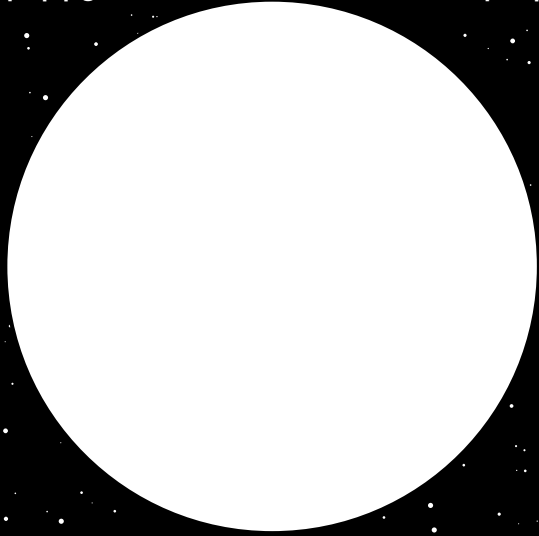


Original Set

Optional



UNLIMITED TOKEN MOVEMENT Eon

AMOEBA

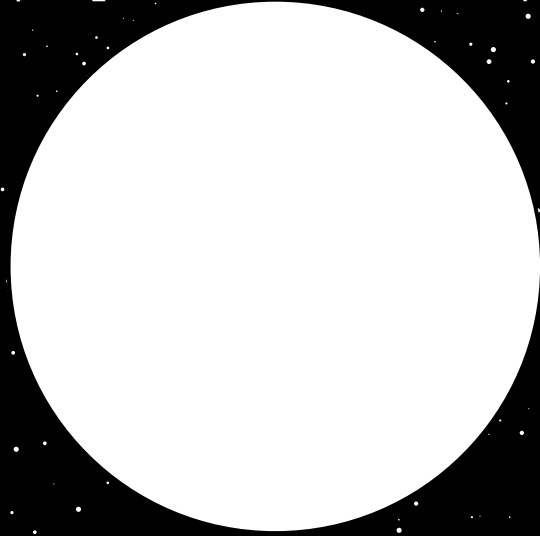
AMOEBA

You have the **power to ooze**. After you and your opponent play challenge cards face down, but before they are revealed, you may increase or decrease the number of your tokens in the challenge. You may remove some or all to your bases, or you may add as many more as you want to your side in the challenge from any of your bases (as long as you have some in the challenge to start with).

History: Spawned on a totally liquid world, Amoebas are highly conscious of vibrations. Quick to withdraw from danger, they are equally able to ooze menacingly into combat when confronted with the proper turbulences. Amoebas pity those who are less able to respond to circumstance and will be sensitive Cosmic masters.

Expansion 2

Mandatory



LOWER TOTAL WINS Eon

ANTI-MATTER

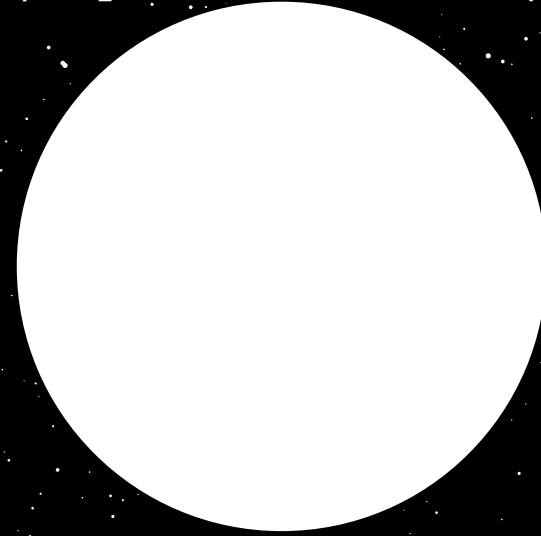
ANTI-MATTER

You have the **power of negation**. If both you and your opponent play Attack cards in a challenge, instead of your total being "card plus your tokens", it is card minus your tokens (including allies). Your opponent's total is figured normally except that allied tokens on his side are subtracted from his total. The player with the lower total wins.

History: Spewed forth from a white hole, the worlds of Anti-Matter careen through space negating whatever they encounter. Opposed to the very existence of gross mass, the Anti-Matter is dedicated to reducing all opposition to less than nothing.

Expansion 9

Mandatory



PICKS HAND AND DRAWS EXTRA FLARES Eon

ARISTOCRAT

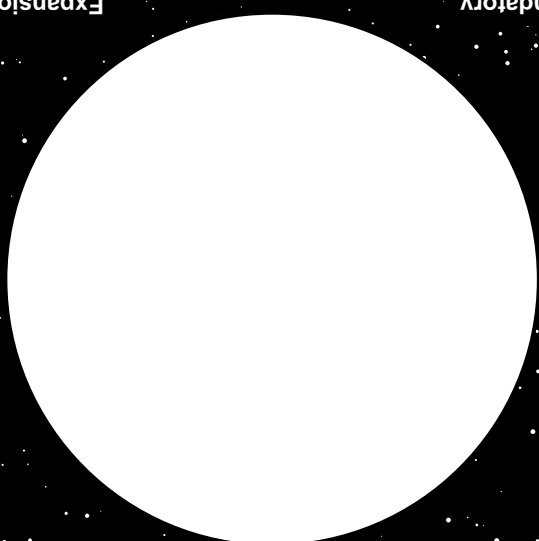
ARISTOCRAT

You have the **power of privilege**. Before play begins, you are not dealt a random hand. Instead, you look through the deck and select your own choice of seven cards. You do this after Flare cards have been added to the deck, and before cards are dealt to other players. You may not select the Aristocrat Flare as part of your opening hand. Also whenever you are a main player in a challenge, before challenge cards are played, pick a Flare from the top of the unused Flare deck. After you have drawn your first Flare in this manner, whenever you must pick another, you must first set aside a Flare from your hand - if you have one. The set aside Flare is placed in a pile (not the normal discard pile) and you may not draw it again.

History: Beginning life with every advantage, the Aristocrats expect deference and respect from others. Drawing on a storehouse of great wealth from their feudal planet-estates, they now turn their majestic gaze upon the squabbling villeins of space.

Expansion 3

Mandatory



REMOVES OTHERS' TOKENS FROM

ASSASSIN

ASSASSIN

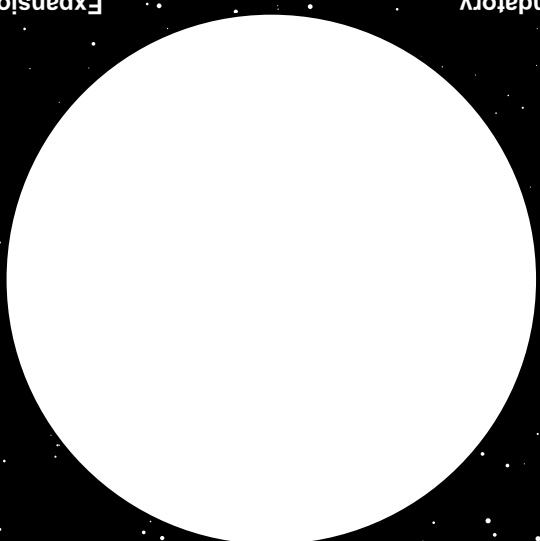
You have the **power to execute**. Whenever any other player's color comes up in the destiny pile, you remove one token of that color from any base to the warp. You select which token to execute. (If the Dictator is in the game, it determines what color comes up.)

History: After being subjected to colonial domination for thousands of years, a hive of Assassins rose up on an outpost planet in a forgotten empire. Devoted to terrorism and adept at choosing the most isolated and vulnerable as their victims, they mercilessly cleansed their sector of its overlords. Now, however, imperialists themselves, they learn new uses for their old talents.

Do not use in a two-player game.

Expansion 3

Mandatory



TAXES USE OF CONE FROM

ASSESSOR

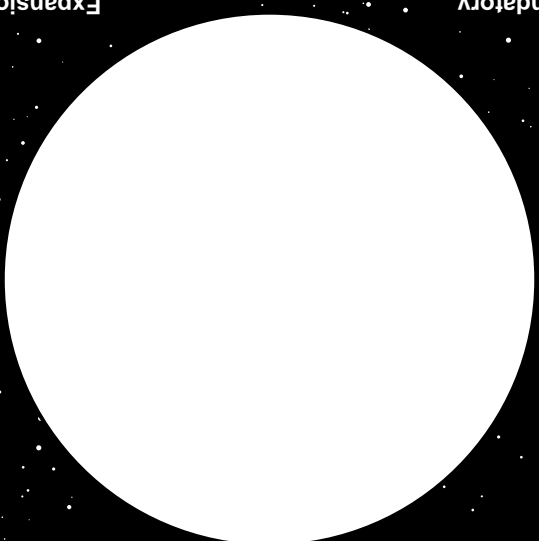
ASSESSOR

You have the **power to tax**. Whenever any other player puts token(s) into the cone, he places an additional "tax" token on your star disc from one of his bases. However, if in a challenge one of the two players already has another's tax tokens on his star, before tokens are put in the cone he has one minute to make a deal (see rules) with his opponent. This "tax deal" must include trading his opponent at least one tax token (of any color). If a deal is agreed to, the challenge ends; but if not, it continues normally. (A player regaining his own taxes in a deal puts them on his bases again. Any he gets of other colors he puts on his star to use for future deals.) If you lose your power, taxes may not be collected but tax deals may continue.

History: The misshapen Assessors excel only in persistence to their duties. Exempting no one, their dream of Imperial levies will not be abated.

Expansion 3

Mandatory



MAKES OTHERS REVEAL HANDS FROM

AURA

AURA

You have the **power of honesty**. All other players must keep their regular hand of cards face up, in full view. When a player is one of the two players in a challenge and must play a challenge card, he then takes up his hand, selects a card to play, etc. Once the challenge is concluded, he must again reveal his hand. Edicts may be played directly from the revealed hand.

History: Radiating its presence upon all who cross its path, an intelligent star instills openness and honesty wherever it shimmers. The vast power of the Aura cannot be resisted by other life forms as they open their hearts and minds to one another.

Expansion 7

Mandatory

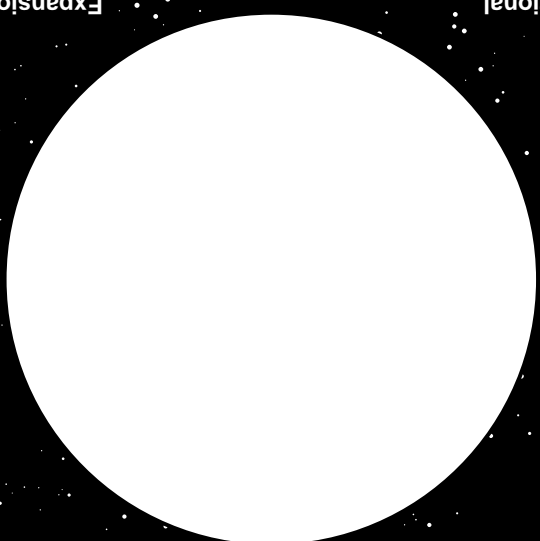


CHALLENGES CHALLENGER Eon

BOOMERANG

Expansion 7

Optional



SELECTS LOSING TOKENS Eon

BULLY

Eon

Mandatory



GETS LUCRE FOR TASKS Eon

BUTLER

BOOMERANG

You have the **power to return**. Whenever you are the defensive player, you immediately challenge the offensive player first, anywhere on his home system. All rules for a normal challenge apply. After your challenge is completed, the other player's challenge resumes.

History: Not long after popping, baby Boomerangs learn to toss twigs, shards of bark, even dried fruit peels (if properly shaped) in widening circles of flight. As they ripen this develops into an all-consuming game. When fully mature, they cannot resist the example of all the heavens and sally forth into happy orbits, barely perturbed by the presence of others.

Do not use in a game with the Insect or Changeling.

BULLY

You have the **power to intimidate**. If you win as a main player and both players have revealed Attack Cards in a challenge, you may select which tokens the other player must lose. He loses the same total as he had in the challenge; however, you can take his tokens from anywhere. When you are the offensive player and do not select tokens from the defensive planet, those tokens remain and they and offensive tokens co-occupy the planet. When you are the defensive player any offensive tokens in the cone which you do not select return to bases after you have removed other tokens to the warp.

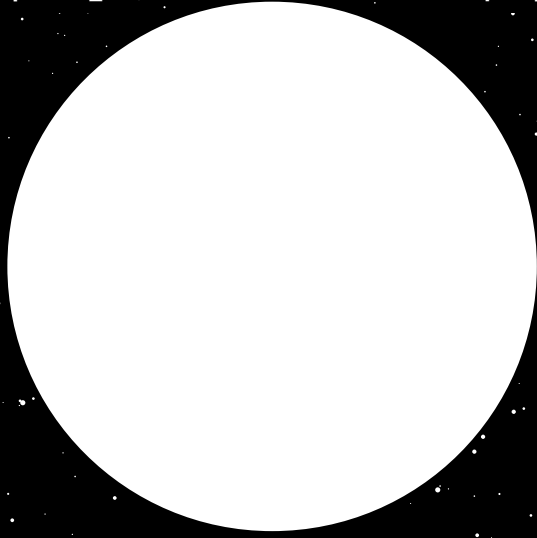
History: Habitually cruel to those who show signs of weakness, the Bully exploits any opportunity to run roughshod over its opponents. The false courage that is the hallmark of the Bully strikes terror into the less aggressive races of the Universe, and many flee rather than risk a confrontation. If none stand in its way, the Bully seeks to trample its way to Cosmic dominance.

BUTLER

You have the **power to wait upon**. You flip the destiny pile, hand out cards, position the cone, perform all other manually demeaning chores for the offensive player after he signals the start of his challenge. Unless he gives you a tip of one Lucre, you may perform one of the following as you wish: position the cone on any planet or moon in the defensive player's system where a legal challenge may be made, or select the offensive player's tokens from anywhere you wish (you may take only as many as he specifies). If the offensive player does tip you, you must obey his wishes with regard to your chores for the rest of the challenge. You must perform certain functions gratis such as passing out cards that a player is entitled to. You may look at any of these cards which are purchased with Lucre. You must be courteous, and a tip of one lucre is all that you may collect per challenge.

History: "To serve is to live." The motto of the house of Butt guides its family as they build for their true inner hope: to turn the Cosmic tables and rule forever.

Use only in a game with Lucre!



