



SWITCH TRUE TERROR

- 5-6: Move the spinner to a Fear Factor of your choice.
3-4: Move the spinner to a 'Terror' segment of your choice
2: Spin the spinner!
1: You can't change the professors mind. Nothing happens.

(Discard after use)



SWITCH 50/50

- 4-6: Move the spinner to a Fear Factor of your choice.
1-3: SPIN THE SPINNER!

(Discard after use)



SWITCH ANYTHING ELSE...

- 5-6: Move the spinner to any Fear Factor of your choice.
4: Move the spinner to either Horror or Dread.
3: Move the spinner to either Fright or Terror.
2: Spin the spinner!
1: The spinner does not move.

(Discard after use)



SWITCH CHAIN REACTION

- 4-6: Move the spinner to a Fear Factor of your choice. Then you must play the next card in the Showcase deck.
2-3: Spin the Spinner! Then you must play the next card in the showcase deck.
1: You can't change the professors mind. Nothing happens.

(Discard after use)



SWITCH DIRE DREAD

- 5-6: Move the spinner to a Fear Factor of your choice.
3-4: Move the spinner to a 'DREAD' segment of your choice
2: Spin the spinner!
1: You can't change the professors mind. Nothing happens.

(Discard after use)



SWITCH DODGY LOTTERY

- 4-6: Move the spinner to a Fear Factor of your choice!
3: Move the spinner to your second-highest scoring Fear Factor.
2: Spin the spinner.
1: Nothing happens... The spinner stays where it is.

(Discard after use)



SWITCH FULL FRIGHT

- 5-6: Move the spinner to a Fear Factor of your choice.
3-4: Move the spinner to a 'Fright' segment of your choice
2: Spin the spinner!
1: You can't change the professors mind. Nothing happens.

(Discard after use)



SWITCH HORROR HOUSE

- 5-6: Move the spinner to a Fear Factor of your choice.
3-4: Move the spinner to a 'Horror' segment of your choice
2: Spin the spinner!
1: You can't change the professors mind. Nothing happens.

(Discard after use)



SWITCH MIXED BAG

- 6: Move the spinner to a Fear Factor or mixed Fear Factor of your choice.
3-5: Move the spinner 2 mixed Fear Factors in a direction of your choice.
2: SPIN THE SPINNER!
1: Keep the spinner where it is.

(Discard after use)



SWITCH NUDGE



- 5-6: Move the spinner to a Fear Factor of your choice.
4-5: Nudge the spinner 2 sections in the direction of your choice.
2-3: Nudge the spinner 1 section in the direction of your choice.
1: You can't change the professors mind. Nothing happens.

(Discard after use)



SWITCH 33%



- 5-6: Move the spinner to a Fear Factor of your choice.
3-4: Spin the spinner.
1-2: The professors mind is unchanged. Nothing happens.

(Discard after use)



STEAL TUNNEL DRILLER



- 6: GREAT BREAK IN! Bypass an opponent's security, look through and steal 1 of their played monster cards!
3-5: Break in. Look through and steal 1 of an opponent's played monster cards.
1-2: CAVE IN! You get stuck in the cave and can't pick up another card this turn.

(Discard after use)



STEAL BURGLE BOT



- 6: Well programmed. Look through an opponent's hand and choose 1 card to steal!
5: Functional. Choose at 3 cards to view from an opponent's hand. Choose 1 to steal.
3-4: Barely works! Blindly steal 1 card from an opponent's hand.
1-2: ERROR 440. Show targetted opponent 2 cards from your hand. They can choose 1 to keep.

(Discard after use)



STEAL CLAW GRABBER



- 5-6: Look through 1 deck of your choice or the scrapheap and take 1 card of your choice.
3-4: Blindly take 1 card from 1 deck of your choice.
2: Player to your left chooses 1 deck or scrapheap. Blindly take 1 card from that deck.
1: You've set it into reverse. Send one of your cards back to it's deck and shuffle that deck.

