

Newtron EK000



HIT: ★★★★★ LIFE: ♥♥♥♥♥

A This éintastikid is royal and explosive to all, also it can age and pause, if this éintastikid's health is exactly reduced to 0, envoy and you win the fight.  
E  
S A dove-like statue éintastikid?, who ever is to pull him out of his ice pedestal will know divine fortune  
Z



Nuclear

Meal EK002



HIT: ★★★★★ LIFE: ♥♥♥♥♥

D Reduce the Health number by 1 more, when A Grass Sign Move is used by this éintastikid.  
B  
C Meal stick in groups, alone it is formidable, together they are they are unstoppable.  
J



Grass

Dinner EK001



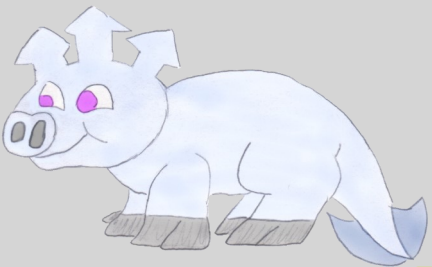
HIT: ★ LIFE: ♥♥♥

D Adapt ["Leaf Slap"] to (EK002).  
C  
C A energetic calf, it is vary sociable, friendly and dependable. It is sometimes eaten as food.  
J



Grass

Lunch EK003



HIT: ★ LIFE: ♥♥♥

J Adapt ["Hydro Rush"] to (EK004).  
C  
D Eaten by Americans as a favorite, though it makes a considerably better pet then a dog or cat.  
L



Sea

Supper EK004



HIT: ★★★★★ LIFE: ♥♥♥♥♥

J Reduce the Health number by 1 more, when A Sea Sign Move is used by this éintastikid.  
D  
D Incredibly strong, like a bulldozer, in fact because of this, some constructions enlist this éintastikid.  
Y



Sea

Breakfast EK005



HIT: ★ LIFE: ♥♥♥

F Adapt ["Fire Twister"] to (EK006).  
E  
E A spunky chicken, it's eggs are consumed by people, still, it makes a great companion.  
R



Flame

Ontray EK006



HIT: ★★★★★ LIFE: ♥♥♥♥♥

F Reduce the Health number by 1 more, when A Flame Sign Move is used by this éintastikid.  
F  
E A extraordinary phoenix like éintastikid, it's wings can blow down towers of steel.  
F



Flame

Clawnife EK007




HIT: ★ LIFE: ♥♥

Q Prevent any behavior that attempts to reduce this éintastikid's Power Number. Adapt ["Sharp Swipe"] to (EK008).  
G  
G Clawnife's claw is observed to cut though any kind of known metal.  
I



Hero

**Guanletclaw** EK008



**HIT:** ★★ **LIFE:** ♥♥♥♥


**Q** Prevent any behavior that attempts to reduce this eintastikid's Power Number. Adapt ["Heaven Razor"] to (EK009).

**H**

**G** It gets increasingly aggressive and wants to slash things to cool down.

Hero

**Clawsmith** EK009



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥


**Q** Prevent any behavior that attempts to reduce this eintastikid's Power Number. This eintastikid's Power Number is increased by 2 during tapping.

**D**

**G** A master of the claw, it can cut even energy, it is believed by some that it can cut open gateways.

Hero

**Eyedome** EK012



**HIT:** ★ **LIFE:** ♥♥♥♥

**I** Adapt ["Stone Skip"] to (EK013).


**T**

**M**

**L** Eyedome just sits and observes the world around it, it will sometimes roll to new spot.

Stone

**Eyesite** EK013



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**I** Adapt ["Rock Huddle"] to (EK014).


**G**

**M**

**L** Having grown arms, Eyesite has a uncanny need to explore the world around it.

Stone

**Gohappy** EK010



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

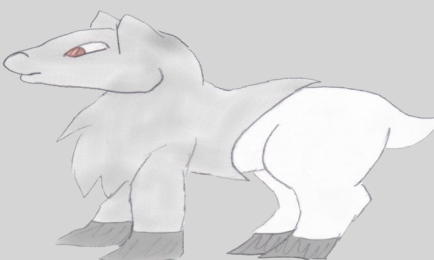
**U** If this eintastikid is not tapped by your opponent within 1 mintute (every time), increase this eintastikid's Health Number by 1.

**C**

**J** A go happy goat. It eats anything, it's silly antics can cheer up even the most depressed.

Hero

**Snooty** EK011



**HIT:** ★ **LIFE:** ♥♥♥♥♥

**Q** When your opponent taps this eintastikid, flip a coin and call it or play rock, paper, scissors, if you called it right or won, the tap does nothing.


**C**

**J**

**K** A vary elegant eintastikid, so much that it is quite stuck up, not much for people skills.

Hero

**Peekagoon** EK014



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥


**I** Reduce Health number reduction of this eintastikid by 2 when this eintastikid gets tapped, if this eintastikid does not tap for 1 minute.

**H**

**L** Now shielded and fully capable, Peekagoon explores anywhere it wants to, it gets into trouble.

Stone

**Woolullaby** EK015



**HIT:** ★ **LIFE:** ♥♥♥♥♥

**Q** As long as this eintastikid's Health number is 3 or greater, reduce Health number reduction of this eintastikid by 2 when this eintastikid gets tapped.

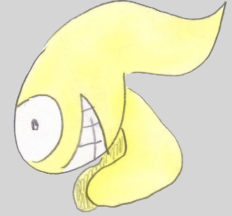
**C**

**J**

**L** It can grow wool fast, because of this, often people have found this eintastikid to be useful to them.

Hero

**Squirmite** EK016




**HIT:** ★★ **LIFE:** ♥♥

**Q** Adapt ["Squirm Dive"] to (EK017).

**H** It burrows underground to prevent itself from becoming prey.

**Hero**

**Squirminer** EK017




**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**Q** After you opponent taps this eintastikid, for 30 seconds after this, your opponent cannot tap for that time period.

**G** When Squirminer burrows itself underground it would cause mini earthquakes, making false alarms

**Hero**

**Sparksting** EK020




**HIT:** ★★★★★ **LIFE:** ♥♥♥

**O** When this eintastikid taps, only once during the fight, you can negate your opponent's next tap after the attack of this eintastikid.

**E** The flames of it's body are bonded by a special background radiation. It is vary dangerous.

**Grass**  
**Flame**

**Cowlcrow** EK021



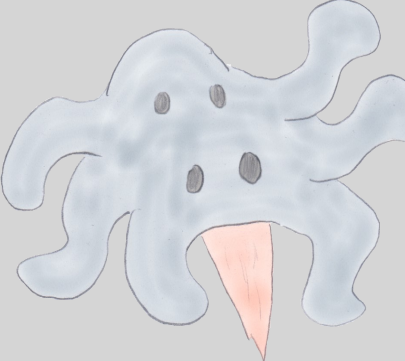
**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**O** When this is pushed or set, only once select a eintastikid from your album, you can negate 1 tap from a matching eintastikid from the opponent.

**H** A pretty large spider that scares the heck out of little children, it is non-fatal to humans though.

**Grass**

**Fangz** EK018




**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥

**O** When this eintastikid is pushed or set, for one time only during the fight, you can negate all taps from your opponent for 3 minutes.

**H** A spooky spider that startles many unwary people, recently people have started exterminating it.

**Grass**

**Steengineer** EK019




**HIT:** ★★ ★★ **LIFE:** ♥♥

**O** Adapt ["Burn Sting"] to (EK020).

**H** Many fatal encounters with this eintastikid have occurred when people live in the desert.

**Grass**

**Taystack** EK022




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**D** You can knock out your opponent's eintastikid, if you choose not to tap for 5 minutes. This effect can only be used once during the fight.

**W** A relative to Meal, it is believed by experts that they have broken off 312,000 years ago.

**Grass**

**Snack** EK023



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥


**D** Adapt ["Smoke Out"] to (EK024). As long as this eintastikid is in your album, increase this Health Number by 1 every 30 seconds.

**N** A living piece of beef jerky, it's body mass can regenerate if removed from it's body.

**Grass**



**Snackeen** EK024




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥

**D** Once every 30 seconds, select one of your album eintastikids that is not knocked out, increase the selected eintastikid's Health Number by 1.


**C** Can regenerate meat (body mass) just by drinking water, can feed off a entire city.

**N**

**J**

  
Grass

**Bagbear** EK025




**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥

**Q** Adapt ["Fake Wake"] to (EK026).

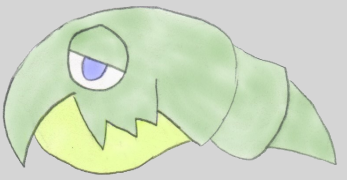
**D**

**Y** It grows bags under it's eyes regardless if it slept well or not. It is really physically strong.

**Q**

  
Hero

**Digger** EK028




**HIT:** ★ **LIFE:** ♥♥♥♥♥

**M** Adapt ["Doubledive"] to (EK029).


**N**

**P** It lives most of it's life underground, it does pop up to the surface on special occasions.

**H**

  
Stone

**Diggerdive** EK029




**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥

**M** When you tap with a Stone Sign Move with this eintastikid, if all are "Red Star" in solar calculation, your opponent's next tap after this does nothing.


**I**

**P** It's body is designed to live a more surface bound life, though it still prefers the underground.

**X**

  
Stone

**Cuddlebags** EK026




**HIT:** ★★ ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**Q** You can choose to activate this effect, if you do, it can only be used once, when activated, both you and your opponent cannot tap for 1 minute.

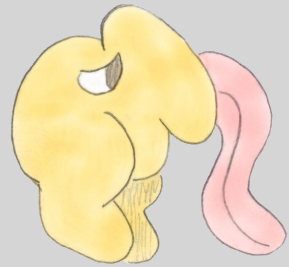
**D**

**Q** It's bags become more refined, just by looking at it's bags can make you become tired.

**Y**

  
Hero

**Blastlick** EK027




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥

**J** You can select your opponent's album that has dynamic information already, endo tag that eintastikid.

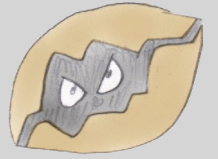
**L**

**M** It's body collects calcium to form a round bone, it uses this bone as a cannon ball.

**D**

  
Sea

**Kootball** EK030




**HIT:** ★★ ★★ ★ **LIFE:** ♥♥♥♥♥

**G** Adapt ["Quarterkick"] to (EK031). When this is tapped, reduce the tapping eintastikid's Health by 1.


**O**

**J** One day a foot parasite morphed with a American Football, and became Kootball.

**K**

  
Hero

**Playeruff** EK031




**HIT:** ★★ ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**G** If this is tapped, reduce the tapping eintastikid's Health by 2. When this eintastikid taps, increase this eintastikid's Health by 2 after the tap.

**D**

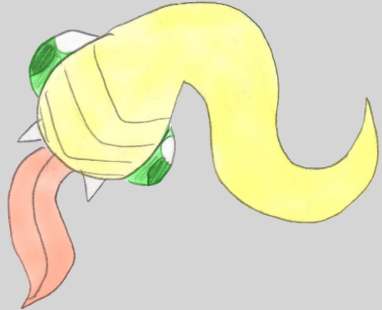
**Y** Kootball's inspirations of becoming a football superstar mutated it into Playeruff.

**J**

  
Hero



**Paleslipp** EK032




**HIT:** ★★ **LIFE:** ♥♥♥♥

**B** Adapt ["Shed Slap"] to (EK033).

**M** A small serpent like eintastikid, it's head is harder than rock.

Wrath  
Sea

**Champslipp** EK033



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥

**B** Form Chaff (1) [if the player of the attached eintastikid, pushes and pulls eintastikids, reduce the Health of the newly pushed eintastikid by 1].

**M** This small dragon can barely move on land, so it spends most of it's time underwater though.

Wrath  
Sea

**Titanado** EK036




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**H** Form 2 Chaff (7) [Call this object "Debris", Apply this only on your opponent's side of the battlefield, once per fight.

**F** A really powerful force, many people have died just because this eintastikid crossed cities..

Air

**Waterclaw** EK037




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥

**J** Make the Power of this eintastikid, equal to the Health of this eintastikid. Readjust when the Health of this eintastikid changes.

**F** This eintastikid drifts both air and sea. It can make a really mean cut.

Air  
Sea

**Dazee-Laydee** EK034




**HIT:** ★★ **LIFE:** ♥♥♥♥

**D** When the fight begins, add 0 and associate it with this eintastikid, assign that number as Sunlight, remove "Sunlight" when the fight ends.

**C** She looks like a girl, but do not be fooled, what appears to be skin is actually light colored bark.

Grass

**Titester** EK035




**HIT:** ★ **LIFE:** ♥♥♥♥♥

**H** Adapt ["Hot Cold"] to (EK036).

**F** A living tornado, despite this no one has really seen the inside of this eintastikid.

Air

**Inphent** EK038



**HIT:** ★ **LIFE:** ♥♥

**O** Adapt ["Harden"] to (EK039).

**N** The yellow thing on it, is actually going to be it's cocoon, it walks using it's stubs, vary slow though.

Grass

**Kahkune** EK039




**HIT:** ★★ **LIFE:** ♥♥♥♥

**O** Adapt ["Cheap Slash"] to (EK040).

**N** After bonding with it's cocoon, Kahkune waits for the day of maturity, attempting something great.

Grass

**Mahchure** EK040




**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**O** When this eíntastikid knocks out a eíntastikid, that eíntastikid cannot be changed out of KO status for the rest of the fight.


**N**

**G** Having been broken free from it's cocoon, it is capable of doing amazing things.

**M**

 Grass

**Dragload** EK041




**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**M** Adapt ["Stone Toss"] to (EK042).

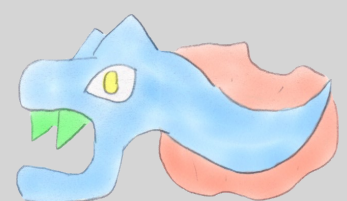
**G**

**G** When it is born, airborne dust forms on it's back into a rock, it drags this rock while crawling,

**I**

 Stone

**Aztooth** EK044




**HIT:** ★★ **LIFE:** ♥♥♥

**J** When this eíntastikid taps a eíntastikid, after 6 minutes from that attack, knock out the attacked eíntastikid.

**U**

**D**

**H** A small fish, the teeth on this eíntastikid is fatal, however it takes a few days to work.

 Sea

**Beardbarian** EK045



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥

**Q** Every 1 minute, you can select a box on your playfield, for 30 seconds that box is treated as the "Eíntastikid Bob" box.


**A**

**Q**

**R** A strange goblin like eíntastikid, it's beard is alive with senses and movement that it controls like arm

 Hero

**Loadback** EK042




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**M** Negate the behavior of chaff created objects on all boxes.

