

# MEGAMAN TCG POWER UP! SPOILER LIST

Key: [El] ElecMan            B = Blue  
      [Gu] GutsMan        G = Green  
      [Ma] MagicMan      R = Red  
      [Me] MegaMan       Y = Yellow  
      [Nu] NumberMan  
      [Ro] Roll  
      [To] TorchMan  
      [Wa] WackoMan

A number in Requirements denotes the number of cards in the power gauge needed to play.

Name: ElecMan: Fully Charged  
Card Type: NetNavi  
Emblem: [El]  
Strength: 1  
Defense: 0  
Blast: 1  
Text: Whenever you play a BattleChip, you may place up to 2 cards from your discard pile in your power gauge.  
Collector's #: 1 C 1

Name: GutsMan: Body Strength  
Card Type: NetNavi  
Emblem: [Gu]  
Strength: 3  
Defense: 1  
Blast: 3  
Text: Whenever you play a BattleChip, your GutsMan is strength +1.  
Collector's #: 1 C 2

Name: MagicMan: Riddler  
Card Type: NetNavi  
Emblem: [Ma]  
Strength: 2  
Defense: 2  
Blast: 3  
Text: Whenever you play a BattleChip, your MagicMan is blast -2.  
Collector's #: 1 C 3

Name: NumberMan: Calculator  
Card Type: NetNavi  
Emblem: [Nu]  
Strength: 1  
Defense: 3  
Blast: 2  
Text: none  
Collector's #: 1 C 4

Name: Roll: Hip and Cool  
Card Type: NetNavi  
Emblem: [Ro]  
Strength: 1  
Defense: 2  
Blast: 2  
Text: Whenever you play a BattleChip, your Roll is defense +2.  
Collector's #: 1 C 5

Name: WackoMan: Whimsical  
Card Type: NetNavi  
Emblem: [Wa]  
Strength: 1  
Defense: 3  
Blast: 3  
Text: Whenever you play a BattleChip, you may recharge an energy.  
Collector's #: 1 C 6

Name: AirShot  
Card Type: BattleChip  
Emblem: none  
Destiny: 3  
Requirements: 2  
Text: Burn 1 power to make your NetNavi defense +3.  
Collector's #: 1 C 7

Name: AreaSteal  
Card Type: BattleChip  
Emblem: none  
Destiny: 4  
Requirements: none  
Text: Burn 1 power to make your NetNavi strength +2. You may play an additional BattleChip.  
Collector's #: 1 C 8

Name: Boomer2  
Card Type: BattleChip  
Emblem: Color Y  
Destiny: 4  
Requirements: none  
Text: Burn 1 power to make your NetNavi strength +4.  
Collector's #: 1 C 9

Name: BoysBomb  
Card Type: BattleChip  
Emblem: none  
Destiny: 3  
Requirements: Y 2  
Text: Your NetNavi is strength +1 for each card in your power gauge.  
Collector's #: 1 C 10

Name: CannonBall  
Card Type: BattleChip  
Emblem: none  
Destiny: 4  
Requirements: G  
Text: Discard a card to make your NetNavi strength +4.  
Collector's #: 1 C 11

Name: CyberSword  
Card Type: BattleChip  
Emblem: none  
Destiny: 4  
Requirements: B  
Text: Make your opponent take a random card from his or her discard pile into hand to make your NetNavi strength +4.  
Collector's #: 1 C 12

Name: Guard1  
Card Type: BattleChip  
Emblem:  
Destiny: 3  
Requirements: none  
Text: Discard a blue card to make your NetNavi defense +3.  
Collector's #: 1 C 13

Name: LaserBlast  
Card Type: BattleChip  
Emblem: none  
Destiny: 5  
Requirements: RR 3  
Text: Your NetNavi is strength +5.  
Collector's #: 1 C 14

Name: MegaEnergyBomb  
Card Type: BattleChip  
Emblem: none  
Destiny: 4  
Requirements: 4  
Text: Lose 1 energy to make your NetNavi strength +2 for each blue resource you have in play.  
Collector's #: 1 C 15

Name: RockCube  
Card Type: BattleChip  
Emblem: none  
Destiny: 2  
Requirements: none  
Text: Burn 1 power to make your NetNavi defense +2. You may play an additional BattleChip.  
Collector's #: 1 C 16

Name: TimeBomb  
Card Type: BattleChip  
Emblem: none  
Destiny: 3  
Requirements: RR 3  
Text: Your NetNavi is defense +5.  
Collector's #: 1 C 17

Name: 1 C 18  
Card Type: BattleChip  
Emblem: none  
Destiny: 2  
Requirements: G  
Text: Your NetNavi is strength +1 for each card in your opponent's hand.  
Collector's #: 1 C 18

Name: Vulcan1  
Card Type: BattleChip  
Emblem: none  
Destiny: 2  
Requirements: 2  
Text: Your NetNavi is strength +2.  
Collector's #: 1 C 19

