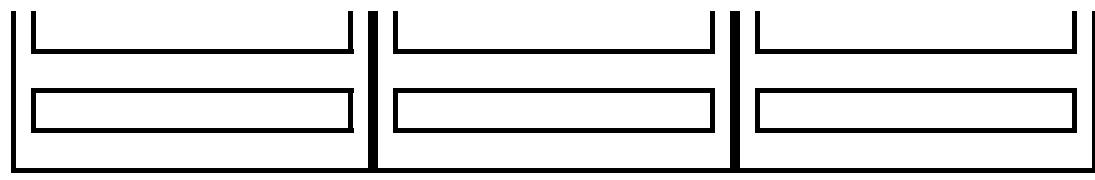
Boomerang Weapon:

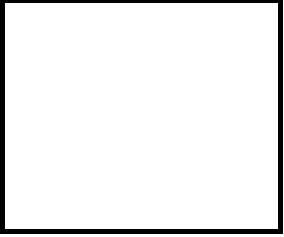
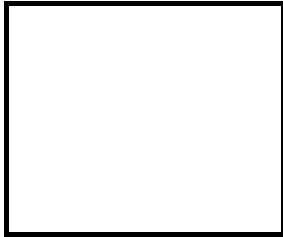
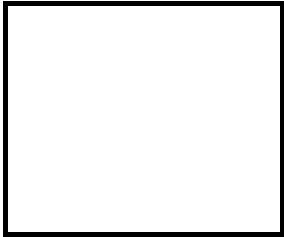
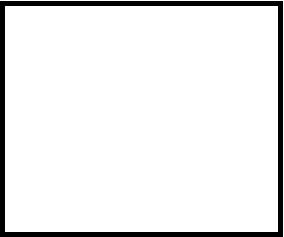
Light BNS: (+10EP) to supercharge.  
Dark BNS: If holding only 1 weapon gain  
(+10EP) for every hit to the opponent with  
the sword.

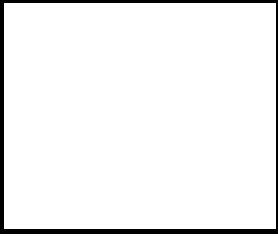
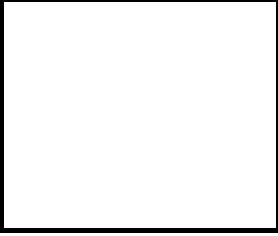
Flip a coin, if heads take one card from  
opponents hand.  
Can only be equipped if the player is  
using an Air Bracelet.

10EPD 1 Handed

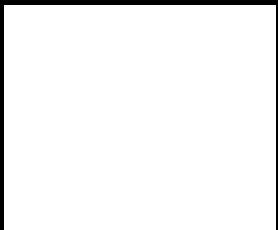
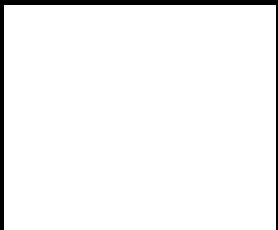
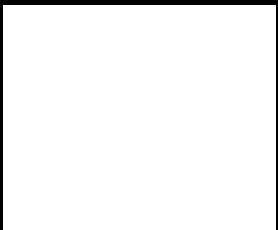
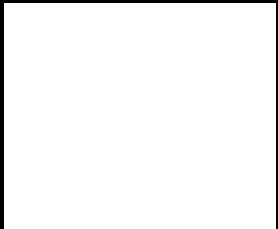
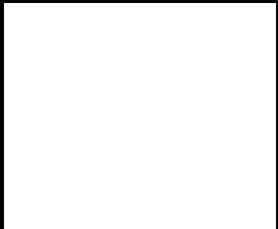
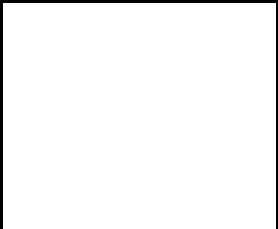
0EPD 1 Handed



<b>At All Costs</b> Ability:	<b>Gobble Gobble</b> Ability:	<b>Sacrifice</b> Ability:
		
For each card you discard, Opponent Receives a 10EP hit.	Draw 2 extra cards.	Discard 1 card to gain 30EP.
Cost: 10EP	cost: 10EP	Cost: None
<b>Force Field</b> Ability:	<b>An Act Of Kindness</b> Ability:	<b>Destruction</b> Ability:
		