**Q**

**P** It's rock on it's back provides not only protection but balance as well, it is vary intelligent.

**G**

 Stone

**Spookshin** EK043



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**P** At any time you can reduce the total Life of this eíntastikid to knock out your opponent's eíntastikid. This can only be used once a fight.


**U**

**S** An animated fish corpse, the energy around it is doing the animating.

**M**

 Spirit  
 Sea

**UFOdd** EK046




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥

**Y** Adapt ["Fray Ray"] to (EK047).

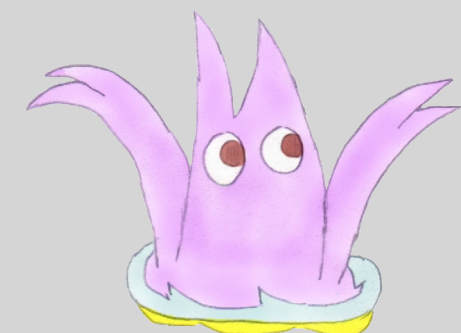
**Y**

**M**

**X** The government have long covered up the existence of this eíntastikid, but recently stopped.

 Thunder

**UFOccupent** EK047




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**Y** When you tap with this eíntastikid, this tap is unaffected by behaviors and cannot be negated.

**Y**

**M** Because of this eíntastikid's appearance during "Meal" mutilations, this eíntastikid is blamed.

**G**

 Thunder

**Ironcrown** EK048

**HIT:** ★★★ **LIFE:** ♥♥♥♥

**J** When you tap with this eintastikid, flip a coin and call it or play rock, paper, scissors, if you called it wrong or lost, your next tap does nothing.

**A** When it is born, it's bone marrow crystalizes into metal, but just the head and tail portions.

**D**

**R**

**Stone**

**Sea**

**Spinfly** EK049

**HIT:** ★★ **LIFE:** ♥♥♥

**H** Adapt ["Stone Toss"] to (EK050).

**S**

**F** The bottom portion of this eintastikid spins, it is capable of making artificial tornados.

**X**

**Air**

**Riddlerattle** EK052

**HIT:** ★★★ **LIFE:** ♥♥♥

**B** When this eintastikid taps, after 2 minutes from the point the tapped eintastikid was tapped, reduce the Health of the tapped eintastikid by 2.

**H** A exo-bone cog system was grown around it's body, the cogs spin to move it and are razor sharp.

**G**

**Wrath**

**Stone**

**Cannontop** EK053

**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**G** This eintastikid can endo tag, if you do, you cannot tap for 3 minutes after this.

**L**

**M** It's body takes all the toxins and fuses them with collected toxic metals to form balls it can shoot.

**K**

**Hero**

**Spinfeenom** EK050

**HIT:** ★★ **LIFE:** ♥♥♥♥

**H** Only once per fight, Form Chaff (2) [Taps to the attached eintastikid do nothing as long as this is on it's battlefield], onto your side of the battlefield.

**S**

**F** It's bottom portion spins so fast it can create a category 6 hurricane.

**X**

**Air**

**Nosefinger** EK051

**HIT:** ★★★ **LIFE:** ♥♥♥♥♥

**Q** You can with one tap use two attacks with this eintastikid, if you do, you cannot tap for 30 seconds.

**L**

**R** It's nose is like it's 3rd arm, despite this it can still smell.

**X**

**Hero**

**Lite** EK054

**HIT:** ★ **LIFE:** ♥♥♥♥

**K** Adapt ["Flashflare"] to (EK055).

**O**

**T** It's body produces chemicals, and reacts those chemicals to create light in it's belly.

**m**

**Thunder**

**Lighter** EK055

**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**K** A tap done from this eintastikid cannot be negated, prevented, or stopped.

**T**


**M** It is capable of crating blinding flashes of light that some times confuses the opponent.

**T**

**Thunder**



**Pincherhed** EK056



**HIT:** ★★ **LIFE:** ♥♥♥♥

**Q:** For every 1 minute this eintastikid is on your playfield, increase this eintastikid's Power by 1. it returns to it's original number when it is removed.

**A:**

**G:** A ape that has pincers as a head, it may be small

**H:** but it is still vary dangerous.

Hero

**Fingercowl** EK057



**HIT:** ★★ **LIFE:** ♥♥♥

**Q:** Adapt ["Royal Sport"] to (EK058).


**H:**

**G:** It's cowl is like extra arms, because it's own hands

**L:** are stubby it uses it's cowl to grab higher things.

Hero

**Formless** EK060



**HIT:** ★ **LIFE:** ♥♥♥♥

**E:** Adapt ["Nite Armor"] to (EK061).


**R:**

**S:** A tear shaped ghost, while being playful, it will

**G:** unintentionally scare people.

Spirit

**Coatcozy** EK061



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**E:** Adapt ["Shady Bite"] to (EK062).


**R:**

**S:** A coat is grown on this eintastikid and it loses the

**V:** ability to float, without arms it must rely on power

Spirit

**Kayper** EK058



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥

**Q:** Adapt ["Duo Dawn"] to (EK059).


**H:**

**G:** It's head rips though the cowl and forms a cape, to

**Q:** make up for lack of extra arms, it's own arms grow.

Hero

**Kaypercowl** EK059



**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥♥

**Q:** For every chaff created object on your opponent's battlefield, increase this eintastikid's Life by 3, after a tap from this eintastikid.


**H:**

**Q:** The cape refuses with it's head and forms a cowl

**Y:** again, however this time it has 4 arms.

Hero

**Coatmolten** EK062



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥

**E:** You can reduce this eintastikid's Life by 2 to negate a tap from your opponent's eintastikid.


**R:**

**S:** It grows a face. It chomps anything near it, often a

**M:** common place in children's nightmares.

Spirit

**Barb** EK063



**HIT:** ★ **LIFE:** ♥♥

**M:** Adapt ["Sand Kick"] to (EK064).

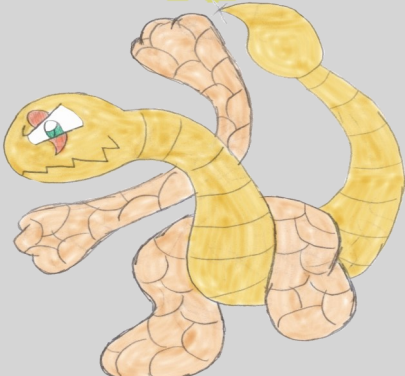
**J:**

**G:** It exist in vary dry places, the barb on it's tail is not

**I:** for show either, making it vary dangerous.

Stone

**Luster** EK064




**HIT:** ★★ **LIFE:** ♥♥♥♥

**M** Adapt ["Groundbreaker"] to (EK065).  
**Q**  
**H** It has grown limbs, and thus it's survival is better, it runs after prey and stings them with it's barb.  
**I**

Stone

**Firmament** EK065




**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**C** This eintastikid cannot be knocked out by any behavior.  
**F**  
**F** Texan tales have described this phoenix as the Sand Phoenix and said to have bring sandstorms.  
**P**

Stone  
Phoenix

**Popgoblin** EK068



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥

**D** Only once, Form Chaff (2) [with this existing, when a eintastikid taps the attached eintastikid, reduce the reudction amount by 1].  
**O**  
**G** When exposed to extreme heat, Shellnutpal's shell suddenly popped, revealing Popgoblin.  
**A**

Grass  
Hero

**Mitts** EK069




**HIT:** ★★ **LIFE:** ♥♥♥

**Q** Adapt ["Star Strike"] to (EK070).  
**W**  
**Q** This eintastikid's arms are so powerful they can left it, in fact because of this, it uses it's arms to walk.  
**Y**

Hero

**Rammeth** EK066




**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥

**Q** When in the album, increase this eintastikid's Power by 1 per 30 seconds, if this eintastikid is tapped, the Power returns to it's original number.  
**C**  
**I** A vary strange beast, often it's strangeness have described it as a crytid.  
**J**

Hero

**Shellnutpal** EK067




**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**D** Adapt ["Air Bake"] to (EK068).  
**H**  
**Q** A friendly peanut, it likes to entertain people.  
**R**

Grass  
Hero

**Mitgoon** EK070

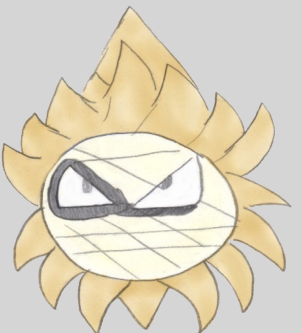


**HIT:** ★★ ★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**G** When you tap with this eintastikid, if you get a Red Star from Solar Calculation, double the Power, instead of increasing it.  
**H**  
**Y** Having grown legs, it uses it's powerful arms to fight, often picking on people.  
**Q**

Hero

**Mummyhed** EK071




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**P** Adapt ["Rotted Swipe"] to (EK072).  
**O**  
**H** A decrypted head, it seeks out blood to feed itself, it has caused social unrest in some communities.  
**J**

Spirit  
Stone

**Zommy** EK072




**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**P** Wake up this eintastikid at 1 Health instead, 5 minutes after this eintastikid was knocked out.


**A**

**H** A ruthless vampire, it likes to wait in dark corners

**Q** then strike victims, absorbs their blood as a prize.

  
 Spirit  
 Stone

**Creepyclaw** EK073




**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**P** When a eintastikid taps this eintastikid, or when this eintastikid taps that eintastikid, that tap is unaffected by behaviors or effects.


**C**

**G** A nightmarish eintastikid, it rips apart the flesh of

**H** it's victims, it is recommend to stay away.

  
 Spirit

**Phenomfite** EK076




**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**E** Reduce the Health number by 1 more, when A Spirit Sign Move is used by this eintastikid.


**D**

**Q** Luchaapprentice became so skilled, that it became a

**S** wrestling phenom.

  
 Hero  
 Spirit

**Luchatic** EK077




**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**G** Reduce the Health number by 1 more, when A Hero Sign Move is used by this eintastikid.

**D**

**Q** Luchaapprentice lost it's sanity, in this it became

**V** one of the best wrestlers.

  
 Hero

**Luchavo** EK074




**HIT:** ★ **LIFE:** ♥♥

**G** Adapt ["Wiesel Punch"] to (EK075).


**L**

**V** A tiny wrestler, it dreams of the day it can be a

**L** trainee to wrestle stardom.

  
 Hero

**Luchaapprentice** EK075




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**G** Adapt ["Shadowcut"] to (EK076), or Adapt ["Rabid Punch"] to (EK077).

**A**

**Q** A wrestler trainee, it trains hard every day for it's

**V** dream to become a wrestling superstar.

  
 Hero

**Kinderunt** EK078



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**N** Reduce this eintastikid's Health by any amount (so long as it does not knock out this eintastikid)


**R** increase 1 album eintastikid Health by that amount.

**S** An angel!, it guards children and innocents, it is

**N** rumored that it fixed the many mistakes of people.

  
 Spirit

**Slash** EK079




**HIT:** ★★ **LIFE:** ♥♥

**B** Adapt ["Windcut"] to (EK080).

**Y**


**F** It is able to freely float, it uses it's wings to ski

**P** across the air.

  
 Wrath  
 Air



**Razor** EK080




**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**B** When your opponent taps this eintastikid, flip a coin and call it or play rock, paper, scissors, if you called it right or won, that tap does nothing.

**F** It soars freely in the sky, it is said that it can leave the planet, but this stays at just a rumor.

**Wrath**  
**h**  
Air

**Fruitcrawler** EK081




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥

**O** Reduce the Health number by 3 more, when A Flame, Sea, or Air Sign Move is used by this eintastikid.

**J** A strange bug, it has the patterns of a strawberry, a blueberry, and a melon, no one knows why though.

**Grass**

**Bolatrol** EK084



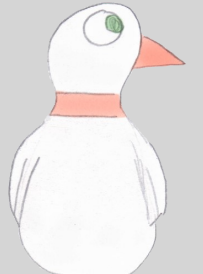
**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**G** When this eintastikid is in your album (Not Knocked Out), and your eintastikid on the playfield attacks, Reduce the Health number by 2 more.

**O** It looks like a bowling ball, it appears to have eyes and a tongue, people have played with it before.

**Hero**

**Goalpost** EK085



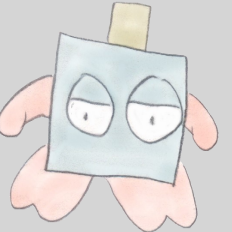
**HIT:** ★ **LIFE:** ♥♥

**G** When this eintastikid is in your album (Not Knocked Out), you can reduce the Health number of this eintastikid by 1 to make a tap do nothing.

**P** A bowling pin that's always idle, if it is knocked over, it will use a kinetic power to lift itself back up.

**Hero**

**Simtex** EK082




**HIT:** ★ **LIFE:** ♥♥

**R** When this is set or pushed, you can choose to knock out this eintastikid and another eintastikid of your choice on the battlefield.

**S** A bomb, C4, it is used by the military, it has 4 times more destructive force than dynamite.

**Flame**

**Mr-Handz** EK083



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥


**D** When you tap with this eintastikid, you can choose to negate it, if you do, after 2 minutes, select a eintastikid in the fight and increase its health by 3.

**T** A hand goblin, it will make a fist to protect its eye.

**M** Its eyesight is equal to that of the hubble telescope.

**Grass**

**Frayfly** EK086




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥

**H** When this eintastikid Health is 2 or lesser, this eintastikid's Power is increased by 2 as long as this eintastikid Health is 2 or lesser.

**E** A bird that just likes to fight, it will fly around and pick on anything it wants.

**h**  
Air

**Paramite** EK087



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**O** Adapt ["Peak Pinch"] to (EK088).

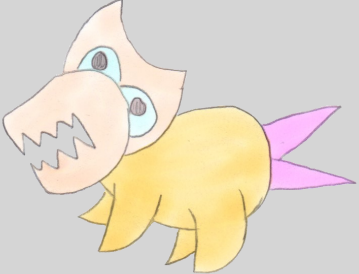
**J**

**H** A small bug, it cannot be crushed by people because it is... well, rock, it is a huge nuisance.

**U**

**Grass**  
**h**  
Stone

**Paraoid** EK088




**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**O** Double the Power and Life of this eintastikid if you have "Paramite" or "Paraoid" in your album that is not knocked out.

