Optional

Cedric Chin

00

BUYS CARDS FROM SPECIAL DECKS

Mandatory

Cedric Chin

ABSOLUTE

USES ABSOLUTE VALUE OF ATTACKS

Mandatory

Cedric Chin

ADDENDUM

ADDS NUMBER OF CARDS IN HAND TO ATTACKS

00

You have the **power of resources**. When you buy cards, you may buy directly from one special deck: Challenge deck, Kicker deck, Edict deck, Flare deck. When you buy from the Edict deck, you may buy only two cards. When you buy from the Flare deck, you may buy only one card.

History: A super-secret governmental agency with funny accents, the 00 constantly draw their resources from the elite of their agents.

Use only with unused Decks.

ABSOLUTE

You have the **power of positive numbers**. When you play an Attack card, you use its absolute value.

History: A holy sect devoted towards good and niceness, the Absolute refuse to believe the existence of negative feelings and opinions within the cosmos. They will become beneficial, if not totally saccharin, masters of the universe.

Use only in a game with negative Attack cards.

ADDENDUM

You have the **power of addition**. When you are the main player, add the number of cards in your hand (not including cards you played in the challenge up to when cards are revealed) to the Attack total.

Cedric Chin

Optional

ACQUIRES OWN FLARE

ADVANTAGE

Cedric Chin

Optional

ECEIVES LUCRE WHEN GIVING OTHERS DISCOUNTS

AGENT

Cedric Chin

Mandatory

ATTACKS MOST POWERFUL BASE OF OPPONENT

ALEXANDER

ADVANTAGE

You have the **power of ownership**. Once per challenge, if you have a flare but do not have a flare of one of your powers, except this one, you may request the flare of one of your powers. If another player has this flare, give him one of your flares and take the flare you requested. If no one has this flare, look through the deck and discard pile, take your flare, and discard one of your flares; if you must look at the deck, shuffle the deck after taking your flare.

History: An unusual Aristocratic race, the Advantage scoff their not-so-distant cousins who grab their slimy claws on anything they could get and instead specialize in obtaining only the most precious of elements.

Use only in a game with Flares and multiple powers.

AGENT

You have the **power of commissions**. Whenever a player must pay the Box a number of Lucre, you may instead allow them to pay half this number (round up), with you receiving one Lucre and the remaining Lucre going to the Box.

Use only in a game with Lucre!

ALEXANDER

You have the **power of the great**. If you are attacking one of your opponent's largest bases, his defending tokens have a value of the number of tokens on his smallest base(s). (Thus if his largest bases had four tokens each, and his smallest bases had one token apiece, if you attack his largest base, each token on this base would have a value of one-fourth of a token.) Otherwise, if you attacking one of your opponent's largest bases in his home system, his defending tokens have a value of the number of tokens on his smallest base(s) in his home system. When you are the defending player, if your opponent is attacking one of your smallest bases, your defending tokens have a value of the number of tokens on your largest base.

Cedric Chin

Mandatory

ALGAE

INCREASES LUCRE, TOKENS, OR CARDS

Cedric Chin

Optional

AMBUSH

REMOVES TOKENS FROM CONE

Cedric Chin

Optional

ANTAGONIST

DENIES REWARD TO ALLY

ALGAE

You have the **power of mindless growth**. Whenever you are the main player or ally in a challenge, before cards are played, the opposing main player selects one of the following, with the number equal to the number of tokens you have in the challenge: if you have cards, draw cards from the Deck ; if you have Lucre, add Lucre from the Box to your Star Disc; or if you have tokens in the Warp, add your tokens from the Warp to the challenge.

History: A species of less-than-animal intelligence, the Algae's growth could nevertheless not be contained or controlled by its erstwhile masters. Now a semi-independent lifeform, the Algae have developed enough understanding of how to manipulate their enemies into increasing their mass and resources.

Only use in a game with Lucre! Do not use in a multipower game if you cannot lose tokens to the Warp.

AMBUSH

You have the **power to lie in wait**. You receive all Destiny Pile discs that have been flipped / discarded by other players. Whenever you are a main player or ally, anytime before the outcome of the challenge has been determined, you may discard one of your Destiny Pile discs and remove one token of this color from the cone to the Warp. The Dictator cannot affect the color of your ambush discs. When the Destiny Pile is reshuffled, you must shuffle all your discs into the pile.

History: Small prehensile primates from a shady jungle, the Ambush specialize in sudden attacks out of nowhere followed by the absconse of their victims to the same.

ANTAGONIST

You have the **power to disrupt**. Whenever you are a main player or ally in a challenge, after cards are played, but before they are revealed, you may declare one ally in a challenge who will not receive rewards if his side wins.

Do not use in a two-player game.

Cedric Chin

Mandatory

SUBTRACTS CARD FROM OPPONENT

ANTI-DEUCE

Cedric Chin

Mandatory

FORCES ANOTHER PLAYER TO REINCARNATE

ANTI-INCARNATE

Cedric Chin

Optional

DETERMINES TIMING OF PLAYER ACTIONS

ARBITRARY

ANTI-DEUCE

You have the **power of subtraction**. When you are the main player in a challenge, you place a second card face-down. If you opponent plays an Attack card and this is an Attack card, you subtract this second card from your opponent s. If one card is an Attack card and the other is a Compromise card, your opponent plays his Attack card normally but takes Consolation if he loses. If both cards are Compromise, your opponent has played an Attack 0. Your opponent discards the Compromise, if played; if not, the higher Attack. He returns the other card to his hand. Whenever you have only one challenge card and must play one, you proceed as if you were out of challenge cards.

History: Raised on a binary system composed of a neutron star struggling against a black hole, the Anti- Deuce jealously saw their more prosperous cousins grow through the chance luck of better resources. Now adept at turning such resources against themselves, the Anti-Deuce confidently and cynically set their eyes as masters of the universe.

ANTI-INCARNATE

You have the **power of incarnation**. Whenever you are in a challenge, you may force any player in the challenge, except yourself, to discard a power of your choice and draw a new one.

History: Having mastered the power of life and death, the Anti-Incarnate care not for the mastery of the cosmos, but to explore the ramifications of rebirth and life anew. That this has caused extreme confusion and therefore irritation among the rest of the universe is, in their opinion, irrelevant.

ARBITRARY

You have the **power to quibble**. When the main players buy cards from the deck, request allies, or play challenge cards, you determine which player goes first. You decide in what order players accept ally invitation requests; you may also determine if all players must accept invitation from one side and place tokens in the cone before announcing their acceptance of the other side. You determine if Kickers are played before or after challenge cards. You determine in what order players receive their rewards / consolation.

History: Wizened fat glob-like beings from a legalistic dimension, the Arbitrary’s confusing conundrum of rules and regulations make other less comprehending races wonder if this is really just a big put-on.

Cedric Chin

Optional

INTRODUCES NEW CHALLENGE CARDS INTO GAME

ARMY

Cedric Chin

Mandatory

ADD ASTEROID TO GAME

ASTEROIDS

Cedric Chin

Optional

DECLARES ALLY REWARDS

AWARD

ARMY

You have the **power of forces**. Take the unused Challenge card deck and keep it to your side. When you are the main player in a challenge, you may discard up to all your Challenge cards to the unused Challenge card deck (no powers or cards may salvage any cards you discard to this deck), and for every card you have discarded, take one from the unused Challenge card deck. Cards drawn from the unused Challenge card deck are not considered to be cards drawn from the Deck (e.g.,. for the Siren Flare).

History: A military state of wide renown, the Army have no tolerance for their less fit subjects, mercilessly replacing them with hopefully more effective, dare say, deadly stock.

Use only in a game with an unused Challenge Deck!

ASTEROIDS

You have the **power of asteroids**. Add an asteroid to your system, discard this card, and draw a new one immediately. After powers are selected, randomly choose one Power cards for each asteroid. The following powers are not used: Miser, Schizoid, Terrorist, or any other power requiring setup or usable when the power is lost. If Aristocrat is in the game, its player may not select a hand.

At the beginning of each challenge, every Asteroid is moved one hex in the opposite direction of the players' turns. Any player with an Asteroid in his system after it is moved may use that Asteroid's Power as if it was his own; a player who cannot use his powers cannot use the Asteroid, and Asteroid powers may be grafted by the Plant. If a player has no hex, Asteroids that rotate to him are placed in front of the player. If a player has more than one hex, he will be able to use the power more than once. If Sanity is played, Asteroids rotate, but their powers cannot be used.

History: In a previous cycle of the Cosmos, a war grew so frightful that entire star systems were torn apart. Fragments of these planets still circle the universe, bringing the remnants of their original Powers to whomever they pass by.

AWARD

You have the **power of granting**. If you are a main player in the challenge, or have been invited to put tokens into the cone, before allies put tokens into the cone, you declare what one side's allies will receive if they win, offensive or defensive. Rewards are limited to a base on a planet you determine, one token from the Warp per token involved in the challenge, one card from the deck per token involved in the challenge, one Lucre from the box per token involved in the challenge, or any "either/or" combination of the above (e.g.,. tokens from the Warp or cards from the deck). You must award a player for allying.

History: A legal system beyond comprehension, the Award have managed to reset the terms of boons and grants with a predictability bordering on either genius or insanity.

BACKLASH

IMMUNE TO KICKERS

Mandatory

Cedric Chin

BALDRICK

TOKENS SUBTRACT FROM MAIN PLAYER

Optional

Cedric Chin

BANK

DEPOSITS LUCRE AND GAINS INTEREST

Optional

Cedric Chin

BACKLASH

You have the **power of rebuff**. When you are a main player, your opponent may not play a Kicker against you.

BALDRICK

You have the **power of stupidity**. If you are not invited by a player, you may ally with him, but each of your tokens value is multiplied by negative one and return to bases instead of going to the Warp.

BANK

You have the **power of savings**. Anytime during the game, you may establish a bank by setting aside one or more Lucre from your Star Disc. You may not use Lucre in the bank and bank Lucre is immune to loss. When you are the main player or ally, you may deposit or withdraw Lucre, then discard an Attack card or Plus/Minus Kicker whose absolute value divided by four, or a Times Kicker card whose absolute value, is less than or equal to the Lucre in the bank . If you discard such a card, immediately add one Lucre to your bank .

History: Aghast at the free spending of their government, the Bank quietly hid their assets into untraceable investments. Now the true owners of their galaxy's economy, the Bank are ready to risk their money in the conflict of the cosmos.

Use only in a game with Lucre!

Cedric Chin

Optional

BARGAIN-HUNTER

SELECTS AMONG DRAWN CARDS

Cedric Chin

Optional

BAT

PREVENTS PLAYER FROM LOOKING AT THE BOARD

Cedric Chin

Mandatory

BELCH

REMOVES TOKENS FROM OTHER SYSTEMS

BARGAIN-HUNTER

You have the **power of choosing**. Whenever you draw a new hand / take consolation, take twice as many cards. Before adding these cards to your hand, discard seven cards / return half as many cards as you took to their original owner.

History: Spawn in a metropolis of avid mercantile trade, the Bargain-Hunter delight in their ability to find the best values, and select and choose their goods. Not exactly adept at war, the Bargain-Hunter nevertheless avidly await the day when they can create indoor shopping malls all over the universe.

BAT

You have the **power of blindness**. Once per challenge, you may prevent a player from seeing the board (but not his cards). If he must position the cone, remove tokens from planets, etc., he must verbally ask you to perform any of these tasks. If any of these tasks are impossible (e.g.,. removing three tokens from a planet with two tokens), they are not carried out and the blinded player may make another request instead. If any request made by the blinded player is ambiguous, you must ask him to clarify it.

BELCH

You have the **power to pollute**. Whenever another player's color is shown on the Destiny Pile, and if you have at least one base in that player's system, that player must lose a number of tokens equal to the number of tokens on the largest base you have in that system from the system.

History: Scummy to the nth degree, the Belch's foul factories periodically – but indeterminably – emit toxic substances redefining the word poison . Now set upon spreading their enormous smokestacks among the cosmos, other systems shudder, fully knowing that, but never knowing when, they will be NEXT.

BENNIE

DEALS WITH GAME RESOURCES

Optional

Cedric Chin

BENNIE

You have the **power of connections**. Whenever you are in a deal or give consolation, any cards or Lucre you agree to give may come from the deck or Box. If the deal involves cards, draw a number of cards equal to your hand or the number of cards you began the game with, whichever is larger. Cards given in a deal come from this bennie hand and any cards remaining in the bennie hand are discarded after the deal is over. You may not use cards from this bennie hand for anything other than a deal. If the deal involves Lucre, the maximum amount of Lucre you may give is the number of Lucre on your Star Disc, or the number of Lucre you began the game with, whichever is larger. In a deal, you may grant a base on a planet where you do not have a base, as long as your opponent agrees.

BILE

…ROM OPPONENT CARD OF THE SAME TYPE AS DISCARD PILE

Optional

Cedric Chin

BILE

You have the **power to digest**. Before cards are played, you may force your opponent to randomly give you , if possible, the same type (Attack, Compromise, Kicker, Edict, or Flare) of card that appears on the topmost card of the Discard Pile. If you do not wish to have this card, replace it with the topmost card of the Discard Pile.

BINARY

BINARY HEX

Mandatory

Cedric Chin

BINARY

You have the **power of the Binary System**. You now use the Binary Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

You begin the game with two powers, one power per system of three planets. If you lose two planets in a system, that system's power is lost. In any challenge, you may use either one of the powers, but not both. Announce which power you are using at the beginning of the challenge.

History: Two systems, two suns, two civilizations, two powers, the binary systems are a paired unity against the forces of the cosmos.

BLANK

PREVENTS USE OF ONE TYPE OF CARD

Optional

Cedric Chin

BLIND

IGNORES COLOR OF CONE

Optional

Cedric Chin

BLINK

MAKES PLAYER S TOKENS NEGATIVE

Optional

Cedric Chin

BLANK

You have the **power to erase**. Whenever you are a main player or ally, anytime before cards are played, you may declare one of the following to be blank : Compromise cards, Attack cards, Flares, Kickers, or Edicts. Blank cards may not be used during the challenge; if a main player is unable to play a challenge card as a result of this power, he discards his hand and draws a new one. After using your power on one type of card, you may not use it on this type again until the list is exhausted.

Only play in a game with Flares and Kickers.

BLIND

You have the **power to misperceive**. If you are an ally in the challenge, you may choose which rewards you will receive, offensive or defensive. If you are a main player, you may declare which of your allies receive which sort of rewards, offensive or defensive. You may negotiate with players before alliances are formed as to which rewards which players will receive if they win. If this power is in the game, use the Reverse-Cone.

BLINK

You have the **power to subtract**. When you are the main player or ally, anytime before cards are played, you may designate one color whose tokens are opposite . The value of these tokens is multiplied by negative one. If a main player takes Consolation but has opposite tokens, he give Consolation instead.

History: Masters of dimensional transport, the Blink instantaneously replace their enemies with their Anti-Universe dopplegangers. The effect is temporary, but lasting enough for the Blink's purposes.

Cedric Chin Optional

BLOCKADE

PREVENTS TOKENS FROM ENTERING SYSTEMS

Cedric Chin Optional

BLUFF

FAKES USE OF OTHER POWERS

Cedric Chin Mandatory

BOARDWALK

CHARGES RENT FOR BASES

BLOCKADE

You have the **power to cut off**. Once per challenge, before the Destiny Pile is flipped, you may move one of your tokens from any base to the empty space of any system to establish a blockade. Tokens may be removed from barricades as if they were a base. Whenever a player's tokens (except yours) enter the system (except to or from the Warp) to place tokens in the cone, establish bases in a deal, etc., you may force the player to either attack you instead or pay a penalty. You may only force the main player to attack you. If you win the challenge, your opponent's tokens go to the Warp, your opponent has lost the challenge for the system, and you and all defensive allies gain defensive rewards. If you lose the challenge, your barricade tokens go to the Warp, and the attacker continues the challenge by making a challenge in the defending system. A penalty consists of one of the following for every two tokens in the blockade (round down): pay you one Lucre, give you one card (randomly chosen), or send one token to the Warp. The player passing through the blockade chooses the form of payment, but if he has no cards, he may not choose to pay cards. If the Destiny Pile reveals a system in which you have a blockade, the attacker may challenge your blockade instead, with his tokens returning to his bases if he wins. As part of a deal, you may remove one or more tokens from a blockade.

