

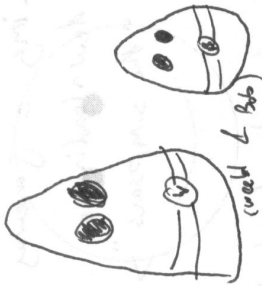
## HAIR LIKE A SHIELD OF STEEL



"Your bullets cannot harm me, my hair is like a shield of steel!"

+3 Headgear X Gold Pieces

## OH, NO, A RANDOM ENCOUNTER!



Search through the discard pile and fight the first monster you find.

X Gold Pieces

## THE SILENT TREATMENT



No-one can interfere with this combat.

X Gold Pieces

## <CARD> <TITLE>

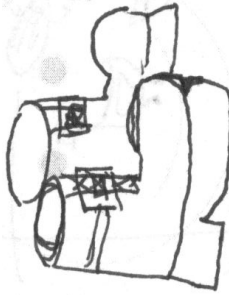


<pedantic syntax="obscure">  
<reason="not obvious">

<X Gold  
Pieces>

<bonus="+4">

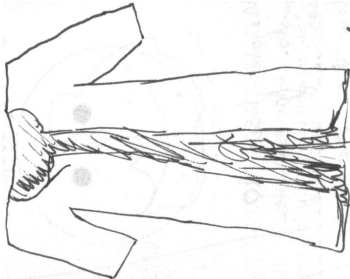
## BIG BLACK LEATHER BOOTS



+2 to stomp.  
+4 if you are a goth.

+2/+4 Footwear X Gold Pieces

## BIG BLACK LEATHER COAT



+2 to loom.  
+4 to your imposition if you are a goth.

+2/+4 Armour X Gold Pieces

## BIG BLACK SUNGLASSES



+2 to look menacing whilst indoors.  
+4 if you are a goth.  
Can be worn with other headgear

+2/+4 Headgear X Gold Pieces

## BIG BLACK BAND T-SHIRT



+2 to groupie-ness.  
+4 if you are a goth.  
Can be worn under normal armour

+2/+4 Armour X Gold Pieces

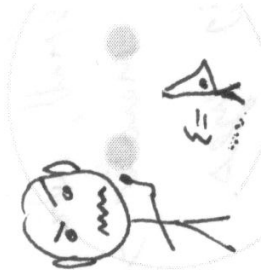
## CORSET OF DISTRACTION



Only works for females.  
The strongest male munchkin in the game **MUST** help. He loses the ability to talk for this combat, and suffers a -1 penalty because of the tongue-hanging-out.

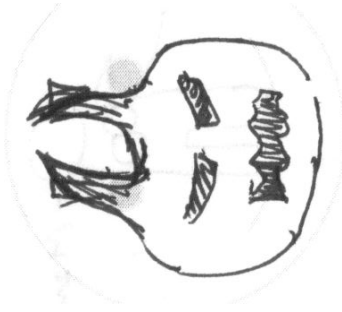
+2 Armour X Gold Pieces

## THAT MONSTER HAS NO NOSE!



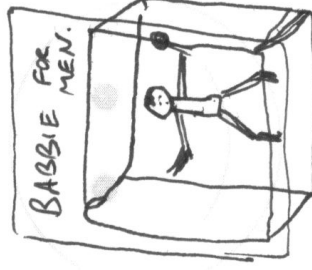
How does it smell?  
-5 to monster level

## ...ON A SPACE HOPPER



+5 to either side

## COLLECTORS ITEM



"the one with the different coloured trousers, please"  
+2 to item

X Gold Pieces

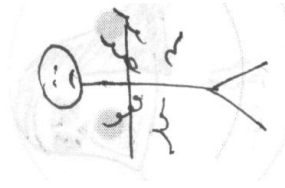
## LOW SELF-ESTEEM



Not my best card.  
Curse: you lose a level

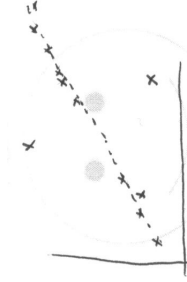
Curse

## B.O.



No-one will help you this combat. I don't blame them either.

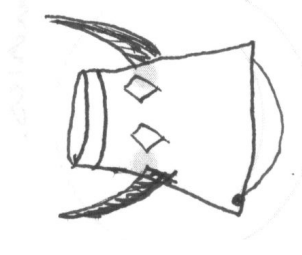
## FUDGE THE DATA



Bend the one rule to suit yourself.