Name: Asking For It  
Card Type: Event  
Color: G  
Emblem: none  
Destiny: 5  
Requirements: G  
Text: Opponent draws 2 cards.  
Lore: "Here's something to sing about!"  
Collector's #: 1 C 20

Name: Cancelled  
Card Type: Event  
Color: B  
Emblem: none  
Destiny: 5  
Requirements: B  
Text: Discard a card to cancel a BattleChip.  
Lore: "Maybe next time."  
Collector's #: 1 C 21

Name: Fast And Powerful  
Card Type: Event  
Color: B  
Emblem:  
Destiny: 4  
Requirements: B  
Text: Reduce a NetNavi's blast to 1.  
Lore: Beware of the ball.  
Collector's #: 1 C 22

Name: Fish Intervention  
Card Type: Event  
Color: Y  
Emblem: none  
Destiny: 4  
Requirements: Y  
Text: Power Up.  
Lore: "He's going to be one calcium-rich competitor!"  
Collector's #: 1 C 23

Name: Fish On The Brain  
Card Type: Event  
Color: B  
Emblem: none  
Destiny: 4  
Requirements: B  
Text: Discard a card to cancel a blast destiny.  
Lore: "Alright, that does it. No more Mr. Nice Maysa!"  
Collector's #: 1 C 24

Name: Impressive Battlers  
Card Type: Event  
Color: R  
Emblem: none  
Destiny: 3  
Requirements: R 3  
Text: Add 4 to your blast destiny.  
Lore: "What a striking blow!"  
Collector's #: 1 C 25

Name: Not Enough Power  
Card Type: Event  
Color: R  
Emblem: none  
Destiny: 2  
Requirements: R  
Text: You may play an additional BattleChip.  
Lore: "I think we're gonna need some stronger BattleChips."  
Collector's #: 1 C 26

Name: Playing Dirty  
Card Type: Event  
Color: Y  
Emblem: none  
Destiny: 2  
Requirements: Y  
Text: Burn an opponent's power.  
Lore: "Ahh, my hair!"  
Collector's #: 1 C 27

Name: Pretty Good Move  
Card Type: Event  
Color: R  
Emblem: none  
Destiny: 4  
Requirements: RR 2  
Text: Make your NetNavi defense +4.  
Lore: GutsMan knows how to block.  
Collector's #: 1 C 28

Name: Technical Difficulties  
Card Type: Event  
Color: Y  
Emblem: none  
Destiny: 4  
Requirements: YY  
Text: Destroy a resource.  
Lore: "That dumb thing is not a toy! It's actually a high-tech, rat-trapping machine!"  
Collector's #: 1 C 29

Name: That's too easy  
Card Type: Event  
Color: G  
Emblem: none  
Destiny: 5  
Requirements: GG 3  
Text: Take any card from your deck into hand. Shuffle your deck.  
Lore: "Yai comes to us from a private boarding school and is skipping ahead two full grades."  
Collector's #: 1 C 30

Name: Uncommon NetBattler  
Card Type: Event  
Color: G  
Emblem: none  
Destiny: 3  
Requirements: G 2  
Text: Draw 2 cards.  
Lore: "Let's kick it, partner!"  
Collector's #: 1 C 31

Name: BattleChip Geek  
Card Type: Resource  
Color: g  
Emblem: none  
Destiny: 4  
Requirements: 2  
Text: SPEND: Burn 2 power to draw 3 cards.  
Lore: "This new binary upgrade is fantastic."  
Collector's #: 1 C 32

Name: Big Trouble  
Card Type: Resource  
Color: B  
Emblem: none  
Destiny: 1  
Requirements: 2  
Text: SPEND: Make a NetNavi blast -1 until end of next turn.  
Lore: "I do believe we're in trouble."  
Collector's #: 1 C 33

Name: BucketHead  
Card Type: Resource  
Color: Y  
Emblem: [Gu]  
Destiny: 3  
Requirements: [Gu]  
Text: SPEND: Spend a resource for no effect to power up twice.  
Lore: "Guts, Guts, Guts!"  
Collector's #: 1 C 34

Name: Channeling  
Card Type: Resource  
Color: B  
Emblem: [Ro]  
Destiny: 3  
Requirements: [Ro] 4  
Text: SPEND: Place 2 cards from hand in your power gauge.  
Lore: "I can feel something coming."  
Collector's #: 1 C 35

Name: Charging Up  
Card Type: Resource  
Color: G  
Emblem: [EI]  
Destiny: 4  
Requirements: [EI]  
Text: SPEND: Burn a power to recharge 2 energy.  
Lore: "Charge it up, baby, time to electrify!"  
Collector's #: 1 C 36

Name: Clever Trick  
Card Type: Resource  
Color: G  
Emblem: none  
Destiny: 3  
Requirements: none  
Text: SPEND: If you played a BattleChip this turn, draw a card.  
Lore: Strong combination.  
Collector's #: 1 C 37

Name: Clowning Around  
Card Type: Resource  
Color: G  
Emblem:  
Destiny: 1  
Requirements: [Wa] 3  
Text: SPEND: Your opponent draws 3 cards.  
Lore: "Catch me if you can."  
Collector's #: 1 C 38