History: A sophisticated naval society based on colonial expansion, the Blockade have not yet quite achieved the perfect barrier, yet have deterred many an opponent.

BLUFF

You have the **power to mislead**. Draw a power with this power, but keep it hidden. If you are the main player or an ally, you may use this hidden power as any power, but any player with tokens in the cone may challenge your attempt to use its power. If you are challenged, you must reveal the hidden power. If you did not actually use this power, you may not use the power you attempted to use and lose a number of tokens to the Warp equal to the number of tokens you had in the challenge. If you did actually use this power, you may use the power and the player a number of tokens to the Warp equal to the number of tokens he had in the challenge. Tokens lost as a result of this power cannot come from tokens involved in the challenge. If you revealed your power, draw a new hidden power at the end of the challenge.

BOARDWALK

You have the **power of renting**. At the beginning of your turn, each player must pay you one Lucre if they have a base in your system. If they are unable or unwilling to pay, you may "evict" their tokens to the Warp.

History: Capitalists on a water-covered blue-sky world, the Boardwalk cater to the needs and whims of the wealthiest powers in the galaxy. Now drawn into a conflict against their wills, they turn their power to gain a profit upon the enemies of the cosmos.

Use only in a game with Lucre!

BODY BANKS

SELLS TOKENS CAPTURED IN CHALLENGES

Optional

Cedric Chin

BOON

DECLARES ALLIES' REWARDS

Optional

Cedric Chin

BORIS

HIDES IDENTITY

Mandatory

Cedric Chin

BODY BANKS

You have the **power of trafficking**. As a main player or ally, whenever your opponents lose their tokens to the Warp, you imprison them on your Star Disc. During any challenge, any player may buy his or another's tokens from your Star Disc for one Lucre apiece. You determine order players buy tokens. Any player obtaining his own tokens immediately returns them to bases. Any player obtaining another player's tokens puts these tokens flipped on any planet where he has a base. Any such flipped token is treated as a token belonging to its owner, except that any purchased token(s) not accompanied by a token of their purchaser immediately goes to the Warp, and any purchased token in the Warp is unflipped. Otherwise, tokens on your Star Disc follow normal Assessor rules for imprisoned tokens. As part of a deal, players may trade purchased tokens, which are treated as above.

BOON

You have the **power of awarding**. If you are a main player in the challenge, or have been invited as an ally, before allies put tokens into the cone, you declare what one player or one side of the challenge will receive as rewards if their side wins the challenge. Your declaration is limited to either offensive rewards, or defensive rewards.

History: Advertisers of the greatest ability, the Boon have not only been able to attract allies, but pervert the nature of alliances themselves.

BORIS

You have the **power of hidden powers**. Draw a power and keep it hidden. When you reveal it, you use it for the rest of the turn and then discard it. Draw another hidden power. You may not use Schizoid as a hidden power.

History: Ousted by their back-stabbing world of Pottsylvania, the weasel-like Boris confidentially don their wafer-thin disguises as they seek to swindle (if not merely blow up) the entire universe.

Mandatory

Cedric Chin

BOUNTY HUNTER

RECEIVES LUCRE FOR SENDING TOKENS TO WARP

BOUNTY HUNTER

You have the **power of rewards**. Whenever you, as a main player or ally, win a challenge and cause tokens to be lost to the Warp, you earn one Lucre from the Box.

Mandatory

Cedric Chin

BOWLING BALL

SENDS TOKENS ON PLANETS TO WARP

BOWLING BALL

You have the **power of cataclysm**. At the start of the game, place a marker on your central planet. At the beginning of your turn, discard an Attack card (round down); if you have no Attack cards, draw a new hand. Move your ball right a number of planets equal to the number on the Attack card (left if the Attack card is negative). All tokens the planet lands upon are sent to the Warp.

History: Ancient and warlike beings from another dimension, the culture that worshipped the almighty Bowling Ball found to their dismay that, upon arriving in our dimension to rain death and destruction, they were a rather paltry two-and-a-half inches tall. Their god, however, was not.

Do not play in a game against Worm.

Mandatory

Cedric Chin

BREED

BREEDS TOKENS

BREED

You have the **power of population**. Take a set of any unused color. At the beginning of your turn, your tokens “breed”: add one token of either your or the unused color to each of your bases. If you lose tokens to the Warp, you lose these tokens from the game, although they may return through “breeding”. If you are Cosmic Zapped, you may not use the unused color. If you lose this power, place any of your own tokens not used in the game in the Warp and ignore the unused color. All unused colors on foreign bases and without a token of your own color are removed from the board. If you regain your power, remove all your tokens from the Warp out of the game.

History: Born on a predatory swamp jungle, the Breed managed only to survive by the weight of their sheer numbers. A rapid rate of birth, however, caused defects and deformities, making them less hardy than their brethren. Undeterred, they now set their sights on the rest of the universe, determined to overwhelm the cosmos.

Do not use alongside Zombie in a multi-power game.

Optional Cedric Chin

BUCK ROGERS

RESCUES TOKENS FROM STAR DISCS

Optional Cedric Chin

BUFFALO

ADDS USELESS CARDS TO GAME

Optional Cedric Chin

BUREAUCRACY

DELAYS RECEIVING OF CARDS, TOKENS, AND LUCRE

BUCK ROGERS

You have the **power to liberate**. Between challenges, you may make an attempt to rescue one color's tokens on a Star Disc. You first negotiate a deal with the player whose tokens you are attempting to rescue. This deal must involve your giving the player his tokens if rescued and only occurs if the rescue succeeds; if the deal fails, you and the other player lose no tokens to the Warp, but you may not attempt a rescue. You then challenge the player whose Star Disc holds the tokens being rescued. The defending player may propose a deal with you involving giving you all the rescued tokens; if the deal fails, you and the other player lose no tokens to the Warp, and you make a challenge, with the defending player adding to his Attack card the number of bases he has in his home system. If you win the challenge, the defending player loses no tokens, but the rescued tokens are freed to their owner and the deal with the owner occurs. If you lose, you and your allies are captured; place them on your opponent's Star Disc.

If this power is in the game, whenever a player wins his first challenge and takes a second challenge during his turn, losing tokens (including the Zombie) go to his Star Disc and are traded per the Assessor.

History: Suspended in a deep sleep for five hundred years, Buck Rogers woke up to only find his fellow Earthmen held by tyrannical forces. Now freed of this evil, Buck Rogers leads his followers to even greater heights, rescuing his fellow men from similarly oppressive forces.

BUFFALO

You have the **power to shuffle off to**. At the beginning of the game, shuffle another deck of cards (with a different back) into the Deck. Whenever you have a card with a different back, you may discard it and draw a new one. When players take cards from other players, cards are still taken at random without looking.

BUREAUCRACY

You have the **power of red tape**. Once per challenge, when a player is about to receive cards (except a new hand), tokens to bases (except newly established bases), or Lucre, you may delay the possession of these items. The items are placed in the empty space of the owner's system. When the color of the Destiny Pile reveals a system with delayed items, they are claimed by their owner.

History: Cretinous caterpillars of undeterminable efficacy, the Bureaucracy spin the toughest webs in the cosmos, trapping all who stumble into their sticky red path.

Cedric Chin
Optional

TURNS COMPROMISES TO ATTACK 0

CANTANKEROUS

Cedric Chin
Optional

CHALLENGES TO CAPTURE-ONLY CHALLENGES

CAPTURE

Cedric Chin
Mandatory

OPPONENT LOSES DOUBLE THE NUMBER OF TOKENS TO WARP

CARNAGE

CANTANKEROUS

You have the **power of irascibility**. If you are a main player or ally, before cards are revealed, you may declare that any Compromises played are Attack 0 s.

History: Communicating in guttural tones all sounding like Bah, humbug! , the sour Cantankerous refuse to acknowledge sympathy towards any other beings.

CAPTURE

You have the **power of POW s**. Before tokens are put into the cone, you may alter any challenge into a capture-only challenge: instead of gaining a base, winners take all losing tokens (including Zombie) to their Star Discs. Winners have one minute to decide amongst themselves how tokens will be divided among them; if the cannot decide, losing tokens go to the Warp. You may not declare a capture-only challenge on a planet with no defending tokens. Tokens on Star Discs are traded per the Assessor.

CARNAGE

You have the **power to slaughter**. Whenever you are a main player or ally and win, your opponents lose a number of tokens equal to the number of tokens they lost in the cone or defending planet. (Thus tokens lost because of the Plague or Skeptic are not affected by your power.) Your opponent determines from where to take the additional tokens lost.

History: Engaged in bloodlust to an unholy degree, the rapacious Carnage seek to destroy the universe.

CARTHAGE

LEAVES BASES UNINHABITABLE

Optional

Cedric Chin

CEILING

RESTRICTS SIZE OF HANDS

Optional

Cedric Chin

CERBERUS

MAKES A THREE-PERSON CHALLENGE

Optional

Cedric Chin

CARTHAGE

You have the **power to salt**. Whenever you must lose a base, you may salt the planet or moon you have just left by placing a marker on it. At the beginning of a player's challenge, you may remove one token of his color from each planet that has been salted to the Warp. As part of a deal, you may remove markers. When you inhabit a planet that has been salted , remove any markers on it.

History: Fleeing from a wasted dying land, the Carthage sought vengeance on those who gutted them and rendered their land uninhabitable. Giving unto others as others did to them, the hateful Carthage seek to weaken then destroy the entire universe.

CEILING

You have the **power to limit**. Whenever you are a main player or ally, before cards are played, you may declare the maximum size hand a player involved in the challenge may have until the end of the challenge. If any player in the challenge has a hand larger than this number, they must discard cards of their choice until the reach this limit. A player may not discard his last challenge card, if any, and the ceiling must be at least one card.

CERBERUS

You have the **power of three heads**. If you are not a main player in a challenge, anytime before cards are revealed, you may make a three-person challenge and place tokens in the cone (or use your tokens if you are an offensive ally), and make a challenge with the two other players. You are considered to be a main player. You may invite allies after the others, but players may only ally with one player. Whoever has the highest Attack card wins, anyone who plays a Compromise loses to anyone playing an Attack card and takes consolation. If two players play Compromises, they make a deal. If all of you play Compromise cards, you make a three-way deal.

History: A belligerent power appearing from the depths of Hell, the cerberus arrogantly force their way into the affairs of others, conquering foe, betraying friend.

Cedric Chin

Optional

DISCARDS ATTACK CARD FOR LUCRE

CHANGE

Cedric Chin

Optional

FORCES OTHERS TO PAY FOR LUCRE PAYMENTS

CHARGE

Cedric Chin

Optional

RECEIVES LUCRE FROM OTHER PLAYERS

CHARITY

CHANGE

You have the **power of spare change**. Whenever you are the main player in a challenge, before cards are played, you may discard a positive Challenge card or a Kicker. If the card is a positive Attack card or a Plus Kicker, take from the Box a number of Lucre equal to the card divided by four (round down). If the card is a positive Times Kicker, draw a number of Lucre equal to the card.

History: Digging into the pockets of the universe, the Change manage to find bits of wealth in the least likely parts of the cosmos.

Use only in a game with Lucre!

CHARGE

You have the **power of credit**. Once per challenge, when you spend or lose Lucre in one transaction (e.g.,. buying cards from the Deck, or tokens from the Warp, but not both), you may force another player to pay for you. The maximum amount he can pay is the amount of Lucre you have on your Star Disc, or the amount of Lucre he has on his Star Disc, whichever is less.

CHARITY

You have the **power of receiving**. If you are a main player or ally in a challenge, you may ask one player involved in the challenge to give you a Lucre. If he will not or cannot give you a Lucre, his tokens do not add to the challenge total and receive no rewards.

History: A society nearly decimated in a previous war, the Charity now look towards other civilizations for support and aid. The aims of this support and aid, however, are yet to be suspect, although the powers that be have yet to discover who started that previous war.

Use only in a game with Lucre!

Mandatory

Cedric Chin

TEMPORARILY REMOVES POWERS FROM PLAY

CHEQUER

Optional

Cedric Chin

PLAYS MULTIPLE CHALLENGE CARDS

CHICKEN

Optional

Cedric Chin

MAY USE TOPMOST CARD OF DISCARD PILE

CLASSIC

CHEQUER

You have the **power of storage**. At the beginning of the game, draw one power per player in the game and set these powers aside. Whenever you are a main player, after the challenge is finished, your opponent must give you one of the powers he used during the challenge. If a player begins his turn with fewer powers than he began with, you must give him one of the powers set aside or given to you after a challenge. As part of a deal, you may give or trade powers acquired because of your power. Powers acquired because of your power may not be used by any player in the game and are not subject to any powers or flares (e.g.,. the Wild Reincarnator). If you lose your power, you still give out acquired powers, giving the player his original power, if possible.

CHICKEN

You have the **power to dare**. If you are a main player in a challenge, you may tell your opponent how many challenge cards each side must play, so long as this number is not greater than the number of challenge cards you have in your hand. If your opponent has fewer than this number of challenge cards, he plays all his challenge cards. After cards are revealed, the highest Attack card is discarded and any Compromises are Attack 0 s. Each side's Attack total is equal to the sum of the Attack cards they have played. If a player has an Attack total of zero, he has played a Compromise card.

CLASSIC

You have the **power to reintroduce**. If you are the main player, you may take the top card of the Discard Pile anytime before cards are played. At the end of the challenge, discard it, if possible.

COHORT

ADDS CARD TO ATTACK

Optional

Cedric Chin

COLLECTOR

KEEPS AT LEAST ONE OF EACH CARD

Mandatory

Cedric Chin

COMMONWEALTH

LUCRE GOES TO WARP

Mandatory

Cedric Chin

COHORT

You have the **power of unity**. Whenever you are an ally in a challenge, you may give the main player of your side a Challenge card. If the main player plays an Attack card and you gave him an Attack card, he adds your card to his total. If one card is an Attack card and the other is a Compromise card,the main player plays his Attack card normally and takes Consolation if he loses. If both cards are Compromise and the main player takes consolation, you take consolation after he does. If both cards are Compromise and the main player makes a deal, you are involved in the deal.

History: A society based upon dispensing sage advice and economic resources to other more belligerent less intelligent powers, the Cohort are renowned for their wise assistance, not to mention occasional opportunity to dictate the actions of their allies entirely.

COLLECTOR

You have the **power to gather**. Whenever you draw cards from the deck (including the beginning of the game), continue drawing until you have an Attack card, a Compromise, a Kicker, an Edict, and a Flare.

History: Compulsive retainers, the Collector will use every opportunity they can get in their eternal quest to have one of each to suck the cosmos dry.

COMMONWEALTH

You have the **power of a closed economy**. Whenever you spend Lucre to the Box, you put it in the Warp instead (even if the Dragon is in the game). Whenever you rescue a number of your tokens from the Warp, you may instead rescue an equal number of your Lucre. Your Lucre in the Warp is not treated as if it were on your star disc.

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

COMMUNISM

FORCES PLAYERS TO SHARE CARDS AND LUCRE

Mandatory — Cedric Chin

CONDITION

CHANGES CONDITION OF POWERS

Optional — Cedric Chin

CONGLOMERATE

USES POWERS OF ALLIES

Optional — Cedric Chin

COMMUNISM

You have the **power of equalization**. Except at the beginning of the game, whenever any player is about to receive cards and/or Lucre (but not hands), he immediately places it in the Warp. When the number of cards or Lucre in the Warp reaches the number of players plus one, all players receive one card or Lucre. You then receive an additional card or Lucre from the Warp. If Extortionist is in the game, cards which would go to the Extortionist go to the Warp, but the player paying the Extortionist receives cards bought back since they are still part of his hand.

History: Eons ago, a downtrodden race of peasants rose to overthrow their pernicious dictators, only to realize that they themselves were just as evil and domineering. Under a disguise of sharing and equality, it is only a matter of time before the Communism themselves fall unto their deaths.

CONDITION

You have the **power to alter**. You may alter the wording of a power such that it may usable as one of the following: only as a main player, only as a main player or ally, only as an ally, or always. The power returns to normal at the end of a challenge in which it is used or could be used. After the power returns to normal, you may use your power again.

History: Hardly willing to sit back and follow the conventions that other societies obey, the legalistic Condition literally rewrite the rules of the cosmos to suit their rapacious needs.

CONGLOMERATE

You have the **power to incorporate**. You may use any one power of any of your allies, except the Changeling, Schizoid, or Miser.