**U** Real pain in the butt, this eintastikid forms groups to take down buildings.

**Grass**  
**Stone**

**Mawarrior** EK089




**HIT:** ★ **LIFE:** ♥♥♥♥♥

**G** Adapt ["Cross Chew"] to (EK090).

**H** A pesky eintastikid, that likes to bite anything that moves, though it is just playing around.

**Hero**

**Primeve** EK092




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥

**D** Prayer Play [EK138, EK207] for EK303.

**A** A plant like creature, she is of course the female variant of this creature. Her other half is Primadam

**Grass**

**Primadam** EK093




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**D** Prayer Play [EK193, EK233] for EK304.

**A** A plant like creature, he is of course the male variant of this creature. His other half is Primeve

**Grass**

**Mawarden** EK090



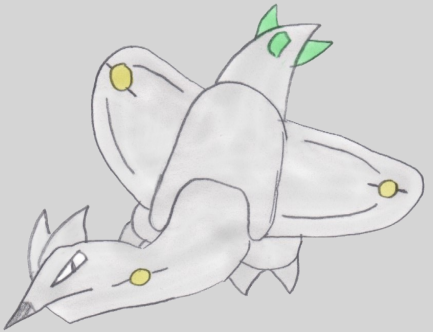
**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**G** If this eintastikid taps a eintastikid with 2 or lesser Power, your opponent cannot tap with that eintastikid for 3 minutes.

**H** Capable of biting though steel, it uses it's teeth to barrow underground at times.

**Hero**

**Fitejet** EK091




**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**L** You can tap with this eintastikid from your album as if it were on your playfield, if you do, you reduce this eintastikid's Life by 1.

**W** A weapon commonly used by both the Untied States and Russian governments

**Air**

**Scarecorn** EK094




**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**T** Select as many chaff created objects on boxes of any battlefields as you like, remove those objects and increase this health by 1 per removed object.

**A** Queen of the corns as she is called by the native Americans, She uses the land to maintain balance.

**Grass**

**Lucid** EK095



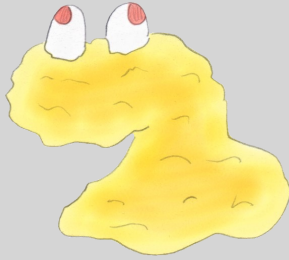
**HIT:** ★★ ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**B** Prayer Play [EK014, EK151] for EK309. When this is knocked out by a eintastikid effect, wake up this at 2 Health instead, 3 minutes after.

**M** The dragon of change, it is said when it flies by your house, you are in for a big change in your life.

**Wrath**

**Melt-Chap** EK096




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥

**V** Choose one of your eintastikids that is not knocked out in the fight, KO this and increased the selected's Power and Health by this Power and Health.

**X** Enzymes and a parasite combine within some tree sap to create a living being made of sap.

♁  
Grass

**Virtue** EK097




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**K** At any time during the fight, you can change the name of this eintastikid to anything you want until the fight ends.

**T** Computer code that was manifested by top secret military technology, apparently it can feel.

⚡  
Thunder

**Aqueen** EK100



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**T** Reduce this eintastikid's Health up to 8, select a eintastikid you control, increase that eintastikid's Health by the amount you reduced from this.

**A** The magic maiden of fertility, it is said that she can nourish life, using life giving water to grow life.

♋  
Sea

**Passion** EK101



**HIT:** ★★☆☆ **LIFE:** ♥♥♥♥♥♥♥♥♥♥


**C** Prayer Play [EK102, EK103] for EK310. Only once during the fight, you can make 1 tap on this eintastikid do nothing.

**E** Known as the lighting of passion, said to strike anger, joy, or interest in others.

⚡  
Thunder

♏  
Phoenix

**Lurch** EK098




**HIT:** ★★☆☆ **LIFE:** ♥♥

**I** When this eintastikid is knocked out, if your opponent pulls and pushes eintastikids, wake up this eintastikid with it's Health at 2 instead.

**D** A Hit man golem made of stone, crafted and used by many corporations to rid anyone exposing them.

♁  
Stone

**Puzzlemiddle** EK099



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**G** Do not apply Solar Calculation to this, when your "Puzzleleft", "Puzzlemiddle", and "Puzzleright" all each have their Health at 3, you win the fight.

**T** A middle torso sealed by a curse, it is one of the three mirror shards of St. Nikilitis.

♁  
Hero

**Assent** EK102



**HIT:** ★☆☆ **LIFE:** ♥♥♥♥♥♥♥♥♥♥


**C** Prayer Play [EK101, EK103] for EK310. Only once during the fight, you can make 1 tap on this eintastikid do nothing.

**E** Known as the firmament of assent, said to encompass trust, fear, or awe in others.

♁  
Stone

♏  
Phoenix

**Apathy** EK103



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**C** Prayer Play [EK101, EK102] for EK310. Only once during the fight, you can make 1 tap on this eintastikid do nothing.

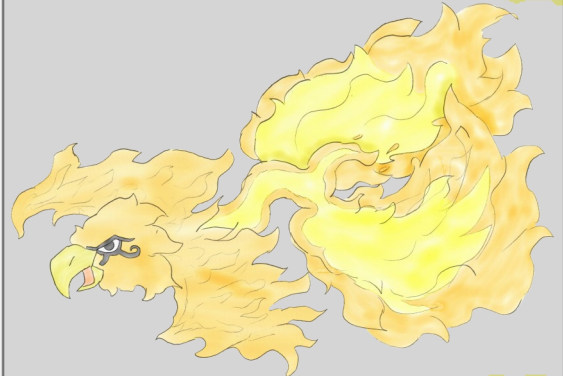
**E** Known as the cloud of apathy, said to engulf sadness or boredom in others.

♁  
Air

♏  
Phoenix




**Marvel** EK104




**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥


**C** When this eintastikid gets a Major Hit, knock out the eintastikid that this eintastikid got a Major Hit on, using this effect.

**F** The legendary phoenix of Marfa Texas, it is said to have lead brave cowboys back to their homes.

**E**  Flame

**F**  Phoenix


**Charstreak** EK105




**HIT:** ★ **LIFE:** ♥♥♥

**F** Adapt ["Flare Streak"] to (EK106).

**C** A tiny toy-like eintastikid, it is said that it has more horsepower than a diesel engine.

**E**  Flame


**Hydrant** EK108



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**J** Reduce the Health number by 1 more, when A Sea Sign Move is used by this eintastikid.

**D** A large fire hydrant, literally a walking fortress, can trample anything and water down large crowds.

**E**  Sea


**Troopie** EK109




**HIT:** ★ **LIFE:** ♥♥♥

**D** Adapt ["Bullet Nut"] to (EK110).

**A** A really jumpy plant-like eintastikid, he loves to shoot things with his gun arm.

**C**  Grass


**Burnspeed** EK106




**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**F** Reduce the Health number by 1 more, when A Flame Sign Move is used by this eintastikid.

**C** A sleek sports car-like eintastikid, it is at least 3 times faster than Hi-Octane race car.

**E**  Flame


**Fountainfite** EK107




**HIT:** ★ **LIFE:** ♥♥♥

**J** Adapt ["Fountain Slap"] to (EK108).

**A** A tiny fire hydrant, it is vary friendly and playful, it has a heart of gold and helps put out fires everyday

**D**  Sea


**Shot Troop** EK110




**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**D** Reduce the Health number by 1 more, when A Grass Sign Move is used by this eintastikid.

**C** A Noble soldier eintastikid, often assists human troops and civilians. Some have died with honor.

**E**  Grass


**Powerie** EK111




**HIT:** ★ **LIFE:** ♥♥♥

**L** Adapt ["Zap Discharge"] to (EK112).

**K** A small battery-like eintastikid, it recharges and feeds itself from the background energies.

**T**  Thunder

**Volt** EK112



**HIT:** ★★ **LIFE:** ♥♥♥♥

**K** Adapt ["Eon Spin"] to (EK113).


**P**

**T** Capable of generating power to power a town, it

**X** obtains it power from background energies.

**P**  
Thunder

**Magnoid** EK113



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**K** Reduce the Health number by 1 more, when A


**P** Thunder Sign Move is used by this eintastikid.

**T** It can power a 5th of New York using energies

**X** obtained from background sources.

**P**  
Thunder

**Hurripain** EK116



**HIT:** ★★ **LIFE:** ♥♥♥♥

**W** Form 2 Chaff (7) [call this "Wreckage", for each

**O** "Wreckage" reduce the attached eintastikid's

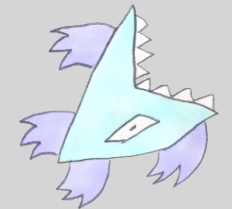
**F** Health by 1], this can be repeated per 3 taps.

**Y** A small living hurricane, it moves across the planet.

Causing destruction to everything in it's path.

**h**  
Air

**Boomer** EK117



**HIT:** ★ **LIFE:** ♥♥♥

**H** Adapt ["Retract Attack"] to (EK118).


**T**

**F** It spins around in the air to get around, it bites

**J** onto living things and attempt to feed.

**h**  
Air

**Blimpal** EK114



**HIT:** ★ **LIFE:** ♥♥

**R** Adapt ["Fire Float"] to (EK115).


**S**

**E** It generates heat from it's embedded torch, the

**F** heats projects it into the sky like a hot air balloon.

**h**  
Air  
**♂**  
Flame

**Blimpuff** EK115



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**R** If this eintastikid was tapped by a Flame Sign Move,

**S** for 50 seconds any taps to this eintastikid do

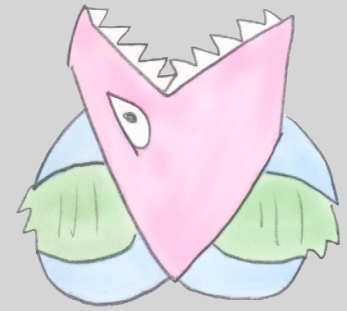
**E** nothing.

**F** A blimp like eintastikid, it floats into really high

places, such as the earth's atmosphere.

**h**  
Air  
**♂**  
Flame

**Rang** EK118



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**H** When this eintastikid is tapped, reduce the tapping

**T** eintastikid's Health by 1.

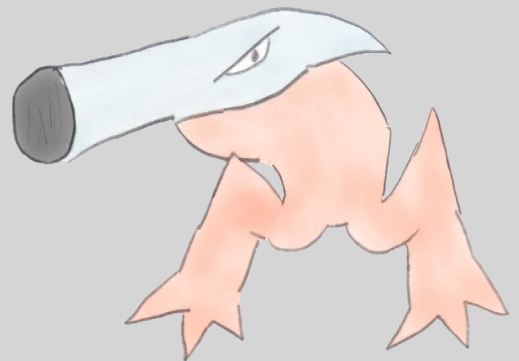
**F**

**J** Capable of flying straight, it prefers to spin fly, it's

wings and teeth are vary sharp and fatal.

**h**  
Air

**Byblast** EK119



**HIT:** ★★ **LIFE:** ♥♥♥♥

**R** Adapt ["Snipe Strike"] to (EK120).


**L**

**M** It uses calcium build up as ammo for it's shooting,

**K** it can pick off a stealth plane easily.


**♂**  
Hero

**Canoncrawler** EK120



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥

**Y** | This eintastikid can tap your opponent's album  
**D** | eintastikid, if you use this, all taps by you do  
**M** | nothing for 30 seconds.  
**G** | It sneaks in silence, then snipes it's prey, it has  
 some uses in the military too.

Hero 

**Swimspike** EK121

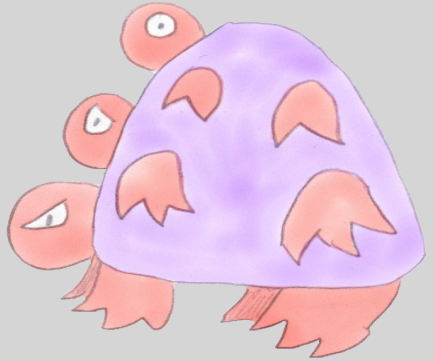


**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥

**J** | Decrease the original Power and Life of this  
**U** | eintastikid by 2 if you or your opponent have  
**D** | "Betaspikes" in the album that is not knocked out.  
**H** | A vary competitive eintastikid, it will fight with it's  
 own kind, it is a wonder that theses still exist.


Sea 

**Tritown** EK124



**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥♥

**J** | You can tap 3 times in the same tap with this  
**B** | eintastikid, if you do, reduce the Power of this  
**D** | eintastikid by 1 after each tap.  
**J** | Three turtles all share the same shell and upper  
 body, just the limbs are independent.

Sea 

**Drakupie** EK125

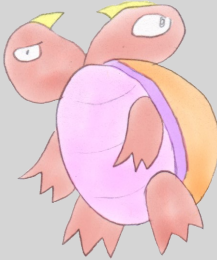


**HIT:** ★ **LIFE:** ♥♥♥♥♥

**B** | Adapt ["Chaos Clamp"] to (EK126).  
**U** |  
**D** |  
**L** | A small eintastikid, it appears to be harmless and  
 docile, it is also friendly too.


Wrath   
Sea 

**Twohed** EK122




**HIT:** ★ **LIFE:** ♥♥♥♥♥

**J** | Adapt ["Twin Kick"] to (EK123).  
**C** |  
**D** |  
**J** | A eintastikid born with 2 heads, they are  
 independent, but both control the body.


Sea 

**Twinhouse** EK123




**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**J** | Adapt ["Trislap"] to (EK124).  
**B** |  
**D** |  
**J** | It seems as if the second head has grown it's own  
 pair of legs and arms within the same body.



Sea 

**Drakololasus** EK126




**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥♥♥

**J** | When this is played on your playfield, reduce your  
**V** | opponent's eintastikid's Power by 2, it is returned to  
 it's original state when it is removed.  
**M** |  
**D** | After it had grown up from Drakupie, it's  
 personality it switched to opposite from childhood.


Wrath   
Sea 

**Formflop** EK127



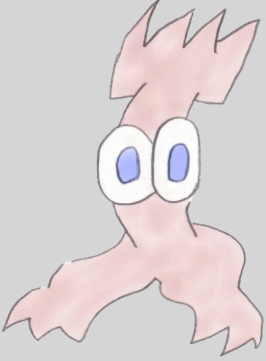
**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**Q** | Adapt ["Trislap"] to (EK128).  
**A** |  
**I** |  
**J** | It appears to be just a stick with legs, but it used to  
 be a mop, yes this is true! No kidding.

Grass 



**Fakestate** EK128




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥


**Q** When tapped by a Hero or Air Sign Move, reduce the tapping eintastikid's Health by 1.

**A**

**G** The mop with no hair wanted a purpose, it then came up with a idea, to become a rake.

 Grass

**Vial** EK129




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥


**M** Adapt ["Chem Trend"] to (EK130).

**A**

**G** A living vial, it was created by humans to have mobility, so it can run from the wrong hands.

 Stone

**Helmars** EK132




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**Y** Select a eintastikid involved in the fight, this eintastikid's effect becomes the same as the selected eintastikid's effect until fight ends

**A**

**M** This eintastikid creeps around inspecting other life forms, if bothered it might get violent.

 Spirit

**Feastbar** EK133



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥


**D** Select a not knocked out eintastikid (if you can), increase that eintastikid's Life by 4 and knock out this eintastikid.