Name: Counter Attack  
Card Type: Resource  
Color: Y  
Emblem: [Nu]  
Destiny: 2  
Requirements: [Nu]  
Text: SPEND: Lose 2 energy to burn an opponent's power.  
Lore: "Only an amateur would use his ultimate weapon right away."  
Collector's #: 1 C 39

Name: CyberWarrior  
Card Type: Resource  
Color: Y  
Emblem: none  
Destiny: 4  
Requirements: none  
Text: SPEND: Burn 2 power to destroy an opponent's resource.  
Lore: Seasoned NetBattler.  
Collector's #: 1 C 40

Name: Data Scan  
Card Type: Resource  
Color: B  
Emblem: [Ro]  
Destiny: 1  
Requirements: [Ro]  
Text: SPEND: Place all of your resources in play (including this one) in your power gauge.  
Lore: "If there's something in there, I'll catch it."  
Collector's #: 1 C 41

Name: Delicious and Nutritious  
Card Type: Resource  
Color: G  
Emblem: none  
Destiny: 1  
Requirements: none  
Text: SPEND: Recharge and energy.  
Lore: "I've never smelled anything so delicious."  
Collector's #: 1 C 42

Name: Determined  
Card Type: Resource  
Color: R  
Emblem: none  
Destiny: 1  
Requirements: none  
Text: SPEND: Lose an energy to make your opponent lose an energy.  
Lore: "These guys could use a cybercrushing."  
Collector's #: 1 C 43

Name: Difference in Power  
Card Type: Resource  
Color: B  
Emblem: none  
Destiny: 1  
Requirements: 2  
Text: SPEND: Make a NetNavi blast +1 until end of next turn.  
Lore: "How's that for a guts check?"  
Collector's #: 1 C 44

Name: Double Zap  
Card Type: Resource  
Color: Y  
Emblem: [El]  
Destiny: 3  
Requirements: [El]  
Text: SPEND: Blast. This does not count against your blast limit.  
Lore: "Let's roast this turkey!"  
Collector's #: 1 C 45

Name: Eat More Fish  
Card Type: Resource  
Color: G  
Emblem:  
Destiny: 3  
Requirements: 2  
Text: SPEND: Burn a power to draw 2 cards.  
Lore: "Remember to eat lots of calcium, ya hear?"  
Collector's #: 1 C 46

Name: Fiery NetNavi  
Card Type: Resource  
Color: R  
Emblem:  
Destiny: 2  
Requirements: 3  
Text: SPEND: Add your NetNavi's defense to its strength.  
Lore: "You're just gonna stand there and take it!"  
Collector's #: 1 C 47

Name: Focus  
Card Type: Resource  
Color: Y  
Emblem: none  
Destiny: 2  
Requirements: none  
Text: SPEND: Lose 2 energy to power up.  
Lore: "Let's NetBattle!"  
Collector's #: 1 C 48

Name: Great Surprise  
Card Type: Resource  
Color: B  
Emblem: none  
Destiny: 2  
Requirements: none  
Text: SPEND: Discard a card to make your opponent discard a card.  
Lore: "I can't believe I'm finally gonna be on time."  
Collector's #: 1 C 49

Name: GutsHammer  
Card Type: Resource  
Color: R  
Emblem: [Gu]  
Destiny: 2  
Requirements: [Gu] 3  
Text: SPEND: Add your GutsMan blast to your blast destiny.  
Lore: "It's my turn...Guts!"  
Collector's #: 1 C 50

Name: Handy Work  
Card Type: Resource  
Color: B  
Emblem: none  
Destiny: 3  
Requirements: 3  
Text: SPEND: Play a resource.  
Lore: "Ready to ignite when you are! I'll shock the world!"  
Collector's #: 1 C 51

Name: It's an Emergency  
Card Type: Resource  
Color: Y  
Emblem: none  
Destiny: 3  
Requirements: 2  
Text: SPEND: Burn 1 power to place a card from your discard pile in your power gauge.  
Lore: I can't wait any longer.  
Collector's #: 1 C 52

Name: It's Not Over Yet  
Card Type: Resource  
Color: G  
Emblem: none  
Destiny: 1  
Requirements: none  
Text: SPEND: Draw a card.  
Lore: Sometimes one more chance can make all the difference.  
Collector's #: 1 C 53

Name: Let 'em Have It  
Card Type: Resource  
Color: Y  
Emblem: none  
Destiny: 2  
Requirements: none  
Text: SPEND: Burn a power to burn an opponent's power.  
Lore: "You underestimate me. However, I've got your number."  
Collector's #: 1 C 54

Name: Looking Hot  
Card Type: Resource  
Color: B  
Emblem: [To]  
Destiny: 2  
Requirements: [To] 3  
Text: SPEND: Opponent can't play events and BattleChips.  
Lore: "Time to bring things to a boil."  
Collector's #: 1 C 55