Block one attack.	User gains 30EP and opponent gains 20EP. Dark bonus - Opponent only gains 10EP. Light bonus – User gains 40 EP.	Destroy all of the opponent's cards on field
Cost: 10EP	Cost: None	Cost: 10 EP per card
<b>Charge Attack</b> Ability:	<b>Beast Slap</b> Ability:	<b>Hunter</b> Ability:
		
Use up to 20EP for double the damage.	Any Beast card on the field returns to its user's hand.	Destroy 1 of the opponent's beast card on the field
Cost: 10EP - 20EP	Cost: 20EP	Cost: 30EP

<b>Lucky Shot</b> Ability:	<b>Mirror</b> Ability:	<b>Unfair!</b> Ability:
		
Flip a coin 3 times. Every time the user get heads opponent takes a 10EP hit, if tails the user takes a 10EP hit.	Return opponent's attack.	Counter 1 opponent's ability card.
Cost: None	Cost: 20EP	Cost: 10EP
<b>Quick On Your Feet</b> Ability:	<b>Elemental Twist</b> Ability:	<b>Equal Grounds</b> Ability:
		
Beast can attack on the same turn it is revived.	Attack your opponent with any element of your choosing for a 30EP hit.	Flip a coin. If heads User gains 30EP, if tails opponent gains 30EP.
Cost: 20EP	Cost: 30EP	Cost: 10EP
<b>Devil's advocate</b> Ability:	<b>Beast Caller</b> Ability:	<b>Digger</b> Ability:
		
Transfer 30EP to your opponent to search for any card in your deck and activate it immediately without any additional cost (If a beast card is summoned add any wanted amount for its revival). Afterwards reshuffle your deck.	Search your deck for any beast card and add it to your hand, reshuffle your deck afterwards.	Search your deck for any bracelet/ amplifier card and add it to your hand, reshuffle your deck afterwards.

Cost: None	Cost: 20EP	Cost: 20EP
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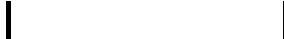
<b>Risk Taker</b> Ability:	<b>2 Can Play This Game</b> Ability:	<b>My Turn!</b> Ability:
		
Bet on the given amount of the cost of the card. Both players draw a card from their deck and reveal it, whichever card has the higher EPC/EPD value its drawer wins his opponent's EP. The cards are added to the players' hands.	Use this card when opponent is recovering EP to gain the same amount of EP.	End opponent's turn after one move (Can not be countered)
Cost: 20EP-40EP	Cost: None	Cost: 20EP
<b>Amp This!</b> Ability:	<b>The Old Switch-A-Roo</b> Ability:	<b>A Sure Thing</b> Ability:
		
Destroy the opponent's Amplifier card on the field.	Switch Between your Main Bracelet and your Sub Bracelet (Sub Energy changes as well). Cost 30EP.	Call 1 coin flip in your favor.
Cost: 20EP	Cost: 30EP	Cost: 10EP
<b>Magnet</b> Ability:	<b>Unbanish</b> Ability:	<b>Banish</b> Ability:
		
Search your deck for any weapon card and add it to your hand, afterwards shuffle your deck.	Return Any Banished card to your deck, afterwards shuffle your deck.	Use after an opponent's card is destroyed/discharged to prevent the card itself being used for the rest of the game.

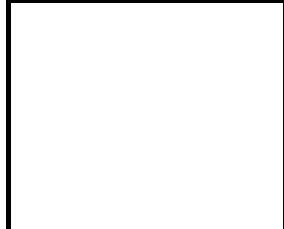
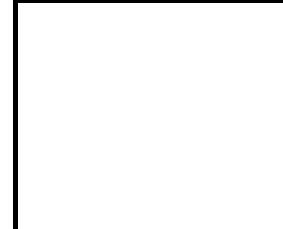
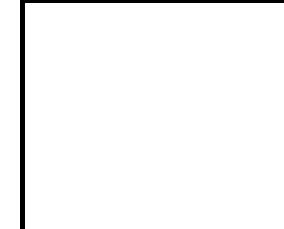
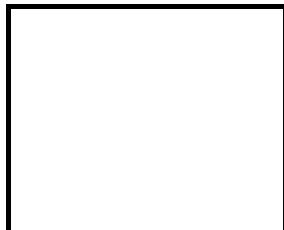
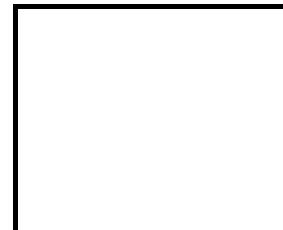
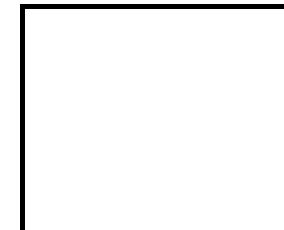
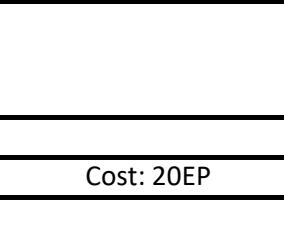
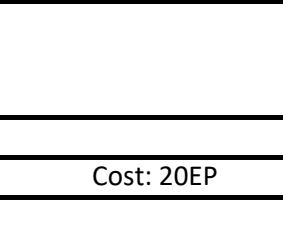
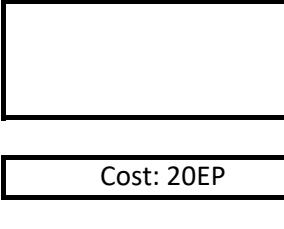
Cost: 20EP	Cost: 30EP	Cost: 20EP