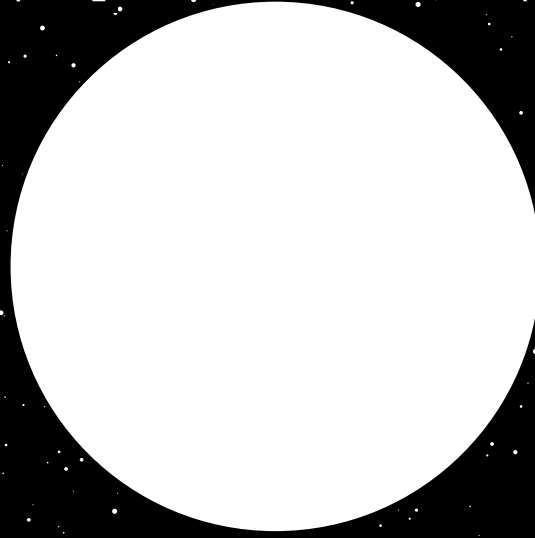
REDUCES HIGHER ATTACK CARD EON

CALCULATOR

CALCULATOR

You have the **power to equalize**. When you are one of the two players in a challenge, once cards are played down but before they are revealed, you may declare "equalize". If you do so and both cards are revealed as Attack cards, the value of the higher one is reduced by the value of the lower one. (Thus if a 15 and an 8 are played, the 15 becomes worth only 7, but the 8 is still worth 8.) The challenge is then concluded normally.

History: Defenseless on a jungle world, the order of Calculators grew adroit at ensnaring their powerful but bungling competitors. Now adept at turning strength back against itself, they study the prospects of galactic empire, trusting that other grosser beings will not also grow calculating.



CHANGES POWER WITH OPPONENT EON

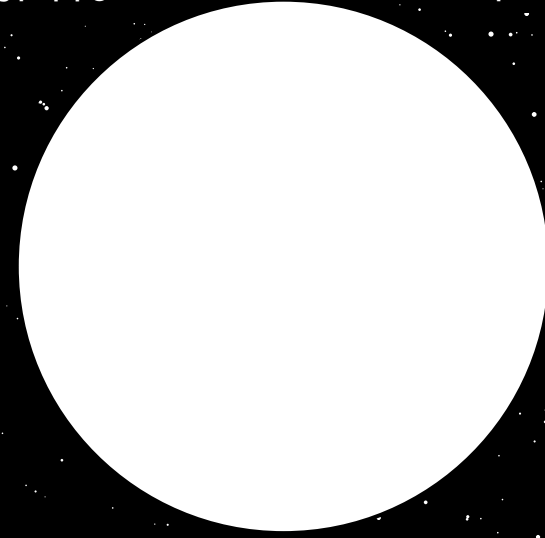
CHANGELING

CHANGELING

You have the **power to change form**. When you are one of the two players in a challenge, you take your opponent's Alien Power Card and give him yours. You do this as soon as the defensive player is determined. The challenge is now carried out. The Changeling power may be used only once per challenge. When you change into an Alien, you get all facets of his power; e.g. the Miser's Hoard, the Warrior's Points, the Schizoid's Terms.

History: The childlike Changelings love play, and gleefully anticipate new experiences. Recently they have developed the unsettling ability to shed their psyches in exchange for those of others. Their standard greeting of "I just don't seem to be myself today" provokes panic in many a passing acquaintance as the Changelings leapfrog about the Cosmos.

Do not use in a two-player game.



CAN REPLAY CHALLENGE EON

CHRONOS

CHRONOS

You have the **power of time travel**. After you and your opponent reveal challenge cards, you may avoid the outcome and gain a second chance by calling out, "time travel". In this case, you pick up the card you played and return it to your hand. Your opponent leaves the card he played face down and to one side (unless he shows you that it is his last challenge card). Now, you both play the challenge again starting from the point at which you selected cards to play. You both can use any cards in your hands, and this time the outcome is final. When the challenge is over, your opponent takes back the card that was set aside.

History: Unique among life forms, the Chronos has forever been able to pierce the veil of time and control its own past. Now, the elite of the race grows tired of a world where minor rivalries lead to constant paradoxes and time-quakes and has set out to redesign the Universe. That this involves altering reality comes as past history to the Chronos.

Original Set

Optional



KEEPS OWN CHALLENGE CARD Eon

CLONE

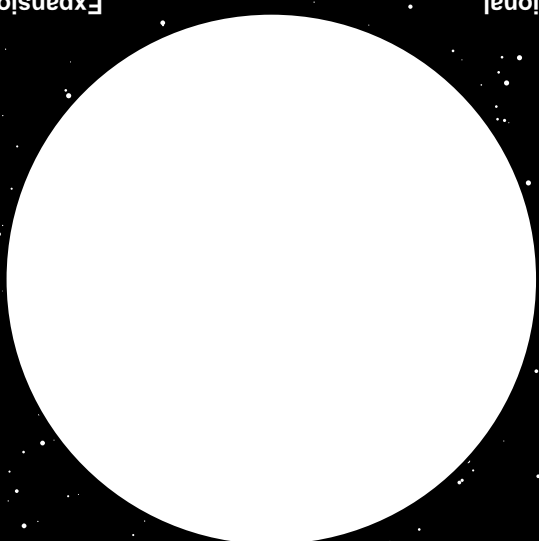
CLONE

You have the **power to replicate**. You need not discard any challenge card that you play. Instead, if you wish, you may keep it.

History: A prolific species on a slowly cooling globe, the Clones traditionally selected the best of their race to represent them in territorial struggles. But as the gene pool thinned, one clan developed techniques to artificially duplicate their champion before battle. Thus, always rejuvenated, they came to dominate their world during the geologic crisis and emerged from it anxious to carry their new knowledge into a Cosmic competition.

Expansion 1

Optional



TELLS ALLIES NUMBER TO COMMIT Eon

CRYSTAL

CRYSTAL

You have the **power of arrangement**. Whenever you are a player or an ally in a challenge, you may determine how many tokens each other ally brings (up to 4). They may refuse to ally at all, but if they come in with one or more tokens, you can alter how many each must commit to any number from one to four.

History: Arranged in orderly, three-dimensional lattices, Crystals tend to dominate the arrangement of their local environment. They know that with a few suggestive seeding hints they can bring the entire Universe into the most efficient energy packing: Crystalline order.

Do not use in a two player game.

Expansion 7

Optional



ASSIGNS MAIN PLAYERS Eon

DELEGATOR

DELEGATOR

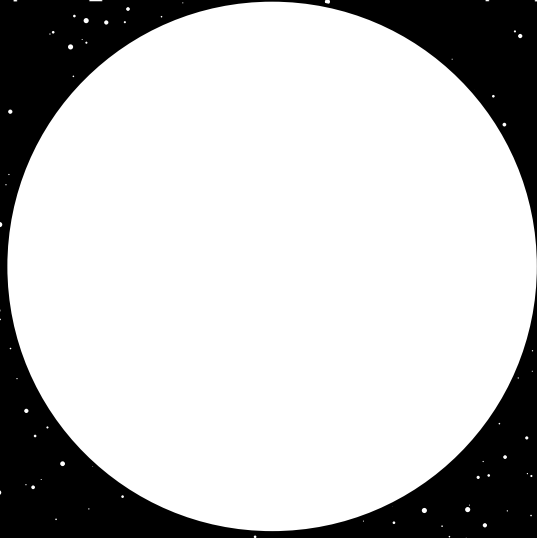
You have the **power to delegate**. When you are involved in a challenge, once allies are committed, but before cards are played, you may delegate an offensive ally to be offensive player and/or a defensive ally to be defensive player in the challenge. Displaced main players are now allies. The delegates use their own powers, if appropriate, and play from their own hands. If the offense wins or deals it counts as a successful challenge for the original offensive player. If a delegate deals, the original main player will return to bases with other allies. Consolation is collected by the delegated player. After the outcome of a challenge is determined, play returns to the original offensive player or passes to the left, as appropriate.

History: Long accustomed to sharing power in their small city-states, the Delegators have learned keen sensitivity to group dynamics. From a mere twitch or eager gaze they can recognize leaders among their allies. And the slightest quiver will surely betray the weak among their enemies.

Do not use in a two player game.

Expansion 3

Optional



MAY REPLACE OFFENSIVE PLAYER Eon

DEMON

DEMON

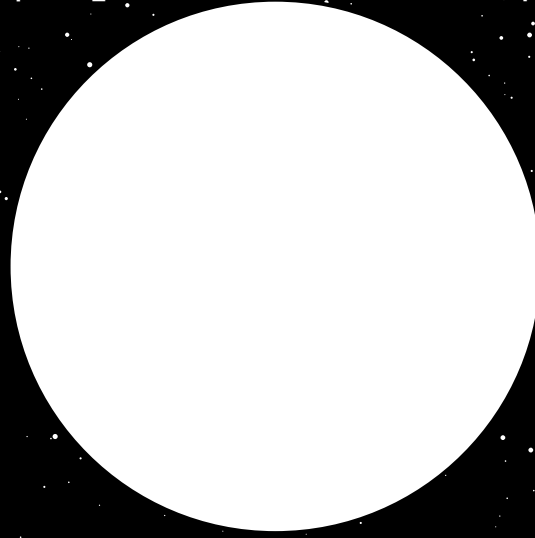
You have the **power to possess**. Once the offensive player plays a challenge card, but before he reveals it, if you are not involved as a player or an ally, you may "possess" his tokens. Your "victim" returns his token(s) to his bases (his power can't be used during the rest of the challenge), and you put an equal number of yours into the offensive section of the cone. The outcome is now determined with you as the offensive player, revealing the challenge card your victim played. When the challenge is over, play reverts to the possessed victim. (Your win or loss counts as his in determining if he may continue his turn.)

History: Hailing from deep within the core of a molten planet, a race of Demons was exiled from their original galaxy for unprincipled opportunism. Knowing their mere presence saps others' will to win, they now seek Cosmic vengeance.

Do not use in a two-player game, or with Chronos.

Expansion 3

Mandatory



PLAYS 2 CHALLENGE CARDS Eon

DEUCE

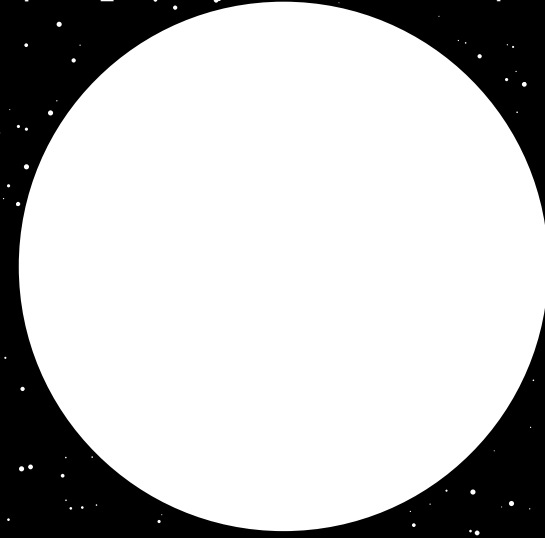
DEUCE

You have the **power two**. Whenever you must play a challenge card, you play an extra one to the side. Once totals have been determined for both sides, you reveal the extra card. If both cards you revealed are Attacks, add the extra card to your total. If either is a Compromise Card, you have played a Compromise. Discard a Compromise if played; if not, the higher Attack. Keep the other card. Whenever you have only one challenge card left in your hand and must play one, you proceed as if you were out of challenge cards.

History: Twin suns and a double moon have endowed the ambidextrous Deuce with twice the strength of its opponents. Cleverly concealing his real value behind an amiable mask, the duplicitous Deuce sees Universal control within reach.

Expansion 1

Optional



CONTROLS DESTINY PILE Eon

DICTATOR

DICTATOR

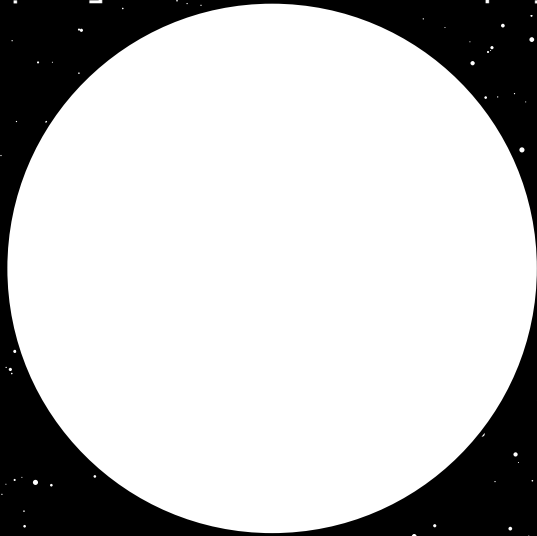
You have the **power to command**. Whenever any other player picks up from the destiny pile, upon your order the color that comes up changes to any other one you wish, so long as that player can make a legitimate challenge there. He must then make a challenge in the system of that color.

History: Grotesque creatures rejected by an old and cultured world, the Dictators pushed and clawed their way to planetary dominion. Relentless in their demands, they turn friend against friend to do their bidding. Recently they have begun to tire of toying with the weak races at home, and seek to call terms for the Universe.

Do not use in a two player game.

Expansion 2

Optional



CAN NEGOTIATE 3-WAY DEALS Eon

DIPLOMAT

DIPLOMAT

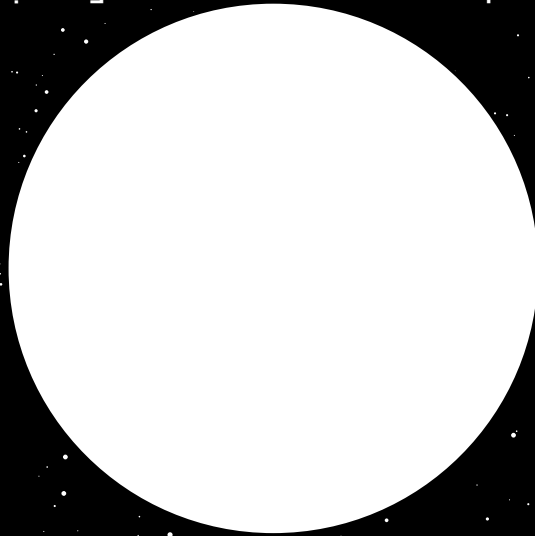
You have the **power to negotiate**. Whenever an Attack Card is played in a challenge and you are not one of the two players, you can call out "negotiate". The revealed cards are discarded, and the two challenge players and you have 2 minutes to reach a 3-way deal. No player may gain more than is allowed in the rules under "Making a Deal", that is one base and cards from other dealing players. If one of you refuses, you each lose 3 tokens to the warp.

