Appendix

I. GAME VARIANTS

7. **Player's Choice :** Players pick an Alien of their choice rather than drawing at random or draw five Aliens at random and keep one.
8. **Hidden Powers:** Players pick their Aliens randomly but keep them hidden until they choose to exercise their Power. At that time the Power card is revealed and set up in the normal manner.
9. **Multiple Powers:** Each player draws more than one Alien and thus has a combination of "Multiple" Power. Players are advised that this variation can lead to conflicts not covered in the rules! House rules must then prevail.

   Settling Problems: To solve "don't use with" conflicts in a Hidden Power Game, the first Power revealed has precedence, and any which conflict with that and are still hidden must be replaced.

   A "Cosmic Zap" in a Multiple Power Game will work against all Powers of one player which are used at the same time.

   The Plant and the Insect in a Multiple Power Game may copy only one Power of another player.
10. **Adding a 7th and 8th Player:** For a seven player game, deal six Flares and then add a Compromise card, shuffle and deal. For an eight player game do the same and also add the title card of the Flare deck. If you get one you are:

    The ZILCH: (Compromise Card) You have the Power to kibitz. You get no hex, tokens, cards, etc. Put the Compromise card back in the deck and write down somewhere the player you think will win. If at the end of the game that player is a winner, you join him or her (and any others) in the win. (For higher stakes, at the start of the game you may also write down how many other players will join your predicted winner in the win. If you are wrong, you have lost, but if you are exactly right, you win alone.) To help you mold the outcome you may look at anything in the game at any time—hands, the deck, hidden Powers, secret writings, 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."

    The SHARK: (Title Card) You have the power of hunger. You must sit out the game for one challenge, after which you may give the title card to any of the six players who is not currently a main player and take over that player's position in the game—hand, Power, etc. That player must now sit out one challenge and then may "cut-in" on a player as you did.

II. TOURNAMENT RULES

The official Cosmic Encounter Rules are designed to allow tournament play within a relatively defined time frame. A point system is used to end the first and second round games in 50 minutes, preventing them from being prolonged as players struggle for solo victories.

ROUND 1

Divide players into four player games. This round will have two games. Each game will last for 50 minutes.

The first game in this round will use the basic Cosmic Encounter set only. At the end of 50 minutes, end all games, distribute the game points, have the players switch around so that they are in new groups and begin the second game. All players advance to the seconds game. The second game will add in Expansion Set one, two and three. End the game after 50 minutes and total each player's points from game one and game two.

ADVANCEMENT TO ROUND 2

To advance to round 2 a player must score high enough to make the cut off. Scores are totaled from game one and game two. The cut off is figured by taking the top scoring players in multiples of four until you have about have of the original players.

ROUND 2

There will be one game in round two. Divide the players into four player games. The game will last for 50 minutes. Add in Expansion Sets four, six, seven and eight. Victory points are figured by the same system, but players do not carry their round one points over into this round. All players are starting from zero points.

ADVANCEMENT TO FINALS

The top six players, based on the points earned in round two only, advance to the finals.

FINALS

One game, no time limit. Add Expansion Sets five and nine. No points are used, the regular winner(s) are the champions.

VICTORY POINT SYSTEM

The victory point system is used in round one and round two. At the end of 50 minutes each player gets:

• 1 point for every home planet base (5 possible)
• 2 points for every foreign planet base (10 possible)
• 6 points in the pot divided among the winners.

Example: A player who won alone, and who still had all home bases would have 21 points (5 for home bases + 10 for foreign bases + 6 from the pot).

RANKING THE FINALISTS

After the winner(s) are determined, the other finalists can be ranked by adding the total points earned in Round 1 and Round 2 for each player. The player with the high total is ranked second, the next high third and so on.

OPTIONAL PLAYOFF

If there is a multiple player win the finals, players may elect to play off. In this case the winners start a new game. The winners of that game again start a new game until there is only one winner. This process continues even if a two player game is necessary.

