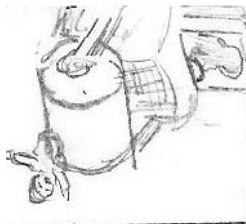


"BUT BEFORE I KILL YOU..."



Target player must discard 2 cards from their hand, at random.

Note to self: I will not gloat over my enemy's predicament before killing them.

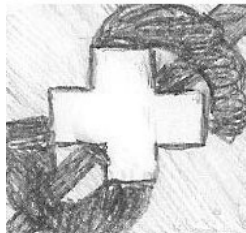
PYRAMID SCHEME



Look at target player's hand, take a card, and give them a card from your hand in return

"Just mail this card to 10 other people..."

SWISS NUMBERED ACCOUNT



Take a card at random from another player's hand.

"MY MONETARY SYSTEM IS ftduc14ry & 133t!!!!!!!"

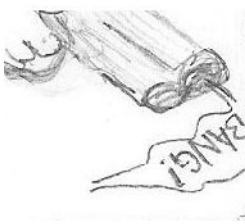
SHAFT-O-MATIC



Choose a player. That player misses their next turn.

As seen on TV.

"BUT BEFORE I KILL YOU..."



Target player must discard 2 cards from their hand, at random.

"... there's just one thing I want to know."

"BUT BEFORE I KILL YOU..."



Target player must discard 2 cards from their hand, at random.

"... can I have your autograph?"

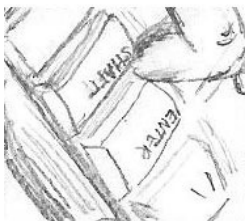
PYRAMID SCHEME



Look at target player's hand, take a card, and give them a card from your hand in return

"... and within weeks, you too may be a millionaire!"

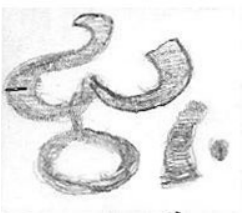
SHAFT-O-MATIC



Choose a player. That player misses their next turn.

Can you dig it?

GIANT RESISTOR



Place this card on any power supply. That supply's power is reduced by 1. This effect is permanent.

Capacitance is futile.

MALEVOLENT AI



Place this card on any device. That device's doom is reduced by 2. This effect is permanent.

"I'm sorry, I can't do that, Dave..."

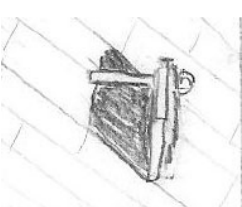
EVIL GENIUS LAP CAT



Place this card on any device. That device's doom is increased by 2. This effect is permanent.

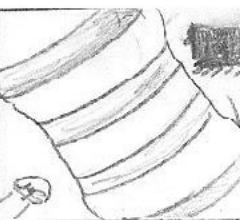
*The meow with *KAPOW*.*

TRAP DOOR



Steal any part of doom value less than 4, and place it in your machine. The player who loses that device may rearrange their machine immediately. You may not steal a power supply in this manner.

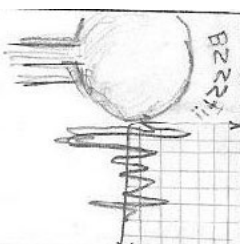
GIANT RESISTOR



Place this card on any power supply. That supply's power is reduced by 1. This effect is permanent.

DANGER: 10,000 MEGAOHM

VAN DE GRAAF



Place this card on any power supply. That supply's power is increased by 1. This effect is permanent.

"And, along with your membership in the 120 Club..."

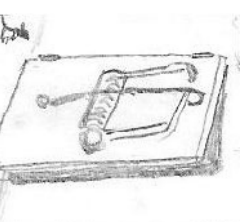
EVIL GENIUS LAP CAT



Place this card on any device. That device's doom is increased by 2. This effect is permanent.

Fear the feline felon.

TRAP DOOR



Steal any part of doom value less than 4, and place it in your machine. The player who loses that device may rearrange their machine immediately. You may not steal a power supply in this manner.

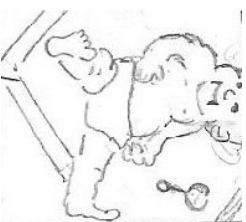
MINE SHAFT GAP



Take two cards at random from the hand of any player who has more doom than you.

"Gentlemen, you can't fight in here! This is the War Room."

EVIL MINION



Play this card during your turn to take an extra phase that turn. This allows you to draw, play, and rearrange in a single turn. You may not duplicate a phase unless you have a part that allows it.

BOTTOMLESS PIT



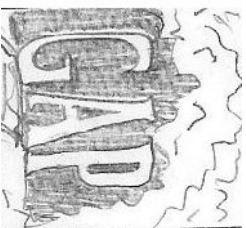
Steal any terminal part of power value 3 or less, and place it in your machine. The player who loses that device may rearrange their machine immediately. You may not steal a power supply in this manner.

DEAL WITH SATAN



Discard a card from your hand to steal a power supply of power 3 or less, and place it in your machine. The player who loses that power supply may rearrange their machine immediately. You may not steal a player's initial power supply.

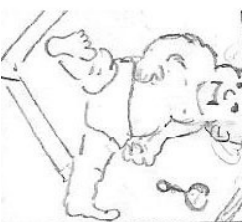
MINE SHAFT GAP



Take two cards at random from the hand of any player who has more doom than you.

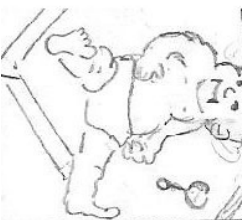
"We can't allow the mine shaft gap!"

EVIL MINION



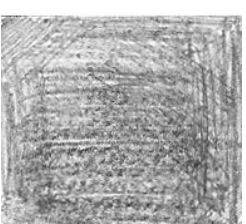
Play this card during your turn to take an extra phase that turn. This allows you to draw, play, and rearrange in a single turn. You may not duplicate a phase unless you have a part that allows it.

EVIL MINION



Play this card during your turn to take an extra phase that turn. This allows you to draw, play, and rearrange in a single turn. You may not duplicate a phase unless you have a part that allows it.

BOTTOMLESS PIT



Steal any terminal part of power value 3 or less, and place it in your machine. The player who loses that device may rearrange their machine immediately. You may not steal a power supply in this manner.

DOOMSDAY!



Play this card during your turn to initiate your doomsday device. Play continues until all other players have had a turn, at which point the player with the highest total doom value wins.

DOOMSDAY!



Play this card during your turn to initiate your doomsday device. Play continues until all other players have had a turn, at which point the player with the highest total doom value wins.

COUNTDOWN TO DOOMSDAY



If you draw this card, play it immediately and draw another card. Doomsday has accidentally been initiated. Play continues for three full rounds, at which point all players total their doom and the player with the most doom wins.

"What idiot would set the password to '0000' ?!?"