**A**

**H** A candy bar that took on life, it has a hard life because so many hungry people want to eat it.

 Grass

**Chemtainer** EK130




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥


**M** Every time this is tapped, Form Chaff (2) [call this "Chemdrop", reduce the attached eintastikid's power by per Chemdrop per 50 secs].

**A**

**V** Having matured into a bigger container from Vial, it tends to fight off the wrong hands.

 Stone

**Helmeteye** EK131




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

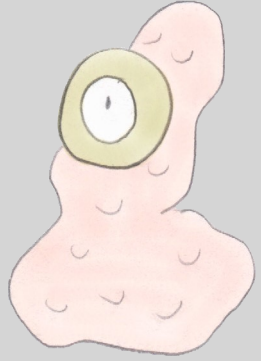
**Y** Adapt ["Eye Stream"] to (EK132).

**A**

**G** A strange extraterrestrial eintastikid, it slipped into earth from a unsuspecting meteorite.

 Spirit

**Formelt** EK134




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥


**V** This eintastikid's Power and Life become that of the absorbed eintastikid, when this is KO, KO the absorbed eintastikid instead, and it is not absorbed.

**A**

**X** A mysterious metal sphere with one eye, it is surrounded and controls unknown pink compound.

 Grass

**Firedude** EK135




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

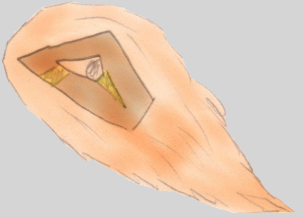
**F** Every time this eintastikid is attacked, Form Chaff (2) [Call this "Ember", reduce the attached's Health by 1 per "Ember", every 30 secs].

**A**

**V** A strange horse like eintastikid, it appears, it expels fire from it's back, it is unharmed by this fire.

 Flame

**Meteor** EK136




**HIT:** ★ **LIFE:** ♥♥

W Adapt ["Pin Propel"] to (EK137).  
 K  
 E Uncommonly people will see this and think it is a shooting star or mistake it for a UFO.  
 W

♂  
 Flame  
 Stone

**Comet** EK137

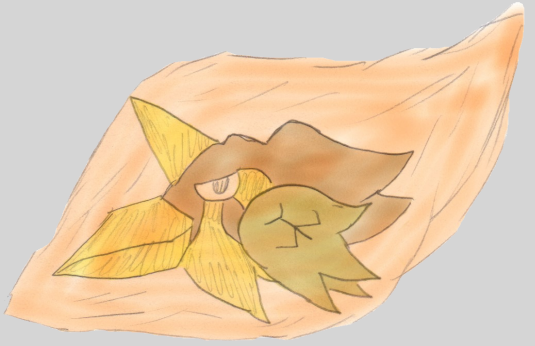


**HIT:** ★★ **LIFE:** ♥♥♥♥

W Adapt ["Orbit Slam"] to (EK138).  
 K  
 E This eintastikid will circle the planet's orbit, rarely people on the surface can see it.  
 W

♂  
 Flame  
 Stone

**Shootingstar** EK138

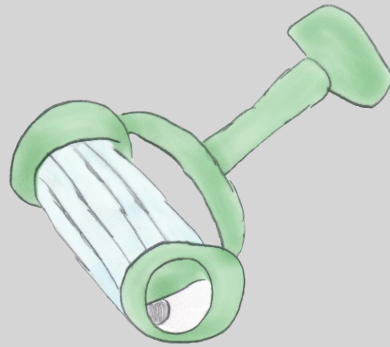


**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥

W For each 15 seconds you do not tap increase this eintastikid 's Power by 1. After you tap return this eintastikid's Power to it's original state.  
 K  
 E This eintastikid can intelligently control it's movement, making it more fatal then a missile.  
 W

♂  
 Flame  
 Stone

**Rollermower** EK139




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

L When this eintastikid taps another eintastikid, remove all chaff created objects on all boxes.  
 G  
 W Another man-made eintastikid, it is used to cut grass.... On it's own, it can do it in just a hour.  
 G

♂  
 Thunder

**Painiac** EK140




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

L When this eintastikid taps a Grass type eintastikid, knock out that eintastikid using this effect and reduce this eintastikid's Life by 2.  
 H  
 G An insane creation of man, it was originally used to cut down trees, but lately it is out of control.  
 R

♂  
 Thunder

**Tarbear** EK141

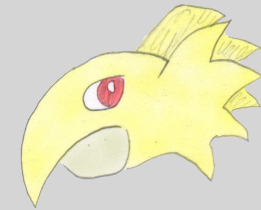


**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

V When this eintastikid is tapped by a Hero type eintastikid, increase this eintastikid's Health by the reduction amount instead.  
 B  
 H Born from oil refineries, it often scares the workers, but it just slowly walks around looking for food.  
 J

♂  
 Sea  
 Stone

**Speedy** EK142

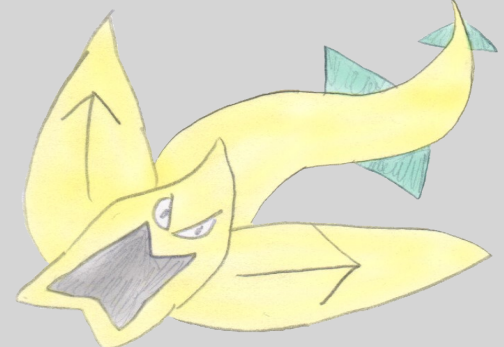


**HIT:** ★ **LIFE:** ♥♥

J Adapt ["Spin Dive"] to (EK143).  
 U  
 H A small fry, it is often eaten by people, but people really need to watch out for those bones.  
 W

♂  
 Sea

**Speedart** EK143




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

J When this eintastikid uses a Sea Sign Move, you can use another Sea Sign move in the same tap (not the same move).  
 V  
 H Bigger, faster, and more dangerous, only the brave attempt to make this eintastikid their meal.  
 W

♂  
 Sea

**Maceball** EK144




**HIT:** ★ **LIFE:** ♥♥♥♥♥

**G** Adapt ["Gum Whip"] to (EK145).  
**O**  
**H** It loves to be tossed around, it also like to chew  
**J** gum, though it gets gum all over itself.

Hero

**Playerun** EK145




**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥

**G** If you tap with this eintastikid, you can endo tag a  
**D** not knocked out eintastikid in your opponent's  
**U** album.  
**Y** It used it's chewing gum to form a body, it is now  
 full fledged baseball player, it is surprisingly good.

Hero

**Marrow** EK148




**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**L** Adapt ["Marrow Coat"] to (EK149).  
**H** When born extra bone is formed around it's head  
 tissue, it's head it harder then rock.

Stone

**Skullbone** EK149

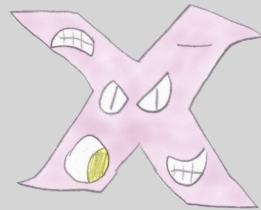


**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**I** When this eintastikid is tapped, this eintastikid's  
**C** health is reduced 1 less from that tap.  
**H** As it matures, bone forms around all it's tissue,  
**I** thus creating a armor of bone.

Stone

**X-Faces** EK146



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**P** When this eintastikid is tapped, flip a coin and call it  
**T** or play rock, paper, scissors, if you called it right or  
**S** won, apply health reduction to the tapper as well.  
**J** A weird eintastikid, it appears to have mouths on  
 each of it's limbs, and eyes in the middle.

Hero

**Jayjet** EK147




**HIT:** ★ **LIFE:** ♥♥♥♥♥

**H** Prayer Play [EK400, EK500] for EK308. Any Phoenix  
**E** Type eintastikid's EK number is Treated as EK400 or  
 EK500 (one per cut-out) for the prayer play for this.  
**F** A small bird, it is vary sleek, thus it is a smooth  
**W** flyer. It swoops down and attacks prey.

Air  
Phoenix

**Timechump** EK150

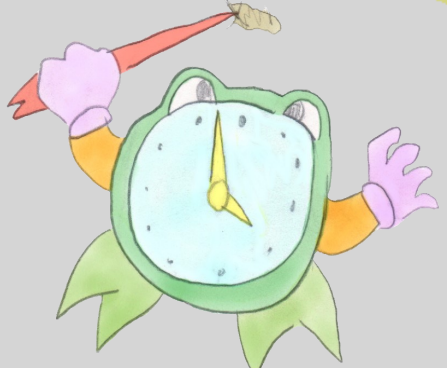


**HIT:** ★ **LIFE:** ♥♥♥♥♥

**T** Adapt ["Rift Cut"] to (EK151). Can age, but can only  
**H** choose a number up to 5 not 8.  
**S** A miniature time machine, it travels from the  
**X** present to the future and back

Hero

**Mimetime** EK151



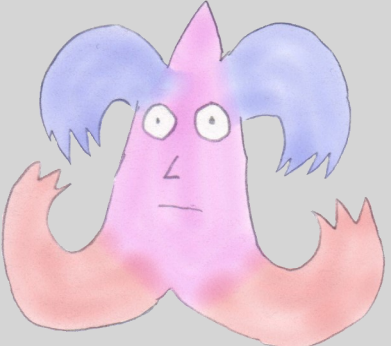
**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**T** Can age, but you can choose a number up to 10 not  
**H** 8, also increase this life every 1 minute this is in the  
 album.  
**S** It holds a stick that can rip a time rift with in the  
**X** space fabric, it has explored all the times.

Hero



**Kitestar** EK152



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**H** When this eintastikid taps with a Air Sign Move successfully, for 30 seconds, your opponent cannot tap you when assigned to this eintastikid.

**T**

**F** A kite like eintastikid, you can find it gliding out

**W** rural areas, kids often catch them.

**h**  
Air

**Sleekboy** EK153



**HIT:** ★★ **LIFE:** ♥♥♥


**P** Adapt ["Hermit Hide"] to (EK154).

**H**

**V** A small devil, surprisingly for what it is, it is happy, friendly, and courteous, it is a mystery.

**☾**  
Spirit

**Sniperoo** EK156



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥

**G** When you tap, you can use this eintastikid from your album as if it were on your playfield, but you can use this only once during the fight.

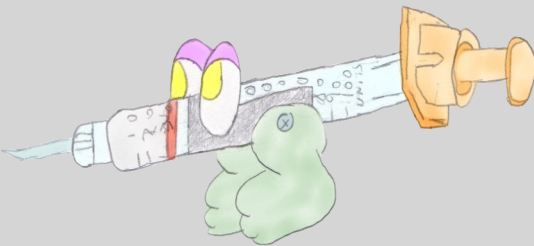
**L**

**M** A military weapon, it is ineradicably silent, then it

**R** picks off it's enemies with incredible stealth.

**☾**  
Hero

**Treatnurse** EK157



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**G** As long as this is in your album, every 10 seconds, increase the health of the eintastikid on your side of the battlefield by 1.


**L**

**N** A kind hearted eintastikid, it fallows juvenile cancer

**I** or diabetes patients, so they get they get treated.

**☾**  
Hero

**Sleekman** EK154



**HIT:** ★★ ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**P** If this eintastikid was successfully tapped, play rock, paper, scissors or flip a coin, if you lost or called it wrong, you cannot tap for 30 seconds.

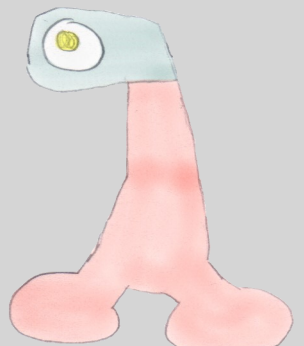
**H**

**I** Dull, mean, and pessimistic, are the traits of this

**S** eintastikid's personality, the pros are it is strong.

**☾**  
Spirit

**Sportool** EK155



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**L** When this is in your album (not knocked out) and your eintastikid on your playfield uses a Hero Sign move, increase that reduction amount by 2.

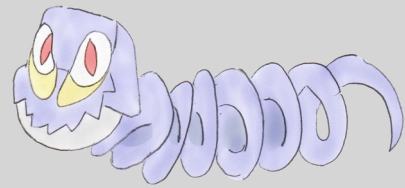
**P**

**U** A man made eintastikid, designed to walk with

**K** golfers so they don't have to carry their clubs.

**☾**  
Hero

**Springs** EK158



**HIT:** ★★ ★★ ★ **LIFE:** ♥♥♥♥♥

**L** Prayer Play [EK141, EK104] for EK311. When this eintastikid is tapped, after 3 minutes, reduce the attacking eintastikid's Health by 2.


**I**

**J** It slinks around like a caterpillar, for children they

**W** often mistake it for a slinky toy.

**☾**  
Hero

**Snowsaint** EK159



**HIT:** ★★ ★ **LIFE:** ♥

**E** Negate all health reduction from any taps on this eintastikid except those that are at least 1 Red Star from Solar Calculation.


**A**

**S** A dragon born from a snow angel from pure of the

**M** heart, it is never the less powerful.

**☾**  
Wrath  
**☾**  
Spirit

**Cowlite** EK160



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥


**P** This eintastikid is unaffected any Move effects/ behaviors except those that get a at least 1 Red Star from solar calculation.

**S** A baby vampire, or at least it appears that way, it long cowl bangs are used as arms.

**S** Spirit

**G** Wrath

**Coldude** EK161




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**D** When this eintastikid gets tapped, reduce the Health of each eintastikid involved in the fight that are not knocked out by 2.

**O** A crazy snowman eintastikid, this little eintastikid bounces around uncontrollably like a ping pong.

**A** Grass

**Vinetime** EK164



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

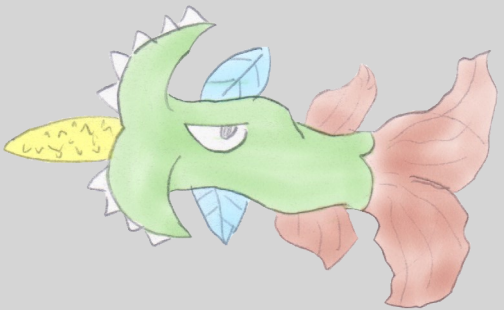
**D** Prayer Play [EK094, EK130] for EK314. As long as there is a chaff created object on your battlefield, increase this health by 1 every 30 seconds.

**Q** A dragon that is of the grass element, it is deeply connected with nature, it defends against poachers

**C** Grass

**M** Wrath

**Swimchomp** EK165



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥


**D** As long as at least one "Water Drop" exist on this eintastikid's side of the battlefield, all taps to this eintastikid do nothing.

