00

FLARE

Power of Resources

00

Wild: You are 007. When you draw a new hand, you may draw any number of these cards from the unused Flare deck, so long as you have seven cards total. Announce the number of cards drawn from each deck before drawing.

Super: You may buy from more than one deck, with no limit on any deck, so long as you buy no more than the number you are allowed to buy from the Deck.

ADVANTAGE

FLARE

Power of Ownership

ADVANTAGE

Wild: You may use the wild of any super in your hand.

Super: You need not have, give, or discard a flare in return for the flare you requested.

ALGAE

FLARE

Power of Mindless Growth

ALGAE

Wild: If you are a main player in a challenge and your opponent has the same number of cards as you do, you may double the size of your hand by taking his.

Super: You choose which option to take.

ABSOLUTE

FLARE

Power of Positive Numbers

ABSOLUTE

Wild: Whenever you must lose a number of your tokens to the Warp, take that number of your tokens out of the Warp instead.

Super: You may use the absolute value of a Kicker.

AGENT

FLARE

Power of Commissions

AGENT

Wild: If you must lose tokens to the Warp, you may instead lose half the number of tokens (round up) to another player's Star Disc. Tokens on Star Discs are traded per the Assessor.

Super: All the Lucre goes to your Star Disc.

AMBUSH

FLARE

Power to Lie In Wait

AMBUSH

Wild: If your color is on the top of the Destiny Pile discard pile, you may remove any tokens of your color in the challenge to bases.

Super: When you discard a Destiny Pile disc, all tokens of this color are removed from the cone to the Warp.

ADDENDUM

FLARE

Power of Addition

ADDENDUM

Wild: If you are in a deal, you may add terms outside of the game (e.g.,. your opponent will agree to bring soda to the next game).

Super: You may use your power as an ally.

ALEXANDER

FLARE

Power of the Great

ALEXANDER

Wild: If you have just won a planet challenge as an attacking player, you may immediately make another challenge.

Super: All your opponent's bases defend with a value of the number of tokens on his smallest base(s).

ANTAGONIST

FLARE

Power to Disrupt

ANTAGONIST

Wild: If two or more players are about to share a joint win, you may force both of them to lose the challenge instead.

Super: After cards are played, but before they are revealed, you may send one ally to the Warp. His tokens are not included in the challenge total and he receives no rewards.

ANTI-DEUCE

FLARE

Power of Subtraction

ANTI-DEUCE

Wild: You may make a second challenge, even if you have lost the first one.

Super: You may keep the second card.

ARMY

FLARE

Power of Forces

ARMY

Wild: After cards are revealed, if you played a Compromise card, you may turn it into an Attack 0.

Super: You may discard this Flare instead of discarding your Challenge cards.

BACKLASH

FLARE

Power of Rebuff

BACKLASH

Wild: Whenever you are a main player, after cards are revealed, you may make one negative Kicker positive or one positive Kicker negative.

Super: You may ask your opponent if he has any Kickers. If so, he gives them to you.

ANTI-INCARNATE

FLARE

Power of Incarnation

ANTI-INCARNATE

Wild: You may trade force your opponent to discard one of his powers, chosen by yourself, and replace it with a hidden power.

Super: You may use your power on yourself.

ASTEROIDS

FLARE

Power of Asteroids

ASTEROIDS

Wild: If you have no asteroids in your system, add an asteroid to any system. Discard after use.

Super: If you have an asteroid in your system, remove or add an asteroid to or from any system. Discard after use.

BALDRICK

FLARE

Power of Stupidity

BALDRICK

Wild: You have a cunning plan. Once per challenge, after main players have been determined, you may speak secretly with another player, except a main player, in another room. Play continues in your and the other player's absence.

Super: If you are not invited by a player, you may ally with him, and both yours and his tokens are their value times negative one.

ARBITRARY

FLARE

Power to Quibble

ARBITRARY

Wild: The order of play now proceeds in the opposite direction, until you lose this card.

Super: Before cards are played, you may zap one variant per challenge: Lucre, flares, moons, additional powers, negative attack cards, and Kickers. Zapped items are not discarded, but may not be used for the rest of the challenge.

AWARD

FLARE

Power of Granting

AWARD

Wild: You may allow an ally taking cards and/or tokens from the Warp to take double the number he is entitled to.

Super: You may declare awards for both offensive and defensive allies.

BANK

FLARE

Power of Savings

BANK

Wild: You may double the amount of Lucre you have on your disc. Use once and discard.

Super: You may use the Lucre in your Bank at any time.

FLARE

Power of Choosing

BARGAIN-HUNTER

Wild: When you draw from the deck or take consolation, take two more cards than usual. Before adding these cards to your hand, discard or return to their owner two cards.

Super: You may add these cards to your hand before discarding or returning.

FLARE

Power of Connections

BENNIE

Wild: If you have just made a deal, you may slap the other player by giving him nothing instead of what you agreed upon. You still receive the terms he has given you.

Super: You may allow another player to use your power in addition to yourself.

FLARE

Power to Erase

BLANK

Wild: As a main player, you may force your opponent to play with an expressionless deadpan face. If he fails to do so, take his hand at the end of the challenge.

Super: You need not exhaust the list before using your power again on a type of card.

FLARE

Power of Blindness

BAT

Wild: You may force all players except yourself to put down their hands, face down, and look away from the board. You may then rearrange tokens, cards, etc., so long as you do not look at any cards and no one gains or loses a base. Each player then may guess once what has been rearranged. The first player to correctly determine something that has been rearranged receives this card.

Super: If any request is ambiguous, you may interpret the act within the letter of the request. If a request cannot be carried out, the player may not make any further requests, unless play cannot be carried out.

FLARE

Power to Digest

BILE

Wild: You may reduce any hand over seven cards down to seven cards. Cards are randomly lost to the Discard Pile.

Super: You may force your opponent to give you all of his cards of this type.

FLARE

Power to Misperceive

BLIND

Wild: You may force a defending ally to take cards from the Deck instead of tokens from the Warp.

Super: Before cards are revealed, you also choose which rewards all allies in the challenge will receive. Players now have an option to remove their tokens from the cone, unless they were forced to ally (e.g.,. by the Magnet).

FLARE

Power to Pollute

BELCH

Wild: If you must lose a base to the Warp, discard this card instead.

Super: When your color is revealed by the Destiny Pile, you may belch , removing a number of opponent tokens equal to or less than the number of tokens on the largest base you have in your system from your system.

FLARE

Power of the Binary System

BINARY

Wild: You may draw an additional power while you have this card in your hand.

Super: You may announce which power you are using at any time in the challenge.

FLARE

Power to Subtract

BLINK

Wild: If you are a main player, if your opponent blinks during the challenge, he loses one token to the Warp.

Super: You may use your power after cards are revealed.

BLOCKADE

FLARE

Power to Cut Off

BLOCKADE

Wild: If you are the defending player, you may block the attacking player's bases by forcing him to take no more than one token from each base to the cone.

Super: The payment is per token, not two tokens.

BODY BANKS

FLARE

Power of Trafficking

BODY BANKS

Wild: If you win a challenge as a main player or ally, take your opponent's tokens and imprison them on your Star Disc. A player may immediately pay you one Lucre to obtain his tokens; otherwise you place them in the Warp.

Super: You may set any fee for purchasing tokens.

BOUNTY HUNTER

FLARE

Power of Rewards

BOUNTY HUNTER

Wild: You may place a bounty equal to up to all of your Lucre to remove a base on the board. If another player removes this base, he receives the amount of Lucre from the Box. After the "bounty" is collected, you may reuse this card.

Super: Whenever you cause a player to lose tokens to the Warp, immediately take one Lucre from the Box.

BLUFF

FLARE

Power to Mislead

BLUFF

Wild: Once per challenge, you may bet any player on who will win the current challenge. If he agrees, the winner of the bet makes a free challenge in the loser's system after the current challenge is over and wins this card. This card may not be used in the free challenge.

Super: When declaring what your power is, you can also up the ante by saying how many extra tokens (1-20) are at risk. The penalty for lying or calling a non-bluff is now as many extra tokens as you declared.

BOON

FLARE

Power of Awarding

BOON

Wild: You may declare any challenge to be a reverse-cone challenge.

Super: You may declare for both sides of the challenge, or for individual players.

BOWLING BALL

FLARE

Power of Cataclysm

BOWLING BALL

Wild: When you are the defensive player, before cards are revealed, you may discard an Attack card and move the cone right a number of planets equal to the number on the Attack card (left if the Attack card is negative). Resume play, with your tokens (if any) on this new planet acting as defending tokens.

Super: You may add a second bowling ball to play, starting on your central planet. Both balls move the value of the Attack card played. When you lose this flare, remove one of your balls .

BOARDWALK

FLARE

Power of Renting

BOARDWALK

Wild: You may rent your power for one challenge to another player for Lucre.

Super: The rent is one Lucre for every base.

BORIS

FLARE

Power of Hidden Powers

BORIS

Wild: You may discard one of your powers and draw a hidden power. Draw this new power using the rules players used to draw powers at the beginning of the game.

Super: You may keep the hidden power after it is revealed until you wish to draw a new one.

BREED

FLARE

Power of Population

BREED

Wild: Your bases start reproducing. Add one token of your color from the Warp to each of your bases at the beginning of your turn.

Super: Your color's tokens are not destroyed. They go to the Warp.

BUCK ROGERS

FLARE

Power to Liberate

BUCK ROGERS

Wild: At the beginning of each challenge, one of your tokens may escape from another player's Star Disc to the Warp.

Super: You may rescue tokens even if the first deal fails. Rescued tokens go to your Star Disc and are traded per the Assessor.

CANTANKEROUS

FLARE

Power of Irascibility

CANTANKEROUS

Wild: You may cancel a deal. Both sides neither receive benefits nor pay penalties.

Super: You may use your power at anytime.

CARTHAGE

FLARE

Power to Salt

CARTHAGE

Wild: You may purify a home base by removing all tokens from a home planet except those of the system owner. Discard after use.

Super: You may remove tokens of any color at the beginning of each player's turn.

BUFFALO

FLARE

Power to Shuffle Off To

BUFFALO

Wild: You may declare your hand useless. Discard it and draw a new hand.

Super: You may discard cards with a different back to the top of the Deck and draw the top card of the Discard Pile.

CAPTURE

FLARE

Power of POW S

CAPTURE

Wild: If you are a main player, after cards are played, but before they are revealed, you may declare that the winning main player captures the losing main player's tokens to his Star Disc. Captured tokens are traded per the Assessor.

Super: You may declare a capture-only challenge after cards are played, but before they are revealed.

CEILING

FLARE

Power to Limit

CEILING

Wild: Whenever you are a main player, before cards are played, you may declare a maximum number of tokens that may be in the Warp. This number may not be smaller than the number of tokens currently in the Warp. Tokens lost to the Warp are returned to bases instead if losing these tokens would exceed the maximum you declared. Tokens lost as a result of the challenge are lost simultaneously.

Super: Your power affects all players.

