

CARD COMPENDIUM

Main Deck [104]:

The Main Deck is composed of 104 unique cards. At the beginning of each turn, every player draws card(s) from the Main Deck and adds them to their hand. The amount of cards drawn for the turn is announced at the beginning of each turn. During each turn, players can use card(s) to activate their corresponding effects. The number of cards players can use in a turn is announced at the beginning of each turn. Most card effects only last until the end of the turn. After use, cards are located in the Graveyard, which is located at the end of this Card Compendium. All Main Deck cards are infinite in quantity and have an equal chance of being drawn each turn... usually.

- 1) **{Color Coordinator}** Choose a color. Until the end of this turn, your Primary Color will become that color.
- 2) **{Card Reborn}** Choose a card in the Graveyard. Add the specified card to your hand at the end of the turn.
- 3) **{Color Recharge}** Discard a card. For each card in your hand that has the same color as the discarded card (including the discarded card itself), heal +1HP.
- 4) **{Color Boundary}** Declare a color. During this turn, if a player's Primary Color matches the declared color: Negate all of their card abilities for this turn.
- 5) **{Color Break}** During this turn, use any number of cards in your hand that have the same color as this individual card's color (in addition to this card).
- 6) **{Slip Bullet}** If your shot hits someone that is shooting self, your shot will be reflected back at a random player (other than you).
- 7) **{Card of Greed}** Draw two cards at the beginning of the next turn, in addition to your normal draw. You cannot use other cards while using this card.
- 8) **{Card Shield}** During this turn, if you are attacked: For every 1HP of damage inflicted to you this turn, discard one card from your hand randomly to negate that corresponding damage.
- 9) **{Color Crush}** Declare a color and the name of a player. If that player has individual card(s) of that color in their hand, they discard any card(s) of that color before performing their actions for the turn this card is used.
- 10) **{Color Combination}** Until the end of the turn, inflict +1HP of damage with your Ricochet action for each different type of color of the individual cards you have in your hand. You cannot use other cards the turn you use this card.
- 11) **{Cards of Revealing Light}** During this turn, reveal your entire hand to all other players. Players cannot shoot you during this turn and the next turn.
- 12) **{Heal}** When using this card and shooting air, if no one else shoots you: Gain +3HP at the end of this turn.

13) {Underdog} During this turn, if you attack a player or are attacked by another player and you have less HP than they do: Gain HP equal to the difference between your HP and their HP for this turn only and dodge all card abilities they use and color multipliers that would otherwise affect you.

14) {Color Barrier} During the end of the turn this card is used, gain a permanent 2HP barrier that matches your Primary Color for this turn. Only actions of that color and its opposing color will be able to damage the barrier. Negate damage of any neutral colors to the barrier's color.

15) {Rainbow Draw} Declare a color. During the beginning of the next turn after this card is used, everyone will draw card(s) of that color.

16) {Haste} Choose a player. Their actions will occur before everyone else's actions during this turn. (You may choose yourself.)

17) {Party Healer} Heal yourself and two other players by +2HP.

18) {Card of Nature} Reveal a face-down card of your choosing in the Card Compendium to yourself in private.

19) {Color Copy} Choose a card in the Graveyard and a card in your hand. Replace the color of the card in your hand with the color of the card in the Graveyard.

20) {Scattershot Bullet} During this turn, if you shoot another player successfully: You can inflict unavoidable shot damage to two other players. During this turn, if you shoot air successfully: Your bullet will strike all staggering players, but color multipliers will be ignored. You cannot use other cards while using this card.

21) {Legacy of the Princess} You can arrange a private meeting with any number of other players at the beginning of the following turn after this card is used. (This meeting only lasts until the end of that following turn.)

22) {Joker's Shuffle} Take one card randomly from each player during the end of this turn and randomly distribute a new card to each player from those selected cards.

23) {Card Destruction} Discard your entire hand and choose one other player. That player discards their entire hand. Both of you draw cards equal to the number of cards you discarded individually.