CONSERVATIVE

MULTIPLIES ATTACK CARD BY BASES IN SYSTEM

Mandatory

Cedric Chin

CONSUMERISM

DRAWS A NEW HAND EACH TURN

Mandatory

Cedric Chin

COPYCAT

DRAWS CARDS WITH OTHER PLAYERS

Mandatory

Cedric Chin

CONSERVATIVE

You have the **power of home**. Whenever you are defending a system, multiply your Attack card by the number of bases you have in the system being attacked before adding tokens et. al. to arrive at your Challenge total.

History: Never expand, never expand! was the motto of this society of the status quo. However, as the riches of other societies became more and more tempting, the motto soon changed to You stay back, you stay back!

Do not play in a multipower game if you also have Virus.

CONSUMERISM

You have the **power of consumption**. At the beginning of each turn, discard your hand to a pile and draw a new hand. When the deck needs to be reshuffled, shuffle this pile into the discard pile. (The pile is not affected by any other cards or powers, such as the Vulch.)

History: Wasteful hedonists, the Consumerism quickly depleted their natural resources, but simultaneously built a technology able to exploit the resources of the cosmos in general. Dedicated tow ards an expensive, frivolous lifestyle, the Consumerism will be an enjoyable, if not long-lasting, ruler of the cosmos.

COPYCAT

You have the **power to imitate**. Whenever another player draws cards from the deck or takes consolation from another player (except when drawing a new or special hand), you receive an equal number of cards from the deck / other player.

History: Finicky felines of fastidious felicity, the Copycats squeals of meow quickly became me too .

Mandatory Cedric Chin

COSMONAUT

KEEPS OPPONENTS FROM LANDING ON PLANET

Optional Cedric Chin

COUNTDOWN

PRESSURES PLAYERS

Mandatory Cedric Chin

COUNTERFEIT

SPENDS FALSE LUCRE

COSMONAUT

You have the **power of useless orbits**. Whenever you are a main player defending a base and lose the challenge, your tokens do not go to the Warp and your opponents tokens are placed in orbit just outside of the planet on the side facing the Warp. A player's tokens in orbit on the Warp side may only land on the planet if his number of tokens exceeds or equals the number of your tokens on the planet. As soon as any other player's tokens land from orbit to your planet, remove all your tokens from the planet to the Warp. Whenever you are the attacking player, your opponent's tokens do not go to the Warp, but are placed in orbit just outside of the planet on the side facing the Star Disc. A player's tokens in orbit on the Star Disc side may only go to the Warp if his number of tokens exceeds or equals the number of your tokens on the planet. Tokens in orbit are treated as moon bases, except that players may not remove tokens from orbits. (Moon bases are treated as a base for all purposes except: 1) it does not count as a base towards a win, 2) occupancy can not be granted in deals, and 3) it does not enable the Plant to graft.) As part of a deal, you may allow players to return tokens from orbits to bases. If Void is in the game, its power affects tokens in orbit if they go to the Warp in the same challenge that it won. If Terrorist is in the game, all tokens landing from one orbit to the bombed planet in the same challenge are considered to have landed simultaneously.

History: The Cosmonaut are a remarkable race in that they have achieved any sort of ability whatsoever resembling space flight. A bumbling bureaucracy, ancient technology, and

COUNTDOWN

You have the **power of pressure**. Once per challenge, you may force the player(s) involved in making a decision (including a deal) to finish in ten seconds. You may count down the ten seconds in any manner you choose (you need not count from one to ten), but the time must be ten seconds. Only you may look at a watch during this time. If the player(s) fail to make a decision, he loses 3 tokens to the Warp.

History: Born in a sandy environment, the Countdown civilization arose to become one of the most fast- paced, hectic societies in the universe. They will become one of the fastest, if not most efficient, masters of the cosmos.

COUNTERFEIT

You have the **power of slugs**. Set aside a box of markers or slugs . Whenever you receive Lucre (including at the beginning of the game), replace each Lucre with two slugs . When you use or spend a slug , it counts as one Lucre. When another player uses or spends a slug , it counts as half a Lucre. When you are Cosmic Zapped, each slug is worth half a Lucre.

History: Slimy swindlers from outer space, the Counterfeit would gleefully palm off their own grandmollusks had they had hands.

Cedric Chin

Optional

RECEIVES/DISCARDS CARDS

COUPON

Cedric Chin

Mandatory

NDS BASES TO WARP AFTER TOKENS ARE REMOVED

COWARD

Cedric Chin

Mandatory

SELLS CARDS

CRAZY EDDIE

COUPON

You have the **power to redeem**. Whenever you are the main player in a challenge, before cards are played, you may discard a Challenge card or a Kicker. If the card is a positive Attack card or a Plus Kicker, draw from the Deck a number of cards equal to the card divided by four (round down). If the card is a positive Times Kicker, draw a number of cards equal to the card. If the card is negative, discard cards from your hand instead of drawing from the deck .

History: A nation of clippers, the Coupon have saved UPC symbols, boxtops, and grocery receipts by the score. Scoffed at by other powers relying upon more conventional weaponry, the Coupon are dedicated to proving themselves the cosmic masters at bargain prices.

COWARD

You have the **power to attack the weak**. Before play begins, you may plant bombs – one for each player in the game. To do this, make a note of where each sniper is placed. Planets are numbered from each player's right hand side, for example: Red planet #1, Blue planet #3 etc. The bombs may be distributed any way you wish among the different systems, or all on one system, even all on one planet. Whenever a player has finished removing tokens from a planet on which a bomb resides, it immediately explodes, removing all tokens from the planet. As part of a deal, you may remove bomb(s). Whenever you have no bombs in play, you may plant another series of planets. If you lose your power, your bombs still explode, but you many not plant additional planets until you have regained your power.

CRAZY EDDIE

You have the **power to sell**. Whenever you buy cards from the deck, you may only spend one Lucre and must discard your current hand to a pile , but receive a new hand. Whenever a player buys cards from the deck, you may sell him cards from your pile for a fee you set in Lucre. When the deck is shuffled, you must shuffle (i.e.,. discard) your pile into it.

History: HOW CAN WE DO THIS??? BECAUSE WE RE CRAZY!!!

Use only in a game with Lucre!

Optional

Cedric Chin

CRUISE MISSILE

THREATENS OTHER PLAYERS

Mandatory

Cedric Chin

CRYBABY

SUBSTITUTES CONSOLATION CARDS

Optional

Cedric Chin

CUCKOO

STOWS CARDS IN OTHER S HANDS

CRUISE MISSILE

You have the **power of the Cruise Missile**. As a main player, you may propose a deal and show an Attack card. Flip over one of your tokens; this is your cruise missile. If your opponent accepts your deal, the challenge is a win. If he does not, no tokens are lost, and play the challenge as normal. At the end of the challenge, move right the cruise missile a number of planets equal to any Attack card you have (thus, the missile moves left for negative Attack cards). If it lands on a planet with your opponent's bases, all tokens on this planet, including the missile, go to the Warp. If it lands on a different planet, only the missile goes to the Warp.

History: Created by the great god Skippy, the mighty wielders of the Cruise Missile have long forgotten their original goal in life, but that's okay, since they still get to see things blow up real good.

CRYBABY

You have the **power of crocodile tears**. Whenever another player takes consolation, you may put these cards aside and give him an equal number of cards of your choice from your hand. You then take the cards you put aside into your hand.

History: A species devoted to perfecting sympathy, whining, and other forms of parasitism, the reptilian Crybaby have cultivated pity to its ultimate artform, if not blatant swindling.

CUCKOO

You have the **power to hide**. Whenever you are the main player or ally in a challenge, before challenge cards are played, for every token you have in the challenge you may give one card in your hand to any player. If you win the challenge, at the end of the challenge, after consolation is taken, you may do any of the following to each player for each card you gave: take back the card you gave him (if the card is now in the discard pile, you receive no card), take back a card randomly, or take back a card of the player s choice. If you lose the challenge, the player to whom you gave the card chooses which option.

History: Avian lifeforms from an unknown galaxy, the Cuckoo have since become more accepted beings in the galaxy, even if their habits of dropping in unexpectedly for tea or lunch or three weeks of whatever the things do tend to create unfavorable reactions from their inflicted brethren.

Cedric Chin

Optional

CYNIC

DISTRUSTS MAIN PLAYERS

CYNIC

You have the **power of suspicion**. If you are an ally in a challenge, you may set aside a challenge card. After cards are revealed, if your side loses, you may substitute your challenge card for that of the main player and recalculate totals. If you substitute, your challenge card is discarded instead of the main player s. If your side wins, only your tokens receive rewards; the rest of your side loses and your opponents win as before.

History: Repeatedly betrayed by their erstwhile companions, the suspicious Cynics continuously divert their resources towards saving their own skins.

Cedric Chin

Optional

DEAF

IMMUNE TO EDICTS

DEAF

You have the **power to be oblivious**. You do not have to obey an Edict.

History: Illiterate peasants on a feudal planet, the Deaf were unable to read the proclamations of their tyrants. Over time, their despots simply gave up any hope of using decrees to affect the Deaf population. And then the revolt began.

Cedric Chin

Mandatory

DECK

DEALS CARDS FROM OWN HAND

DECK

You have the **power to distribute**. Whenever another player draws a card from the Deck, you instead give him a card from your hand. If you run out of cards because of this power, immediately draw a new hand and continue giving cards. If you run out of cards because of this power and are the attacker, your turn continues.

History: Unable to accept the random variability of the universe, the Deck instead choose which recipients receive which resources. That they have introduced an element of partiality has not crossed their minds at all.

Mandatory

Cedric Chin

DECEPTION

VENTS BASES FROM SATISFYING VICTORY CONDITIONS

Optional

Cedric Chin

DECREE

INTRODUCES NEW EDICTS INTO GAME

Optional

Cedric Chin

DEFCON

MULTIPLIES ATTACK CARD

DECEPTION

You have the **power of illusion**. At the beginning of the game, write down one deception planet for each player in the game. To do this, make a note of each deception planet. Planets are numbered from each player's right hand side, for example: Red planet #1, Blue planet #3 etc. The deception planets may be distributed any way you wish among the different systems, or all in one system. Bases on deception planets are not counted towards victory. If Schizoid is in the game, your power occurs after his.

Do not use in games with the Insect or Plant.

DECREE

You have the **power of Edicts**. Take the unused Edict deck and keep it to your side. Up to once per turn, you may discard an Edict from your hand (if any) to the discard pile of the unused Edict deck (no powers or cards may pick up Edicts from this pile) and draw an Edict from the unused Edict deck. Whenever you discard your hand, discard your Edicts to the unused Edict deck.

History: A political system based on whim, the Decree care not for the expectations and planning of others. Drawing from a storehouse of respectable wealth from their political planet-estates, they now poke their meddlesome noses into the business of others.

DEFCON

You have the **power to escalate**. You begin with Level One. The Level goes up by one if you lose a base or if your opponent played an Attack and you were willing to Compromise. The Level goes down by one if your opponent played a Compromise. The minimum level is one. When you play an Attack card, you multiply the number by the current Level. Add tokens as normal.

History: Ever on the brink on nuclear war within their own world, the DEFCON have always regarded acts of aggression with great fear and hesitancy. Easy to panic, the DEFCON quickly summon greater force than their opponents but are just as willing to make peace when even the hint of such opportunities arise.

Optional

Cedric Chin

PREVENTS OTHER PLAYERS FROM USING CARDS

DEPRIVE

Mandatory

Cedric Chin

SHRINKS HAND OF OPPONENT

DESICCATE

Mandatory

Cedric Chin

ADD CANBERRA DESTINY PILE

DESTINY PILE - CANBERRA

DEPRIVE

You have the **power to prevent**. Once per challenge, you may prevent one player from playing any cards during the challenge. If that player is a main player, he may play his challenge card(s) only when needed.

DESICCATE

You have the **power to decrease**. Whenever you are the main player in a challenge, your opponent must randomly discard cards such that his hand has the same size as that of your hand before challenge cards are played. You may choose when to desiccate.

History: Salt-like beings originating from a dry desert planet, the naive but sociable Desiccate have made it their personal goal to make contact with every life being – and suck out their vital life fluids.

DESTINY PILE - CANBERRA

You have the **power of the Canberra Destiny Pile**. When any player flips the Destiny Pile, he may attack any player in that system. Discard and draw a new power.

History: As powers within the cosmos realized that those who invaded a cosmos may be of better pickings, the warring civilizations tacitly agreed that all within system were fair game.

Do not use in a game with the Will.

Cedric Chin
Optional

DISPLAYS CARD AND MAKES DEALS

DETERRENT

Cedric Chin
Mandatory

LOSING TOKENS RETURN NEXT CHALLENGE

DIASPORA

Cedric Chin
Mandatory

ADDS CARDS FROM OUTSIDE GAME

DIMENSION DOOR

DETERRENT

You have the **power of threat**. At the beginning of a challenge, you may reveal one of your cards and propose a deal to your opponent. The card you have shown is immune to loss of any kind until cards are revealed. If he refuses the deal, return the card to your hand and play the challenge as normal. If you use the card you display during the challenge and on your opponent(s), you return it to your hand and do not discard it.

History: Bred in an atmosphere of suspicion and desire, the fog-cloaked Deterrent could only survive by an odd combination of diplomacy and threats. Looking beyond their cloudy skies, they see a clear universe ready to be enshrouded by their clever mistiness.

DIASPORA

You have the **power of flight**. Whenever you are a main player, played an Attack card, and lost the challenge, your losing tokens go to your star disc. Any of your tokens on your Star Disc stay on your star disc (they do not return to bases). When you are a main player, before allies are invited, place all your tokens on your Star Disc in the cone, if you are attacking, or on the planet, if you are defending.

DIMENSION DOOR

You have the **power to gate**. Whenever you are the main player, before cards are played, draw one of the following: two cards from the unused Challenge Deck, two cards from the unused Challenge Deck, two cards from the unused Challenge Deck, two cards from the unused Challenge Deck, one card from the unused Flare deck, one card from the unused Kicker deck, one card from the unused Edict deck. Each type may be used only once (in any order) until you exhaust the list. Then you may work through the list again. Cards drawn from outside the game are not considered to be cards drawn from the Deck (e.g.,. for the Siren Flare).

History: Silent masters of shimmering gates, the unseen creatures responsible for the Dimension Door left the cosmos many eons ago for new universes to conquer and dominate. Now returning to their original home, the creators of the Dimension Door show great upset at the rise of other lifeforms, and are determined to send new resources from their other worlds to destroy them.

Cedric Chin

Mandatory

PREVENTS OPPONENTS FROM USING POWERS

DISABLE

Cedric Chin

Mandatory

FORCES PLAYERS TO DISCARD HANDS

DISCARD

Cedric Chin

Optional

BUYS CARDS AT LOWER COST

DISCOUNT

DISABLE

You have the **power to handicap**. If you are a main player and your opponent has five home bases, he may not use two of his powers. If he has four home bases, he may not use one of his powers. You opponent chooses which powers not to use.

History: Born on an unshielded moon, the Disable were mocked by the galaxy for their unfortunate inabilities and handicaps. Now adept at turning this radiation against others, the Disable wreak havoc with their self-proclaimed whole brethren.

Use only in a multi-power game.

DISCARD

You have the **power to discard**. Whenever you must draw cards, you draw from the discard pile, if possible. When you are a main player or ally in a challenge, you may force either main player to discard his hand and draw a new one.

DISCOUNT

You have the **power of markdowns**. When you purchase cards, you may only spend one Lucre, but the number of cards received is four.

History: Bargain-hunters of the nth degree, the Discount manage to find the most remarkable terms of procurement.

Cedric Chin Optional

DISCRETION

SELECTS TYPE OF CONSOLATION CARDS

Cedric Chin Optional

DIVVY

NTS MAIN PLAYER FROM USING HALF HIS CARDS

Cedric Chin Optional

DOCTOR

PREVENTS TOKENS FROM ENTERING WARP FOR LUCRE

DISCRETION

You have the **power to select**. Whenever you take Consolation, you specify which type of card (Attack, Compromise, Kicker, Edict, Flare) you wish to take. Your opponent then sets aside all other cards and you take consolation from his remaining hand. If this hand is smaller than the number of cards you are entitled to, you may not take cards he set aside.

Play only in a game with Flares and Kickers.

DIVVY

You have the **power to split**. If you are a main player or ally in a challenge, you may force one main player with more than two cards to divide his cards into two hands of at least one card each. His opponent then chooses which cards he will use. The other cards are set aside and returned to his hand at the end of the challenge.

