



Crossbow

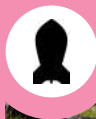


Keep one weapon card. Use as attack.

Attack all monsters upto 3 steps away in a single direction.



Discard after last use.



Baseball Bat



Keep one weapon card. Use as attack.

Attack 2 monsters next to Evy and each other.



Discard after last use.



Chainsaw



Keep one weapon card. Use as attack.

Attack up to 3 monsters anywhere next to Evy.



Discard after last use.



Sword



Keep one weapon card. Use as attack.

Attack all monsters upto 2 steps away in a single direction.



Discard after last use.



Sneakers



Keep one move card. Use as move.

Move 2 steps in one direction.



Discard after last use.



Bicycle



Keep one move card. Use as move.

Move 3 steps in one direction.



Discard after last use.



Mountain Boots



Keep one move card. Use as move.

Move 1 step, crushing any monster underneath.



Discard after last use.



Pogo Stick



Keep one move card. Use as move.

Jump over up to 2 monster in one direction.



Discard after last use.



Scream



Keep this card for use at any time.

Move all monsters one step away, starting with the farthest.

Discard after use.



Freeze Ray



Keep this card for use at any time.

Skip the next monster phase.

Discard after use.



Ice Cube



Keep this card for use at any time.

Use instead of removing a cube from a card.

Discard after use.



First Aid Kit



Keep this card for use at any time.

Increase 3 HP at any time.

Discard after use.



Hypnotize



Keep this card for use at any time.

Make any monster on the map attack up to **3** monsters next to it.

Discard after use.



Teddy Bear (+3)



Use immediately.

Teddy's coolness increases HP by 3.

Discard after use.



Lunch Box (+2)



Use immediately.

Thanks Mom! Increase HP by 2

Discard after use.



Lunch Box (+2)



Use immediately.

Thanks Mom! Increase HP by 2

Discard after use.



Lunch Box (+2)



Use immediately.

Thanks Mom! Increase HP by 2

Discard after use.



Fruit (+1)



Use immediately.

Healthy snack increases HP by 1.

Discard after use.



Fruit (+1)



Use immediately.

Healthy snack increases HP by 1.

Discard after use.



Fruit (+1)



Use immediately.

Healthy snack increases HP by 1.

Discard after use.



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Discard after use.



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