

ID-Version	Title	U	Type	Description
000001-001	Throwing a party	2	Event	All players gain two life points. You gain an additional two life points.
000002-001	I hate the world	3	Event	All other players lose one life point.
000003-001	Medicine	3	Event	You gain three life points.
000004-001	Poison	3	Event	Target player loses three life points.
000005-001	Schadenfreude	3	Event	You gain one life point. Target player loses one life point.
000006-001	Retreat, retreat!	1	Event	Reverse the turn order.
000007-001	Whose turn was it?	1	Event	Rearrange the turn order in any order. The first player in the new turn order must not be you, unless this is the only possible rearrangement.
000008-001	Precision strike	1	Meta	Target card on the main stack is discarded without effect.
000009-001	Nothing to see here	2	Event	The card below this one on the main stack is discarded without effect.
00000A-001	Painkiller	3	Event	The next time you would lose life points, you reduce the amount lost by one point. This effect lasts until to end of the game.
00000B-001	Salt in the wound	3	Event	The next time target player would lose life points, you increase the amount lost by one point. This effect lasts to the end of the game.
00000C-001	Hey, no recursion!	*	Meta	Begin a subgame of Meta. Each player starts with the top half of his remaining memory or the top 15 cards, whichever is less. When the subgame is finished, reshuffle the cards into your memory. The winner of the subgame can distribute two times the number of players as life point loss amongst the losers. If the game ended in a draw, all players lose two life points.
00000D-001	Red or blue pill?	*	Meta	Choose two cards. Determined by equal random chance, one card is discarded without effect. The other card is doubled in effect. If this instruction makes no sense for the target card, it is replaced by a token „Target player loses three life points“ card, that is bound to you.
00000E-001	Powerup	1	Meta	Increase all numerical values on target card by 50%, rounded to the nearest integer.
00000F-001	Everyday I'm shuffling	1	Meta	Rearrange target stack in any order.
000010-001	Last Words	1	Trigger	Activates before you are disabled.
000011-001	You did what?	3	Trigger	Activates after target player plays a card.
000012-001	Good Morning	3	Trigger	Activates at the beginning of a turn.
000013-001	Good Evening	3	Trigger	Activates at the end of a turn.

000014-001	Timeout!	2	Trigger	Activates before you lose life points.
000015-001	I'm feeling great	3	Trigger	Activates after you gain life points.
000016-001	We have gathered today	2	Trigger	Activates after target player is disabled.
000017-001	Trapping the trapmaker	1	Trigger	Activates before target trigger stack is executed.
000018-001	All it needs is a little push	*	Event	Activate all trigger stacks by all players. Determine a random execution order like you would determine the turn order.
000019-001	Recycling is good	2	Event	Target player loses one life point. Whenever this card is discarded, put it on top of your memory instead. You can choose to discard it anyway.
00001A-001	Create Lesser Undead	2	Event	Put target card in the graveyard on top of your memory. This cannot be a card of * uniqueness
00001B-001	Keep thinking	3	Event	Draw two cards from your memory.
00001C-001	I taught you and you taught me	2	Event	All players draw a card from their memory. You draw an additional card.
00001D-001	Epiphany lost	1	Event	Draw five cards from your memory. Then discard any card.
00001E-001	Pi steps forward, tau steps backward	3	Event	Target player draws a card, then discards any two cards.
00001F-001	Create Greater Undead	1	Event	Put target card in the graveyard on the main stack under this card. This cannot be a card of * uniqueness
000020-001	The old switcheroo	3	Meta	Switch the position of target two cards on a stack.
000021-001	Evening the playing field	*	Event	Determine the arithmetic mean of all player's life points, rounded to the nearest integer. All players apply this as their new life point counter.
000022-001	No emotional baggage	1	Event	Remove all cards on all graveyards permanently from the game.
000023-001	Culling the Called	1	Trigger	Activates when a card of uniqueness * other than your own is executed.
000024-001	Drop it or I'll make you	3	Event	Target player discards two cards. If they have less than two cards in their hand, they discard from the top of their memory instead.
000025-001	The first will be the last	2	Meta	Reverse the order of target stack.
000026-001	No shirt, no service	3	Meta	Put target card on the bottom of the stack.
000027-001	Stealth	1	Event	Until the end of the turn, no trigger stack is activated.
000028-001	I've been waiting	2	Trigger	Activates before target card is executed.

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000029-001	Deus Ex Machina	*	Event	Choose a card in your possession, but outside the game and put that card on top of your memory.
00002A-001	A glitch in the Matrix	*	Meta	Choose a card and rewrite one word on it. The new instructions cannot cause a direct paradox. If the new instructions make no longer any sense, the card is discarded without effect. This card can target itself. However, under normal rules the new instructions are not executed and the card is discarded afterwards.
00002B-001	They always come back	2	Meta	Choose target card of uniqueness 2 or 3. After target card is executed, put it on a trigger stack, that is activated by a token Trigger card that reads „Activates at any time you wish. This causes you to lose a life point.“
00002C-001	Delayed action	*	Meta	After all remaining Meta cards have been executed, remove all cards on the main stack from the game. At the beginning of the next turn, put them back in the same order as before. The player at turn still determines the beginning of the pushing stage.
00002D-001	Schrödinger's condition	1	Trigger	When playing this card, choose two conditions of your choice. When one these conditions is met, it has a 50% chance of triggering. If it does not trigger, it automatically triggers when the other condition is met.
00002E-001	Joker	1	Trigger	When playing this card, choose any condition. If this condition has a specific target, you still need to say that target aloud.
00002F-001	Good for a second time	*	Trigger	Choose a Trigger card of uniqueness 1 or more in your hand and discard it. This card takes on the instructions of the discarded card with the additional text „This card is not discarded when activated the first time and remains on the activated stack. Discard it in any case after it was activated a second time.“
000030-001	Powerup field	1	Event	All numerical values on all of your cards are increased by 15%, rounded to the nearest integer. This effect lasts to the end of the game.
000031-001	Global Powerup field	1	Event	All numerical values on all cards are increased by 10%, rounded to the nearest integer. This effect lasts to the end of the game.
000032-001	Point of view	*	Meta	Negate the effect on target card. This cannot cause you to win as a direct result or cause any player to lose as a direct result. If the card has no effect with a natural negatory, this card is discarded without effect.

000033-001	If I had a penny...	3	Event	Choose a Trigger card in your hand. Whenever that trigger would have activated put one token on a counter of the same name. At any time you can choose to remove three token from the counter and either gain one life point or draw a card from your memory
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