

<p>Mental Attack / Power</p> <p>Psi Scream</p> <p>Deal 1d6 Mental Damage . < or > Add 1d6 to target die roll. Play when base card is played.</p>	<p>Mental Attack</p> <p>Mind Bomb</p> <p>Deal 1d6 Mental Damage . Opponent may discard a card to negate this card.</p>	<p>Mental Attack</p> <p>Mental Blow</p> <p>Deal 1d6 Mental Damage .</p>	<p>Mental Attack</p> <p>Mind Twist</p> <p>Deal 1d6 Mental Damage .</p>
<p>Mental Attack / Incapacitating Attack</p> <p>Psychic Lobotomy</p> <p>Deal 1d6 Mental damage . < or > Opponent may not play cards until the end of their next turn.</p>	<p>Mental Attack</p> <p>Psionic Blast</p> <p>Deal 1d6 Mental damage . Attacker loses 2 Mental points.</p>	<p>Mental Attack</p> <p>Id Insinuation</p> <p>Deal 1d6 Mental damage .</p>	<p>Mental Attack / E.S.P.</p> <p>Dream Stalker</p> <p>Deal 1d6 Mental damage as Attack. < or > Scri as E.S.P.</p>

<div>Mental Attack</div> <div>Mind Stab</div> <div>Deal 1d6 Mental Damage .</div>	<div>Mental Attack</div> <div>Ego Whip</div> <div>Deal 1d6 Mental Damage .</div>	<div>Mental Defense</div> <div>Trance State</div> <div>Prevent 1 Mental, Special Mental or Incapacitating Attack.</div>	<div>Mental Defense</div> <div>Thought Shield</div> <div>Prevent 1 Mental, Special Mental or Incapacitating Attack.</div>
<div>Mental Defense</div> <div>Mind Wall</div> <div>Prevent 1 Mental, Special Mental or Incapacitating Attack.</div>	<div>Mental Defense</div> <div>Mind Barrier</div> <div>Prevent 1 Mental, Special Mental or Incapacitating Attack.</div>	<div>Mental Defense</div> <div>Intellect Fortress</div> <div>Prevent 1 Mental, Special Mental or Incapacitating Attack.</div>	<div>Mental Defense</div> <div>Tower of Iron Will</div> <div>Prevent 1 Mental, Special Mental or Incapacitating Attack.</div>

<div>Regeneration</div> <div>Delta Waves</div> <div>Regain 1d6 Mental Points.</div>	<div>Special Mental Attack</div> <div>Drain</div> <div>Steal 1d6 Mental Points from an opponent.</div>	<div>Special Mental Attack</div> <div>Psychic Vampire</div> <div>Steal 2 random cards from an opponent.</div>	<div>Special Mental Attack</div> <div>Mind Switch</div> <div>Switch hands with an opponent.</div>
<div>Special Mental Attack</div> <div>Mind Trap</div> <div>You may play this card when an opponent looks at your hand. Deal 1d6 Mental Damage to that opponent.</div>	<div>Special Mental Attack</div> <div>Psychic Venom</div> <div>Opponent takes 1 point of Mental damage during their Power Phase for the next 1d6 turns.</div>	<div>Special Mental Attack</div> <div>Memory Lapse</div> <div>Opponent discards 3 random cards.</div>	<div>Special Mental Attack</div> <div>Amnesia</div> <div>Opponent discards 3 random cards.</div>

<div>Special Mental Attack</div> <div>Mind Wipe</div> <div>Opponent discards 1d6 random cards.</div>	<div>Physical Attack</div> <div>Electrokinesis</div> <div>Deal 1d6 Physical damage.</div>	<div>Physical Attack / Incapacitating Attack</div> <div>Cryokinesis</div> <div>Deal 1d6 Physical damage. < or > Opponent may not play cards until the end of their next turn.</div>	<div>Physical Attack</div> <div>Pyrokinesis</div> <div>Deal 1d6 Physical damage.</div>
<div>Physical Attack</div> <div>Energy Bolt</div> <div>Deal 1d6 Physical damage.</div>	<div>Physical Attack</div> <div>Telekinetic Blow</div> <div>Deal 1d6 Physical damage.</div>	<div>Physical Attack</div> <div>Telekinesis</div> <div>Deal 1d6 Physical damage.</div>	<div>Physical Attack</div> <div>Molecular Agitation</div> <div>Deal 1d6 Physical damage.</div>

Physical Attack / Mental Attack	Physical Attack	Physical Attack / Incapacitating Attack	Physical Attack / Incapacitating Attack
Mind over Matter	Brain Burn	Suggestion	Domination
Deal 1d6 Physical damage. < or > Deal 1d6 Mental damage.	Deal 1d6 Physical damage.	Deal 1d6 Physical damage. < or > Opponent may not play cards until the end of their next turn.	Deal 1d6 Physical damage. < or > Opponent may not play cards until the end of their next turn.
Physical Attack / Physical Defense	Physical Defense	Physical Defense	Physical Defense
Temporal Stasis	Combat Sense	Levitation	Invisibility
Deal 1d6 Physical damage. < or > Prevent 1 Physical Attack.	Prevent 1 Physical Attack.	Prevent 1 Physical Attack.	Prevent 1 Physical Attack.