24) {Wild Card} Add a random face-down card from the Card Compendium to your hand at the end of this turn. (This card cannot be from the Extra Deck.) You can treat this card in your hand or the added card from its effect as any color when crafting a card from the Extra Deck.

25) {Color Shuffle} The Primary Colors of all players will be shuffled randomly with one another during the turn this card is used.

26) {Slow} Choose a player. Their actions will occur after everyone else's actions during this turn. (You may choose yourself.)

27) {Gold Sarcophagus} Choose a revealed card in the Card Compendium and place it in the Graveyard. At the beginning of the second turn after using this card, you will add that card to your hand (if that card is still in the Graveyard).

28) {Card of Avarice} Choose five cards in the Graveyard and shuffle them back into the Deck. Draw an additional card at the beginning of your next turn.

29) {Color Trade} Choose a player and a color. Swap all individual cards of the color you choose in your hand with all individual cards of the same color that your target has in their hand at the end of this turn. (This card effect only resolves successfully if both of you have individual card(s) with that color remaining in your hands during the end of the turn.)

30) {Color Clairvoyance} Choose a player and predict their Primary Color for this turn. If you predict correctly, draw an amount of cards equalling the amount of cards in their hand that matches the predicted color at the end of the turn.

31) {Color Splat} For each card in your hand other than this card, you can choose another player (other than yourself) and make their Primary Color the same as the individual card's color you picked during this turn.

32) {Defense Bullet} During this turn, if you are shot while you are shooting another player and using this card: Negate that damage and change your Primary Color to the Primary Color of the player that shot you. (This only negates the first damage you incur during the turn this card is used, not all instances of damage to you.)

33) {Cancel Bullet} During this turn, if you use this card while shooting another player: Negate the card abilities of all cards with colors that do not match your Primary Color for this turn in that player's possession, and return those cards to the player's hand.

34) {Extra Vanity} Negate the effects of all cards that were crafted from the Extra Deck until the end of this turn.

35) {Color Providence} Until the end of this turn, prevent any damage from the actions of players with a Primary Color matching any of the colors of the individual cards in your hand.

36) {Color Catastrophe} All air shots of a Primary Color will hit staggering players of their corresponding opposing colors during this turn (if able).

37) {Color Pacifism} Color multipliers for damage are ignored for all player interactions during the turn this card is used.

38) {Color Wheel} For each different type of color of the individual card(s) in your hand, gain one additional shot to use during this turn. You can only shoot a unique player with one bullet each.

39) {Card of Heart} Choose a player. Your Primary Color will now match theirs and you will use all card(s) they would have used this turn.

40) {Color Invitation} Give a player one of the cards in your hand at the end of this turn. As long as they have this card in their hand, they cannot use cards of the same color as that individual card, other than that card, until the turn after they use that card.

41) {Color Clone} Spawn an autonomous clone of yourself. This clone will have a Primary Color matching the most represented color of the cards in your hand, with HP equalling the amount of cards of that color. This clone shoots a random player (other than yourself) each turn.

42) {The Card of Truth} Choose a player. Reveal their hand to yourself in private at the end of the turn this card is used.

43) {Burn Heal} All healing actions will instead damage players for the same amount of HP during the turn this card is used.

44) {Color Pillage} Steal a random card from each player's hand that targets you and has a different Primary Color from your Primary Color this turn.

45) {Steadfast Spirit} Any actions you perform this turn cannot be negated. Your color multipliers cannot be negated or modified during this turn.

46) {Color Idol} Choose a player and declare a color. If that player is shooting self during this turn, redirect the actions of all players with a Primary Color matching the declared color to the chosen player.

47) {Simon Says} Choose a player (other than yourself). All players who do not have the same Primary Color as that player during this turn must discard one card at random for each individual card matching that Primary Color in their hand at the end of this turn.

48) {Draw Stun} Choose any player (including yourself). Any players the chosen player damages during this turn will be forced to skip drawing cards during the beginning of the following turn.

49) {Color Loyalty} Do +1HP of damage for each individual card in your hand that has the least represented color in your hand (before applying color multipliers).

