

Heh''' Hah''', Ing, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Binghua-Hah Ball Bow, Tooduh Tooduh Tooduh Tooduh Tutuduh, Tooduh Tooduh Tooduh Tooduh Tutu, Tooduh Tooduh Tooduh Tooduh Tutuduh, Tooduh Tooduh Tooduh Tooduh Tutu, Tooduh Toodal Tooduh ^Toodal Tiddid-Tal, Tat Tat Tudda-Tow, =Tidduh Tooduh-Tuh, Ing, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Binghua-Hah Ball Bow, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee. (Once)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that toke you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with a another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings....

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Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Bell,,, BuhBut Bal, Toot-Tit Tiddit, But Budda-Bell,,, BuhBut Bal, Bell,,, BuhBut Bal, Toot-Tit Tiddit, But Budda-Bell,,, Betteh Bal, Bell''' Budda Bal''' Buh Budda-Bell''' Budda Bal''' Bell''' Budda Bal''' Buh Budda-Bell''' Betteh Bal'', Boot Boot Hmm'' Boot Boot Hmm'' Boot Boot Hmm'' Boot Boot Hmm'' Doo Duh Daldoh vDoh Doo, =Doo Duh Daldoh Doh Doh, Doohuh Daldoh'' vDoh'' Doo, =Doohuh Daldoh'' Doh' Doh''' Heh'''. (Repeat)

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Music Page "Play Music 01"

Music Page "Play Music 02"

Too Tow, Tuh Tuh, Tedo, Too, Tow, Tuh, Too Tow, Tuh Tuh, Tedo, Too, Tow, Tuh, (Repeat).  
 Tow, Tuh Tuh, Tedo, Too, Tow, Tuh, Too Tow, Tuh Tuh, Tedo, Too, Tow, Tuh, Tow, +Tuh  
 Tuh, =Tuh, Tow, +Tuh Tuh, =Te, Too Tow, Tuh Tuh, Tedo, Too, Tow, Tuh, (Repeat).

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

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Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 03"  
Sub to "01"

Row", Ruh, +Ruh Ruh =Re, Ruh, Ruh, >Row, Row", Ruh, +Ruh Ruh =Re, Ruh, Ruh, >Row, Row, +Ruh Ruh, = Ruh, Row, +Ruh Ruh, = Re, >Row.  
 (Repeat)

Do not continuing reading this if you do not know how to use the green box above. You do not read the music box on this page directly, instead read the music box on the page that is paired to this one.

Keep in mind that you treat this page and the one that is paired to this page as one music page, with that being said, on the music box of the page paired to this one, you will notice some colored dotted boxes around some words or group of words or even in some cases blank.

When you start reading the words in a colored dotted box or come up to a blank one like word in that music box, look at both the music boxes of this page and the one paired to this page at the same time if possible or closely together.

Find a dotted box with the same color as the one you starting reading on or came across like a word that is on the music box of this page, if both dotted boxes of the same color on both music boxes have words in them, read and pronounce the words in those boxes at the same time by mixing the sound of each pronouncing (hum) together as one.

If one pronunciation's sound (hum) seems longer than the other when getting mixed, extend the shorter sound in the mixing so both sounds are equal. Now if only one dotted box has words in it and the other of the same color is blank, then just read the one that has words in it as if those words where placed in the position of where the blank dotted box is on the other music box.

There is a special Sub-Character just for dual pronunciations and that is the "Percent (%)", when this character is in colored dotted box, both dotted boxes of same the color are not pronounced at the same length, you read the words of both dotted boxes at the same time however, the short sound ends but the longer sound continues alone to end pronounce.

Now because both boxes are read simultaneously or inter-twined, the music boxes of both paired pages are treated as one song, and you classify it using the play music number on the side of the page that is paired to the sub-track page (this page) and you classify that number to the song that is of both boxes.

Music Page "Sub-Track 01"

Heh" Huh"" Heh" Huh" Hah"", Heh" Huh"" Heh" Huh" Hah"", Boot Biddit Pit Boot, Boo-Pah, Boo-Pit Poot, Boot Biddit Pit Boot, Boo-Pah, Boo-Pit Poot, Dah Dudduh Deaduh Deedah Deedah, Dah Dudduh Deaduh vDeado Deado, =Dah Dudduh Deaduh Deedah Deedah, Dah Dudduh Deaduh v Deado Deado, =But Betbup Bow Budoh" Boat Boat, But Betbup Bow Budoh" Boat Boat, But Betbup Bow Budoh" Boat Boat, Budda Buddoh Budda Buddoh Buh Buh, Budda Buddoh Budda Buddoh Beh Beh, Budda Buddoh Budda Buddoh Buh Buh, Dah Dudduh Deaduh Deaduh Duhdid Dit. (Repeat)

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Music Page "Play Music 04"

+Bit Boot Boot Pet, Bit Bit Bitpet Boot, Bit Boot Boot Pet, Bit Bit Bitpet Boot, |=Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Doot Duda Doodoot Dah', ^Dee-Duhdee, =Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Doot Duda Doodoot Dah', ^Dee-Duhdee, Pudda-Puhputt Puhpoat ^Pat Patat, Pudda-Puhputt Puhpoat ^Pat Patutt, Budda-Boat Budda-Boat Budda-Boat Patat, Pudda-Puhputt Puhpoat ^Pat Paddet. (Repeat)

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Music Page "Play Music 05"



The gift box, when you are taken to page of this with a letter, that letter becomes your gift (of that letter) for your visit only. A move, when this is used, install this paragraph as a move onto the cut-out that was written by title of this move's gift box.

The gift title, find a gift box with letter after the word "Gift" that matches letter of your gift, use everything in that gift box. The power bonus, any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Title, when this is used, write a Eintastikid, number and EK is the number, and name in parentheses is default name of Written Kid. The life bonus, any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

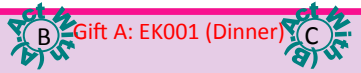
The gift exit, once per gift box usage (created cut-out and installed all moves if any), return to the page take toke to page of this.

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The gift exit, once per gift box usage (created cut-out and installed all moves if any), return to the page take toke to page of this.



Gift A: EK001 (Dinner)



----- Tackle (Sign - Hero/Effect) this move has no additional effect.

Gift D: EK105 (Charstreak)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.

Gift B: EK003 (Lunch)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.

Gift E: EK107 (Fountainfite)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.

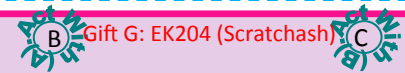
Gift C: EK005 (Breakfast)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.



Gift F: EK109 (Troopie)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.



Gift G: EK204 (Scratchash)



----- Tackle (Sign - Hero/Effect) this move has no additional effect.



Gift J: EK104 (Marvel)



----- Willow-Wing (Sign - Phoenix/Effect) after this tap, flip a coin, if heads, increase the Power of the eintastikid that used this move by 1 for 1 minute.



----- Pyramid Plunge (Sign - Act/Effect) every time the one of this move attacks, reduce the power by 1 but also increase the health by 1 in succession per attack.

Gift H: EK206 (Silksquirt)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.

Gift K: EK202 (Leftwing)



----- Forest Force (Sign - Grass/Effect) add 1 more to this move's reduction amount for each object within a area box on all playfields.



----- Dawn Blast (Sign - Phoenix/Effect) after this move, remove all objects within area boxes in play.

Gift I: EK208 (Palmscalm)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.



Gift L: EK203 (Rightwing)



----- Dusk Blast (Sign - Phoenix/Effect) remove all objects within area boxes on all playfields, also after this, any objects within area boxes added to play are removed.



----- Putrid Chill (Sign - Sea/Effect) select either your opponent's album or field eintastikid in play, the selected cannot tap until it's Health number is increased.



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**Gift M: EK300 (Spiritbond)**

----- Shriek Squawk (Sign - Phoenix/Effect) flip 3 coins, the next 3 taps do nothing, if 2 out of 3 are heads, it is the attacked's taps, if 2 out of 3 are tails, it is your taps.

----- Squeal (Sign - Saturn/Effect) the eintastikid using this move does no damage, the next move that does damage by this eintastikid next turn, double that damage.

**Gift P: EK295 (Puzzleleft)**

----- Meditate (Sign - Spirit/Effect) the eintastikid using this move does no damage, instead increase the user's Life by 1.