EXCLUSIONS

The following Aliens are not used during Round 1 or Round 2: Filth, Schizoid, Terrorist. In the finals however, there are no exclusions (except as defined by statements on the power cards, hexes etc. "Do not use with the …").

III. THE ALIENS—A to Z

O/Amoeba
Power to Ooze…Unlimited Token Movement

M/Anti-Matter
Power of Negation…Lower Total Wins

M/Aristocrat
Power of Privilege…Picks Hand and Draws Extra Flares

M/Assassin
Power to Execute…Removes Other's Tokens

M/Assessor
Power to Tax…Taxes Use of Cone

M/Aura
Power of Honesty…Makes Others Reveal Hands

M/Boomerang
Power to Return…Challenges Challenger

O/Bully
Power to Intimidate…Selects Losing Tokens

M/Butler
Power to Wait Upon…Gets Lucre for Tasks

O/Calculator
Power to Equalize…Reduces Higher Attack Cards

M/Changling
Power to Change Form…Changes Power with Opponent

O/Chronos
Power of Time Travel…Can Replay Challenge

O/Clone
Power to Replicate …Keeps Own Challenge Card

O/Crystal
Power of Arrangement…Tells Allies Numbers to Commit

O/Delegator
Power to Delegate…Assigns Main Player

O/Demon
Power to Possess…May Replace Offensive Player

M/Deuce
Power Two…Plays Two Challenge Cards

O/Dictator
Power to Command…Controls Destiny Pile

O/Diplomat
Power to Negotiate…Can Negotiate 3-Way Deal

O/Disease
Power to Spread…Spreads to Other Planets

M/Doppleganger
Power to Haunt…Borrows Cards to Play

M/Dragon
Power of Treasure…Receives Lucre Payments

M/Empath
Power of Harmony…May Change Attack to Compromise

M/Ethic
Power of Guilt…Takes Consolation for Attack

O/Extortionist
Power to Extort…Gets Half of All New Cards

O/Filch
Power of Theft…Takes Opponent's Used Card

M/Filth
Power to Reek…Drives Other's Tokens Away

O/Force
Power to Be With…Helps Others

M/Fungus
Power to Adhere…Attaches to Other Tokens

O/Gambler
Power to Bluff…Bluffs About Cards

M/Grudge
Power of Revenge…Penalizes for Refusing to Ally

O/Healer
Power to Heal…Can Save Other's Tokens from Warp

O/Hurtz
Power to Lease…Leases Game Resources

M/Insect
Power of Metamorphosis…Copies Opponent's Power

O/Judge
Power of Fiat…Assigns Extra Win/Lose Conditions

M/Laser
Power to Blind…Makes Opponent Play Blind

O/Lloyd
Power to Insure…Protects Player's Tokens

O/Loser
Power of Upset…Winner Loses and Loser Wins

O/Machine
Power of Continuity…Can Continue Turn

M/Macron
Power of Mass…Each Token Worth 4

O/Magnet
Power to Attract or Repel…Attracts or Repels Allies

O/Mesmer
Power of Mass Hypnosis…Can Change Own Edicts

O/Mind
Power of Knowledge…Sees Other Player's Cards

M&O/Miser
Power to Hoard…Gets Second Hand

O/Mutant
Power to Regenerate…Maintains 7-Card Hand

O/Negator
Power to Reverse…Reverses Decisions

M/Oracle

Power to Foresee…Foresees Opponent's Cards

M/Pacifist
Power of Peace…Wins with Compromise Card

O/Parasite
Power to Infest…Joins Alliances at Will

O/Philanthropist
Power of Giving…Gives Away Cards

O/Pirate
Power to Raid…Raids Other's Lucre

O/Plant
Power of Grafting…Accumulates Opponent's Powers

O/Prophet
Power to Predict…Predicts Challenge Winner

M/Reincarnator
Power of Reincarnation…Uses Powers Not in Game

M/Schizoid
Power to Alter Reality…Changes Goal of Game

O/Seeker
Power of Truth…Asks "Yes or No" Question

O/Silencer
Power to Isolate…Stops Communication by One Player

O/Siren
Power to Lure…Entices Challengers

O/Skeptic
Power to Doubt…Doubles Risk of Challenge

O/Sniveler
Power to Whine…Catches Up When Behind

O/Sorcerer
Power of Magic…Can Switch Played Cards

O&M/Terrorist
Power to Booby Trap…Booby Traps Planets

O/Trader
Power of Transference…Trades Hand with Opponents

M/Vacuum
Power of Catharsis…Takes Others Tokens to Warp

O/Visionary
Power of Perception…Dictates Challenge Card

M/Virus
Power to Multiply…Multiplies in Attack

M/Void
Power to Eradicate…Eradicates Opponents' Tokens

M/Vulch
Power to Salvage…Collects Discarded Edicts

M/Warpish
Power of Necromancy…Adds Tokens in Warp to Total

M/Warrior
Power of Mastery…Adds Experience Points

M/Will
Power of Choice…Not Controlled by Destiny

O/Witch
Power to Curse…Casts Spells

O/Worm
Power to Tunnel…Repositions Cone

O/Wrack
Power to Torture…Tortures Opponents

M/Zombie
Power of Immortality…Never Goes to Warp

IV. MOON LIST—1 to 100

1. **NULL** (C) While occupying this moon, you lose your alien power(s).
2. **QUANTUM** (I) Upon occupying this moon, release all your tokens from the Warp to this moon.
3. **ANTI-TRUTH SERUM** (C) While this moon is occupied, each player's statements mean the opposite of what they say.
4. **TONGUES** (C) While this moon is occupied, each player must speak in rhymes (whenever talking) or lose a token to the Warp for each prose utterance.
5. **IMPLOSION** (I) Upon occupation of this moon all tokens in this system which are not showing the same color as the star disc in this system go to the Warp.
6. **GATEWAY** (I) Upon occupying this moon you may place tokens from this moon onto any planet in a solar system with another gateway.

7-11. **GATEWAY** (see #6).