**K** A plant that lives under water, some find it to be beautiful but it is still deadly, others find it weird.

**C** Grass

**D** Sea

**Stopdropburn** EK162




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**F** When this eintastikid is tapped, reduce the tapping eintastikid's health by a amount equal to the reduction amount on this eintastikid's Health.

**P** It's middle body is surrounded by fire, the fire is ultra hot but the body is not harmed.

**E** Flame

**Coldwalker** EK163



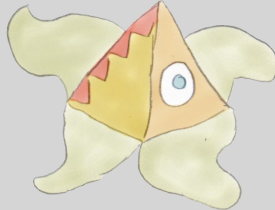
**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥

**B** When this eintastikid uses a Air sign move, increase the reduction amount by 2, your opponent must tap you twice as this to count as a tap.

**Q** A dragon with a beak, it peaks at it's foes to scare them off, it can also shoot beams from it's beak.

**M** Wrath

**Pyrabrate** EK166



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥

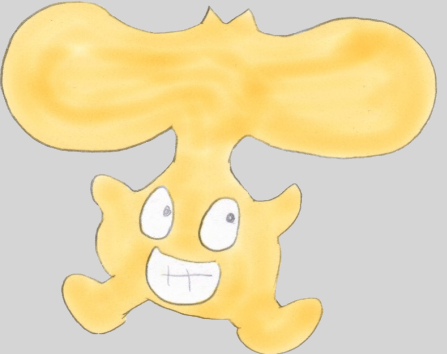
**J** As long as at least one "Water Drop" exist on this eintastikid's battlefield, when this eintastikid uses a Sea sign move, double that reduction amount.

**T** It is pyramid shaped but the arms are flat, like a vertebrate, it crawls the ocean floors exploring.

**D** Sea

**M**

**Wingnut** EK167



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥


**N** When this eintastikid is tapped and a Air sign Move was used from that tap, that tap and move do nothing.

**H** It has really large ears that act like a Parashoot, it can flap them to reach higher altitudes.

**F** Air

**U**

**Pail** EK168



**HIT:** ★★ **LIFE:** ♥♥♥♥

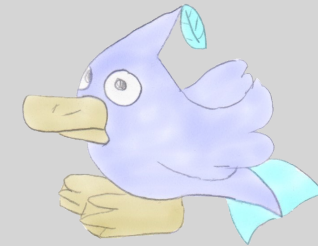
**L** You can choose to use this effect as a option once every 2 minutes, if you do, for 30 seconds, your opponent cannot tap.

**C**

**D** A turtle that grew a bucket for a shell, people often dump water into it thinking it is a real bucket.

♁  
Sea

**Mundane** EK169



**HIT:** ★ **LIFE:** ♥♥

**J** Adapt ["Bitter Bash"] to (EK170).


**E**

**D** It is said that these used to be a great race, but

**H** after years of peace and mundane, it is useless now!

♁  
Sea

**Fireguy** EK172



**HIT:** ★ **LIFE:** ♥♥♥

**F** Adapt ["Lighter Blow"] to (EK173).


**H**

**E** It's flame is perpetual, under the flame is just eyes

**J** and arteries connecting it's legs. It's brain is it's eye

♂  
Flame

**Fireslick** EK173



**HIT:** ★★ **LIFE:** ♥♥♥♥

**F** Adapt ["Flame Spiral"] to (EK174).


**L**

**E** Having grown powerful legs, it can run fast, the legs

**J** were it's feet before the mutation, fire are it's feet

♂  
Flame

**Extraordinary** EK170



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**C** When this is set/pushed on your battlefield, reduce your opponent's eintastikid's Power by 2, it is returned to it's original state when it is removed.

**F**


**D** Having unlocked the lost power of Mundane, it

**M** transformed into a supreme engine of destruction

♁  
Sea

♀  
Phoenix

**Thruster** EK171



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**H** Your opponent must wait 1 second to move his/her

**F** defending hand to a different box each time when


**F** this eintastikid is on your side of the battlefield.

**F** It uses it jet engine infused into it's head to reach

**W** speeds up to Mach 6.

h  
Air

**Firestreek** EK174



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**F** Prayer Play [EK217, EK237] for EK305. When this

**B** eintastikid uses a Flame Sign move, increase this


**E** eintastikid Health by 1.

**W** It became too heavy so it went on 4 feet, it

**W** mutated a head which is hotter then it's body.

♂  
Flame

**Boltshape** EK175



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**K** Adapt ["Sleek Zap"] to (EK176).

**D**


**T** A living entity of electricity, if you get to close to it,

**X** you might just get zapped, it zooms across the sky

P  
Thunder



**Bolter** EK176



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥♥♥


**K** Your opponent must wait 2 seconds to move his/her defending hand to a different box each time when this eintastikid is on your battlefield.

**D** It moves across telephone lines to get by, it should be kept away from precision electronics.

**T** Thunder

**X**

**Ancendent** EK177



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥♥♥


**S** As long as at least one "Water Drop" exist on this eintastikid's battlefield, when this eintastikid uses a Sea sign move, double the reduction amount.

**C** A alligator that is more capable on land, it can run faster then humans, in the water ultra fast.

**H** Wrath

**M**

**Sharp** EK180



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥


**J** When this eintastikid uses a Hero sign move, this can then use another Hero sign move twice in a row in the same tap.

**V** It's spine was grown exposed, as well as it's skull, it has really sharp claws that can penetrate bone.

**D**

**G**

**Slashie** EK181



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥


**H** When this eintastikid uses a Air sign move, this can then use another Air sign move twice in a row in the same tap.

**V** It has huge mitts for hands, the mitts each contain sharp claws that can easily rip though metal.

**F**

**G**

**Slitherweed** EK178



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥


**D** When this eintastikid is tapped and a Fame sign Move was used from that tap, that tap and move do nothing.

**K** It looks like a plant, it uses this as an advantage to trick prey and foes, it suddenly snaps if approached

**D**

**L**

**Sharpicle** EK179



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥


**Q** After this eintastikid taps, you can immediately pull this eintastikid and push a not KO album eintastikid before the tap ends.

**D** A peculiar eintastikid, it is a living icicle, it is said that it originated from a different colder earth.

**G** Hero

**L**

**Cryptun** EK182




**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**J** Prayer Play [EK073, EK098] for EK312. When this eintastikid taps, you must wait 1 minute to tap again.

**D** A legendary eintastikid thought to be a crytid, only 20 or so in the human race have seen this.

**U**

**Copterson** EK183



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥

**B** When this eintastikid is tapped by a Air or Hero sign move, for 50 seconds, your opponent cannot tap this eintastikid.

**L** A small dragon born with helicopter blades on it's head, the top part is not truly connect to it's head.

**F**

**M**

**Mystery** EK184



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**E** Prayer Play [EK239, EK279] for EK307.

**K**


**S** A peculiar tree, no one understands it, it is

**K** completely unknown, this has given way to unrest.

**Grass**

**Spirit**

**Bacteria** EK185



**HIT:** ★ **LIFE:** ♥♥♥♥♥

**D** When this is set, Form Chaff (2) [Call this "Spore", reduce the attached eintastikid's Health by 1 per every 30 seconds as long as 1 spore exist].


**P**

**C** A tree like eintastikid that has a mushroom on it's

**S** head, it slaps against the ground to move.

**Grass**

**Sin** EK188



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥

**B** Increase the Power of this eintastikid by 1 more per

**Q** Dragon eintastikid in play.


**M**

**U** When a karmatic standpoint is committed, when a

**L** cat and serpent fall in love, Sin is born.

**Wrath**

**Limbtrio** EK189



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**X** When this eintastikid taps, you can additionally tap

**A** 3 more times in the same tap, if you do this, this

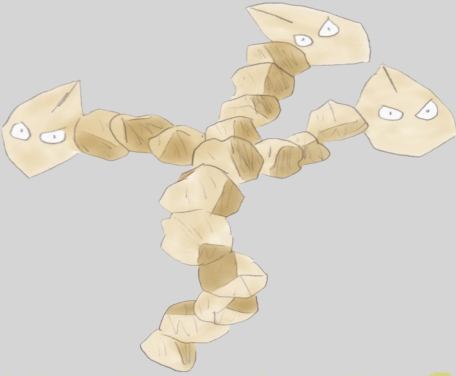
**B** eintastikid's Power becomes 1 for these taps only.

**L** Connected on it's back are snake like creatures,

**L** they share a brain with it's host.

**Hero**

**Grand** EK186



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥

**B** Prayer Play [EK080, EK091] for EK306.

**I**


**P** A three headed beast, the brain of this eintastikid is

**U** located in the body and controls all 3 heads.

**Wrath**

**Stone**

**Stinglider** EK187



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**O** When this eintastikid taps or gets tapped, reduce

**O** the tapping/targeted eintastikid's Health by 1.


**F**

**I** A fast little annoyance, it like to sting people with

**I** the huge stinger on it's butt.

**Grass**

**Cryptchamp** EK190



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥

**J** When this eintastikid taps with a Sea sign move,

**V** remove all objects on your opponent's playfield

**D** except the eintastikids.

**M** Located in Lake Champagne, this legendary

**M** eintastikid can create tsunamis that destroy cites

**Sea**

**Cuts** EK191



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**B** Adapt ["Proud Slam"] to (EK192).

**L**

**M** A small dragon, it has a lot of spunk, there is great

**V** potential in this eintastikid, watch him grow.

**Wrath**



**Razorback** EK192



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥

**B** Adapt ["Free Dance"] to (EK193).

**C**

**M** Strong and proud dragon, it's spikes are so sharp it

**J** can cut though glass vary finely.

Wrath

**Stabber** EK193



**HIT:** ★★ ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**C** When this eintastikid taps, if this eintastikid's current Health is higher then your opponent's eintastikid's current Health, double the reduction.

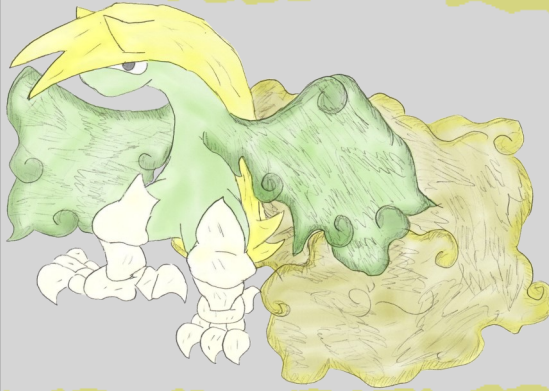
**F**

**M** A free phoenix, it flies towards it's target and

**F** attempt to cut it with it's sharp spikes.

Wrath  
Phoenix

**Ethereal** EK196



**HIT:** ★★ ★★ ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥


**C** Air sign selected taps do nothing on this eintastikid.

**F** Also, after this eintastikid taps, reduce the Health of a not KO eintastikid in your opponent's album by 3.

**S** It's beak merged with it's spine and skull. It is bendable cartilage, except for the tips of the beak.

Spirit  
Phoenix

**Goddash** EK197




**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**T** This can age, but only if you reduce this eintastikid's Health by 1, also on the number chosen, for every 4 in your number, additionally reduce 1 Health more.

**E** The magic maiden of passion, it is said that she causes the progression and growth of life.

Flame

**Phase** EK194



**HIT:** ★ **LIFE:** ♥♥♥♥

**P** Adapt ["Push Peck"] to (EK195).


**I**

**H** A ghostly snake, it floats around, often spooking people with it's eyes, the eye glare is hypnotizing.

**S**

Spirit

**Astral** EK195



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥

**P** Adapt ["Bone Stab"] to (EK196).

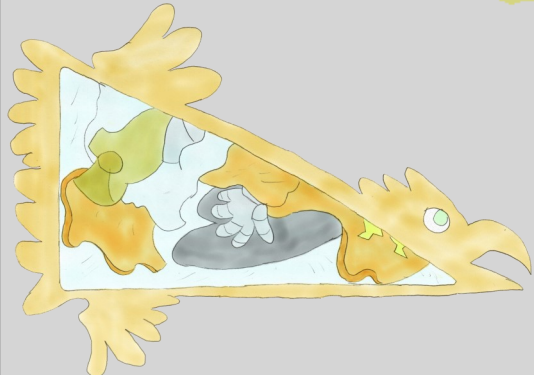
**L**

**S** It's beak becomes more refined it can slash open

**V** lighters metals such as tin and aluminum.

Spirit

**Puzzleright** EK198




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**G** Do not apply Solar Calculation to this, when your "Puzzleleft", "Puzzlemiddle", and "Puzzleright" all each have their Health at 3, you win the fight.

**K** A right set of limbs sealed by a curse, it is one of the three mirror shards of St. Nikilitis.

Hero

**Humm** EK199



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥


**W** Any taps from a eintastikid that is tapping this eintastikid and that eintastikid has a Power that is 2 or less, that tap does nothing.

**X** A unknown Humm comes from this eintastikid, maybe it is responsible for the Taos Humm?

Thunder  
Stone



**Devilevel** EK200




**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**W** Thunder sign selected taps do nothing on this eintastikid. Also, negate all taps on this if there is at least one "Water Drop" on the battlefield.

**T** This peculiar amoeba can cause green fog and electromagnetic jamming,, the heart of dead zones.

♁  
Sea

**Hue-Bustion** EK201




**HIT:** ★ **LIFE:** ♥♥♥♥♥♥♥♥

**W** 3 minutes after a eintastikid is set/pushed on the battlefield when this eintastikid is already on the battlefield, knock out that eintastikid.

**T** It is said to be the incarnation of the phenomenon Spontaneous Human Combustion. It is creepy.

♂  
Flame

**Scratchash** EK204



**HIT:** ★ **LIFE:** ♥♥♥


**F** Adapt ["Heat Shot"] to (EK205).

**C**

**G** A small pup, it can slash apart wood, though it is friendly to humans, and make a good companion

♂  
Flame

**Huntsflare** EK205



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥


**F** Reduce the Health number by 1 more, when A Flame Sign Move is used by this eintastikid.

**B**

**G** Having grown into a adult, it is much faster and it's flame hotter, it can be trained for many purposes.

♂  
Flame

**Leftwing** EK202




**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**C** Every 1 minute, increase this eintastikid's health by 1 per chaff created object on your side of the battlefield.

**M** The hero of the forest, the Jersey Devil as it is called, it said it can only be called by a pure one.

♀  
Phoenix

**Rightwing** EK203




**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**C** Every 1 minute, increase this eintastikid's health by 1 per chaff created object on your opponent's side of the battlefield.