History: A foreboding presence held in awe by other planetary life forms, the Diplomats strike only when their webs are fully spun. Then, for extricating those caught by their own rash acts, the Diplomats negotiate their terms.

Do not use in a two-player game.

Expansion 7

Optional



SPREADS TO OTHER PLANETS Eon

DISEASE

DISEASE

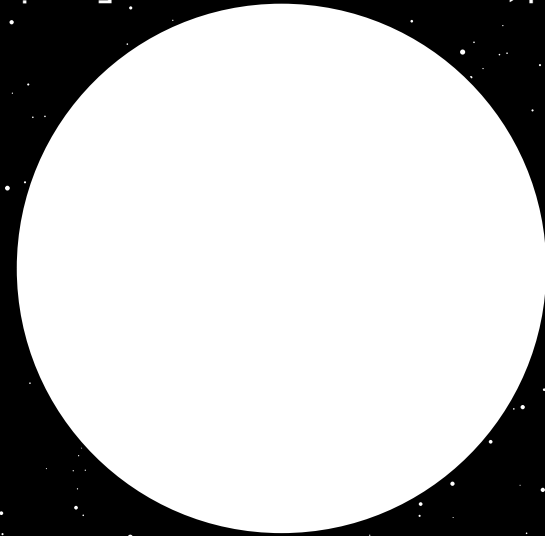
You have the **power to spread**. Whenever a disc other than your own color is actually flipped in the destiny pile, if you already have a base of at least 3 tokens in that system you may take one or more of those tokens and move them to any other planet in that system.

History: Long ago having decimated all life forms on their native planet, the Disease organisms seemed in danger of extinction from their very success. The advent of interstellar travel, however, gave them a vast new future. Once having secured a humble position in a new world, it is only a matter of time before they dominate it.

Do not use in a two-player game.

Expansion 3

Mandatory



BORROWS CARDS TO PLAY Eon

DOPPLEGANGER

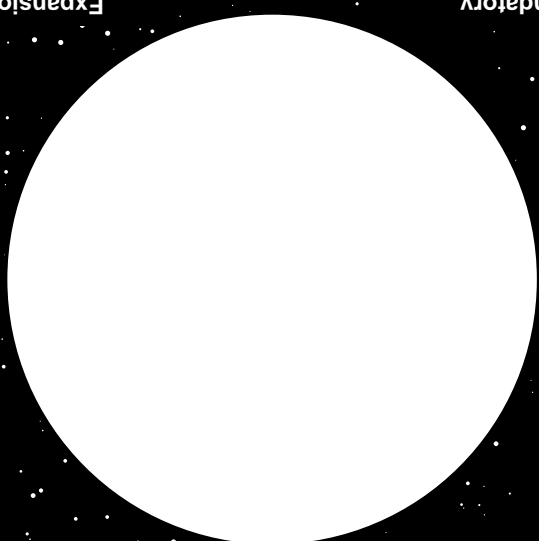
DOPPLEGANGER

You have the **power to haunt**. You are not dealt a hand. If you must play a challenge card, you ask any other player for his highest Attack Card and a Compromise Card. He must give you both if he has them, but if he has only one, he gives you that. If he has neither (or, at your option in a 2-player game) you draw from the deck, playing the first challenge card drawn. After you play a challenge card, return the other (if you got two) to the player you borrowed it from. If you ever acquire challenge cards otherwise, discard them immediately. You may keep Edicts (subject to consolation) and play them as appropriate. If you lose your power, draw a hand.

History: Haunting its cosmic colleagues, the Doppelganger often gets the better of them. Each encounter leaves the jittery victim with the feeling that there is more to every passing shadow than meets the eye.

Expansion 6

Mandatory

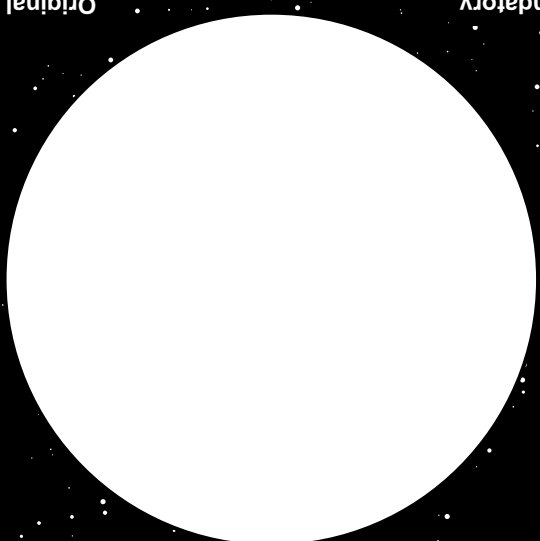


RECEIVES LUCRE PAYMENTS Eon (Lucre)

DRAGON

Original Set

Mandatory



MAY CHANGE ATTACK TO COMPROMISE Eon

EMPATH

Expansion 6

Mandatory



TAKES CONSOLATION FOR ATTACK Eon (Lucre)

ETHIC

DRAGON

You have the **power of treasure**. You start the game with 4 extra Lucre. Whenever another player buys cards or tokens, he pays his Lucre to you instead of to the box.

History: The overpowering greed of the once comely race of Dragons has gradually misshapen them into their present hideous form. Having turned their backs on all intelligent intercourse with others, they now seek only to increase their treasure and glory in profiting from the needs of others.

Use only in a game with Lucre!

EMPATH

You have the **power of harmony**. Whenever you are one of the two players in a challenge, if you play a Compromise Card, it changes your opponent's card into a Compromise Card.

History: Eons of overpopulation forced the highly social Empaths to cooperate in order to survive. On their lush, tropical planet, they learned the value of deference and yielding. Now, they are striving to teach harmony to all other Cosmic life forms.

ETHIC

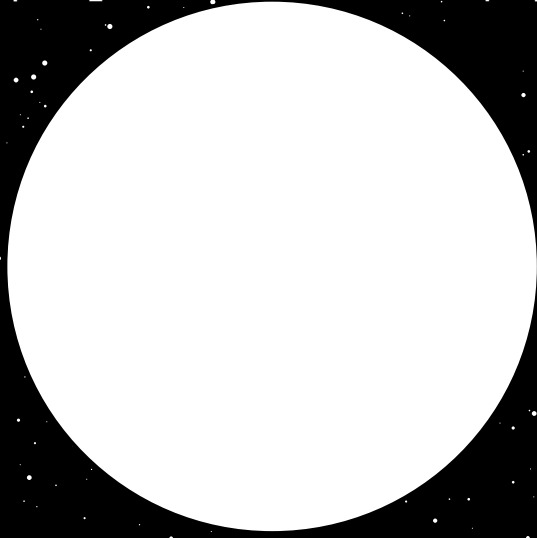
You have the **power of guilt**. Every time you are a main player and reveal an Attack Card in a challenge and lose, you collect 4 consolation cards at random from your opponent. If he does not have 4 cards, you take the cards he does have. You may discard any of these consolation cards that you do not want. If he wishes, your opponent may pay you 2 Lucre to prevent you from taking this consolation.

History: Ascribing to a moral code of the utmost purity, the Ethic sets a universal standard of conduct. Those who would harm the Ethic find themselves curiously repentant. Knowing that they are possessed of the One True Way, the race of Ethics now seeks to convert Outsiders through moral suasion.

Use only in a game with Lucre!

Expansion 6

Optional



GETS HALF OF ALL NEW CARDS Eon (Lucre)

EXTORTIONIST

EXTORTIONIST

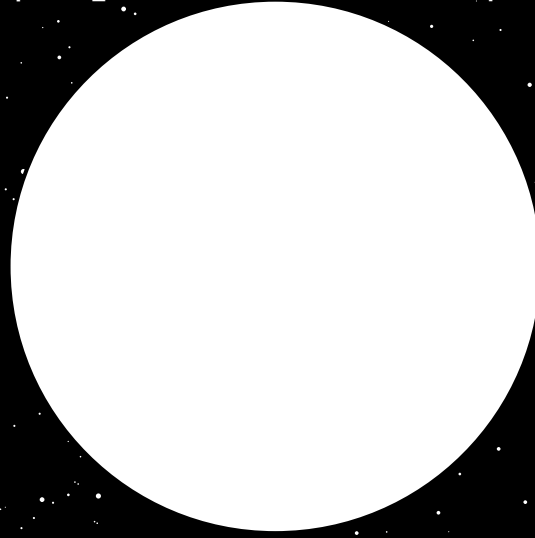
You have the **power to extort**. Once play begins, whenever any other player would acquire cards as consolation, as rewards for a defensive alliance, as a new hand, or by exercise of power (except the Miser), Flares, or purchase, you may take at random half of them (rounded down) for your hand. A player may prevent you from extorting any cards by paying you one Lucre for every card you would have been able to take, but he must do so before you take any cards.

History: Warped by an unstable environment, the Extortionist has long been crazed by greed. Extortionists prefer wealth that has been unjustly siphoned from honest wage-earners and, now, with their hands ever extended, they hope to amass enough for the final take-over.

Use only in a game with Lucre!

Expansion 2

Optional



TAKES OPPONENT'S USED CARD Eon

FILCH

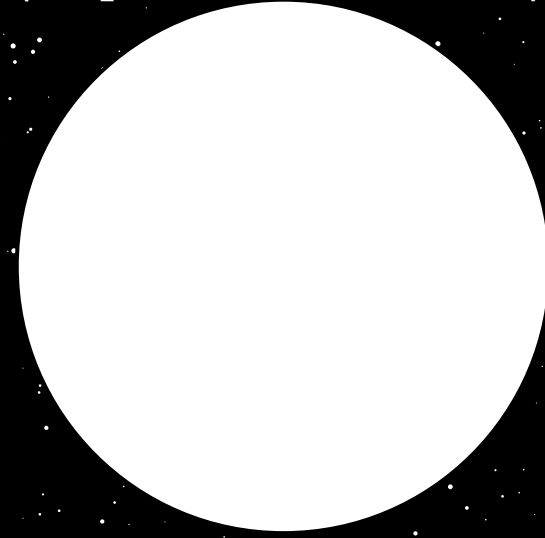
FILCH

You have the **power of theft**. After you and your opponent have played challenge cards you may pick up his card, once discarded, and put it in your hand for future use.

History: Within their genteel, sophisticated tribes, the Filches have refined the art of acquisition to a high aesthetic. The most judicious and subtle thefts are memorized in legend and song. Lately they have taken to eyeing the depths of space and thoughtfully rippling their tentacles.

Expansion 7

Mandatory



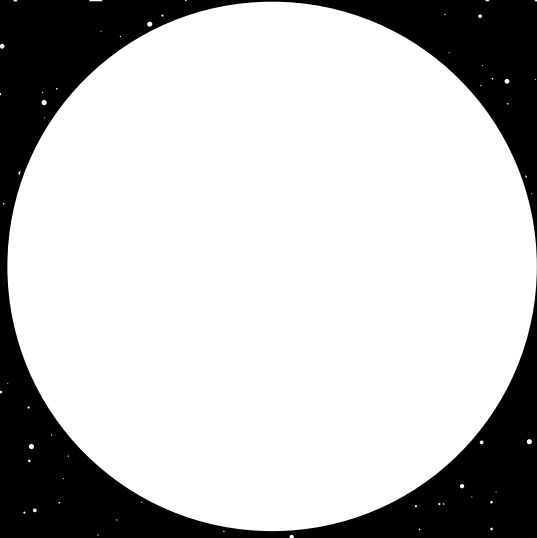
DRIVES OTHERS' TOKENS AWAY Eon

FILTH

FILTH

You have the **power to reek**. When you land on a planet, all other tokens on that planet must leave and go to other bases. However, your allies in a winning offensive challenge are permitted to land on any other planet in the defensive system. No player can remain on a planet where you have tokens, and a player who somehow has a base there must immediately leave. When you agree to trade bases in a deal, you and that other player must each vacate a planet for the other player to land on. Players who win an offensive attack against your tokens on a planet do not immediately gain a base, but must return their tokens to their other bases. Your losing tokens go to the Warp normally and the planet is "fumigated". On subsequent challenges players can challenge the empty planet and move tokens onto it if they win.

History: The Filth's reverence for the past leaves it unable to remove any trace of earlier events - whether yesterday's glatorp stains or last year's diseased kinzosh. Having driven all other lifeforms from their home worlds, they are slowly extending out to leave their mark - a ring around the Cosmos.



HELPS OTHERS Eon (Lucre)

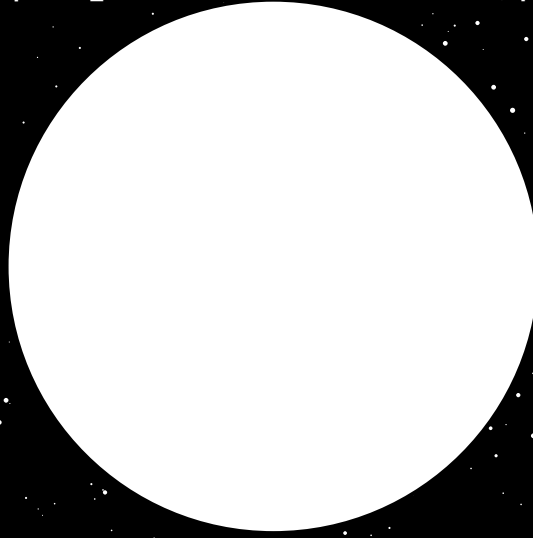
FORCE

FORCE

You have the **power to be with**. When you are not a main player, other players may call upon you for help and offer you one or more Lucre. The other player may not specify the help he is hoping for. If you choose to aid him, take the offered Lucre and intercede in a way you believe will help him. You may: 1) alter random events, e.g. decide color of flipped disc, choose the cards taken in consolation or as rewards, etc. or 2) limit or moderately expand upon the immediate effects of powers, Edicts, Flares, moons, etc., e.g. "The Virus may not multiply allies' tokens, only add them to his total", or "The Mobius Tubes just played frees tokens from both the Warp and the Void". You may not aid a player unless called upon and no communication or haggling is allowed about your choice of aid.

History: Viewed by most races as a mystical entity, the Force is in fact a non-corporeal race of money-grubbers who value currency over enlightenment.