50) {Forever Zero} Shuffle all cards in the Graveyard back into the Deck. All damage from neutral color multipliers is negated for this turn.

51) {I'll Face Myself} All staggering players will instead heal an amount of HP equal to the damage they would have accrued during this turn.

52) {Color Necromancy} During the turn after this card is used, you can use cards in the Graveyard as ingredients for crafting cards from the Extra Deck. Any individual cards used as ingredients from the Graveyard must all be the same color. Any card in the Graveyard used as a crafting ingredient is shuffled back into the Deck.

53) {Card Impact} Discard two cards (other than this one). If you shoot a player that is shooting self during this turn, pierce through their protection and prevent them from shooting self the following turn.

54) {Color Wisdom} Publicly reveal all card color quantities of the cards in every player's hand at the end of the turn this card is used.

55) {Endure EX} You are guaranteed to survive with at least 1HP during this turn, regardless of damage done to you. You cannot draw cards on the turn following the turn this card is used.

56) {Color Adapt} Actions of a different Primary Color than your Primary Color cannot inflict more than 1HP of damage to you individually during this turn.

57) {Form Change} Discard a card and choose a card in the Graveyard with a different color than the discarded card's color. Add that card to your hand.

58) {PGO} Automatically shoot any player who shoots you the turn this card is used if you are not shooting self.

59) {Ceasefire EX} If you shoot air, negate all shots targeting other players during this turn. All players shooting air during this turn can only draw a maximum of one card the following turn. All players shooting another player during this turn can draw an additional card the following turn.

60) {Card Lockdown} If you damage another player while using this card during this turn, they cannot use any card abilities the following turn.

61) {Grudge Match} The turn after this card is used, all players must shoot another player (if able).

62) {Color Rewind} If you shoot another player and their Primary Color is different than yours, you can shoot them again for unavoidable damage after all other actions at the end of this turn.

63) {Dark Law} All cards used during this turn will be shuffled back into the Deck instead of going to the Graveyard. Increase all damaging actions of the same Primary Color as yours by +1HP for each card color shuffled back into the Deck during this turn (after color multipliers).

64) {Color Reflection} If you shoot self and stagger during this turn, deal the same amount of damage inflicted on you to all other players with a Primary Color that matches your Primary Color at the end of this turn.

65) {Color Trap} If a player crafts a card from the Extra Deck during this turn, that card will be added to your hand instead of theirs when the card is crafted if this card is already activated. That player will add any cards used to craft their Extra Deck card back to their hand at the end of the turn. This card resolves instantly in real-time.

66) {Trace--} Target a revealed card in the Extra Deck. You can use that card during this turn. At the end of the turn, return as many ingredients for that Extra Deck card as possible from your hand to the Deck and skip drawing during your following turn.

67) {Reckless Greed} Draw three times as many cards as you did at the beginning of this turn. This occurs instantly in real-time upon using this card. You cannot draw cards for the following two turns after using this card.

68) {Gamble Shot} If you damage another player and their health is higher than yours at the end of the turn, reduce their health to be the same as yours. If you damage

another player and their health is lower than yours at the end of this turn, reduce your health to be the same as theirs.

69) {Color Contact} Deal +1HP to any player you damage or are damaged by for every individual card color you have in your hand that they do not (before color multipliers). Other players must have at least one card in their hand for this card effect to resolve successfully.

70) {Damage Delay} Any damage you receive this turn will not be applied until the end of the following turn after this card is used.

71) {Exchange of Spirit} If you are not damaged this turn, shuffle all cards in your hand into the Deck and randomly add that many cards from the Graveyard to your hand at the end of the turn.

72) {Prohibition} Discard this card and choose another card in the Graveyard. That card cannot be drawn or added to anyone's hand as long as this card remains in the Graveyard.

73) {Destiny Draw - Recontract Universe} When drawing this card, you can immediately discard this card and any other cards you drew this turn and instead draw any card from the Extra Deck, ignoring crafting conditions. This card can only be drawn by a player with no cards in their hand at the beginning of the turn (prior to drawing cards for the turn). If this card is not used when it is drawn, it is shuffled back into the Main Deck.