(Discard after use)



STEAL GRIPPY GLOVES



- 5-6: Cha-ching! Steal 1 of an opponent's played monster cards.
2-4: Expected guest! Targetted opponent gives you 1 of their played monster cards, of their choice.
1: You leave your door unlocked... targeted opponent can steal 1 of your visible monster cards.

(Discard after use)



STEAL MAGNET ON A FISHING ROD



- 5-6: REEL IT IN! Bypass a player's security and steal 1 visible monster card -OR- 1 card from their hand.
2-4: Gently, gently! Steal 1 card from a players hand or visible monster cards.
1: One BIG fish! The other player catches the string and drags it from you. Give this card to them to keep or discard.

(Discard after use)



STEAL PICKPOCKET



- 6: Super Sneak! You can look at an opponent's hand and choose one card to steal. Keep or discard, it's up to you.
3-5: Got something! You can blindly take one card from an opponent's hand, to keep or discard.
1-2: Something falls from your pocket. Give one card to your opponent for them to keep or discard.

(Discard after use)



STEAL SNEAKY SHOES



- 5-6: Super Sneak! You can look through an opponent's hand and choose 1 card to steal to keep or discard.
3-4: Got something! You can blindly take 1 card from an opponent's hand, to keep or discard.
1-2: Something falls from your pocket. Give 1 card to your opponent for them to keep or discard.

(Discard after use)



STEAL SWITCH TELEPORT

- 5-6: Look through and choose 1 of an opponent's played monster cards to steal. Place it your hand or one of your monster spaces.
- 2-4: Choose 1 of an opponent's visible monster cards. Switch it's position with 1 of your visible cards from the same area.
- 1: Wrong direction. Targetted player can choose 1 of your visible monster cards and switch it's position with 1 of theirs.

(Discard after use)



SECURITY SHIELD WALL

- 6: Still strong! Your security holds up and you can keep this card in front of you as security for next time!
- 4-5: Security works. You are unaffected!
- 3: Buzz and glitch Opponent's attack gets through, but their die roll is reduced by -1.
- 1-2: Your security fails. You take the hit.

(Discard after use)



SECURITY ABSORBY PORTAL

- 6: Capture! Your security holds, youre safe and you can add the card that was used against you to your hand.
- 4-5: Bloop. The attack falls into the portal and disappears. You're unaffected.
- 3: Almost stopped. Reduce opponent's dice roll by -1.
- 1-2: Your security fails. You take the hit.

(Discard after use)



SECURITY ANGRY TOOTH PLANT

- 5-6: GULP! The angry plant stops the attack. You're safe.
- 3-4: Almost bypassed. The plant lowers the value of the attack reduce the opponent's die roll by -1. Take that hit.
- 1-2: You never watered the plant! Your security fails.

(Discard after use)



SECURITY ELECTRO NET

- 6: Security holds up and the attacking player cannot place any monster cards on their next turn.
- 4-5: Your security holds up! You're safe
- 1-3: Your security fails. You take the hit.

(Discard after use)



SECURITY GUARD BOT

- 6: STOP RIGHT NOW! The attack is stopped, and you can keep this card to use if you're attacked again.
- 3-5: Doing their duty! The bot takes the hit full force, you're safe for now.
- 2: System crash. Bot shuts down the attack hits you.
- 1: ERROR! Guard bot malfunctions and aids your enemy. Increase their die roll by +1

(Discard after use)



SECURITY MIRROR WALL

- 6: Targeted deflection! You're safe and can deflect the action onto a player of your choice
- 5: Bounce back! You can deflect the action back onto the player who attacked you.
- 4: Your security holds up! You're safe
- 1-3: Your security fails. You take the hit.

(Discard after use)



SECURITY NOISY ALARM

- 6: MEE-MAW-MEE-MAW! The attack is stopped but the alarm calls the DR in. If you want, he can judge your monsters right now as they are
- 4-5: HONK! The noise frightens the attacker! You are unaffected.
- 3: hah-puff... mild distraction... lower attackers die roll by -1
- 1-2: Your security fails. You take the hit.