BUREAUCRACY

FLARE

Power of Red Tape

BUREAUCRACY

Wild: If you are a main player in a challenge, you may change your opponent's power such that every occurrence of before is replaced by after .

Super: If your color is revealed by the Destiny Pile, immediately claim all delayed Lucre and cards, and place delayed tokens on your Star Disc. You may trade these tokens per Assessor.

CARNAGE

FLARE

Power to Slaughter

CARNAGE

Wild: If the defender of a planet loses the challenge, before the attacking player and his allies establish bases, all bases on the planet are lost to the Warp.

Super: Whenever you cause a player to lose tokens to the Warp, he also loses an equal number of tokens.

CERBERUS

FLARE

Power of Three Heads

CERBERUS

Wild: You may make a third challenge.

Super: Your opponents may not use their power during the challenge.

CHANGE

FLARE

Power of Spare Change

CHANGE

Wild: You may discard any cards you have just bought from the Deck for one Lucre apiece.

Super: You do not take from the Box. Instead, you take from your opponent.

CHEQUER

FLARE

Power of Storage

CHEQUER

Wild: You may force both main players to set aside a power (and not use it) for the duration of a challenge. You choose which powers.

Super: At the beginning of your challenge, you may switch one of your powers with any of your acquired powers.

COHORT

FLARE

Power of Unity

COHORT

Wild: As an ally, any tokens of yours lost because of consolation, entitle you to one card per token from either main player's hand. You take consolation after the defender.

Super: You may keep your card.

CHARGE

FLARE

Power of Credit

CHARGE

Wild: You may delay paying Lucre (delayed Lucre paid to other players comes from the Box and is paid to the Box when paid). However, if you lose or discard this Flare, you may not receive Lucre at the beginning of your turn until you have paid the Lucre you owe.

Super: The maximum amount he can pay is the amount of Lucre he has on his Star Disc.

CHICKEN

FLARE

Power to Dare

CHICKEN

Wild: If you are a main player, before cards are played, you may make a bet with your opponent on the outcome of a challenge, for an amount of Lucre or cards you specify and he may fulfill. If he refuses to accept the bet, you win the challenge.

Super: If you have the highest Attack card, you do not discard it until after the challenge is over.

COLLECTOR

FLARE

Power to Gather

COLLECTOR

Wild: When you must give consolation, you take consolation instead.

Super: If, after drawing Consolation, you do not have a collection of cards, you may draw from your opponent until you have a collection, or until he has run out of cards.

CHARITY

FLARE

Power of Receiving

CHARITY

Wild: Whenever you lose tokens to the Warp, you may draw one Lucre from the box.

Super: The player must pay the Lucre if he has any.

CLASSIC

FLARE

Power to Reintroduce

CLASSIC

Wild: You may take the topmost card of the Discard Pile and replace it with a card of the same type (Attack, Compromise, Kicker, Edict, or Flare).

Super: You need not discard the card you picked.

COMMONWEALTH

FLARE

Power of a Closed Economy

COMMONWEALTH

Wild: You may prevent one or more tokens from being lost to the Warp by spending one Lucre per token.

Super: You may use your Lucre in the Warp as if it were on your star disc. Lucre spent from the Warp to the Box goes to the Box (or Dragon).

FLARE

Power of Equalization

COMMUNISM

Wild: If you are a main player, you may equalize the amount of cards or Lucre you have with your opponent. Cards are drawn randomly. Excess Lucre or cards go to you.

Super: You are exempt from placing Lucre or cards in the Warp.

FLARE

Power of Home

CONSERVATIVE

Wild: Whenever you must flip the Destiny Pile, you may instead make a challenge in your own system.

Super: You may multiply as an attacking player.

FLARE

Power of Useless Orbits

COSMONAUT

Wild: If you have been invited as an ally, you may place tokens in the cone after the outcome has been revealed, but before ally rewards have been collected.

Super: You may prevent a player from placing additional tokens in orbit except as a result of a challenge.

FLARE

Power to Alter

CONDITION

Wild: You may play an Edict at any time.

Super: Once per challenge, you may alter the wording of any Flare as soon as it is revealed.

FLARE

Power of Consumption

CONSUMERISM

Wild: Once per turn, you may force another person to discard his hand and draw a new one.

Super: You need not use your power each turn.

FLARE

Power of Pressure

COUNTDOWN

Wild: While this card is in your hand, you must announce it to the other players. You have until the end of your upcoming first challenge to win a base. If you do so, you have won the game. If not, pass this card to the person on your left.

Super: You may use your power once on each player per challenge.

FLARE

Power to Incorporate

CONGLOMERATE

Wild: If your ally permits, you may switch powers with your ally.

Super: You may use one power of any ally in the challenge.

FLARE

Power to Imitate

COPYCAT

Wild: Whenever another player draws a new hand, you may discard your hand and draw a new one.

Super: Whenever another player draws a new hand, draw an equal number of cards from the Deck.

FLARE

Power of Slugs

COUNTERFEIT

Wild: When you must give Lucre to another player, hide the Lucre in one fist and present both fists. The other player chooses one fist and if it does not contain the Lucre, he receives nothing.

Super: While this card is in your hand, players receiving Lucre from the Box receive instead one slug for each Lucre.

COUPON

FLARE

Power to Redeem

COUPON

Wild: You may have a rebate . If, after drawing cards, you do not like these cards, you may discard them and draw again, including if you draw a new hand including this flare. You must keep the cards you have drawn through the rebate .

Super: You do not draw from the deck. Instead, you draw from your opponent.

CRUISE MISSILE

FLARE

Power of the Cruise Missile

CRUISE MISSILE

Wild: You may launch an extra challenge on a system you have just failed attacking.

Super: All tokens on the planet are lost, regardless of whether or not your opponent has a base there.

CYNIC

FLARE

Power of Suspicion

CYNIC

Wild: If the main player you have allied with loses, you may immediately challenge the system as soon as his challenge is over.

Super: If you substitute and your side wins, only your tokens receive rewards; your opponents lose as well as your side.

COWARD

FLARE

Power to Attack the Weak

COWARD

Wild: Instead of flipping the Destiny Pile, you may challenge any one-token base.

Super: You may plant a new bomb each turn.

CRYBABY

FLARE

Power of Crocodile Tears

CRYBABY

Wild: You may choose which cards you give during consolation.

Super: Whenever another player takes consolation, take the consolation cards into your hand then give him an equal number of cards of your choice from your hand.

DEAF

FLARE

Power to Be Oblivious

DEAF

Wild: This is an Edict Zap. Discard after use.

Super: You are not affected by any Flares, including those played by yourself, until this card leaves your hand.

CRAZY EDDIE

FLARE

Power to Sell

CRAZY EDDIE

Wild: When you purchase cards from the deck, you may instead spend one Lucre and draw one card from the Flare deck.

Super: You need not discard your current hand into the pile .

CUCKOO

FLARE

Power to Hide

CUCKOO

Wild: If you lose a challenge, you may give each player one of your cards.

Super: You choose which option, even if you lose.

DECK

FLARE

Power to Distribute

DECK

Wild: If you draw a card from the Deck and you do not like it, you may discard it.

Super: Before giving out cards, draw from the Deck a number of cards equal to the number you have to give.

DECEPTION

FLARE

Power of Illusion

DECEPTION

Wild: Once per challenge, you may declare one base to be considered to be a moon base (does not count towards victory conditions, cannot be granted as a base in deals, and cannot be grafted by the Plant) for the rest of the challenge.

Super: You may change your list of deception planets after each turn, so long as there is no instant win.

DEPRIVE

FLARE

Power to Prevent

DEPRIVE

Wild: If you are a main player, you may force your opponent to give you all his Edicts.

Super: You may use your power on all players, including yourself, during the challenge.

DETERRENT

FLARE

Power of Threat

DETERRENT

Wild: You may force all players to display a randomly picked card from their hand.

Super: You need not display the card.

DECREE

FLARE

Power of Edicts

DECREE

Wild: If you have no Edicts in your hand, you may discard this Flare for the topmost Edict in the Edict deck.

Super: When you play an Edict, you may discard it to the unused Edict deck (no powers or cards may pick up Edicts from this pile) instead.

DESICCATE

FLARE

Power to Decrease

DESICCATE

Wild: This is a Hand Zap. Discard after use.

Super: You may choose to pick up any card your opponent discards.

DIASPORA

FLARE

Power of Flight

DIASPORA

Wild: If you are the defending player and have just lost, immediately point the cone at the planet you defended and place these losing tokens in the cone, rather than the Warp. Make a challenge with all tokens which opposed you as defending tokens; no defensive allies are permitted.

Super: If you play a Compromise and lose the challenge, your tokens go to your Star Disc and not the Warp.

DEFCON

FLARE

Power to Escalate

DEFCON

Wild: This card is a Kicker Times 2. You may use this card once per challenge.

Super: You may escalate the DEFCON by one at the beginning of your turn.

DESTINY PILE - CANBERRA

FLARE

Power of
e Canberra Destiny P

DESTINY PILE - CA

Wild: If you are not drawing the top disc of the Destiny Pile, you may force the player to not attack the player whose system has been revealed. He then challenges any other player of his choice in the system, or flips the Destiny Pile again if this is not possible.

Super: If you are drawing the top disc of the Destiny Pile, you may attack the color in any system.

DIMENSION DOOR

FLARE

Power to Gate

DIMENSION DOOR

Wild: You may discard your hand and draw six challenge cards from the unused Challenge Deck, one flare from the unused Flare Deck, one edict from the unused Edict Deck, and one kicker from the unused Kicker deck.

Super: You need not exhaust the list before going through it again.

DISABLE

FLARE

Power to Handicap

DISABLE

Wild: Whenever this card enters your hand, immediately lose use of a power. When you must discard this card, do so to another player's regular hand, not to the discard pile (even if you leased it from the Hurtz). You then regain your lost power.

Super: You may choose which powers your opponent may not use.

DISCRETION

FLARE

Power to Select

DISCRETION

Wild: When you must give Consolation, you may set aside one card for every token you had in the challenge. You opponent may not take cards you set aside.

Super: You may change the type of card after seeing which cards you may select from for Consolation.

DOPPLEGANGER II

FLARE

Power to Haunt

DOPPLEGANGER II

Wild: If a player is about to play a Flare which affects you, you may give him this Flare before he uses it. You may use the Flare you just acquired, but this card may not be used again until the next challenge.

Super: You may take your opponent's hand, forcing him to draw a new one. After the challenge is over, your opponent discards his cards and you give him back his hand.

DISCARD

FLARE

Power to Discard

DISCARD

Wild: If you must discard your hand, keep all your present cards and draw a new hand.

Super: You may force both players to discard hands.

DIVVY

FLARE

Power to Split

DIVVY

Wild: Your opponent must discard half his hand (round down). He decides which cards.

Super: You may discard cards that are set aside.

DOUGHBOY

FLARE

Power of Tardiness

DOUGHBOY

Wild: You may ally after others have placed their tokens in the cone.

Super: As a main player, your allies must declare that they are allying with you before Challenge cards are played, but put their tokens in the cone after Challenge cards are revealed.