74) {Color Fusion} Your Primary Color will be simultaneously considered all colors of the individual cards in your hand until the end of the turn.

75) {Card of Sanctity} All players draw or randomly discard until they have only six cards in their hand at the end of this turn.

76) {Destiny Draw - Shining Draw} When you draw this card, you can change every card in your hand into a random card from the Extra Deck and choose each individual card's color. This card can only be drawn by a player with less than 3HP remaining. If this card is not used when it is drawn, it is shuffled back into the Main Deck.

77) {Color Reader} Choose a player. You will see what cards they draw for the following two turns in private. This card is not revealed in the Card Compendium until its effect disappears.

78) {Color Pendulum} Choose two colors that match two of the individual card colors in your hand. Your Primary Color will swap to the one that deals the highest damage when you damage a player this turn. Your Primary Color will swap to the one that yields the least amount of damage when you are attacked by another player this turn.

79) {Color Poison} If you successfully damage another player this turn while using this card, they are inflicted with **{Poison}** and must discard one card that matches your Primary Color at the end of the turn. This status effect occurs at the end of every turn and can only be erased at the end of the turn that player's action is the Primary Color

matching the color of their poison. If a poisoned player is unable to satisfy the discard cost, they take 1HP of damage at the end of the turn instead.

80) {Color Berserk} If you successfully damage another player this turn while using this card, they are inflicted with **{Berserk}** and can only attack players with a Primary Color that matches their own. Their attacks are randomly redirected to players with the same Primary Color if they target a player of a different Primary Color. This status effect is permanent and can only be erased at the end of a turn by staggering while shooting self (no air shots will affect a player successfully healing through this method for that turn).

81) {Color Sprain} If you successfully damage another player this turn while using this card, they are inflicted with **{Sprain}** and cannot use cards on players with a Primary Color that matches their own. If they directly target a player with the same Primary Color, all of their card actions are negated. This status effect is permanent and can only be erased at the end of a turn by successfully shooting air.

82) {Color Mirage} All card effects of a different Primary Color that choose you as the target this turn are redirected to a random player (other than yourself).

83) {Color Freeze} If you successfully damage another player this turn while using this card, they are inflicted with **{Freeze}** and cannot perform actions if they are the same Primary Color you were at the time of damaging them. This status effect is permanent and can only be erased at the end of a turn by successfully shooting self and performing a ricochet.

84) {Cure} Immediately heal any status effects you have. This card resolves instantly in real-time.

85) {Destiny Draw - Wrath of the Demon God} When drawing this card, you can immediately inflict all other players with damage equal to the difference between your HP and each player's individual HP, ignoring color multipliers. This card resolves instantly in real-time. This card can only be drawn by a player with less than 1HP remaining and no Extra Deck cards in their hand. If this card is not used when it is drawn, it is shuffled back into the Main Deck.

86) {Shared Demise} Choose another player. Both of you cannot use other card effects the turn this card is used.

87) {Destiny Draw - Pharaoh's Ascension} When drawing this card, you can discard this card to instantly add any card used by any player in a previous turn to your hand. This card resolves instantly in real-time. Any card added by this effect can only be used by itself (without any other cards). This card can only be drawn by a player that had a Colorless Primary Color during the previous turn. If this card is not used when it is drawn, it is shuffled back into the Main Deck.

88) {Destiny Draw - Silent Heart} During the turn you draw this card, you can use up to every card in your hand. All cards in your hand will resolve immediately in real-time until the end of the turn. Your Ricochet action can be performed in real-time during this

turn. This card can only be drawn by a player who has not shot any other player directly in the game.

89) {Destiny Draw - Clear Mind} When drawing this card, you can use it to immediately cure any status effects and heal your HP to an amount equal to the player's health with the highest HP in the game. Your actions cannot be negated or redirected during the turn you draw this card. All Primary Colors are considered Colorless for the turn you draw this card (if able). Your actions take place before everyone else's actions this turn. This card can only be drawn by a player with a status effect. If this card is not used when it is drawn, it is shuffled back into the Main Deck.