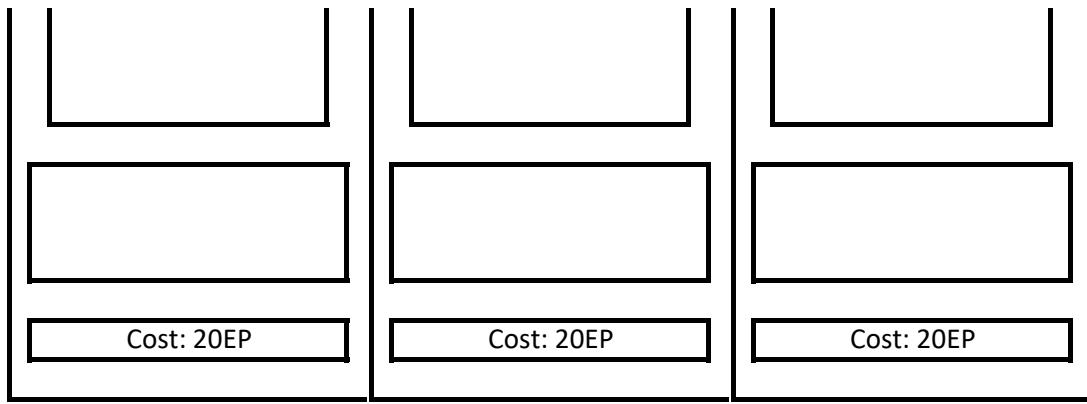
<i>I like your style</i> Ability:	<i>Rope</i> Ability:	<i>Frankenstein</i> Ability:
Use your opponent's Bracelet Main ability. Add the ability's cost to this card's cost.	Choose one of your cards on the field, which was supposed to be destroyed and instead return it to your hand.	Search your Junk pile for any Beast card and return it to your hand
Cost: 10EP	Cost: 30EP	Cost: 20EP
<i>Beast Battle</i> Ability:	<i>Bad Hand</i> Ability:	<i>Dracula</i> Ability:
When your opponent uses a beast card, use this card along with a beast card from your hand. Your beast will receive the same amount of EP as your opponent's without you needing to sacrifice any of your own EP.	Throw away your remaining cards and draw the same amount of cards.	If you and your opponent have active beast cards on the field, transfer 20EP from the opponent's beast card to yours, your beast cannot attack on the turn this card was used.
Cost: 20EP	Cost: 10EP	Cost: 10EP
<i>Recovery Pill</i> Ability:	<i>It's all in the wrist!</i> Ability:	<i>Explosions!</i> Ability:

