


BODY PART!

Head

Groundhog Head

Adorable	0	
Nimble	+1	
Smart	0	
Violent	0	

BODY PART!

Head

Rabbit Head

Adorable	+3	 
Nimble	+1	
Smart	-1	
Violent	-2	 

BODY PART!

Head




Anaconda Head

Adorable	0	
Nimble	0	
Smart	-2	 
Violent	+2	 

BODY PART!

Head







Chimp Head

Adorable	+1	
Nimble	0	
Smart	+2	 
Violent	0	

BODY PART!

Head






Cobra Head

Adorable	-1	
Nimble	+2	 
Smart	-2	 
Violent	+1	

BODY PART!

Head

Panda Head

Adorable	+1	
Nimble	-1	
Smart	+2	 
Violent	+1	

BODY PART!

Head






Camel Head

Adorable	-1	
Nimble	-1	
Smart	+2	 
Violent	-2	 

BODY PART!

Head

Ferret Head

Adorable	+2	 
Nimble	0	
Smart	+2	 
Violent	+1	

BODY PART!

Head






Parrot Head

Adorable	+2	 
Nimble	+1	
Smart	+1	
Violent	0	

BODY PART!

Head

Shark Head





Adorable	0	
Nimble	0	
Smart	-2	 
Violent	+3	  

BODY PART!

Head

Octopus Head

Creature does not need a torso.

Adorable	-2	 
Nimble	0	
Smart	+3	  
Violent	0	

BODY PART!

Head

Cat Head

Adorable	+1	
Nimble	+1	
Smart	+2	 
Violent	-1	

BODY PART!

Head




Orphan Head

Adorable	+1	
Nimble	0	
Smart	+3	  
Violent	0	

BODY PART!

Head





Javelina Head

Adorable	-2	 
Nimble	0	
Smart	+1	
Violent	0	

BODY PART!

Head




Gorilla Head

Adorable	+1	
Nimble	0	
Smart	+2	 
Violent	+1	

BODY PART!

Head




Cow Head

Adorable	+1	
Nimble	0	
Smart	-2	 
Violent	0	

BODY PART!

Head



Sparrow Head

Adorable	0	
Nimble	+1	
Smart	-2	 
Violent	0	

BODY PART!

Head



Goat Head

Adorable	0	
Nimble	0	
Smart	+2	 
Violent	0	

BODY PART!

Head


Dog Head

Adorable	+1	
Nimble	0	
Smart	+1	
Violent	0	

BODY PART!

Head





Giraffe Head

Adorable	0	
Nimble	-1	
Smart	+3	  
Violent	-1	

BODY PART!

Head




Rat Head

Adorable	-2	 
Nimble	0	
Smart	+2	 
Violent	0	

BODY PART!

Head


Komodo Dragon Head

Adorable	0	
Nimble	0	
Smart	-2	 
Violent	+1	

BODY PART!

Head







Crow Head

Adorable	0	
Nimble	0	
Smart	+1	
Violent	0	

BODY PART!

Head



Sheep Head

Adorable	+3	  
Nimble	-1	
Smart	-2	 
Violent	0	

BODY PART!

Head


Lion Head

Adorable	0	
Nimble	0	
Smart	0	
Violent	+2	 

BODY PART!

Head



Squirrel Head

Adorable	0	
Nimble	+1	
Smart	-1	
Violent	-1	

BODY PART!

Head







Fox Head

Adorable	0	
Nimble	0	
Smart	+3	  
Violent	0	

BODY PART!

Head

Nocturnal Lemur Head

Adorable	-2	 
Nimble	0	
Smart	+3	  
Violent	-1	

BODY PART!

Head






T-Rex Head

Adorable	0	
Nimble	0	
Smart	0	
Violent	+3	  

BODY PART!

Head

Gecko Head

Adorable	0	
Nimble	+3	  
Smart	-2	 
Violent	0	

BODY PART!

Head







Kitten Head

Adorable	+2	 
Nimble	0	
Smart	-1	
Violent	0	

BODY PART!

Head




Elephant Head

Adorable	0	
Nimble	-2	 
Smart	+3	  
Violent	+1	

BODY PART!

Limbs





Gecko Limbs

Adorable		-1
Nimble		+1
Smart		+1
Violent		-1

BODY PART!

Limbs





Cat Legs

Adorable		+1
Nimble		0
Smart		+1
Violent		+1

BODY PART!

Limbs





T-Rex Limbs

Adorable		0
Nimble		-2
Smart		-2
Violent		+3

BODY PART!

Limbs





Preying Mantis Legs

Adorable		-2
Nimble		-1
Smart		+1
Violent		+1

BODY PART!

Limbs



Otter Limbs

Adorable		+1
Nimble		+1
Smart		+1
Violent		0

BODY PART!

Limbs

Octopus Tentacles

Adorable		-2
Nimble		+1
Smart		+1
Violent		-1

BODY PART!

Limbs





Kangaroo Limbs

Adorable		+1
Nimble		+2
Smart		+1
Violent		-2

BODY PART!

Limbs





Mantis Shrimp Limbs

Adorable		0
Nimble		-1
Smart		0
Violent		+2

BODY PART!

Limbs





Raccoon Legs

Adorable		0
Nimble		+2
Smart		+2
Violent		-1

BODY PART!

Limbs





Crab Legs

Adorable		0
Nimble		0
Smart		-2
Violent		+1

BODY PART!

Limbs





Badger Legs

Adorable		0
Nimble		0
Smart		0
Violent		+1

BODY PART!

Limbs





Velociraptor Limbs

Adorable		0
Nimble		+1
Smart		+2
Violent		+1

BODY PART!

Limbs





Scorpion Legs

Adorable		0
Nimble		-2
Smart		+1
Violent		+1

BODY PART!