90) {Color Xyz} When using this card, you can discard individual cards of the same color equal to the number of ingredients necessary for an Extra Deck card; add that corresponding Extra Deck card to your hand at the end of this turn.

91) {Communication Card} Choose a player. Open a private communication channel with the chosen player for the next three turns.

92) {Color Reveal} If you successfully damage another player while using this card, they are inflicted with {Reveal} and must keep their hand publicly revealed for as long as they have this status effect. This status effect is permanent and can only be erased at the end of a turn by choosing to skip drawing cards at the beginning of the next turn. This status effect can only be erased the turn after it is inflicted.

93) {Color Synchro} Choose a Extra Deck card in the Graveyard. This turn, you can craft a card from the Extra Deck using the ingredients for the Graveyard card and card(s) in your hand. You cannot craft the same Extra Deck card as the one in the Graveyard.

94) {Color Network} Choose a player (including yourself). All players with the same Primary Color as the chosen player receive the same amount of damage and healing until the end of the turn, which is equal to the highest amount of damage and healing done this turn to any of the connected players.

95) {Color Gum} If you successfully shoot yourself and perform a ricochet, any players who shot at you are inflicted with {Gum} status. Any player with {Gum} status will always be the same Primary Color that you were at the time of the ricochet. This status effect is permanent and can only be erased at the end of a turn by shooting another player with an opposing Primary Color to their Primary Color successfully.

96) {Color Pipeline} All players of the same Primary Color during this turn can talk to each other in private during the following turn.

97) {Color Inversion} Players of opposing Primary Colors do half damage to each other until the end of this turn. Players of the same Primary Color do double damage to each other until the end of this turn.

98) {Color Inheritance} Choose a player. If you die during the turn you use this card, you will give this card to that player. If that player is a Primary Color that matches the

color of the card you gave them during any future turns, revive yourself with HP equal to the amount of individual cards in your chosen player's hand matching their Primary Color. When revived, your Primary Color will always be the given card's color, and you can only use cards of that color from now on.

99) {Banlist Dart} Reveal and ban a random unrevealed card in the Card Compendium from being drawn or added to any player's hand at the end of this turn. This card effect is a lingering effect and applies until your death (if you die).

100) {Color Excavation} Discard three cards of the same color to add a card of the same color from the Graveyard to your hand. All other card effects that target card(s) in the Graveyard are negated during this turn.

101) {Color Reaper} Discard any number of cards of the same color from your hand to the Graveyard. Any player that adds any of those discarded cards to their hand is dealt 1HP of damage (before applying color multipliers) and cannot use cards of the same color during the following turn.

102) {Blank Slate} Your Primary Color is changed to be Colorless the turn you use this card. Players with a Colorless Primary Color are immune to damage and card effects during the turn this card is used.

103) {Automatic Card} During this turn, if you are to be damaged, you will switch your Ricochet action automatically to be the action that prevents the most amount of damage.

104) {Sean Co. Card?} Even I don't know what this does.

Extra Deck [40]:

By trading in ingredients listed in the angled brackets (<>), you can immediately craft and acquire a card from the Extra Deck in real-time! These cards are generally much more powerful than Extra Deck cards, possessing strength proportional to the number and diversity of the ingredients used to craft them. Extra Deck cards are finite, meaning only one copy of them exists to be crafted by default.

{Unlimited Color Works} (???) <10 Blue, 10 Red, 10 Green, 10 Yellow, 10 White, 10 Black> This card's effect cannot be negated, redirected, or manipulated in any way.

This card resolves instantly in real-time. Add every other card (revealed and unrevealed, Main Deck and Extra Deck) in the Card Compendium to your hand. During the turn you add this card to your hand, you can use any number of the added cards to your hand instantly in real-time. You are unaffected by other player's card effects permanently after using this card. You can permanently choose your Primary Color and the colors of the individual cards in your hand each turn freely after using this card.