History: Sentient atoms living in a volatile nebula, the ever-changing Divvy frequently crashed into unfortunate passers-by straying too close to their mutating environment. Now able to control their abilities, the conquesting Divvy seek to divide and conquer.

DOCTOR

You have the **power of medicine**. Whenever any player loses one or more tokens to the Warp, they may pay a fee you set in Lucre to return them to bases. If you lose one or more tokens to the Warp, you may pay a Lucre to the Box to return them to bases.

Mandatory

Cedric Chin

TAKES CARDS TO PLAY

DOPPLEGANGER II

Optional

Cedric Chin

ADDS TOKENS AFTER CARDS ARE REVEALED

DOUGHBOY

Mandatory

Cedric Chin

IMMUNE TO FLARES

DOUSE

DOPPLEGANGER II

You have the **power to haunt**. You are not dealt a hand. When you are a main player in a challenge, take the hand of any player in the game except your opponent, or draw a new hand. When the challenge is over, return cards to their owner or discard the hand if you drew it from the Deck.

Do not use in a two-player game!

DOUGHBOY

You have the **power of tardiness**. When you are the attacker or an ally in a challenge, you place your tokens in the cone after Challenge cards are revealed.

History: Amorphous liquid metals on a volcanic planet, the alien Doughboy send psychic vibrations throughout the cosmos, and, masters of instantaneous travel, can teleport their masses at will whenever needed.

DOUSE

You have the **power to lessen**. You are not affected by Wild Flares played by other players.

History: Wet beasts from an unstable liquid planet, the fish-like Douse laden themselves with curious ointments and oils making themselves immune to their ever-changing hostile environment.

Optional Cedric Chin

DRAW

DRAWS CARDS FROM ANY SOURCE

Optional Cedric Chin

DURESS

SETS PENALTIES FOR FAILURE TO DEAL

Optional Cedric Chin

EMOTE

FORCES PLAYERS TO PLAY ATTACK OR COMPROMISE CARDS

DRAW

You have the **power of options**. Whenever you must draw from the deck (except for a new hand) or another person's hand (except in a deal), you may draw your cards from the either Discard Pile or another player's hand, instead.

DURESS

You have the **power to make an offer**. Whenever you are not a main player, if either main player has played a Compromise, you may force both players to make a deal. Whenever two players are about to engage in a deal, you may determine separate penalties for each party if they fail to deal. Penalties are limited to one of the following: up to four tokens to Warp, base to Warp, up to four Lucre to the Box, all Lucre to Warp, up to seven cards to Discard Pile (cards lost are determined randomly), entire hand to Discard Pile. Your power does not supersede the Will Wild or the Pacifist Super, and does not apply to powers with their own penalties for failure to deal (e.g.,. Wrack).

History: Pin-striped arbitrators from a former prison planet, the Duress influenced key members with an iron hand (and a loaded .45) and a simple offer you can't refuse .

EMOTE

You have the **power to evoke**. Whenever you are the main player in a challenge, you may force both yourself and your opponent to either both play Attack cards or both play Compromise cards, if possible.

Mandatory

Cedric Chin

DETERMINES ORDER OF PLAY

EMPEROR

Optional

Cedric Chin

EVENTS PLAYER FROM SELECTIVELY INVITING ALLIES

EQUALITY

Optional

Cedric Chin

DISCARDS LESSER CARDS

EUGENICS

EMPEROR

You have the **power to order**. At the beginning of the game, shuffle all Star Discs into the Destiny Pile and randomly take half of them (if Space Dust is in the game, he keeps three of his discs). At the beginning of every turn, discard one of your discs to the Destiny Discard Pile; the color of disc you discarded is the player for the turn. When you or the Destiny Pile run out of discs, shuffle the Destiny Pile and the Destiny Discard Pile, and randomly take half of them.

EQUALITY

You have the **power of anti-discrimination**. If a player invites allies, you may force him to either invite all players as allies, or not to invite any players.

Do not use in a two or three player game.

EUGENICS

You have the **power of improvement**. After any challenge in which you are a main player or ally, you may discard any challenge card less than or equal to a challenge card played in the challenge. Compromises count as Attack 0. Your power takes place after Clone and Filch.

History: A computer-dominated race of flesh-based clones, the Eugenics constantly strive to improve their species to their maximum ability, if not maximum numbers.

Cedric Chin
Optional

REPLACES CARDS FROM HAND

EVOLUTIONARY

Cedric Chin
Optional

REMOVES CAPTURED TOKENS FROM GAME

EXECUTIONER

Cedric Chin
Mandatory

RECEIVES ONE LUCRE PER BASE

FACTORY

EVOLUTIONARY

You have the **power of efficiency**. When you are a main player, before cards are played, you may discard one card for each token you have involved in the challenge, replacing each with a card from the deck.

History: Stranded on their nuclear-devastated homeworld, the roach-like Evolutionary was forced to adapt to a harsh environment. Now with its overefficient metabolism, the Evolutionary can inhabit any planet with relative ease.

EXECUTIONER

You have the **power of death**. Whenever you win a challenge as a main player, all losing tokens go to your Star Disc. You may trade these tokens per Assessor. Whenever your opponent declines to make a deal involving your giving him a number of his tokens, you may remove this number of his tokens from your Star Disc out of the game.

FACTORY

You have the **power of production**. At the beginning of your turn, you receive one Lucre for every base you have.

History: Expansion, Expansion, Expansion is the motto of the industrious Factory, whose revenues are proportionate to the number of outlets established.

Use only in a game with Lucre!

Cedric Chin

Optional

FAD

MAKE AN OPTIONAL MOVE MANDATORY

Cedric Chin

Mandatory

FAN - DESTINY

ADD DESTINY FAN TO THE GAME

Cedric Chin

Mandatory

FAN - MAYFAIR

ADD MAYFAIR FAN TO THE GAME

FAD

You have the **power of fashion**. At the start of your turn, you may declare any optional move within the normal game to be mandatory for all players. Thus, you may require players to take a second challenge, to place a certain number of tokens a player may put into the cone, to ask certain players for allies, to play a certain card or type of card, and to take a reward a certain way. If they cannot abide by your declaration, they need not follow it. You may make a new declaration at the beginning of your turn.

History: Selling itself as a harmless diversion to all sentient beings, the crafty Fad have established themselves as a dominant life force infesting all who fall to its subtle, if not creative, marketing and ad campaigns.

FAN - DESTINY

You have the **power of the Fan**. If you draw this, the Fan is used in the game. Set aside this card and draw another power. (This a modification of the Mayfair Fan.) Do not add the Fan if this card is drawn in the middle of the game.

Each player has a separate sector. When a player loses tokens to the Warp, he loses his tokens to his sector. When the color of a sector is flipped in the destiny pile, all tokens in the sector's color drop to the Warp. If you play a card which rescues tokens from the Warp, you may apply this card to the tokens in the sectors or the tokens in the Warp.

History: A cataclysm within a cataclysm, the Fan portends the ultimate fate the losers of the universe must encounter.

FAN - MAYFAIR

You have the **power of the Fan**. If you draw this, the Fan is used in the game. Set aside this card and draw another power. (The Fan is from the upcoming Mayfair edition, a new “reverse Warp” hex.) Do not add the Fan if this card is drawn in the middle of the game.

A marker is used to indicate one of the subsidiary sectors (the “Praws”), only sectors corresponding to player’s hexes are used. Each challenge the marker moves to the next sector. Tokens lost during the challenge go into the sector of the Fan where the marker points. Tokens move up from a Fan sector into the Warp proper when the sector color is flipped. Tokens can only be retrieved from the Warp; unlike the Praw, a player cannot a token up from a Fan sector to the Warp.

History: A cataclysm within a cataclysm, the Fan portends the ultimate fate the losers of the universe must encounter.

FANATIC

ATTACKS SYSTEMS AGAIN

Optional

Cedric Chin

FAST NEUTRINOS

DRAWS NEW CARDS FROM EDICT DECK

Mandatory

Cedric Chin

FLARE-VULCH

COLLECTS DISCARDED FLARES

Mandatory

Cedric Chin

FANATIC

You have the **power of dogmatism**. When you are the main player or ally in a challenge and have just lost the challenge, take the top disc of the Destiny Pile. Between challenges, you may discard any Destiny Pile disc you have and make a fanatic challenge against the system corresponding to the disc. If you lose this fanatic challenge, you do not pick up a star disc. The Dictator may change the color of the fanatic disc you discarded.

History: Little tiny mites from unknown parts of the galaxy, the irritating Fanatic have a bad habit of coming back when you least desire it.

FAST NEUTRINOS

You have the **power to aggrandize**. At the beginning of each challenge, draw a card from the unused Edict Deck and discard a non-Edict from your hand. When you discard your hand, discard any Edicts to the unused Edict Deck. Cards discarded to the unused Edict Deck are not salvageable (e.g., by the Vulch).

History: A whirlwind of electricity, the short-lived Fast Neutrinos rapidly regain new power, only to dissipate them just as quickly.

FLARE-VULCH

You have the **power of salvaging**. Whenever someone discards one or more Flares (e.g., through a Flarezap, or to receive a new hand), you take up the Flares the others have discarded. Before picking up these Flares, discard all your Flares or one Flare for every Flare you pick up.

History: An organized bureaucratic race, the Flare-Vulch are quite able to collect the more lethal, stronger refuse of other races. Regretfully, their own such resources tended to be lost in the shuffle, so to speak, but this is the price to pay for such talent.

Mandatory Cedric Chin

FLEA

LOSING TOKENS ATTACH TO OTHERS

Mandatory Cedric Chin

FLEA-BAG

ONENT S TOKENS ATTACH TO TOKENS

Optional Cedric Chin

FLURRY

DISCARDS / GIVES ENTIRE HAND WHEN FORCED TO GIVE CARDS

FLEA

You have the **power to cling**. Whenever you lose a challenge, before tokens are lost to the Warp, you instead attach to any surviving tokens involved in the challenge. Stack your tokens as you wish under at least one of the tokens involved in the challenge. Captured tokens do not have special characteristics and these flea stacks are controlled by the player under which you have tokens. Each stack is considered to be one token for purposes of play (e.g.,. Consolation), but when a player with a flea stack counts his total force, each token in each stack counts separately as one of his tokens. Tokens in these stacks are released when the stack is in the Warp. If you have a stacked token on a planet you do not have a base on, this planet counts as one of your bases. If you have a stacked token on a planet with another token, you may restack your stacked tokens under any tokens on the planet except yours. If you lose your power, each stack counts as one token but they stay fixed until separated by the Warp.

History: Parasites of amazing aptitude, the tenacious Flea manage to escape death itself, riding on the coattails – if not hairy undersides – of their erstwhile enemies.

FLEA-BAG

You have the **power to be infested**. Whenever you lose a challenge, your opponent chooses which of your tokens go to the Warp. Remaining tokens stay or land on the planet. If another player attempts to have a base on a planet in your system, he must first stack his tokens beneath any of your tokens on the planet; any other player's tokens on a home planet without one of your tokens immediately goes to the Warp. Otherwise, you may treat these stacks per Fungus: Stacked tokens do not have special characteristics and these stacks are controlled by you. Each stack is considered to be one token for purposes of play (e.g.,. Consolation), but when your total force is counted in a challenge, each token in each stack counts separately as one of your tokens Tokens in these stacks are released when the stack is in the Warp. If you lose your power, each stack counts as one token but they may stay fixed until separated by the Warp.

FLURRY

You have the **power of flight**. Whenever you must involuntarily discard one or more cards (e.g.,. a card because of the Plague but not because you played during a challenge), you may discard all your cards and draw a new hand. Whenever you must give one or more cards to another player you may give him all your cards and draw a new hand.

History: Small avian creatures, the Flurry are quick to panic and disperse at the first sign of danger. Only their ability to replenish themselves with hopefully better seed prevents them from their race's disaster.

Mandatory

Cedric Chin

...ONENT TO CHOOSE CARDS FOR CHALLENGE

FORESIGHT

Mandatory

Cedric Chin

...TS PLAYERS FROM TAKING TOKENS FROM SEVERAL BASES

FREEZE

Mandatory

Expansion 9

GAS GIANT HEX

GAS GIANT - EON

FORESIGHT

You have the **power of preparation**. Whenever you are a main player, your opponent must set aside cards he does not wish to use in the challenge; he cannot set aside his last challenge card. At the end of the challenge, any cards that he keeps but does not use in the challenge are given to you and he adds the cards he set aside back into his hand.

FREEZE

You have the **power of frost**. If another player removes tokens from more than one base, he must pay you a Lucre.

History: Evolving on a frozen moon whose temperature approaches zero Kelvin, the Freeze have developed the biological capability and technological means to function in and create the coldest of environments. For the right price, that is.

Use only in a game with Lucre!

GAS GIANT - EON

You have the **power of the Eon Gas Giant**. You now play the Gas Giant Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the start of your game, place all your tokens on the Gas Giant. When you are a main player or ally in a challenge, just before cards are revealed, you may withdraw all but one of your tokens from your force to the planet / other side of the planet. Withdrawn tokens do not count towards your challenge, and are not lost to the Warp. Opponents may have a maximum of one base on the Gas Giant. If you lose all your tokens from the Gas Giant, you lose your power.

History: Created from the coalescence of a great, billowy cloud, the inhabitants of the Gas Giant quickly developed lighter-than-air flight, allowing them to easy retreat from fear and danger.

Mandatory

Expansion 9

GAS GIANT - MAY

GAS GIANT HEX

Mandatory

Cedric Chin

GEMINI

ATTACKS TWO SYSTEMS

Optional

Cedric Chin

GENERAL

INTRODUCES NEW KICKERS INTO GAME

GAS GIANT - MAY

You have the **power of the Mayfair Gas Giant**. You now play the Gas Giant Hex. You are not affected by the Wild Schizoid unless you are given another Planet hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the start of your game, place all your tokens on the Gas Giant. When you are a main player or ally in a challenge, just before cards are revealed, you may withdraw all but one of your tokens from your force to the planet / other side of the planet. Withdrawn tokens do not count towards your challenge, and are not lost to the Warp. You must keep at least three tokens on your planet to keep your power. The planet is large enough to hold any number of bases.

History: Created from the coalescence of a great, billowy cloud, the inhabitants of the Gas Giant quickly developed lighter-than-air flight, allowing them to easy retreat from fear and danger.

GEMINI

You have the **power of two**. Whenever you are the offensive player, flip the Destiny Deck such that you have two opponents. Using two cones, conduct two simultaneous challenges. You receive two tokens from the Warp at the beginning of these challenges, one for each challenge. Tokens used in a challenge only apply to that challenge. However, any cards you play that affect one challenge or main player apply to both challenges or main players. (Thus, a Plague against one main player would affect both, but a plague played against an ally would not.) Tokens do not. If either challenge succeeds, you have won the challenge for the purpose of taking a second challenge.

History: Born on a cloud-covered dual-planet system around a binary star, the great Gemini based their view of life on duality, the Gemini were horrified at the discovery of unique cultures based on singular existences. Engaged in their own holy war, the Gemini are determined to conquer and then wipe out the remainder of the Cosmos.

Do not use in a two-player game.

GENERAL

You have the **power to train**. Take the unused Kicker deck and keep it to your side. When you are the main player in a challenge, you may discard up to all your Kickers to the unused Kicker deck (no powers or cards may salvage any Kickers you discard to the unused Kicker deck), and for every Kicker you have discarded, draw one from the unused Kicker deck. If you have no Kickers, you may still draw one card from the unused Kicker deck. Cards drawn from the unused Kicker card deck are not considered to be cards drawn from the Deck (e.g.,. for the Siren Flare).

History: A military dedicated to training its elite strategists, the General have made remarkable use of its human resources. Drawing from a storehouse of tacticians and leaders, the General are quick to replace its inefficient and lackadaisical heads for hopefully more efficacious ones.

Mandatory

Cedric Chin

GENESTEALER

PLACES TOKENS ON DEFENDING PLANETS

Optional

Cedric Chin

GENEVA

SWITCHES CAPTURED TOKENS

Optional

Cedric Chin

GOAT

PERSUADES OPPONENTS TO ATTACK OTHERS

GENESTEALER

You have the **power to infect**. If you are a main player and have won a challenge, place an Attack card face-down on your opponent's system. The next time he is a main player, after the outcome is determined, reveal the card. If he has lost, discard the card. If he has played a Compromise and won and the card you revealed is a Compromise, or if he has played an Attack card and won and the card you revealed is an Attack of greater or equal value, discard the card and place a token on the defending planet.