Use only in a game with Lucre! Do not use in a two player game.



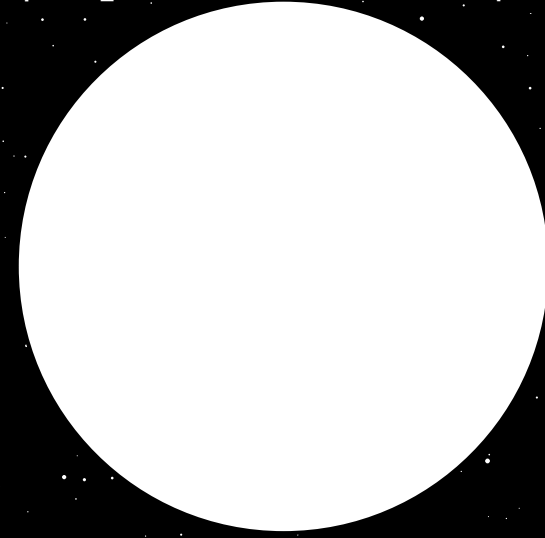
ATTACHES TO OTHER TOKENS Eon

FUNGUS

FUNGUS

You have the **power to adhere**. Whenever you win an attack as a main player or as an ally and have tokens in the challenge, your tokens adhere to all of the tokens of your opponent(s). Your opponents' lost tokens do not go to the Warp. Instead, you stack one or more of them under at least one of your tokens which was in the challenge. Captured tokens do not have special characteristics, e.g. Macron tokens are not worth four. These Fungoid stacks are controlled by you. Each stack is considered to be one token for purposes of play, e.g. taking consolation, going into the cone, etc. But when your total force is counted in a challenge, each token in each stack counts separately as one of your tokens. Tokens lost to the Fungus are released when the Fungoid stack is in the Warp. Then, they may leave the Warp under normal conditions. If you lose your power, each stack counts as one token but they stay fixed until separated by the Warp.

History: The Fungus clings tenaciously to its basic perceptions, and now its neighbors find its teachings (and tendrils) rapidly growing upon them.



BLUFFS ABOUT CARD Eon

GAMBLER

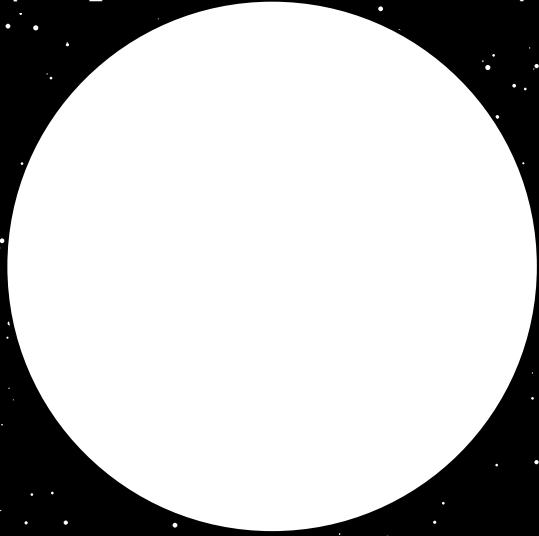
GAMBLER

You have the **power to bluff**. Instead of revealing your card in a challenge, you keep it face down. Now declare what it is. You may lie about it. If your opponent accepts your declaration, the challenge is concluded as if your card were revealed as what you declared. When discarding it, you may bury the card in the pile to prevent exposing it. If your opponent calls your bluff, however, you reveal the card. If you lied, you must lose to the warp as many tokens as you had in the challenge. If you did not lie, your opponent loses as many as he had in the challenge. These lost tokens may not be tokens involved in the challenge. Conclude the challenge normally from the exposed cards.

History: Arising in an era of geologic turmoil, the Gamblers trusted only to their own audacity. The faint of heart soon perished, but the most daring rose to even greater effronteries, and now launch a contest for Cosmic stakes.

Expansion 1

Mandatory



PENALIZES FOR REFUSING TO ALLY Eon

GRUDGE

GRUDGE

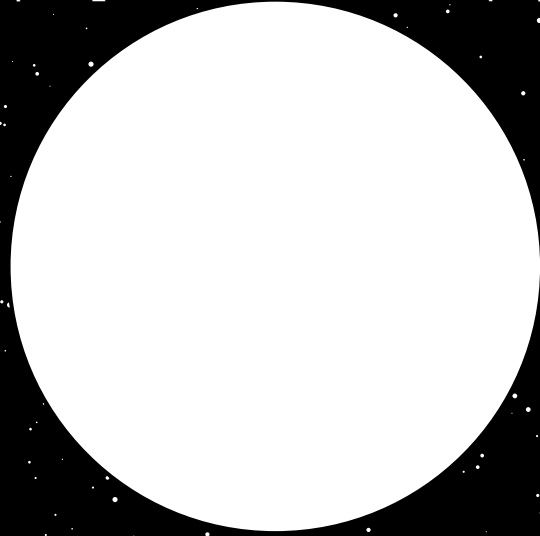
You have the **power of revenge**. Whenever you are one of the two players in a challenge, if you invite another player as an ally and he chooses not to come to your aid, if you win the challenge (or make a deal) he loses 4 tokens to the warp. These lost tokens cannot include tokens he used to ally with the other side.

History: Suffering from a species history of almost uninterrupted betrayal and disappointment, the originally kind Grudges gradually grew cynical. Expecting no good will from others, they began to brood and resolved to wreak vengeance on all who would turn aside from their outstretched suction disc of friendship. Now adept at revenge, the Grudges gaze spitefully at a world that has denied them fellowship. They will get even! They will repay!

Do not use in a two-player game.

Expansion 3

Optional



CAN SAVE OTHERS' TOKENS FROM WARP Eon

HEALER

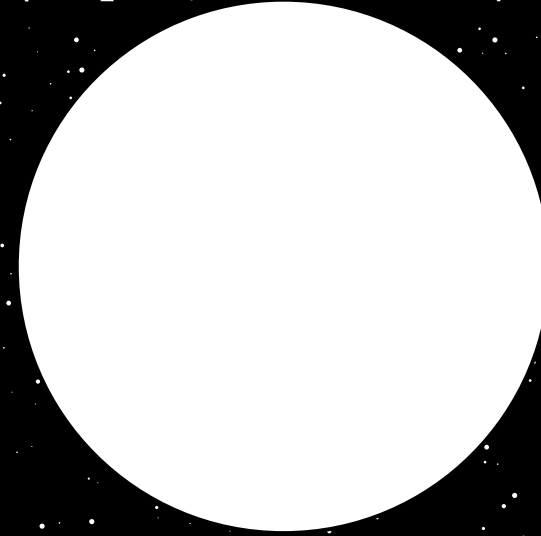
HEALER

You have the **power to heal**. Whenever any other player loses one or more tokens to the warp, you can return to him all tokens he just lost and earn one card from the deck. (Being healed does not prevent a player from collecting consolation, if earned.) A healed player replaces his tokens on any of his bases. During a challenge you may heal several players, drawing one card for each. You may heal tokens lost to the Void.

History: Rapid geologic activity forced extreme biological diversification on the Healer home-world. Thus acquiring vast knowledge of herbal and mutant lore, the Healers are now prized by other beings for their life-sustaining skills. Amidst loud rejoicings over returned good health, who could deny them their small fee.

Expansion 6

Optional



LEASES GAME RESOURCES Eon (Lucre)

HURTZ

HURTZ

You have the **power to lease**. You may lease cards from the deck, or any powers, Flares, and moons which are not in the game. To do this, another player must request a specific item from you. You may refuse to lease the item or, if you decide to lease it, you must charge one or more Lucre. If the renting player meets your price, you select the requested card from the deck (not the discard pile) or the requested power, moon, or Flare and give it to him. You may lease at any time, but the item in all cases must be discarded at the end of the challenge, even if it is not used. Cards go to the discard pile, but powers, Flares, and moons are set aside and may not be used again in that game.

History: As galactic conditions became more perilous, the Hurtz saw the need for a stable supplier of arms to all. Their slogan is: "We'll rent anything that's still face down."

Use only in a game with Lucre! Do not use in a two-player game.

Expansion 2

Mandatory



COPIES OPPONENT'S POWER Eon

INSECT

INSECT

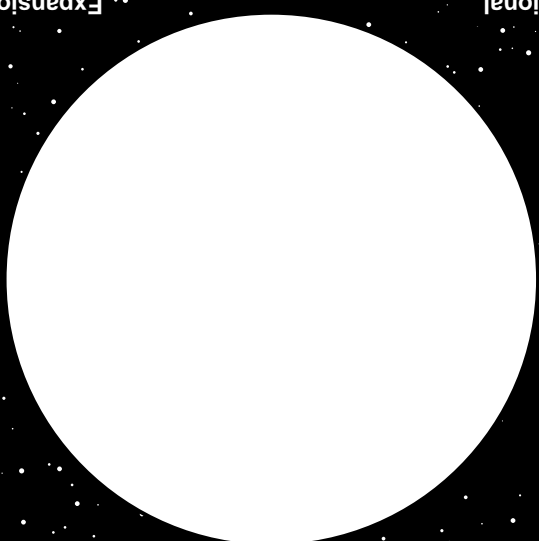
You have the **power of metamorphosis**. Whenever you are the offensive or defensive player, you copy your opponent's power (offensive player has the chance to use it first, then defensive). You may use his power even if he has lost the use of it.

History: The short-lived Insects rapidly adapt to match the strengths of any opponent. They know that their ability to metamorphose and copy any ecological innovation will lead to ultimate control of the Cosmos.

Do not use in games with the Miser or Oracle.

Expansion 2

Optional



ASSIGNS EXTRA WIN/LOSE TERMS Eon

JUDGE

JUDGE

You have the **power of fiat**. When you are one of the two players in a challenge, you have one minute to tell your opponent (before cards are played) any extra gains that either the winner or the loser (but not both) will get if an Attack Card is played. These gains are limited by the rules on deals: gain one base, gain cards from opponent. Thus you may order: "The winner will get all the loser's cards, and a base on a planet where the loser has a base." The fiat is in addition to the normal outcome of the challenge, and happens once the challenge results are concluded.

History: Long ago abandoning physical bodies, the Judges periodically coalesce amidst perfect protocol to deliberate upon their destiny. The Ring of Judges, when reflecting, creates a field of power in which each creature may ponder its fate.

Original Set

Mandatory



MAKES OPPONENT PLAY BLIND Eon

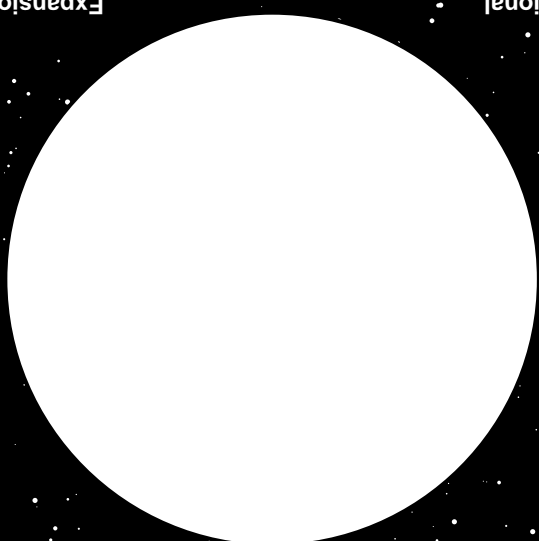
LASER

LASER

You have the **power to blind**. After you have played a challenge card face down, you select a challenge card at random from your opponent's hand. He then must play that card.

History: Descended from an ancient sun-worshipping cult, the modern Lasers have learned to focus stellar power accurately enough to bedazzle any opposition. They are now embarked on a plan to spread confusion and fear among their enemies before stepping in to build a coherent Cosmos in their own image.

Optional Expansion 6



PROTECTS PLAYERS' TOKENS FOR (Lucre)

LLOYD

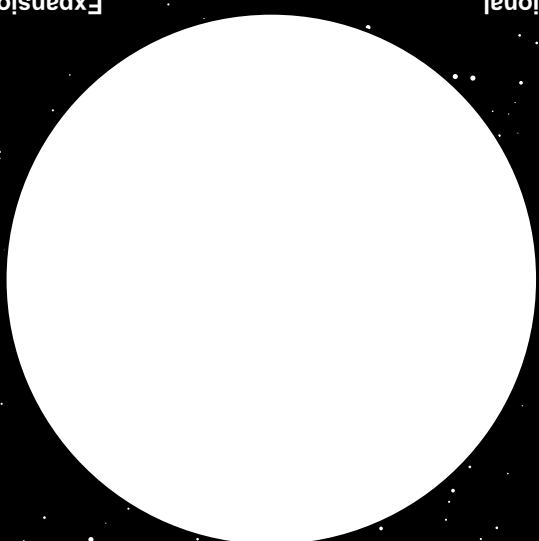
LLOYD

You have the **power to insure**. You may, for a fee, insure other players' tokens against loss in a challenge. If an insured player loses tokens, he does not pay your fee and replaces his lost tokens on bases. If an insured player does not lose tokens, however, he pays your fee. You may offer to insure any and all players on both sides in a challenge - main players and/or allies. You may set your fee (in Lucre) as you see fit, but you must tell prospective customers in advance what your fee is going to be. The insurance policy is only good for the challenge in which it is issued. You can insure only those tokens directly involved in the challenge, i.e. on the defensive planet or in the cone.

History: The Lloyd has been known to generations of warriors, merchants, and diplomats as the protector and helping hand in time of need. Muttering "the party of the first part heretofore known as the party of the second part, notwithstanding the aforementioned claimant..." and finishing with the sacred phrase "signhereplease", the Lloyd is rarely suspect in its own right.

Use only in a game with Lucre!

Optional Expansion 7



WINNER LOSES & LOSER WINS FOR

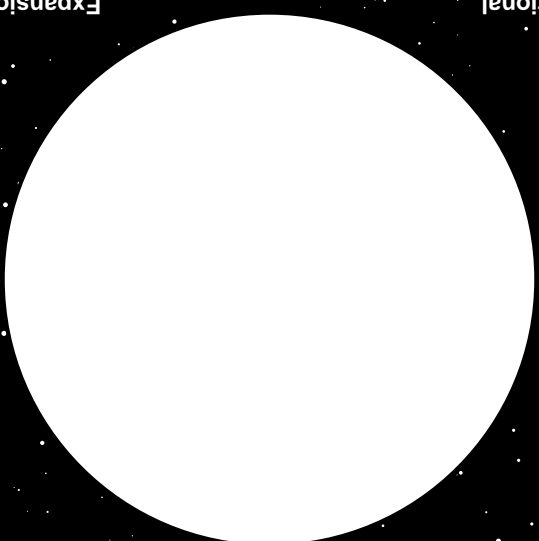
LOSER

LOSER

You have the **power of upset**. Before cards are played in any challenge, you may declare an upset. At the appropriate time both players must play an Attack Card, if possible. If an upset is declared, the winning side loses and the losing side wins.