{Shore of Fate} (Colorless) <5 Blue, 5 Red, 5 Green, 5 Yellow, 5 White, 5 Black> After activating this card, you never take damage that is less than or equal to the

number of cards in your hand. Each turn after activating this card, you draw cards equal to the combined total of cards drawn by every other player in the game. You can use any number of cards in your hand permanently after activating this card.

{Res Nullius} (Colorless) <3 Blue, 3 Red, 3 Green, 3 Yellow, 3 White, 3 Black> All other players must discard their entire hand at the end of the turn. Color multipliers are never applied to you starting permanently the turn after this card is used. You deal triple damage to all players that are not Colorless permanently starting the turn after this card is used.

{Magma Pulse} (Red) <5 Red> Players with a Primary Color that is not Red during the turn this card is used take 1HP of damage for each card they use during this turn. Gain a Red Barrier with HP equal to the combined damage inflicted on all other players by this ability. This barrier will absorb all damage to you until its HP is fully depleted. Damage from actions of a Primary Color other than Blue is negated.

{Cyclone Wall} (Green) <5 Green> Take .5HP of damage at the end of each turn or discard this card to the Graveyard. Players can only use card(s) each turn if their cards are all of the same color. Your Primary Color and the cards in your hand are always considered Green as long as you hold this card, and you take neutral damage from actions with a Primary Color of Yellow.

{Showering Prison} (Blue) <5 Blue> Negate all card effects you use against other players as long as this card is in your hand. All actions you perform take place during the previous turn instead of this one as long as this card is in your hand. You can instantly discard this card at any time.

{Quake Stormforth} (Yellow) <5 Yellow> Instantly destroy all active barrier and shield abilities during the turn this card is used. Any player affected by this card's effect skips drawing at the beginning of the next turn and can only shoot self next turn while using a maximum of one card.

{Shadow Succession} (Black) <5 Black> Any cards used or discarded during the turn this card is used are instead added to your hand at the end of the turn. If you die while holding this card, choose a player. If the chosen player wins the game, you will also win the game.

{Enlightenment SHIFT} (White) <5 White> Choose any previous turn. You will add any cards you had in that turn to your hand instantly. Heal yourself by the amount of HP you had during that turn. This card effect resolves instantly in real-time.

{Elemental HERO} (Yellow, Green, Red, Blue) <1 Yellow, 1 Green, 1 Red, 1 Blue> Add up to four cards of different colors from the Graveyard to your hand at the end of the turn.

{Chaos Banishment} (Black, White) <2 White, 2 Black> Choose a player. Inflict that player with a **{Chaos}** status effect, which prevents them from using cards that are not of a Black or White color as long as the status effect is active. Any player with **{Chaos}**

cannot shoot self as long as they have this status effect. The {Chaos} status effect can only be removed at the end of a turn by successfully shooting air while using no cards in the same turn.

{Dragon Divinity} (Black, White, Green, Yellow, Red, Blue) <1 Black, 1 White, 1 Green, 1 Yellow, 1 Red, 1 Blue> Reveal any six unrevealed cards in the Main Deck in the Card Compendium to yourself in private upon using this card; add those cards to your hand at the end of the turn this card is used. This card resolves instantly in real-time. Inflict yourself with **{Blessed}** status after using this card. Any player with **{Blessed}** status can choose any two cards within a range of 10 cards from one another in the Main Deck during each turn; they are guaranteed to draw card(s) within that range on the Card Compendium at the beginning of the following turn. This status wears off at the end of a turn in which a user does not use any card effects, except the turn this card was used.

{Cosmic Typhoon} (Green) <3 Green, 1 Blue, 1 Black> Take two cards randomly from each player in the game. The cards in the hands of all other players are shuffled randomly at the end of the turn.

{Justice Hammer} (White) <3 White, 1 Yellow, 1 Red> Counterattack any player who damages you for triple the amount of damage they inflicted to you during the turn this card is used. Heal HP equal to the amount of damage you received at the end of the turn this card is used.