GENEVA

You have the **power of exchange**. Whenever you are a main player or ally, you may switch one of the main player's captured tokens on his Star Disc with that of his opponent or the Warp. If the main players are chosen, both must have tokens to switch. If the Warp is chosen, both the Warp and the player must have tokens to switch.

If this power is in the game, tokens lost at the outcome of a second challenge go to the Star Discs of the winning main player. Tokens on Star Discs are traded per the Assessor.

GOAT

You have the **power of pleading**. If the offensive player is attacking your system, you may make a deal with him, so long as it involves him attacking another player's base in your system. You may ally with the offensive player in the challenge.

History: Learned in the ways of persuasion, the Goat have been quick to portray themselves as less than desirable opponents. Adept at trickery, flattery, and bribery, the goat may not be the mightiest power in the galaxy, but they certainly are the wiliest.

Do not use in a two-player game.

GOVERNMENT

SPENDS LUCRE AT WILL

Optional

Cedric Chin

GRAVE ROBBER

BUYS OTHER S TOKENS FROM WARP

Optional

Cedric Chin

GREMLIN

SENDS TOKENS BACK TO BASES

Optional

Cedric Chin

GOVERNMENT

You have the **power to spend**. You receive one Lucre at the beginning of each of your challenges and may buy any number of cards/tokens at any time in the game. (You may buy a card and look at it before buying another card.)

Use only in a game with Lucre!

GRAVE ROBBER

You have the **power to exhume**. After a player has lost one or more tokens to the Warp, you may exhume these tokens to your Star Disc for one Lucre. Your tokens return to bases. You may then trade these tokens per the Assessor.

Use only in a game with Lucre!

GREMLIN

You have the **power of mischief**. Whenever you are a main player or ally, you may discard one Attack card or Kicker for each token you have in the challenge. For every Attack card or Plus/Minus Kicker you discard, another player of your choice must return a number of tokens equal to the number on the card divided by four from the cone to bases. For every Times Kicker you discard, another player of your choice must return a number of tokens equal to the number on the card. If you discard a negative card, the player must add tokens to the cone instead.

Cedric Chin

Optional

GROO

RANDOMLY ALLIES TO CHALLENGES

Cedric Chin

Optional

GRUB

BORROWS UNUSED POWERS

Cedric Chin

Mandatory

GRUDGE PRIME

PENALIZES FOR REFUSING TO ALLY

GROO

You have the **power of the fray**. After cards have been played, but not revealed, you may place up to your normal number of tokens in the middle of a cone and play an Attack card face-down. If only one player has revealed an Attack card, add your Attack card to his challenge total and treat your tokens as if they allied with his. If both players play an Attack card, flip a coin and proceed as above. If both players play Compromises, they both act as if they lost the challenge (and take no consolation) and your tokens return to bases.

GRUB

You have the **power of scavenging**. At the end of a challenge in which a player had an opportunity to use his optional power but did not use it, he must give it to you. He may not use this power while you have it. You may use this power and must give it back at the end of a challenge in which you could have used it. If you have more than one grubbed power, immediately give one back to its owner. If you lose your power, immediately give back any grubbed powers.

History: Filthy beasts from an irradiated planet, the opportunistic Grubs manage to incorporate the key features of their opponents from unused resources into their basic structure.

Play only in a game with at least two optional powers.

GRUDGE PRIME

You have the **power of revenge**. Whenever you are one of the two players in a challenge, if you invite another player as an ally and he chooses not to come to your aid, if you win the challenge (or make a deal) he loses 2 tokens to the warp. You determine from which bases these tokens come from. These lost tokens cannot include tokens he used to ally with the other side.

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

Do not use in a two-player game.

Cedric Chin

Mandatory

SETS BOMBS ON OWN PLANETS

GUERRILLA

Cedric Chin

Mandatory

USES CARDS TO ADD TO ATTACK TOTAL

HALLMARK

Cedric Chin

Optional

BUILDS FORTS WITH LUCRE

HARDPOINT

GUERRILLA

You have the **power to set bombs**. When you are the defending player, before the cone is pointed, secretly write down one planet in your system on which you have planted a bomb. Whenever new tokens land on a booby-trapped planet, the bomb immediately explodes, sending all tokens currently there and those just arriving to the Warp. When you again become the defending player, your current bomb deactivates and you plant a new bomb. If Terrorist is in play, your bomb goes off first.

History: Reaching heightened intelligence by the electrical fluxes of their own planet, the Guerrillas see little wisdom behind the beliefs of others and are determined to achieve peace by any means, including violence.

HALLMARK

You have the **power of cards**. Your tokens do not add to your side's Attack total. Whenever you have tokens in the cone, set aside a number of your cards equal to up to your allowed number of tokens. If you are a main player, you may not set aside your last challenge card. Each card adds to your side's Attack total a number equal to the value of your tokens without this power. If your side wins the challenge, at the end of the challenge, return to your hand the cards you set aside. If your side loses the challenge, discard the cards you set aside.

HARDPOINT

You have the **power of protection**. Once per challenge, you may build a "fort". Place one Lucre from your star disc onto any planet anywhere you have a base. When you calculate your token total on your defending base, a fort on that base adds or subtracts double the number of tokens you have in the challenge. If you lose a base with a fort, the attacker takes the Lucre to his star disc. Otherwise, the Lucre is lost to the Box.

History: A frontier civilization on the fringes of a primitive civilization, the Hardpoint slowly grew victorious through a strategy of local fortification despite a meager economy. Applying their technology to the cosmos, they hope their strategy will help them overpower their more sophisticated brethren.

Use only in a game with Lucre!

Cedric Chin

Optional

MAKE OPTIONAL POWERS MANDATORY

HAYWIRE

Cedric Chin

Mandatory

RECEIVES LUCRE FOR LOST TOKENS

HAZARD PAY

Cedric Chin

Optional

RECRUITS TOKENS

HEADHUNTER

HAYWIRE

You have the **power of force**. Once per challenge, you may make one mandatory power optional, or one optional power mandatory.

History: Wild rockers from the planet Noisy, the now deaf Haywire play the loudest cacophony in the cosmos. Adept at screwing the synapses of entire civilizations, the Haywire have but a simple goal: to conquer the universe, strip its resources, and go platinum.

HAZARD PAY

You have the **power of compensation**. Whenever you lose one or more tokens to the Warp, receive one Lucre from the Box.

HEADHUNTER

You have the **power of headhunting**. At the beginning of any challenge in which you are a main player, you may declare “headhunting”. If you win the challenge, flip over the defending player’s tokens. They now become yours. If you lose the challenge, flip over your tokens. They become his. These tokens are not lost to the Warp in this challenge, but may be in later ones. Return these tokens to bases per Zombie. Any flipped tokens later lost to the Warp are un-flipped. In a deal, you may trade tokens to other players. Flipped tokens returned to their owners are un-flipped. If you lose your power, you may not recruit more tokens, but those recruited stay in play as normal.

History: Raised in an atmosphere of job-hopping and personal gain, the Headhunters easily convinced their opponent’s army forces of the benefits of joining “the winning team”. Regrettably, this attitude occasionally backfires as members of their own forces sometimes decide the same!

Mandatory

Cedric Chin

HHGG

SELLS POWERS

Optional

Cedric Chin

HITMAN

REMOVES TOKENS FOR LUCRE

Optional

Cedric Chin

HOUDINI

RELEASES TOKENS FROM ANY IMPRISONMENT

HHGG

You have the **power to be slightly cheaper**. At the beginning of a challenge, any player may buy a power, unseen and randomly chosen, from the unused Power Deck and pay you one Lucre; you pay the Box. He must use that power during the challenge, if possible. At the end of the challenge, the power is discarded. If no one buys a power from you, you may draw the top power card from the unused Power Deck and use it as an optional power.

HITMAN

You have the **power of the mob**. Once per challenge, you may perform a “hit”. To do this, another player must request a particular token be removed from the board to the Warp. You may refuse to perform the hit, or, if you decide to remove the token, you must charge one or more Lucre. If the player meets your price, you remove the token from the board to the Warp.

History: A ruthless family with a simple motto: “Anywhere, any time, any place.”

Use only in a game with Lucre!

HOUDINI

You have the **power of escape**. When you release one or more of your tokens from the Warp, you may instead release tokens from any form of imprisonment: a Star Disc, a stack (e.g.,. Fungus), flipped tokens controlled by another player (e.g.,. the Zombie Super), or any situation where you do not control your tokens.

If this power is in the game, tokens lost at the outcome of a second challenge go to the Star Discs of the winning main player. Tokens on Star Discs are traded per the Assessor.

Cedric Chin Mandatory

HYPERSPACE

IUST BE ATTACKED BY A PLANET S TOKENS

Cedric Chin Optional

IMPERIALIST

KES ADDITIONAL ATTACKS IN CONQUERED SYSTEMS

Cedric Chin Optional

IMPULSE

FORCES OTHERS TO SPEND LUCRE

HYPERSPACE

You have the **power of subspace**. Whenever you are a defending player, your opponent must attack with all his tokens from one home planet. Your opponent places no tokens in the cone but declares which planet is attacking you. If you lose the challenge, only tokens from this planet may land on your planet. If you win the challenge, your opponent's tokens leave the planet to the Warp and you may establish a base on the planet which is attacking you.

History: Devious engineers mastering the entrance to subspace, the Hyperspace can even isolate entire planets from their systems.

Do not play in a game with Gas Giant.

IMPERIALIST

You have the **power of colonization**. Whenever you are the offensive player, all of your tokens in the system you are attacking add to your total. If you win, you may make another challenge in the same system. This challenge does not count towards your two challenges (thus, you can make up to two normal challenges and any number of imperialist challenges in a turn).

IMPULSE

You have the **power of whim**. Once per challenge, when another player has an opportunity to spend a lucre, you may force him to use it.

History: Rampant marketers from Dimension X, the Impulse have scaled impulse-buying from a mere selling technique to pure, psychological horror.

Use only in a game with Lucre!

Cedric Chin

Optional

INFECTANT

ATTACKS STAR DISCS

Cedric Chin

Optional

INFLATION

USES OPPONENTS TO LOSE LUCRE

Cedric Chin

Mandatory

INSANITY

FORCES OTHER PLAYERS TO PLAY EXTRA CARDS, POWERS, ETC.

INFECTANT

You have the **power to sicken**. Whenever you attack a system, you may attack the system's Star Disc instead. The defender defends, substituting the number of bases he has in his home system for the number of tokens he defends with. If a main player has your tokens on his Star Disc at the beginning of a challenge, you may force him to give you one card, lose one token of his choice to the Warp, or subtract one point from his Attack total for every token you have on his Star Disc. Any player may attack your tokens on a Star Disc in a normal challenge if they attack the system the infected Star Disc resides in. Anyone winning a base in this challenge returns to bases instead. Tokens on Star Discs may be traded at the beginning of a challenge per the Assessor.

History: Unwelcome guests from Sirius Six, the Infectant spread across the galaxy, inflicting rot, leprosy, and plagues. Now encountering a more resistant strain of victims, the Infectant are nevertheless confident in their victory.

INFLATION

You have the **power of devaluation**. Whenever you are a main player and spend Lucre, your opponent and his allies each lose one Lucre to the Box (and not the Dragon).

Use only in a game with Lucre!

INSANITY

You have the **power of frenzy**. Whenever you are a main player or ally in a challenge, all players in the challenge must do one of the following of your choice immediately before cards would drawn for Consolation or Ally rewards: discard any Edicts they have not played during the challenge, discard any Flares they have not played in the challenge, evacuate all Moons which were not used during the challenge (tokens return to bases), lose use of any optional powers which could have been used during the challenge but were not for the duration of the next challenge, or discard a Kicker if they were a main player , played challenge cards, and did not play a Kicker during the challenge. Each choice may be used only once (in any order) until you exhaust the list. Then you may work through the list again.

Cedric Chin
Optional

PASSES PENALTIES TO OTHER PLAYERS

INSTEAD

Cedric Chin
Optional

ADDS LUCRE TO SIDE S TOTAL

INVESTOR

Cedric Chin
Mandatory

TAKES LUCRE FROM OTHER PLAYERS

IRS

INSTEAD

You have the **power to pass the buck**. Up to once per challenge, whenever you voluntarily or involuntarily pay a penalty of or give away tokens, cards, or Lucre, you may force another player to pay the penalty or give away these items. You may not pass this responsibility to the player to whom you are giving cards, Lucre, tokens to his Star Disc, etc.

INVESTOR

You have the **power to risk**. Whenever you have tokens involved in the challenge, you may place up to all your Lucre in the cone. Each Lucre in the cone adds to your side's Attack total. If your side wins the challenge, take your Lucre back to your Star Disc and take one Lucre either from your opponent's Star Disc or from the Box. If your side loses the challenge, all Lucre you placed in the cone is lost.

IRS

You have the **power to tax**. At the beginning of your turn, tax all players one Lucre instead of taking your Lucre from the Box. If a player cannot or refuses to pay, you may impound two of his cards, randomly chosen, or imprison two of his tokens of your choice on your star disc.

History: A once minor bureaucratic entity now gone completely wild, the ravenous IRS soon came to dominate and then totally bleed dry their once prosperous makers. Now turning their lusty long forms towards the heavens, they yet again seek to drain the coffers of the entire universe.

Use only in a game with Lucre!

Cedric Chin

Mandatory

ISOLATED HEX

ISOLATED HEX

ISOLATED HEX

You have the **power of isolation**. You now play the isolated hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

When you are the defensive player, your opponent may bring in no more than two tokens into the challenge from outside the system and all allies, including yours, may bring in no more than one token from outside the system. If another player returns tokens to bases, he may place a maximum of one token on each of his bases in your system. Your tokens are not subject to these restrictions.

History: In a system, far, far away, where stars are replaced by galaxies, the isolated hex has developed the technology to transport its troops easily across the far reaches of space. Knowing their opponents are not so advanced, the isolate hex plots and schemes to control the universe.

Cedric Chin

Mandatory

STAYS ON PLANETS

JASON

JASON

You have the **power of un-death**. Whenever you defend a base and should lose tokens to the Warp, you instead flip your tokens over on the planet you are defending. Flipped tokens still count as your tokens, but may be sent to the Warp by normal means and do not count towards victory conditions. At the beginning of your turn, you may un-flip one of these tokens.

History: Never quite alive, yet never quite dead, the Jason manage to resurface again. And again. And again…

Do not play if you are also Filth.

Cedric Chin

Mandatory

BEGINS WITH MORE BASES

JONESES

JONESES

You have the **power of status**. At the beginning of the game, you establish one base per system on the board, placing a marker on each base. If you lose a base with a marker, remove the marker from the game. If you are Cosmic-Zapped, bases with markers do not count towards your victory.

History: Born with every advantage imaginable, the Joneses managed to acquire obvious status and wealth, making them the most despised people in the galaxy.

Do not use in a 5 or 6 player game.

JUNK

EMOVES CARDS FROM OPPONENT S AND HIS HANDS

Optional

Cedric Chin

KAMIKAZE

SENDS TOKENS FROM CONE TO WARP

Optional

Cedric Chin

KA-THUD

REMOVES TOKENS FROM PLANETS

Optional

Cedric Chin

JUNK

You have the **power of refuse**. When you are a main player in the challenge, you may discard a number of cards equal to or less than the number of tokens you have in the challenge. For every card you discard, you randomly discard a card from your opponent's hand.

KAMIKAZE

You have the **power of suicide**. Whenever you are involved in a challenge and before cards are revealed, you may move up to all your tokens from the cone or defending base to the Warp. For every token of yours placed in the Warp, you may take one token from the opposing side from the cone/defending base to the Warp.

History: Dedicated and fiercely loyal to their masters, the Kamikaze are not only mere tokens, but true pawns.

KA-THUD

You have the **power to hurl large objects**. At the beginning of your turn, you may choose a planet, roll a die, and remove this number of tokens from this planet. If you have tokens on this planet, they must be removed first.

History: Silicon beings from a violently destroyed planet, the Ka-Thud are adept to hurl large chunks of their erstwhile homeland at other planets, causing great havoc and destruction. Ironically, their sensitivity to this rock causes them to become the first casualties. Their goal is to discover the lost relics of their cousin races, the Ka-Blam, and the Ker-Splat.