**M** Known in West Virginian folklore as the Mothman, it consumes those who are not noble or honorable.

♀  
Phoenix

**Silksquirt** EK206



**HIT:** ★ **LIFE:** ♥♥♥


**J** Adapt ["Ditzy Dance"] to (EK207).

**R**

**K** A small little wedding gown sheet come to life, she is rumored to have came from Europe long ago.

♁  
Sea

**Cascade** EK207



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥


**J** Reduce the Life number by 1 more, when A Sea Sign Move is used by this eintastikid.

**R**

**D** A living wedding dress, she is vary beautiful and elegant, despite this, she is motherly and kind.

♁  
Sea

**Palmcalm** EK208




**HIT:** ★ **LIFE:** ♥♥♥

**D** Adapt ["Weedwhack"] to (EK209).


**X**

**C** A smudge sprouting seaweed from it's back, it is

**K** pretty laid back, easy going for slower people.

  
Grass

**Herblax** EK209




**HIT:** ★★☆☆ **LIFE:** ♥♥♥♥♥♥

**D** Reduce the Health number by 1 more, when A


**D** Grass Sign Move is used by this eintastikid.

**C** It has a cool seaweed cape integrated into it's back,

**Y** despite it's mean look, it is actually laid back.

  
Grass

**Flush** EK212



**HIT:** ★☆☆ **LIFE:** ♥♥♥♥♥♥


**Q** When this eintastikid is tapped, play rock paper

**K** scissors or flip a coin, if you won or called it right,


**R** reduce the tapping eintastikid's Health by 1.

**G** it's mustache and legs are not truly integrated as

**G** one piece but separate connected pieces.

  
Grass

**Tastewalk** EK213



**HIT:** ★ **LIFE:** ♥♥♥♥


**O** Once every 1 minute, you can select a chaff created,

**I** object in a box on your opponent's battlefield,


**R** remove it and increase this eintastikid's health by 1.

**Q** It just moves around licking stuff, this is how it

**Q** interacts with it's environment.

  
Grass

**Ace** EK210




**HIT:** ★★ **LIFE:** ♥♥♥

**Q** Adapt ["Card Cut"] to (EK211).


**K**

**R** Thin as a card, it shuffles to move, risers need to

**G** watch not to get paper cuts from this eintastikid.

  
Grass

**Spade** EK211




**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**Q** Adapt ["Spin Cut"] to (EK212).


**K**

**R** Because it is so thin, it often floats in the wind's

**G** hands, just flowing in the wind anywhere.

  
Grass

**Quadrosteel** EK214



**HIT:** ★★ **LIFE:** ♥♥♥♥


**L** Prayer Play [EK031, EK126] for EK313. You can

**C** choose to make a tap on this do nothing, this can

**J** only be used every 3 minutes.

**L** When it is born, bone it formed over all it's tissue,

**L** then later that bone crystalizes into metal.

  
Stone

**Tailwheight** EK215



**HIT:** ★ **LIFE:** ♥♥

**Q** Adapt ["Tail Swipe"] to (EK216).


**T**

**J** Born with only 2 legs, but not designed to be

**V** bipedal, it's tail serves as a third leg to hold it up.

  
Hero

**Tailmotion** EK216



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**Q** Prayer Play [EK009, EK265] for EK302.

**C** It's tail seem to have developed legs like a cat, it now can walk perfectly like a true quadruped.

**J** Hero

**V** Hero

**Artale** EK217



**HIT:** ★ **LIFE:** ♥♥


**J** If this eintastikid attacks or gets attacked, you can treat the types of this eintastikid as one type of the type of that move for 1 min (once per that period).

**C** A aquatic Maine Coon, it fur is composed of fine seaweed, it secretes yellow paint-oil from it's tail.

**D** Grass

**G** Sea

**Rockmight** EK220



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥


**I** Adapt ["Confession"] to (EK221).

**H** Bigger and stronger, having gone though hardships as a runt, it defends all the little runts from foes.

**P** Stone

**G** Hero

**Rockmonk** EK221



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥

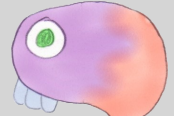
**I** If this is in your album, and your eintastikid on your battlefield gets attacked, you can apply Health reduction on this eintastikid instead (pull it first).

**H** It graduated from a hero to a monk, and it stands for and defends for all good, taking down evil.

**P** Stone

**Q** Hero

**Nutcell** EK218



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥


**D** You can reduce this eintastikid's Health up 4, increase this eintastikid's Power by 1 per Health reduced by this effect for 3 minutes.

**K** It's body has hardened as a true solid, because of this, it tries to go around and start fights.

**J** Grass

**L** Hero

**Rockoon** EK219



**HIT:** ★ **LIFE:** ♥♥

**I** Adapt ["Spedstrong"] to (EK220).

**K** A small runt, it bounces around, and hides from bigger enemies, one day it will be strong.

**J** Stone

**P** Stone

**Fingerdoo** EK222



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥


**T** Every time your opponent fails to tap this eintastikid, increase this eintastikid's Health by 2.

**A** A little diva, she is sassy and spunky, however, she enjoys going around and helping other people.

**S** Hero

**Q** Hero

**Pilot** EK223



**HIT:** ★ **LIFE:** ♥♥

**B** Adapt ["Conceal"] to (EK224).


**A** Just born, it dreams of flying ultra fast, soaring even greater then the most elegant flyers.

**L** Wrath

**J** Wrath



**Bachelors** EK224



**HIT:** ★★ **LIFE:** ♥♥♥♥

**B** Adapt ["Thruster Toss"] to (EK225).


**N**

**L** Having mutated a cocoon, inside it's body seems to be adapting into it's wishes, it waits penitently.

**J**

Wrath

**Masters** EK225



**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**B** Your opponent must wait 2 seconds to move his/her defending hand to a different box each time when this eintastikid is on your playfield.


**Q**

**F** Having got it's wish, Masters now soars the skies, it's thrusters are powerful and can blow away cities.

**W**

Wrath  
Air

**Tailbite** EK228



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**M** When this eintastikid taps, for 5 minutes your opponent cannot use effects that activate (perform) by the opponent's command.

**L**

**H** A small runt like eintastikid, it's tail has pincers, it usually grabs things with it's tail rather than fight.

Stone

**Copter** EK229



**HIT:** ★★ **LIFE:** ♥♥♥♥

**B** If your opponent taps this eintastikid, for 4 minutes, your opponent cannot pull and push eintastikids by choice.


**L**

**P** The bone formation on it's head is part of it's skull, it just likes to sit around and enjoy life.

**L**

Wrath  
Stone

**Cutdive** EK226



**HIT:** ★★ **LIFE:** ♥♥♥♥

**Q** Adapt ["Spike Slash"] to (EK227).


**N**

**L** A cocoon like eintastikid, it's head is vary sharp, it can pierce bone, it is rarely bothered.

**J**

Hero

**Scardive** EK227



**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**C** When this eintastikid taps, until your opponent's next tap, your opponent can do nothing but tap (this includes using effects or being effected).


**F**

**G** Free from it's cocoon, this phoenix eintastikid's spikes can puncture steel, solid lead, and cement.

**R**

Hero  
Phoenix

**Paddlesped** EK230



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**B** Adapt ["Length Lick"] to (EK231).


**V**

**D** A reptilian fish, it's reptilian features serve as an advantage towards normal fish eintastikids.

**M**

Wrath  
Sea

**Advantage** EK231



**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**B** Reduce the Health number by 3 more, when A Dragon Sign Move is used by this eintastikid.


**Q**

**D** It's reptilian DNA mutated this eintastikid's body like a dragon's, it hunts fish even better now.

**M**

Wrath  
Sea

**Tailstance** EK232



**HIT:** ★★ **LIFE:** ♥♥♥♥♥


**M** Taps on this eintastikid that use Stone and Sea sign moves do nothing.

**Q**

**P** It stands on it's tail, it is said that it's tail can hold up a small car, at the end is a sharp barb.

**H** Stone

**Rockoot** EK233



**HIT:** ★★ **LIFE:** ♥♥♥♥♥


**N** This eintastikid can snatch.

**K**

**P** A crazy pile of rocks, some believe that it is some kind of stone pixie, with the wings and all

**H** Stone

**Fluffhead** EK236



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥


**G** Prayer Play [EK078, EK221] for EK301.

**C**

**H** It's head is soft like wool, but the rest of it's body is like a sharp dog, it is a popular pet for dog lovers.

**H** Hero

**Hoodtail** EK237



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**Q** You can choose to use this effect for 3 minutes, when this effect is in use, all taps to this eintastikid do nothing, also your taps do nothing too.


**A**

**R** In that supposed hood is it's tail, the hood was crated from fibers sweated from it's body.

**U**

**H** Hero

**Clownspike** EK234



**HIT:** ★ **LIFE:** ♥♥♥♥♥

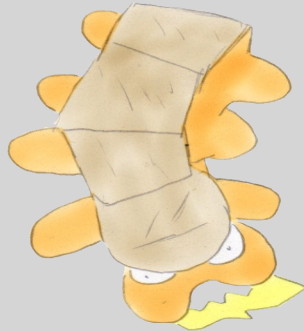
**D** When this eintastikid is tapped, reduce the tapping eintastikid's Health by 2, the tapping eintastikid also cannot tap for 30 seconds.

**P**

**C** This silly cactus is found in desserts across America, it appears to have legs when pulled from ground

**G** Grass

**Compartlong** EK235



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**O** When you use a move, you can treat the move's Sign as if it were "Thunder" until after the tap's Life! reduction.


**G**

**H** A dessert insect, it is believed to be electrically charged because electricity is expelled from it.

**T**

**H** Hero

**Slowlong** EK238



**HIT:** ★ **LIFE:** ♥♥♥♥♥

**V** You can reduce this eintastikid's Health by 2 to make a tap from your opponent do nothing (this is used right upon contact before attack selection).


**X**

**D** This slug lives in the deepest parts of the ocean, sometimes people find it crawling on land.

**J**

**S** Sea

**Quad-Eyes** EK239



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**J** With this eintastikid's tap, you can additionally select 3 more moves in the same tap, if you do this the reduction becomes 1 for these moves only.


**U**

**B** A eintastikid that prefers the ocean floor, it's head has no eyes, but it's arms each have a different eye.

**D**

**S** Sea

**Adolestar** EK240



**HIT:** ★★ **LIFE:** ♥♥♥♥

**J** Adapt ["Hoop Swirl"] to (EK241).

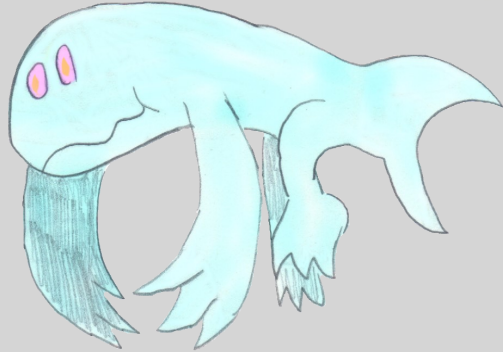
**U**

**J**

**D** A small dolphin, a performer, it dances around amusing many people, people want these as pets.

♁  
Sea

**Performer** EK241



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**J** This eintastikid can snatch.

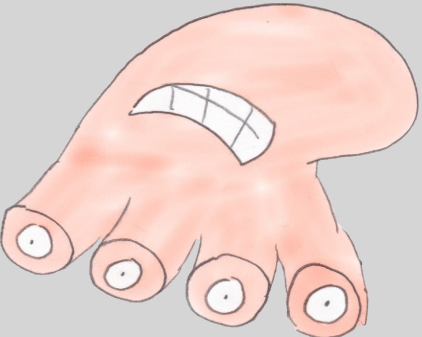
**V**

**J**

**D** Doing many tricks to entertain people, this eintastikid, is vary athletic and agile.

♁  
Sea

**Handface** EK244



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**P** With this eintastikid tap, you can select 3 more moves in the same tap, if you do, the reduction amount becomes 1 for these additional moves only.


**T**

**M**

**S** A peculiar eintastikid that has eyes for fingers, it is said to have come from the underworld.

☾  
Spirit

**Flashlite** EK245



**HIT:** ★ **LIFE:** ♥♥♥♥♥

**K** Adapt ["Flash-Butt"] to (EK246).

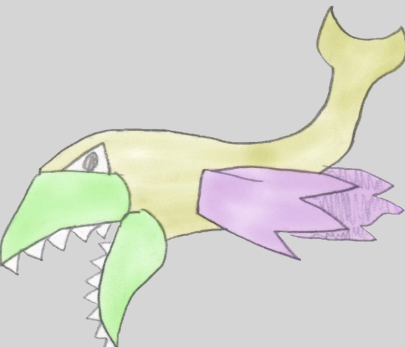
**L**

**T**

**X** A small tyke with a light on it's head, at times it will help lost children find their way home.

⚡  
Thunder

**Assultwater** EK242



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**J** Increase the Power of this eintastikid by 1 for each successful tap that this eintastikid makes (if you mess up a tap, the Power returns to it's original).


**V**

**H**

**D** A vary aggressive sharp eintastikid, it goes hunting down any eintastikid it can find regardless of size.

♁  
Sea

**Phantomofthehaw** EK243



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**G** When your opponent taps this eintastikid, flip a coin and call it or play rock, paper, scissors, if you called it right or won, the tap does nothing.


**D**

**G**

**V** It loves to sing opera, entertaining many people across the country, it is treated like a star.

♁  
Hero

**Electalite** EK246



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**K** When your opponent taps this eintastikid, flip a coin and call it or play rock, paper, scissors, if you called it right or won, the tap does nothing.


**L**

**T**

**X** Often used as the light source for a light house, preventing battleships from sinking in wars.

⚡  
Thunder

**Goaling** EK247



**HIT:** ★ **LIFE:** ♥♥♥

**G** Adapt ["Ball Hoop"] to (EK248).


**K**

**Y** This tiny little basket searches for balls to put into it's basket, children use it for basketball games.

♁  
Hero



**Goalguard** EK248



**HIT:** ★★ **LIFE:** ♥♥♥♥

**G** Adapt ["Drunk Flunk"] to (EK249).


**L**

**Y** It scoops up balls with it's basket, with legs it is a

**K** considerable tool in a basket ball game.

Hero

**Refergol** EK249



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥♥♥

**G** Only once, when this is tapped, reduce this

**A** eintastikid's Health by 1 to switch the tap's Health


**Y** reduction to your opponent's eintastikid's Health.

**V** It acts as a referee in basketball games, it can

stretch it's arms really high so balls can be dunked

Hero

**Mail** EK252



**HIT:** ★★ **LIFE:** ♥♥♥♥

**T** increase the original Power and Life of this

**D** eintastikid by 2 if you have "Femail" in your album


**S** that is not knocked out.

**G** A male creature, it is said that he came from a

world with nothing but males.