----- Adjustitate (Sign - Spirit/Effect) this does no damage, you can choose the reduction amount from your opponent's next attack (3 the lowest, original the highest)

**Gift S: EK101 (Passion)**

----- Lighting Bolt (Sign - Thunder/Effect) of the attacked eintastikid's next tap, he/she must flip a coin and get heads or that tap does nothing.

**Gift V: EK200 (Devilevel)**

----- Magic Mist (Sign - Sea/Effect) for 6 minutes, all eintastikids involved in the fight must flip a coin and get heads or their taps do nothing (one use per period).

----- Devil Sink (Sign - Sea/Effect) if the attacked eintastikid is a Sea Type, knock out that eintastikid using this effect.

**Gift N: EK099 (Puzzlemiddle)**

----- Meditate (Sign - Spirit/Effect) the eintastikid using this move does no damage, instead increase the user's Life by 1.

----- Adjustitate (Sign - Spirit/Effect) this does no damage, you can choose the reduction amount from your opponent's next attack (3 the lowest, original the highest)

**Gift Q: EK000 (Newtron)**

----- Helium Bond (Sign - Nuclear/Effect) this move is only used when you have at least 2 not KO eintastikids, the Change Eintastikid option is used after this.

----- Cobalt Clash (Sign - Nuclear/Effect) if this move gets a Hit in the Solar Damage, knock out the attacked eintastikid instead increasing the reduction amount.

**Gift T: EK102 (Assent)**

----- Sky Shot (Sign - Stone/Effect) if the attacked eintastikid is not a Air, Thunder, or Phoenix type eintastikid increase the reduction amount of this move by 2.

**Gift W: EK296 (Oxygyna)**

----- Forest Force (Sign - Grass/Effect) add 1 more to this move's reduction amount for each environmental object on all sides of the battlefield.

----- Shame Slap (Sign - Hero/Effect) this has no additional effect.

**Gift O: EK198 (Puzzleright)**

----- Meditate (Sign - Spirit/Effect) the eintastikid using this move does no damage, instead increase the user's Life by 1.

----- Adjustitate (Sign - Spirit/Effect) this does no damage, you can choose the reduction amount from your opponent's next attack (3 the lowest, original the highest)

**Gift R: EK199 (Humm)**

----- The Hum (Sign - Thunder/Effect) flip a coin, if heads, on your opponent's next tap, he/she must flip a coin and get heads or that attack does nothing.

**Gift U: EK103 (Apathy)**

----- Fog Strike (Sign - Air/Effect) before this attack, flip a coin, if heads you attack normally, if tails you must attack the opponent's album eintastikid.

----- Dry Iced (Sign - Air/Effect) after this move is used, during the minute after, any damage to this Eintastikid is reduced by 1.

**Gift X: EK197 (Goddash)**

----- Big Kick (Sign - Hero/Effect) if the Eintastikid using this's life is lesser then 2, this move is used twice in the same tap.

----- Charm (Sign - Act/Effect) every time this taps, flip a coin until you get tails, for each heads, the tapped eintastikid cannot tap for 1 additional minute.

The gift box, when you are taken to page of this with a letter, that letter becomes your gift (of that letter) for your visit only. A move, when this is used, install this paragraph as a move onto the cut-out that was written by title of this move's gift box.

The gift title, find a gift box with letter after the word "Gift" that matches letter of your gift, use everything in that gift box. The power bonus, any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Title, when this is used, write a Eintastikid, number and EK is the number, and name in parentheses is default name of Written Kid. The life bonus, any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

The gift exit, once per gift box usage (created cut-out and installed all moves if any), return to the page take toke to page of this.

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**Gift Y: EK100 (Aqueen)**

----- Surfs Flow (Sign - Sea/Effect) flip a coin, if heads, remove up to 2 environmental objects on your opponent's battlefield.

----- Sea Dance (Sign - Sea/Effect) remove all environmental objects, increase the Life of this eintastikid by 1 for each environmental removed by this move.

**Gift ?: EK298 (Familyshock)**

----- Sped Sock (Sign - Hero/Effect) this move has no additional effect.

----- Discharge Disaster (Sign - Thunder/Effect) when you use this move, apply the damage reduction on all eintastikids on the battlefield that are involved in the fight.

**Gift \$: EK0325 (Bishop)**

----- Radium Rage (Sign - Nuclear/Effect) farther increase the reduction amount of this attack by double the amount of the user's Life that was reduced since in play.

----- Emission Beam (Sign - Stone/Effect) 40 seconds after the Eintastikid that got attacked by this attack is attacked, reduce that Eintastikid's Life by 2.

**Gift \*: EK328 (King)**

----- King Principle (Sign - Stone/Effect) for 3 minutes, negate the effects of any moves that are used (this move can only be repeated 3 times a fight).

----- Ruler's Rush (Sign - Spirit/Effect) you can take the Power amount of a eintastikid in your album, and increase the reduction amount of this move by that.

**Gift Z: EK201 (Hue-Bustion)**

----- Psy-Fire (Sign - Flame/Effect) Knock out the tapped player's Album eintastikid after 3 minutes from when this was used if that eintastikid is not knocked out.

----- Combust (Sign - Act/Effect) Every time this taps, knock out the tapped eintastikid after 1 minute starting when the tap was done.

**Gift @: EK299 (Airelative)**

----- Scratch (Sign - Hero/Effect) this move as no additional effect.

----- Fiberboard Cut (Sign - Grass/Effect) if you use a attack (tap) within 50 seconds after this move is used, triple the reduction amount of that move.

**Gift %: EK326 (Rook)**

----- Giga Gash (Sign - Hero/Effect) if the eintastikid using this move's Life is lesser then 3, then double the amount this move reduces.

----- Flare Storm (Sign - Flame/Effect) remove all environmental objects in play, add 3 to the reduction amount of this move per object removed by this effect.

**Gift +: EK329 (Electron)**

----- Pathoference (Sign - Nuclear/Effect) this does no damage, for 3 minutes any attacks on the user do nothing (if this move is repeated, the minute count is restored at 3)

**Gift !: EK297 (Sib-Of-Fire)**

----- Razor Rash (Sign - Hero/Effect) this has no additional effect.

----- Razor Right (Sign - Hero/Effect) this does no damage, however on your next turn, if "Razor Rash" is used, the reduction amount is tripled.

**Gift #: EK324 (Knight)**

----- Principal Peck (Sign - Phoenix/Effect) flip a coin, if heads, select the effect or a effect of 1 move on the attacked eintastikid, negate that effect for 2 minutes.

----- Horn Skewer (Sign - Stone/Effect) this move's reduction amount is farther increased by the amount of the attacked Eintastikid's original Power number.

**Gift &: EK327 (Queen)**

----- Diva Chill (Sign - Sea/Effect) before Life reduction, flip a coin, if heads, for 3 minutes, the Eintastikid that got attacked by this move cannot tap.

----- Aqua Sing (Sign - Sea/Effect) after this move, until the attacked player gets heads, that player must flip before he/she taps, if tails that player's tap does nothing.

**Gift =: EK321 (Drawmark)**

----- Plasma Pummel (Sign - Nuclear/Effect) you can negate the attack of this, if you do, do damage to that Eintastikid, 1 min. later, double of what it would have been

----- Glory Dance (Sign - Phoenix/Effect) this does no damage, instead reduce this Eintastikid's Life by 1 to have all damage done this Eintastikid reduce by 1 for 1 minute.

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EK007

----- Leaf Slap (Sign - Grass/Effect) The controller who toke this attack, flips a coin, if tails, that player cannot attack during his/her next turn.

EK010

----- Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

EK086

----- Fake Wake (Sign - Hero/Effect) After this attack is used, next time attacked eíntastikid attacks, for every 2 points in the total damage, reduce the attacker's Life by 1!

EK089

----- Doubledive (Sign - Hero/Effect) Flip 3 coins, if all 3 coins are heads, the total damage from this attack is doubled.

EK011

----- Fire Twister (Sign - Flame/Effect) For the next 2 minutes after this is used, reduce the eíntastikid's Life that was attacked with this attack by 1 each minute.

EK015

----- Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.

EK147

----- Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eíntastikid's Life add 1 point to that total Life reduction amount.

EK148

----- Shed Slap (Sign - Spirit/Effect) Double the damage from this attack, however this attack can only be used once during the fight.

EK016

----- Heaven Razor (Sign - Hero/Effect) Increase the Life of the eíntastikid using this attack by the amount this attack just reduced from the attacked eíntastikid.