Optional

Cedric Chin

KELVIN

TOTAL CLOSEST TO ZERO WINS

Optional

Cedric Chin

KICK-VULCH

COLLECTS DISCARDED KICKERS

Optional

Lucre

KIDNAPPER

HOLDS OTHER S CARDS HOSTAGE

KELVIN

You have the **power of absolute zero**. In any challenge, before cards are played, you may declare Kelvin . The winner of the challenge is the player whose total is closest to zero. If both players equal zero, the make a deal. If Anti-Matter is in the game, you may not use your power when he is the attacking player.

History: A conformist order bent upon imposing a standard of base ten upon the entire cosmos, the Kelvin have managed to revolutionize the concepts of Nothing and Everything.

KICK-VULCH

You have the **power of salvaging**. You may collect any Kickers that are discarded by other player.

History: Specialists in the art of salvaging, the radiation-proof Kick-Vulch manage to recover incredible amounts of lethality from otherwise useless, spent arsenals.

KIDNAPPER

You have the **power of bond**. Whenever you are a main player or ally in a challenge, you may randomly take from either main player one card for every token you have in the challenge. He may randomly take back one of his cards for every Lucre he pays you. He may look at the card he drew before purchasing another one. At the end of the challenge, if your side wins the challenge, you give him back the cards you took.

Cedric Chin

Mandatory

DRAWS ADDITIONAL CARDS WITH LOW CARDS

KITSCH

Cedric Chin

Optional

RECEIVES HAND WITH OTHER PLAYERS

LARGESS

Cedric Chin

Optional

POSTPONES RECEIVING CARDS, TOKENS, AND LUCRE

LATER

KITSCH

You have the **power of junk**. Whenever you draw cards from the deck or another person, for every card you draw that is a single-digit Attack card, a Compromise, or a Kicker equal to or between 1 and -1, draw an additional card from the Deck.

History: Born on a planet of infinite collectibles, the Kitsch seem to collect the oddest things.

LARGESS

You have the **power of bestowal**. Whenever any player draws a new hand, immediately draw an equal number of cards. At the beginning of the game, you draw a double-sized hand.

LATER

You have the **power to delay**. Whenever you receive cards, tokens, or Lucre, you may instead receive these items later in the game. You may not use your power to prevent an action you must take, however (e.g.,. drawing a new hand as the defensive player when you need to play a Challenge card).

Mandatory

Cedric Chin

LEECH

DRAWS CONSOLATION WITH OTHERS

Optional

Cedric Chin

LEMMING

THROWS TOKENS INTO WARP

Mandatory

Cedric Chin

LOA

CONTROLS DEFEATED OPPONENTS

LEECH

You have the **power to drain**. After another player besides yourself takes Consolation (and puts these cards in his hand), you take the same number of cards either from the person who took Consolation, or from the person giving Consolation.

History: The notorious Bad Boy Bloodsuckers from Betelgeuse 9 , the greedy Leech don't just kick a man when he's down, but suck him dry completely.

LEMMING

You have the **power of Walt Disney**. Whenever you are involved in a challenge and before cards are revealed, you may put one token of your color into the Warp, and one token of each color of the opposing side from the cone/defending base to the Warp.

History: Although their behavior at seems disturbing but natural, the Lemming have turned their exploitation at the hands of a more powerful entity into a semi-suicidal, but perhaps useful, method of gaining the cosmos.

LOA

You have the **power of voodoo**. Whenever you are a main player or ally and win, take all losing tokens to your star disc. If you have another player's token(s) on your star disc, you may put them into the Warp and use one power belonging to that player for the duration of a challenge, or use all of these tokens as allies. He may not use his power while you are using it, and any tokens used as allies receive no rewards and go to the Warp after the challenge is over.

Do not use if you are also the Assessor or any power which automatically acquires tokens to your Star Disc.

Cedric Chin Mandatory

LOTTERY

S OPPONENTS WITH NO LUCRE TO PUT TOKENS IN WA

Cedric Chin Mandatory

LUCRE

ADD LUCRE TO GAME

Cedric Chin Mandatory

LUCREMANIA

USES LUCRE AS TOKENS

LOTTERY

You have the **power to exploit the poor**. If you are a main player or ally in a challenge, after allies tokens are put into the cone, every player on the opposing side with no Lucre must place one of their tokens of your selection in the Warp for every Lucre you have on your star disc.

LUCRE

You have the **power of Lucre**. If this power is drawn at the beginning of the game, players now play with Lucre and start with four Lucre each. If this power is drawn in the middle of the game, players do not add four Lucre, but Lucre income begins at the beginning of the next player's turn. Discard and draw a new power.

History: As civilizations progressed in the art of warfare, so did their economies. Yet despite their advances, warfare nonetheless continued.

Use only in a game with Lucre!

LUCREMANIA

You have the **power of liquidity**. At the beginning of the game, use 20 Lucre as tokens. Whenever you remove or put Lucre on your star disc, you may remove or put Lucre from your bases instead.

History: It was inevitable – an economy so dominant that its own lifeforms were reduced to monetary units.

Use only in a game with Lucre!

Cedric Chin Mandatory

LUNACY HEX, ONE PLANET

LUNACY

Cedric Chin Optional

CANCELS CHALLENGES AND SAVES OWN TOKENS

LUNCH MONEY

Cedric Chin Mandatory

EACH TOKEN IS WORTH 3

MACRON II

LUNACY

You have the **power of moon planets**. You now play the Lunacy hex, with one planet and five moons. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the start of the game draw five Moons at random and place them on the crescents. Do not use a moon which must be moved from your system. Place your tokens as you wish on the central planet and moons.

You moons are immune to removal from your system and are not discarded (moons which say "discard after use" are used once and cannot be used again during the game). All moons are treated as Secret then Continuous (effects may only be used once per challenge); only their occupants or you may reveal them. If you reoccupy a moon, you may conceal it again without its effects occurring. Bases on your moon are treated as bases on planets. Opponents may attack the central planet instead of a moon. You lose your power if you occupy less than three moons.

History: A system of planetoids, the Lunacy system produced one of more fascinating, if not unpredictable, civilizations in the universe.

LUNCH MONEY

You have the **power to be extorted**. Whenever you are a main player in the challenge or someone uses a power or plays a card causing you to lose tokens to the Warp, you may, before challenge cards are revealed or just after the power or card is used, you may ask your opponent to take a Lucre to cancel the challenge. If he accepts, tokens return to bases, cards return to hands, and the attacking player restarts the challenge (flip over the next color of the Destiny Pile to determine the new defender). If your opponent decides not to cancel and you lose tokens to the Warp, you may keep one token on the base for every Lucre you spend to the Box.

MACRON II

You have the **power of mass**. Each of your tokens has a value of 3. You may take only up to two tokens in an offensive challenge or as an ally, but they count three each towards the total. When collecting consolation or rewards, your token counts as one, just as any other token.

Mandatory

Cedric Chin

MACRON III

EACH TOKEN IS WORTH 2

Mandatory

Cedric Chin

MAD BOMBER

DESTROYS BASES

Mandatory

Cedric Chin

MARBLE

MOVES TOKENS

MACRON III

You have the **power of mass**. Each of your tokens has a value of 2. You may take only up to three tokens in an offensive challenge or as an ally, but they count two each towards the total. When collecting consolation or rewards, your token counts as one, just as any other token.

MAD BOMBER

You have the **power of wanton destruction**. Whenever you are a main player, before cards are revealed, you must discard an Attack card. Move one token from the defensive planet right a number of planets equal to the value of the Attack card (left if the Attack card is negative). If you do not have any Attack cards, play as if you had no Challenge cards, unless you have the Super of this power. All tokens on the planet on which the token lands are sent to the Warp.

MARBLE

You have the **power to roll**. Whenever you are a main player, before cards are revealed, you must discard an Attack card. Move one token from the defensive planet right a number of planets equal to the value of the Attack card (left if the Attack card is negative). If you do not have any Attack cards, play as if you had no Challenge cards, unless you have the Super of this power.

Do not use in a multi-power game with the Plant.

MEAN

AVERAGES OPPONENT'S CARDS

Optional

Cedric Chin

MEDIAN

FORCES OPPONENTS TO PLAY MEDIAN CARD

Optional

Cedric Chin

MERCENARY

RECEIVES PAY TO ALLY

Optional

Cedric Chin

MEAN

You have the **power of averaging**. When your opponent decides to play an Attack card, he must play two of them, if possible. Take the average as his Attack card. Kickers and tokens modify this number. He then discards either card, his choosing. When your opponent decides to play a Compromise card, he must play two of them, if possible. He has then played a Compromise card and discards one after the challenge is over.

History: Proponents of a mathematica-socialist philosophy, the Mean also have created one of the universes most persuasive forms of propaganda. Ostensibly promoting fairness and equality among men, the Mean easily convince their fellow countrymen to redistribute their resources, although some would debate that, as the Mean have yet to implement this policy among themselves.

MEDIAN

You have the **power of the middle**. As a main player in a challenge, you may decry, "Median". Your opponent must play his median Attack card. If he has the choice of two cards, he chooses.

History: Blind philosophers on a neutron system, the quiet whispers of the Median voices easily persuade opponents that moderation, and not excess, shall bring them joy and salvation. Whether this philosophy works or not is in question, as the Median, like their cousins the Mean, have yet to implement it.

MERCENARY

You have the **power of contract**. Before cards are played, another player may ask you to put one to four mercenary tokens (their choice of how many) for a fee you set in Lucre. You may refuse or accept his offer. At the end of the challenge, you receive the Lucre and your mercenary tokens return to bases, regardless of outcome. You may ally as normal in addition to your Mercenary power.

History: Opportunists to the end, the avaricial Mercenary make their fees, do their duties, and leave regardless of outcome, and occasionally of employer.

Cedric Chin
Optional

MODIFIES ATTACK CARDS

META-ATTACK

Cedric Chin
Optional

MODIFIES KICKERS

META-KICKER

Cedric Chin
Mandatory

OWNS TWO HANDS

MISER II

META-ATTACK

You have the **power to change attacks**. Before cards are revealed, you may play an Attack card onto either side of the challenge. This Attack card adds to the Attack total before tokens are added. If the side you are adding on plays a Compromise, your card is ignored. The Attack card you played is discarded.

History: Interstellar shapeshifters, the Meta-Attack easily redistribute their resources, albeit not necessarily to the benefit of any.

META-KICKER

You have the **power to change Kickers**. Before cards are revealed, you may play a Kicker onto either side of the challenge. This Kicker modifies the Attack total before tokens are added. Plus/ Minus Kickers take effect after Times Kickers. The Kicker you played is discarded.

History: Shapeshifters of the nth degree, the slow but deadly Meta-Kicker are feared by all, curried by all.

MISER II

You have the **power to hoard**. At the beginning of the game, you are dealt two hands. These three hands are equivalent: You may play cards normally from any hand as you choose, all hands are subject to loss or addition of cards, and when any hand is out of Challenge cards, you may receive a new one according to normal rules. If any hand runs out of Challenge cards and you are the attacker, your turn ends immediately. If you lose your power, choose one of these hands as your normal hand; you may no longer play out of your other cards.

Do not use in a game with Plant. Do not use with a small Deck. Add one flare, one Kicker, one Edict, and six Challenge cards to the Deck before play.

Cedric Chin

Mandatory

MISER III

OWNS THREE HANDS

Cedric Chin

Optional

MONTY HALL

OFFERS EDICTS OR LUCRE FOR CARDS

Cedric Chin

Mandatory

MOON DOOM HEX

ADD MOON DOOM HEX TO GAME

MISER III

You have the **power to hoard**. At the beginning of the game, you are dealt three hands. Keep these separate. You may only use one hand at a time, switching only when you become a main player (i.e.,. when you begin your turn or your color is revealed by the Destiny Pile). Only the hand you are using is subject to loss or addition of cards, and only when this hand is out of Challenge cards, may you receive a new one according to normal rules (thus you may begin a challenge with a hand of zero cards). As an attacker, if the hand you are using runs out of cards, your turn ends immediately.

Do not use in a game with Plant. Do not use with a small Deck. Add two flares,two Kickers,two Edicts, and twelve Challenge cards to the Deck before play.

MONTY HALL

You have the **power of prizes**. When you are the main player in a challenge, at the beginning of a challenge, randomly draw a card from your opponent, take a card from your hand, and take an Edict from the unused Edict deck. Look at them and place them mixed face-down. Your opponent picks one of the cards and you take the rest in your hand. When you are not a main player, you may announce a particular card (e.g.,. Virus Flare) or class of cards (e.g.,. any Edict) and if anyone has it, he may trade it to you for one Lucre from your star disc.

History: Ostensibly devoted towards the awarding of unusual prizes, the Monty Hall are one of the greater swindlers in the cosmos.

Use only in a game with Lucre! Use with an unused Edict deck.

MOON DOOM HEX

You have the **power of the moon doom**. The Moon Doom hex is now in the game. Discard this power and draw a new one.

History: Planetoids in constant flux, the Moon Doom system epitomizes the adage, “a nice place to visit, but you wouldn’t want to live there”.

Cedric Chin

Mandatory

ADD MOONS TO GAME

MOONS - HOUSE

Cedric Chin

Mandatory

COUNTS MOON BASES AS BASES

MOON MEISTER

Cedric Chin

Optional

PROTECTS MOONS

MOON MEN

MOONS - HOUSE

You have the **power of the moons**. Moons are now in the game. Each player now adds two moons and a Power Moon. Without looking at them, players place them face-down in their systems, the normal moons to the right, and the Power moon to the left. Players can freely land on a normal moon, but the system owner may challenge anyone attempting to land on a Power moon. (If Machine is in the game, players landing on moons discard a card of their choice first.) Moons landed upon and abandoned are placed face down. If a player has a base on a Power moon of his own power, he does not lose his power. Discard this power and draw a new one.

History: Planetoids of curious effects, the Moons bring boon, bane, and, at times, mere silliness.

MOON MEISTER

You have the **power of invasion**. Any bases you have on moons count as normal bases.

MOON MEN

You have the **power to defend moons**. Whenever another player is about to land on an unoccupied moon, you may force him to challenge it instead, with you as the main player. Allies are permitted in the challenge. You may ally as a defensive player; if you do so, your tokens land on the moon, as well as receiving normal rewards. In addition, if you have successfully challenged a planet, you may land on any moon in the challenged system per the moon rules (this landing does not count towards your two challenges).

History: Repeatedly dismayed at intruders landing on their property, the Moon Men decided to retaliate! Protect the moons! Get out the scrootch gun!!!

MOON MICE

USES EXTRA TOKENS FOR MOON BASES

Mandatory

Cedric Chin

MOON MICE

You have the **power of green cheese**. Place twenty tokens of an unused color on your Star Disc. Whenever you are involved in a moon challenge, you may use these tokens as if they were yours. If any of these tokens land on a planet or are sent to the Warp, they return to your Star Disc. If you lose your power or are Cosmic-Zapped, these tokens cannot activate or defend moons.

Use only in a game with moons.

MORATORIUM

PREVENTS PLAY OF OPTIONAL CARDS

Mandatory

Cedric Chin

MORATORIUM

You have the **power to limit**. If a player plays more than one card during a challenge, he must pay you one Lucre.

MR. NEUTRON

TRADES BASES FOR POWERS

Optional

Cedric Chin

MR. NEUTRON

You have the **power of being powerful**. Whenever you are a main player, you may discard any of your powers (except this one) and gain a base on any of your home planets. Or you may remove one of your bases (tokens from the removed base go to other bases) and draw a power from the unused Power Deck. A Cosmic Zap against this power does not affect any powers you obtained in a previous challenge.

History: The greatest being in the galaxy, able to bend wills and governments through his pinky, Mr. Neutron plots and plans to rule the entire cosmos, although he prefers to do gardening in Manchesterworth, England. Why? Only Mr. Neutron knows!

Cedric Chin

Optional

ALTERS TIME

MR. PEABODY

Cedric Chin

Mandatory

ADDS TOKENS IN SYSTEM TO CHALLENGE TOTAL

MUSTER

Cedric Chin

Optional

KEEPS 5-CARD HAND

MUTANT LESSOR

MR. PEABODY

You have the **power of the WABAC**. If you are an ally in a challenge, after challenge cards are revealed, you may declare WABAC . Played cards are discarded normally, and tokens do not go to the Warp but, instead, stay in the cone. Play cards again, with yourself and the opposing main player as main players. Before cards are revealed, declare whether you will be receiving ally rewards, or main player rewards. The main player you allied with receives main player rewards if you choose ally rewards, and ally rewards if you choose main player awards.

