

<i>Additional Movement</i>		You can have an extra move in your turn
<i>Armor</i>	Defensive	Discard this card and you do not suffer a hit. You can use this card against <b>Kraken</b> , too
<i>Jolly</i>		You can play this card as if it were: <b>Additional Movement</b> <b>Armor</b> <b>Try Again</b>
<i>Antifog</i>	Offensive	You can hit an opponent who is into the fog.
<i>Laser</i>	Offensive	You hit any opponent on your firing line. It goes through the rocks, but it does not destroy them.
<i>Rebound</i>	Defensive	You can return a blow to the sender. You cannot use this card to defend yourself from <b>Laser e Kraken</b>
<i>Try Again</i>		If your opponent defended her/himself discarding an <b>Armor</b> card, you can try again to hit him/her using the same <i>Cannonball</i> .
<i>Kraken</i>	Offensive	All opponents are hit. You need a <i>Cannonball</i> . Your opponents can discard an <b>Armor</b> card to defend themselves.
<i>Curve Ball</i>	Offensive	You can turn your shot 90 degrees. You can discard as many cards of this type as you want to allow for more curves on your shot