{Gravity Buster} (Black) <3 Black, 1 White, 1 Yellow> Choose up to 3 players. After the end of the turn this card is used, for the next three turns, crafting Extra Deck cards and actions that resolve in real-time can only take place at the end of the turn for those player(s). Any player(s) affected by this card's effects cannot shoot air for as long as this card effect is still active.

{Magnetic Aurora} (Yellow) <3 Yellow, 1 Green, 1 White> All card effects that take place during this turn will be redirected towards you. You are immune to status effects until the end of the turn. Take no damage for this turn. Heal +1HP for each card effect used on you and draw an additional card at the start of the next turn for each card effect used on you.

{Stalagmite Impact} (Blue) <3 Blue, 1 Green, 1 Red> Cards cannot be added to players' hands by card effects during the turn this card is used and during the following turn, except by drawing them during the Draw Phase. After this card is activated, card and status effects that would prevent or redirect damage to or from players cannot be activated while this card is in the Graveyard. This card cannot be targeted by other card effects in the hand or in the Graveyard if it is the only target specified.

{Erupting Burning Finger} (Red) <3 Red, 1 Black, 1 Blue> Choose a player. You can determine their Ricochet action for this turn. (If you want them to shoot another player, specify that player when using this card.) If you successfully damage a player this turn,

halve their HP and the HP of all players with the same Primary Color at the end of the turn (except yourself).

{Shockwave} (Yellow) <3 Yellow> Delay all other card effects to resolve during the following turn. Players who shoot self and fail will not stagger during the turn this card is used.

{Forest Illusion} (Green) <3 Green> Choose another player. All Ricochet actions and card effects that target you will instead be redirected to that player until the end of the turn.

{River Refreshment} (Blue) <3 Blue> For every player that shoots air during the turn this card is used, gain +1HP. Players that shoot air cannot have their shot stopped during the turn this card is used.

{Illuminate} (White) <3 White> Reveal all cards in every player's hand to you in private for the next two turns after this card is used. As long as this card effect is active, actions of a non-White Primary Color cannot inflict damage to you unless that damage is equal to or less than the number of cards in the inflicting player's hand.

{Fire Fling} (Red) <3 Red> For every card in your hand, you can shoot up to that amount of players during the turn this card is used. Players who shoot self will have their Ricochet action negated if they are shot by you when using this ability.

{Dark Veil} (Black) <3 Black> Avoid all Ricochet actions and damage against you the turn this card is used. Steal one card randomly from every player who targets you with a Ricochet action or card effect this turn and add any stolen cards to your hand.

{Steam Eruption} (Blue) <3 Blue, 2 Red> All players that shoot self will stagger during the turn this card is used. Players that shoot air cannot be targeted by card effects or be shot by other players during the turn this card is used.

{Terraforming} (Green) <3 Green, 2 Yellow> Decide the Primary Color of all players individually in the game for the turn this card is used. All players with the same Primary Color will discard cards equalling the amount of total players sharing their Primary Color (including themselves) at the end of the turn.

{Nature's Order} (Green) <4 Green, 2 Blue> Until the end of this turn, any player that targets another player with a Ricochet action or card effect receives +1HP of damage at the end of the turn for each player targeting the same player (after color multipliers). All other players damaged by this card effect and having a non-Green Primary Color for the turn cannot craft cards or use card effects to add any cards to their hand until the next turn.

{Magnitude 8.0} (Yellow) <4 Yellow, 2 Red> Swap as many cards as possible being used by all other players for other random cards in their respective hand. All other players will use the swapped cards from their hand instead of the original cards that were put back into the hand for this turn. Draw one card for each card swapped by this card's effect.

{Witch's Council} (Black) <4 Black, 1 Yellow, 1 Red> Create a permanent communication channel in private with another player currently in the game. From now on, that player will always have a Primary Color that matches your Primary Color for the turn. You can use one card that the player has in their hand each turn. That player must always reveal their hand to you after drawing at the beginning of each turn.