X Gold Pieces

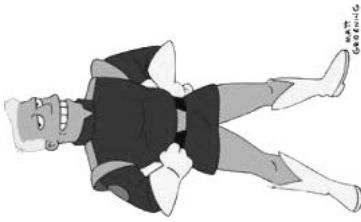
## KNIGHTMARE BUCKET



You're in a room!  
-2 normally, but rises to +4 if you are helped by someone.

-2/+4 Headgear X Gold Pieces

## CAPTAIN OF THE ENTERPRISE



Take 1 card from any member of the opposite sex. You rocked their world

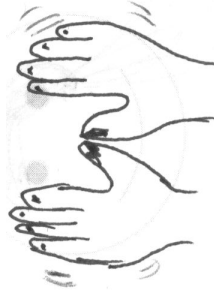
X Gold Pieces

## OLD FART



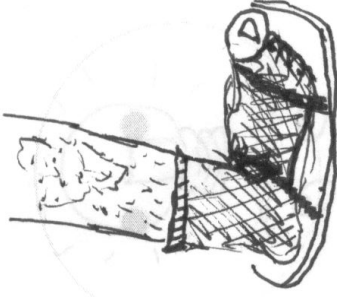
"It wasn't like that when I were't lad"  
Ignore one card in play, discard this card after use.

## NUMBED AND WEIGHED



You want a sex-change immediately. Trade sexes with the highest level player. This counts for -5 for both of you for the next combat.

## SOCKS AND SANDALS



+3 if academic, -3 otherwise.  
Once worn, they are cursed and cannot be removed.

+3/-3 Footwear X Gold Pieces

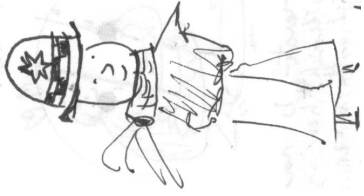
## THE FAVOURITE RANT



Blah, Blah, Blah, Blah, Blah, Blah,  
Blah, Blah, Blah, Blah, Blah, Blah,  
Blah, Blah, Blah!  
+3 to monologue.

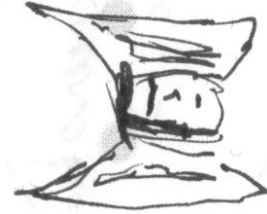
+3 X Gold Pieces

## FASHION POLICE



Confiscate one item of clothing from another player. You can wear it this turn.

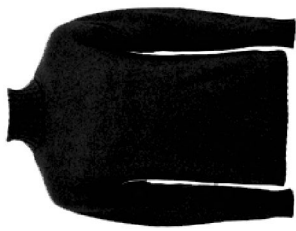
## FAKE SPOCK / ELF EARS \*



Vulcans mate every 12 years, twice as often as trekkies. +1 to your logic, captain.  
It's a bonus, Jim, but not as we know it.  
\* delete as appropriate

X Gold Pieces

## POLONECK OF CUTTING SARCASM

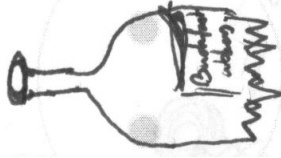


Cancels low self-esteem and rant.  
"that's a useful item"

+3 Armour

X Gold Pieces

## BOTTLE OF BUCKIE



"gonnae gie's a bit, haw, ya bas!"  
+4 to combat, but user must wear the burbery cap (which counts as a curse).

1 Handed

X Gold Pieces

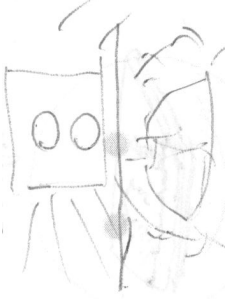
## FAKE ID



"Honestly, I'm 21!"  
+2 unless your voice cracks

X Gold Pieces

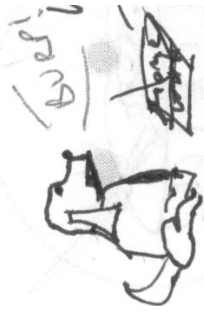
## PARTY GOING ON UPSTAIRS



-2 to concentration. Damn students, don't they ever sleep!.

X Gold Pieces

## FEEBLE EXCUSE

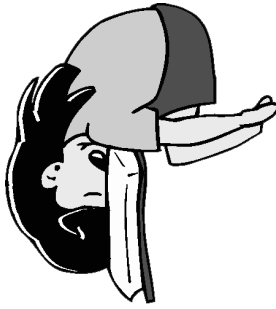


"the dog really *did* eat my homework"  
+1 to lies.