Limbs

Frog Legs

Adorable		+1
Nimble		-2
Smart		+2
Violent		0

BODY PART!

Limbs


Rat Legs

Adorable		0
Nimble		+1
Smart		+1
Violent		-1

BODY PART!

Limbs


Orphan Limbs

Adorable		+1
Nimble		+2
Smart		+2
Violent		-1

BODY PART!

Limbs


Duck Limbs

Adorable	+1	
Nimble	0	
Smart	0	
Violent	0	

BODY PART!

Limbs


Squirrel Legs

Adorable	0	
Nimble	+3	  
Smart	0	
Violent	0	

BODY PART!

Limbs



Starfish Legs

Adorable	0	
Nimble	0	
Smart	+1	
Violent	0	

BODY PART!

Limbs

Lion Legs






Adorable	0	
Nimble	0	
Smart	0	
Violent	+2	 

BODY PART!

Limbs

Tarantula Legs

Creature doesn't need a torso.

Adorable		-2	
Nimble	+2	 	
Smart	+1		
Violent		-1	

BODY PART!

Limbs

Bat Limbs

Adorable	0	
Nimble	+3	<div><div></div><div></div><div></div></div>
Smart	<div><div></div></div> -1	
Violent	0	

BODY PART!

Limbs



Grizzly Legs

Adorable	0	
Nimble	0	
Smart	0	
Violent	+3	  

BODY PART!

Limbs




Ostrich Limbs

Adorable	0	
Nimble	+2	 
Smart	0	
Violent	0	

BODY PART!

Limbs



Monkey Limbs

Adorable	0	
Nimble	+2	
Smart	+1	
Violent	 -1	

BODY PART!

Limbs



Marmoset Limbs

Adorable	+1	
Nimble	0	
Smart	+1	
Violent	0	

BODY PART!

Limbs

Gopher Legs

Adorable	0	
Nimble	+1	
Smart	+1	
Violent	0	

BODY PART!

Limbs


Panda Legs

Adorable	+3	  
Nimble	0	
Smart	0	
Violent	+2	 

BODY PART!

Limbs



Pterodactyl Limbs

Adorable	0	
Nimble	+1	
Smart	0	
Violent	0	

BODY PART!

Limbs

Lobster Legs

Adorable		-1	
Nimble	0		
Smart	0		
Violent	+1		

BODY PART!

Limbs



Hamster Legs

Adorable		+1	
Nimble		-1	
Smart		+1	
Violent	 	-2	

BODY PART!

Limbs



Eagle Limbs

Adorable		0	
Nimble		0	
Smart		-1	
Violent		+1	

BODY PART!

Tail


Beaver Tail

Adorable	+1	
Nimble	-2	
Smart	0	
Violent	0	

BODY PART!

Tail



Cat Tail

Adorable	0	
Nimble	+1	
Smart	0	
Violent	0	

BODY PART!

Tail



Raccoon Tail

Adorable	+2	
Nimble	0	
Smart	+1	
Violent	0	

BODY PART!

Tail


Peacock Tail

Adorable	+2	
Nimble	-2	
Smart	0	
Violent	0	

BODY PART!

Tail


Skunk Tail

Adorable	0	
Nimble	0	
Smart	0	
Violent	+1	

BODY PART!

Tail

Bunny Tail

Adorable	+2	
Nimble	0	
Smart	0	
Violent	0	

BODY PART!

Tail




Monkey Tail

Adorable	+3	
Nimble	+1	
Smart	+1	
Violent	0	

BODY PART!

Tail



Scorpion Tail

Adorable	-1	
Nimble	-1	
Smart	0	
Violent	+1	

BODY PART!

Tail



Horse Tail

Adorable	+1	
Nimble	0	
Smart	-1	
Violent	0	

BODY PART!

Tail


Squirrel Tail

Adorable	+2	
Nimble	+1	
Smart	0	
Violent	0	

BODY PART!

Tail

Fox Tail

Adorable	+1	
Nimble	0	
Smart	0	
Violent	0	

BODY PART!

Tail



Rat Tail

Adorable	-1	
Nimble	+1	
Smart	0	
Violent	-1	

BODY PART!

Tail



Brontosaur Tail

Adorable	0	
Nimble	-1	
Smart	+1	
Violent	0	

BODY PART!

Tail

Opossum Tail

Adorable	-2	
Nimble	+2	
Smart	0	
Violent	0	

BODY PART!

Tail


Stegosaur Tail

Adorable	0	
Nimble	0	
Smart	0	
Violent	+2	

BODY PART!

Tail


Lemur Tail

Adorable	0	
Nimble	+2	
Smart	0	
Violent	0	

BODY PART!

Torso


Panda Torso

Adorable	+1	
Nimble	-2	
Smart	0	
Violent	0	

BODY PART!

Torso


Duck Torso

Adorable	0	
Nimble	+1	
Smart	0	
Violent	0	

BODY PART!

Torso




Chameleon Torso

Adorable	0	
Nimble	0	
Smart	+1	
Violent	0	

BODY PART!

Torso



Porcupine Torso

Adorable	+1	
Nimble	+1	
Smart	0	
Violent	+1	

BODY PART!

Torso

Gorilla Torso

Adorable	0	
Nimble	0	
Smart	+1	
Violent	+1	

BODY PART!

Torso




Squirrel Torso

Adorable	+2	
Nimble	+2	
Smart	-1	
Violent	-2	

BODY PART!

Torso


Lion Torso

Adorable	+2	
Nimble	0	
Smart	+1	
Violent	+1	

BODY PART!

Torso





Ferret Torso

Adorable	0	
Nimble	+2	
Smart	0	
Violent	0	

BODY PART!

Torso



Sheep Torso

Adorable	+2	
Nimble	+1	
Smart	-1	
Violent	-2	

BODY PART!