12. **NOVA** (I) Upon occupying this moon, place this solar system's star disc over any planet in this system. That planet is permanently destroyed along with any tokens on it. Discard after use. (Do not use in a 2-player game.)
13. **WARP WORM:** (I) Upon occupying this moon, all tokens here go to the Warp.
14. **WARP WORM** (see #13).
15. **WARP WORM** (see #13).
16. **MASS GENERATION** (C) While occupying this moon, the number on any attack card you play is increased by ten. (e.g. a 6 is **really** 16.)
17. **SALVAGE** (I) Upon occupying this moon, collect one card (if available) from the top of the discard pile for each of your tokens landing here. Discarding and/or Consolation (if they occur) take place after the salvage. (Note: Occupy this moon only once per turn.)
18. **QUAKE LEFT** (I) Upon occupation of this moon each player immediately passes his regular hand of cards to the player on his left.
19. **QUAKE RIGHT** (I) Upon occupation of this moon each player immediately passes his regular hand of cards to the player on his right.
20. **CONFESSION** (I) Upon occupation of this moon each player must reveal the highest attack card in his regular hand to all other players.
21. **COMPASSION** (I) Upon occupation of this moon each player (who is not required by a power or flare to do otherwise) must play a compromise card from his regular hand in a challenge if he has one.
22. **REVENGE** (I) Upon occupying this moon, toss any token of your choice into the Warp.
23. **WARTS** (S) Worthless. Has no effect.
24. **PROGRAM** (I) Upon occupying this moon, restack the entire destiny pile in any order you wish.
25. **MOON SWITCH** (I) Upon occupying this moon, trade this moon for one other unoccupied moon in the game and land these tokens on the new moon.
26. **MOON TUNE** (I) Upon occupying this moon, sing a little song about your alien power (even if you have lost it), or lose three tokens to the Warp.
27. **MOON FLARE** (I) Upon occupying this moon, draw a card at random from the flare deck (Expansion Set #4) and put it in your regular hand.
28. **AFFLICTION** (I) Upon occupying this moon, collect all Flare cards from each other player's regular hand.
29. **ADDICTION** (I) Upon occupying this moon, collect all Attack cards from each other player's regular hand.
30. **EDICTION** (I) Upon occupying this moon, collect all Edict cards (including the Plague, when it is held) from each other player's regular hand.
31. **ROMISSION** (I) Upon occupying this moon, collect all Compromise cards from each other player's regular hand.
32. **REVELATION E** (I) Upon occupation of this moon, each player reveals all Edicts in his regular hand to all players.
33. **REVELATION F** (I) Upon occupation of this moon, each player reveals all Edicts in his regular hand to all players.
34. **ACCEPTANCE** (I) Upon occupation of this moon, each player gives you one card of his choice from his regular hand.
35. **SCROUNGE** (I) Upon occupying this moon, select your choice of four cards from the discard pile (if available).
36. **WARP FACTOR** (S) When you reveal this moon, if you have 19 of your tokens in the warp you win the game (despite the Schizoid).
37. **SCUBBA JOKE** (S) Worthless. Has no effect.