+1

X Gold Pieces

## MISSED LECTURE



You know, the one where they explain everything you need to know in the entire course.  
-3 to the combat.

-3

X Gold Pieces

## CHEAP VODKA



Gain up to +6 in this combat, but you must lose half of that bonus (round up) for the hangover next combat.

X Gold Pieces

## ESSAY DUE TOMORROW



-3 due to the stress.  
Ignore this if you have a feeble excuse.

-3

X Gold Pieces

## NOBODY HERE BUT US CHICKENS



The monster disappears by magic!  
You gain a chicken as a sidekick (+1 bonus) or as headgear (+1 bonus).

+1

X Gold Pieces

## NOBODY HERE BUT US CHICKENS (ALT)

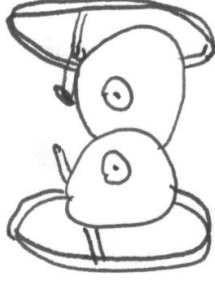


Munchkins can automatically hide from any monster, but can't discard the costume for 2 rounds.  
You can't duck while using this card.

+4

X Gold Pieces

## MASSIVE MAMMORIES



Armour for female munchkins only.  
Can be worn on top or underneath armour to distract monsters.

```
<XML CARD>  
<TITLE>TITLE</TITLE>
```

```

```

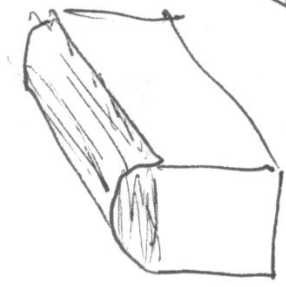
```
alt="xml card picture" />
```

```
<pedantic  
syntax="obscure"  
reason="!clear" />
```

```
<bonus=4 />
```

```
</card>
```

## BREAD



"The best thing before sliced bread"

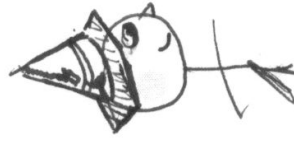
"It's liquid death in solid form". To monsters as well as Dave.

+1 Bonus, use like a hand-grenade.

+1

X Gold Pieces

## TRAFFIC CONE ON THE HEAD



+2 to the wearer, +4 if they are a student. It's the in thing this season, especially if you are a statue in George Square.

+2/+4 Headgear

X Gold Pieces

## HONEY PIE

Text To be decided.

X Gold Pieces

## LOVE AND PEEEEEEEEEE- EEEEEEEEEACE!



Text To be decided.

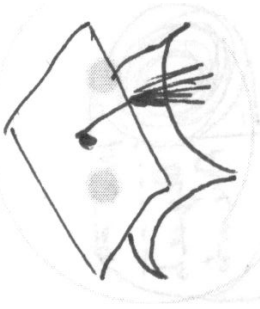
X Gold Pieces

**CLASS:  
GEEK**

"The Geek shall inherit the Earth"  
Can use one item that breaks the  
rules (use like "cheat") because of  
their superior knowledge of obscure  
rules.

**Class**

**CLASS:  
ACADEMIC**



Absent minded: "oops, I forgot to  
play this".  
Can play one card per turn at any  
time.

**Class**

**CLASS:  
SECRETARY**

We all know who holds the real  
power.  
Gains a level while this card is in  
play. Can't be used to win.

**Class**

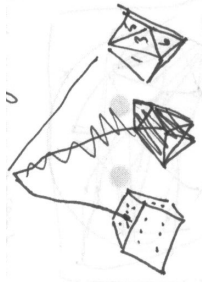
**CLASS:  
STUDENT**



"can't fight, late for lectures"  
Gains an automatic flee if the  
monster level is more than 5 levels  
above the munchkin level.

**Class**

**RACE:  
ROLEPLAYER**



Can add +1/-1 to any of your dice  
rolls. You can choose which.

**Race**

**RACE:  
GOTH**

Can wear any sex-specific item  
without penalty.

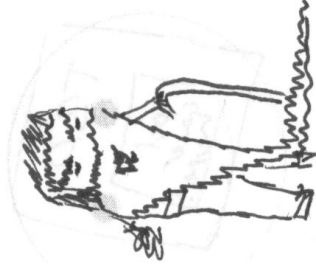
**Race**

**RACE:  
FRESHERS**

Monsters over 5 levels take pity  
and wont fight you.  
Awww, bless.