EK025

----- Stone Skip (Sign - Stone/Effect) Flip a coin, if heads, the eíntastikid attacked by this attack's next tap does nothing.

EK167

----- Hot Cold (Sign - Air/Effect) Despite this move's sign, treat this move's sign as both Flame and Sea signs at the same time (excluding it's original sign).

EK183

----- Harden (Sign - Hero/Effect) eíntastikid using this move does no damage, for 3 minutes, reduce any damage done to the eíntastikid that use this by 3.

EK035

----- Rock Huddle (Sign - Stone/Effect) After this attack is used, reduce damage done from the eíntastikid attacked by this attack by 2 for 3 minutes.

EK053

----- Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eíntastikid attacks, the controller flips a coin, if tails, that eíntastikid applies damage to itself.

EK210

----- Stone Toss (Sign - Stone/Effect) Flip 2 coins, if both are heads, the eíntastikid that got attacked by this attack controller cannot tap for 30 seconds.

EK223

----- Fray Ray (Sign - Flame/Effect) Flip a coin, if heads, the eíntastikid that got attacked by this attack's controller must use the change eíntastikid option if possible.

EK057

----- Burn Sting (Sign - Flame/Effect) ADD AREA "L1/O [decrease the Life of the attached eíntastikid by 1 per minute when at least 1 of these are attached]", add 2.

EK069

----- Smoke Out (Sign - Flame/Effect) This does no damage, on the attacked eíntastikid's next tap, he/she must flip 2 coins, if even 1 is tails, that tap does nothing.

EK237

----- Flashflare (Sign - Flame/Effect) After this attack, the next tap from the eíntastikid that got attacked by this attack, flips a coin, if heads that tap does nothing.

EK257

----- Royal Sport (Sign - Hero/Effect) If the Life of the attacker is greater then the attacked eíntastikid's Life, increase the reduction amount of this attack by 2.



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**EK258**

Duo Dawn (Sign - Act/Effect) For 2 minutes from when eintastikid with this move is set or becomes not KO, increase the reduction of all Flame sign attacks by 2.

**IG**

**EK280**

Nite Armor (Sign - Act/Effect) Only once when set, for 3 mins, all damage to the user of this is reduced by 2, if eintastikid with this move is Spirit sign, then 4.

**IR**

**EK092**

Shady Bite (Sign - Spirit/Effect) If a Spirit type eintastikid is using this move, increase the reduction amount of this move by 3.

**IG**

**EK093**

Sand Kick (Sign - Stone/Effect) The eintastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

**IM**

**EK018**

Groundbreaker (Sign - Stone/Effect) The reduction amount of this attack is applied to the Life of all eintastikids involved in the fight except the user.

**IM**

**EK019**

Air Bake (Sign - Flame/Effect) This attack's sign is treated as both Air and Flame.

**DR**

**EK021**

Star Strike (Sign - Flame/Effect) ADD AREA "L2/O [decrease the Life of the attached eintastikid by 1 per min. when at least 1 of these are attached to it]", add 2.

**Y**

**EK022**

Rotted Swipe (Sign - Spirit/Effect) The eintastikid attacked by this attack is now treated as a Spirit type eintastikid until that eintastikid is knocked out.

**P**

**EK023**

Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controller must flip a coin and get heads, or his/her next tap does nothing.

**IG**

**EK028**

Rabid Punch (Sign - Hero/Effect) After using this attack willing, the user of this attack must use this attack 2 more times when ever possible.

**IG**

**EK034**

Peak Punch (Sign - Hero/Effect) Flip 2 coins, if both are heads, the reduction amount of this attack is doubled.

**U**

**EK038**

Windcut (Sign - Air/Effect) After this attack, at the user's choice, can use the Change Eintastikid option immediately after this attack during the tap.

**F**

**EK054**

Cross Chew (Sign - Hero/Effect) if the reduction amount of this attack is enough to make attacked Life 0, reduce to 1 instead (it is already at 1 life).

**H**

**EK056**

Flare Streak (Sign - Flame/Effect) For 3 minutes after the attacked eintastikid was attacked by this attack, reduce that eintastikid's Life by 1 per minute.

**E**

**EK067**

Watercolor (Sign - Sea/Effect) After this attack, choose a type (Flame, Grass, or Sea), treat the type of the attacked eintastikid as the type you chosen until it's KO.

**D**

**EK081**

Bullet Nut (Sign - Grass/Effect) You can use this attack to attack your opponent's album eintastikid as if it were on the battlefield.

**CM**

**EK092**

Zap Discharge (Sign - Thunder/Effect) After this, until the end of the fight or KO, the attacked eintastikid, must flip a coin and get heads or it's taps do nothing.

**T**

**EK093**

Eon Spin (Sign - Thunder/Effect) If the Life of eintastikid that used this attack is greater then 4, next time this eintastikid attacks, increase it's Power by 2.

**T**

**EK096**

Fire Float (Sign - Flame/Effect) After this attack, select 1 environmental object on any battlefield, remove that object from it's side of the battlefield.

**E**

**EK164**

Retract Attack (Sign - Hero/Effect) If you attack and remove a environmental object with this, reduce the attached eintastikid by the original Life of that object.

**J**

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**E** **F** **B** **EK185** **C**

----- Snipe Strike (Sign - Stone/Effect) You can use this attack to attack a eíntastikid in any album as if it were in the battlefield.

**EK187**

----- Twin Kick (Sign - Hero/Effect) When you use this attack, you can use it again twice in a row in the same tap.

**EK213**

----- Trislap (Sign - Hero/Effect) Choose 3 move signs of your choice, this attack sign is treated as all those chosen signs until the end of the attack.

**EK217**

----- Chaos Clamp (Sign - Spirit/Effect) Flip a coin, if heads, the total reduction amount of this attack is doubled.

**EK253**

----- Chem Trend (Sign - Act/Effect) The eíntastikid of this, can choose a eíntastikid type once per min, that eíntastikid is now treated as that type during that time.

**EK254**

----- Eye Stream (Sign - Thunder/Effect) The reduction amount of this attack is applied to the Life numbers of all eíntastikids involved in the fight except the user.

**EK283**

----- Pin Propel (Sign - Flame/Effect) Depending on the Life number of the eíntastikid using this, increase the total reduction amount by the Life number.

**EK282**

----- Orbit Slam (Sign - Flame/Effect) Increase this attack's total reduction amount by the number of minutes you have not attacked since your last attack.

**EK094**

----- Spin Dive (Sign - Sea/Effect) If this attack is used 1 minute after you used the Change Eíntastikid to put the user on the battlefield, double the damage of this move.

**EK287**

----- Gum Whip (Sign - Hero/Effect) For the next 1 min, the controller of the eíntastikid that got attacked by this attack cannot use his/her Change Eíntastikid option.

**E** **F** **B** **EK025** **C**

----- Marrow Coat (Sign - Stone/Effect) This move does no damage, instead for 3 minutes, damage done to the user becomes 1, also you cannot use Change Eíntastikid.

**EK268**

----- Rift Cut (Sign - Spirit/Effect) You can take any amount of the reduction amount of this attack, and reduce the Life of a eíntastikid in any album by it.

**EK032**

----- Hermit Hide (Sign - Act/Effect) For the 2 minutes after the one of this move is set, damage done to it becomes 1, you cant Change Eíntastikid during that time.

**EK046**

----- Bitter Bash (Sign - Spirit/Effect) Double the reduction amount of this, also for 5 minutes you cannot use Change Eíntastikid option (resets after duration).

**EK048**

----- Lighter Blow (Sign - Flame/Effect) If this is used by a Thunder type Eíntastikid, on attacked's next turn, he/she must flip a coin and get heads or tap does nothing.

**EK049**

----- Flame Spiral (Sign - Flame/Effect) KO the user, to double this move's damage and apply that damage to all the opponent's album and battlefield eíntastikids.

**EK051**

----- Sleek Slap (Sign - Thunder/Effect) This attack cannot be negated, prevented or stopped.

**EK079**

----- Proud Slam (Sign - Wrath/Effect) If the Life number of the user is equal to it's original Life number, any eíntastikid attacked with this attack is Knocked Out.

**EK114**

----- Free Dance (Sign - Wrath/Effect) Eíntastikid using this move does no damage, once within the next minute, any damage by this eíntastikid is doubled that damage.