DISCOUNT

FLARE

Power of Markdowns

DISCOUNT

Wild: If another player discards his hand, you may pay him one Lucre and take one of these cards of your choice.

Super: You may spend up to four Lucre to buy cards.

DOCTOR

FLARE

Power of Medicine

DOCTOR

Wild: If you lose one or more tokens to the Warp, you may return them to bases (except one you just lost) at a fee of one Lucre per token.

Super: Your clients have Medicare. If you rescue tokens from the Warp, you may take your fee from the Box instead of the player.

DOUSE

FLARE

Power to Lessen

DOUSE

Wild: Immediately after someone has taken one of your Flares (e.g.,. through Consolation or the Finder), you may force him to discard it.

Super: You are not affect by Super Flares played by other players.

DRAW

FLARE

Power of Options

DRAW

Wild: If a player causes you to draw a new hand (e.g.,. when you are a defending player and must draw a new hand), take his cards instead.

Super: You may draw from the Discard Pile or another player's hand when drawing a new hand.

EMPEROR

FLARE

Power to Order

EMPEROR

Wild: Once the player of the turn is determined, you may propose an alternate player. All players now vote on which it is, with one vote each. Ties are decided by you. (Votes overpower normal Emperor commands.)

Super: When you run out of discs, you select which discs you will take, instead of taking them randomly.

EVOLUTIONARY

FLARE

Power of Efficiency

EVOLUTIONARY

Wild: Whenever you take cards from the deck into your hand, take one extra. Discard the one that you like the least.

Super: Once per challenge, you may evolve any or all of the cards in your hand, replacing them with cards from the deck.

DURESS

FLARE

Power to Make An Offer

DURESS

Wild: If you successfully made a deal with your opponent, you can still force him to pay the penalty for failure to deal.

Super: You collect any penalties for failure to deal. Any tokens lost go to your star disc and are traded per Assessor.

EQUALITY

FLARE

Power of Anti-Discrimination

EQUALITY

Wild: If you are a main player, after an ally has placed tokens in the cone, you may force him to place an equal number of tokens on the opposite side of the cone.

Super: You may speak for one player in a challenge when he invites allies.

EXECUTIONER

FLARE

Power of Death

EXECUTIONER

Wild: If you are a main player, before tokens are placed in the cone, you may declare that the losing main player's tokens are removed from the game.

Super: You may capture as a winning ally. If the main player also captures tokens, you must agree on how you will divide the captured tokens within one minute. Otherwise, captured tokens are lost to the Warp.

EMOTE

FLARE

Power to Evoke

EMOTE

Wild: Whenever you are a main player, you may force both yourself and your opponent to either play a Kicker or not play a Kicker.

Super: You may use your power in any challenge.

EUGENICS

FLARE

Power of Improvement

EUGENICS

Wild: You may discard your hand and draw a new one.

Super: You need not discard a card.

FACTORY

FLARE

Power of Production

FACTORY

Wild: Whenever you gain a base (except a moon base), receive one Lucre from the Box.

Super: At the beginning of your turn, you receive one Lucre for every base in your home system, and one Lucre for every token you have on bases outside your home system.

FAD

FLARE

Power of Fashion

FAD

Wild: While this card is in your hand, everyone must exhibit a certain behavior, as dictated by you, whenever speaking, or else lose one token to the Warp.

Super: You may ignore your declaration.

FANATIC

FLARE

Power of Dogmatism

FANATIC

Wild: If you lost your challenge, you may make another against the system you just attacked. Use this card only once during your turn.

Super: Once per challenge, you may exchange any of your star discs for the top disc in the Destiny Pile discard pile.

FLEA

FLARE

Power to Cling

FLEA

Wild: If you are the defending player, before cards are played, you may hop (move) one of your tokens from or to an adjacent planet in the system after the cone is pointed. If you were defending a one-token base in an outside system before you hopped, tokens in the cone return to bases and the challenge is counted as a loss.

Super: Once per challenge, you may release your tokens from any “flea” stack to the planet it rests on.

FAN - DESTINY

FLARE

Power of the Fan

FAN - DESTINY

Wild: If you have no tokens in the Fan or Warp, any tokens you lose go directly to the Warp.

Super: If you have tokens in a sector, immediately move them to the Warp.

FAST NEUTRINOS

FLARE

Power to Aggrandize

FAST NEUTRINOS

Wild: Each player now draws a new power at the beginning of his turn. When this card leaves your hand, players discard their additional powers.

Super: You may discard an Edict instead of a non-Edict.

FLEA-BAG

FLARE

Power to Be Infested

FLEA-BAG

Wild: You may prevent any player from discarding a discard after use flare. He must then keep it in his hand, but cannot use it until it enters his hand again.

Super: If you have an empty home planet, you may place one of your tokens from the Warp or any base on it.

FAN - MAYFAIR

FLARE

Power of the Fan

FAN - MAYFAIR

Wild: If you have no tokens in the Fan or Warp, you may prevent tokens from leaving a sector to the Warp.

Super: If you have tokens in any sectors, you may move one token from any sector to the Warp.

FLARE-VULCH

FLARE

Power of Salvaging

FLARE-VULCH

Wild: If you must discard a Flare, you may discard this card instead.

Super: You may keep your Flares.

FLURRY

FLARE

Power of Flight

FLURRY

Wild: If you must give consolation, you may instead, if possible, randomly give each player a card.

Super: When you give or discard the remainder of your hand, you instead choose which cards go to which player and which cards go to the discard.

FORESIGHT

FLARE

Power of Preparation

FORESIGHT

Wild: You may secretly write down a card on a piece of paper. When that card is played in the challenge, you may take it after it has been used. If it is a Flare, discard this card.

Super: You may use your power on your opponent's allies.

GAS GIANT - MAY

FLARE

Power of the Mayfair Gas Gian

GAS GIANT - MAY

Wild: You do not lose your power so long as you have at least three tokens on any one planet.

Super: Each of your opponents may have a maximum of one base on your planet. Opponents who currently have more than one base must remove extra bases from your planet.

GENESTEALER

FLARE

Power to Infect

GENESTEALER

Wild: You may create a Hybrid. When you are defending a planet, you may borrow one power of your choice from any player with a base on the planet you are defending. He may not use the power for the duration of the challenge.

Super: You need not reveal and discard the card.

FREEZE

FLARE

Power of Frost

FREEZE

Wild: Once per challenge, you may declare any one planet "frozen" for the duration of the challenge. Tokens may land on this planet, but no tokens may leave it, unless these tokens are defending in a challenge.

Super: The fee is one Lucre per base tokens are removed from.

GEMINI

FLARE

Power of Two

GEMINI

Wild: You may take a second turn.

Super: The total number of your tokens involved in each challenge is equal to the number of your tokens in both challenges for purposes of determining challenge totals and taking consolation.

GENEVA

FLARE

Power of Exchange

GENEVA

Wild: If you are a main player and have any tokens belonging to your opponent, you may force your opponent to give you your tokens captured on his Star Disc and you must give him his.

Super: You may switch regardless of the number of tokens on a Star Disc or in the Warp.

GAS GIANT - EON

FLARE

Power of the Eon Gas Giant

GAS GIANT - EON

Wild: As a defending player in your system, you may "retreat" all but one of your tokens from a planet on your system to your star disc. At the end of a challenge, retreated tokens return to the planet they came from.

Super: When you are a main player, you may force your opponent to withdraw all but one of his tokens to bases not involved in the challenge.

GENERAL

FLARE

Power to Train

GENERAL

Wild: If your opponent plays a Kicker, before cards are revealed, you may apply it to your Challenge card.

Super: When you play a Kicker, you may discard it to the unused Kicker deck (no powers or cards may pick up Kickers from this pile) instead.

GOAT

FLARE

Power of Pleading

GOAT

Wild: You may attack anyone in the system you must challenge.

Super: Before cards are played, you may force your opponent to attack one of his allies of his choice instead. All tokens return to bases and restart the challenge.

GOVERNMENT

FLARE

Power to Spend

GOVERNMENT

Wild: You now levy taxes. Whenever someone uses the cone, he must pay you a Lucre. If he cannot pay, he may not put tokens into the cone (if the offensive player cannot pay, play passes).

Super: You may buy cards from another player. He must accept your Lucre and cards are drawn randomly.

GROO

FLARE

Power of the Fray

GROO

Wild: You are Rufferto. If you ally with one token and your side loses, your token does not go to the Warp.

Super: If your challenge total is higher than both players, or if one player plays a Compromise and your challenge total is higher than the other player, or if both players play Compromises, they both act as if they lost the challenge and your tokens take both offensive and defensive rewards.

GUERRILLA

FLARE

Power to Set Bombs

GUERRILLA

Wild: If your opponent has a base on any planet on your system, you may threaten to bomb it. If you lose the challenge or fail to deal, the base is blown up and goes to the Warp. The threatened base may not be removed until the challenge is ended, other than as part of a deal (despite the Wild Filth).

Super: Your bombs do not deactivate and you may plant a bomb on an external base instead of home.

GRAVE ROBBER

FLARE

Power to Exhume

GRAVE ROBBER

Wild: You may rescue tokens from another player's Star Disc by paying the Box one Lucre per token.

Super: You may exhume all the tokens of one color from the Warp for one Lucre per color.

GRUB

FLARE

Power of Scavenging

GRUB

Wild: If you know of one of your Supers that is in another player's hand and he chooses not to use it when he has an opportunity to, you may take it as soon as the opportunity passes.

Super: You may have any number of grubbed powers in your possession.

HALLMARK

FLARE

Power of Cards

HALLMARK

Wild: Play this card as an Attack card. When you reveal this card, you have played an Attack equal to the number of cards in your hand, including this one.

Super: If you must lose tokens to the Warp, you may discard cards instead, one card per token lost. You may not draw a new hand, however.

GREMLIN

FLARE

Power of Mischief

GREMLIN

Wild: If you are a main player in the challenge, you may send one ally back to bases.

Super: Tokens go to / come from the Warp instead of bases.

GRUDGE PRIME

FLARE

Power of Revenge

GRUDGE PRIME

Wild: If you are a main player and your opponent wins the challenge, his allies get nothing for the win and lose their tokens to the Warp.

Super: You may take revenge (2 tokens to the Warp) from players who choose not to ally with you even if you lose the challenge (or fail to deal).

HARDPOINT

FLARE

Power of Protection

HARDPOINT

Wild: Your Lucre counts double in figuring your challenge total.

Super: You may build a fort for another player at the beginning of his turn for a fee you set in Lucre. The Lucre used to build the fort comes from the Box and the fee goes to you.

HAYWIRE

FLARE

Power of Force

HAYWIRE

Wild: If you know of an Edict or Flare another player has in his hand, you may make him play it.

Super: You may make all optional powers (including your own) mandatory and/or all mandatory powers (including your own) optional for the duration of the challenge.

HHGG

FLARE

Power to Be Slightly Cheaper

HHGG

Wild: Don't Panic. You may take as long as you want to make any game decision, up to one per challenge.