{Mirror Maze} (White) <3 White, 2 Blue> During the turn this card is used, any card effects that target an individual player directly will be reflected back onto the player that does the targeting action. Any player with a non-White Primary Color that shoots another player during this turn will shoot self instead.

{Angel's Oath} (White) <3 White, 3 Green, 3 Blue> If you use this card successfully, you will be revived when you die for the first time after this card is used. You will revive with 5HP and all of your cards from your previous life will be shuffled back into the Deck. Draw additional cards equal to the the amount of health you have at the beginning of each turn.

{Flames of Djinn} (Red) <4 Red, 2 Black> During the turn you use this card, your actions cannot be negated or manipulated in any manner. Any player that does not perform the same Ricochet action as you discards their entire hand and cannot use the action they performed this turn during the following turn.

{Fire's Card?} (Red) <5 Red, 3 of any other color> This card resolves instantly in real-time. Summon {Fire} into the game as a Familiar you can control. ({Fire} will enter the game with HP equal to the player with the most HP and immediately draws cards equal to the amount of cards the player with the most cards in the game has.) You can determine {Fire}'s Ricochet action in addition to your own every turn. You can use any card(s) in {Fire}'s hand as his own card actions. You can use cards in {Fire}'s hand as crafting ingredients. {Fire} will draw one card at the beginning of each turn. Any damage dealt to you is instead dealt to {Fire}.

{Majesty Phantom} (Green) <3 Green, 3 Black, 1 of any other color> As long as this card is in your hand, you can see all cards in every player's hand altogether (but not what players possess which cards). You can treat this card as another card you see with this card's effect. After use, this card returns to your hand at the end of the following turn if it is still in the Graveyard.

{Avalanche Descent} (Blue) <4 Blue, 2 White, 2 of any other color> As long as you hold this card in your hand, Ricochet actions and non-instant card effects that target you are delayed until two turns after they are activated. You can discard this card to the Graveyard; other players cannot craft cards from the Extra Deck, unless they pay an amount of HP equal to the number of crafting ingredients used for the craft, as long as this card is in the Graveyard.

{Stone Towerfall} (Yellow) <3 Yellow, 2 Red, 2 of any other color> Other players take -2HP of damage for each card they draw during the turn after this card is used. Instant card effects cannot resolve in real-time while this card is in the Graveyard.

{Distortion Slash} (Colorless) <5 cards of any colors> If you damage a player, pierce through any self shooting and permanently negate any card effects that would prevent you from damaging them. Deal +1HP of damage for each individual card color in their hand.

{Summoner's Pact} (Colorless) <10 cards of any colors> If this card is in your hand: Instead of drawing card(s) at the beginning of the next turn, you can instead reveal this card and add any card from the Main Deck or Main Deck card in the Graveyard to your hand. (You may specify the color of the card.) This card returns to your hand after being used. Any card added to your hand by this card's effect returns to your hand after being used, but only once for that specific card. This card cannot be discarded by other card effects if it is the only discard target specified. This card can be used more than once per turn.

{Doorway of the Past} (Colorless) <20 cards of any colors> Randomly draw one {Destiny Draw} card from the Deck when this card is crafted, ignoring its drawing conditions. You can use this card to add up to any 5 cards previously used in the game prior to this card's activation to your hand (including Extra Deck cards), except {Destiny Draw} cards. Any card added to your hand by this card's effect will resolve instantly in real-time when used. This card resolves instantly in real-time.

{Unlimited Gun Works} (Colorless) <2 {Destiny Draw} cards of any color> When this card is successfully crafted, it gains the following effect: If you die while holding this card, you win the game in addition to the game's last survivor. Unlock the {Hidden Ending} at the end of the game. This card is unaffected by other card effects in the Graveyard, cannot be used to activate card effects, and cannot be copied or added to any player's hand with card effects.

Graveyard:

The Graveyard is where all cards go once they are used by players. There may be some cards that make use of the Graveyard.

EXTRA DECK GRAVEYARD:

None.

MAIN DECK GRAVEYARD:

None.