**Race**

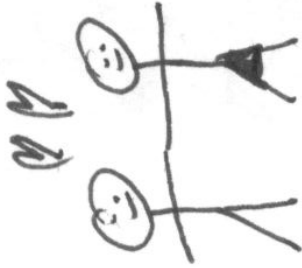
**RACE:  
OLD FART**



-1 to run away (their poor old legs  
can't take the pace).  
+3 to armour, they've been there and  
got the t-shirt.

**Race**

## THE IO COUPLE PHENOMENON



Pair up with any number of the opposite sex for combat. It always happens eventually.

+1

X Gold Pieces

## I.T. CERTIFICATE

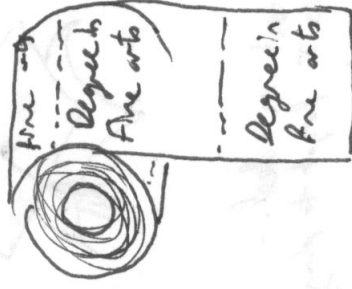


+1 to combat.  
Not just useful for graduation, it helps fight monsters too.

+1

X Gold Pieces

## DEGREE IN FINE ARTS

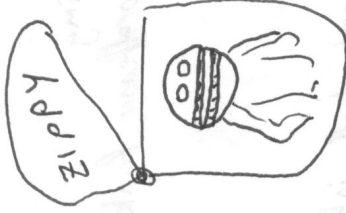


+1 to combat.

+2

X Gold Pieces

## A LIGHTER



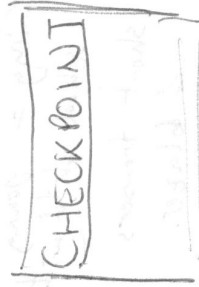
+2 to combat.  
Everything is on fire - just try not to burn yourself.

## ORGANISATION

+3 to monster level.  
+10 to the Io committee - an organised committee is a very scary thing!

+3/+10

## IMPENDING DEADLINE



-2 to either side due to a stress-related headache.

-2

X Gold Pieces

## CHEAP PLOT DEVICE

Discard X Gold Pieces (or more) worth of items to go up a level.

+1

## THE IO CHART



Everyone in Io is related in some way to everyone else. Somehow.

## THAT COURSE YOU DID IN HIGH-SCHOOL



Finally, being awake in school is paying off!  
+2 to your concentration for combat.

+2

X Gold Pieces

## SPORK

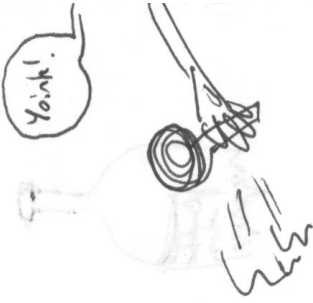


Part spoon, part fork, all pain.  
+3 to fight the monsters with.

+3

X Gold Pieces

## THERE IS NO SPOON!



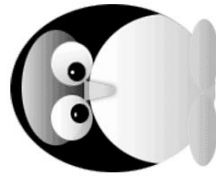
Steal an item from another player.  
You get to steal the spork for free.

## KEEL YOU WEETH A SPOON!



"because it's blunt, you idiot - it'll hurt more!"  
The monsters' mortal enemy is the spoon. Kill one with a spoon-related device and gain an extra level and two treasures. Discard this card after use.

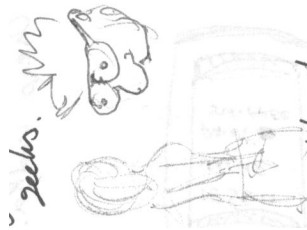
## MILD PERIIIIIIII



Danger-*lite*  
+5 to monster level.

+5

## THE ONLY WOMAN AMONG GEEKS.



Whether you like it or not, every male joins in this combat on your side.

Only useable by females

## FEDORA



"that hat really suits you"  
+2 to style, you cool dude.

+2 Headgear

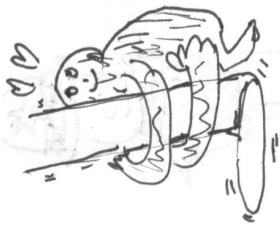
X Gold Pieces

## SOMETHING SHINEY ... OVER THERE



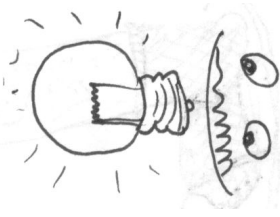
Automatic Escape.  
You distract the monster, but have to sacrifice something shiney to get away.