38. **EMOTION REVIEW** (S) When you reveal this moon you may penalize any player who, in your judgement, displays an undesirable emotion. Name the emotion and place any two of that player's tokens from bases into the Warp. Discard after use.
39. **TEN SPOT** (C) While you occupy this moon, the number of any attack card your opponent in a challenge plays is increased by ten. (e.g. a 2 is really a 12.)
40. **MINUS MOON** (C) While occupying this moon, you lose ten points from your total in challenges in which you are a main player.
41. **PLUS MOON** (C) While occupying this moon, you add ten points to your total in challenges in which you are a main player.
42. **POSITIVE** (C) While this moon is occupied, all players must speak and gesture in a positive manner (no negative terms allowed: "no," "not," etc.) The penalty is one token to the Warp (victim chooses) per infraction, including a forced infraction (e.g. from having to answer the Seeker honestly).
43. **FLUX** (I) Upon occupying this moon, move one token of each other player from one base he has to another, if possible.
44. **WARP ATTACK** (I) Upon occupying this moon, you must immediately use the cone to challenge one other player's tokens in the Warp (if there are any there). This is in addition to your normal challenge(s). Tokens lost in a challenge where the cone is pointed at the Warp are instantly dematerialized and removed from the game. The winner's tokens go into the Warp. When players fail to make a deal (Compromise/Compromise) each takes three of his own tokens from anywhere and puts them out of the game.
45. **FREEBIE** (I) Upon occupying this moon, you may challenge anyone on any base. This is in addition to your normal challenge(s).
46. **SELECTION** (I) Upon occupying this moon select any power not in the game to replace yours.
47. **EVOLUTION** (C) While occupying this moon, you play the game as if you had your power's Super Flare as long as you still have your power.
48. **POWER TRIP** (C) While occupying this moon, you still have your power even if you have lost three or more of your home bases.
49. **SHIFT LEFT** (I) Upon occupation of this moon, each player passes his alien power card (and all facets thereof: Schizoid's terms, Warrior's points, etc.) to the player on his left.
50. **SHIFT RIGHT** (I) Upon occupation of this moon, each player passes his alien power card (and all facets thereof: Schizoid's terms, Warrior's points, etc.) to the player on his right.
51. **DEFENSE MOON** (C) While occupying this moon, add the value of the tokens on this moon to your total as defensive player in any challenge, to increase your final total. When you lose a challenge, these tokens are not lost (unless this moon itself is being challenged).
52. **MOON MOVE** (I) Upon occupying this moon, another player of your choice must place two tokens on an unoccupied moon or challenge an occupied moon. You pick the moon, he picks the tokens. After his move (and any side effects) is over, play resumes as before.
53. **DOUBLE CROSS** (S) When you reveal this moon, as a winning player or ally on the offensive side of a challenge, all other players on your side return tokens to bases and you alone gain the base. Play as a continuing moon once revealed.
54. **MOBIUS MOON** (I) Upon occupying this moon, return all your tokens from the Warp to any of your bases.