Physical Defense <div>Teleport</div> Prevent 1 Physical Attack.	Regeneration <div>Rejuvenation</div> Regain 1d6 Physical Points.	Defense <div>Sense Aura</div> Prevent any 1 attack.	Defense <div>Anti-Psi</div> Prevent any 1 attack. Discard 1 additional card when you play this card.
Defense <div>Neutralize</div> Play at any time to negate any one card play.	Defense <div>Reflection</div> Damage/Effect from any one Attack against you is applied to attacker.	Incapacitating Attack <div>Mesmerize</div> Opponent may not play cards until the end of their next turn.	Incapacitating Attack <div>Fugue State</div> Opponent may not play cards until the end of their next turn.

<p>Incapacitating Attack</p> <p>Inflict Pain</p> <p>Opponent may not play cards until the end of their next turn.</p>	<p>Incapacitating Attack</p> <p>Fear</p> <p>Opponent may not play cards until the end of their next turn.</p>	<p>Incapacitating Attack</p> <p>Seizure</p> <p>Opponent may not play cards until the end of their next turn.</p>	<p>Incapacitating Attack</p> <p>Paralysis</p> <p>Opponent may not play cards until the end of their next turn.</p>
<p>Incapacitating Attack</p> <p>Confusion</p> <p>Opponent may not play cards until the end of their next turn.</p>	<p>Incapacitating Attack</p> <p>Images</p> <p>Opponent may not play cards until the end of their next turn.</p>	<p>E.S.P.</p> <p>Astral Projection</p> <p>Search the draw deck, put 1 card in your hand.</p>	<p>E.S.P.</p> <p>Astral Sight</p> <p>Scry, look at next 2 cards in the draw deck.</p>

E.S.P.

Clairvoyance

Scry, draw 1 card.

E.S.P.

Precognition

Look at next 5 cards
In the draw deck.

E.S.P.

Total
Recall

Search the discard pile,
Put 1 card in your hand.

E.S.P.

Telepathy

Scry all opponents.

E.S.P.

Mental
Probe

Scry and discard one
of opponent's cards.

E.S.P.

Brain
Storm

Draw 3 cards.

Power

Psi
Capacitor

Add 1d6 to target die roll.
Play when base card is played.

Power

Psi
Lens

Add 1d6 to target die roll.
Play when base card is played.

<div>Power</div> <div>Psionic Surge</div> <div>Add 1d6 to target die roll. Play when base card is played.</div>	<div>Power</div> <div>Reality Spike</div> <div>Add 1d6 to target die roll. Play when base card is played.</div>	<div>Power</div> <div>Mental Reserves</div> <div>Add 1d6 to target die roll. Play when base card is played.</div>	<div>Power</div> <div>Psionic Echo</div> <div>Add 1d6 to target die roll. Play when base card is played.</div>
<div>Power</div> <div>Psionic Amplifier</div> <div>Add 1d6 to target die roll. Play when base card is played.</div>	<div>Power</div> <div>Energy Wave</div> <div>Add 1d6 to target die roll. Play when base card is played.</div>	<div>Power</div> <div>Sharp Focus</div> <div>Add 1d6 to target die roll. Play when base card is played.</div>	<div>Rules</div> <div>Setup:</div> <div>Players begin with 20 mental points and 20 Physical points. If either is reduced to 0 at any time, that player is out of the game.</div> <div>Players begin with 3 cards from the deck.</div> <div>Determine who goes first at random.</div> <div>Play:</div> <div>First player must discard 1 card before starting. (optional in large games)</div> <div>Power Phase:</div> <div>Draw 2 cards.</div> <div>Discard down to 7 cards if over.</div> <div>ESP Phase:</div> <div>May play 1 E.S.P. or Regeneration card</div> <div>Attack Phase:</div> <div>May play 1 Attack card.</div> <div>Defender may play Defense card.</div> <div>Reshuffle and use the discard pile as needed.</div> <div>Power cards may be played before any die role. Certain other cards specify that they can be played at non-standard times.</div>