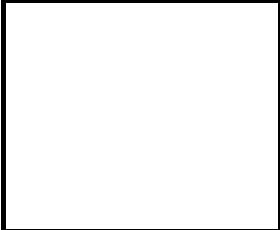
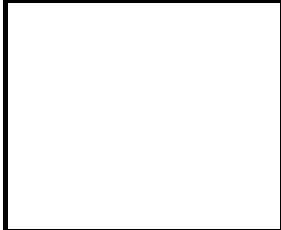
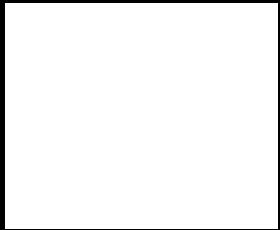
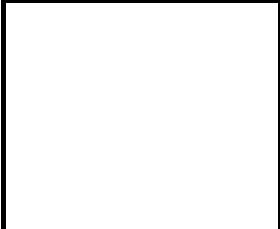
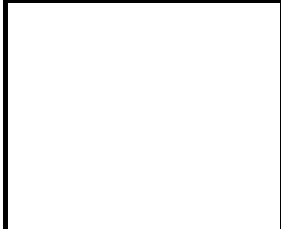
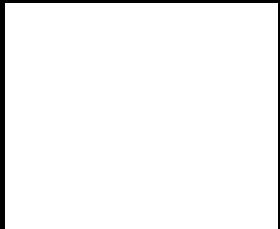
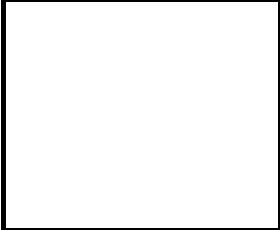
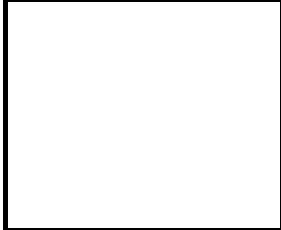
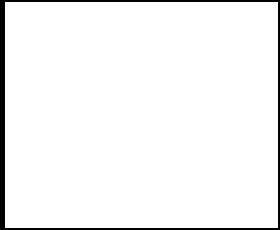
Beast recover 30 EP. If used after poison pill on the same turn beast recovers 50EP.	Flip a coin, if heads all cards on your opponent's side are destroyed, if tails all the card on your side are destroyed.	When one of your cards is destroyed choose to destroy one of your opponent's cards on the field.
Cost: 10EP	Cost: 10EP	Cost: 20EP

<i>Can't Hear You!</i> Ability:	<i>Protector</i> Ability:	<i>Poison pill</i> Ability:
Block the use of a bracelet card's ability.	When a beast is about to be destroyed by an ability use this card to block said ability.	Opponent's Beast loses 30 EP. If used on after recovery pill on the same turn beast loses 50EP.
Cost: 20EP	Cost: 30EP	Cost: 10EP
<i>Paralyze</i> Ability:	<i>I-O-U</i> Ability:	<i>You Call That A Punch?</i> Ability:
Opponent cannot attack for 2 turns with neither Weapon card nor a Beast card	Opponent pays the cost of the next card.	When hit by the opponent, hit him back double the amount of the original EPD.
Cost: 30EP	Cost: 10EP	Cost: 20EP
<i>Power UP</i> Ability:	<i>All Or Nothing</i> Ability:	<i>Bomb</i> Ability:

		
All your next attacks on the turn this card was used receive a +10EPD bonus.	Flip a coin If heads choose to look for an ability card or flip again. If you receive heads for a second time search for a weapon card if you receive heads for a third time search for a beast card if you flip for a fourth straight time look for any card in your deck.	If card is not destroyed within 3 turns of the user, from its activation, Opponent receives 40EPD.
Cost: 20EP	Cost: 30EP	Cost: 10EP

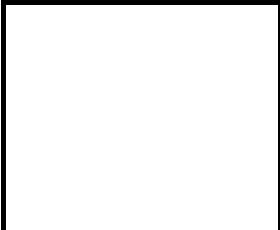
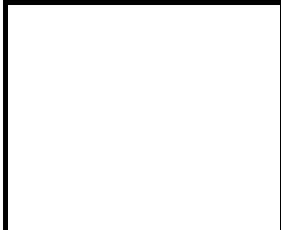
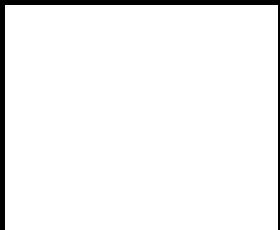
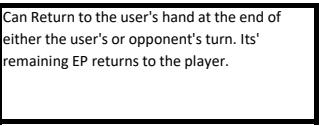
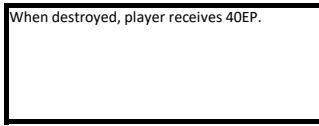
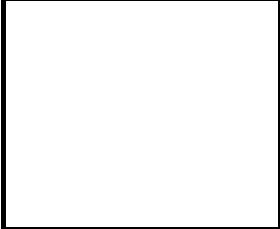
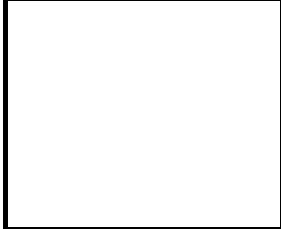
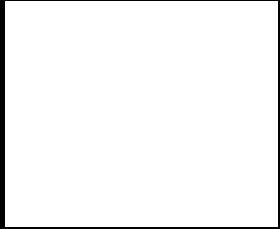
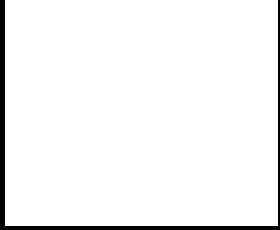
<b>Gobble Gobble Ability:</b> 	<b>Gobble Gobble Ability:</b> 	<b>Gobble Gobble Ability:</b> 
Cost: 20EP	Cost: 20EP	Cost: 20EP
<b>Gobble Gobble Ability:</b> 	<b>Gobble Gobble Ability:</b> 	<b>Gobble Gobble Ability:</b> 
Cost: 20EP	Cost: 20EP	Cost: 20EP
<b>Gobble Gobble Ability:</b> 	<b>Gobble Gobble Ability:</b> 	<b>Gobble Gobble Ability:</b> 
Cost: 20EP	Cost: 20EP	Cost: 20EP
<b>Gobble Gobble Ability:</b> 	<b>Gobble Gobble Ability:</b> 	<b>Gobble Gobble Ability:</b> 