History: The enigmatic Losers have proved to be quite cunning in battle. Strengths become weaknesses and weaknesses strengths as the glassy-eyed Loser shows its opponents that nice guys finish first.

Optional Expansion 2



CAN CONTINUE TURN FOR

MACHINE

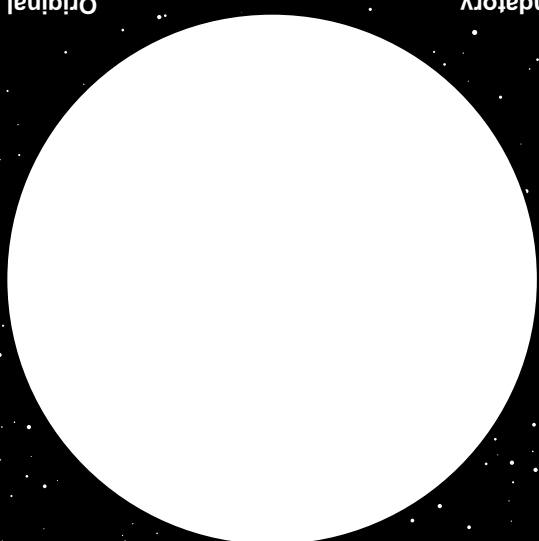
MACHINE

You have the **power of continuity**. Your turn is not limited to two challenges. As long as you have challenge cards, you may continue as offensive player, even if you lost the previous challenge.

History: A race long lost to antiquity had the foresight to construct a mammoth Machine in the core of their planet. Pouring all their knowledge and ambition into its memory banks, they programmed it with this mandate: "Top priority... expand control, never cease ... eliminate opposition, never cease ... achieve mastery, never cease..."

Original Set

Mandatory



EACH TOKEN IS WORTH 4 Eon

MACRON

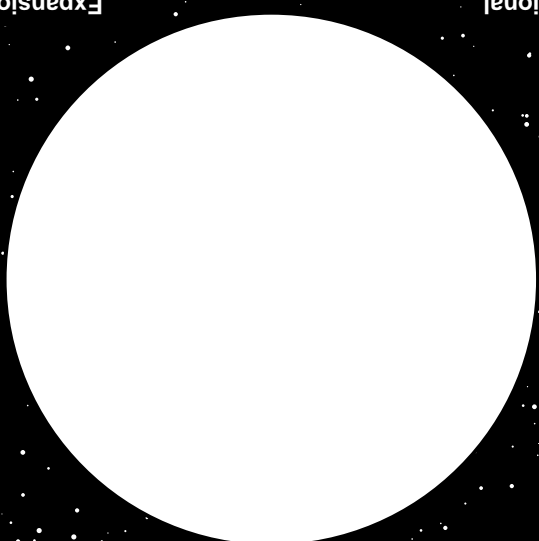
MACRON

You have the **power of mass**. Each of your tokens has a value of 4. You may take only one token in an offensive challenge or as an ally, but it counts as 4 towards the total. When collecting consolation or rewards, your token counts as one, just as any other player's.

History: Beginning life on a gargantuan planet, the Macrons accustomed themselves to tremendous atmospheric and gravitational forces. Power comes so naturally to them, they scoff at the fragile intelligences they crush on their way to Universal dominance.

Expansion 1

Optional



ATTRACTS OR REPELS ALLIES Eon

MAGNET

MAGNET

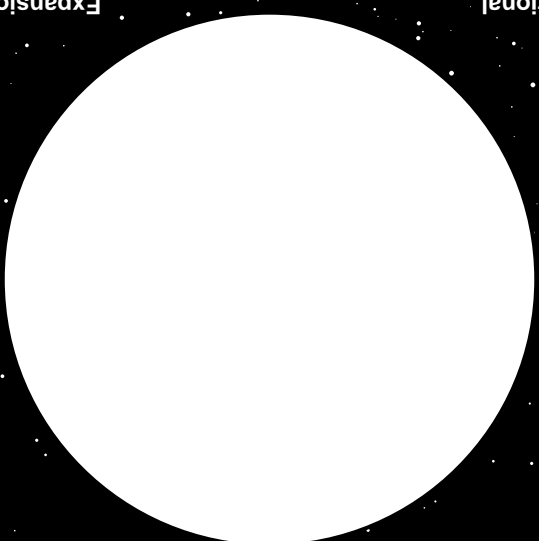
You have the **power to attract or repel**. Whenever you are the offensive or defensive player, or an ally, you may force any one player to ally with one side you specify, or prevent him from allying altogether. If you make him ally, he decides how many tokens to bring.

History: Originating on a highly ferrous planetoid, the Magnets thrived on the intense radiations generated at its poles. Soon they achieved the ability to manipulate and reverse energy fields by group induction, and are now attempting to magnetize the Universe.

Do not use in a two-player game.

Expansion 3

Optional



CAN CHANGE OWN EDICTS Eon

MESMER

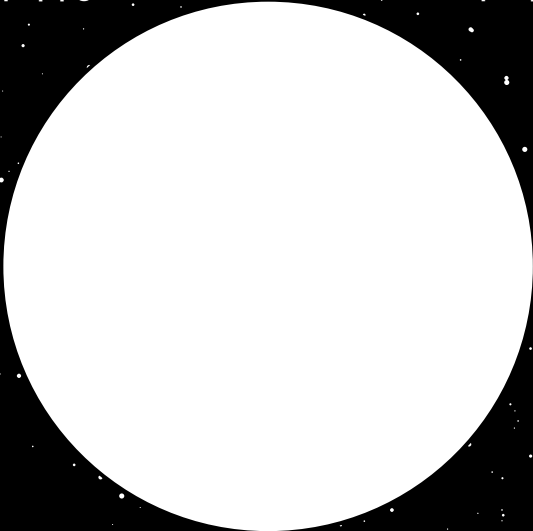
MESMER

You have the **power of mass hypnosis**. When playing an Edict, you may change it to any Edict you name. It has the effect of the new Edict. If you are "zapped" you return the Edict to your hand, but may then play it normally, for what it is, if appropriate.

History: Raised in a society where grace and physical charm are equated with success, the unsightly Mesmers have as a defense developed the power to entrance all who might gaze upon them. Now, accomplished performers, the Mesmers can bedazzle a crowd into believing anything. Only long after the glow has faded do the most astute begin to wonder how much was real, and how much imagined.

Original Set

Optional



SEES OTHER PLAYERS' CARDS Eon

MIND

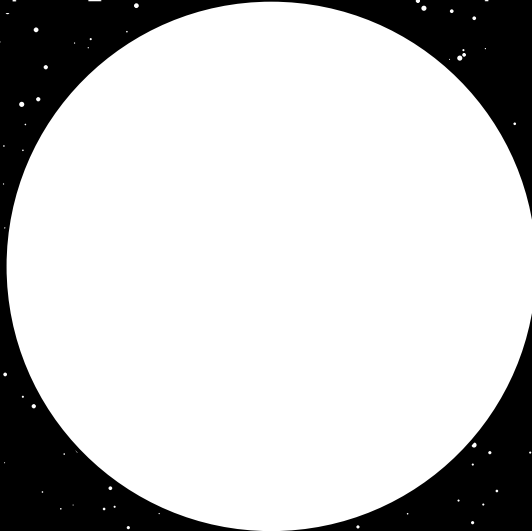
MIND

You have the **power of knowledge**. Anytime before cards are played face down in any challenge, you may look at the entire hand of one of the two players involved. If you are one of the two players, you may look at your opponent's hand.

History: Springing forth on a triple star system subject to constant energy fluxes, the Mind thrives on shifting wave pulses, ultraviolet rays, and gamma-release explosions. Extreme sensitivity to potentialities has enabled it to view with wisdom (and some skepticism) the threats of Cosmic competitors.

Expansion 2

Optional



GETS SECOND HAND Eon

MISER

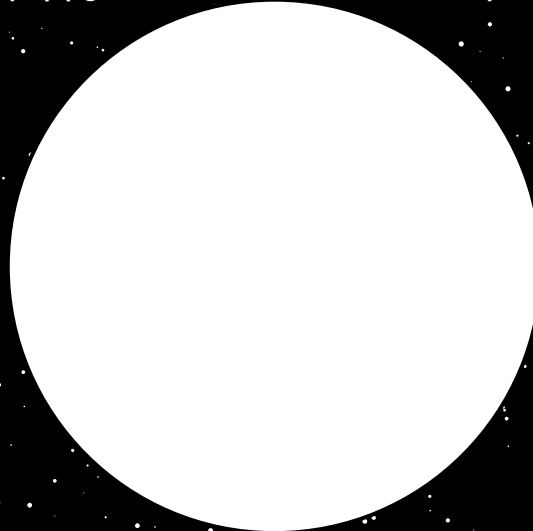
MISER

You have the **power to hoard**. At the beginning of the game you are dealt two 7-card hands. One you keep separate from your regular hand. You may play cards normally from this or your regular hand, as you choose, but the hoarded hand is not subject to loss of cards because of other powers, Edicts, or consolation. You may not add cards you get to your hoard. When either your hoard or your regular hand is out of Challenge cards, you may get a new one according to the normal rules. If you lose your power, you may no longer play out of your hoard.

History: Barely eking out subsistence on their shriveled moon, the Misers for generations secreted away their small annual surplus. But as the hoard grew, so did their greed, until now they prepare to risk their holdings for greater Cosmic booty.

Original Set

Optional



MAINTAINS 7-CARD HAND Eon

MUTANT

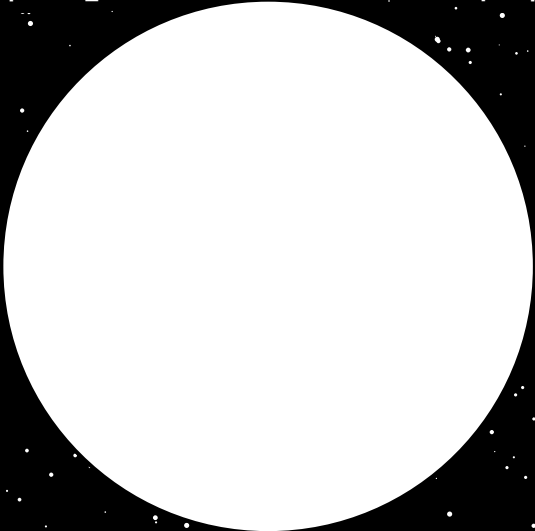
MUTANT

You have the **power to regenerate**. When you are the offensive or the defensive player and have less than 7 cards, you may fill out your hand up to a full 7 cards before playing one. To do this you draw cards one at a time, at random, from any player(s) or from the deck. You may continue until you have 7 cards.

History: Evolving on a highly radioactive and unshielded moon, the protean Mutants quickly learned to augment their silicon-based heredity. Before long they began to control and accumulate key heredity codes of other life forms, stripping opponents of their most basic defenses in a Mutant drive to transform the Universe.

Expansion 6

Optional



REVERSES DECISIONS

NEGATOR

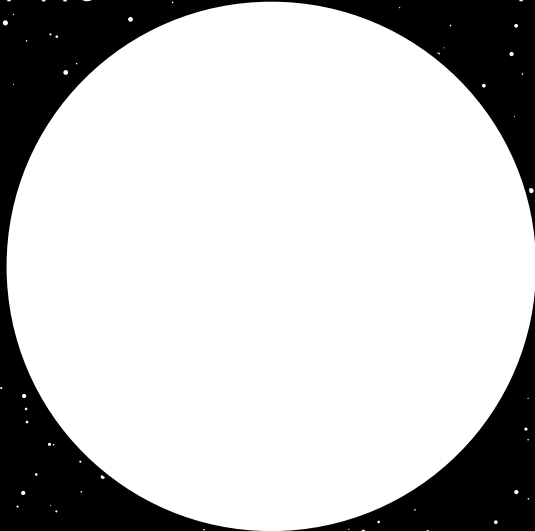
NEGATOR

You have the **power to reverse**. Once, before cards are revealed in each challenge, you may make any other player change a game action he has just taken, e.g. playing a particular card, pointing the cone at a specific target, selecting certain tokens, buying any cards, etc. The action you negate cannot be directly related to the player's exercise of his power. Once negated, the player must make a different decision affecting the same element of play and continue the play.

History: Null and Void are the twin gods of the Negators. Whenever another being attempts a positive action, Negators are driven to counteract it and deny its existence. Experiencing kinship with all that is not positive, the Negators feel that there is no way for any but their own race to control the Cosmos - and they will not be denied.

Original Set

Mandatory



FORESEES OPPONENT'S CARD

ORACLE

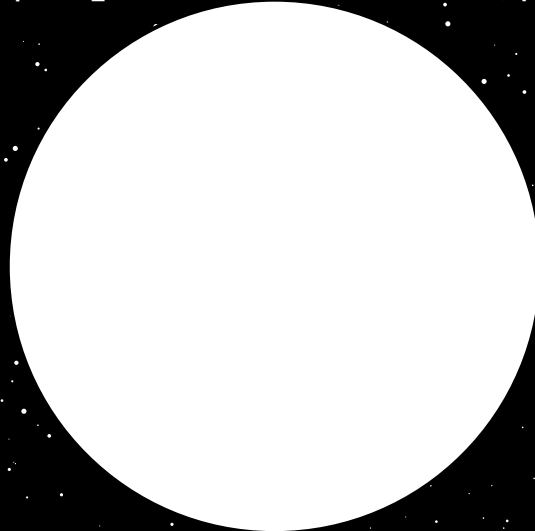
ORACLE

You have the **power to foresee**. When you and your opponent must play cards in a challenge, he plays his card down but you do not. Once he has revealed his, then you choose a card in your hand and play it.

History: During millenia of civilization, the ancient Oracles developed perceptiveness about the intentions of others to uncanny lengths. While reluctant to test the outer limits of their vision, they find even short-range prescience has given them the reputation of great wisdom.