## MY BESHTESHT FRIEND



The Monster becomes your inseparable sidekick for three rounds (at 1/3 the monsters level, rounding down).  
He barfs on you after three rounds, and you must discard all the items you are wearing.

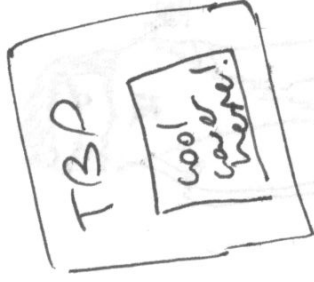
## DAZZLED BY COMMON SENSE



That sounds so obvious! How did I not see it before!  
Not usable by academics or students.  
Cancels the effects of one card.

Priceless

## T.B.D.



This is always the last item to be played. It only just made the deadline.  
+3 to your intelligence rating.

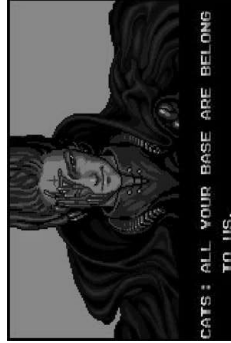
£1

## FORGOT TO BOOK THE ROOM



The monster turns up, but no-one is around to fight them.  
Don't worry; they turn up for the next combat.

## ALL YOUR BASE ARE BELONG TO US



One card from player hand you take another.  
You have no chance to survive make your time.  
Ha Ha Ha Ha Ha ...

X Gold Pisces

## DUNE: THE NOVEL



+5 to combat: throw the book at 'em (useable by geeks only).  
Everyone else gets a +2 bonus because it's just too damn long to understand.

+2/+5; 2Handed X Gold Pisces

## GIGANTIC PLOT HOLE



What?!? That's just not possible!  
Negates one cards' effect.

X Gold Pisces

## GINGER WIG



+5 headgear (can be work under headgear).  
If the game is played during daylight, the bonus is reduced to +2 because ginger folk just don't get along with sunlight.

+2/+5 Headgear X Gold Pisces

## A POLITE WORD ... AND A 2X4



Gets more done that just a polite word. +3 to combat, sir!

+3 : 1 Handed X Gold Pieces

## NEIL GAIMAN SIGNED YOUR ITEM

Monsters AND other munchkins are in awe. And rightly so! +4 to your item

+4 X Gold Pieces

## BROADBAND MALFUNCTION

You have to download all your ~~per~~ data on dial up. Poor thing. -3 to this combat.

-3 X Gold Pieces

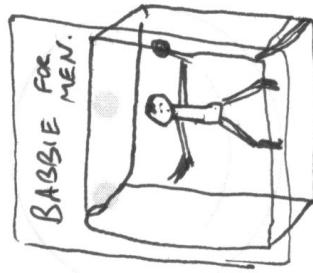
## 16.67 METRES OF ROPE



Useful in all situations. +1 to lassoing the monsters.

+1 X Gold Pieces

## COLLECTORS ITEM (ALT)



+10 for one use. Once it is out of the package, it is worthless.

+10 X Gold Pieces

## LOUDSPEAKER



You appear much larger than before. +4 to combat bigness.

+4 : 1 Handed X Gold Pieces

## GIANT COOKIE



Monster loses 10 levels after eating the cookie, it becomes fat and lazy. If this takes the monster level below 1, it falls asleep leaving the treasure for yoinking.

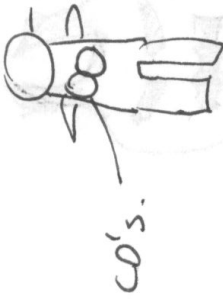
-10 X Gold Pieces

**...AND IT'S  
GOING OUT WITH  
YOUR EX**

+5 to monster level.  
Your friends *still* never liked them  
anyway.

+5

**...WITH CDS ON  
ITS NIPPLES**



+5 to Monster level. <shudder>

+5

**...AT FRESHERS  
WEEK**

-5 to Monster Level  
Aww. It's still very young and  
confused. Poor thing.

-5

**...JUST OUT OF A  
LECTURE**

-5 to Monster level.  
Brain... Frazzled... Must... Find...  
Beer...

-5

**...AND IT HAS THE  
MUNCHIES**

...For YOU!  
+5 to Monster level.