(Discard after use)



SECURITY RESPONSIVE SHIELD

- 6: The shield stops the attack and allows you to immediately respond with an action or attack of your own.
- 5: Your shield holds. You're safe.
- 4: Cracked shield. Some gets through... reduce the opponent's die roll by -1.
- 1-3: Your security fails. You take the hit.

(Discard after use)

SABOTAGE VOLATILE SUBSTANCE

(If this card is in front of you, you must roll to deal with it, at the start of and in addition to your normal turn)

- 6: Throw at another player. Tick-tick BOOM! They must send 3 played monster cards to the scrapheap.
- 4-5: Place this card in front of another player, on their next turn they must roll to either pass it on or keep it in front of them.
- 2-3: Keep this card in front of you, roll for it on your next turn.
- 1: BOOM! Send 3 of your played monster cards to the scrapheap.

(Discard after use)

SABOTAGE BASEBALL BAT

- 5-6: HOME RUN! Send 1 of an opponent's visible monster cards to the scrapheap -AND- blindly discard 1 card from their hand.
- 2-4: S-a-wing batter! Send 1 of an opponent's visible monster cards to the scrapheap -OR- blindly discard 1 card from their hand.
- 1: Crack! The Bat breaks on impact... and has no effect.

(Discard after use)

SABOTAGE BRICK

- 5-6: Bullseye! Choose one of your opponent's visible monster cards and send it to the scrapheap.
- 3-4: Lucky Hit! Opponent can choose one of their own visible monster cards to send to the scrapheap.
- 2: You miss.
- 1: You let go too early and throw it backwards. Send one of your visible monster cards to the scrapheap

(Discard after use)

SABOTAGE CHAINSAW

- 6: Massacre! You destroy 2 of an opponents visible monster cards and send the to the scrapheap!
- 3-5: Slash! You destroy 1 of an opponent's visible monster cards.
- 2: The chainsaw chugs, sputters and stops. Nothing happens
- 1: Too powerful! The revs send you spinning! Send 2 of your visible monster cards to the scrapheap.

(Discard after use)

SABOTAGE CRUEL CRITICISM

- 6: SUPER MEAN! This opponent must discard all but 2 cards from their hand until the end of their next turn.
- 3-5: Harsh. Opponent must discard 2 cards from their hand until the end of their next turn.
- 2: Nobody listens Keep this card to try again later.
- 1-2: What's the point! You become a victim of your own negativity. Discard 2 cards from your hand.

(Discard after use)

SABOTAGE FLAMETHROWER

- 6: BURN BABY BURN! Send all of an opponents visible monster cards to the scrapheap.
- 4-5: Torched. Send 2 of an opponents visible monster cards to the scrapheap.
- 2-3: Singed. Send 1 of an opponents visible monster cards to the scrapheap.
- 1: It explodes in your face. Send 2 of your visible monster cards to the scrapheap.

(Discard after use)

SABOTAGE RIFLE

- 6: Exit wound! Send 1 of an opponent's played monster cards, and any card under it to the scrapheap.
- 3-5: Straight shot. Send 1 of an opponent's played monster cards to the scrapheap.
- 2: Gun is jammed.... Keep this card. Try again another turn.
- 1: The gun jams and explodes in your hand. You can't place or play any cards on your next turn. You can still pick up.

(Discard after use)

SABOTAGE SPANNER

(This clogs up your lab. You can't place new monsters while this is placed in front of you. Spend 1 'Play card' action to remove it and add it to your hand or discard)

- 6: You bypass any security cards and throw it into an opponent's lab. They must deal with it before placing new monster cards.
- 3-5: You throw it into an opponent's lab. They must deal with it before placing new monster cards
- 1-2: You throw it into your own lab. Deal with it on your next turn.

(Discard after use)

SHOWCASE TV TANTRUM

- 4-6: The Doctor enters to judge.
- 2-3: You interrupted the Doctor's TV shows and he is mildly annoyed. He enters to judge but reduces your score by -2.
- 1: You interrupted the Doctors TV shows and he is furious! He enters to judge but you must send one of your visible monster cards to the scrapheap and judges whats left.

(Discard after use)