Torso

Cat Torso

Adorable	+1	
Nimble	+1	
Smart	0	
Violent	-1	

BODY PART!

Torso



Alligator Torso

Adorable	-1	
Nimble	-2	
Smart	0	
Violent	+1	

BODY PART!

Torso


Elephant Torso

Adorable	0	
Nimble	-2	
Smart	0	
Violent	+1	

BODY PART!

Torso

Zebra Torso

Adorable	+1	
Nimble	0	
Smart	0	
Violent	0	

BODY PART!

Torso

Bunny Torso



Adorable	+2	
Nimble	+1	
Smart	0	
Violent	-2	

BODY PART!

Torso

Anaconda Torso




A set of limbs is optional for this creature.

Adorable	0	
Nimble	-2	
Smart	0	
Violent	+2	

BODY PART!

Torso


Buffalo Torso

Adorable	-1	
Nimble	-1	
Smart	0	
Violent	+1	

BODY PART!

Torso

Deer Torso

Adorable	+2		
Nimble	0		
Smart	0		
Violent	0		

BODY PART!

Torso





Rat Torso

Adorable	0		
Nimble	+3		
Smart	0		
Violent	0		

BODY PART!

Torso



Grizzly Torso

Adorable	+1		
Nimble	0		
Smart	+1		
Violent	+2		

BODY PART!

Torso







T-Rex Torso

Adorable	0		
Nimble	0		
Smart	0		
Violent	+2		

BODY PART!

Torso



Ostrich Torso

Adorable	+2		
Nimble	-1		
Smart	-1		
Violent	-2		

BODY PART!

Torso




Wolf Torso

Adorable	+1		
Nimble	0		
Smart	0		
Violent	+1		

BODY PART!

Torso






Turtle Torso

Adorable	+1		
Nimble	0		
Smart	0		
Violent	-2		

BODY PART!

Torso

Hyena Torso

Adorable	-1		
Nimble	+1		
Smart	+1		
Violent	+2		

BODY PART!

Torso




Hippo Torso

Adorable	-2		
Nimble	-1		
Smart	0		
Violent	+1		

BODY PART!

Torso

Parakeet Torso

Adorable	+3		
Nimble	+1		
Smart	-1		
Violent	0		

BODY PART!

Torso

Shark Torso

Adorable	0		
Nimble	+1		
Smart	0		
Violent	+2		

BODY PART!

Torso

Goat Torso

Adorable	+1		
Nimble	+3		
Smart	0		
Violent	0		

BODY PART!

Torso


Cow Torso

Adorable	+1		
Nimble	-1		
Smart	-1		
Violent	0		

BODY PART!

Torso




Crab Torso

Adorable	0		
Nimble	0		
Smart	0		
Violent	+1		

BODY PART!

Torso




Opossum Torso

Adorable	-2		
Nimble	+1		
Smart	0		
Violent	0		

BODY PART!

Torso

Sloth Torso

Adorable	-1		
Nimble	+2		
Smart	-1		
Violent	0		

BODY PART!

Accessory (Limbs)

Huge Muscles

Creature must have limbs.



Adorable	+1	
Nimble	0	
Smart	0	
Violent	+3	  

BODY PART!

Accessory (Torso)

Extra Brain in Butt

Creature must have a torso.

Adorable	0	
Nimble	0	
Smart	+2	 
Violent	0	

BODY PART!

Accessory (Torso)

Cybernetic Gatling Cannon

Creature must have a torso.



Adorable	-1	
Nimble	0	
Smart	0	
Violent	+3	  

BODY PART!

Accessory (Tail)

Poison Stinger

Creature must have a tail.





Adorable	0	
Nimble	0	
Smart	0	
Violent	+2	 

BODY PART!

Accessory (Head)

Computer-Augmented Brain

Creature must have a head.



Adorable	0	
Nimble	-1	
Smart	+2	 
Violent	-1	

BODY PART!

Accessory (Limbs)

Cybernetic Enhancements

Creature must have limbs.


Adorable	0	
Nimble	+1	
Smart	0	
Violent	+1	

BODY PART!

Accessory (Head)

Razor Fangs

Creature must have a head.


Adorable	0	
Nimble	0	
Smart	0	
Violent	+1	

BODY PART!

Accessory (Tail)

WiFi Antenna

Creature must have a tail.

Adorable	0	
Nimble	0	
Smart	+1	
Violent	0	

BODY PART!

Accessory (Head)

Fire-Breathing

Creature must have a head.





Adorable	0	
Nimble	0	
Smart	-1	
Violent	+1	

BODY PART!

Accessory (Torso)

Spikes

Creature must have a torso.

Adorable	-1	
Nimble	0	
Smart	-1	
Violent	+2	 

BODY PART!

Accessory (Torso)

Extra Fluff

Creature must have a torso.

Adorable	+3	  
Nimble	0	
Smart	0	
Violent	0	

BODY PART!

Accessory (Limbs)

Rocket Skates

Creature must have limbs.



Adorable	-1	
Nimble	+1	
Smart	0	
Violent	+2	 

BODY PART!

Accessory (Head)

Huge Eyes

Creature must have a head.







Adorable	+2	 
Nimble	0	
Smart	0	
Violent	0	

BODY PART!

Accessory (Limbs)

Very Nimble Paws

Creature must have limbs.




Adorable	-1	
Nimble	+2	 
Smart	+1	
Violent	-2	 

BODY PART!

Accessory (Tail)

Grappling Hook

Creature must have a tail.



Adorable	0	
Nimble	+3	  
Smart	0	
Violent	0	

BODY PART!

Accessory (Tail)

Extra-Long

Creature must have a tail.

Adorable	0	
Nimble	+2	 
Smart	0	
Violent	0	

IGOR BODY PART!