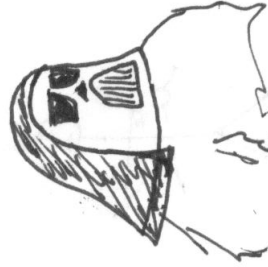
+5

**...AND THEY'RE  
GATECRASHING  
YOUR PARTY**

The worst thing is, they've not  
brought their own beer!  
+5 to monster level.

+5

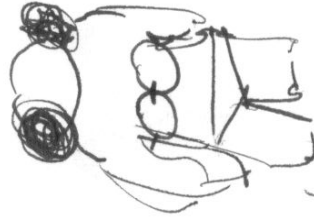
**...HE IS YOUR  
FATHER!**



The Monster chops your hand off.  
Lose 1 weapon of your choice and  
spend the rest of your life in therapy.  
+5 to Monster level as well.

+5

**...IN A PRINCESS  
LEIA OUTFIT**

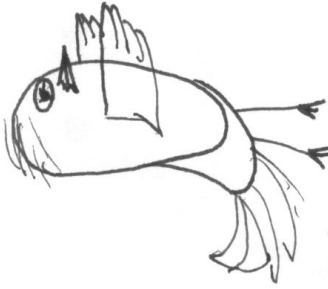


You can't fight for laughing. Or is  
that a lightsabre in your pocket?  
+5 to Monster level.

+5

LEVEL 3

## UNDEAD PARROT



Ee's not dead, ee's just resting

**Bad Stuff:** You join the choir invisible, you push up the daisies, you are an ex munchkin.

Level

Treasure

LEVEL 10

## MONTY'S PYTHON



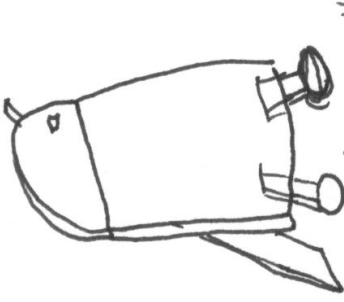
**Bad Stuff:** Grannies steal your footwear. Watch out for the old codgers next time.

Level

Treasure

LEVEL 2

## 2R-2D



Becomes level 10 with CCC-Pø

**Bad Stuff:** TBD

Level

Treasure

LEVEL 2

## CCC-Pø

Becomes level 10 with 2R-2D

**Bad Stuff:** Somehow, you always end up in worse trouble. Go through the discard pile and fight the first monster you come to.

Level

Treasure

LEVEL 6

## TWO WALRII



**Bad Stuff:** Tusk Tusk. You've been mauled by the walrii. Your armour now smells of fish, discard it or suffer a -3 penalty to combat.

Level

Treasure

LEVEL 20

## DOUGIE IN A DRESS



[Shudder] If you defeat Dougie, you can wear his dress (+5).

**Bad Stuff:** Blinded by the sight, you must miss the next two turns.

Level

Treasure

LEVEL 10

## THE JANITOR

... From a Stephen King novel!

**Bad Stuff:** He kills you in a really unexpected, but very imaginative, way.

Level

Treasure

LEVEL 10

## HUMAN SLAVES - IN AN INSECT NATION



They ignore non-humans, but only if they said "Ah-ah-ah-ahah!"

**Bad Stuff:** Insects are bad captors. You die.

Level

Treasure

LEVEL 18

## BIG ANGRY MIKE

Freshers instantly run away. Counts as a free escape.

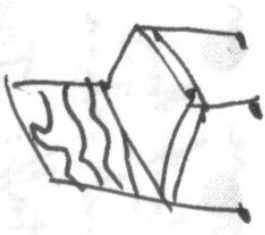
**Bad Stuff:** You die of fear as he jumps on the table. You discover Mike has the prefixes 'big' and 'angry' for a reason.

Level

Treasure

LEVEL 1

## THE RECTOR



Well, actually, his chair.

**Bad Stuff:** He comes out of hiding, followed by several Israeli secret agents who take away your items.

Level

Treasure

LEVEL 12

## SUPER-DOC!

Bitten by a radioactive spider means that he can draw at eight times the rate of mere mortals.

**Bad Stuff:** You are caught in a detailed explanation of the super heros. Lose a turn.

Level

Treasure

LEVEL 15

## MUNCHKIN



Has the right to abstain from fighting (but never usually uses this right)

**Bad Stuff:** Lose your weapons. You put them down while organising a con and can't remember where you put them.

Level

Treasure

LEVEL 4

## HALL WARDEN

Easily bribed, discard one item to escape.