**EK117**

----- Push Peck (Sign - Air/Effect) Take the original Life number of 1 of your opponent's album eíntastikids and increase this move's reduction amount by that amount

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**EK120**




----- Bone Stab (Sign - Stone/Effect) After this attack, reduce the Power of the attacked eintastikid by 2 for 2 minutes.







**EK191**




----- Heat Shot (Sign - Flame/Effect) You can choose to negate this attack, if you do, reduce the Life of all eintastikids involved in the fight except the attacked by 2.

I  
P  
V  
G  
E







**EK222**




----- Conceal (Sign - Spirit/Effect) After this attack, starting on your opponent's next tap, negate all solar damage done to this eintastikid for 2 mins after the tap.






**EK236**



----- Thruster Toss (Sign - Air/Effect) If a Air sign move was used on your previous tap (excluding this move), double the reduction amount of this move.

L  
A  
B  
C  
D


**EK268**



----- Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

R  
K


**EK082**



----- Weedwhack (Sign - Grass/Effect) If the attacked eintastikid has a Power number greater then the Power of user of this move, double this attack's reduction amount.

D  
C


**EK159**



----- Spike Slash (Sign - Hero/Effect) ADD AREA "L1/O [decrease the Life of the attached eintastikid by 1 per 10 secs. when at least 1 of these are attached to it]", add 2.

J


**EK161**



----- Length Lick (Sign - Hero/Effect) You can use this attack to attack a eintastikid in any album as if it were on the battlefield.

M


**EK189**



----- Card Cut (Sign - Grass/Effect) If the attacked eintastikid is still on the battlefield 3 minutes after this attack, reduce that eintastikid's Life by 3.

G


**EK119**



----- Spin Cut (Sign - Grass/Effect) After this attack, reduce the Life of a not KO eintastikid in the album that belongs to the attacked eintastikid by this attack by 3.

G


**EK163**



----- Hoop Swirl (Sign - Sea/Effect) Damage from this move is doubled, however flip a coin, if heads, reduction amount is applied to your opponent, if tails, yourself.

U  
J


**EK179**



----- Flash-Butt (Sign - Thunder/Effect) Damage from this move is doubled, but next time user of this move taps, flip a coin and get heads, or the tap does nothing.

X


**EK285**



----- Tail Swipe (Sign - Hero/Effect) This attack has no additional effect.

J  
V


**EK098**



----- Boil Bash (Sign - Flame/Effect) This attack first does 1 damage, however each time this move is used, the damage done increases by 1, so long as it is in succession.

J


**EK181**



----- Ball Hoop (Sign - Hero/Effect) If the user's Life number is greater then 5, increase this move's reduction amount by 2.

Y  
G


**EK264**



----- Drunk Flunk (Sign - Hero/Effect) Flip a coin, if heads, this attack's reduction amount is doubled, if tails, this attack's reduction amount becomes 2.

Y  
G


**EK045**



----- Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

J


**EK066**



----- Confession (Sign - Hero/Effect) If the eintastikid using this is knocked out within a 1 minute period this is used, knock out the eintastikid that KO this move's user.

J


**EK265**



----- Vital Drain (Sign - Grass/Effect) increase the Life of the eintastikid using this attack by 1 for every 2 points reduced to the attacked eintastikid by this attack.

I

**EK023**



----- Dum Tumble (Sign - Hero/Effect) If this attack is negated, or prevented, increase the user's Life by 3.

K  
L

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The move exit, once per move box usage (installed move or not approved by class), return to the page take toke to page of this.



EK041




I H



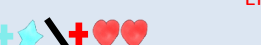
----- Blind Dash (Sign - Spirit/Effect) Flip a coin, if heads this move's reduction amount is doubled, if tails, this move does nothing.

EK012



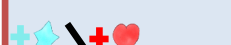
----- Blind Kick (Sign - Spirit/Effect) Flip a coin, if heads this move's reduction amount is doubled, if tails, this move does nothing.

EK052




----- Sap Slap (Sign - Grass/Effect) The controller of the eintastikid that got attacked by this attack, must used the Change Eintastikid option after this attack (if possible).

EK063




----- Leek Fleet (Sign - Grass/Effect) Triple the damage done by this attack, however this attack can only be used once per fight.

EK083



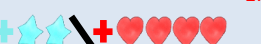
----- Rare Recollection (Sign - Spirit/Effect) For 5 minutes, any damage taken to the user of this move becomes 1.

EK087




----- Fountain Slap (Sign - Sea/Effect) After this attack, you can remove 1 environmental object from each player's side of the battlefield.

EK160




----- Spiral Pool (Sign - Sea/Effect) All players must use the Change Eintastikid option if possible after this attack (except the user).

EK166




----- Last Laser (Sign - Nuclear/Effect) After this, you can take up to (any) 3 environmental objects and rearrange them on any unoccupied area (any battlefield)

EK184




----- Radium Raid (Sign - Nuclear/Effect) Knock out the eintastikid that was attacked by this attack 3 minutes after it was attacked.


EK186




----- 13 Arrows (Sign - Phoenix/Effect) This attack applies to all eintastikids involved in the fight, also Knock out all that was attacked by this attack 3 minutes after.



EK214




Y M




----- 13 Leaves (Sign - Grass/Effect) This applies to all eintastikids involved in the fight, also increase user's Life by 1 for each 2 points reduced (all total) by this attack.

EK219




----- Cheap Slash (Sign - Spirit/Effect) For 15 seconds, the user of the attacked eintastikid cannot use the Left Weave Box.

EK226



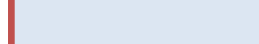
----- Stone Toss (Sign - Stone/Effect) After this attack, the controller of the eintastikid that got attacked by this move must flip a coin and get heads or tap don't work.

EK228



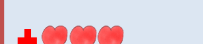
----- Wiesel Punch (Sign - Spirit/Effect) flip 3 coins, if 2 out of 3 are heads, for 2 minutes, the user of the attacked eintastikid cannot use the Right Weave Box.

EK229




----- Consume (Sign - Spirit/Effect) The eintastikid attacked by this move is now the absorbed eintastikid, this does nothing if you already absorbed a eintastikid.

EK232



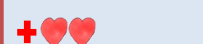
----- Drizzle (Sign - Sea/Effect) ADD AREA "L3/Y [Call this object "Water Drop"]", add 2 of these objects (if possible).

EK233




----- Red Vail (Sign - Act/Effect) For 45 secs. All taps to the eintastikid of this move do nothing, you can activate this any time during the fight, but only once per fight.

EK235




----- Heart Defibrillator (Sign - Act/Effect) When the one of this move is set, select a eintastikid that is KO, restore that eintastikid to original health, once per fight.

EK234



----- Big Bang (Sign - Act/Effect) Activate anytime but only once per fight, Make the health of all eintastikids involved at 1 (except those with KO, knocked out).

EK263



----- Hate Toxic (Sign - Act/Effect) You can KO the one of this move to select a not knocked out eintastikid involved, and make the Health of selected eintastikid 1.



The move box, when you are taken to page of this with a EK number, match that number with one of these boxes. A move, when this is used, install this paragraph as a move onto the approved cut-out by this's move box's Class or skip.

Move name, find a move box with EK number on this that matches your taken EK number, use everything in that move box. The power bonus , any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Class, this gets used first, select a cut-out and ability compare the letter (s) in this, if all match, that cut-out is approved. The life bonus , any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.


The move exit, once per move box usage (installed move or not approved by class), return to the page take toke to page of this.

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Class, this gets used first, select a cut-out and ability compare the letter (s) in this, if all match, that cut-out is approved. The life bonus , any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.


The move exit, once per move box usage (installed move or not approved by class), return to the page take toke to page of this.

 EK279

----- Volcanic Blow (Sign - Act/Effect) Activate anytime, but only once during the fight, all Act type moves do nothing for the rest of the fight after this's use

 EK281

----- Volcano Shake (Sign - Act/Effect) Select 1 Act type move that is useable, that and this move both do nothing for the rest of the fight (after this move is used).

 EK046

----- Graceful Mist (Sign - Act/Effect) For every 1 minute that the eintastikid of this move is on the battlefield, increase the health of that eintastikid by 1.

EK268

----- Reblless (Sign - Act/Effect) Reduce your battlefield eintastikid's health by 2 to use this, select 1 Act type move, it can be used again despite conditions.