Head

Igor Head

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Head

Igor Head

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Head

Igor Head

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Head

Igor Head

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Limbs

Igor Limbs

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Limbs

Igor Limbs

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Limbs

Igor Limbs

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Limbs

Igor Limbs

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Torso

Igor Torso

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Torso

Igor Torso

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Torso

Igor Torso

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

IGOR BODY PART!

Torso

Igor Torso

You may not sell, discard, or get rid of Igor parts.

Adorable	<input type="text" value="0"/>
Nimble	<input type="text" value="0"/>
Smart	<input type="text" value="0"/>
Violent	<input type="text" value="0"/>

\$2

Capering organ griders' monkeys for the new century.

Adorable 2+ -1 0 +1 +2 +3 +4 +5

Nimble 1+ -1 0 +1 +2 +3 +4 +5

A horizontal scale bar for Nimble 1+. It consists of seven colored boxes: two grey boxes labeled '-1' and '0', followed by five blue boxes labeled '+1', '+2', '+3', '+4', and '+5'. A small blue arrow points to the right at the end of the scale.

Smart --

	-1	0	+1	+2	+3	+4	+5
	◀						▶

Violent --







-1 0 +1 +2 +3 +4 +5

◀ [] [] [] [] [] [] ▶

Prime: Adorable

\$2

Know what sells merchandise? Adorable mascots, flopping around hilariously.

Adorable	2+	-1	0	+1	+2	+3	+4	+5
								

Nimble ○- -1 0 +1 +2 +3 +4 +5

◀ [Blue Box] [Blue Box] [Grey Box] [Grey Box] [Grey Box] [Grey Box] [Grey Box]

Smart --

	-1	0	+1	+2	+3	+4	+5
	◀						▶

Violent --








-1 0 +1 +2 +3 +4 +5

◀ [] [] [] [] [] [] [] ▶

Prime: Adorable

\$3

It's time something else taught children their ABCs.

Adorable	3+	-1	0	+1	+2	+3	+4	+5
								

Nimble --

	-1	0	+1	+2	+3	+4	+5
	◀						▶

Smart 2+ -1 0 +1 +2 +3 +4 +5



Violent --

-1 0 +1 +2 +3 +4 +5

◀ [] [] [] [] [] [] [] ▶

Prime: Adorable

\$3

Adorable 3+ -1 0 +1 +2 +3 +4 +5


Nimble --

	-1	0	+1	+2	+3	+4	+5
	◀	■	■	■	■	■	■ ▶

Smart 0- -1 0 +1 +2 +3 +4 +5

Violent --

-1 0 +1 +2 +3 +4 +5



Prime: Adorable

\$2

Adorable	2+	-1	0	+1	+2	+3	+4	+5

Nimble --

	-1	0	+1	+2	+3	+4	+5
	◀						▶

Smart --

	-1	0	+1	+2	+3	+4	+5
	◀						▶

Violent 0+ -1 0 +1 +2 +3 +4 +5

Prime: Adorable

\$4

Adorable 4+ -1 0 +1 +2 +3 +4 +5

Nimble --

	-1	0	+1	+2	+3	+4	+5
	◀						▶

Smart --

-1	0	+1	+2	+3	+4	+5
◀						▶

Violent ○ -1 0 +1 +2 +3 +4 +5

Prime: Adorable

\$3

Give us something cuddly and proprietary.

Requirements:

		-1	0	+1	+2	+3	+4	+5
Adorable	2+							
Nimble	--							
Smart	o-							
Violent	o-							

Prime: Adorable

\$4

Supervillains need sidekicks. Preferably ones that can tear out a hero's throat.

Requirements:

Adorable	3+	-1	0	+1	+2	+3	+4	+5
Nimble	0+	-1	0	+1	+2	+3	+4	+5
Smart	--	-1	0	+1	+2	+3	+4	+5
Violent	1+	-1	0	+1	+2	+3	+4	+5

Prime: Adorable

\$5

Pratfalls are an underrated tool for therapy animals.

Requirements:

		-1	0	+1	+2	+3	+4	+5
Adorable	4+							
Nimble	0-							
Smart	0-							
Violent	--							

Prime: Adorable

\$5

Wanted: Reality TV contestants. Must be photogenic, belligerent, and smart enough to scheme.

Requirements:

Adorable	4+	-1	0	+1	+2	+3	+4	+5
Nimble	--	-1	0	+1	+2	+3	+4	+5
Smart	2+	-1	0	+1	+2	+3	+4	+5
Violent	1+	-1	0	+1	+2	+3	+4	+5

Prime: Adorable

\$4

It's like a greeting card, but it falls on somebody and mauls them. A little.

Requirements:

Adorable	3+	-1	0	+1	+2	+3	+4	+5
Nimble	0-	-1	0	+1	+2	+3	+4	+5
Smart	--	-1	0	+1	+2	+3	+4	+5
Violent	1+	-1	0	+1	+2	+3	+4	+5

Prime: Adorable

\$3

Posing strange creatures in adorable ways for maximal caption hilarity.

Requirements:

[illegible]

Prime: Adorable

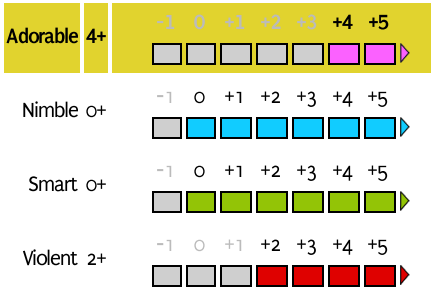
CONTRACT!

\$6

KGB

We are wanting little surprise for people who are need assassinate.