<p><b>Hawk</b>      <b>Beast:</b></p>  <p>Cannot be destroyed by an ability card/bracelet's ability.</p> <p>20EPD</p>	<p><b>Frog</b>      <b>Beast:</b></p>  <p>Can attack again for every weapon card on the field.</p> <p>10EPD</p>	<p><b>Chippy</b>      <b>Beast:</b></p>  <p>(Penetrates Shield weapons) If Life EP of beast is under 30 it causes 40EPD.</p> <p>10EPD</p>
<p><b>Shark</b>      <b>Beast:</b></p>  <p>For every Beast card in your Junk pile, Shark gains +10EPD</p> <p>20EPD</p>	<p><b>Snake</b>      <b>Beast:</b></p>  <p>After beast attacks, opponent receives 10EPD in the beginning of his turn for 2 turns in a row. (Does not stack).</p> <p>10EPD</p>	<p><b>Gorilla</b>      <b>Beast:</b></p>  <p>Can equip 1 weapon card to itself.</p> <p>10EPD</p>
<p><b>Chayote</b>      <b>Beast:</b></p>  <p>(+20 EPD) when opponent's field does not contain any beast or weapon cards.</p> <p>20EPD</p>	<p><b>Alligator</b>      <b>Beast:</b></p>  <p>Discard 1 card, Alligator gains 30 EP.</p> <p>10EPD</p>	<p><b>Mammoth</b>      <b>Beast:</b></p>  <p>Gains additional 80EP when Resurrected.</p> <p>20EPD</p>

<b>Wolf</b> <b>Beast:</b>	<b>Bear</b> <b>Beast:</b>	<b>Turtle</b> <b>Beast:</b>
(Penetrates Shield weapons) If Life EP of beast is either higher or equals to its users, Beast causes 40EPD.	(Penetrates Shield weapons) Sacrifice any amount of EP for double the amount of damage to your opponent on the end of his turn.	Can only revived up to 20EP. Can only be hit be its elemental weakness.
10EPD	20EPD	10EPD
<b>Chameleon</b> <b>Beast:</b>	<b>Dove</b> <b>Beast:</b>	<b>Lion</b> <b>Beast:</b>
(Penetrates Shield weapons) Attacks opponent with its weakening element	User recovers 10EP at the end of his turn	(Penetrates Shield weapons) (+10EPD) for every card in your hand.
20EPD	10EPD	10 EPD
<b>Hive</b> <b>Beast:</b>	<b>Vermin</b> <b>Beast:</b>	<b>Porcupine</b> <b>Beast:</b>
Beast creates clones on the user's remaining sub slots on the field and divides Revival EP between them.	Takes opponents sub slot and leeches 10ep to itself at the end of the opponent's turn. If the opponent has no subslots available, Vermin cannot use its ability and its EPD is(+20)	When attacked causes 10EPD to opponent

10EPD	0EPD	20EPD
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<b>Rhino</b> Beast:	<b>Kangaroo</b> Beast:	<b>Chicken</b> Beast:
		
		
10EPD	10EPD	10EPD
<b>Chicken</b> Beast:	<b>Kangaroo</b> Beast:	<b>Chicken</b> Beast:
		
When destroyed, player receives 40EP.	Can Return to the user's hand at the end of either the user's or opponent's turn. Its' remaining EP returns to the player.	When destroyed, player receives 40EP.
10EPD	10EPD	10EPD
<b>Kangaroo</b> Beast:	<b>Kangaroo</b> Beast:	<b>Chicken</b> Beast:
		
Can Return to the user's hand at the end of either the user's or opponent's turn. Its' remaining EP returns to the player.	Can Return to the user's hand at the end of either the user's or opponent's turn. Its' remaining EP returns to the player.	When destroyed, player receives 40EP.