Name: Mind Tricks  
Card Type: Resource  
Color: G  
Emblem: [Ma]  
Destiny: 3  
Requirements: [Ma] 4  
Text: "SPEND: Burn a power to take any card from your deck into hand. Shuffle your deck, then place this card beneath your deck."  
Lore: "You thrustured your sense through my electromagnetic defenses."  
Collector's #: 1 C 56

Name: No One Can Escape  
Card Type: Resource  
Color: B  
Emblem: none  
Destiny: 3  
Requirements: 2  
Text: SPEND: Discard a card to cancel a green blast destiny.  
Lore: "That's one big catch."  
Collector's #: 1 C 57

Name: Odds Are Against You  
Card Type: Resource  
Color: B  
Emblem: [Ma]  
Destiny: 2  
Requirements: [Ma]  
Text: SPEND: Burn a power to make a NetNavi blast +2 until end of next turn. Place this card beneath your deck.  
Lore: "Look into the eyes of Magic."  
Collector's #: 1 C 58

Name: Power Pastries  
Card Type: Resource  
Color: R  
Emblem: none  
Destiny: 1  
Requirements: none  
Text: SPEND: Add 1 to your blast destiny.  
Lore: "Yum! These are great Maysa power pastries!"  
Collector's #: 1 C 59

Name: Ready For Action  
Card Type: Resource  
Color: R  
Emblem: [Nu]  
Destiny: 2  
Requirements: [Nu]  
Text: SPEND: Lose 2 energy to add 3 to your blast destiny.  
Lore: "You must first analyze the opponent's fighting power to calculate an effective counter attack."  
Collector's #: 1 C 60

Name: Ready For Battle  
Card Type: Resource  
Color: Y  
Emblem: none  
Destiny: 3  
Requirements: 2  
Text: SPEND: Discard a yellow card to power up twice.  
Lore: "It's MegaTime."  
Collector's #: 1 C 61

Name: Recharge and Try Again  
Card Type: Resource  
Color: G  
Emblem: none  
Destiny: 4  
Requirements: none  
Text: SPEND: Burn 2 power to recharge 3 energy.  
Lore: You need some practice.  
Collector's #: 1 C 62

Name: Rival  
Card Type: Resource  
Color: R  
Emblem: none  
Destiny: 1  
Requirements: 2  
Text: SPEND: Make your NetNavi defense +1.  
Lore: "People say that you're a pretty good NetBattler. I just came to check out the competition."  
Collector's #: 1 C 63

Name: Routine Defense  
Card Type: Resource  
Color: B  
Emblem:  
Destiny: 3  
Requirements: 2  
Text: SPEND: Discard a card to cancel a yellow blast destiny.  
Lore: "I'll handle these metal heads."  
Collector's #: 1 C 64

Name: Send in the Clowns  
Card Type: Resource  
Color: B  
Emblem: [Wa]  
Destiny: 1  
Requirements: [Wa]  
Text: SPEND: Your opponent discards down to 3 cards.  
Lore: "Oh yeah, two clowns are better than one."  
Collector's #: 1 C 65

Name: Show No Mercy  
Card Type: Resource  
Color: B  
Emblem: none  
Destiny: 3  
Requirements: 2  
Text: SPEND: Discard a card to cancel a red blast destiny.  
Lore: "Hey you, get off of me! You'll give me stretchmarks!"  
Collector's #: 1 C 66

Name: SmackDown  
Card Type: Resource  
Color: Y  
Emblem: none  
Destiny: 5  
Requirements: 3  
Text: SPEND: Discard 2 cards to destroy 2 of your opponent's resources.  
Lore: "BoomerangBones!"  
Collector's #: 1 C 67

Name: Strength Under Pressure  
Card Type: Resource  
Color: R  
Emblem: none  
Destiny: 3  
Requirements: 3  
Text: SPEND: Discard a card to make your NetNavi defense +3.  
Lore: "I'm not going to be easy on you. Remember, you're the one who asked for this!"  
Collector's #: 1 C 68

Name: Take Control  
Card Type: Resource  
Color: G  
Emblem: none  
Destiny: 1  
Requirements:  
Text: SPEND: Draw a card to make your opponent draw a card.  
Lore: "Come on, let's roll!"  
Collector's #: 1 C 69

Name: Two for One  
Card Type: Resource  
Color: G  
Emblem: [Me]  
Destiny: 4  
Requirements: [Me] 2  
Text: SPEND: Take the next 3 cards you draw randomly from your discard pile instead of your deck.  
Lore: "Time to do a little virus busting!"  
Collector's #: 1 C 70

Name: Useless One  
Card Type: Resource  
Color: B  
Emblem: none  
Destiny: 3  
Requirements: 2  
Text: SPEND: Discard a card to cancel a blue blast destiny.  
Lore: "My blaster won't delete it!"  
Collector's #: 1 C 71

Name: Winning Hand  
Card Type: Resource  
Color: Y  
Emblem: none  
Destiny: 2  
Requirements: 2  
Text: "SPEND: If you played a BattleChip this turn, power up."  
Lore: "Let the games begin."  
Collector's #: 1 C 72