Requirements:



Prime: Adorable

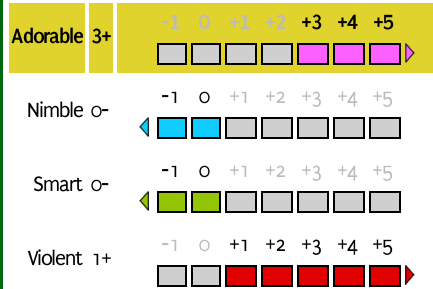
CONTRACT!

\$5

America's Zaniest Videos

Nothing gets ratings like something furry and angry latched to a guy's crotch.

Requirements:



Prime: Adorable

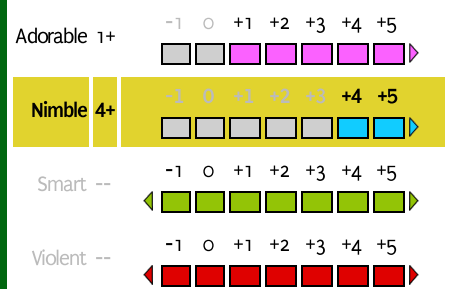
CONTRACT!

\$4

Circus Enormicus

Bouncy! Fluffy! Acrobatic! That's what the crowd wants!

Requirements:



Prime: Nimble

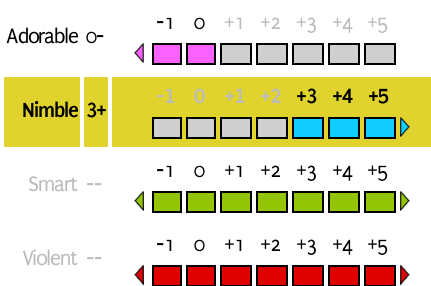
CONTRACT!

\$3

Totally Legit Massages

No happy endings. We're not even kidding here. No. Happy. Endings.

Requirements:



Prime: Nimble

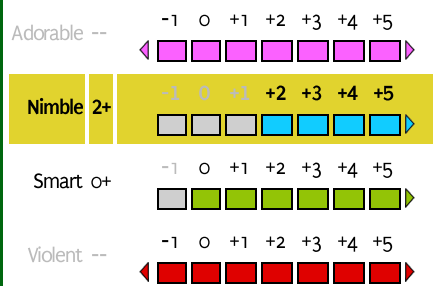
CONTRACT!

\$2

Sweatshops 4 U

Those sweaters don't knit themselves, pal.

Requirements:



Prime: Nimble

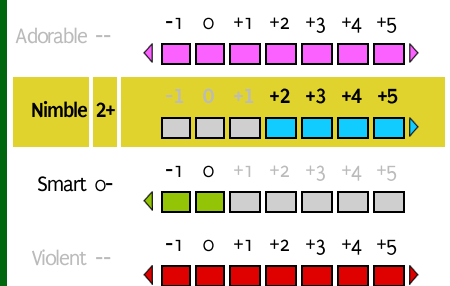
CONTRACT!

\$2

Haulco Shipping

Something that will unload our ships, and is too dumb to unionize.

Requirements:



Prime: Nimble

CONTRACT!

\$3

Pigeon Purge LTD

Cleansing America of those nasty damn sky rats, one feathery corpse at a time.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 3+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Smart -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Violent o+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Prime: Nimble

CONTRACT!

\$4

Squirreltag Network

Play tag! With squirrels! It's awesome!

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 4+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Smart -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Violent o- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Prime: Nimble

CONTRACT!

\$3

SparkleSewer

Cleaning sewers is hard, nasty work, for critters too dumb to say no.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 2+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Smart o- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Violent o- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Prime: Nimble

CONTRACT!

\$5

Guild of Union-Free Stuntmen

Taunting death is hard when you care if the stuntmen live or die.

Requirements:

Adorable o- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 3+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Smart 2+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Violent o- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Prime: Nimble

CONTRACT!

\$5

Awesome Sports Performance Network

We have the awesome sports of the FUTURE! Now make some disposable players!

Requirements:

Adorable o+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Nimble 4+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Smart 1+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Violent -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Prime: Nimble

CONTRACT!

\$4

PENNDOT

We need construction crews willing to work for food.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 3+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Smart 2+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] [] ▶

Violent o- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Prime: Nimble

CONTRACT!

\$3

Custodial Critters

Genetically engineered cleaning staff our clients won't feel sorry for.

Requirements:

Adorable 0-

Nimble 2+

Smart --

Violent 0-

Prime: Nimble

CONTRACT!

\$3

Hairy Trimsters

Something that will cut customers' hair and avoid the idle chatter.

Requirements:

Adorable 1+

Nimble 2+

Smart 0-

Violent --

Prime: Nimble

CONTRACT!

\$5

Chimney Sweeps Inc

Modern urchins for the modern era.

Requirements:

Adorable 1+

Nimble 3+

Smart 1+

Violent 0-

Prime: Nimble

CONTRACT!

\$3

Cuddle Therapy!

Our clients need to unburden their souls -- with hugs!

Requirements:

Adorable 2+

Nimble --

Smart 3+

Violent --

Prime: Smart

CONTRACT!

\$2

Argument Clinic

Get your intellectual tussle on.

Requirements:

Adorable 0-

Nimble --

Smart 2+

Violent --

Prime: Smart

CONTRACT!

\$4

Fissure Labs

We need test subjects, as we have rather a lot of science to do.

Requirements:

Adorable --

Nimble 1+

Smart 4+

Violent --

Prime: Smart

CONTRACT!

\$3

Boomtastic Defense Industries

We need something that will help us design weapons and not be able to use them.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 0- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Smart 3+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Violent -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Prime: Smart

CONTRACT!

\$2

Wacky Violence Time

Our game shows combine the best of trivia and minor bloodshed.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Smart 2+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Violent 0+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Prime: Smart

CONTRACT!

