





## 5 Fuzzball






If *Fuzzball* is in your , during your turn you may MUTATE it into 1  from your .




REVEAL: Put this card into your .  
(This isn't a card play and can be done at any time.)

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(This isn't a card play and can be done at any time.)

## 15 Vivid Peacock



If *Vivid Peacock* is in your , during your turn you may MUTATE it and 2 other different  to create *Kesari Raptor*.



## 10 Monkey



RECRUIT 1  to your .



## 10 Monkey






RECRUIT 1  to your .



## 15 Homo Cyclopeus



If *Homo Cyclopeus* is in your , during your turn you may MUTATE it and 2 other different  in your  to create *Kral Yeti*.



15

Shaggy Mammoth



SHRED 2 cards.



15

Shaggy Mammoth



SHRED 2 cards.



15

Shaggy Mammoth



SHRED 2 cards.



-10

Neandeyethal



During each of your turns, RECRUIT 1 to your . (This includes the turn *Neandeyethal* is put into your .)



-20

Doctor Crichton



RECRUIT up to 3 non-Regent creatures to your .  
(*Doctor Crichton* cannot be RECRUITED.)



20

Snooping Dodo



SHRED 1 card.



15

Winking Chameleon



DRAW 1 card.



15

Winking Chameleon



DRAW 1 card.



15

Winking Chameleon



DRAW 1 card.



5

### Prescient Ceratops



Take another turn.



5

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Take another turn.



5

### Prescient Ceratops




Take another turn.



15

### Guerrilla Gorilla




If *Guerrilla Gorilla* is in your , during your turn you may MUTATE it and *Destructodile* to create *Orangudon Rani* or MUTATE it and *Gilded Pheasant* to create *Opteryx Regalis*.



15

### Guerrilla Gorilla





If *Guerrilla Gorilla* is in your , during your turn you may MUTATE it and *Destructodile* to create *Orangudon Rani* or MUTATE it and *Gilded Pheasant* to create *Opteryx Regalis*.



10

### Unstable Hybrid




Another player chooses one of the following actions for you to perform: SHRED 3 cards or DEEP FREEZE 1 card in the  or DESTROY 1 card in the .



15

### Gilded Pheasant




If *Gilded Pheasant* is in your , during your turn you may MUTATE it and *Guerrilla Gorilla* to create *Opteryx Regalis* or MUTATE it and *Destructodile* to create *Genghisaurus Rex*.



15

### Gilded Pheasant





If *Gilded Pheasant* is in your , during your turn you may MUTATE it and *Guerrilla Gorilla* to create *Opteryx Regalis* or MUTATE it and *Destructodile* to create *Genghisaurus Rex*.



10

### Unstable Hybrid



Another player chooses one of the following actions for you to perform: SHRED 3 cards or DEEP FREEZE 1 card in the  or DESTROY 1 card in the .



## 15 Lab Rat



DEEP FREEZE up to 2 creatures in your



REVEAL: DEEP FREEZE 1 creature in your . Put this card into the into the .

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## 15 Lab Rat



DEEP FREEZE up to 2 creatures in your



REVEAL: DEEP FREEZE 1 creature in your . Put this card into the into the .

## 10 Unstable Hybrid



Another player chooses one of the following actions for you to perform: SHRED 3 cards or DEEP FREEZE 1 card in the or DESTROY 1 card in the .



## 15 Slithering Dactyl



If *Slithering Dactyl* is in your , during your turn you may MUTATE it and 2 other different in your to create *Konig Serpent*.



## 10 Unstable Hybrid



Another player chooses one of the following actions for you to perform: SHRED 3 cards or DEEP FREEZE 1 card in the or DESTROY 1 card in the .



## 10 Sabretooth Thylacine



DESTROY 1 creature in the .



## 10 Sabretooth Thylacine



DESTROY 1 creature in the .



## 10 Rabid Mongrel



Select a creature in the . Perform the actions on that creature (except for the REVEAL actions).

(*Rabid Mongrel* cannot be RECRUITED.)



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Select a creature in the . Perform the actions on that creature (except for the REVEAL actions).

(*Rabid Mongrel* cannot be RECRUITED.)



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Select a creature in the . Perform the actions on that creature (except for the REVEAL actions).

(*Rabid Mongrel* cannot be RECRUITED.)



# 20 Trapped In Ice

DEEP FREEZE another card in your . (Move a card to your . You may begin the next game you play with that card in your .)



# 0 Mass Extinction

Select a creature type. DESTROY 2 creatures of that type in every players' . Then shuffle all cards in the and together and place them face down to make a new .



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# 20 Trapped In Ice

DEEP FREEZE another card in your . (Move a card to your . You may begin the next game you play with that card in your .)



# 5 Chirp



If *Chirp* is in your , during your turn you may MUTATE it into 1 from your .



REVEAL: Put this card into your . (This isn't a card play and can be done at any time.)