Name: Worthy Opponent  
Card Type: Resource  
Color: R  
Emblem: none  
Destiny: 1  
Requirements: 2  
Text: SPEND: Add 2 to your blast destiny.  
Lore: "Alright, MegaMan, we rock!"  
Collector's #: 1 C 73

Name: Barrier  
Card Type: BattleChip  
Emblem: none  
Destiny: 3  
Requirements: R 3  
Text: Add your NetNavi's strength to defense.  
Collector's #: 1 R 74

Name: BigHammer1  
Card Type: BattleChip  
Emblem: [Gu]  
Destiny: 3  
Requirements: YY [Gu]  
Text: Make your GutsMan strength +5.  
Collector's #: 1 R 75

Name: Bubbler  
Card Type: BattleChip  
Emblem: [Ro]  
Destiny: 4  
Requirements: BB [Ro]  
Text: Make your Roll defense +4.  
Collector's #: 1 R 76

Name: Discord  
Card Type: BattleChip  
Emblem: [Wa]  
Destiny: 3  
Requirements: GG [Wa]  
Text: Discard 2 green cards to make your WackoMan strength +2 for each card in your opponent's hand.  
Collector's #: 1 R 77

Name: HeatShot  
Card Type: BattleChip  
Emblem: [To]  
Destiny: 1  
Requirements: RR [To]  
Text: Burn 2 power to make your TorchMan strength +3 for each TorchMan card you have in play.  
Collector's #: 1 R 78

Name: Invisible  
Card Type: BattleChip  
Emblem: [Ma]  
Destiny: 4  
Requirements: BB [Ma]  
Text: Make your MagicMan strength +4. Place this card beneath your deck.  
Collector's #: 1 R 79

Name: Lightning1  
Card Type: BattleChip  
Emblem: none  
Destiny: 4  
Requirements: YY  
Text: When your opponent loses energy during battle, lost cards come first from his or her power gauge.  
Collector's #: 1 R 80

Name: LongSword  
Card Type: BattleChip  
Emblem: none  
Destiny: 3  
Requirements: G 3  
Text: Your NetNavi is strength +1 for each card in our hand.  
Collector's #: 1 R 81

Name: MiniBoomer  
Card Type: BattleChip  
Emblem: [Nu]  
Destiny: 3  
Requirements: RR [Nu]  
Text: Lose 2 energy and note their destinies. Add them to your NumberMan's strength.  
Collector's #: 1 R 82

Name: Spreader  
Card Type: BattleChip  
Emblem: [Me]  
Destiny: 5  
Requirements: GG [Me]  
Text: Discard a card. Whenever your opponent loses an energy, you may draw a card.  
Collector's #: 1 R 83

Name: Thunder1  
Card Type:  
Emblem: [El]  
Destiny: 5  
Requirements: YY [El]  
Text: Discard 2 yellow cards to make your ElecMan strength +2 for each card in your power gauge.  
Collector's #: 1 R 84

Name: WideSword  
Card Type: BattleChip  
Emblem: none  
Destiny: 5  
Requirements: B  
Text: Discard a card to reduce a NetNavi's strength to 0.  
Collector's #: 1 R 85

Name: Disaster Strikes  
Card Type: Event  
Color: R  
Emblem: none  
Destiny: 3  
Requirements: RRR 2  
Text: If your blast destiny is greater than 7, burn 2 power to make your opponent lose 10 energy.  
Lore: "Wow, that's a good one."  
Collector's #: 1 R 86

Name: Drowning  
Card Type: Event  
Color: G  
Emblem: none  
Destiny: 3  
Requirements: G 2  
Text: "All players count their cards in hand, shuffle those hands into their decks, and draw that number of cards."  
Lore: "Don't hold your breath, partner."  
Collector's #: 1 R 87

Name: Flush Out Your Opponent  
Card Type: Event  
Color: B  
Emblem: none  
Destiny: 3  
Requirements: B 2  
Text: Return up to 2 resources to their owner's hands  
Lore: "This is your fault, Lan! Now, get us out of here!"  
Collector's #: 1 R 88

Name: Intense Power  
Card Type: Event  
Color: Y  
Emblem: none  
Destiny: 5  
Requirements: YY 3  
Text: Reveal the cards in your power gauge. If their total destiny is 12 or greater, search your opponent's deck and place 4 cards from it in his or her discard pile. Then the opponent shuffles that deck.  
Lore: Can you take the heat?  
Collector's #: 1 R 89

Name: Calculated  
Card Type: Resource  
Color: Y  
Emblem: [Nu]  
Destiny: 4  
Requirements: [Nu]  
Text: SPEND: Whenever you lose an energy, you may place that card in your power gauge. You may do this twice.  
Lore: I'm subtracting you from this equation.  
Collector's #: 1 R 90

Name: Energized  
Card Type: Resource  
Color: Y  
Emblem: [El]  
Destiny: 4  
Requirements: [El] 3  
Text: SPEND: Place this resource in your power gauge.  
Lore: All aboard World Three's Chaos Express. It's showtime!  
Collector's #: 1 R 91