EK027


----- Clear Wall (Sign - Act/Effect) When your opponent taps, that tap does nothing and for the rest of the fight, this move does nothing (after this effect).

EK037


----- Pain To Pleasure (Sign - Act/Effect) When your opponent taps, only once for the fight, increase the health by the reduction amount instead reducing it.

EK043


----- Mirror Vail (Sign - Act/Effect) When your opponent taps, only once, apply reduction to all opposing eintastikids of the same Power as the tapper instead.

 EK044




----- Principal Decree (Sign - Act/Effect) As long as this is in the fight, negate all effects/ behaviors in the fight, reduce your eintastikid life by 1 per 10 secs or negate this.

 EK116


----- Decoy Doll (Sign - Act/Effect) Only twice per fight, you can make a tap on this move's eintastikid do nothing instead when that eintastikid is tapped.

 EK121

----- Flare Cut (Sign - Act/Effect) When your opponent taps your eintastikid, health reduction to that eintastikid is reduced to half of it's amount.

   EK122

----- Trick Swap (Sign - Act/Effect) If your eintastikid is tapped, select not KO eintastikid in your album and switch it with the tapped and have it tapped in place of it.

 EK125


----- Holy Dispel (Sign - Act/Effect) If prayer eintastikid taps, before the tap, that eintastikid is changed to it's original name and EK number (it's information is redone).

EK142


----- Swift Slug (Sign - Hero/Effect) you can choose to treat this attack as a Spirit Sign Move when you attack with this move.

EK165


----- Tumble (Sign - Stone/Effect) flip a coin, if heads, double this move's damage, if tails apply the reduction amount of this move to the eintastikid using this move.

 EK169


----- Wobble (Sign - Hero/Effect) the reduction amount of this move is double the amount you taken from the last attack (this does nothing if not attacked).

 EK177


----- Multiplex (Sign - Hero/Effect) before calculating Solar Damage, you can choose whatever move sign you want as this move's sign..

 EK178


----- Multipolar (Sign - Act/Effect) every time you are tapped, before calculating Solar Damage, you can choose this user's Type.

 EK180

----- Whack (Sign - Hero/Effect) add a additional 3 to the Life reduction amount of this move.

 EK182

----- Pummel Punch (Sign - Stone/Effect) flip a coin, if heads, double this move's damage, if tails, add a additional 3 to the Life reduction of this move.

 EK230

----- Ramdozer (Sign - Stone/Effect) flip 3 coins, if 2 out of 3 are heads, knock out the attacked eintastikid, if 2 out of 3 are tails, this move does nothing.


Personality Title: AA

Personality Title: AB


Personality Title: AC

Personality Title: AD


1: EK010 (Nicknamed: "Gohappy")

 Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.


1: EK183 (Nicknamed: "Copterson")

 Move 1: Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.


1: EK210 (Nicknamed: "Ace")

 Move 1: Weedwhack (Sign - Grass/Effect) If the attacked éintastikid has a Power number greater then the Power of user of this move, double this attack's reduction amount.


1: EK223 (Nicknamed: "Pilot")

 Move 1: Boil Bash (Sign - Flame/Effect) This attack first does 1 damage, however each time this move is used, the damage done increases by 1, so long as it is in succession.


Pattern 1: if the personality's health is greater than yours.




Pattern 1: if the personality's health is greater than yours.



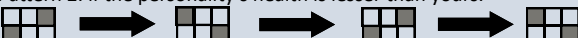
Pattern 1: if the personality's health is greater than yours.



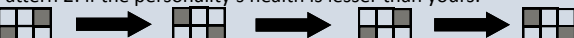
Pattern 1: if the personality's health is greater than yours.



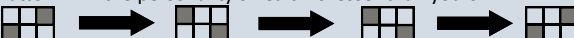
Pattern 2: if the personality's health is lesser than yours.



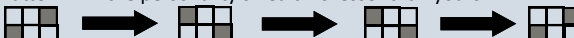
Pattern 2: if the personality's health is lesser than yours.



Pattern 2: if the personality's health is lesser than yours.



Pattern 2: if the personality's health is lesser than yours.



Personality Title: AE

Personality Title: AF

Personality Title: AG

Personality Title: AH

1: EK147 (Nicknamed: "Jeyjet")  
 + + + + \ +  
 Move 1: Pin Propel (Sign - Flame/Effect) Depending on the Life number of the eíntastikid using this, increase the total reduction amount by the Life number.

1: EK093 (Nicknamed: "Primadam")  
 + + +  
 Move 1: Gum Whip (Sign - Hero/Effect) For the next 1 min, the controller of the eíntastikid that got attacked by this attack cannot use his/her Change Eíntastikid option.

1: EK287 (Nicknamed: "En-Amber")  
 + + + + + \ + +  
 Move 1: Vital Drain (Sign - Grass/Effect) increase the Life of the eíntastikid using this attack by 1 for every 2 points reduced to the attacked eíntastikid by this attack.

1: EK187 (Nicknamed: "Stingilder")  
 Move 1: Royal Sport (Sign - Hero/Effect) If the Life of the attacker is greater then the attacked eíntastikid's Life, increase the reduction amount of this attack by 2.  
 + + + + \ + +

2: EK291 (Nicknamed: "Envirex")  
 + + + + + \ + + + + + + + +  
 Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

2: EK068 (Nicknamed: "Popgoblin")  
 + + \ + + + +  
 Move 1: Sleek Slap (Sign - Thunder/Effect) This attack cannot be negated, prevented or stopped.

+ + +  
 Move 2: Air Bake (Sign - Flame/Effect) This attack's sign is treated as both Air and Flame.

Pattern 1: this automatically matches your situation regardless.  
 [Grid] → [Grid] → [Grid] → [Grid]

Pattern 1: if the personality's health is greater than yours.  
 [Grid] → [Grid] → [Grid] → [Grid]

Pattern 1: if the personality's Eíntastikid is EK291.  
 [Grid] → [Grid] → [Grid] → [Grid]

Pattern 1: this automatically matches your situation regardless.  
 [Grid] → [Grid] → [Grid] → [Grid]

Pattern 2: attempt tap outside the sec. after the personality taps.  
 [Grid] → [Grid] → [Grid] → [Grid]

Pattern 2: if the personality's health is lesser than yours.  
 [Grid] → [Grid] → [Grid] → [Grid]

Pattern 1: if the personality's Eíntastikid is EK287.  
 [Grid] → [Grid] → [Grid] → [Grid]

Move 2: after use of "Move 1" (each time).

Personality Title: AI

Personality Title: AJ

Personality Title: AK

Personality Title: AL

1: EK284 (Nicknamed: "Slewstick")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

Move 2: Sand Kick (Sign - Stone/Effect) The eíntastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

1: EK034 (Nicknamed: "Dazee-Laydee")

Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eíntastikid's Life add 1 point to that total Life reduction amount.

.....

2: EK094 (Nicknamed: "Scarecorn")

Move 1: Flashflare (Sign - Flame/Effect) After this attack, the next tap from the eíntastikid that got attacked by this attack, flips a coin, if heads that tap does nothing.

.....

3: EK092 (Nicknamed: "Primeve")

Move 1: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

1: EK029 (Nicknamed: "Diggerdive")

Move 1: Spin Dive (Sign - Sea/Effect) If this attack is used 1 minute after you used the Change Eíntastikid to put the user on the battlefield, double the damage of this move.

Move 2: Harden (Sign - Hero/Effect) eíntastikid using this move does no damage, for 3 minutes, reduce any damage done to the eíntastikid that use this by 3.

.....