**Bad Stuff:** Lose your best item in an unscheduled raid. Player to the right chooses what disappears.

Level

Treasure

LEVEL 8

## UNION PRESIDENT

Never has enough time, combat lasts no more than 30 seconds from now!

**Bad Stuff:** Steals your boots. Bad Luck.

Level

Treasure

LEVEL 5

## MIDDLE AGED SPREAD

You're not a student any more.

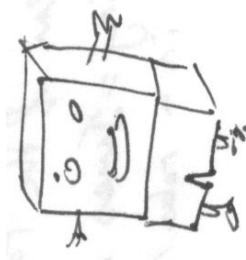
**Bad Stuff:** Lose the race and class you have.

Level

Treasure

LEVEL 3

## SPONGING OIK



It came from the planet Mooch, but forgot its wallet.

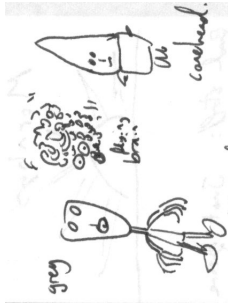
**Bad Stuff:** All the players can sponge an item off you. Starting from the lowest level, working to the highest, all munchkins steal an item from you.

Level

Treasure

LEVEL 6

## ALIENS FROM SPAAAAAAAAAAAAACE



They stole Elvis.

**Bad Stuff:** Alien Probing: The Aliens take all your items in play, your clothes and leave you in a field covered in Rum.

Level

Treasure

LEVEL 4

## SAD... BUT PROUD

Needs no introduction.

**Bad Stuff:** Your pride must recover. Watch some Babylon 5 to regain some of that geekiness lost: miss your next turn.

Level

Treasure

LEVEL 1

## THE IO COMMITTEE



They're sh\*tte.

**Bad Stuff:** I've forgotten to book the Bad Stuff. I'll have to get back to you on that.

Level

Treasure

LEVEL 7

## DEAN OF THE FACULTY

Beware, he has elbow pads and socks with sandals.

**Bad Stuff:** You've failed, lose 1 level.

Level

Treasure

LEVEL 3

## NAMELESS FIRST-YEAR

What was his name again?

**Bad Stuff:** If you lose, all the other munchkins can mock you mercilessly.

Level

Treasure

LEVEL 1-6

## A RABBLE OF NEDS



Roll a D6: you encounter that many Neds at Level 1 each. They count as one monster of that level.

**Bad Stuff:** They steal all your items. Haw man.

Level

Treasure

LEVEL 5

## PUB BOUNCER

Fake ID makes them Level 1.

**Bad Stuff:** They don't let you in because you've got trainers on. They steal your footwear as a warning to other munchkins.

Level

Treasure

LEVEL 12

## VISITING PARENTS

Quick, tidy your room!

**Bad Stuff:** They confiscate all your items in play.

Level

Treasure

LEVEL 3

## LECTURER

Becomes a Level 12 if 'Feeble Excuse' has been played so far.

**Bad Stuff:** Argh! Homework!

It hurts your brain so much, your Headgear doesn't fit any more.

Discard it to the munchkin with the lowest level.

Level

Treasure

LEVEL 12

## YOUR NEMESISISISISIS

**Bad Stuff:** Go through the discard pile: the first curse you find curses you!

Level

Treasure

LEVEL 1

## MORNINGS



Yawn, is it that time already? I've only just gone to sleep.

**Bad Stuff:** Just ignore it, they'll go away eventually.

Level

Treasure

LEVEL X

## SLUSHY MACHINE

Ah, but is it red or blue?

**Bad Stuff:** Brain Freeze! Your headgear shrinks to your head, and causes a -2 headache.

Level

Treasure

LEVEL X

## HODGEHEG

Teh Hodgeheg causes yuo to misraed teh wrods.

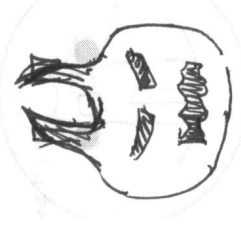
**Bad Stuff:**

Level

Treasure

LEVEL X

## SPACE HOPPERS



Makes Raj go mental. The shield of steel is rendered null and void when fighting this.

**Bad Stuff:** The space hopper bounces up and down on you. Your armour doesn't seem to fit any more, discard it.

Level

Treasure

LEVEL X

## RADIOACTIVE SCART CABLE OF INVISIBILITY

Just because you can't see it, doesn't mean it's not there.