Super: Instead of one Lucre, you may set any fee.

HYPERSPACE

FLARE

Power of Subspace

HYPERSPACE

Wild: If you are a main player in the challenge, you may prevent any players except the main players from playing cards.

Super: You may choose which of your opponent's planet attacks you, including a planet with no tokens.

HAZARD PAY

FLARE

Power of Compensation

HAZARD PAY

Wild: If, after tokens have been placed in the cone, you have the most tokens in the cone, receive one Lucre from the Box.

Super: If your tokens are lost to the Warp because of another player (e.g.,. your opponent wins the challenge), the Lucre comes from your opponent, not the Box.

HITMAN

FLARE

Power of the Mob

HITMAN

Wild: This card is "protection". If you are the defending player in a challenge, you may pay one Lucre to your opponent and he must "cancel" the challenge. Tokens return to bases and the challenge is considered a loss.

Super: You may perform any number of hits in a challenge.

IMPERIALIST

FLARE

Power of Colonization

IMPERIALIST

Wild: You may consider any of your external bases a third base to keep your Alien powers.

Super: When you are a main player, you may, instead of flipping the Destiny Deck, make a challenge in any system you have colonized (have bases on planets).

HEADHUNTER

FLARE

Power of Headhunting

HEADHUNTER

Wild: Any tokens which are lost to you in a challenge are "temporarily under contract" to you. Give them, flipped, back to their owners. Any time before you lose this card, you may force these tokens to ally with you unless they are in the Warp. When you lose this card, these flipped tokens are un-flipped.

Super: Other players' tokens lost to the Warp are not un-flipped.

HOUDINI

FLARE

Power of Escape

HOUDINI

Wild: You may release all your tokens from the Warp or another player's Star Disc. Play at the beginning of your challenge. Discard after use.

Super: If you rescue your tokens, you may release another player's tokens instead of your own, on a one- for-one basis to either his bases, or your Star Disc.

IMPULSE

FLARE

Power of Whim

IMPULSE

Wild: When your opponent buys cards from the Deck, you may force him to buy these cards from your hand. You choose which cards to give and must be able to give him the number of cards he has bought.

Super: You may use your power once on each player per challenge.

INFECTANT

FLARE

Power to Sicken

INFECTANT

Wild: You may immunize yourself by removing one of your Destiny Discs from the deck. When this card leaves your hand, return the Disc to the Destiny Disc discard pile.

Super: Your tokens on the Star Disc graft the power per Plant. (If you are a main player in a challenge, you may use the power of any one player you have an infection and use its power during the challenge, while he may not.)

INSTEAD

FLARE

Power to Pass the Buck

INSTEAD

Wild: If another player must lose tokens to the Warp, you may lose the same number of tokens instead. You choose from where to lose them.

Super: You may use your power any number of times per challenge, so long as no player is affected by your power more than once in a challenge.

ISOLATED HEX

FLARE

Power of Isolation

ISOLATED HEX

Wild: You may isolate a system. Players may take only two tokens from this system into challenges outside of it.

Super: Your allies may bring in up to four tokens from outside your system.

INFLATION

FLARE

Power of Devaluation

INFLATION

Wild: Whenever this card enters your hand, immediately lose a Lucre to the Box (and not the Dragon). When you must discard this card, do so to another player's regular hand, not to the discard pile (even if you leased it from the Hurtz).

Super: If you are a main player but have no Lucre on your Star Disc, your opponents still lose a maximum of one Lucre apiece during the challenge.

INVESTOR

FLARE

Power to Risk

INVESTOR

Wild: If you win a challenge, receive from the Box a number of Lucre equal to the amount of Lucre you spent in the challenge.

Super: If your side loses the challenge, your Lucre returns to your Star Disc.

JASON

FLARE

Power of Un-Death

JASON

Wild: If you are about to lose your power, you may discard this card instead of losing your third home base.

Super: At the beginning of your turn, you may un-flip an entire base of flipped tokens instead.

INSANITY

FLARE

Power of Frenzy

INSANITY

Wild: Add any variant not in the game to the game (e.g.,. Moons, Lucre, Praw, Asteroids, more powers, etc.). Discard after use.

Super: You need not exhaust the list.

IRS

FLARE

Power to Tax

IRS

Wild: You may audit one player. While you have this card in your hand, you may force one player to show you any new cards he draws.

Super: If a player cannot or refuses pay, you may impound his entire hand or remove the tokens from one of his bases to your star disc.

JONESES

FLARE

Power of Status

JONESES

Wild: Immediately gain a base in any system and place a marker on it. When you lose this card from your hand, lose the base you gained because of this card.

Super: You may remove one of your markers. Discard this card after use.

JUNK

FLARE

Power of Refuse

JUNK

Wild: Once per challenge, you may randomly discard one card from a player's hand.

Super: You may discard up to your entire hand.

KELVIN

FLARE

Power of Absolute Zero

KELVIN

Wild: If another player has zero cards, you may give him your hand and draw a new hand.

Super: You may declare after cards are played.

KITSCH

FLARE

Power of Junk

KITSCH

Wild: If you are a main player in the challenge, you may take your opponent's challenge card if it is lower than yours (or a Compromise), subject to other powers and Supers in the game.

Super: You may discard any card you draw.

KAMIKAZE

FLARE

Power of Suicide

KAMIKAZE

Wild: You may voluntarily lose the challenge and force your opponent to lose the challenge as well. All tokens are lost to the Warp. Play before challenge cards are played.

Super: You may commit suicide after cards are revealed.

KICK-VULCH

FLARE

Power of Salvaging

KICK-VULCH

Wild: You may discard a Kicker into another person's hand at the end of a challenge.

Super: You may keep your Kickers and this Flare if you must discard them.

LARGESS

FLARE

Power of Bestowal

LARGESS

Wild: If another player forces you to discard your hand, discard your hand into his then take his hand.

Super: You may discard any cards you drew through this power.

KA-THUD

FLARE

Power to Hurl Large Objects

KA-THUD

Wild: If you have an Attack card whose value equals the number of tokens on a planet, discard the card and remove the tokens from this planet.

Super: You may remove your tokens last from this planet.

KIDNAPPER

FLARE

Power of Bond

KIDNAPPER

Wild: You may give any player this card and kidnap four of his cards, unless he pays your a Lucre.

Super: You do not have to give back any cards.

LATER

FLARE

Power to Delay

LATER

Wild: You may delay receiving rewards, winning a base, or taking Consolation until the end of a challenge.

Super: While you have this card, you may delay losing cards, prisoner tokens, and Lucre to other players, tokens to the Warp, and cards you are forced to discard (this does not include cards that are played and discarded).

LEECH

FLARE

Power to Drain

LEECH

Wild: You may force an ally of the winning side to give Consolation instead of the main player.

Super: You may look at the cards given during Consolation. If you like them, take them instead of drawing from either player.

LOTTERY

FLARE

Power to Exploit the Poor

LOTTERY

Wild: At the end of a challenge, lose one Lucre to the Warp and pass this card to the player on your left. However, if you win a challenge and have this card in your hand, discard this card and take out all the Lucre in the Warp.

Super: In addition, your opponents as a group must pay you one Lucre for every bankrupt player on their side. If they cannot pay, they lose the challenge.

LUNACY

FLARE

Power of Moon Planets

LUNACY

Wild: Once per turn, you may place (face down) a moon on any blank planet. This planet is still considered a planet, but the planet also has the moon's effects once landed upon. Once you lose this card, remove all "moon-planets" created with this flare.

Super: You may replace one of your moons each turn.

LEMMING

FLARE

Power of Walt Disney

LEMMING

Wild: You may force a player to put a token into the Warp at the beginning of his challenge, instead of taking a token out of the Warp.

Super: You may put up to all your tokens from the cone into the Warp, taking one token of each opposing color to the Warp for each of your tokens.

LUCRE

FLARE

Power of Lucre

LUCRE

Wild: If you have no Lucre, discard this card and draw five Lucre from the box.

Super: If you have Lucre, draw a random Lucre power and play it while this card is in your hand.

LUNCH MONEY

FLARE

Power to Be Extorted

LUNCH MONEY

Wild: As a main player, if you have won, you may bully each player on the opposing side one Lucre. If they cannot pay, you may place one of their tokens in the Warp.

Super: Your opponent must accept your offer to cancel the challenge, card, or use of power. Furthermore, the challenge is counted as a challenge won by you, the card is discarded, or the power is Cosmic-Zapped.

LOA

FLARE

Power of Voodoo

LOA

Wild: If you are a main player in a challenge and win, put your opponent's tokens on your star disc. During the next challenge in which you are a main player, either use these tokens as your allies (the token s owners receive rewards as allies), or put them in the Warp.

Super: You need only put one token of your opponent's from your Star Disc to the Warp to control one of his powers.

LUCREMANIA

FLARE

Power of Liquidity

LUCREMANIA

Wild: Once per challenge, you may put one of your tokens in the Warp and receive one Lucre.

Super: Your tokens are lost to your star disc, not the Warp.

MACRON II

FLARE

Power of Mass

MACRON II

Wild: As ally or offensive player, you may put up to five tokens into the cone.

Super: You can take up to five of your tokens in the cone as an ally or offensive player.

MACRON III

FLARE

Power of Mass

MACRON III

Wild: As ally or offensive player, you may put up to eight tokens into the cone.

Super: You can take up to eight of your tokens in the cone as an ally or offensive player.

MEAN

FLARE

Power of Averaging

MEAN

Wild: You may average your hands with your opponent. Give or take (randomly) cards with your opponent until you have an equal number of cards (you may have one more card than him if averaging is not possible).

Super: You opponent must discard both cards.

META-ATTACK

FLARE

Power to Change Attacks

META-ATTACK

Wild: You may give another player an Attack card.

Super: You may keep the Attack card.

MAD BOMBER

FLARE

Power of Wanton Destruction

MAD BOMBER

Wild: Then penalty for your opponent when you try to make a deal is a base to the Warp.

Super: You may discard any card beside an Attack, for no effect.

MEDIAN

FLARE

Power of the Middle

MEDIAN

Wild: You may take the median Attack card of your opponent. If he has the choice of two cards, he chooses.

Super: You may choose the median card.

META-KICKER

FLARE

Power to Change Kickers

META-KICKER

Wild: You may give another player a Kicker.

Super: You may keep the Kicker.

MARBLE

FLARE

Power to Roll

MARBLE

Wild: When you are the main player, you may roll one token within the cone to either the mouth or the defensive ring. Winning tokens receive rewards as if they were ally tokens.

Super: You may discard any card beside an Attack, for no effect.

MERCENARY

FLARE

Power of Contract

MERCENARY

Wild: You may hire out an Attack card from your hand for Lucre.

Super: If your side wins, your mercenary tokens gain rewards as allies.

MISER II

FLARE

Power to Hoard

MISER II

Wild: You may win with at least three external bases, but each must be in a different system.

Super: If you must lose or give cards or your hand, you may choose which hand is affected.

FLARE

Power to Hoard

MISER III

Wild: You may win with at least two external bases, so long as they are in the same system and the system owner no longer has his power.