Expansion 7

Mandatory



WINS WITH COMPROMISE CARD

PACIFIST

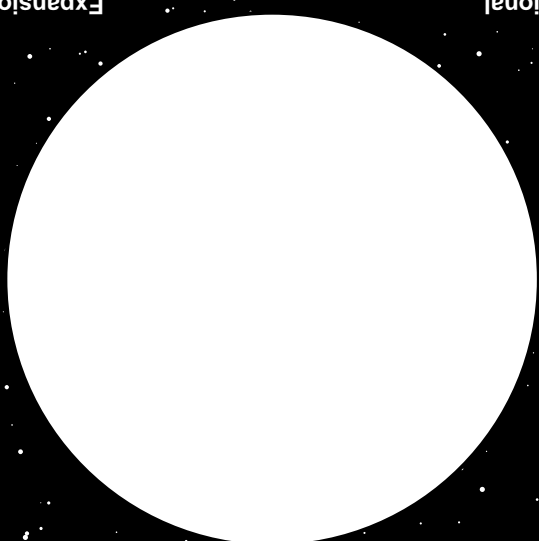
PACIFIST

You have the **power of peace**. As a main player in a challenge, if you reveal a Compromise Card and your opponent reveals an Attack Card, you win. If you both play Compromise Cards, you attempt to make a deal, as usual.

History: A simple but ungainly race, the Pacifists long ago learned how to turn the power of an opponent against him. Always ready to demonstrate the superiority of retreat in unbalancing an aggressor, the Pacifists now seek to bring the Universe to its knees by yielding at just the right moment.

Optional

Expansion 1



JOINS ALLIANCE AT WILL Eon

PARASITE

PARASITE

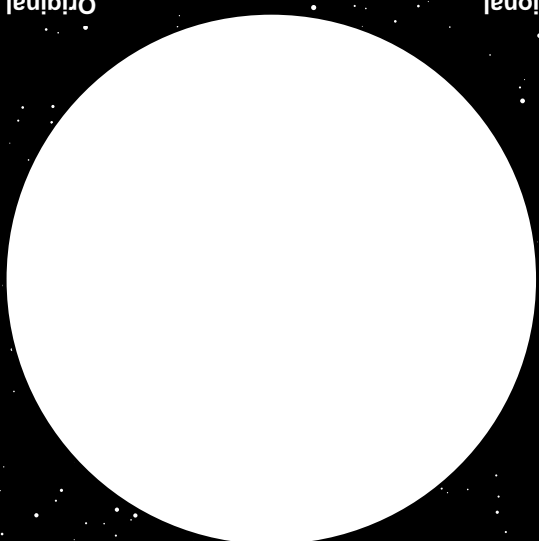
You have the **power to infest**. Unless specifically prevented by the Force Field or the Magnet, you may ally (with 1 to 4 tokens) with one side in a challenge as if you had been invited, even when you were not.

History: Evolving late on their almost totally polluted world, the Parasites had to depend on the already dominant life forms for survival. But, so rapidly did they succeed in infesting their home planets, they now need unsuspecting hosts to carry them throughout the far reaches of space.

Do not use in a two-player game.

Optional

Original Set



GIVES AWAY CARDS Eon

PHILANTHROPIST

PHILANTHROPIST

You have the **power of giving**. Whenever you are a player or an ally in a challenge, before cards are played you may give one card from your hand to either the offensive or the defensive player. He must keep the card or play it.

History: Rejecting a heavy-handed, dogmatic religious background, the cynical Philanthropists have learned to parody greed itself. Knowing that the Universe cannot bring itself to reject a gift, even when it is no present, the race has grown cunning in the art of self-serving charity.

Optional

Expansion 6



RAIDS OTHERS' LUCRE Eon (Lucre)

PIRATE

PIRATE

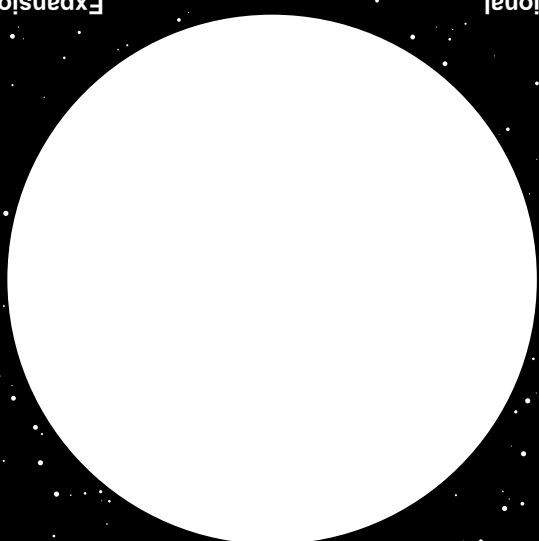
You have the **power to raid**. During any turn when you are not a main player you may make one raid-challenge on the Lucre of either main player. To do so, announce the raid victim before cards are played, then collect up to four of your tokens and place them outside the chosen system. The main challenge is suspended during the raid, and you and the victim are now the main players (but you may not be possessed by the Demon). The victim will defend with his Lucre (not his tokens) and he may not buy cards or tokens during the raid. If you win, you get all of his Lucre, and your tokens return to bases. If you lose, your raiding tokens go to the warp. The victim may use his power, if appropriate. If, before playing cards, he offers you one-half of his Lucre (rounding up) you must accept it and return to your bases. There are no alliances, but deals are allowed. Only you may get consolation. If you lose your power during a raid, return your tokens to bases.

History: Whispering rapacious orders into their ears, a small flock of rogue traders lead their minions into the far reaches of interstellar space.

Use only in a game with Lucre! Do not use in a two-player game.

Expansion 1

Optional



ACCUMULATES OPONENTS' POWERS Eon

PLANT

PLANT

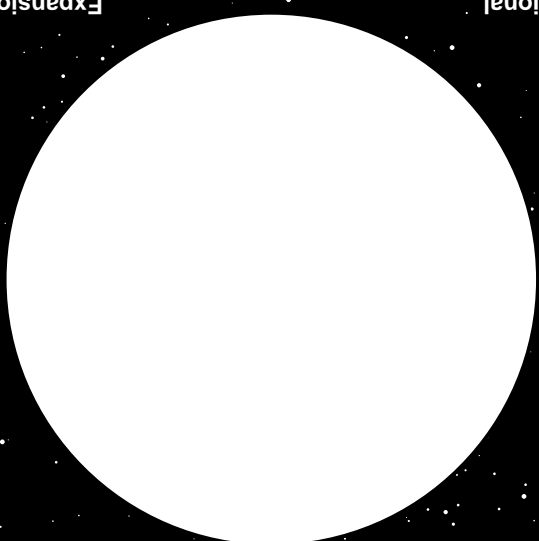
You have the **power of grafting**. Whenever you are the offensive or defensive player, if you have a base on another player's system and that player has not lost his power, you may use his power and he may not. To do this, you announce before challenge cards are played that you are taking over the use of his power during the challenge. You may graft only once per challenge, and at the end of that challenge his power returns to him. If you lose your own power, you may not graft any power until you get your own back.

History: A species of Plant combines the longevity of the redwood, the persistence of the weed, and the delicacy of the fern. Slowly grafting to themselves the traits of others, they can afford to quietly wait until their enemies grow tired, then spread their tendrils unopposed throughout the Cosmos.

Do not use in a two-player game.

Expansion 7

Optional



PREDICTS CHALLENGE WINNER Eon

PROPHET

PROPHET

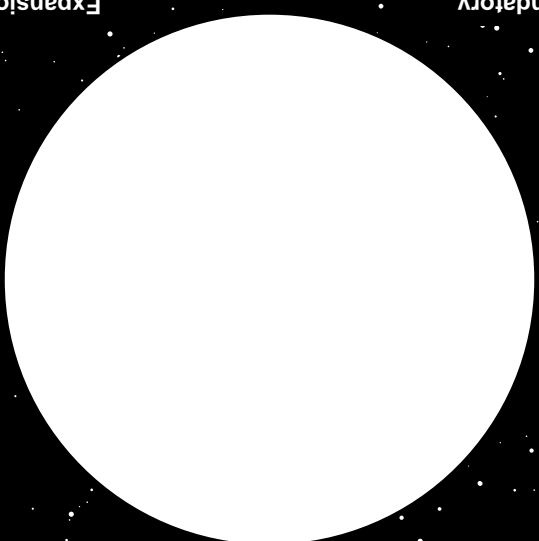
You have the **power to predict**. If you are not involved as a main player or ally in a challenge, you may predict aloud before cards are played which main player (offensive or defensive) will win. A deal counts as a win. If you are correct, you gain a base anywhere. If you are not correct, the winner selects two of your tokens anywhere and removes them to the Warp.

History: Declaring themselves to be omniscient, the Prophets set forth into the promised vacuum of space to seek a new home in the interstellar wilderness. Are these Prophets false? Only the Eons will judge.

Do not use in a two-player game.

Expansion 3

Mandatory



USES POWERS NOT IN GAME Eon

REINCARNATOR

REINCARNATOR

You have the **power of reincarnation**. Whenever you are involved in a challenge as a player or ally and you lose (or fail to deal), you reincarnate. That is, just before the next challenge begins, you draw an Alien power card at random from the pile of those not in use and become that Alien. If it cannot be used in the game, draw another. When you lose as that Alien, discard it and draw another, etc. The Reincarnator power stays with you while you use the others. In a game with the Plant or Insect, they may copy your current incarnation, but if they lose they must reincarnate, and the Plant or Insect power is out of the game.

History: Having conquered the fear of death, the Reincarnators rejoice with the passing of each of their kind. Feeling kinship with all life forms, they know that those who die will soon be born again in an endless cycle.

Expansion 3

Mandatory



CHANGES GOAL OF GAME FOR

SCHIZOID

SCHIZOID

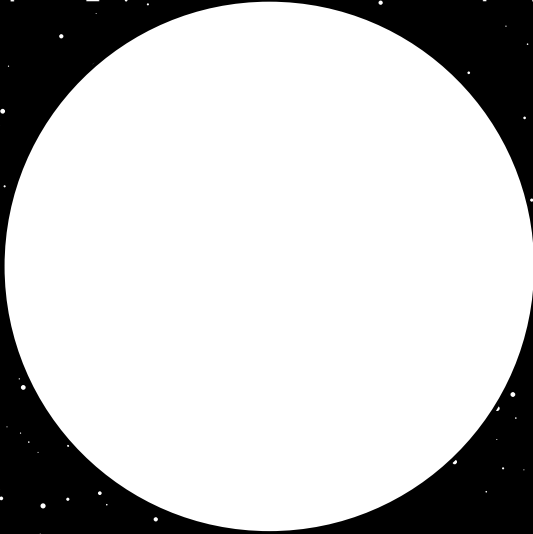
You have the **power to alter reality**. At the start of the game, before cards are dealt, write down how many bases on other players' planets are needed to win. Then add one other game condition which 1) is possible for all players to meet, 2) is clear to all as it happens, and 3) does not require remembering past events (e.g. "Winner(s) must have 3 (foreign) bases and fail to make a deal."). On each challenge, the offensive player may ask you a "yes" or "no" question about the win. You must answer truthfully, aloud. When your conditions are met, you declare the winner. If you lose your power, normal win conditions prevail.

History: Long ago their system slipped into a cascading series of alternate space/times. Now the Schizoids believe that universal acceptance of their current reality will end the madness that has gripped their world for so long.

Do not use in games with the Insect or Plant.

Expansion 1

Optional



ASKS "YES OR NO" QUESTION FOR

SEEKER

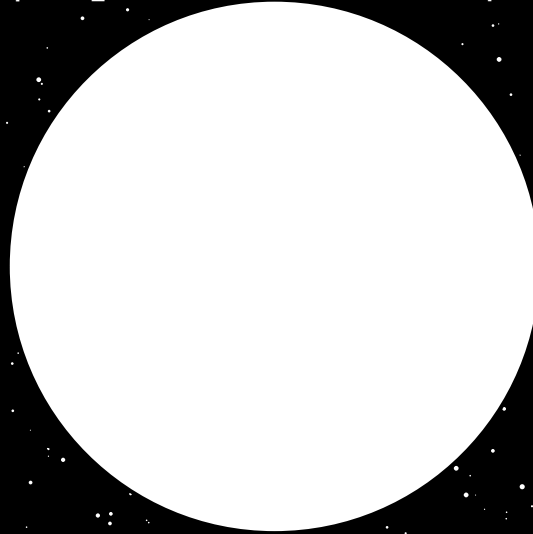
SEEKER

You have the **power of truth**. Whenever you are involved in a challenge as a player or as an ally, you may ask one "yes or no" question of one of the two players in the challenge. He must answer it truthfully, "yes" or "no". You may ask him the question anytime before cards are played, and he must answer it then. If it involves his intentions, he must decide then and subsequently abide by that decision.

History: Evolving during an intense struggle between more developed species, the Seekers gained ecological room only by acute sensitivity to their opponent's disposition. Always probing, they closely evaluate what is known. Lately, Seekers have turned searching eyes upon the Cosmos.

Expansion 3

Optional



STOPS COMMUNICATION BY 1 PLAYER FOR

SILENCER

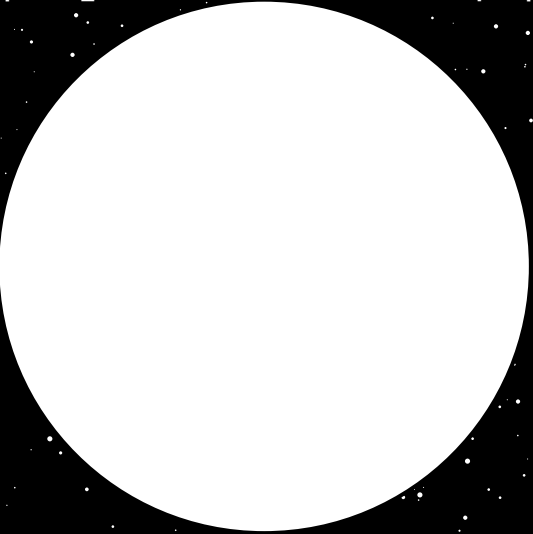
SILENCER

You have the **power to isolate**. Once during each challenge you may silence any one player as he attempts to communicate by calling out "silence". He now may not speak, gesture, or communicate in any way until the end of the challenge. He may play tokens and cards normally if their meaning is clear, but can not explain them. He may not solicit allies or make deals. He may exercise his power only if its use is mandatory, or it does not involve a response by another player.