55. **MOBIUS MOON.**
56. **MOBIUS MOON.**

57. **EVICTION** (I) Upon occupying this moon, you may remove all other players' tokens from any one base which you co-occupy with them. The tokens return to their bases.
58. **TRACTOR BEAM MOON** (I) Upon occupying this moon, you may attract a moon of your choice (without looking at it beforehand, if it is unrevealed) and place it appropriately in your solar system.
59. **ALLIANCE SWITCH** (S) When you reveal this moon, once the winning side has been determined in a challenge; 1) all winning allies go to the Warp (despite the Wild Grudge), 2) losing defensive allies return tokens to bases and get a card/token per their allying token. Discard after use.
60. **MINI MAC MOON** (C) While occupying this moon each of your tokens counts as two tokens toward

the total in a challenge (but not for consolation, rewards, etc.)

61. **LUNAR SEE** (I) Upon occupying this moon, you get to look at one moon of your choice.
62. **MOONBURST** (S) When you reveal this moon, each player reveals all non-secret moons in his system.
63. **MOONSHINE** (C) While occupying this moon, you collect one token from the Warp (to a base) or card from the deck once per each player's turn.
64. **WIND DOWN** (C) While this moon is occupied all new discards are instantly vaporized and removed from the game.
65. **SHIELD** (C) While occupying this moon, as a main player no one can be allied against you (even the Parasite or a "Magnetized" player).
66. **VANISH** (S) When you reveal this moon all moons are immediately removed from the game before the next challenge. Tokens on moons return to bases.
67. **MOON BASE OMEGA** (C) While occupying this moon it counts as a moon base or as a planet base towards the win.
68. **BINDER** (C) While occupying this moon you are automatically allied with the player in whose system this moon is located. Whenever possible you must invite him to ally with you in a challenge, he must ally with at least one token, and vice versa. In a direct challenge, no cards are played and you must give each other a new base, if possible. If not possible, try to make another deal (See "Making a Deal" on page 9)
69. **REVERSAL** (S) When you reveal this moon, the outcome of this challenge is reversed, i.e. the winning side becomes the losing side and vice versa. (Reveal during a challenge before the outcome's rewards and penalties take effect.) Discard after use.
70. **FOUR/FORTY** (C) While this moon is occupied all attack "4" cards are considered attack "40" cards.
71. **FLINGFIRE** (S) Worthless. Has no effect.
72. **RANSOM** (S) When you reveal this moon and are a winning offensive ally, you may prevent the offensive player from gaining the base unless he meets your demand for a base or cards. If he refuses, both his and your tokens in the cone go to the Warp (despite winning) and other winning allies gain the base. Play as a continuing moon once revealed.
73. **MOONZAP** (S) When you reveal this moon, you may negate the effects of another moon (once per challenge) just as a player attempts to use it. Play as a continuing moon once revealed.
74. **BRIBE** (C) While occupying this moon you can show the main player a card from your hand which he can take if he invites you to ally with him.
75. **ECLIPSE** (C) While this moon is occupied, each time the destiny pile is flipped that star disc is removed from the game. When only one star disc is left, each player may go to any planet or moon he chooses on a challenge.
76. **MOON WIN** (S) When you reveal this moon, if you occupy four other moons you immediately win the game (despite the Schizoid).
77. **EXCISE** (C) While this moon is occupied each player subtracts the total of all his bases from any attack card he reveals, so that the number on his attack card is decreased by the number of bases he has.
78. **BIG BANG** (C) While this moon is occupied, if the offensive and defensive totals (cards and tokens) equals 35 or more, all tokens involved in the challenge go to the Warp; there are no winners or losers, and play passes.