Super: You may make an additional switch anytime during the challenge.

FLARE

Power of the Moons

MOONS - HOUSE

Wild: When this card enters your hand, and if you have no moons, immediately add one moon to your system.

Super: When this card enters your hand, and if you have a moon, add one moon to all systems or remove one moon from all systems.

FLARE

Power of Green Cheese

MOON MICE

Wild: If another player voluntarily evacuates a moon, you may place one of your tokens on it.

Super: Tokens as a result of this power may be used like your other tokens.

FLARE

Power of Prizes

MONTY HALL

Wild: You may force one player per turn to trade you one Lucre for a card, randomly picked, from your hand.

Super: You may take the three cards from any players' hands, including yourself.

FLARE

Power of Invasion

MOON MEISTER

Wild: You may force the system owner to defend his moon if it has no tokens on it.

Super: You may make a moon challenge on any occupied moon at the end of your turn.

FLARE

Power to Limit

MORATORIUM

Wild: Once per challenge, you may force any one player receiving rewards, consolation, or a newly acquired base to receive it as if he had one token.

Super: If a player plays more than one card during a challenge, he must pay you one Lucre for every card played.

FLARE

Power of the Moon Doom

MOON DOOM HEX

Wild: If you have not tokens in the Moon Doom hex, you may move the Moon Doom disc ahead one space per challenge.

Super: If you have no tokens in the Moon Doom hex, you may prevent the Moon Doom disc from moving.

FLARE

Power to Defend Moons

MOON MEN

Wild: You may scrootch any moon base, once per challenge. Tokens may not be removed from this base under any circumstances until the end of the challenge.

Super: You may force the system owner to defend the moon instead.

FLARE

Power of Being Powerful

MR. NEUTRON

Wild: Immediately draw a power from the unused Power Deck. When this card leaves your hand, discard one of your powers.

Super: You may discard any of your powers and gain a base on any planet.

MR. PEABODY

FLARE

Power of the WABAC

MR. PEABODY

Wild: You may declare one player to be Sherman. He must now ally with you in every challenge until you no longer have this card, but is limited to one token.

Super: Each of your allies may use the WABAC once and may only receive ally rewards.

MUTANT PRIME

FLARE

Power of the Mutant

MUTANT PRIME

Wild: If you are a main player and win, take enough cards from your opponent until you have ten cards.

Super: You may discard your hand and draw a new one consisting of ten cards.

NECROMANCER

FLARE

Power to Summon the Dead

NECROMANCER

Wild: Remove all your tokens from the Warp to bases. Use once and discard.

Super: Flipped tokens return to bases instead of the Warp.

MUSTER

FLARE

Power of Reinforcements

MUSTER

Wild: If you are a main player in a challenge outside your system, you may ally with yourself, taking up to four of your tokens from bases in the system being challenged.

Super: All tokens in the system being challenged, except those in the challenge, add to your total.

MX MISSILE

FLARE

Power of Multiple Warheads

MX MISSILE

Wild: If you lose a challenge as the offensive player, you may make another one. Do not reposition the cone.

Super: You may put down as many challenge cards as you have in your hand.

NEGATION

FLARE

Power of Opposing Signs

NEGATION

Wild: If you are a main player, after cards are revealed, you may subtract the number of your tokens involved in the challenge from your opponent's attack total.

Super: You may declare after challenge cards are played.

MUTANT LESSOR

FLARE

Power of the Mutant

MUTANT LESSOR

Wild: If you are a main player and win or make a deal, take one card at a time from the hand of your opponent or one of his allies until he has five cards.

Super: You may discard your hand and select a new one consisting of five randomly chosen cards taken from the hands of other players.

NEBULA

FLARE

Power of the Nebula

NEBULA

Wild: Keep, face-down, any Special Destiny Cards you draw from the Deck or keep the Special Destiny Card Deck face-down to one side. At the beginning of any second challenge, you may force the offensive main player to draw a card from the top of the Special Destiny Card Deck. If he draws a Comet, his next draw is from the Destiny Deck.

Super: You may keep the Special Destiny Card you played.

NERDO

FLARE

Power of the Square

NERDO

Wild: You may square the value of any Kicker you play.

Super: As an ally, you may use your power anytime after tokens are placed in the cone, but before cards are played.

FLARE

Power to Alter Data

NETRUNNER

Wild: This card is ICE. If a player forces you to discard any other cards in your hand, you may keep them and send one of his tokens of your choice to the Warp.

Super: You may use your power on any player.

FLARE

Power to Deny

OBSTINANCE

Wild: If you are a main player in the challenge, both you and your opponent may not use a power during the challenge. You select which powers are not in use.

Super: You choose which powers your opponent may not use.

FLARE

Power to Of Orbits

ORBITAL

Wild: You may copy a Power of the player on your left; use it as if it were your own. This Flare may only be used to copy one power per challenge.

Super: When Asteroids are rotated in any challenge, you may decree either that they all move two hexes to the right, or that they all move one hex to the left.

FLARE

Power to Bollix

NILBOG

Wild: If you lose your last home base to the Warp, but not because you selected tokens from it, you have won the game.

Super: You may use your power if you are involved in the challenge.

FLARE

Power of Refuse

OFFAL

Wild: When you need to draw a new hand, you may instead look through the Discard Pile and select a new hand from it.

Super: You may put the discarded card into anyone's hand.

FLARE

Power of Black-And-White

OTHELLO

Wild: If you are a main player, before cards are played, you may declare that tokens subtract instead of add to their Attack totals. This flare overrules the Anti-Matter power.

Super: You may alter after tokens are placed in the cone.

FLARE

Power to Void

NULL

Wild: If a player forces you to discard / switch one of your powers, you may instead discard / switch his instead. (If the Wild Reincarnator is in the game, you may, instead of discarding your power, force the Wild Reincarnator to discard and draw a new power a second time.)

Super: If you are in the challenge, you may prevent a player from using any of his powers.

FLARE

Power of Availability

OPPORTUNITY

Wild: If you are a main player and did not use a card, you may discard it and draw the top card of the Deck.

Super: You need not discard a power if you had an opportunity to use it, but did not.

FLARE

Power to Eject

OUST

Wild: If you are an ally, you may remove yourself from the cone before cards are played unless you have been forced to put tokens in the cone (e.g.,. by the Magnet).

Super: You may use your power after cards are revealed but before the outcome is determined.

PACT

FLARE

Power of Hidden Powers

PACT

Wild: You may draw another power and use it as a hidden power. You must discard it when you lose this card.

Super: You may keep the power until you wish to discard it. You may not activate another until you have discarded your present power or this card leaves your hand.

PATENT

FLARE

Power of Sole Ownership

PATENT

Wild: If you are a main player and your opponent plays the same card as you, he must pay you a Lucre, if possible.

Super: You may take up any of the cards you discarded because of this power into your hand.

PILE

FLARE

Power to Heap

PILE

Wild: Before you take Consolation, you may force your opponent to separate one of the following types of cards into a pile: Attack cards, Compromise cards, Edicts, Flares, and Kickers. You then draw Consolation only from this pile (if any).

Super: Once per challenge, you may look at one pile of any player.

PALNU

FLARE

Power of Resources

PALNU

Wild: When you make a deal, you may give away and / or receive powers. These powers return to their original owners when this card leaves your hand.

Super: You may treat your powers as Flares – they are not discarded to the power deck after use.

PERIMETER

FLARE

Power of Defense

PERIMETER

Wild: You may add one to your Attack total for each home planet you occupy.

Super: When you are the main player, you may move one inner base to an outer planet or vice-versa, anytime before cards are played.

PINKERTON

FLARE

Power of Surreptitious Stealing

PINKERTON

Wild: Before cards are revealed, you may force any player with tokens in the cone to lose one Lucre to the Box.

Super: Paid Lucre goes to your Star Disc instead of allies.

PASS

FLARE

Power to Cancel

PASS

Wild: As an attacking player, you may place zero tokens in the cone.

Super: If you are a main player, you may use your power once per challenge.

PICKY

FLARE

Power of Finickiness

PICKY

Wild: If you are a main player, after allies have committed to the cone, you may uninvite an ally. He may ally with your opponent if your opponent had invited him.

Super: Your opponent may not play any cards that you have given to him because of this power until the challenge is over.

PIRANHA

FLARE

Power to En Masse

PIRANHA

Wild: If you share a base with your opponent and have more tokens on the planet than he does, you may overwhelm him and remove his tokens from the planet.

Super: You may restrict your power to only one person in the challenge.

PITIFUL

FLARE

Power of Pathos

PITIFUL

Wild: You may give consolation to anyone taking it instead of the normal player.

Super: You may refuse to give or take consolation.

PLEASURE DOME

FLARE

Power of Pleasure

PLEASURE DOME

Wild: You may give all the rest of the players in the game some pleasure by paying off one Lucre to your opponent and preventing him from using the rest of his turn.

Super: Your tokens may land on a Pleasure Dome without payment.

PRAW BEAST

FLARE

Power of Escape

PRAW BEAST

Wild: Once per challenge, you may rescue two of your tokens from the Praw to bases.

Super: You may rescue tokens from the Warp.

PLANET BUSTER

FLARE

Power of Destruction

PLANET BUSTER

Wild: You may force one star disc to go nova . Cover one of the planets in another player's system with his star disc. Tokens may not be removed from this planet, nor do they count as bases. You may use this card only once, and the star disc returns to normal once this card leaves your hand.

Super: You may plant another bomb. Discard after use.

PLURAL

FLARE

Power of Asingularity

PLURAL

Wild: You may play two Kickers with a Challenge card. Multiply before adding/subtracting.

Super: Before cards are revealed, if you play a Compromise and your opponent plays a Kicker, you may take his Kicker and play it alongside your Compromise. If you have already played a Kicker, use both Kickers; multiply before adding/subtracting.

PRAW MASTER

FLARE

Power of Doom

PRAW MASTER

Wild: Before challenge cards are revealed, you may declare that losing tokens go directly to the Praw.

Super: If any player must lose tokens to the Warp, you may force them to go directly to the Praw instead.

PLEA

FLARE

Power to Entreat

PLEA

Wild: If you are a main player, before cards are played, you may draw a card from the deck. If you do not use it by the end of the challenge, discard it.

Super: Draw two cards instead of one, and use whichever card you prefer.

PRAW

FLARE

Power of the Praw

PRAW

Wild: If you have no tokens in the Praw, you may prevent tokens from leaving the Warp to the Praw.

Super: If you have tokens in the Praw, immediately move them to the Warp.

PRAW MEISTER

FLARE

Power of the Multiplier

PRAW MEISTER

Wild: You may raise two of your tokens from the Praw to the Warp at the beginning of each turn.

Super: You may change the Praw Multiplier at any time, including immediately before tokens are placed in the Warp, regardless of the number of tokens in the Warp.

PRAWISH

FLARE

Power of Nonexistence

PRAWISH

Wild: You may raise two tokens from the Praw at the start of each challenge.