**Bad Stuff:** It coaxes you into it's lair where it eats your weapons.

Level

Treasure

LEVEL X

## DOT MATRIX

Early versions of 'the Matrix' used morse code.

**Bad Stuff:** You picked the red pill. Suffer the same old drudgery in a fake universe.

Level

Treasure

LEVEL X

## SPARKS

Class A beardie.

**Bad Stuff:** He tells you stories of what things were like when he was a student. Lose a turn while you lose your lunch.

Level

Treasure

LEVEL X

## GILL JONES

... In a very short skirt.

**Bad Stuff:** She's managed to distract you. Mysteriously lose your Headgear and Armour.

Level

Treasure

LEVEL X

## TRANSFORMERS

Robots in disguise. Can you ever be totally sure the toilet is not a robot bent on global domination?

**Bad Stuff:** Hacking the toilet up ruins your weapon. Discard it.

Level

Treasure

LEVEL X

## CAMEL DEALER

He owns all the finest camels, and some moderately attractive donkeys.  
**Bad Stuff:** He's got the hump and the camel spits. Lose your headgear.

Level

Treasure

LEVEL X

## SAM DE SMITH

This card is as long as Sam. Bet you didn't want to know that.  
**Bad Stuff:** Your class vanishes while everyone sings the 'Sam de Smith song'.

Level

Treasure

LEVEL X

## QMU PORTER: ALISTAIR

Mild mannered old man.  
**Bad Stuff:** He knows your type: you're not getting in here. Lose a level.

Level

Treasure

LEVEL X

## QMU PORTER: MICHAEL

Jolly chap in the QM.  
**Bad Stuff:** Stuns you with an appalling joke. Lose 1 level.

Level

Treasure

LEVEL X

## EX PRESIDENTS

Katie, Alistair, Catherine and many, many more.  
**Bad Stuff:** Io wasn't run like this in their day. Lose 2 levels for the shame.

Level

Treasure

LEVEL X

## FOOD FACTORY

Cheap, cheerful, tasty. Two out of three ain't bad.  
**Bad Stuff:** You get the chili quorn for dinner. Lose 2 levels considering why it looks largely the same going out as it went in.

Level

Treasure

LEVEL X

## SOLITARY SMOKER

Danger: smoking causes death (of your social life, anyway)  
**Bad Stuff:** Shunned by the non-smoking nazis, you have to discard your smelly armour before being accepted back into the group.

Level

Treasure

LEVEL X

**JOANNA**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**STEVIE**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**AARON**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**MARIE**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**LYNN**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**BOB THE  
GOLDFISH**

Now with added ranting skills™

*Bad Stuff:* He uses his power of random confusion, convincing you that you have lost a level.

Level

Treasure

LEVEL X

**STUART**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**JENNIE**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**DONALD**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**DREW**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**JONATHAN**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**ABITA**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**OLAF**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**KIRSTY**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL X

**WEEBLE**

Blah

*Bad Stuff:* Bad Blah

Level

Treasure

LEVEL 14

## IO PRESIDENT: ROBERT

**Bad Stuff:** Crushes your spirit with a sarcastic comment. Lose two levels.

Level

Treasure

LEVEL 13

## IO TREASURER: JAMES

Steals all your items above 500 Gold Pieces, but gives you a receipt for them.

**Bad Stuff:** His gingeriness causes your headgear to vanish.

Level

Treasure

LEVEL 13

## IO SECRETARY: FRASER

Mild-mannered man of steel.

**Bad Stuff:** Guilties you into submission for not beating him. Lose 1 level while apologising.

Level

Treasure

LEVEL 12

## IO OCM: SAM

Fight fire with fire!

**Bad Stuff:** Burns you, lose all your wearable items as they disappear in a flash.

Level

Treasure

LEVEL 12

## IO GAMES: SACHA

Prepared and organised. This is scary for Io.

**Bad Stuff:** You're running next week's game now. Lose 1 turn to prepare.

Level

Treasure

LEVEL 12

## IO PUBLICITY: DAVE

The best card in the pack. (and not just because he designed them).

**Bad Stuff:** He sneakily takes you off the Io mailing list. Lose 1 level while you figure out what's on next week for yourself.

Level

Treasure

LEVEL 12

## IO PIANO

It was on the board once, you know. It might even be president one day.

**Bad Stuff:** It flattens you, while being slightly off key. You are dead.

Level

Treasure