Name: Flame Brain  
Card Type: Resource  
Color: B  
Emblem: [To]  
Destiny: 1  
Requirements: [To]  
Text: SPEND: Opponent discards a card.  
Lore: The kid is hot tonight!  
Collector's #: 1 R 92

Name: GutsThump  
Card Type: Resource  
Color: R  
Emblem: [Gu]  
Destiny: 5  
Requirements: [Gu]  
Text: SPEND: Spend a resource for no effect to make your opponent's NetNavi defense 0.  
Lore: "Delete him, GutsMan!"  
Collector's #: 1 R 93

Name: Heightened Defenses  
Card Type: Resource  
Color: R  
Emblem: [Me]  
Destiny: 4  
Requirements: [Me]  
Text: SPEND: Discard 2 cards to make your MegaMan defense +4.  
Lore: "You stopped them just in time, MegaMan!"  
Collector's #: 1 R 94

Name: Magic Block  
Card Type: Resource  
Color: B  
Emblem: [Ma]  
Destiny: 4  
Requirements: [Ma]  
Text: SPEND: Discard 2 cards to cancel a blast destiny. Place this card beneath your deck.  
Lore: "You play games well, you almost scored. No one has ever come this close before."  
Collector's #: 1 R 95

Name: RollBlast  
Card Type: Resource  
Color: Y  
Emblem: [Ro]  
Destiny: 2  
Requirements: [R0]  
Text: SPEND: Burn 2 power and note which has the smaller destiny. Place that many cards from the bottom of your discard pile in your power gauge.  
Lore: I'll show you what I think.  
Collector's #: 1 R 96

Name: SteamRoll  
Card Type: Resource  
Color: G  
Emblem: [Wa]  
Destiny: 3  
Requirements: [Wa]  
Text: SPEND: Burn 4 power to recharge 2 energy for each card in your opponent's hand.  
Lore: (Recharge an energy by placing a random card from your discard pile beneath your deck.)  
Collector's #: 1 R 97

Name: Superior Technique  
Card Type: Resource  
Color: R  
Emblem: [Me]  
Destiny: 4  
Requirements: [Me]  
Text: SPEND: Discard 2 cards to add 5 to your blast destiny.  
Lore: Set 'em up. Knock 'em down.  
Collector's #: 1 R 98

Name: Towering Inferno  
Card Type: Resource  
Color: R  
Emblem: [To]  
Destiny: 4  
Requirements: [To]  
Text: SPEND: Burn a power to make opponent lose 2 energy.  
Lore: Let's turn up the heat!  
Collector's #: 1 R 99

Name: Upload  
Card Type: Resource  
Color: G  
Emblem: none  
Destiny: 4  
Requirements: 2  
Text: SPEND: Burn 2 power to take a card from your discard pile into hand.  
Lore: Program import completed.  
Collector's #: 1 R 100

Name: MegaMan: NetWarrior  
Card Type: NetNavi  
Emblem: [Me]  
Strength: 2  
Defense: 2  
Blast: 2  
Text: none  
Collector's #: 1 St 101

Name: TorchMan: HotHead  
Card Type: NetNavi  
Emblem: [To]  
Strength: 2  
Defense: 2  
Blast: 2  
Text: none  
Collector's #: 1 St 102

Name: Fire it Up  
Card Type: Resource  
Color: R  
Emblem: none  
Destiny: 2  
Requirements: 3  
Text: SPEND: Lose 1 energy to add 3 to your blast destiny.  
Lore: Megaman's not even breaking a CyberSweat!  
Collector's #: 1 St 103

Name: Rich Kid  
Card Type: Resource  
Color: G  
Emblem: none  
Destiny: 2  
Requirements: none  
Text: SPEND: Burn a power to recharge 2 energy.  
Lore: "It's true, I'm pretty fascinating."  
Collector's #: 1 St 104

Name: Incredible Speed  
Card Type: Event  
Color: R  
Emblem: none  
Destiny: 5  
Requirements: RRRR  
Text: Add 8 to your blast destiny.  
Lore: "MegaMan loser, GutsMan winner!"  
Collector's #: 1 SR 105

Name: Method For Well-Being  
Card Type: Event  
Color: Y  
Emblem: none  
Destiny: 5  
Requirements: YYYY  
Text: Power up until your power gauge is full and burn all of your opponent's power.  
Lore: "My stomach's like a black hole! Must keep eating, part of training!"  
Collector's #: 1 SR 106

Name: Perfectly Executed  
Card Type: Event  
Color: G  
Emblem: none  
Destiny: 5  
Requirements: GGGG  
Text: "Whenever your opponent loses an energy, you recharge an energy."  
Lore:  
Collector's #: 1 SR 107

Name: System Error  
Card Type: Event  
Color: B  
Emblem: none  
Destiny: 3  
Requirements: BBBB 3  
Text: Burn 2 power. When you are about to lose energy during battle, your opponent loses that energy instead  
Lore: Hope that tree's okay, and your head!  
Collector's #: 1 SR 108