Super: You may prevent player(s) from taking tokens from the Praw (unless the player has no bases).

PROTECTANT

FLARE

Power of Prevention

PROTECTANT

Wild: When you are a main player, before cards are played, you may set aside one of your cards for each token you have in the challenge. Return these cards to your hand at the end of the challenge.

Super: After the outcome of the challenge is determined, put the set aside cards into your hand.

PYRRHIC

FLARE

Power of Hollow Victories

PYRRHIC

Wild: You may force two players who have just made a deal to first pay penalties for failure to make a deal. The deal then continues normally.

Super: Your power also affects your opponent's allies.

PROPAGANDA

FLARE

Power of Persuasion

PROPAGANDA

Wild: You may persuade your opponent to ally you, with as many tokens as you have in the challenge.

Super: Tokens are taken from your opponent's bases. You opponent chooses which tokens you take.

PULSAR

FLARE

Power of the Pulsar

PULSAR

Wild: You may use this card as a Kicker -1.

Super: You may pulse after cards are played, but before they are revealed.

QYS

FLARE

Power of Multiple Bodies

QYS

Wild: You are Miracleman. Flip over a token and draw an additional power. When this token is involved in the challenge, you may use the power, subject to the limitations stated on the power card.

Super: You may announce during a challenge instead.

PROPERTY TAX

FLARE

Power to Levy

PROPERTY TAX

Wild: Players gaining a base in your system must pay you one Lucre. If they cannot pay, they cannot gain the base.

Super: Whenever any player gains a base, he must pay you a Lucre. If he cannot, he cannot establish the base.

PUNT

FLARE

Power of Desperation

PUNT

Wild: You may play your Kicker after Challenge cards are played, but before they are revealed.

Super: If your opponent did not play a Kicker, you may also play a Kicker on his challenge card after cards are revealed.

RADIATION

FLARE

Power of Mutation

RADIATION

Wild: After a player plays a Flare, except one of a power involved in the game, you may remove it from the game and give the player the top card from the unused Flare Deck.

Super: You may choose which players involved in the challenge are affected by your power.

RADIO-CONTROLLED GODZILLA

FLARE

Power of Great Big Monsters

RADIO-CONTROLL

Wild: If you are a main player and played an Attack card, before cards are revealed you may draw a card from the Deck. If it is an Attack card, add its value to yours.

Super: You may place up to your normal limit of tokens in the cone.

REBATE

FLARE

Power of Refund

REBATE

Wild: When you discard your hand, you receive from the Box one Lucre for every card you discarded.

Super: When you take Consolation, you may immediately return one or more of the cards you drew to your opponent and receive one Lucre from that player for each card you returned.

REINFORCE

FLARE

Power of Support

REINFORCE

Wild: After allies have put tokens into the cone, but before cards are played, you may allow your allies to put in additional tokens into the cone, so long as each ally has no more tokens in the cone than he could have originally joined with.

Super: You may use your power after cards are played, but before they are revealed.

RAMSHACKLE

FLARE

Power to Fall Apart

RAMSHACKLE

Wild: If you are the main player or ally in a challenge, you may discard a card.

Super: If you must draw a new hand, you may take the hand of any player.

RECRUITER

FLARE

Power of Enlisting

RECRUITER

Wild: When you buy tokens from the Warp, the number of tokens rescued is two per Lucre.

Super: You receive one recruit token at the beginning of each of your challenges.

RERUN

FLARE

Power to Replay

RERUN

Wild: If you are a main player, your opponent must discard the same type of card (Attack, Compromise, Kicker, Edict, or Flare) that appears at the top of the Discard Pile, if possible.

Super: Your opponent must play any Challenge cards given him.

RATION

FLARE

Power to Allot

RATION

Wild: You may discard your hand and draw a new 7-card hand.

Super: You may ignore the list and reuse numbers as desired.

RECYCLER

FLARE

Power of Use

RECYCLER

Wild: You may draw seven cards from the discard pile when you discard your hand. (Do not draw any cards you discarded.)

Super: When you discard your hand, keep all your Flares and Edicts and draw seven new cards.

RESUSCITATE

FLARE

Power to Restore

RESUSCITATE

Wild: Any player gaining a base in your home system on a planet where you have no base must grant you a base on this planet or lose this base to the Warp.

Super: You may restore your bases for a fee payable to, and negotiated with, another player of your choice.

RESURRECTION

FLARE

Power to Return

RESURRECTION

Wild: At the beginning of your challenge, instead of taking one token from the Warp and placing it on your base, take up to four of your tokens from the Warp and put them directly in the cone.

Super: You may take all of your tokens from the Warp as allies.

REVOLUTIONARY

FLARE

Power of Revolt

REVOLUTIONARY

Wild: If you are a main player or ally in a challenge, your opponent subtracts from his Attack total the number of tokens you and your allies have on his Star Disc.

Super: If you win the challenge, you and your allies take back their tokens from your opponent's Star Disc.

ROBOT

FLARE

Power to Warn Will Robinson

ROBOT

Wild: You may force one ally to wave his arms about and talk in a loud, monotone voice.

Super: You may warn your opponent as well.

RETIEF

FLARE

Power of Two-Fisted Diplomac

RETIEF

Wild: You may play this card as an Attack card. When revealed, results are ignored and you now make a deal with your opponent.

Super: If your opponent refuses the deal, he loses three tokens to the Warp, the challenge ends, and the challenge is considered a loss.

RING - EON

FLARE

Power of the Eon Ring

RING - EON

Wild: If you are defending in your own system, you may add to your total the number of bases your opponents have in your own system.

Super: If you lose a challenge as a defender, all tokens are lost from the Ring you are protecting.

ROME

FLARE

Power of Payment

ROME

Wild: If you are the attacking player, you may demand one Lucre from every defending ally who puts tokens in the cone.

Super: Payment is one Lucre for every base you have in his system.

REVENGE

FLARE

Power of Vengeance

REVENGE

Wild: If someone has successfully challenged you during the game, you may take revenge and place one of their bases in the Warp. Discard after use.

Super: You may add additional tokens directly to bases.

RING - MAYFAIR

FLARE

Power of the Mayfair Ring

RING - MAYFAIR

Wild: If you are defending in your own system, you may add to your total the number of bases you have in your own system.

Super: If you are attacking and take token(s) from one Ring, you may add the value of the Ring to your attack.

ROSETTE

FLARE

Power of the Rosette

ROSETTE

Wild: If someone is attacking a base on a planet on which you have a base, you may add your tokens to his in calculating the attack total. Your tokens are not lost to the Warp. If the defender makes a deal, you are also involved. If the defender takes consolation, you take one card from the attacker for every token you have on your base.

Super: You may add to your total your tokens on any two planets, instead of just the adjacent ones.

ROT

FLARE

Power to Waste Away

ROT

Wild: For every token of yours lost to the Warp, discard a card.

Super: When you give cards to another player (in a deal or during consolation), you draw an equal number of other cards randomly from any player.

SACRIFICE

FLARE

Power to Relinquish

SACRIFICE

Wild: If you are a main player and your opponent plays a Flare, you may discard a Flare from your hand and take the card your opponent just played.

Super: If you discard one or more cards, you may keep any number of these cards and discard one card for every card kept.

SELECTION

FLARE

Power of Choice

SELECTION

Wild: When you must randomly draw cards from another player, you may instead look though his hand and select the cards you are entitled to.

Super: You may look through the entire deck when choosing which cards to receive.

ROUND ROBIN

FLARE

Power to Relocate

ROUND ROBIN

Wild: If you are a main player, before cards are played, randomly draw one card from any player.

Super: You may give away any card and declare it to be of another type.

SAFETY

FLARE

Power to Protect

SAFETY

Wild: If you are the main player and have just lost the challenge, winning allies collect rewards as usual, but their tokens go to the Warp. (Winning offensive allies establish a base with 1-4 tokens from other bases.)

Super: You may prevent yourself or the main player you have allied with from losing tokens to the Warp.

SHANGHAI

FLARE

Power to Conscript

SHANGHAI

Wild: If you win a challenge as a main player, you may shanghai your opponents tokens. Take the losing tokens to your Star Disc and add the total number of tokens on your Star Disc to your Attack total. When this card leaves your hand, tokens on your Star Disc go to the Warp.

Super: Whenever you retrieve tokens from the Warp, you may take an additional number of other players tokens.

S&L

FLARE

Power to Appraise

S&L

Wild: When you are about to discard this card, play it. You are bankrupt. Immediately lose all your Lucre. Collect one Lucre from each player. If the amount of Lucre you have on your Star Disc is less than the amount you lost, continue collecting until you have a number of Lucre more than or equal to the number you lost.

Super: You need not wait until the beginning of your turn to increase or decrease the value of an item.

SCRIP

FLARE

Power of Paper

SCRIP

Wild: If you must discard your hand, receive one Lucre for every card discarded.

Super: When you give or discard cards instead of spending Lucre, you choose with cards to give.

SHELL GAME

FLARE

Power to Switch

SHELL GAME

Wild: If the Destiny Pile is about to be reshuffled, if you can guess the color of the last disc in the pile, you may challenge it, per Timegash.

Super: You may choose not to shuffle in your discs when the Destiny Pile is reshuffled.

FLARE

Power to Ferry

SHUTTLE

Wild: If you are a main player, before tokens are placed in the cone, you may pay your opponent a Lucre and force him to land upon or challenge a moon in your system.

Super: The player evacuating the moon must also pay you a Lucre.

FLARE

Power of Singularity

SINGULARITY

Wild: Tokens (except yours) lost in your system to the Warp go to your star disc instead. On each flip of the Destiny Pile, place one token from your star disc to the Warp. Players may rescue tokens from the Warp or your star disc.

Super: All tokens (except yours) lost in challenges outside your system go to the Singularity.

FLARE

Power of the Supervirus

SKIPPY

Wild: Whenever you are a main player, you must give away this flare to any player in the challenge and force him to lose one of the following (your choice): two tokens, two Challenge cards, or an Edict or Flare. He chooses which tokens / cards to lose. This flare does not affect the Skippy.

Super: As a main player, you may give this card to any player in the challenge and force him to lose two tokens, two Challenge cards, and an Edict or Flare. He chooses which tokens / cards to lose.

FLARE

Power to Represent

SHYSTER

Wild: If two players are about to engage in a deal, you may limit the deal to one of the following: cards, bases, or Lucre (in a Lucre game).

Super: If a player is about to take consolation, you may take it instead.

FLARE

Power to Shift

SIPHON

Wild: If you must take consolation, take the entire hand of your opponent.

Super: Whenever you are a main player, anytime before cards are played, you may take your opponent's hand or give your opponent your hand.

FLARE

Power to Injure

SLAP

Wild: Between challenges, you may force all players to play one round of War, using their Attack cards. Other cards are set aside during the game. Discard after use.

Super: If you switched cards through this power, you may take or discard the card not played, instead giving it back to the main player who played it.

FLARE

Power of Damages

SIDESWIPE

Wild: If you lose tokens to the Warp other than because of a challenge outcome or failed deal, you may collect damages of one card per token lost from the player who caused you to lose tokens.