79. **BIGGER BANG** (C) While this moon is occupied, if the offensive and defensive totals (cards and tokens) equals 50 or more, all tokens involved in the challenge go to the Warp; there are no winners or losers, and play passes. (if the BIG BANG and the BIGGER BANG are both revealed, the BIGGEST BANG occurs, all tokens are taken out of the game and the game ends.)
80. **SUDDEN DEATH** (C) While this moon is occupied, the next player(s) to get a planet base outside his home system as a result of a card challenge win(s) the game (despite the Schizoid).
81. **OVERTIME** (S) When you reveal this moon, one extra planet base outside your home system is added to those required to win the game. Play as a continuing moon once revealed.
82. **DECK DEAL** (I) Upon occupying this moon, deal the remaining deck of cards around to all players, starting with yourself.
83. **DISCARD DEAL** (I) Upon occupying this moon, shuffle and deal all cards in the discard pile around to all players, starting with your self.
84. **MIND BLANK** (C) While this moon is occupied all players who are not talking or breathing-in must hum. The penalty for not humming during a challenge is one token to the Warp (picked by the victim).
85. **MOON BOON** (S) When you reveal this moon, take it to any of your bases and use it as a token worth 5 towards the total in challenges. Once revealed, you do not "occupy the moon" and it can no longer be challenged.
86. **ROGUE MOON** (S) When you reveal this moon you use it as the cone to immediately challenge another player on a base anywhere **while another challenge is taking place.** No alliances are allowed in the rogue moon challenge. Once this "challenge-within-a-challenge" begins, it must be completed before play of the original challenge resumes. Discard after use.
87. **MOON WRAITH** (C) While this moon is occupied it will move clockwise around the hexes and send certain tokens to the Warp. The next time an attack card is played in a challenge, once the challenge is over, total the number(s) on the attack card(s) played an move this moon that many planets clockwise around the hexes starting with the central planet in this system. All tokens on the planet where it stops are sent to the Warp. On subsequent card challenges continue this movement from that planet. When this moon is vacated it becomes an extra moon in the system where it is abandoned. This moon can not be challenged while on a planet.
88. **DECOY** (S) Reveal this moon only after it has just been attacked successfully by another player. The offensive player loses to the Warp the tokens that he had in the cone and an equal number of others. Your tokens here return to bases. Discard after use.
89. **ALLY ONE-HALF** (S) When this Moon is revealed, the value of each ally's tokens in a challenge total is computed at one-half its worth. Play as a continuing moon once revealed.
90. **ALLY DOUBLE** (S) When this moon is revealed, the value of each ally's tokens in a challenge total is computed at twice its worth. Play as a continuing moon once revealed.
91. **STACK** (C) While occupying this moon you may put one of your cards face down on top of the deck on every player's turn.
92. **TRIP TO VERMONT** (S) Worthless. Has no effect.
93. **HARVEST MOON** (S) Reveal this moon only when you have no challenge cards. You may immediately draw a new hand (if cards are available). Continue to play if your turn was ending because of running out of cards. Discard after use.
94. **PURITY** (S) When you reveal this moon, remove all moons, Flares, and Expansion Set power from the game before the next challenge (tokens on moons return to bases and powers are drawn at random from the basic set to replace those removed).
95. **BLUE MOON** (C) While this moon is occupied each player may make no comment or gesture about a player's past game performance or future game potential except to disparage his own and to admire that of another. The penalty for a forbidden expression is the loss of the player's next turn.
96-100. **NEW MOON** (The owner of this Expansion Set may write his own original moon effects here.)

V. THE FLARES—a memory aid only. See individual Flare cards for complete descriptions.

Amoeba
W—Ooze before cards are played. S—Ooze as ally, also.

Anti-matter
W—Stop Wild Flares. S—Stop Super Flares.

Aristocrat
W—Select one card from deck. S—Select any 7 cards as new hand.