Name: Count Zap: Metal Head  
Card Type: Resource  
Color: G  
Emblem: [El]  
Destiny: 5  
Requirements: [El]  
Text: "NetOp: Whenever you play another ElecMan card, you may recharge an energy."  
Lore: (Recharge an energy by placing a random card from your discard pile beneath your deck.)  
Collector's #: 1 SR 109

Name: Dex: Jokester  
Card Type: Resource  
Color: Y  
Emblem: [Gu]  
Destiny: 4  
Requirements: [Gu] 4  
Text: NetOp: Whenever you play another GutsMan card, you may destroy a resource.  
Lore: "Oh yeah! Give it up, everybody. Dex wins yet again."  
Collector's #: 1 SR 110

Name: Higsby: Nerdy  
Card Type: Resource  
Color: R  
Emblem: [Nu]  
Destiny: 3  
Requirements: [Nu]  
Text: NetOp: Whenever you play another NumberMan card, you may place a card from your discard pile on top of your deck.  
Lore: "There's nothing silly about rare BattleChips."  
Collector's #: 1 SR 111

Name: Lan: NetBattler  
Card Type: Resource  
Color: G  
Emblem: [Me]  
Destiny: 1  
Requirements: [Me] 2  
Text: NetOp. Whenever you play another MegaMan card, you may draw 2 cards."  
Lore: "Jack In, MegaMan, Power Up!"  
Collector's #: 1 SR 112

Name: Maddy: Trickster  
Card Type: Resource  
Color: G  
Emblem: [Wa]  
Destiny: 3  
Requirements: [Wa]  
Text: NetOp. Whenever you play another WackoMan card, you may make your opponent draws 2 cards.  
Lore: "You don't stand a chance against a seasoned NetBattler like myself."  
Collector's #: 1 SR 113

Name: Maylu: SweetHeart  
Card Type: Resource  
Color: Y  
Emblem: [Ro]  
Destiny: 5  
Requirements: [Ro]  
Text: NetOp. Whenever you play another Roll card, you may look at the cards in your power gauge and replace them in any order.  
Lore: "Bring it on!"  
Collector's #: 1 SR 114

Name: Mr. Match: Red Hot  
Card Type: Resource  
Color: R  
Emblem: [To]  
Destiny: 3  
Requirements: [To]  
Text: NetOp: Whenever you play another TorchMan card, you may make your opponent lose an energy.  
Lore: 'I'm just burning for a victory.'  
Collector's #: 1 SR 115

Name: Yahooot: Guru  
Card Type: Resource  
Color: B  
Emblem: [Ma]  
Destiny: 2  
Requirements: [Ma]  
Text: NetOp: Whenever you play another MagicMan card, you may place a card from hand in your power gauge.  
Lore: "I am going to stream a virus attack like you've never seen."  
Collector's #: 1 SR 116

Name: Counter1  
Card Type: BattleChip  
Emblem: none  
Destiny: 5  
Requirements: 4  
Text: Discard 3 cards to make all of your cards destiny +5.  
Collector's #: 1 UR 117

Name: Jealousy  
Card Type: BattleChip  
Emblem: none  
Destiny: 5  
Requirements: 5  
Text: Burn 4 power to make your NetNavi strength +10.  
Collector's #: 1 UR 118

Name: LifeAura  
Card Type: BattleChip  
Emblem: none  
Destiny: 5  
Requirements: 5  
Text: Burn 5 power to make opponent discard his or her hand. Then you draw a card and recharge an energy for each card opponent discarded.  
Collector's #: 1 UR 119

Name: M-Cannon  
Card Type: BattleChip  
Emblem: none  
Destiny: 3  
Requirements: 5  
Text: Burn 5 power to make your NetNavi strength +3 for each resource in play.  
Collector's #: 1 UR 120

Name: Best Throw Ever  
Card Type: Event  
Color: R  
Emblem: [Nu]  
Destiny: 5  
Requirements: [Nu][Nu][Nu] 5  
Text: Lose 3 energy and note the total of their destinies. Add that amount to your blast destiny.  
Lore: I think we're on a roll. I think we're on a roll.  
Collector's #: 1 UR 121

Name: BusterBlast  
Card Type: Event  
Color: G  
Emblem: [Me]  
Destiny: 7  
Requirements: [Me][Me][Me]  
Text: Burn 1 power to draw 4 cards.  
Lore: "Alright, MegaMan, blast him!"  
Collector's #: 1 UR 122

Name: Feel The Thump  
Card Type: Event  
Color: Y  
Emblem: [Gu]  
Destiny: 3  
Requirements: [Gu][Gu][Gu]  
Text: Spend 2 resources for no effect to destroy all of your opponent's resources and burn all of your opponent's power.  
Lore: Must use SuperGutsThump!  
Collector's #: 1 UR 123

Name: Fire Factory  
Card Type: Event  
Color: R  
Emblem: [To]  
Destiny: 5  
Requirements: [To][To][To] 5  
Text: Burn 3 power to make your opponent lose 12 energy.  
Lore: Talk about a fire wall!  
Collector's #: 1 UR 124