History: Expanding outward with all matter since the dawn of creation, the Silencers have long dwelt in a state of pure meditation. Aghast at the sudden proliferation of jabbering life forms, they feel a holy duty to bring the blessings of quietude to all other species.

Do not use in a two-player game.

Optional Expansion 7



ENTICES CHALLENGERS Eon

SIREN

SIREN

You have the **power to lure**. After the destiny pile is flipped by another player, you may lure the offensive player to your system. You now become the defensive player and the challenge proceeds normally. However, if you win the challenge, you establish a base on the offensive player's system.

History: Born on a planet of beauty and illusion, the Siren entices unsuspecting travelers into her traps. Seduced by her call, the luckless guests are totally unaware of the destruction awaiting them.

Do not use in a two-player game.

Optional Expansion 1



DOUBLES RISK OF CHALLENGE Eon

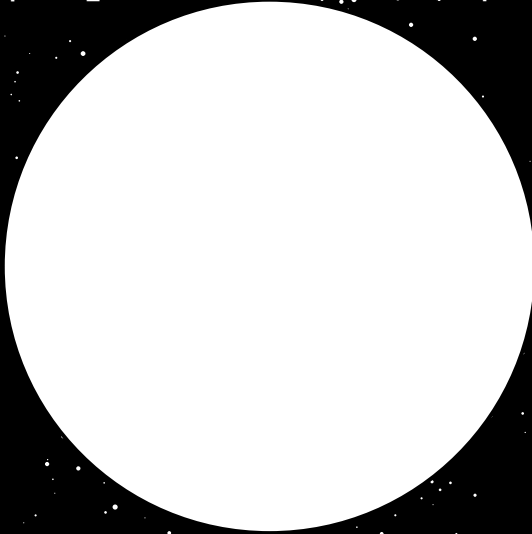
SKEPTIC

SKEPTIC

You have the **power to doubt**. As a player or ally in a challenge, before cards are played you may tell the player opposing your side: "I doubt that you will win". If he agrees and is offensive player, he ends his turn and all tokens in the cone return to bases. If he agrees and is defensive player, all offensive tokens in the cone establish a base on the planet as if they had won (but defending tokens already there remain) and defending allies return to bases. If he disagrees or "double doubts" you, cards are played. If one side loses or a deal is not made, the number of tokens normally lost by either of you is doubled.

History: During growth, one colony of marine Skeptics achieved the size and organization necessary for neurononic activity. Proliferating into super-rationality, they doubt the brash claims of others and see no reality but their own.

Optional Expansion 7



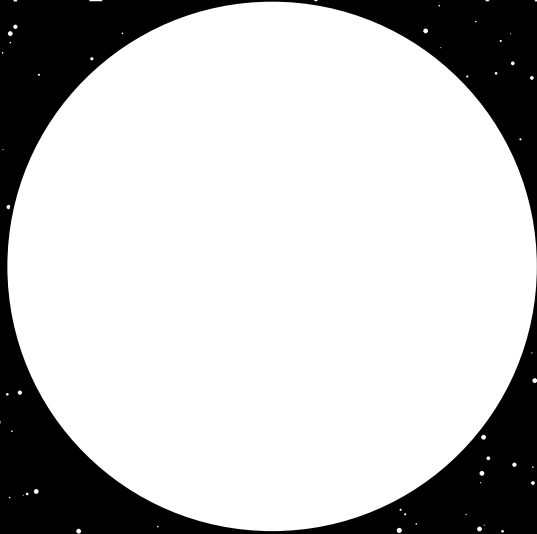
CATCHES UP WHEN BEHIND Eon

SNIVELER

SNIVELER

You have the **power to whine**. As a main player whenever you have the most tokens in the Warp, have the fewest bases of any player, or lack a challenge card you need, you may whine about it. If you whine about your tokens, either all other players must agree that you can take all your tokens out, or (if possible) they each must place tokens into the Warp until each matches your number there. If you whine about a base, either all other players must agree to let you have one extra base (you pick where) or they each lose one (their pick). If you whine about cards, you name what you need - "I don't have an Attack higher than a 15" (you can't lie). Either one player gives you such a card or all players discard all such cards in their hands. You may whine only once per challenge.

History: The Snivelers developed in the evolutionary shadow of a closely related but older and more gifted race. Beset by adversity at every turn, they looked to their elder brethren for succor and defense. Now grown adept at self-pity and having liquidated their generous patrons they turn their wet, envious gaze toward the heavens.



CAN SWITCH PLAYED CARDS Eon

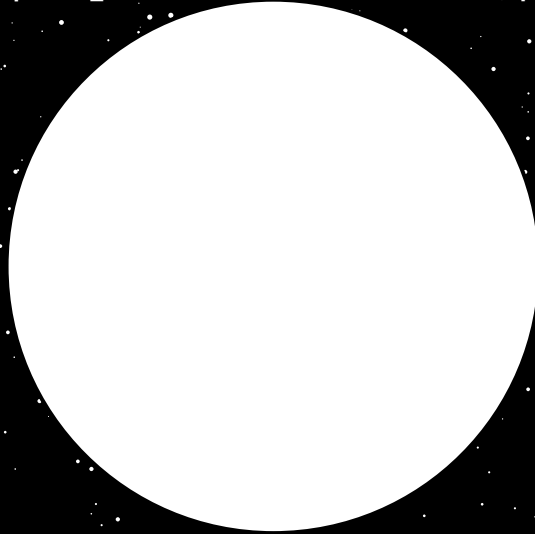
SORCERER

SORCERER

You have the **power of magic**. When you are one of the two players in a challenge, once cards are played down, but before they are revealed, you may transpose them so that you play the card your opponent picked, and he plays yours.

History: Over eons the clan of Sorcerers studied the cosmic flow and learned to channel these tides to their own needs. Beginning with minor alternations in the probability patterns of matter, they progressed to transportation of objects over great distances. Undaunted by an occasional backlash of fate, they even now are humming the incantations of mastery.

Do not use in games with the Oracle or Gambler.



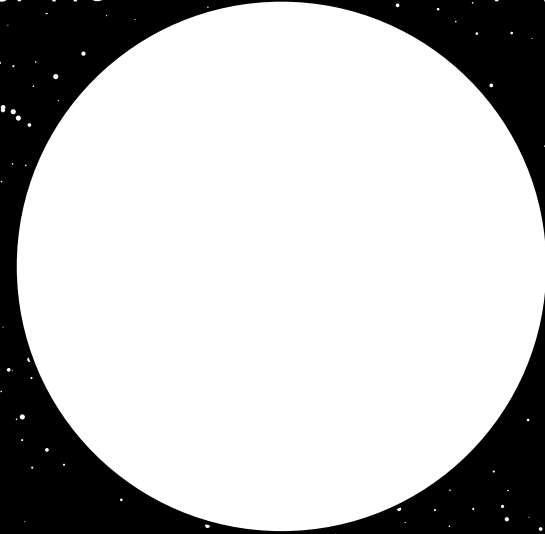
BOOBY TRAPS PLANETS Eon

TERRORIST

TERRORIST

You have the **power to booby trap**. Before play begins, you may "plant bombs" - one for each player in the game. To do this, make a note of where each bomb is placed. Planets are numbered from each player's right hand side, for example: "Red planet #1, Blue planet #3" etc. The bombs may be distributed any way you wish among the different systems, or all on one system, even all on one planet. Now, whenever new tokens enter a booby trapped planet the bomb immediately explodes, and all tokens currently there and those just arriving go to the Warp. Each bomb explodes only once. If there is more than one bomb on a planet only one bomb explodes each time new tokens land there. Whenever you have no unexploded bombs in play, you may booby trap another series of planets. If you lose your power, your bombs will still explode, but you may not mine additional planets until you have regained your power.

History: Long demented by the magnetic unbalance of their own planet, the Terrorists can see no way but their own and are determined to achieve it by violence.



TRADES HANDS WITH OPPONENT Eon

TRADER

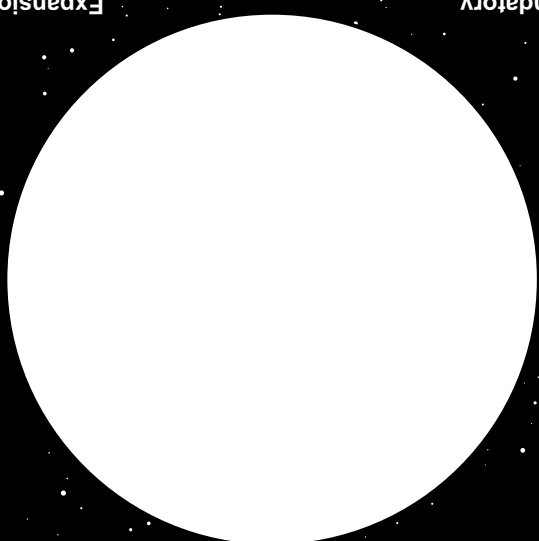
TRADER

You have the **power of transference**. When you are one of the two players in a challenge, you may exchange hands with your opponent, prior to playing challenge cards. You each then keep the new hand.

History: Originating on a Trojan Cloud in a heavily traveled star system, the crafty Traders learned to use the most valuable debris which drifted their way and discard the rest. As their numbers grew, however, they began to search out markets for their low-grade material. With a wealth of resources always at hand, they became adept merchants and soon were carefully scrutinizing all galactic transactions. Now they have begun to parlay their economic foundation into Cosmic control.

Expansion 3

Mandatory



TAKES OTHER TOKENS TO WARP EON

VACUUM

VACUUM

You have the **power of catharsis**. Whenever you lose tokens to the warp, you take along an equal number of other tokens. You specify which player(s) must lose them, and how many the player must lose (he may decide from where to take the tokens you have demanded). Tokens lost to the Vacuum this way are in addition to any tokens normally lost in a challenge.

History: Suffering from severe necrophobia, the panicky Vacuum clings to others in a desperate attempt to save itself from the warp. Succeeding only in dragging innocent bystanders along, it takes solace in not going to its doom alone.

Original Set

Mandatory



MULTIPLIES IN ATTACK EON

VIRUS

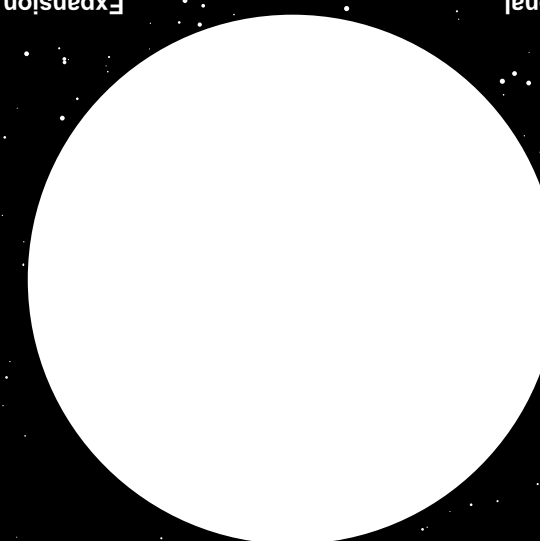
VIRUS

You have the **power to multiply**. When you play an Attack Card in a challenge, you multiply the number of tokens on your side (yours plus your allies') times the number on your card, instead of adding.

History: Able to multiply rapidly in the presence of other life forms, the Virus soon overwhelmed its own planets and now waits for opportunities to proliferate throughout the Universe.

Expansion 6

Optional



DICTATES CHALLENGE CARD EON

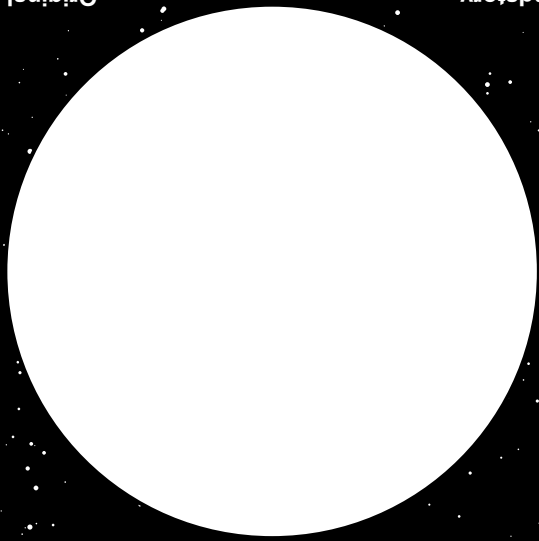
VISIONARY

VISIONARY

You have the **power of perception**. As a main player in a challenge you may specify a challenge card which your opponent must play (example: "You will play an Attack six"). If your opponent does not have such a card, he may play any challenge card he wishes. If he does have the card, however, at the appropriate time(s) he must play it (unless prevented by another player).

History: Once an ancient race of wandering fortune tellers, the Visionaries have recently stirred debate among philosophers throughout the cosmos. Does the mystic sight of the Visionary merely foretell the future, or does it shape it? This intellectual debate between advocates of causationalism and free will has tended to obscure to the interpublic eye the alarming growth of the Visionary empire. As for the Visionaries themselves, they loathe logic and philosophy, preferring a more intuitive approach to the problems of Cosmic domination.

Original Set Mandatory



ERADICATES OPPONENTS' TOKENS Eon

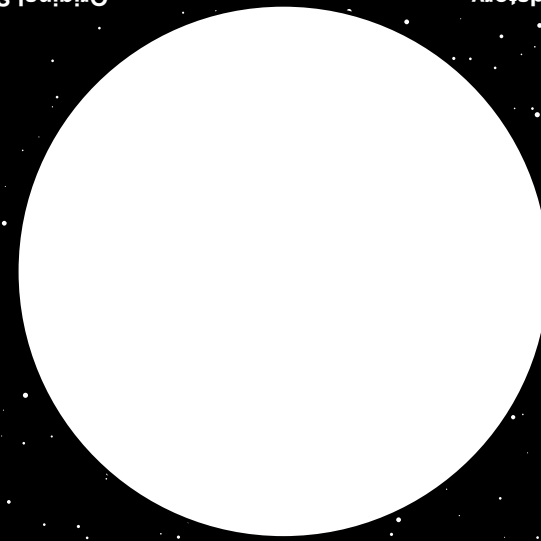
VOID

VOID

You have the **power to eradicate**. When you are one of the two players in a challenge, any of your opponent's (or his allies') tokens that are lost to the warp from the attack or unwillingness to make a deal are permanently removed from the game. When a player has lost more than 15 of his original tokens through eradication, and can no longer win the game, he discards his hand and is out of the game.