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REVEAL: Put this card into your . (This isn't a card play and can be done at any time.)

# 5 Chirp



If *Chirp* is in your ♣️, during your turn you may MUTATE it into 1 🐦 from your 🖐️.



REVEAL: Put this card into your ♣️. (This isn't a card play and can be done at any time.)

# 15 Destructodile



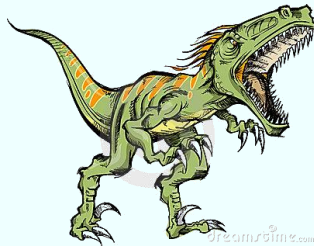
If *Destructodile* is in your ♣️, during your turn you may MUTATE it and *Gilded Pheasant* to create *Genghisaurus Rex* or MUTATE it and *Guerrilla Gorilla* to create *Orangudon Rani*.



# 15 Destructodile



If *Destructodile* is in your ♣️, during your turn you may MUTATE it and *Gilded Pheasant* to create *Genghisaurus Rex* or MUTATE it and *Guerrilla Gorilla* to create *Orangudon Rani*.



# 5 Prescient Ceratops



Take another turn.



# 15 Winking Chameleon



DRAW 1 card.



# 15 Winking Chameleon



DRAW 1 card.






































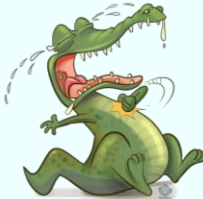





# 10 Spangled Phoenix



STEAL 1 card from another player's 🖐️. (If *Spangled Phoenix* is in the ♠️, a player may move it to their ♣️ during their turn.)






<p><b>10 Spangled Phoenix</b> </p> <p>STEAL 1 card from another player's .</p> <p>(If <i>Spangled Phoenix</i> is in the , a player may move it to their  during their turn.)</p> 	<p><b>10 Spangled Phoenix</b> </p> <p>STEAL 1 card from another player's .</p> <p>(If <i>Spangled Phoenix</i> is in the , a player may move it to their  during their turn.)</p> 	<p><b>10 Spangled Phoenix</b> </p> <p>STEAL 1 card from another player's .</p> <p>(If <i>Spangled Phoenix</i> is in the , a player may move it to their  during their turn.)</p> 
<p><b>5 Snappy</b> </p> <p>If <i>Snappy</i> is in your , during your turn you may MUTATE it into 1  from your .</p>  <p>REVEAL: Put this card into your . (This isn't a card play and can be done at any time.)</p>	<p><b>5 Snappy</b> </p> <p>If <i>Snappy</i> is in your , during your turn you may MUTATE it into 1  from your .</p>  <p>REVEAL: Put this card into your . (This isn't a card play and can be done at any time.)</p>	<p><b>5 Snappy</b> </p> <p>If <i>Snappy</i> is in your , during your turn you may MUTATE it into 1  from your .</p>  <p>REVEAL: Put this card into your . (This isn't a card play and can be done at any time.)</p>
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5 Night Vision Goggles

Move 2 creatures in the  to your .






REVEAL: Move 1 creature in the  to your . Put this card into the .

5 Night Vision Goggles

Move 2 creatures in the  to your .






REVEAL: Move 1 creature in the  to your . Put this card into the .

5 Night Vision Goggles

Move 2 creatures in the  to your .



REVEAL: Move 1 creature in the  to your . Put this card into the .

20 Snooping Dodo



SHRED 1 card.



20 Snooping Dodo



SHRED 1 card.



20 Snooping Dodo



SHRED 1 card.



20 Snooping Dodo



SHRED 1 card.





20 **Opteryx Regalis**



RECRUIT 1 non-Regent and 1 non-Regent to your .

(Created from *Gilded Pheasant* and *Guerrilla Gorilla*.)



*Regent*

20 **Genghisaurus Rex**



RECRUIT 1 non-Regent and 1 non-Regent to your .

(Created from *Destructodile* and *Gilded Pheasant*.)



*Regent*

20 **Orangudon Rani**



RECRUIT 1 non-Regent and 1 non-Regent to your .

(Created from *Guerrilla Gorilla* and *Destructodile*.)



*Regent*

20 **Kesari Raptor**



During each of your turns, you may STEAL 1 card from another player's . (This includes the turn *Kesari Raptor* is put into your .)

(Created from *Vivid Peacock* and 2 other different .)



*Regent*

20 **Kral Yeti**



During each of your turns, you may skip your first card play to DESTROY 1 card in the instead. (This includes the turn *Kral Yeti* is put into your .)

(Created from *Homo Cyclopeus* and 2 other different .)



*Regent*

20 **Konig Serpent**



During each of your turns, you may DRAW 2 additional cards. (This includes the turn *Konig Serpent* is put into your .)

(Created from *Slithering Dactyl* and 2 other different .)



*Regent*