Super: You also may draw one card from your opponent's allies for every token they have in the challenge.

FLARE

Power of the Six-Pact

SIX-PACT

Wild: Draw another power from the unused power deck. You may use this power when defending (and not use one other power), but if you lose, you must discard this power and this flare.

Super: Powers used in an attack are not lost.

FLARE

Power of a Slave System

SLAVE

Wild: You are now the slave of the player from whom you received this card. You must ally with him if he invites you. At the end of the challenge in which you have been forcibly allied, you give this card to any player except the one who enslaved you. (You are not a slave if you drew this card from the deck.)

Super: You may use the Slave's power in addition to your own.

FLARE

Power to Enslave

SLAVE PEN

Wild: You may revolt . If you have the most tokens in the Warp or any player’s Star Disc, immediately release them to your bases. Play at the beginning of your challenge.

Super: If you are an ally, you may add the number of tokens on your Star Disc to the total of the main player you allied with.

FLARE

Power of Intensity

SLOW NEUTRINOS

Wild: Each player now draws an additional power at the beginning of each turn. When this cards leaves your hand, players discard these additional powers.

Super: You may discard a Flare instead of a non-Flare.

FLARE

Power of Assassination

SNIPER

Wild: If you are the main player or ally in a challenge, you may snipe one token from the cone into the Warp.

Super: You may plant a new sniper each turn.

FLARE

Power of Enslaving

SLAVER

Wild: If you are an attacking player and share a base with your opponent, you declare your opponent’s tokens on one such base enslaved. These tokens join your side in the challenge and are treated as allies.

Super: If you win the challenge, you may place all tokens from the Warp onto your star disc.

FLARE

Power of Pettiness

SNAG

Wild: Whenever you take only one card as consolation, normal defensive ally rewards, etc., take another card.

Super: Even if the player gains but one card, token, or Lucre, except in a deal, you take it.

FLARE

Power to Tattle

SNITCH

Wild: You may look at the top seven cards in the Deck.

Super: You need not reveal the cards to the other players.

FLARE

Power of the Deck

SLEIGHT

Wild: You may draw cards from the Discard pile

Super: You may deal cards from people’s hands.

FLARE

Power to Pilfer

SNATCH

Wild: You may take the hand of any player who is not a main player and set yours aside for the duration of a challenge. You may play cards from this hand as possible, but must return his hand at the end of the challenge.

Super: You may take one card per token you have in the challenge. If this causes your opponent to run out of challenge cards, he has lost the challenge.

FLARE

Power to Whine

SNIVELER II

Wild: If you are an ally and the main players make a deal, you may force them to either let you participate in the deal, or pay the penalty to make a deal and make a deal without you.

Super: You may use your power even if you are not involved in the challenge.

SOCIALISM

FLARE

Power to Reallocate

SOCIALISM

Wild: If another player trades, gives, or discards his entire hand, you may randomly take one card from this hand.

Super: You may look at the cards given before redistributing them.

SPACE PLATFORM

FLARE

Power of Space Orbital Platfo

SPACE PLATFORM

Wild: If your opponent refuses to make a deal, he must give to you his highest or lowest attack card (your choice) in addition to other penalties.

Super: You may add two Attack cards instead of one.

SPIRAL

FLARE

Power of the Spiral

SPIRAL

Wild: When you are the defending player in a challenge and win, you gain one card from the deck for every token you have in the challenge. Draw these cards after everyone else has.

Super: When you are the attacking player in a challenge, you gain one card from the deck for every token you have in the challenge. Draw these cards after everyone else has.

SPACE DUST - EON

FLARE

Power of Eon Space Dust

SPACE DUST - EON

Wild: On any challenge in which your color is determined on the Destiny Pile, you may add ten to your challenge.

Super: You may stack your tokens as you wish within your hex and rearrange them once per challenge in which you are the main player.

SPACE STATIONS

FLARE

Power of Space Stations

SPACE STATIONS

Wild: If you are defending a home base, you may add two to your challenge total for every home base you have.

Super: You may choose whether your opponent may attack any of your space stations or only your central planet.

SPY

FLARE

Power of Secrets

SPY

Wild: You are the publisher of Spy magazine. Everyone must now display either an unused Flare, Edict, Kicker, or their highest Attack card.

Super: The other player must give you the card.

SPACE DUST - MAY

FLARE

Power of Mayfair Space Dust

SPACE DUST - MAY

Wild: On any challenge in which your color is determined on the Destiny Pile, you may add five to your challenge.

Super: You may remove one of your Star Discs from the Destiny Pile at the beginning of your turn and place it on your hex, so long as there is at least one of your Star Discs in the Destiny Pile.

SPECTRE

FLARE

Power of Life-Draining

SPECTRE

Wild: If you are a main player in a challenge, and lose tokens to the Warp except as a result of a challenge, your opponent loses tokens instead.

Super: For every token of yours retrieved from the Warp because of your power, you may force another player to lose a token to the Warp.

SQUATTER

FLARE

Power of Settlement

SQUATTER

Wild: Draw an additional moon to your system and immediately land on it. Discard after playing.

Super: You may land on an empty asteroid in your system.

SQUEAL

FLARE

Power to Overhear

SQUEAL

Wild: Once per challenge, you may take the hand of another player and announce any of its cards to the other players.

Super: You may look at cards drawn from the Deck.

SUCK

FLARE

Power of Purging

SUCK

Wild: You may raise a token from the Praw to the Warp for every Compromise card played.

Super: Tokens lost to your power go directly to the Praw.

SUPERMAN

FLARE

Power of Strength

SUPERMAN

Wild: This card is Kryptonite. All players with tokens in your system may not use one of their powers of their choice.

Super: If you ally with the Superman token, add its Attack card to your side's challenge total.

STUCK

FLARE

Power of Immobility

STUCK

Wild: If you lose as a defensive player, your tokens stay on the planet.

Super: If you are involved as a main player or an ally in a challenge and your side wins, all losing tokens are "stuck" in the Warp and may not be removed unless Mobius Tubes are played. You may "unstick" them as part of a deal.

SUMMIT

FLARE

Power of Association

SUMMIT

Wild: If you are an ally and lose tokens to the Warp because the main player you allied with played a Compromise, you take the consolation instead of him.

Super: In addition to your normal powers, you may force the winning main player to give the losing player consolation, regardless of what cards were played.

SWELL

FLARE

Power to Increase

SWELL

Wild: You may discard this flare for seven cards from the deck.

Super: You may increase your hand at any time and draw from any player.

SUBSTITUTE

FLARE

Power to Replace

SUBSTITUTE

Wild: If a player gains a base, he instead returns these tokens back to bases and another player besides yourself gains a base on the planet. Use once and discard.

Super: Whenever you must lose tokens from bases, including because of the Bully or the Wrack, you may use your power.

SUPER

FLARE

Power of Superiority

SUPER

Wild: This is the super of any of your powers.

Super: You need not discard the current Flare.

SWINDLER

FLARE

Power of Substitution

SWINDLER

Wild: Once per challenge, you may randomly take a Flare from another player, put it in your hand, and give him one of yours.

Super: If the main player cannot give you a card, you take back the ones you gave him.

SWITCHER

FLARE

Power to Turn Tables

SWITCHER

Wild: You may replace an ally in a challenge you are not involved in. His tokens return to his bases and you replace them with an equal number of yours.

Super: You may include the color of the tokens involved in the challenge and on the challenged planet in the switch.

T1

FLARE

Power of Onslaught

T1

Wild: You may clone yourself. Whenever you are the defending player, after the cone has been pointed, immediately double the number of your tokens on any of your bases, taking additional tokens from the Warp.

Super: If you run out of challenge cards, draw a new hand and continue playing.

TAXMAN

FLARE

Power to Levy

TAXMAN

Wild: Whenever you are a main player, every time your opponent spends Lucre, you receive one of the Lucre he has spent.

Super: Involuntary payments are also taxed, if the player can pay the tax.

SWITCHEROO

FLARE

Power to Supplant

SWITCHEROO

Wild: If a player discards a card, you may give him this card and take the card he discarded.

Super: You may look at one of the face-down cards before using your power.

T2

FLARE

Power of Resilience

T2

Wild: You may disguise yourself. Draw the top disc in the Destiny Pile, keep it, but do not reveal it. When the player indicated by the disc takes his next turn, you take his first challenge instead. If you win the first challenge, he takes the second one. Then you discard the disc to the Destiny Pile discard pile.

Super: Your attacker may only continue attacking if he has tokens in the cone. (i.e.,. He must win all of the additional challenges to gain a base.)

TAZ

FLARE

Power of Rrarrghhgarrbllltt

TAZ

Wild: If you have lost the previous challenge, you may play this Flare as a Kicker x10. Give this Flare to your opponent after using it.

Super: You may put up to your normal number of tokens in the cone.

SYMPATHY

FLARE

Power to Console

SYMPATHY

Wild: If you are to take consolation, you may forgo taking cards and return tokens to bases instead.

Super: If you give or take consolation, you may look through the discard pile and determine which cards to give or take.

TAB

FLARE

Power of Credit

TAB

Wild: You may borrow the use of another player's (except your opponent's) Lucre instead of yours for computing your Attack total.

Super: You may win the game without paying back the Box.

TEAMS

FLARE

Power of Cooperation

TEAMS

Wild: If your ally has fewer bases than you, you may immediately grant him one base where you have one, if possible. Discard after use.

Super: If your teammate has more bases than you, you immediately gain one base where he has one, if possible. Discard after use.

FLARE

Power of Subtlety

THE BAVARIANS

Wild: You may establish a deep agent. If you have a base in the most powerful player's system (the player with the most bases), you may "control" his powers for one challenge: You may use his powers and he may not.

Super: You may invite allies.

FLARE

Power of Information

THE NETWORK

Wild: Once per challenge, you may see the hand of another player.

Super: You may draw two cards at the beginning of every challenge.

FLARE

Power of Reorganization

THE TRIANGLE

Wild: You may sink a cone. If you have a token in the cone, you may take the contents of the cone and put them into the Warp. The challenge immediately ends and is counted as a loss.

Super: You may move any planet base to any planet, or any moon base to any moon, so long as you do not cause a player to lose a base or his power(s).

FLARE

Power of Chaos

THE DISCORDIANS

Wild: You may cause all players to mix their hands at the beginning of your turn. Each player takes back the number of cards he had in his hand.

Super: You may include yourself in the trade.

FLARE

Power of Destruction

THE SERVANTS

Wild: You may destroy a power. If another player has just lost his powers, you may permanently remove one of them from the game. Use once and discard.

Super: If you cause someone to lose his powers because of this power, he is now out of the game.

FLARE

Power of Speed

THE UFO'S

Wild: You may take a second challenge, regardless of the results of the first one.

Super: You may take your additional turn(s) at anytime.

FLARE

Power of Income

THE GNOMES

Wild: You may liquidate your resources. You may discard cards to the discard pile and/or put your own tokens to the Warp and receive one Lucre for each card discarded and/or token lost into the Warp.