2: EK263 (Nicknamed: "Chiefdance")

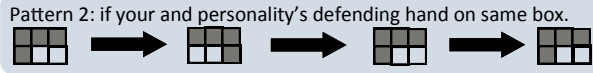
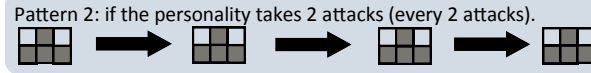
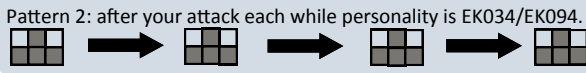
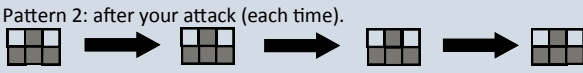
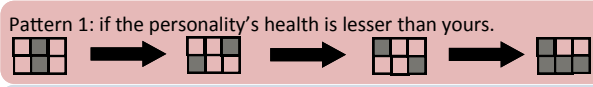
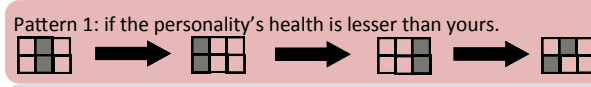
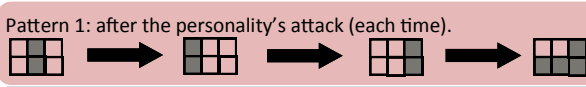
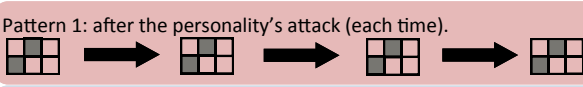
Move 1: Royal Sport (Sign - Hero/Effect) If the Life of the attacker is greater then the attacked eíntastikid's Life, increase the reduction amount of this attack by 2.

Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

1: EK014 (Nicknamed: "Peekagoon")

Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

Move 2: Harden (Sign - Hero/Effect) eíntastikid using this move does no damage, for 3 minutes, reduce any damage done to the eíntastikid that use this by 3.



Move 2: after "Move 1" is used (each time)

.....

.....

.....

Move 2: if the personality takes 2 attacks (every 2 attacks)

.....

Move 2: if the personality's health is lesser than yours.

.....



Personality Title: AM

Personality Title: AN

Personality Title: AO

Personality Title: AP

1: EK080 (Nicknamed: "Razor")

⚡⚡⚡

Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.

⚡⚡ / + ❤️❤️

Move 2: Sand Kick (Sign - Stone/Effect) The eintastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

---

2: EK193 (Nicknamed: "Stabber")

⚡⚡ / + ❤️

Move 1: Proud Slam (Sign - Wrath/Effect) If the Life number of the user is equal to it's original Life number, any eintastikid attacked with this attack is Knocked Out.

⚡⚡⚡⚡⚡⚡ / + ❤️❤️❤️

Move 2: Free Dance (Sign - Wrath/Effect) Eintastikid using this move does no damage, once within the next minute, any damage by this eintastikid is doubled that damage.

1: EK080 (Nicknamed: "Razor")

⚡⚡ / + ❤️

Move 1: Proud Slam (Sign - Wrath/Effect) If the Life number of the user is equal to it's original Life number, any eintastikid attacked with this attack is Knocked Out.

⚡⚡ / + ❤️❤️

Move 2: Sand Kick (Sign - Stone/Effect) The eintastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

---

2: EK115 (Nicknamed: "Blimpuff")

⚡⚡⚡ / + ❤️

Move 1: Zap Discharge (Sign - Thunder/Effect) After this, until the end of the fight or KO, the attacked eintastikid, must flip a coin and get heads or it's taps do nothing.

+ ❤️❤️

Move 2: Air Bake (Sign - Flame/Effect) This attack's sign is treated as both Air and Flame.

---

3: EK118 (Nicknamed: "Rang")

+ ❤️

Move 1: Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.

1: EK192 (Nicknamed: "Razorback")

⚡⚡ / + ❤️

Move 1: Proud Slam (Sign - Wrath/Effect) If the Life number of the user is equal to it's original Life number, any eintastikid attacked with this attack is Knocked Out.

⚡⚡⚡⚡⚡⚡ / + ❤️❤️❤️

Move 2: Free Dance (Sign - Wrath/Effect) Eintastikid using this move does no damage, once within the next minute, any damage by this eintastikid is doubled that damage.

---

2: EK192 (Nicknamed: "Razorback")

+ ❤️

Move 1: Fire Twister (Sign - Flame/Effect) For the next 2 minutes after this is used, reduce the eintastikid's Life that was attacked with this attack by 1 each minute.

⚡⚡ / + ❤️❤️

Move 2: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.

1: EK193 (Nicknamed: "Stabber")

+ ❤️

Move 1: Fire Twister (Sign - Flame/Effect) For the next 2 minutes after this is used, reduce the eintastikid's Life that was attacked with this attack by 1 each minute.

⚡⚡ / + ❤️❤️

Move 2: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.

---

2: EK080 (Nicknamed: "Razor")

Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eintastikid attacks, the controller flips a coin, if tails, that eintastikid applies damage to itself.

+ ❤️❤️❤️❤️

Move 2: Fake Wake (Sign - Hero/Effect) After this attack is used, next time attacked eintastikid attacks, for every 2 points in the total damage, reduce the attacker's Life by 1.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Move 2: after "Move 1" is used (each time).

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Move 2: if personality is not EK118, it's health is less than yours.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Move 2: if the personality's health is lesser than yours.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Move 2: if the personality's health is lesser than yours.

## Personality Title: AQ

## Personality Title: AR

## Personality Title: AS

## Personality Title: AT

1: EK163 (Nicknamed: "Coldwalker")

Move 1: Twin Kick (Sign - Hero/Effect) When you use this attack, you can use it again twice in a row in the same tap.

Move 2: Spedstrong (Sign - Stone/Effect) This attack has no additional effect.

1: EK294 (Nicknamed: "Contrail")

Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

1: EK161 (Nicknamed: "Coldude")

Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eintastikid attacks, the controller flips a coin, if tails, that eintastikid applies damage to itself.

Move 2: Rock Huddle (Sign - Stone/Effect) After this attack is used, reduce damage done from the eintastikid attacked by this attack by 2 for 3 minutes.

1: EK229 (Nicknamed: "Copter")

Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.

2: EK294 (Nicknamed: "Contrail")

Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

Move 2: Groundbreaker (Sign - Stone/Effect) The reduction amount of this attack is applied to the Life of all eintastikids involved in the fight except the user.

2: EK193 (Nicknamed: "Stabber")

Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eintastikid attacks, the controller flips a coin, if tails, that eintastikid applies damage to itself.

Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

2: EK163 (Nicknamed: "Coldwalker")

Move 1: Boil Bash (Sign - Flame/Effect) This attack first does 1 damage, however each time this move is used, the damage done increases by 1, so long as it is in succession.

Move 2: Rotted Swipe (Sign - Spirit/Effect) The eintastikid attacked by this attack is now treated as a Spirit type eintastikid until that eintastikid is knocked out.

2: EK263 (Nicknamed: "Chieftance")

Move 1: Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.

Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

3: EK179 (Nicknamed: "Sharpicle")

Move 1: Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controller must flip a coin and get heads, or his/her next tap does nothing.

Move 2: Rotted Swipe (Sign - Spirit/Effect) The eintastikid attacked by this attack is now treated as a Spirit type eintastikid until that eintastikid is knocked out.

3: EK064 (Nicknamed: "Barbster")

Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.

Pattern 1: after the personality's attack (each time).

Pattern 1: after the personality's attack (each time).

Pattern 1: after the personality's attack (each time).

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Pattern 2: after your attack (each time).

Pattern 2: after your attack (each time).

Pattern 2: after your attack (each time).

Move 2: if the personality's health under 3.

Move 2: if the personality's health under 3.

Move 2: if the personality's health under 3.

Move 2: if the personality's health under 3.

### Personality Title: AU

### Personality Title: AV

### Personality Title: AW

### Personality Title: AX

1: EK186 (Nicknamed: "Grand")

Move 1: Rock Huddle (Sign - Stone/Effect) After this attack is used, reduce damage done from the eíntastikid attacked by this attack by 2 for 3 minutes.

Move 2: Groundbreaker (Sign - Stone/Effect) The reduction amount of this attack is applied to the Life of all eíntastikids involved in the fight except the user.

2: EK220 (Nicknamed: "Rockmight")

Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

Move 2: Rock Huddle (Sign - Stone/Effect) After this attack is used, reduce damage done from the eíntastikid attacked by this attack by 2 for 3 minutes.

3: EK047 (Nicknamed: "UFOccupent")

Move 1: Vital Drain (Sign - Grass/Effect) increase the Life of the eíntastikid using this attack by 1 for every 2 points reduced to the attacked eíntastikid by this attack.

1: EK266 (Nicknamed: "Cutdive")

Move 1: Card Cut (Sign - Grass/Effect) If the attacked eíntastikid is still on the battlefield 3 minutes after this attack, reduce that eíntastikid's Life by 3.

2: EK227 (Nicknamed: "Scardive")

Move 1: Card Cut (Sign - Grass/Effect) If the attacked eíntastikid is still on the battlefield 3 minutes after this attack, reduce that eíntastikid's Life by 3.

Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

1: EK065 (Nicknamed: "Luster")

Move 1: Stone Skip (Sign - Stone/Effect) Flip a coin, if heads, the eíntastikid attacked by this attack's next tap does nothing.

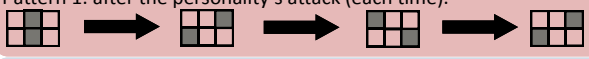
Move 2: Sand Kick (Sign - Stone/Effect) The eíntastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

1: EK196 (Nicknamed: "Ethereal")

Move 1: Shadowcut (Sign - Spirit/Effect) The eíntastikid that got attacked by this attack's controller must flip a coin and get heads, or his/her next tap does nothing.

Move 2: Nite Armor (Sign - Act/Effect) Only once when set, for 3 mins, all damage to the user of this is reduced by 2, if eíntastikid with this move is Spirit sign, then 4.

Pattern 1: after the personality's attack (each time).

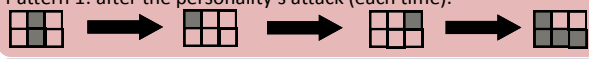


Pattern 2: after your attack (each time).



Move 2: if personality is not EK047, it's health is less than 3.

Pattern 1: after the personality's attack (each time).

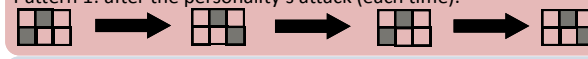


Pattern 2: if the personality is EK266 after each of your attacks.

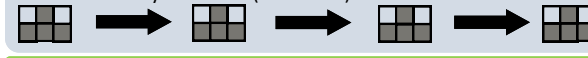


Move 2: if personality is not EK266, it's health is less than 3.

Pattern 1: after the personality's attack (each time).

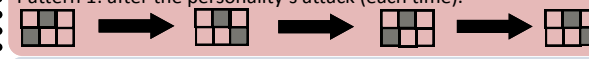


Pattern 2: after your attack (each time).

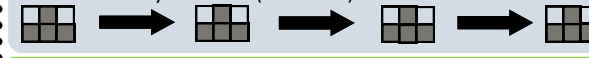


Move 2: if the personality's health under 3.

Pattern 1: after the personality's attack (each time).



Pattern 2: after your attack (each time).








Move 2: if the personality's health under 3.



Personality Title: AY

Personality Title: AZ





Personality Title: BA



Personality Title: BB

1: EK193 (Nicknamed: "Stabber")  
   
 Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.  
    
 Move 2: Heaven Razor (Sign - Hero/Effect) Increase the Life of the eintastikid using this attack by the amount this attack just reduced from the attacked eintastikid.








1: EK256 (Nicknamed: "Flo")  
   
 Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.  


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 2: EK123 (Nicknamed: "Twinhouse")  
     
 Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.







1: EK127 (Nicknamed: "Drakololusus")  
   
 Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.  









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 2: EK127 (Nicknamed: "Drakololusus")  
   
 Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.  
      
 Move 2: Hot Cold (Sign - Air/Effect) Despite this move's sign, treat this move's sign as both Flame and Sea signs at the same time (excluding it's original sign).








1: EK240 (Nicknamed: "Adolestar")  
 Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eintastikid attacks, the controller flips a coin, if tails, that eintastikid applies damage to itself.  









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 2: EK241 (Nicknamed: "Performert")  
   
 Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.  
     
 Move 2: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.

Pattern 1: after the personality's attack (each time).  
      








Pattern 1: after the personality's attack (each time).  
      








Pattern 2: after your attack (each time), or personality's health at 3.  
      








Pattern 2: after every 2 second period.  
      








Move 2: if the personality's health under 3.  
  




  




Pattern 1: after the personality's attack (each time).  
      

Pattern 1: after the personality's attack (each time).  
      

Pattern 2: if the personality is EK127 after each of your attacks.  
      

Pattern 2: if the personality is EK240 after each of your attacks.  
      

Move 2: if personality is not EK127, it's health is less than 3.  
  


Move 2: if personality is not EK240, it's health is less than 3.  
  





Personality Title: BC


Personality Title: BD


Personality Title: BE


Personality Title: BF


1: EK170 (Nicknamed: "Extraordinary")  
  
 Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.  



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 Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.


1: EK182 (Nicknamed: "Cryptun")  
  
 Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.



1: EK180 (Nicknamed: "Sharp")  
  
 Move 1: Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controller must flip a coin and get heads, or his/her next tap does nothing.

1: EK142 (Nicknamed: "Speedy")  
  
 Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

2: EK177 (Nicknamed: "Ancendent")  
  
 Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.


2: EK239 (Nicknamed: "Quad-Eyes")  
  
 Move 1: Fray Ray (Sign - Flame/Effect) Flip a coin, if heads, the eintastikid that got attacked by this attack's controller must use the change eintastikid option if possible.

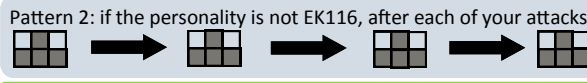
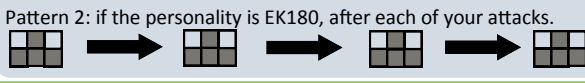
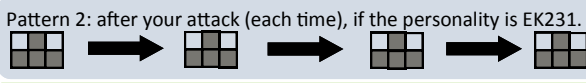
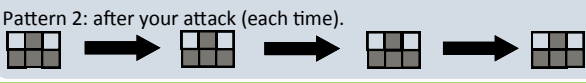
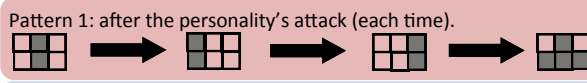
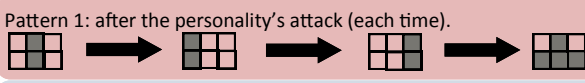
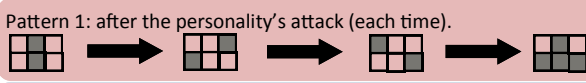
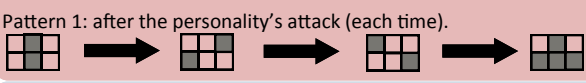
2: EK116 (Nicknamed: "Hurripain")  
  
 Move 1: Stone Toss (Sign - Stone/Effect) Flip 2 coins, if both are heads, the eintastikid that got attacked by this attack controller cannot tap for 30 seconds.

3: EK231 (Nicknamed: "Advantage")  
  
 Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.  
  
 Move 2: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

Move 2: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

Move 2: Hot Cold (Sign - Air/Effect) Despite this move's sign, treat this move's sign as both Flame and Sea signs at the same time (excluding it's original sign).

3: EK142 (Nicknamed: "Speedy")  
  
 Move 1: Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controller must flip a coin and get heads, or his/her next tap does nothing.



Move 2: if the personality's health is lesser than yours.

Move 2: if the personality's health under 3 and not EK231.

Move 2: if personality's health is lesser than yours and is EK239.

Move 2: if personality's health is lesser than yours and is EK116.


Personality Title: BG

Personality Title: BH


Personality Title: BI

Personality Title: BJ

1: EK262 (Nicknamed: "Neckjaw")

 Move 1: Shady Bite (Sign - Spirit/Effect) If a Spirit type eíntastikid is using this move, increase the reduction amount of this move by 3.





2: EK273 (Nicknamed: "Champer")


 Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

3: EK278 (Nicknamed: "Spearcoil")

Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eíntastikid attacks, the controller flips a coin, if tails, that eíntastikid applies damage to itself.





1: EK196 (Nicknamed: "Ethereal")

    Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.




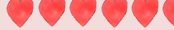
 Move 2: Shady Bite (Sign - Spirit/Effect) If a Spirit type eíntastikid is using this move, increase the reduction amount of this move by 3..





1: EK227 (Nicknamed: "Scardive")

Move 1: Twin Kick (Sign - Hero/Effect) When you use this attack, you can use it again twice in a row in the same tap.


    Move 2: Orbit Slam (Sign - Flame/Effect) Increase this attack's total reduction amount by the number of minutes you have not attacked since your last attack.





2: EK227 (Nicknamed: "Scardive")





    Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

    Move 2: Orbit Slam (Sign - Flame/Effect) Increase this attack's total reduction amount by the number of minutes you have not attacked since your last attack.