\$2

Blather On Demand

Lord knows most of those students can't write papers on their own.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Smart 2+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Violent 0- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Prime: Smart

CONTRACT!

\$5

Doctors Without Ethics

You wouldn't believe how desperate some people are for medical attention.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 1+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Smart 4+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Violent 0- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Prime: Smart

CONTRACT!

\$5

Noogle

Search engine algorithms are hard. We much prefer the million-monkey approach.

Requirements:

Adorable 0- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 0- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Smart 3+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Violent 0- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Prime: Smart

CONTRACT!

\$3

American Bartending Assoc.

We need some bouncers to chuck teenagers out the door.

Requirements:

Adorable 0+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Nimble -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Smart 2+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Violent 0+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Prime: Smart

CONTRACT!

\$4

Content Sweatshop

Applying the million monkey theory to social media.

Requirements:

Adorable --

Nimble 0-

Smart 3+

Violent 0-

Prime: Smart

CONTRACT!

\$4

ProfessorMates

Profs need research assistants they're not tempted to shag.

Requirements:

Adorable 0-

Nimble 2+

Smart 3+

Violent --

Prime: Smart

CONTRACT!

\$3

Autotroll Inc.

Nice comment section you have there. Be a shame if it got messed up.

Requirements:

Adorable 0-

Nimble --

Smart 2+

Violent 1+

Prime: Smart

CONTRACT!

\$6

Real Superheroes of Chernobyl

Reality TV! Freaky mutant things! Heck yeah!

Requirements:

Adorable 0-

Nimble 1+

Smart 4+

Violent 2+

Prime: Smart

CONTRACT!

\$2

Imaginationland Security

Our amusement parks need a defense against ruffians that won't alarm our guests.

Requirements:

Adorable 0+

Nimble --

Smart --

Violent 2+

Prime: Violent

CONTRACT!

\$2

Maultech

It's amazing what people will pay to not be mauled by something loathesome and unnatural.

Requirements:

Adorable 0-

Nimble --

Smart --

Violent 2+

Prime: Violent

CONTRACT!

\$4

Kung Fu U

Teaching kids to beat-up other kids is lucrative. And awesome.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 2+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Smart -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Violent 4+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Prime: Violent

CONTRACT!

\$3

Tussling Fiends

Our henchmen need something feisty but controllable to train with.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 0- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Smart -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Violent 3+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Prime: Violent

CONTRACT!

\$2

Entouragica

We like our clients confidential, and our paparazzi broken and whimpering.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Smart 0+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Violent 2+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Prime: Violent

CONTRACT!

\$4

Occupy This

Our customers need to pelt hippies with feces.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Smart 0- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Violent 4+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Prime: Violent

CONTRACT!

\$4

US Department of Defense

Support our soldiers with intelligent hunter-killers.

Requirements:

Adorable -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Nimble 0+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Smart 1+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Violent 3+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Prime: Violent

CONTRACT!

\$5

PokayMurder League

We need freaky creatures to tear each other to pieces. But, you know, adorably.

Requirements:

Adorable 0+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Nimble -- -1 0 +1 +2 +3 +4 +5
◀ [] [] [] [] [] [] ▶

Smart 1+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Violent 4+ -1 0 +1 +2 +3 +4 +5
[] [] [] [] [] [] ▶

Prime: Violent

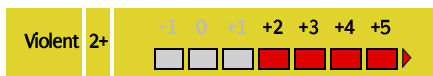
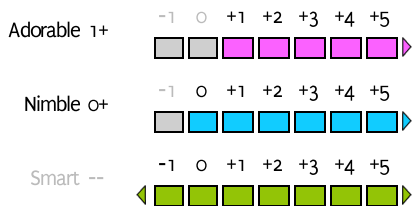
CONTRACT!

\$3

Axe Critters

We need photogenic critters for our TV show about totally wrecking trees.

Requirements:



Prime: Violent

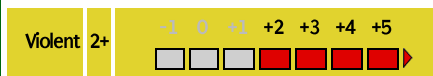
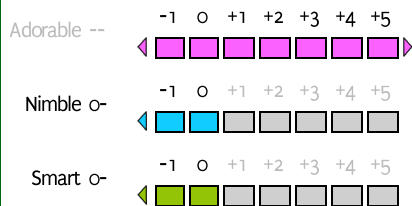
CONTRACT!

\$3

Spartastic

Providing martial arts students with fiery opponents that aren't too challenging.

Requirements:



Prime: Violent

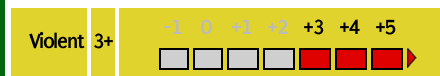
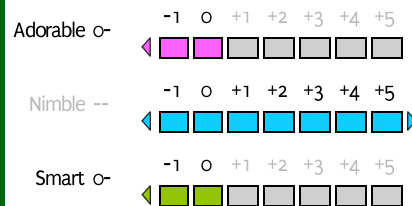
CONTRACT!

\$4

LAPD

Because suspects don't just beat the hell out of themselves, you know.

Requirements:



Prime: Violent

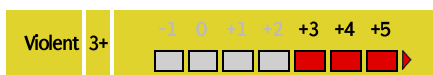
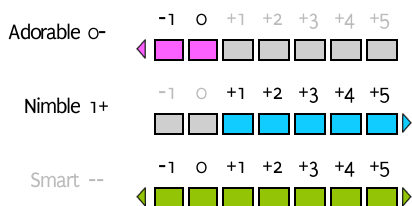
CONTRACT!

\$4

Burg Bros. Demolition

We're exploring new, awesome ways to tear down buildings.

Requirements:



Prime: Violent

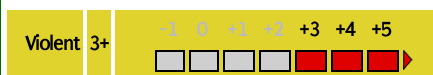
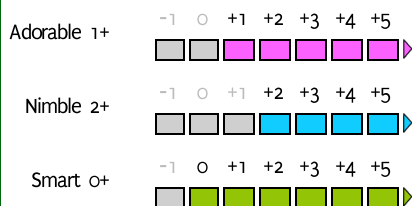
CONTRACT!