Name: HeartBurn  
Card Type: Event  
Color: B  
Emblem: [Wa]  
Destiny: 5  
Requirements: [Wa][Wa][Wa] 5  
Text: Burn 2 power to make you opponent discard his or her hand and lose an energy for each card discarded.  
Lore: "As WackoMan says, the joke is on you!"  
Collector's #: 1 UR 125

Name: Shocker  
Card Type: Event  
Color: Y  
Emblem: [EI]  
Destiny: 5  
Requirements: [EI][EI][EI] 3  
Text: Burn 2 power to blast from your opponent's power gauge twice. This does not count against your blast limit.  
Lore: "Now that's what I call a power chord.""  
Collector's #: 1 UR 126

Name: Underestimated  
Card Type: Event  
Color: B  
Emblem: [Ro]  
Destiny: 5  
Requirements: [Ro][Ro][Ro] 3  
Text: Burn 3 power. Whenever you are about to lose an energy, you may recharge an energy instead. You may do this 5 times.  
Lore: "Rock 'em, Roll!"  
Collector's #: 1 UR 127

Name: Wheel of Magic  
Card Type: Event  
Color: G  
Emblem: [Ma]  
Destiny: 7  
Requirements: [Ma][Ma][Ma]  
Text: Burn 2 power to take any 2 cards from your deck into hand. Shuffle your deck.  
Lore: "You want to get free, I can help you with that. Here, take this, you little brat."  
Collector's #: 1 UR 128

Name: MegaMan: CyberHero  
Card Type: NetNavi  
Emblem: [Me]  
Strength: 2  
Defense: 1  
Blast: 2  
Text: "Whenever you discard down, you may place discarded cards beneath your deck instead of your discard pile."  
Collector's #: 1 P 1

Name: EnergyBomb  
Card Type: BattleChip  
Emblem: none  
Destiny: 5  
Requirements: YYY  
Text: When you lose energy during battle, place the lost cards first in your power gauge (until it is full)."  
Collector's #: 1 P 2

Name: Guardian  
Card Type: BattleChip  
Emblem: none  
Destiny: 5  
Requirements: GG  
Text: Discard 2 cards. When you lose energy during battle, take the lost cards into hand.  
Collector's #: 1 P 3

Name: Blue Battler  
Card Type: Resource  
Color: G  
Emblem: none  
Destiny: 1  
Requirements: 3  
Text: SPEND: Burn 3 power to take 2 cards from your discard pile into hand.  
Lore: MegaBuster!  
Collector's #: 1 P 4

Name: Dish a Little Dirt  
Card Type: Resource  
Color: B  
Emblem: none  
Destiny: 4  
Requirements: 3  
Text: SPEND: Discard a card and note its destiny. Cancel a blast destiny of that value.  
Lore: "You might be all gussied up, but you still got a big ol' mouth!"  
Collector's #: 1 P 5

Name: Friendly Ms. Mari  
Card Type: Resource  
Color: Y  
Emblem: none  
Destiny: 3  
Requirements: 3  
Text: SPEND: Burn 2 power to place 2 cards from your discard pile in your power gauge.  
Lore: Simple equation.  
Collector's #: 1 P 6

Name: Rock Solid  
Card Type: Resource  
Color: R  
Emblem: none  
Destiny: 2  
Requirements: 2  
Text: SPEND: Lose 2 energy and note which has the smaller destiny. Your opponent loses that much energy.  
Lore: "You're out of your league."  
Collector's #: 1 P 7

Name: DarkCannon  
Card Type: BattleChip  
Emblem: none  
Destiny: 5  
Requirements: RRR  
Text: Spend 1 Level Up card. All cards revealed when you blast provide blast destiny.  
Collector's #: 1 T 1

Name: All About Endurance  
Card Type: Event  
Color: G  
Emblem: none  
Destiny: 5  
Requirements: GG 3  
Text: Spend 1 Level Up card. Discard 2 green cards to recharge 8 energy.  
Lore: none  
Collector's #: 1 T 2

Name: Double Power  
Card Type: Event  
Color: Y  
Emblem: none  
Destiny: 4  
Requirements: Y 3  
Text: Spend 2 Level Up cards. Blast. This does not count against your blast limit.  
Lore: Cyber synergy.  
Collector's #: 1 T 3

Name: Infamous Dr. Wily  
Card Type: Event  
Color: B  
Emblem: none  
Destiny: 7  
Requirements: BB  
Text: Spend 3 Level Up Cards. Discard a card to make your opponent discard his or her hand.  
Lore: "Show them the real power of World Three. Delete!"  
Collector's #: 1 T 4

Name: Pink Pixel Brat  
Card Type: Event  
Color: R  
Emblem: none  
Destiny: 4  
Requirements: R 2  
Text: Spend 2 Level Up cards. Make a NetNavi defense 0.  
Lore: "Maylu, I need some help."  
Collector's #: 1 T 5

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