History: Renowned scientist and time-travelling busybody, the hardworking Mr. Peabody not only straightens out timelines and histories, but occasionally rewrites them himself.

MUSTER

You have the **power of reinforcements**. Whenever you calculate your challenge total, all of your tokens in the system being challenged, except those in the challenge, add to your total . However, these are not figured in taking consolation, etc.

MUTANT LESSOR

You have the **power of the mutant**. Whenever you have less than five cards, you may draw cards from any player until you have five cards. You may begin the game with a hand of five cards.

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

Cedric Chin

Optional

MUTANT PRIME

KEEPS 10-CARD HAND

MUTANT PRIME

You have the **power of the mutant**. If you have less than ten cards and are a main player, you may draw from your opponent until you have ten cards.

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

Cedric Chin

Optional

MX MISSILE

MAKES MULTIPLE ATTACKS

MX MISSILE

You have the **power of multiple warheads**. When you are the main player in a challenge, you may first offer your opponent a deal. He may accept this deal anytime in the challenge until cards are revealed. You now may put down as many challenge cards as you have tokens in the challenge. Your opponent places down one challenge card per card you played, but may not draw any cards from the deck if he runs out of cards. Compromises count as Attack 0, and if the opponent cannot play a challenge card for a "mini-challenge", he has played an Attack 0. Reveal all cards, adding tokens to each card and resolving each "mini-challenge" individually. Kickers only modify the "mini-challenge" that they were involved in. If either of you lose any "mini-challenge", the loser's tokens go to the Warp. Survivors, if any, win as normal. If you are playing against a power that affects the cards, you may only use your power when you are the offensive player; your opponent cannot use his power. If you have won any of these "mini- challenges", you have won the challenge for purposes of taking a second challenge.

History: Created by the great god, Skippy, the followers of the MX Missile have elevated destruction to a high art. Their next goal is to not involve themselves in their art.

Cedric Chin

Mandatory

NEBULA

NEBULA HEX

NEBULA

You have the **power of the nebula**. You now use the Nebula Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

When you acquire this power, and when the Destiny Pile is shuffled, draw three Special Destiny cards (i.e.,. comets and instructional Destiny Cards). After the Destiny Pile is flipped, you may play (and discard) an instructional Destiny Card to overrule the Destiny Pile and/or a Comet to alter the challenge.

Do not use with the variant in which the Special Destiny Cards are shuffled into the Deck.

Cedric Chin

Optional

NECROMANCER

PLAYS TOKENS FROM THE WARP

NECROMANCER

You have the **power to summon the dead**. Whenever you place tokens in the cone, you may take them, flipped, from the Warp. These tokens are treated as your tokens in every way, except that, if they return to bases, they return to the Warp instead.

Cedric Chin

Optional

NEGATION

MULTIPLIES BOTH SIDES BY NEGATIVE ONE

NEGATION

You have the **power of opposing signs**. Before tokens are placed in the cone, you may multiply any of the following by negative one: the value of the attack cards, the value of the Kickers, the value of tokens in the challenge, the number of consolation cards taken (the player taking consolation gives cards), the number of tokens lost in a failed deal (the player rescues tokens from the Warp), the number of tokens/cards taken from the deck (the player discards cards to the Discard Pile), or any other number which may be multiplied. The terms must be attainable by both sides in the challenge. If Virus is in the game, your power occurs before his.

Cedric Chin

Optional

NERDO

SQUARES BOTH SIDES

NERDO

You have the **power of the square**. Whenever you are a main player in a challenge, before tokens are put into the cone, you may square any of the following: the value of the attack cards, the value of tokens in the challenge, the number of consolation cards taken, the number of tokens lost in a failed deal, the number of tokens/cards taken from the deck, or any other number which may be squared. The terms must be attainable by both sides in the challenge (e.g.,. Kickers may only be squared if both sides play a Kicker). If Virus is in the game, your power occurs before his.

NETRUNNER

LOOKS AT AND TAKES/GIVE OPPONENT CARDS

Cedric Chin

Optional

NILBOG

REVERSES ACTIONS OF PLAYERS

Cedric Chin

Optional

NULL

PREVENTS PLAYER FROM USING POWERS

Cedric Chin

Optional

NETRUNNER

You have the **power to alter data**. Once per challenge, immediately before another player draws from the Deck, you may look at a number of cards from the top of the Deck equal to the number of tokens you have in the challenge. You may then either take one of these cards, add one of yours, or change the order of these cards. Return these cards to the top of the Deck, face-down.

NILBOG

You have the **power to bollix**. Whenever you are not involved in a challenge, anytime before cards are revealed, you may reverse the effects of any one action not related to a power, before or immediately after that action. The effect's scope must be either the main players or all allies. Thus, you may make allies tokens subtract instead of add, Attack cards Compromise cards, Times Kickers divide instead of multiply, Attack cards negative instead of positive, players losing because of a Compromise give cards instead of take cards, Flares be used upon the player playing it instead of by the player playing it, etc.

NULL

You have the **power to void**. Whenever you are involved in a challenge, you may force one player not to use a power of your choice.

Mandatory

Cedric Chin

OBSTINANCE

PREVENTS OPPONENT FROM USING POWERS

Optional

Cedric Chin

OFFAL

GIVES AWAY CARDS FROM DISCARD PILE

Mandatory

Cedric Chin

OPPORTUNITY

USES POWERS NOT IN GAME

OBSTINANCE

You have the **power to deny**. When you are a main player, your opponent may use all of his powers only if he has a base on each of his home planets. He loses use of one power of his choice for every home planet he does not have a base on. (If your opponent has all ready lost his powers, your power does not affect him.)

Use only in a multi-power game.

OFFAL

You have the **power of refuse**. At the end of a challenge, you may take any of the cards played in the challenge and place it in any player's hands, even if they have no cards, except yours and that of the player who discarded the card.

OPPORTUNITY

You have the **power of availability**. Before play begins, draw an additional Alien power. If you use a power drawn because of this power, or if you had an opportunity to use such a power during the challenge and did not, discard the power at the end of the challenge. If you do not have an opportunity to use any powers drawn because of this power, or if you have no powers drawn because of this power, draw a new power at the end of the challenge.

Optional

Cedric Chin

ORBITAL

AFFECTS ASTEROID ROTATION

Optional

Cedric Chin

OTHELLO

CLARES NORMAL AND REVERSE-CONE CHALLENGES

Optional

Cedric Chin

OUST

REMOVES ALLY FROM CONE

ORBITAL

You have the **power to of orbits**. When Asteroids are rotated in any challenge, you may decree that they all move two hexes to the right instead of one. When you use this power, if there are no asteroids in the game, immediately add one asteroid to any system.

History: Spawned among the asteroid belts of a planetless star, the Orbitals learned to weave webs to capture and manipulate their rocky homes. Now they seek to control the mysterious fragments of dead worlds, and spread their influence around the Cosmos.

Use only in a game with Asteroids.

OTHELLO

You have the **power of black-and-white**. Before tokens are placed in the cone, you may alter any normal challenge to a reverse-cone challenge and vice-versa. In a reverse-cone challenge, offensive players gain cards/tokens from the Warp, and defensive players gain bases on the defending planet.

OUST

You have the **power to eject**. Whenever you are an ally or main player in a challenge, you may force one ally to return tokens from the cone to bases before cards are revealed.

Do not use in a two-player game.

PACT

ACCUMULATES HIDDEN POWERS

Mandatory

Cedric Chin

PALNU

TREATS POWERS AS CARDS

Mandatory

Cedric Chin

PASS

DISCARDS CARDS INSTEAD OF PLAYING CHALLENGE

Optional

Cedric Chin

PACT

You have the **power of hidden powers**. At the beginning of the game, draw one hidden power for each base you have. Whenever you gain a base, draw one more hidden power. You may activate a hidden power at any time, but you may only have one hidden power in use at a time, and it must be discarded by the end of the present challenge, or upcoming one if the power is used between challenges. If you are Cosmic Zapped and are using a hidden power, you must immediately discard the hidden power.

History: To boldly go where no power has gone before. To seek new bases and get new powers. To scare the bejeezus out of everybody at the beginning of the game. To hope Filth is the next card drawn…

PALNU

You have the **power of resources**. At the beginning of the game, draw a hand of seven powers from the unused power deck. You do not reveal these powers to your opponents. When one of these “Palnu” powers is used, it must be immediately discarded to the unused power deck. You must use these “Palnu” powers interchangeably with normal cards: other players may take “Palnu” powers during consolation, you may draw from the unused power deck when drawing cards as a defensive ally, you may give these powers away in a deal, etc. However, when you need a new normal hand, you draw from the Deck. When you run out of “Palnu” powers, draw seven more.

History: “Where’s there’s a will, there’s a way. But where there’s a check for 50,000 Crowns, there’s better results.” – Lord Julius

PASS

You have the **power to cancel**. Whenever you are the main player, anytime before cards are played, you may cancel the challenge, discard your cards, and draw a new hand. If a challenge is cancelled, tokens in the cone return to bases, cards return to hands, and the challenge is not counted towards the attacking player’s total number of challenges. You may not use your power more than once per turn.

Cedric Chin

Optional

PATENT

RECEIVES PAYMENT FOR PLAYED CARDS

Cedric Chin

Mandatory

PERIMETER

PROTECTS SYSTEM FROM OUTSIDE ATTACKS

Cedric Chin

Optional

PICKY

CHOOSES CARDS BOUGHT WITH LUCRE

PATENT

You have the **power of sole ownership**. At the beginning of the game, you may place face up, if possible, either a Compromise, a single Attack card, or two Attack cards. If any player plays a card you displayed, or, if you displayed two Attack cards, a card whose Attack value is between the Attack values of the cards displayed, he must pay you a Lucre. If he cannot or will not pay you a Lucre, he cannot play the card. If he cannot play any challenge cards, he discards his hand and draws a new one. If he still cannot play a card and is the attacker, his turn immediately ends. If he still cannot play a card and is the defender, he draws and discards cards from the Deck and plays the first challenge card he receives. At the beginning of a turn, you may discard one of your face-up cards or display a new one, so long as these cards are a Compromise, a single Attack card, or two Attack cards.

PERIMETER

You have the **power of defense**. Take a regular unused hex and place it before yours. You are not affected by the Wild Schizoid unless you are given another Planet hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

Arrange tokens as desired. Bases on your outer planets do not count as a base towards victory conditions, and do not enable the Plant to graft. The offensive player and his allies may attack your inner planets only with tokens taken from the outer planets. If you are Cosmic Zapped or lose your power, the outer planet bases are still considered as moon bases, but your inner planets may be attacked normally.

PICKY

You have the **power of finickiness**. When you are a main player in the challenge and buy cards from the deck, if you do not like the card you drew, give it to your opponent and draw another. Repeat until you find the cards that you wish to purchase.

History: Fastidious snub-nosed creatures, the Picky greedily take what is best, discarding the rest for others.

PILE

You have the **power to heap**. All players except yourself must keep their cards in separate piles from left to right: Attack cards, Compromise cards, Edicts, Flares, and Kickers. Players do not disclose which cards are in which piles. If Aura is in the game,the main players cards are hidden, but still kept in piles.

PINKERTON

You have the **power of surreptitious stealing**. Whenever you are a main player or ally in a challenge, before cards are played, you may force one main player to pay a Lucre to each of his allies. Paid Lucre does not contribute to challenge totals.

History: At best mercenaries relying upon their former reputations, the corrupt Pinkerton now suggest, often by their own example, an allies ability to take more than they are entitled to from their soon to be erstwhile employers.

PIRANHA

You have the **power to en masse**. When you are a main player, anytime before cards are played, you may declare piranha attack . You and your opponent may then play up to as many challenge cards as you have tokens in the challenge. Each main player's attack total is equal to the sum of their Attack cards below their opponent's highest Attack card; if this total is zero, the player's Attack total is equal to the highest Attack he played. If a player plays only Compromise cards, he has played a Compromise instead. All cards are discarded at the end of the challenge.

PILE

FORCES OTHERS TO SEPARATE CARDS

Mandatory

Cedric Chin

PINKERTON

FORCES MAIN PLAYER TO PAY ALLIES

Optional

Cedric Chin

PIRANHA

ADDS SUM OF ATTACK CARDS BELOW OPPONENT S

Optional

Cedric Chin

Mandatory

Cedric Chin

PITIFUL

OSES WHICH CONSOLATION CARDS TO GIVE / RECEIV

Optional

Cedric Chin

PLANET BUSTER

DESTROYS PLANETS

Optional

Cedric Chin

PLEA

DRAWS ADDITIONAL CARD DURING CHALLENGE

PITIFUL

You have the **power of pathos**. When you must give consolation, you chose which cards to give. When you take consolation, you may look through your opponent's hand and take the cards you desire.

History: Looked down upon as one of the most deplorable, contemptible races in the universe, the Pitiful have unusually managed to evoke feelings of sympathy, generosity, and mercy both unheard of and totally undeserving of this rightfully nauseating race.

PLANET BUSTER

You have the **power of destruction**. At the beginning of the game, write down one planet (and moon if any) in each system that you have triggered to explode. To do this, make a note of where each explosion is placed. Planets and moons are numbered from each player's right hand side, for example: Red planet #1, Blue planet #3 etc. At any time during the game, you may explode one planet or moon, up to once per challenge. The planet or moon is removed from the game, and tokens on the planet or moon immediately go to the Warp. You may not explode the Gas Giant or Space Dust planets .

PLEA

You have the **power to entreat**. When you are a main player in the challenge, after you have played your card (and no Kicker), you may draw a card from the deck. If it is a Flare or Edict, you must play it this challenge or else give it to your opponent at the end of the challenge. If it is a Kicker, you must play it beside your Challenge card. If it is an Attack card and you played an Attack card, add the two cards together. If it is a Compromise card and you played a Compromise card, the effect is as if you played a Compromise with a x2 Kicker. If the card you drew and the card you played are an Attack card and a Compromise card, and if your opponent plays a Compromise, you make a deal, and if your opponent plays an Attack, you play as if you played the Attack card and take Consolation if you lose.

History: Living for eons within a computer-controlled biosphere, the Plea, once a highly technological race, now devolved to into a primitive culture, only calling upon their deity , a ancient machine with faulty wiring, during times of dire need.

Cedric Chin

Optional

PREVENTS TOKENS FROM ENTERING WARP

PLEASURE DOME

Cedric Chin

Optional

AY USE PLUS/MINUS KICKERS WITH COMPROMISE

PLURAL

Cedric Chin

Mandatory

ADD PRAW TO GAME

PRAW

PLEASURE DOME

You have the **power of pleasure**. At the beginning of the game, look at and add two moons to every system. These are your Pleasure Domes. Whenever any player loses tokens to the Warp, they may land on a Pleasure Dome of the system instead, by paying a fee you set. If you lose tokens in your own system, you may land on your moons if you pay the fee to the player who caused you to lose these tokens. You may land on the Dome only by paying a fee the system owner sets. These are the only ways a token may land on the Dome. Once tokens land upon a Pleasure Dome, its effects are activated as if he landed alone on the moon. Tokens on a Dome are treated as moon bases (moon bases cannot be involved in a deal, plant may not use moon bases to graft, and moon bases do not count towards victory conditions).

History: Using huge tractor beams, the Pleasure Dome have set up one of the greatest most lucrative leisure centers in the galaxy. Even within wars can these marvels of amusements be found in full operation. Granted, not all the domes are quite as pleasurable as the others, but business is business!

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

PLURAL

You have the **power of asingularity**. If you or the main player you allied with plays a Plus/Minus Kicker with a Compromise, the number of cards drawn in consolation or tokens your /his opponent loses in a deal is equal to the normal number plus the value of the Kicker you/he played.

Play only in a game with Plus/Minus Kickers.

PRAW

You have the **power of the praw**. If you draw this, the Warp/Praw is used in the game. Discard this card and draw another power. Do not add the Praw if this card is drawn in the middle of the game.

History: A void within a void, the Praw answers the question of whether or not loss could be worse than it is.

Cedric Chin

Mandatory

PRAW BEAST

RESCUES TOKENS FROM PRAW

Cedric Chin

Mandatory

PRAW MASTER

SENDS TOKENS TO PRAW

Cedric Chin

Optional

PRAW MEISTER

DICTATES PRAW MULTIPLIER

PRAW BEAST

You have the **power of escape**. When your tokens fall into the Praw, you immediately return them to bases. As part of a deal, you may rescue another player's tokens from the Praw. If you play this power, add the Praw to the game.