\$5

Ninjamatic

Ancient assassination techniques with modern freaks.

Requirements:



Prime: Violent

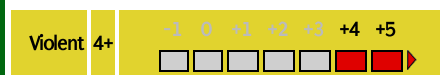
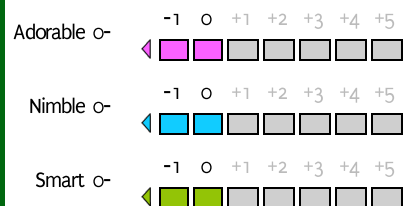
CONTRACT!

\$6

Most Dangerous Gaming

Our clients like to think they're bad-ass hunters. They're really, really not.

Requirements:



Prime: Violent

NEFARIOUS SCHEME!

DISPOSITION - BOUNCY

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **+2 Nimble**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

DISPOSITION - CURIOUS

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **+2 Smart**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

DISPOSITION - FRIENDLY

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **+2 Adorable**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

DISPOSITION - AGGRESSIVE

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **+2 Violent**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

QUIRK! SLUGGLY

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **+2 Adorable**, **-2 Violent**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

QUIRK! TWITCHY

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **+2 Violent**, **-2 Nimble**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

QUIRK! SPLAZZY

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **+2 Nimble**, **-2 Smart**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

QUIRK! NERDY

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **+2 Smart**, **-2 Adorable**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

DEFECT! DERRRRRP

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **-2 Smart**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

DEFECT! FUGLY

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **-2 Adorable**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

DEFECT! NELLON

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **-2 Violent**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME!

DEFECT! CLUNSY

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. **-2 Nimble**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME! QUIRK! ELEGANT

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. +1 **Nimble**, -1 **Violent**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME! QUIRK! PENSIVE

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. +1 **Smart**, -1 **Nimble**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME! QUIRK! ILL-TEMPERED

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. +1 **Violent**, -1 **Adorable**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME! QUIRK! DITZY

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

Play on any monster as it's being built or reworked. +1 **Adorable**, -1 **Smart**. May be discarded as part of a **Rework!** Nefarious Scheme.

NEFARIOUS SCHEME! JOB! CHICKEN SOUP FOR THE SOULLESS

Use When: As an action.

Choose 1 of your monsters to make and sell heart-warming books of life-affirming awwwww. Cash payout is based on the monster's **Smart**:

2 or less	\$4
3-5	\$6
6 or more	\$8

NEFARIOUS SCHEME! JOB! SECURITIES FRAUD

Use When: As an action.

Choose 1 of your monsters to defraud the stock market. Cash payout is based on the monster's **Smart**:

2 or less	\$0
3-5	\$6
6 or more	\$12

NEFARIOUS SCHEME!

JOB! TV MIND CONTROL

Use When: As an action.

Choose 1 of your monsters to brainwash the masses with a talk show. Cash payout is based on the monster's **Adorable**:

2 or less	\$0
3-5	\$6
6 or more	\$12

NEFARIOUS SCHEME!

JOB! CUDDLY BAIT

Use When: As an action.

Choose 1 of your monsters. Who's a cuddly little guy? All alone in this dark ally? Let's get you someplace-- hey, who's your friend? With the truncheon ... oh. Cash payout is based on the monster's **Adorable**:

2 or less	\$4
3-5	\$6
6 or more	\$8

NEFARIOUS SCHEME!

JOB! GYMNASTICS RINGERS

Use When: As an action.

Choose a monster (with an **Adorable** of at least 2) to represent East Thirdworldia at the Olympics. Cash payout is based on the monster's **Nimble**:

2 or less	\$0
3-5	\$6
6 or more	\$12

NEFARIOUS SCHEME!

JOB! CAT BURGLARY

Use When: As an action.

Choose one of your monsters to rob high-rises. Cash payout is based on the monster's **Nimble**:

2 or less	\$4
3-5	\$6
6 or more	\$8

NEFARIOUS SCHEME!

JOB! RAMPAGE

Use When: As an action.

Unleash one of your monsters upon an unsuspecting world, then blackmail them to make it go away. Cash payout is based on the monster's **Violent**:

2 or less	\$0
3-5	\$6
6 or more	\$12

NEFARIOUS SCHEME!

JOB! THUG PUNCHING

Use When: As an action.

Choose one of your monsters to punch the crap out of some thugs. Punch them extra-hard so nobody mistakes you for a hero. Cash payout is based on the monster's **Violent**:

2 or less	\$4
3-5	\$6
6 or more	\$8

NEFARIOUS SCHEME! ALL NIGHTER

Use When: After taking your other actions.

Play after taking your action(s). You may take another action.

NEFARIOUS SCHEME! SCRAP

Use When: As an action.

Return all parts of one of your monsters to your parts stockpile, place any Nefarious Schemes associated with that monster in the Nefarious Schemes discard pile. That monster is no longer available for use, but you may integrate the newly liberated parts into new monsters.

NEFARIOUS SCHEME! SCRAP

Use When: As an action.

Return all parts of one of your monsters to your parts stockpile, place any Nefarious Schemes associated with that monster in the Nefarious Schemes discard pile. That monster is no longer available for use, but you may integrate the newly liberated parts into new monsters.

NEFARIOUS SCHEME! CAREFUL PLANNING

Use When: As part of a Plot Nefariously action.

Draw three additional cards; discard three cards as part of your Plot Nefariously action.

NEFARIOUS SCHEME! DUMPSTER DIVE

Use When: As an action.

Retrieve either one Body Part or one Nefarious Scheme from their respective discard piles.