Super: At the beginning of each of your challenges, you receive two Lucre instead of one.

FLARE

Power of Warning

THE SOCIETY

Wild: You may warn your opponent that if he does not call off the challenge, you will assassinate one of his tokens. If he agrees, the challenge is cancelled and counted as a loss. If he disagrees, remove one of his tokens to the Warp and continue the challenge normally.

Super: You may use your power on all players who refuse to ally.

FLARE

Power of Stealing

THIEF

Wild: Steal an additional Lucre from another player at the beginning of your turn.

Super: If your side loses, you do not lose any tokens to the Warp.

TICKER

FLARE

Power of Imminence

TICKER

Wild: If you share a base with another player, you may remove both yours and his base to the Warp.

Super: You may add a marker at the beginning of each challenge.

TRACTOR

FLARE

Power to Move

TRACTOR

Wild: At the beginning of a turn, you may remove an unoccupied moon from any system and replace it with a new moon (face down and unseen by yourself). If there is no moon to remove, you may add a new moon.

Super: You may remove an occupied moon. Its tokens are lost to the Warp or returned to bases (your choice).

TRICKLE

FLARE

Power of Slow Release

TRICKLE

Wild: Once per turn, release one of your tokens from the Warp to your bases.

Super: You release one token per challenge.

TIME BOMB

FLARE

Power of Inevitability

TIME BOMB

Wild: If you are a main player and cause your opponent to run out of cards before the outcome of the challenge is determined, you win the challenge.

Super: Take either the Discard Pile or Deck, whichever is smaller, out of the game. After use, remove this card from the game.

TRAITOR

FLARE

Power to Betray

TRAITOR

Wild: If you have been invited to ally by both main players, anytime before cards are played, you may switch your tokens from one side of the cone to the other.

Super: If you have been invited to ally by only one side, you may still ally with both sides.

TRUCE

FLARE

Power of Compromise

TRUCE

Wild: You may use this Flare as a Compromise. You need not discard it if played as a challenge card.

Super: You may declare both your and your opponent's card to be Compromises.

TITHER

FLARE

Power to Collect

TITHER

Wild: If you are a main player in a challenge, add one-tenth of your opponent's Challenge total (including tokens, Warrior's points, etc.) to yours.

Super: Collect one card per token placed in the cone, up to the player's entire hand.

TRANSFORMER

FLARE

Power of Conversion

TRANSFORMER

Wild: You may discard your entire hand (even if you must do so normally) and take all your tokens out of the Warp.

Super: If you are the offensive player, you may continue playing. If you are the defensive player, you may discard your last challenge card. You may use this card once per challenge.

TUMOR

FLARE

Power of Malignant Growth

TUMOR

Wild: If you are the defending player, you may add tokens to your defending base from your other bases. The number of tokens you may add is equal to the number of tokens you may normally ally with.

Super: If a player cannot discard an Attack card, he must discard an Edict or Flare.

TYRANID

FLARE

Power of Bio-Engineering

TYRANID

Wild: You are a Zoat. If you have just made a deal, you to receive double the terms you are entitled to.

Super: You may use your power on your opponent if he loses, even if you all ready possess one of his powers.

VAGRANT

FLARE

Power to Squat

VAGRANT

Wild: If another player voluntarily removes his last token from a planet, you may place one of your tokens on it.

Super: You may switch one of your moon bases with another player's moon bases at the beginning of a challenge.

VARIANCE

FLARE

Power of Extremes

VARIANCE

Wild: If you are the defending player, you may force your opponent to put in as many tokens in the cone as you have in the challenge.

Super: You may play any challenge card regardless of your declaration.

UNDEAD

FLARE

Power of the Dead

UNDEAD

Wild: Once per challenge, as a main player, you may force your opponent to "decompose" and discard his hand to the Discard Pile.

Super: You may discard and draw normally.

VAMPIRE

FLARE

Power of Draining

VAMPIRE

Wild: You may randomly take a card from someone who has allied with you.

Super: You may use your power on all your victims .

VENUS

FLARE

Power of Trapping

VENUS

Wild: You may start digesting . Whenever you are a main player, you may remove one token from any planet where you have a base to the Warp.

Super: Your power also affects any planet where you have a base.

UNDERGROUND RAILROAD

FLARE

Power to Flee

UNDERGROUND RA

Wild: If you are a main player or ally, after cards are revealed, you may add one token from bases to your side of the challenge.

Super: You may move up to the number of tokens you have in the challenge.

VAPORWARE

FLARE

Power to Fail To Deliver

VAPORWARE

Wild: Before cards are played, you may switch hands with your opponent and use each other's hand for the duration of the challenge. After the challenge is finished, switch hands again.

Super: You may play both your and your opponent's card, if you have a sufficient number of challenge cards.

VALENTINE

FLARE

Power of Massacre

VALENTINE

Wild: If you are a main player and have just won a challenge, remove bases of all players who did not ally with you on the planet you have just gained/kept a base on.

Super: Your tokens do not go to the Warp.

VENDETTA

FLARE

Power of Revenge

VENDETTA

Wild: When you are the main player in a challenge and have lost, you may put one token of any player who has opposed you into the Warp.

Super: You choose which base to lose.

WARP MONSTER

FLARE

Power of Control

WARP MONSTER

Wild: If you are a main player and lose a number tokens to the Warp as a result of a challenge, you may force your opponent to lose this number instead.

Super: In addition, anytime a player loses tokens to the Warp, one of these lost tokens is flipped over.

WAVEBENDER

FLARE

Power of Invisibility

WAVEBENDER

Wild: You may make one player's tokens on a planet invisible during a challenge. Invisible tokens do not add to the challenge total, but are not lost to the Warp.

Super: You may place your tokens into the cone after cards are revealed. Allies place tokens in the cone per your power.

VILLAGE

FLARE

Power of The Village

VILLAGE

Wild: You are Number Six. If you successfully defend a base with an individual token (and no allies), you may establish a base in your opponent's system.

Super: You receive one card per token instead.

WARPETTE

FLARE

Power of a Warp

WARPETTE

Wild: You may release one of your tokens from the Warp or any Star Disc, once per turn.

Super: You may add the number of tokens on your Star Disc to your attacks, per Warpish.

WAX

FLARE

Power of Rise

WAX

Wild: For every base you gain, draw one power from the unused Power Deck. When you lose this card, discard any powers you have drawn through this card.

Super: You may use flares of any powers you have drawn. Select your drawn powers by drawing the top flare from the unused Flare Deck and shuffling the flare into the Deck.

WANE

FLARE

Power of Fall

WANE

Wild: For every base you lose, draw one power from the unused Power Deck. When you lose this card, discard any powers you have drawn through this card.

Super: You may use flares of any powers you have drawn. Select your drawn powers by drawing the top flare from the unused Flare Deck and shuffling the flare into the Deck.

WARPSMITH

FLARE

Power of Teleportation

WARPSMITH

Wild: You are Kid Miracleman. You may destroy the population of an entire planet that you have a base on. (If you have a base on any planet, remove all tokens from the planet.)

Super: You may move an entire base, an entire hand, or all the Lucre from one Star Disc. Discard this Flare after using it.

WAY STATION

FLARE

Power of Transfer

WAY STATION

Wild: If you have a Flare of a power not in the game, you may remove it from the game and take the top Flare of the unused Flare Deck.

Super: You may keep any Flares you play.

WEALTH

FLARE

Power of Riches

WEALTH

Wild: At the end of a challenge, draw Lucre from the Box until you have as much Lucre as your opponent.

Super: Your power also works at the end of a challenge.

WHAT

FLARE

Power of I Can't Hear You

WHAT

Wild: Your opponent must bellow out his words in as loud a voice as possible.

Super: You may ignore two statements per challenge.

WINDFALL

FLARE

Power of Quantity

WINDFALL

Wild: If you are an ally or main player and have won, in addition to normal rewards, you receive one card for each of your tokens in the challenge.

Super: If you collect consolation and your opponent runs out of cards, draw the remaining number of cards from the Deck. If you are a defending ally, your tokens are worth four when collecting rewards, regardless of the value you agreed upon.

WELFARE

FLARE

Power of Poverty

WELFARE

Wild: If, at the end of a challenge, you have no Lucre, immediately take one from the Box.

Super: At the beginning of your turn, if you are one of the players with the most Lucre, you still receive Lucre, from the wealthiest player(s) excluding yourself.

WHITMAN

FLARE

Power of Sampling

WHITMAN

Wild: If you are a main player and must play a challenge card, you may draw from the Deck and play the first challenge card that appears. All other cards you draw are discarded.

Super: You need not discard your revealed hidden power until you wish to do so.

WINNEBAGO

FLARE

Power to Move

WINNEBAGO

Wild: Once per challenge, you may switch all tokens on one planet with all tokens on another planet so long as you do not gain a base and each planet has tokens to switch.

Super: You may move the added planet to your system at any time.

WEREWOLF

FLARE

Power of Lunation

WEREWOLF

Wild: Any challenges you make against occupied moons do not count towards your normal challenge limit.

Super: You attack card is multiplied by the number of moons you and your allies occupy.

WIMP

FLARE

Power to Scare Off

WIMP

Wild: You may wimp out of a challenge and remove your tokens from the cone before challenge cards are revealed.

Super: After allies have committed, players with fewer tokens than you automatically must leave the challenge.

WITCH

FLARE

Power to Curse

WITCH

Wild: You can use your power if someone has played a Flare which prevents you from using your power or causes you to pay a penalty to use it. (You may thus use your power without paying the penalty.)

Super: You may lift a curse which you previously made.

WORLDSHIPS

FLARE

Power of Worldships

WORLDSHIPS

Wild: When you are making a challenge, you may treat the color on top of the Destiny Discard Pile as the color you have flipped.

Super: You need not discard the Star Disc played.

ZAP

FLARE

Power of the Zap

ZAP

Wild: This is an Un-Zap. Once played, you may return it to your hand. You may not Zap the Zap with this card.

Super: You need not exhaust the list before Zapping again.

WRAP

FLARE

Power of Wreckage

WRAP

Wild: Once per challenge, you may send two tokens from the Warp or any Star Disc to the Praw.

Super: Whenever the Praw collapses, all tokens, including yours, all ready in the Praw go to your Star Disc.

ZAPPA

FLARE

Power of Moon Units

ZAPPA

Wild: This is the Moon Unit Zappa. Once per challenge, you may replace any moon (except Zappa) with a new one. Tokens on the old moon are lost to the Warp. Or, if from the Power moon pile or discard your Moon Unit. You may draw new moons only between challenges.

Super: You may choose not to use the effects of the moon you have just drawn.

WRATH

FLARE

Power of Revenge

WRATH

Wild: You may multiply your Attack card by the number of bases your opponent has in your system.

Super: You may prevent others from removing your tokens from the Warp as a result of your power.

ZERO

FLARE

Power of Nothingness

ZERO

Wild: If you are a main player, before cards are played, you may make both you and your opponent's tokens worth zero towards either the Attack total or consolation and rewards.

Super: You may declare before cards are revealed.