History: Taught from vortexhood that no other intelligent life existed, the Voids were deeply offended to learn of alien races. They are now on a Holy campaign to cleanse the heavens of all gross, material beings.

Original Set Mandatory



COLLECTS DISCARDED EDICTS Eon

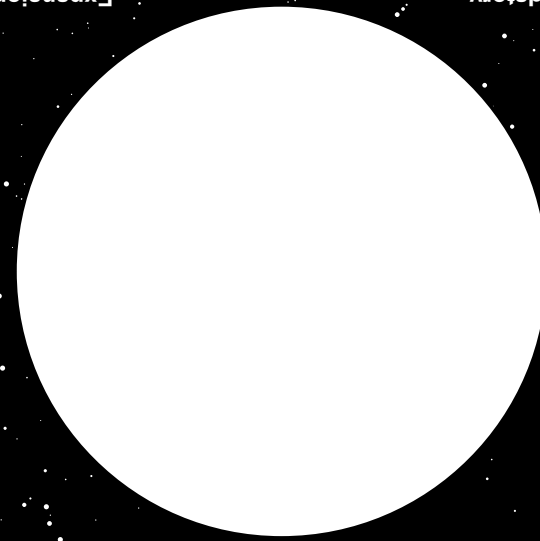
VULCH

VULCH

You have the **power to salvage**. Whenever any other player plays or discards an Edict card, you pick it up and take it into your hand. (After you play one, you must discard it.) If you collect a new hand, you keep your old Edicts after revealing them. Then you take seven new cards.

History: Originally developing as a structured, bureaucratic race, only the Vulches who were most able to grasp new opportunities rose to the top. Over millions of years, this inbred scavenging talent flourished and spread throughout the race. Now, Vulches are prepared to use the discarded refuse of others to achieve their goal of Universal supremacy.

Expansion 7 Mandatory



ADDS TOKENS IN WARP TO TOTAL Eon

WARPISH

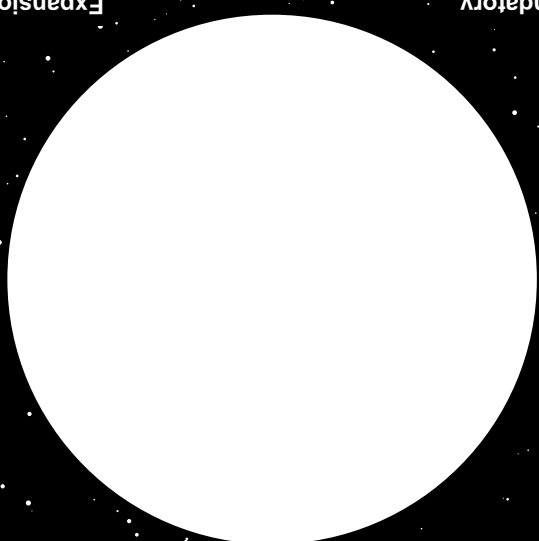
WARPISH

You have the **power of necromancy**. You do not have a regular planet system. Instead, you place your Star Disc along one edge of the Warp and line your tokens up along the other 5 sides, 4 tokens to a side. These 5 Warp sides are considered your planets, and are treated as such throughout the game. All tokens (including your own) which go to the Warp add to your total as a main player in a challenge for computing the outcome as though they were part of your force. However, the tokens in the Warp are not figured in taking consolation, etc. If you gain this power after play has begun, you only add the tokens in the Warp to your total as above. If you lose this power and are set up around the Warp, your home system is still the Warp but you no longer add the Warp tokens to your total. You are immune to the Wild Schizoid.

History: Born of the slime and unpalatable scum in repulsive cheap bars of dying planets, the Warpish seeks the pall of miserable places. Now it has found comfort in the despairing ambience of the Cosmic Warp.

Expansion 3

Mandatory



ADDS EXPERIENCE POINTS Eon

WARRIOR

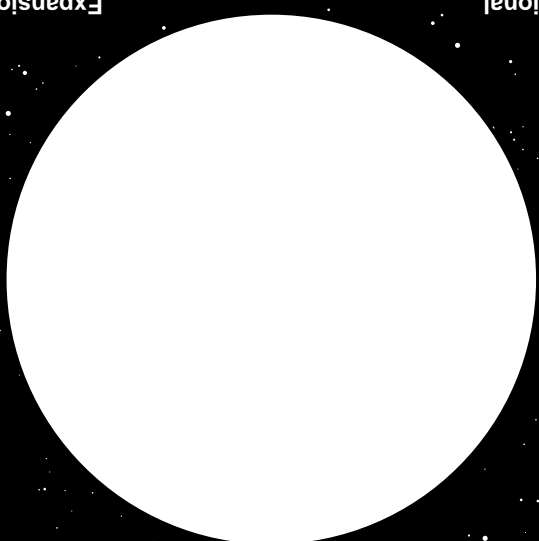
WARRIOR

You have the **power of mastery**. Each time you are one of the two players in a challenge, you accumulate one point if you win (or make a deal), or two points if you lose (or fail to deal). You keep a running total of your points throughout the game, starting at zero. Whenever you play an Attack card in a challenge, you add your present experience points to your total in the challenge.

History: Once considered ferocious but dull-witted by more “enlightened” races, the Warrior clans were bred as fighting stock for the petty squabbles of their lords. Throughout the ages, however, they have learned the value of both defeat and victory. This wisdom gives them mastery over those who would sneer at their potential.

Expansion 1

Optional



NOT CONTROLLED BY DESTINY Eon

WILL

WILL

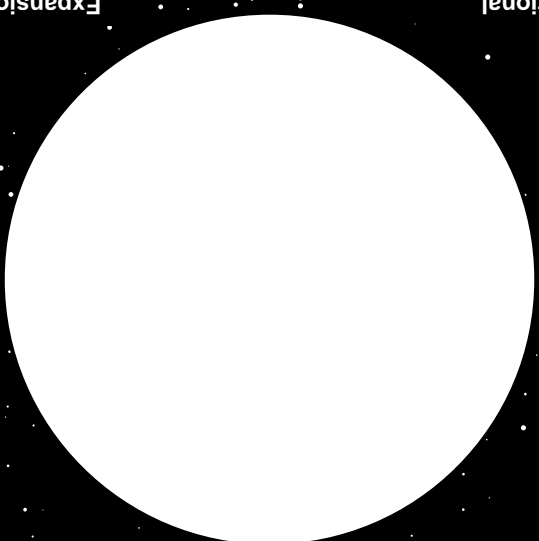
You have the **power of choice**. You do not pick from the destiny pile. Instead, you may challenge any other player on any planet you wish (for example, you may challenge the Virus’ tokens on the Mind’s planet).

History: Arising on a cold and barren asteroid, the Wills gave no thought to legal niceties in their relentless struggle to capture the faint rays of a dying star. Unfairly charged with preying upon the weak, they wish only to find locations in which they may spread their solar membranes, unopposed.

Do not use in a two-player game.

Expansion 6

Optional



CASTS SPELLS Eon

WITCH

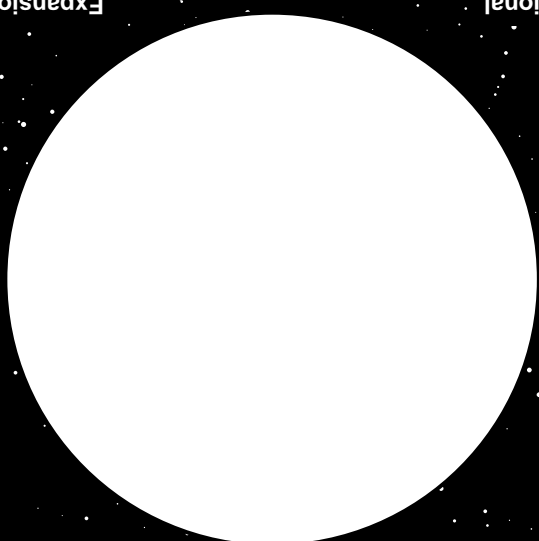
WITCH

You have the **power to curse**. Whenever you lose tokens as a main player, you may cast a spell against all your opponents in the challenge (main player and his allies). This spell last for the next two challenges. For example, you can make all their Attack Cards worth 4 for two challenges. Each spell can affect only one of the following game operations: alien powers, token selection, token placement, cone placement, Attack Cards, Compromise Cards, alliances, consolation, Edicts, Flares, Moons, deals, and Lucre. Each type may be used only once (in any order) until you manage to cast spells which affect all types. Then you may work through the list again. If you lose your power (except to a Zap) your curse stays in effect.

History: The Witches so concentrated their anger about life’s injustices that their inner rage became a force they could project against others. Now they never seem quite as happy as when an ill turn of fate releases this power and they can bewitch their enemies.

Expansion 1

Optional



REPOSITIONS CONE Eon

WORM

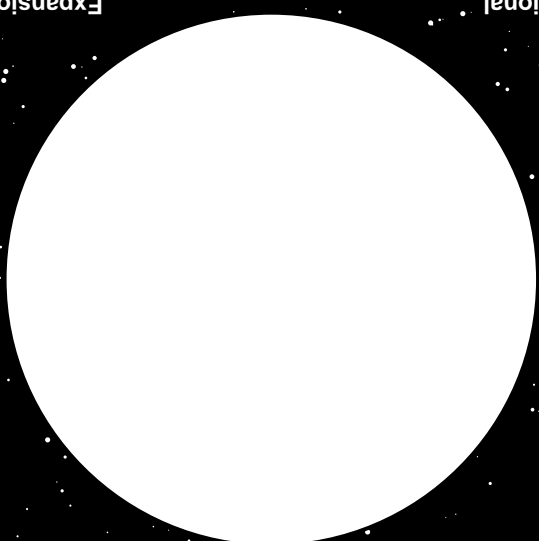
WORM

You have the **power to tunnel**. When you are the offensive player, once cards are revealed you can move the cone, pointing it at any planet in the defensive player's system. Total the results as if you had originally challenged your opponent on that planet. Also, if a player challenges you on one of your home planets where you have a base, after cards are revealed you may point the cone at any other of your home planets where you also have a base, and total the results with that as the planet under challenge. When starting the game, you may arrange your tokens however you wish among your 5 planets, so long as there is at least one token on every planet.

History: The Worms learned hidden attack and surprise confrontations on the vast sandscapes of home. Now, as the first segments leave for space, who knows where they will surface.

Expansion 3

Optional



TORTURES OPPONENT Eon

WRACK

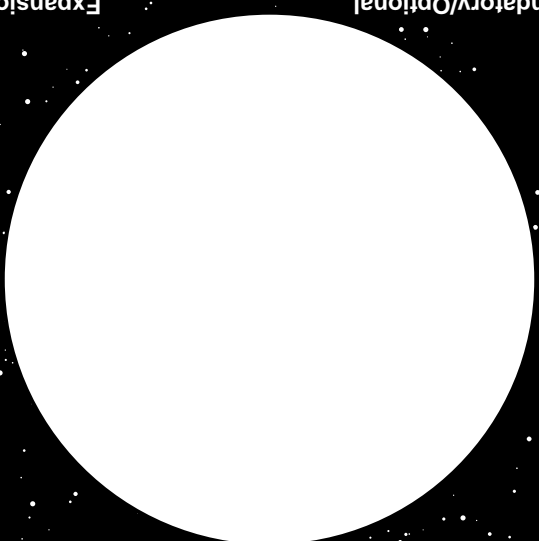
WRACK

You have the **power to torture**. As the offensive or defensive player, after alliances are formed, you may describe to your opponent a deal (see rules). If he refuses it you may torture him once for every token you have in the challenge. On each torture you put any one of his tokens into the warp, or one of his cards (drawn at random) into the discard pile. If at any time he accepts the deal, stop the torture and conclude the arrangement. If he never accepts, you have lost the challenge and he has won. Follow through with the outcome normally. If initially you elect not to torture, proceed with the challenge normally.

History: Sadistic to a degree unparalleled in recorded annals, the miserable Wracks haven't a decent sharn in their claydorns. After generations of bullying local flora and fauna, they now dream of intimidating the Universe.

Expansion 4

Mandatory/Optional



PREDICTS WINNER Eon

ZILCH

ZILCH

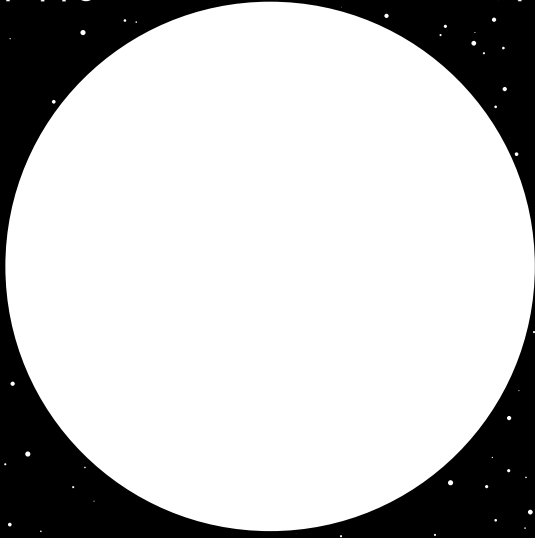
You have the **power to kibitz**. You get no hex, tokens, cards etc. At the start of the game you write down the player you think will win. If at the end of the game, he is a winner, you win instead. To help you mold the outcome, you may look at anything in the game at any time: hands, hidden powers, secret writings, the Deck, etc. You may tell anyone anything you like, publicly or privately, including lies. And you are not affected by any power or card except the "Cosmic Zap".

History: The Zilch have no history, as they exist outside of our concepts of time. For them, past, present, and future are the same.

Do not use in a two-player game.

Original Set

Mandatory



NEVER GOES TO WARP Eon

ZOMBIE

ZOMBIE

You have the **power of immortality**. Whenever you lose tokens and should put them in the warp, instead you place them on any of your bases and may keep using them. In addition, you can free any player's tokens from the warp (back to any bases he has) as part of a "deal". (See rules under Compromise Cards.)

History: Shadowy forms on a dark and murky world, Zombies prized all sources of energy. They could flourish only by careful recycling of their own kind. Living on decomposed organic matter, they abhor the needless waste of war and have developed effective techniques to make sure their numbers will not be reduced.