NEFARIOUS SCHEME! BLACKMAIL

Use When: As an action.

All other players must give you either \$4 or a Body Part (non-Igor parts only), their choice.

NEFARIOUS SCHEME!

EXTRA ROOM

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

You may add one additional head, tail, or limbs Body Part card to the monster you're creating/reworking. (But not an extra torso. That's just weird, y'all.)

NEFARIOUS SCHEME!

EXTRA ROOM

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

You may add one additional head, tail, or limbs Body Part card to the monster you're creating/reworking. (But not an extra torso. That's just weird, y'all.)

NEFARIOUS SCHEME!

JOB! MAD CONSULTING

Use When: As an action.

Take \$8 from the bank.

NEFARIOUS SCHEME!

WE DON'T NEED THAT

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

You may omit the head, torso, or limbs.

NEFARIOUS SCHEME!

WE DON'T NEED THAT

Use When: Play during either a **Build Monster** action, or during a **Rework!** Nefarious Scheme.

You may omit the head, torso, or limbs.

NEFARIOUS SCHEME!

REWORK!

Use When: As an action.

Choose one of your monsters. You may replace any Body Parts on that monster, add any body parts it lacks, discard any stat-altering Nefarious Schemes (except for ones your opponents stick you with during this action), add stat-altering Nefarious Schemes, and add or remove any Enhancements. Discard replaced parts.

NEFARIOUS SCHEME! REWORK!

Use When: As an action.

Choose one of your monsters. You may replace any Body Parts on that monster, add any body parts it lacks, discard any stat-altering Nefarious Schemes (except for ones your opponents stick you with during this action), add stat-altering Nefarious Schemes, and add or remove any Enhancements. Discard replaced parts.

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Choose one of your monsters. You may replace any Body Parts on that monster, add any body parts it lacks, discard any stat-altering Nefarious Schemes (except for ones your opponents stick you with during this action), add stat-altering Nefarious Schemes, and add or remove any Enhancements. Discard replaced parts.

NEFARIOUS SCHEME! REWORK!

Use When: As an action.

Choose one of your monsters. You may replace any Body Parts on that monster, add any body parts it lacks, discard any stat-altering Nefarious Schemes (except for ones your opponents stick you with during this action), add stat-altering Nefarious Schemes, and add or remove any Enhancements. Discard replaced parts.

NEFARIOUS SCHEME! INSIDE CONNECTION

Use When: As an action.

Draw four Contract cards. If you meet the prereqs for one or more of them, choose one of those contracts, keep it, and discard the others. Otherwise, discard all of them.

NEFARIOUS SCHEME! INSIDE CONNECTION

Use When: As an action.

Draw four Contract cards. If you meet the prereqs for one or more of them, choose one of those contracts, keep it, and discard the others. Otherwise, discard all of them.

NEFARIOUS SCHEME! ROB AUCTION HOUSE

Use When: As an action.

Draw top three Body Part cards. Keep one, discard the other two.

NEFARIOUS SCHEME!

ROB AUCTION HOUSE

Use When: As an action.

Draw top three Body Part cards. Keep one, discard the other two.

NEFARIOUS SCHEME!

COMPROMISING PHOTOS

Use When: As an action.

Discard an opponent's contract, as long as it doesn't have the "Loyal Customer" Nefarious Scheme attached to it; or, discard a "Loyal Customer" Nefarious Scheme attached to an opponent's contract.

NEFARIOUS SCHEME!

CLOSED BID

Use When: Play when you start a round of bidding.

Nobody may bid. Pay \$5 to take a single available Body Part of your choice.

NEFARIOUS SCHEME!

CLOSED BID

Use When: Play when you start a round of bidding.

Nobody may bid. Pay \$5 to take a single available Body Part of your choice.

NEFARIOUS SCHEME!

LOYAL CUSTOMER

Use When: May be played as part of a **Fill Contract** action. Or, may be played as an **Action** on a contract you are already filling.

Keep with contract, discard if contract is lost. Contract may not be stolen.

NEFARIOUS SCHEME!

POST FLIERS

Use When: Play as part of an **Evil Garage Sale** action.

Each item sold gets an extra \$2 for this action only.

NEFARIOUS SCHEME! GREAT MARKETING

Use When: Play when you either fill or steal a contract.

You may ignore one prereq on that Contract. Keep this card with that Contract, discard this card if you lose that Contract.

NEFARIOUS SCHEME! GREAT MARKETING

Use When: Play when you either fill or steal a contract.

You may ignore one prereq on that Contract. Keep this card with that Contract, discard this card if you lose that Contract.

NEFARIOUS SCHEME! MARKET PURGE

Use When: As an action.

Dump all unclaimed Contracts and redraw, but everybody gets a chance to save one first. Starting with you, each player may either choose to preserve an existing unclaimed Contract by paying the bank \$5, or pass. Every unclaimed Contract not saved this way is discarded. Draw back up to 5 Contracts.

NEFARIOUS SCHEME! MARKET PURGE

Use When: As an action.

Dump all unclaimed Contracts and redraw, but everybody gets a chance to save one first. Starting with you, each player may either choose to preserve an existing unclaimed Contract by paying the bank \$5, or pass. Every unclaimed Contract not saved this way is discarded. Draw back up to 5 Contracts.

NEFARIOUS SCHEME! IMPROVED ASSISTANT

Use When: As an action.

Play with one of your unused Igor parts (head, limbs, or torso). That part now gets +1 Adorable, +1 Nimble, +1 Smart, +1 Violent. This card stays with the Igor part when that part is added to a monster. However, if the monster is disassembled or the Igor part is removed, discard this card.

NEFARIOUS SCHEME! POLICE RAIDS

Use When: As an action.

All players (including you) discard all Nefarious Scheme cards.