Assassin
W—Throw offensive tokens into Warp. S—Replace executed token with own.

Assessor
W—Imprison and ransom losing tokens. S—Double your tax.

Aura
W—Shuffle and fan deck, face up. S—Play main player's hand if not invited.

Boomerang
W—Don't lose tokens to Warp. S—Player challenging you loses turn.

Bully
W—If compromise, player gives base or loses 2 tokens. S—Bully's opponent's allies also.

Butler
W—Secretly put tokens into Warp. S—Tip is 2 Lucre.

Calculator
W—Can reduce opponent's card value by yours (call "odd" or "even"). S—Equalize as an ally also.

Changeling
W—Exchange this card for another player's card. S—Change Powers with any player.

Chronos
W—Cancel first flip of Destiny Pile. S—At end of game can challenge and win instead.

Clone
W—Retains Edicts. S—Collect double consolation.

Crystal
W—Rearrange tokens on your bases. S—As main player, make a public binding "arrangement".

Delegator
W—Delegate another main player. S—Delegate lost tokens to other(s).

Demon
W—Challenge all tokens on planet; pick defensive player. S—Force player to use Power.

Deuce
W—Make extra challenge at end of turn. S—May discard both cards after challenge.

Dictator
W—Call for vote on Disc color. S—Command challenge of specific planet.

Diplomat
W—Confront player who "offends" and make a deal. S—May have challenge outcome decided by vote and buy votes.

Disease
W—Make players as a group discard Flare, Edict, Moon, Attack, Compromise, Kicker, Alien Power, and lose token to Warp. S—Spread from any base to bases in "host" system (where you have a base).

Doppleganger
W—Secret number of tokens in Cone. S—May keep Flares you get.

Dragon
W—Pay Lucre and discard anytime. S—Your Lucre counts when you ally.

Empath
W—Remove token if no "Sir or Madam". S—Exchange a Compromise played for one of your attack cards.

Ethic
W—"Give away" up to 3 cards when get new cards. S—May refuse Lucre and claim consolation.

Extortionist
W—If two flips in a row of your color, player pays 3 Lucre or losses a base. S—

May refuse payment and extort cards instead.

Filch
W—May steal cards from deck/discard pile and tokens from Warp/Praw to bases. S—Filch any discarded challenge card.

Filth
W—Force all tokens to leave a planet. S—Planet (Moon) you point Cone at is Filthy.

Force
W—"Be with" a player who has just gained a base. S—Aid player even if not called on.

Fungus
W—Create defensive ring of opponent's lost tokens around home system. S—Adhering tokens not freed in Warp.

Gambler
W—If you call "spread" number (card difference) add it to your total. S—"Up the ante" (1-20 tokens at risk).

Grudge
W—Opposing allies get nothing. S—Get "revenge" even if you lose.

Healer
W—Immune to Cosmic Zaps. S—Healing fee raised to one card per token.

Hurtz
W—May lease own Power. S—May lease same items over and over.

Insect
W—May gain a new hand if lose a challenge. S—May use opponent's Power first or second, your choice.

Judge
W—If difference less than 5, call a draw and deal. S—Fiat may include gains for both sides.

Laser
W—Opponent plays card before inviting allies. S—Make player play "blind" anytime.

Lloyd
W—Use Lucre from box instead of own. S—May insure your tokens with another player.

Loser
W—Lose base when card enters hand, discard to another. S—May declare "upset" after cards played.

Machine
W—Make opponent "stack" challenge cards and play in that order. S—May draw card from deck at start of challenge.

Macron
W—May put as many tokens into Cone as you have bases. S—Take up to 4 tokens into the Cone.

Magnet
W—Specify one card which can not be played. S—Force any players to ally or not with sides you specify.

Mesmer
W—May declare card less than 10 to be a Compromise. S—May play each Wild Flare as any Wild Flare.

Mind
W—Once per challenge look at cards in deck. S—Look at hands of both main players.

