

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.)

5 Fuzzball



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REVEAL: Put this card into your . (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 .



10 Monkey



RECRUIT 1 .



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 . (This includes the turn *Neandeyethal* is put into your .)



-20

Doctor Crichton



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



20

Snooping Dodo



SHRED 1 card.
(If *Snooping Dodo* is in the , a player may move it to their during their turn.)



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

Prescient Ceratops



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




Select another player to choose one of the following actions for you to perform: SHRED 3 cards or move 1 card in the  to your  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



Select another player to choose one of the following actions for you to perform: SHRED 3 cards or move 1 card in the  to your  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 .

15 Lab Rat



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

15 Lab Rat



DEEP FREEZE up to 2 creatures in your .



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

10 Unstable Hybrid



Select another player to choose one of the following actions for you to perform: SHRED 3 cards or move 1 card in the to your 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



Select another player to choose one of the following actions for you to perform: SHRED 3 cards or move 1 card in the to your 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



DEEP FREEZE 1 creature in the . Perform the actions on that creature (except for the REVEAL actions).

(*Rabid Mongrel* cannot be RECRUITED.)



10

Rabid Mongrel



DEEP FREEZE 1 creature in the . Perform the actions on that creature (except for the REVEAL actions).

(*Rabid Mongrel* cannot be RECRUITED.)



10

Rabid Mongrel



DEEP FREEZE 1 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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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.)

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



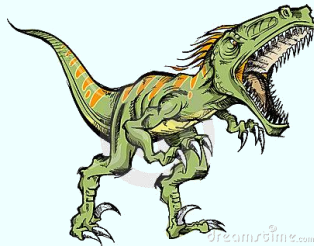
If *Destructodile* is in your ♣️, during your turn you may MUTATE it and *Gilded Pheasant* to create *Genghisaurus Rex* or MUTATE it and *Guerrilla Gorilla* to create *Orangudon Rani*.



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.




















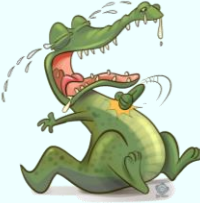























10 Spangled Phoenix



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






<p>10 Spangled Phoenix </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>10 Spangled Phoenix </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>10 Spangled Phoenix </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>5 Snappy </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>5 Snappy </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>5 Snappy </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.

(If *Snooping Dodo* is in the , a player may move it to their  during their turn.)



20 Snooping Dodo 



SHRED 1 card.

(If *Snooping Dodo* is in the , a player may move it to their  during their turn.)



20 Snooping Dodo 



SHRED 1 card.

(If *Snooping Dodo* is in the , a player may move it to their  during their turn.)



20 Snooping Dodo 

SHRED 1 card.

(If *Snooping Dodo* is in the , a player may move it to their  during their turn.)



20 Opteryx Regalis



RECRUIT 1 non-Regent and 1 non-Regent .

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



Regent

20 Genghisaurus Rex



RECRUIT 1 non-Regent and 1 non-Regent .

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



Regent

20 Orangudon Rani



RECRUIT 1 non-Regent and 1 non-Regent .

(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 draw 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