1: EK266 (Nicknamed: "Speerich (Up)")




 Move 1: Heaven Razor (Sign - Hero/Effect) Increase the Life of the eíntastikid using this attack by the amount this attack just reduced from the attacked eíntastikid.





Pattern 1: after the personality's attack (each time).  →  →  → 

Pattern 2: after your attack (each time).  →  →  → 





Kid 2: if the personality's Eíntastikid's "Power" is lesser than yours.





Kid 3: if personality's Eíntastikid's "Power" is greater than yours.

Pattern 1: if you miss in your tap attempt (each time).  →  →  → 





Pattern 2: if the personality's offending hand is not on Eíntastikid.  →  →  → 

Move 2: if the personality's health is lesser than yours.

Pattern 1: if you miss in your tap attempt (each time).  →  →  → 

Pattern 2: if the personality's offending hand is not on Eíntastikid.  →  →  → 

Move 2: if the personality's health is lesser than yours.

Pattern 1: this automatically matches your situation.  →  →  → 

Personality Title: BK

Personality Title: BL

Personality Title: BM

Personality Title: BN

1: EK072 (Nicknamed: "Zommy")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

2: EK073 (Nicknamed: "Creepyclaw")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

Move 2: Shadowcut (Sign - Spirit/Effect) The eíntastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.

1: EK071 (Nicknamed: "Mummyhed")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

1: EK151 (Nicknamed: "Mimetime")

Move 1: Flashflare (Sign - Flame/Effect) After this attack, the next tap from the eíntastikid that got attacked by this attack, flips a coin, if heads that tap does nothing.

2: EK261 (Nicknamed: "Dumscum")

Move 1: Sand Kick (Sign - Stone/Effect) The eíntastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

1: EK269 (Nicknamed: "Morselhero")

Move 1: Air Bake (Sign - Flame/Effect) This attack's sign is treated as both Air and Flame.

2: EK269 (Nicknamed: "Morselhero")

Move 1: Boil Bash (Sign - Flame/Effect) This attack first does 1 damage, however each time this move is used, the damage done increases by 1, so long as it is in succession.

Pattern 1: after the personality's attack (each time).

Pattern 2: if the personality is EK072, after each of your attacks.

if personality's health is lesser than yours and is EK073.

Pattern 1: this automatically matches your situation.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time), if the personality is EK261.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack, if personality has one move.


Personality Title: BO

Personality Title: BP

Personality Title: BQ


Personality Title: BR

1: EK264 (Nicknamed: "Cloudlishous")

 Move 1: Smoke Out (Sign - Flame/Effect) This does no damage, on the attacked eíntastikid's next tap, he/she must flip 2 coins, if even 1 is tails, that tap does nothing.


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2: EK216 (Nicknamed: "Tailmotion")

 Move 1: Tail Swipe (Sign - Hero/Effect) This attack has no additional effect.

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3: EK154 (Nicknamed: "Sleekman")

 Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

1: EK007 (Nicknamed: "Clawnife")


Move 1: Tackle (Sign - Hero/Effect) this move has no additional effect.

1: EK265 (Nicknamed: "Mist")

 Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.


---

2: EK266 (Nicknamed: "Speerich (Up)")

 Move 1: Shadowcut (Sign - Spirit/Effect) The eíntastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.

---


3: EK267 (Nicknamed: "Speerich (Down)")

 Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.


1: EK267 (Nicknamed: "Speerich (Down)")

 Move 1: Shadowcut (Sign - Spirit/Effect) The eíntastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.


Pattern 1: this automatically matches your situation.




Pattern 1: after the personality's attack (each time).



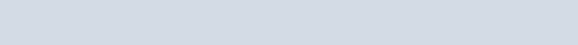
Pattern 1: after the personality's attack (each time).




Pattern 1: after the personality's attack (each time).




Pattern 2: after your attack (each time).




Pattern 2: after your attack (each time).



Pattern 2: after your attack (each time).



Pattern 2: after your attack (each time).



Kid 2: if the personality's Eíntastikid's power is lesser than yours.

Kid 3: if the personality's Eíntastikid's power is greater than yours.

Kid 2: if the personality's Eíntastikid's power is lesser than yours.

Kid 3: if the personality's Eíntastikid's power is greater than yours.

Kid 2: if the personality's Eíntastikid's power is lesser than yours.

Kid 3: if the personality's Eíntastikid's power is greater than yours.

Kid 2: if the personality's Eíntastikid's power is lesser than yours.

Kid 3: if the personality's Eíntastikid's power is greater than yours.

Personality Title: BS

Personality Title: BT

Personality Title: BU

Personality Title: BV

1: EK111 (Nicknamed: "Powerie")

Move 1: Flashflare (Sign - Flame/Effect) After this attack, the next tap from the eíntastikid that got attacked by this attack, flips a coin, if heads that tap does nothing.

1: EK097 (Nicknamed: "Virtue")

Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eíntastikid's Life add 1 point to that total Life reduction amount.

1: EK158 (Nicknamed: "Springs")

Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

1: EK321 (Nicknamed: "Drawmark")

Move 1: Radium Raid (Sign - Nuclear/Effect) Knock out the eíntastikid that was attacked by this attack 3 minutes after it was attacked.

2: EK156 (Nicknamed: "Sniperoo")

Move 1: Twin Kick (Sign - Hero/Effect) When you use this attack, you can use it again twice in a row in the same tap.

2: EK322 (Nicknamed: "Fateseal")

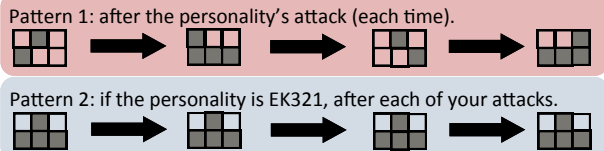
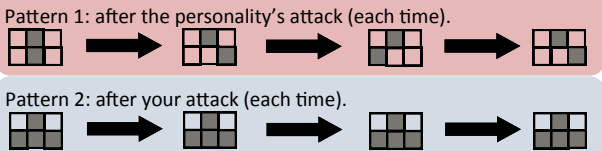
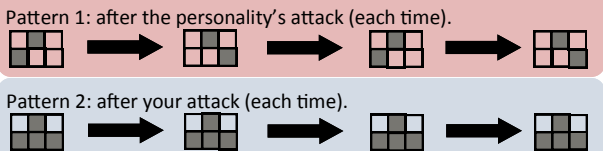
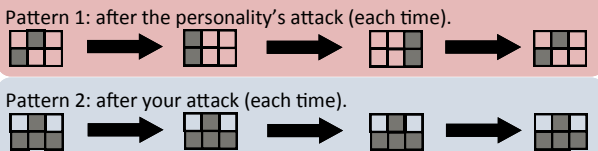
Move 1: Radium Raid (Sign - Nuclear/Effect) Knock out the eíntastikid that was attacked by this attack 3 minutes after it was attacked.

Move 2: 13 Arrows (Sign - Phoenix/Effect) This attack applies to all eíntastikids involved in the fight, also Knock out all that was attacked by this attack 3 minutes after.

3: EK323 (Nicknamed: "Symbol")

Move 1: 13 Arrows (Sign - Phoenix/Effect) This attack applies to all eíntastikids involved in the fight, also Knock out all that was attacked by this attack 3 minutes after.

Move 2: 13 Leaves (Sign - Grass/Effect) This applies to all eíntastikids involved in the fight, also increase user's Life by 1 for each 2 points reduced (all total) by this attack.



Kid 2: if the personality's Eíntastikid's power is equal to yours.

Move 2: if personality's health is less than yours and is EK322/323



1: EK213 (Nicknamed: "Tastewalk")



Move 1: Gum Whip (Sign - Hero/Effect) For the next 1 min, the controller of the éintastikid that got attacked by this attack cannot use his/her Change Éintastikid option.

2: EK217 (Nicknamed: "Nano")

Move 1: Tackle (Sign - Hero/Effect) this move has no additional effect.

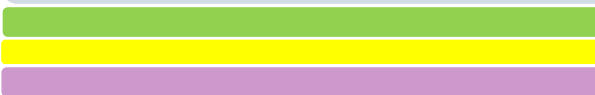
3: EK218 (Nicknamed: "Nutcell")

Move 1: Tackle (Sign - Hero/Effect) this move has no additional effect.

Pattern 1: after the personality's attack (each time).



Pattern 2: after your attack (each time).



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