Miser
W—Win with one base less. S—On each of your challenges add card to hoard.

Mutant
W—If successful challenge, take one card from each opposing player. S—May discard hand and choose new one from deck.

Negator
W—Cause revealed Attack to have negative value. S—Negate twice per challenge.

Oracle
W—Mix hand with opponent's and take back same number you had. S—Can refuse to play out challenge after card revealed.

Pacifist
W—Prevent second challenge. S—If no deal, you lose one token, your opponent loses 5.

Parasite
W—Gain planet base on system of any player who loses Power. S—Infest with any number of tokens.

Philanthropist
W—"Lend" any player your Power for a challenge. S—Player must play card you give to him or her.

Pirate
W—Hide a "treasure" of 10 Lucre and split with finder. S—Your victim loses use of Power during raid.

Plant
W—If you have a base on system of a Player who wins, you win instead. S—Borrow the Power of any ally when a main Player.

Prophet
W—Predict number of Compromise cards and make other Players lose tokens. S—May predict after cards played (but before they are revealed).

Reincarnator
W—Except during a challenge, make other players reincarnate once per turn. S—You don't have to reincarnate when you lose or fail to deal.

Schizoid
W –Switch Planet Hexes with any Player between challenges. S—May change win terms at end of each turn as long as no instant win.

Seeker
W—Player inviting you to ally must show you challenge card and must play that card if you ally. S—As main player or ally may ask "any" question and get truthful answer.

Silencer
W—As main player, stop opponent's use of Power. S—May silence every player in game instead of just one.

Siren
W—When cards drawn from deck, name a card and get it if picked. S—May offer to take all defensive allies' tokens in Siren challenge (they gain either defensive or offensive reward if you win).

Skeptic
W—Put tokens in Cone after everyone else. S—Tokens at risk to your skepticism can be from 1 to 20.

Sniveler
W—Stop alliances of one main player if not invited. S—If one base less than winners, join win or challenge one player who refuses for win.

Sorcerer
W—Make any two main players trade Power before cards played. S—Switch cards played as ally also.

Terrorist
W—On base you share with opponent take tokens hostage. S—Plant an additional bomb on each of your turns.

Trader
W—On every challenge you may take one token other than your own from defensive planet to any planet and one token from that planet to defensive planet. S—Trade hands with any player.

Vacuum
W—Whenever an Attack card is played, retrieve a token. S—Choose which tokens are "vacuumed".

Visionary
W—Once per challenge name a specific card which all players must show you if it is a part of their regular hands. S—Use Power even when not a main player.

Virus
W—As main player square number of tokens on your side to determine number of tokens in challenge. S—Multiply as an ally also.

Void
W—Once per challenge nullify the effect of any Edict played. S—Use Power as an ally also.

Vulch
W—If successful challenge, opponent gives hand to you one card at a time and you discard each until you decide to keep one. S—Collect any discarded Flares.

Warpish
W—May take two tokens from Warp at start of each challenge. S—Prevent player(s) from taking tokens from Warp (unless player has no bases).

Warrior
W—When defensive player, after challenge, challenge offensive player in his or her home system. S—Experience points count when you are an ally.

Will
W—When other players fail to make a deal, you dictate the deal within allowed terms. S—See one other player's hand before deciding whom to challenge.

Witch
W—User your Power even if fewer than required bases. S—May lift a curse.

Worm
W—Regain a lost home base at start of your turn. S—If challenged on home base where no tokens, may still point cone at another home planet after cards are revealed.

Wrack
W—As main player opponent may not use Power unless he or she puts as many tokens into the Warp as you have tokens in the challenge. S—May stop torturing at any time and continue with normal challenge.

Zombie
W—May return other players' tokens to bases from Warp as part of a deal. S—As main player or ally take tokens which would go to Warp, flip them over and use them as your own. Tokens are freed by Mobius Tubes.

VI. CREDITS AND THANKS

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