Hero

**Dandyhandy** EK253



**HIT:** ★ **LIFE:** ♥♥♥♥

**D** Every time this eintastikid is attacked, Form Chaff

**P** (2) [Reduce the attached eintastikid's Health by 1

**C** per chaff created object it attached to, per 1 min].

**X** A lily creature, it is used as a scarecrow to scare off

feline eintastikids, it is indifferent to felines.

Grass

**Ballnose** EK250



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**G** When this eintastikid is tapped, negate and take

**A** that tap, hold it for 3 minutes, then that tap is


**Y** applied on your opponent (this is one use only).

**Q** A playful rodent, it likes to dribble basketballs with

it's nose arm, makes a great basketball player.

Hero

**Femail** EK251



**HIT:** ★★ **LIFE:** ♥♥♥♥

**T** increase the original Power and Life of this

**D** eintastikid by 2 f you have "Mail" in your album


**S** that is not knocked out.

**G** A female creature, it is said that she came from a

world with nothing but females.

Hero

**Joywalk** EK254



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**D** You can choose to turn on or turn off this effect, if

**P** and as long as this is on, this eintastikid cannot tap,


**C** increase the Health of this by 1 every 1 minute.

**U** A walking flower, it goes around seeking sunlight, it

will use it's feet to plant itself in the ground.

Grass

**Archillery** EK255



**HIT:** ★★ ★ **LIFE:** ♥♥♥♥

**L** When you tap with this eintastikid, you can choose

**B** to just attack, or endo tag a not KO eintastikid from


**M** your opponent's album.

**J** A common weapon used by the military, it scoops

up dirt with it's mouth to form ammunition.

Stone

**Flo** EK256



**HIT:** ★★ **LIFE:** ♥♥♥♥♥

**Q** When this eintastikid is tapped, take the reduction amount and reduce it by 2 before reducing this eintastikid's Health.


**V**

**D** A vary beautiful mermaid like eintastikid, she is the inspiration of many fashion designers.

**R**

Sea

**Spinebelly** EK257



**HIT:** ★★ **LIFE:** ♥♥♥♥♥


**Q** When this eintastikid taps, take the reduction amount and increase it by 1 before reducing the opponent's eintastikid.

**P**

**G** It rubs it's belly against the ground, using it's spikes to grind dirt and dig a domain for itself.

Hero

**Dummling** EK260



**HIT:** ★ **LIFE:** ♥♥♥♥♥

**Q** Adapt ["Dum Tumble"] to (EK261).


**A**

**K**

**L** A dummy, it cannot move most of it's body, all it can do is shuffle walk, wobble up, or move it's face

Hero

**Dumscum** EK261



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥

**Q** If you do not tap with this eintastikid for 1 minute, increase this eintastikid's Health by 3.


**D**

**K**

**G** As it matured it gained the use of it's arms, but as a result, lost it's sanity. It scratches everything.

Hero

**Vertaback** EK258



**HIT:** ★ **LIFE:** ♥♥♥♥♥

**Q** Adapt ["Vital Drain"] to (EK259).


**P**

**I**

**G** It seems to have been born as a spine first, only then later, grew legs, arms, and a mouth.

Hero

**Spineborn** EK259



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥

**Q** When this eintastikid taps, Increase this eintastikid's Health by the reduction amount of that tap as well as regular reduction.

**P**

**I**

**H** As it matured, it's mouth merged with it's spine, with it's mouth it sucks the fluids out of the foe.

Hero

**Neckjaw** EK262



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥

**J** As long as there is at least one "Water Drop" on the battlefield, all taps to this eintastikid do nothing.


**U**

**U** Known for it's similar appearance to the sea monster of San Francisco, some believe it is.

**D**

Sea

**Chiefdance** EK263



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥


**G** As long as this eintastikid not knocked out, all Air and Phoenix types are unaffected by behaviors, and reduction to their health is reduced by 2 as well.

**D**

**G** A dancer of the ancients, it is believed to exist since the Native American era, it is only found recently.

Hero

**Cloudlishous** EK264



**HIT:** ★ **LIFE:** ♥♥♥♥

**H** When this eintastikid taps, flip a coin or play rock paper scissors, if you called it right or won, the tapped eintastikid's next tap does nothing.

**R**


**F** A vary small figure of gas, it has some teeth, but

**D** mostly uses it's tongue to examine it's area.

**h** Air

**ψ** Sea

**Mist** EK265



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**J** As long as there is at least one "Water Drop" on the battlefield, this eintastikid can use 2 attacks in the same tap.


**R**

**S** A blanket of water connected to a spherical being,

**D** it flows though the night skies.

**ψ** Sea

**EBEntity** EK268



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**Y** When your opponent taps this eintastikid, flip a coin and call it or play rock, paper, scissors, if you called it right or won, the tap does nothing.


**A**

**M** It lives in forests, occasionally people will find this

**S** eintastikid, and it's lights on it's head will hypnotize

**P** Thunder

**Morselhero** EK269



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**X** Starting when this eintastikid is put on your battlefield, after 5 minutes, you cannot tap with this eintastikid until it is moved to the album or KO.

**P**

**S** A living piece of ham that was given the chance to

**Q** be a superhero, it's green power is extraordinary.

**2** Hero

**Speerich (Up)** EK266



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**E** increase the original Power and Health of this eintastikid by 4 as long as you have "Speerich (Down)" in your album that is not knocked out.

**P**

**S** she is vary fashionable, she carries her purse all

**N** around with her, she hangs with Speerich Down.

**☾** Spirit

**Speerich (Down)** EK267



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**E** increase the original Power and Health of this eintastikid by 4 as long as you have "Speerich (Up)" in your album that is not knocked out.

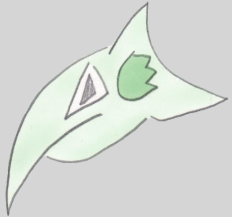
**P**

**S** A ditzy ghost that hangs out with Speerich Up, they

**K** like to gossip among each other.

**☾** Spirit

**Glasswim** EK270



**HIT:** ★ **LIFE:** ♥♥

**J** Adapt ["Blind Dash"] to (EK271).


**U**

**H** A tiny fish born with a layer of UV lens over it's real

**D** eyes, uses it's voice and ears to navigate the ocean

**ψ** Sea

**Speksdrift** EK271



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**J** Adapt ["Blind Kick"] to (EK272).

**V**


**H** It's voice and ears and at least 5x better then sonar,

**D** it can detect seafloor creature by being on surface.

**ψ** Sea



**Shadehero** EK272



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥♥

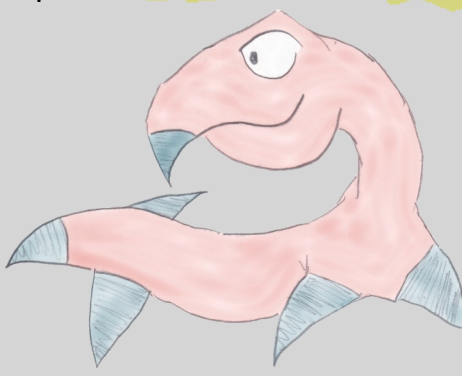
**J** A tap from this eintastikid cannot be negated or prevented regardless of the behavior or effect of the opponent's eintastikid.

**Q** It can walk on land now, it has crystal in it's brain that can detect disturbances on background air

**R** Hero

**D** Sea

**Champer** EK273



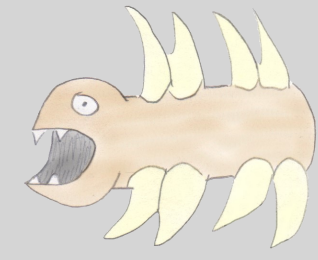
**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**J** When this eintastikid taps, for every 2 health in the tapped eintastikid's health, additionally reduce the tapped eintastikid's health by 1.

**B** It uses it's large spikes to swim, it jabs it's beak like spike into foes to cause massive damage.

**D** Sea

**Fossilash** EK276



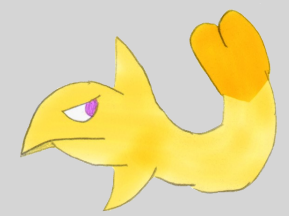
**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**J** When you tap with this eintastikid, you can endo tag instead.

**U** A extremely rare living fossil, it has remained unchanged for thousands of years.

**D** Sea

**Spearswim** EK277




**HIT:** ★★ **LIFE:** ♥♥

**J** Adapt ["Spin Dive"] to (EK278).

**U** A small sea snake, it uses it's size to it's advantage, it will slip though small cracks to escape danger.

**D** Sea

**Clamper** EK274



**HIT:** ★★ **LIFE:** ♥♥


**I** When this eintastikid taps, until the tapped eintastikid taps successfully, reduce the tapped eintastikid's Health by 1 per 30 seconds.

**B** It sits around on the sea floor waiting for prey to enter it's mouth, then slams shut.

**C** Stone

**D** Sea

**Bomberboom** EK275



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥


**R** Reduce this eintastikid's Health to 1 to knock out the eintastikid on your opponent's playfield. You can only use this if this's health is greater then 4.

**H** It's head is a bomb, when this bomb goes off, it quickly grows a new one, it's brain is in it's body

**A** Flame

**E** Hero

**Spearcoil** EK278



**HIT:** ★ **LIFE:** ♥♥♥♥♥♥


**J** When this eintastikid is tapped, your opponent cannot pull the eintastikid that tapped this one until the that eintastikid is knocked out.

**O** Uncommonly found on beaches, children often pick it up thinking it is a shell, it is sometimes kept.

**C** Sea

**D** Hero

**Foureyes** EK279



**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥

**G** You can pull this to push a KO eintastikid, if that is done, take this eintastikid's Health apply it to the KO eintastikid, and KO this in exchange.

**B** A peculiar eintastikid that is believed to have came from the underworld. It can see 4 visions.

**H** Hero

**M** Hero

**Armhead** EK280



**HIT:** ★★★ **LIFE:** ♥♥♥♥♥

**Q** With this eintastikid's tap, you can select 1 more move in that same tap, if you do, the reduction amount becomes 1 for this additional move only.

**A** It has 2 arms connect to it's head, it is said that the arms have a better reaction then the legs.


**Q**

**V**

Hero



**Gumboeyes** EK281



**HIT:** ★★ **LIFE:** ♥♥♥♥♥


**D** If this eintastikid is tapped, the next tap you do with this the eintastikid cannot be negated or prevented.

**A**


**H** It's developed sap in it's body where it's eye sockets are, it uses this sap as eyes.

**U**

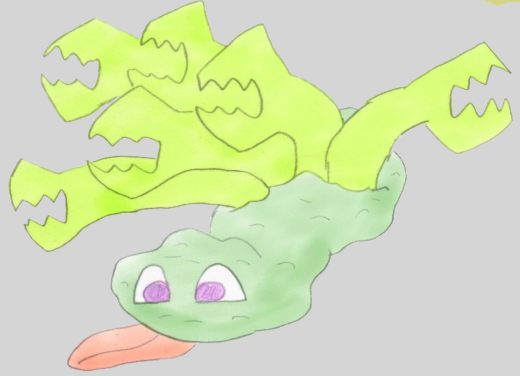
Hero



Grass



**Slewstick** EK284



**HIT:** ★★★★★ **LIFE:** ♥♥♥


**V** With this eintastikid's tap, you can select 6 more moves in that same tap, if you do, the reduction amount becomes 1 for these additional moves only.

**X**


**H** The many grown leeks absorbed it's legs and arms for their growth, the leeks protect the sap though.

**N**

Grass



**Membrain** EK285



**HIT:** ★★ **LIFE:** ♥♥♥


**V** Adapt ["Leek Fleet"] to (EK286).

**X**


**J** A ameba that hops around looking for adventure, it wishes one day for arms and legs.

**U**

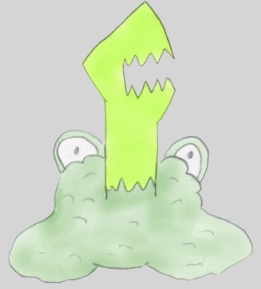
Grass



Sea



**Stik-In** EK282



**HIT:** ★ **LIFE:** ♥♥


**V** Adapt ["Sap Slap"] to (EK283).

**X**

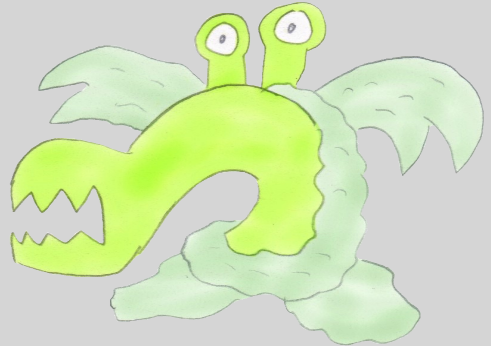
**R**

**U** A glob a of sap, it has a leek attached to it since birth, it slinks around for algae and then eats it.

Grass



**Stickborn** EK283



**HIT:** ★★ **LIFE:** ♥♥


**V** Adapt ["Leek Fleet"] to (EK284).

**X**


**U** The sap mutates to grow legs and arms, it appears to slipped it's eyes into two more leeks.

**G**

Grass



**Partitan** EK286



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥


**V** For each "Water Drop" on all battlefield, increase this eintastikid's Power by 1 for each "Water Drop".

**X**


**Q** Now with arms and legs, it goes around helping people and defeating the bad guys.

**V**


Grass



Sea



**En-Amber** EK287



**HIT:** ★ **LIFE:** ♥♥♥


**O** Adapt ["Rare recollection"] to (EK288, EK289, EK290, or EK291).

**Y**


**H** A mosquito rescued from a amber long ago, it is said to contain 4 different dinosaur DNAs.

**I**

Grass



**Springneck** EK288



**HIT:** ★★☆☆ **LIFE:** ♥♥♥♥♥♥♥♥

**S** When you tap with this eintastikid, you can endo tag a not KO eintastikid from your opponent's album.

**Q** In ancient times it would stretch its neck to reach tree tops and it's delicious leaves.


**U**

**R**

**Wrath**

**Hero**

**Therobite** EK289



**HIT:** ★★☆☆☆ **LIFE:** ♥♥♥♥♥♥♥♥

**S** Your opponent must wait 2 seconds to move his/her defending hand to a different box each time when this eintastikid is on your playfield.

**Q**

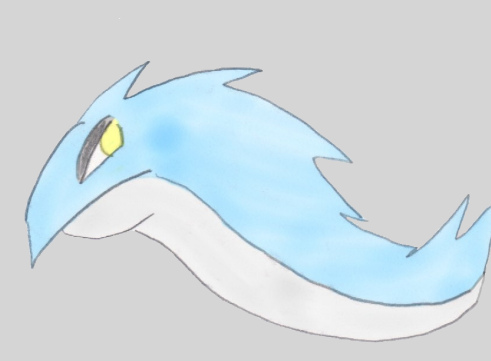
**H** In ancient times, it would hunt down prey by chasing them with its powerful legs.

**R**

**Wrath**

**Sea**

**Seasquirm** EK292



**HIT:** ★★☆☆ **LIFE:** ♥♥♥♥

**J** Adapt ["Fountain Slap"] to (EK293).


**U**

**M** Known as "Snake of the seas" it swims so fast it creates miniature tsunamis with its speed.

**D**

**Sea**

**Drifter** EK293



**HIT:** ★★☆☆☆ **LIFE:** ♥♥♥♥

**J** Adapt ["Spiral Pool"] to (EK294).


**C**

**M** Sometimes called "Ocean Walker", it wanders the beaches guarding the ocean from dangers.

**D**

**Sea**

**Cerastiff** EK290



**HIT:** ★★☆☆☆ **LIFE:** ♥♥♥♥♥♥♥♥

**S** When this eintastikid is tapped, take the reduction amount and reduce that amount by 4 before reducing this eintastikid's Health.

**Q**


**I** In ancient times, it would fend off predators with its hard rock body, nothing can penetrate it.

**W**

**Wrath**

**Stone**

**Envirex** EK291



**HIT:** ★★☆☆☆ **LIFE:** ♥♥♥♥♥♥♥♥

**S** When this eintastikid taps, take the reduction amount and increase that amount by 4 before reducing the tapped eintastikid's Health.

**Q**


**H** In ancient times, it was known as the original king of the animals, everything feared Envirex.

**W**

**Wrath**

**Grass**

**Contrail** EK294



**HIT:** ★★☆☆☆ **LIFE:** ♥♥♥♥♥♥♥♥

**C** As long as at least one "Water Drop" exist on this eintastikid's battlefield, when this eintastikid uses a Sea sign move, knock out the tapped eintastikid.

**F**


**F** The legendary phoenix of the seas, it is said with its might, it represents as the champion of the seas.

**D**

**Sea**

**Phoenix**

**Puzzleleft** EK295



**HIT:** ★☆☆☆☆ **LIFE:** ♥♥♥♥♥♥♥♥

**G** Do not apply Solar Calculation to this, when your "Puzzleleft", "Puzzlemiddle", and "Puzzleright" all each have their Health at 3, you win the fight.

**T**


**K** A left set of limbs sealed by a curse, it is one of the three mirror shards of St. Nikilitis.

**L**

**Hero**



**Oxygyna** EK296




**HIT:** ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**T** Reduce this eintastikid's Life by 3 to select a eintastikid in your album that is knocked out, and


**A** Wake Up that selected eintastikid at 1.

**C** The magic maiden of life, it is said to rejuvenate

**N** and revive even the most decripted corpses.

 Grass

**Sib-Of-Fire** EK297




**HIT:** ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**F** When this eintastikid attacks a Grass type eintastikid, knock out that eintastikid using this effect.


**B**

**E** The legendary cat sister of fire, she is a living hot

**H** spot, just going near any volcano can awaken it.

 Flame

**Spiritbond** EK300





**HIT:** ★★ ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**C** Select a option your opponent can do (Tap, Pull, or


**D** Push eintastikids) your opponent cannot use that option for 30 seconds (use only every 1 minute).

**F**

**U** A legendary cryptid, it is said to somehow be related to humans, it is impossibly elusive.

 Hero  
 Phoenix

**Emerald** EK301





**HIT:** ★★ ★★ ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥


**G** When this eintastikid taps a Spirit type eintastikid, knock out that eintastikid using this effect.

**M**

**S** The legendary dog of courage, it is said it's destined to duel with the almighty Blud-Gardian and win.

 Hero  
 Stone

**Familyshock** EK298




**HIT:** ★★ ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥


**K** When this eintastikid Health is 3 or lesser, this eintastikid's Power is increased by 3 until it's Health is 4 or greater.

**T** The legendary cat sister of thunder, with her hisses,

**H** she causes violent thunder storms.

 Thunder

**Airelative** EK299




**HIT:** ★★ ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**H** You can tap twice with this eintastikid in the same tap, also just once during the fight you can knock out a eintastikid of your choice.


**B**

**F** The legendary cat sister of wind, her presence

**H** brings tornados or hurricanes after 5 minutes.

 Air

**Haze** EK302




**HIT:** ★★ ★★ ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**T** All taps except Air, Flame, and Stone sign selected taps do nothing on this eintastikid. Also you can


**R** endo tag a opponent's album eintastikid.

**S** The cat of dreams, it is capable of shooting beams

**M** from it's horn, it free floats in the air too.

 Spirit

**Etherbrite** EK303





**HIT:** ★★ ★★ ★★ ★★ **LIFE:** ♥♥♥♥♥♥♥♥

**T** When this eintastikid taps, this tap is unaffected by behaviors, also when this eintastikid taps, increase this eintastikid's Health by 1.

**R**

**E** A legendary Lucifer, she is feared as all knowing

**S** and omnipresent, nothing escapes her light.

 Flame  
 Spirit

**Etherglory** EK304

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**W** At any time this on your playfield you can knock out all eintastikids on all albums and reduce this health by 1 per eintastikid knocked out (use once per set.)

**T** Formed from the earth of the Obelisk Of Glory, it is said to represent honor, sacrifice, and responsibly.

**S** Hero

**M** Flame

**Apex** EK305

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**T** You can use 2 moves in the same tap with this eintastikid. Also only once during the fight, at the time this is set on your playfield, KO a eintastikid.

**D** A eintastikid that is the apex of three tails, the tails of three eintastikids of the same belief and goal.

**S** Spirit

**X**

**Fourforce** EK308

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**C** All health reduction to this eintastikid from taps except those of a Phoenix sign move are 0, you can change taps from this to Stone, Flame, Sea, or Air.

**F** Two forces of Yin and Two forces of Yang come together into one, this is the phoenix of all things.

**M** Phoenix

**U**

**Diamondback** EK309

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**S** Only once a fight you can choose to use this, when you use this, your opponent cannot tap for 5 minutes.

**Q** The last living dinosaur, the gems on it's back give it immortality to age, it is never been found.

**S** Stone

**P**

**Envoyend** EK306

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**B** At any time this on your field you can knock out all eintastikids on all battlefields, if you do, everyone must push eintastikids immediately if possible.

**Q** A tri headed engine of destruction, it's rocket launchers on it's back is capable of lifting it up.

**M** Wrath

**W** Stone

**Hex** EK307

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**P** Declare a eintastikid type, knock out all eintastikids involved with the declared type. This eintastikid is unaffected by this effect.

**T** The master of Cyclopes, it is powerful enough to destroy army of the same kind with a eye blink.

**M** Spirit

**S**

**Totem** EK310

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**C** When this eintastikid knocks out a eintastikid, snatch one of it's moves for this and until this is knocked out.

**F** Passion, Apathy, and Assent untie together to form a single powerful eintastikid.

**M** Phoenix

**T**

**Proxy** EK311

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**L** Stone and Grass based taps do nothing on this, reduce this health by 1 to have this's next tap Knock out a eintastikid that has a "Adapt Sentence".

**F** A sly weakling, who decided to build a body that is a oil engine, this is a industrial grade eintastikid.

**W** Phoenix

**M** Hero



**Hunter** EK312

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**W** When this's health is half the total original health, taps from this knock out the tapped, and reduce reduction from taps by 8 when this is tapped.

**D** The hit man of promise, it was formed from the essences of sharpness, mirage, and strength.

**Q** Hero

**X** Hero

**Triumph** EK313

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**L** All taps to this do nothing and this is unaffected by any effects as long as at least one "Magma" exist on this eintastikid's battlefield.

**P** This legendary titan has biceps as a head, being 30 stories high, it wonders the oceans hidden.

**U** Hero

**Q** Stone

**X-Rave** EK316

**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**A** All taps to this except those from eintastikids with a "Adapt Sentence" do nothing, any eintastikids tapped by this reduce it's health by 1 per 30 secs.

**Z** A radiological pathogen created by the Untied States government, it may be the master weapon.

**Z** Nuclear

**A** Thunder

**Mikroraid** EK317

**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**A** Adapt ["Last Laser"] to (EK318). You can endo tag a eintastikid from your opponent's album if you choose from your tap.

**Z** Used for industrial and military use, Mikroraid keep communication between it and many satellites.

**M** Nuclear

**Z** Air

**Natureswrath** EK314

**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**D** All eintastikids involved in the fight are treated as "Grass" type, destroy all chaff created objects in all boxes and objects cannot be placed in those boxes.

**P** This titan is a colossal tree, born from the hatred of nature, it aims on disrupting human civilization.

**C** Grass

**B** Grass

**Moderfite** EK315

**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**A** Only once every 5 minutes, when this eintastikid is tapped, the tapping eintastikid's health is reduced instead of this eintastikid's Health.

**Z** A brave and noble graphite neutron moderator, it is said it faces nuclear threats everyday.

**A** Nuclear

**Z** Stone

**Ionizeta** EK318

**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**A** When you tap, you can use this eintastikid from your album as if it were on your playfield, you can only use this every 1 minute.

**Z** A military defense satellite, it is used to attack opposing nations or establishments.

**M** Nuclear

**Z** Air

**Ufsix** EK319

**HIT:** ★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

**A** Adapt ["Radium Raid"] to (EK320). After this eintastikid attacks, increase this eintastikid's Life by 3.


**Z** One day pure alpha rays formed a being and that being was Ufsix, it is 2nd most toxic ghost ever.

**S** Nuclear

**Z** Spirit




**Pufsix** EK320




**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

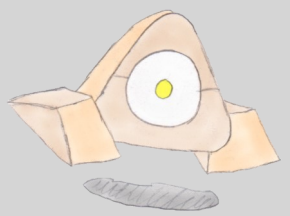
**A** When this eintastikid taps, increase this eintastikid's Health by a amount equal to your taps's total reduction amount.

**Z** A dangerous entity made from pure beta rays, it goes around tormenting the mentally weak.

**Nuclear** 

**Spirit** 


**Drawmark** EK321




**HIT:** ★ **LIFE:** ♥


**A** Adapt ["13 Arrows"] to (EK322). Reduce the Health number by 1 more, when A Nuclear Sign Move is used by this eintastikid.

**Z** A mysterious pyramid shape entity, some believe that it may have origins in Egypt.

**Nuclear** 

**Phoenix** 


**Knight** EK324




**HIT:** ★★★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**Z** This eintastikid is royal, when this eintastikid taps, pierce the attacked eintastikid, when this is in your album increase this's health by 1 per 1 minute.

**M** The Anglo God Eintastikid of sociality, He governs all principles of social structure, keeper of present.

**Hero** 


**Bishop** EK325



**HIT:** ★★★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**Z** This eintastikid is royal, you can exo sit for 30 seconds, if you tap when this in your album, you can use this as if it were your battlefield eintastikid.

**M** The Anglo God Eintastikid of progression, he governs progression, gatekeeper of the future.

**Stone** 

**Fateseal** EK322



**HIT:** ★★★★★ **LIFE:** ♥♥♥♥


**A** Adapt ["13 Leaves"] to (EK323). Reduce the Health number by 2 more, when A Nuclear Sign Move is used by this.

**Z** It appears on dollar bills, no one except a few knows what it is, it may be a phoenix of some kind?

**Nuclear** 

**Phoenix** 


**Symbol** EK323




**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

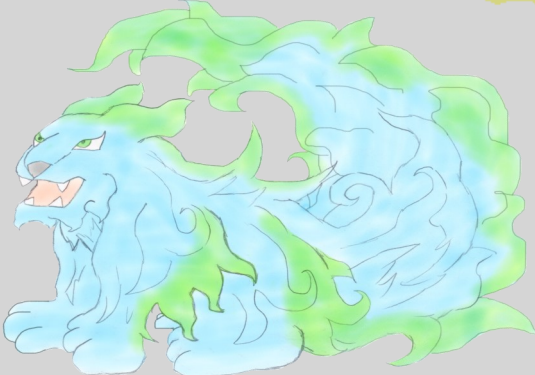
**B** When this eintastikid attacks with a Nuclear sign move, knock out the attacked eintastikid using this effect. Increase this Health by 1 per 33 seconds.

**Z** The Phoenix Of Dawn And Dusk, it is said to have a deep connection with the Knights Templar.

**Nuclear** 

**Phoenix** 


**Rook** EK326




**HIT:** ★★★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**Z** This eintastikid is royal, when this is in your album, everything of yours is lucky, this can knight, if this is attacked, apply half reduction amount to attacker.

**M** The Anglo God Eintastikid of guardianship, guardian and keeper of the past, prince of cats to some.

**Flame** 


**Queen** EK327




**HIT:** ★★★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥♥♥

**Z** This eintastikid is royal, this can nurture (you can apply this to a KO too), you when tap with this double strike, 30 sec after this is KO, wake up this

**M** The Anglo God Eintastikid of motherhood, she governs all principles of birth, Mom of Moms.


**Sea** 

**King** EK328




**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

Z | This is royal, when this taps, you can snatch and/or  
 M | bide, you can take on a effect of any eintastikid  
 O | involved add it to this effect, you can 30 sec retreat  
 P | The Anglo God Eintastikid of fatherhood, it rules  
 | over all that is extraordinary and mystic.


  
Stone

**Electron** EK329




**HIT:** ★ **LIFE:** ♥

A | This is royal, you can steal a eintastikid involved, if  
 R | all opponent's album eintastikids are KO, envoy and  
 Z | this becomes mighty and can declare judgment.  
 X | A flat human, born from a corrupt man's shadow  
 | trying to enter heaven, it tries to destroy earth.


  
Nuclear

**Electron** EN329




**HIT:** ★ **LIFE:** ♥

A | This is royal, you can steal a eintastikid involved, if  
 R | all opponent's album eintastikids are KO, envoy and  
 Z | this becomes mighty and can declare judgment.  
 X | A flat human, born from a corrupt man's shadow  
 | trying to enter heaven, it tries to destroy earth.


  
Nuclear

**Newtron** EN000



**HIT:** ★★★★★★ **LIFE:** ♥♥♥♥♥♥♥♥

A | This eintastikid is royal and explosive to all, also it  
 E | can age and pause, if this eintastikid's health is  
 S | exactly reduced to 0, envoy and you win the fight.  
 Z | A dove-like statue eintastikid?, who ever is to pull  
 | him out of his ice pedestal will know divine fortune

  
Nuclear

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