History: Fiendish life-forces from yet another dimension, the Praw Beast quickly dominated the first people who discovered them. Unable to possess others, like their cousins, the Warp Monster, the Praw Beast at least have kept their innate ability to escape the effects of the Praw.

PRAW MASTER

You have the **power of doom**. When you are the main player or ally in the challenge and have won, losing tokens go directly to the Praw. Whenever the Destiny Pile is flipped, you may raise one of your tokens from the Praw. As part of a deal, you may rescue tokens from the Praw. If you play this power, add the Praw to the game.

PRAW MEISTER

You have the **power of the multiplier**. Anytime before cards are revealed, you may change the Praw Multiplier to any number between one and five, so long as this change does not cause tokens in the Warp to fall into the Praw. If you play this power, add the Praw to the game.

Mandatory

Cedric Chin

ADDS TOKENS IN PRAW TO ATTACK TOTAL

PRAWISH

Optional

Cedric Chin

LURES TOKENS FROM OPPONENTS

PROPAGANDA

Mandatory

Cedric Chin

OPPONENTS PAY LUCRE TO ESTABLISH BASES

PROPERTY TAX

PRAWISH

You have the **power of nonexistence**. All tokens (including your own) which go to the Praw add to your total as a main player in a challenge for computing the outcome as though they were a part of your force. However, the tokens in the Praw are not figured in taking consolation, etc. If you play this power, add the Praw to the game.

History: Seeking nihilism and the voidness of death, the Prawish seek the realms of unending nothingness. Now it has found solace in the nonexistence of the Cosmic Praw.

PROPAGANDA

You have the **power of persuasion**. When you are the main player in a challenge, before cards are played, you may discard an Attack card. Take from the Warp a number of your opponent's tokens equal to the value of this card divided by four. Flip these tokens over to designate that they are yours. When they are lost to the Warp in a challenge, they instead return to their previous owners.

History: Loudmouthed demagogues from an alien star system, the Propaganda were masters of rhetoric, wile, and persuasion. Preying upon the downfallen forces of the opposition, the Propaganda easily convince them to defect, only for them to realize that the Propaganda are no better than their former masters.

PROPERTY TAX

You have the **power to levy**. Whenever one or more players (except yourself) in a challenge gains a base, one of these players must pay you a Lucre. If none of these players wishes to give you a Lucre, tokens on bases gained during this challenge return to bases.

PROTECTANT

PREVENTS OPPONENT FROM USING CARDS

Optional

Cedric Chin

PULSAR

PULSAR HEX

Mandatory

Expansion 9

PUNT

PLAYS KICKER AFTER CARDS ARE REVEALED

Optional

Cedric Chin

PROTECTANT

You have the **power of prevention**. Whenever you are a main player or ally, for each token you have in the challenge, randomly set aside one of your opponents cards. If he tells you it is his last Challenge card, he keeps it and you must immediately stop setting aside cards. He may not use set aside cards until the outcome of the challenge is determined, after which he places these cards back in his hand.

PULSAR

You have the **power of the pulsar**. You now use the Pulsar Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the start of the game, arrange your tokens as you wish, so long as you have at least one token per planet. When you are defending a planet in your home system, you choose which planet the attacker attacks (so long as he does not already have a base there), and , before tokens are put into the cone, you whether the winner, if an Attack card is played, will be the player with the higher total or the lower total.   If the Anti-matter is the attacking player, you may not “pulse high”.

History: Evolving around a neutron star, the pulsar system has the ability to manipulate its energies, such that conventional warfare may be changed in an instant. Losses become wins, victory becomes defeat, strategy changes in the hands of this system.

PUNT

You have the **power of desperation**. You may play your Kicker after cards are revealed.

Cedric Chin

Mandatory

PYRRHIC

OSER, FORCES OPPONENT TO LOSE TOKENS TO WAR

Cedric Chin

Mandatory

QYS

HAS MULTIPLE POWERS

Cedric Chin

Mandatory

RADIATION

FORCES PLAYERS TO CHANGE POWERS

PYRRHIC

You have the **power of hollow victories**. Whenever you lose a challenge, your opponent loses a number of tokens to the Warp, equal to the number of tokens he had in the challenge.

QYS

You have the **power of multiple bodies**. At the beginning of the game, draw one power per player in the game. Whenever you wish to use one of these powers, announce its name before the Destiny Pile is flipped; you may use only one power at a time.

RADIATION

You have the **power of mutation**. Whenever you are involved in a challenge, anytime before cards are played, all players involved in the challenge must discard their power and draw a new one. In a multipower game, you choose which powers are discarded.

Cedric Chin

Optional

ATTACKS SYSTEMS OF OPPONENT

O-CONTROLLED GODZI

RADIO-CONTROLLED GODZILLA

You have the **power of great big monsters**. At the beginning of each challenge, place a card beneath your star disc. Cards under your star disc are immune to loss. When you are the main player, immediately before the challenge begins, you may make a free monster challenge against your opponent . This challenge does not count towards your challenge total and is not subject to Boomerang. During this monster challenge, you may not put tokens in the cone, and your Attack total is equal to the total value of your Attack cards under your star disc. At the end of the monster challenge, or when the Destiny Pile is reshuffled, discard cards underneath your star disc.

Cedric Chin

Optional

DISCARDS CARDS

RAMSHACKLE

RAMSHACKLE

You have the **power to fall apart**. Once per challenge, you may discard a card. Whenever you have no cards in your hand, you immediately draw a new hand.

History: Architects of amazing incompetency, the willing Ramshackle again prove effort is not necessarily success.

Cedric Chin

Mandatory

DICTATES NUMBER OF CARDS DRAWN IN NEW HANDS

RATION

RATION

You have the **power to allot**. When any player draws a new hand from the Deck (including at the beginning of the game, if you wish), you state the number of cards drawn from this list: 3, 5, 7, 9, 11. Once you have used a number, you may not use it again until the list is exhausted. As part of a deal, you may allow your opponent to discard his hand and let him draw a new hand.

History: A nation having surfaced from a recent depression, the Ration were caught unawares when the cosmic wars began. Quickly mustering their resources, the Ration dominated the traditional forms of resources, hopefully using this ability to restore the universe.

Cedric Chin Optional

REBATE

RETURNS CARDS FOR LUCRE

Cedric Chin Optional

RECRUITER

BUYS TOKENS FROM OUTSIDE OF GAME

Cedric Chin Optional

RECYCLER

PICKS UP DISCARDED HANDS

REBATE

You have the **power of refund**. Whenever you draw cards from the Deck (including at the beginning of the game), you may discard one or more of the cards you drew and receive one Lucre from the Box for each card you discarded. You may not discard your last Challenge card.

RECRUITER

You have the **power of enlisting**. Take an unused set of tokens. When you buy tokens, you may buy these unused tokens and use them as if they were yours. You may have a maximum of twenty recruited tokens. If you are Cosmic Zapped, your recruited tokens are treated as if they did not exist. If you lose your power, remove from the game any recruited tokens not accompanied by your original tokens on a planet.

RECYCLER

You have the **power of use**. When another player discards his hand, he gives his cards to you. When you discard your hand, you discard to the discard pile.

History: Having saved their system from the near-death of wasting their own resources, the Recycler are adept at exploiting the resources of others.

Cedric Chin

Optional

REINFORCE

MAY ALLY WITH SELF

Cedric Chin

Optional

RERUN

GIVES OPPONENT TOP CARD OF DISCARD PILE

Cedric Chin

Optional

RESUSCITATE

RETURNS BASES TO OWNERS

REINFORCE

You have the **power of support**. If you are a main player in a challenge, you may ally with yourself, gaining ally rewards if you win. If you are an ally in a challenge, you may again ally with a number of tokens up to the number you originally allied with. Reinforcement tokens are immediately placed in the cone after players have placed their tokens in the cone.

RERUN

You have the **power to replay**. If you are a main player, you may give your opponent the top card of the discard pile. If it is not a Challenge card, he must play the card, if possible, during the challenge; in any case, he discards the card at the end of the challenge.

History: Syndicators from an irradiated planet, the wily Rerun manage to exploit the transmissions of successes (but mostly failures) past.

RESUSCITATE

You have the **power to restore**. If any player except yourself loses a base, you may allow him to regain this base for a fee you set in Lucre. Tokens lost through the challenge are not retrievable from the Warp, however.

Only play in a game with Lucre!

RESURRECTION

TAKES ALLYING TOKENS FROM WARP

Optional Cedric Chin

RETIEF

FORCES DIPLOMACY

Optional Cedric Chin

REVENGE

ADDS TOKENS TO WARP

Mandatory Cedric Chin

RESURRECTION

You have the **power to return**. Whenever you are a main player, you may take up to four of your own tokens from the Warp and put them on your side of the cone (mouth of cone if you are attacking, defensive ring if you are defending). Treat them as normal allies.

RETIEF

You have the **power of two-fisted diplomacy**. At the beginning of a challenge in which you are a main player, you may propose a deal. If your opponent accepts, the deal goes into effect and the challenge is over counts as a win. Return tokens to bases. If he does not, continue the challenge as normal. If you win, the deal also goes into effect.

History: Ignoring conventional methods of dealing, the Retief's methods, while perhaps unorthodox, result in such unusual results as peace, harmony, and the occasional bloody nose.

REVENGE

You have the **power of vengeance**. Take an unused set of tokens. Whenever you lose any of your (or this unused set's) tokens to the Warp, place an equal amount of unused tokens in the Warp, up to 20 total. If you are Cosmic Zapped or lose your power, you may not add the unused tokens to the Warp and must treat the unused tokens as if they were not in the game. If you lose your power, all other colors without your color on foreign bases go to the Warp. In a multi-power game, do not use alongside powers which use an unused set of tokens or with the Zombie.

History: Evolving in a violent and warlike society, the Revenge have turned their losses into a bittersweet power to rule the cosmos. Unable to compete with other races in initial battles, they quietly wait until their hatred makes them strong enough to conquer later. The cosmos will be theirs! They shall rule! Revenge shall be theirs!

REVOLUTIONARY

SUBTRACTS OPPONENT S CAPTURED TOKENS

Mandatory

Cedric Chin

RING - EON

RING HEX

Mandatory

Expansion 9

RING - MAYFAIR

RING HEX

Mandatory

Expansion 9

REVOLUTIONARY

You have the **power of revolt**. Whenever you are a main player, your opponent subtracts from his Attack total any tokens on his Star Disc.

If this power is in the game, tokens lost at the outcome of a second challenge go to the Star Discs of the winning main player. Tokens on Star Discs are traded per the Assessor.

RING - EON

You have the **power of the Eon Ring**. You now use the Ring Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the start of the game, arrange your tokens as you wish. When you are defending a Ring, you add the number on the Ring and one point for every other player's token on the Ring to you attack total. Other players' tokens are not affected by the challenge outcome. You lose your powers if you have tokens on less than three planets.

History: A richly endowed super-planet, the Ring system allows its occupants the ability to add continuous resources not available to other civilizations.

RING - MAYFAIR

You have the **power of the Mayfair Ring**. You now use the Ring Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the start of the game, arrange your tokens as you wish. When you are defending a Ring, you add or subtract the number on the Ring. You lose your powers if you have tokens on less than three planets.

History: A richly endowed super-planet, the Ring system allows its occupants the ability to add continuous resources not available to other civilizations.

Cedric Chin

Optional

ROBOT

REVENTS MAIN PLAYER FROM LOSING CHALLENGE

Cedric Chin

Mandatory

ROME

DEMANDS TRIBUTE FROM CONQUERED SYSTEMS

Expansion 9

Mandatory

ROSETTE

ROSETTE HEX

ROBOT

You have the **power to warn Will Robinson**. Whenever you are an ally in a challenge, anytime before cards are revealed, you may warn the main player you allied with that he is in danger. If he accepts your warning and is the attacking player, tokens return to bases, cards return to hands, and play passes. If he accepts your warning and is the defending player, cards are discarded and only his opponent wins the challenge, but the main player you allied with does not act as if he lost the challenge, and other tokens return to bases. If your warning is accepted, you receive one card from the Deck for every token he had in the challenge.

ROME

You have the **power of payment**. If a player uses his power(s) and you have a base in his system, he must pay you a Lucre. (Thus, a player with mandatory powers may prevent himself from using them by not paying you a Lucre.) If he cannot pay you a Lucre, you may make a deal with him. If the deal succeeds, he may use his powers, and if it does not, neither side loses tokens to the Warp but the player may not use his powers. After payment, the player uses his powers normally for the remainder of the challenge.

Use only in a game with Lucre!

ROSETTE

You have the **power of the Rosette**. You now use the Rosette Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the beginning of the game, arrange your tokens as desired (e.g.,. 1-6-1-6-1-5). When you are the defending player, you add not only your tokens on the defensive planet to your total (including when taking consolation), you add those tokens on adjacent planets. Tokens on adjacent planets are not at risk in the challenge.

History: A system of planets in close orbit, the Rosette defenses offer capabilities beyond that of a normal system.

Cedric Chin

Mandatory

ROT

TAKES OTHERS CARDS TO DISCARD PILE

ROT

You have the **power to waste away**. Whenever you discard cards to the discard pile, you take along an equal number of other cards. You specify which player(s) must lose them, and how many the player must lose. Cards lost are chosen randomly. Cards lost to your power are in addition to any cards normally lost in a challenge.

Cedric Chin

Optional

ROUND ROBIN

ROTATES CARDS AMONG PLAYERS

ROUND ROBIN

You have the **power to relocate**. Whenever you are a main player, before cards are played, you may give any player with a hand one of the following card types: lowest Attack card, Compromise, highest Attack card, Edict, or Flare. That player then must give another player with a hand a card of the same or higher type than he received, but he cannot give the card he was just given. If a player cannot give such a card, he gives a card randomly. Any player who has already received a card does not give one, and you must be the last player to receive a card.

Cedric Chin

Optional

S&L

DETERMINES VALUE OF GAME COMPONENTS

S&L

You have the **power to appraise**. At the beginning of a challenge, you may declare, double or halve the value, in Lucre, of a particular card or type of card (e.g.,. the Plague Edict or odd Attack cards) or tokens. You begin the declaration at one Lucre and may not increase or decrease the value of an item more than once until the beginning of your next turn. Players turning in property round down to the nearest Lucre. Cards traded in for Lucre are discarded. Tokens traded in for Lucre go to the Warp. If a player cannot lose cards to the Deck / tokens to the Warp, he cannot trade in cards / tokens for Lucre.

Optional

Cedric Chin

SACRIFICE

DISCARDS CARDS INSTEAD OF OTHER PLAYERS

Mandatory

Cedric Chin

SAFETY

ALLIES DO NOT GO TO WARP

Optional

Cedric Chin

SCRIP

INTERCHANGES LUCRE AND CARDS

SACRIFICE

You have the **power to relinquish**. Whenever another player discards one or more cards, you may instead discard an equal number of cards from your own hand and force him to keep the cards he just discarded. You may not discard your last challenge card.

SAFETY

You have the **power to protect**. If you are a main player, your allies do not go to the Warp. If you are an ally, your tokens do not go to the Warp.

SCRIP

You have the **power of paper**. You may receive Lucre from the Box instead of cards from the Deck and vice-versa. You may randomly discard cards instead of spending Lucre to the Box, or spend a Lucre and take back a card you were about to discard. When you give or take cards from or to another player (except in a deal), you may give and take Lucre instead, and vice-versa; cards are given/taken randomly. If you use your power before cards are played and have only one challenge card left, set it aside before giving away cards.

Cedric Chin Optional

SELECTION

HOOSES WHICH CARDS TO RECEIVE FROM DECK

Cedric Chin Optional

SHANGHAI

KES OTHERS TOKENS FROM WARP TO STAR DISC

Cedric Chin Mandatory

SHELL GAME

FORCES OPPONENT TO ATTACK OTHER SYSTEMS

SELECTION

You have the **power of choice**. Whenever you draw cards from the Deck, draw the top seven cards and choose which cards you receive. Put the rest in the Discard Pile. Only the card(s) you select counts as a drawn card (e.g.,. for the Siren Flare), and the cards you put in the Discard Pile do not count as discards (e.g.,. for the Vulch).

SHANGHAI

You have the **power to conscript**. Whenever you retrieve tokens from the Warp, you may take other players tokens from the Warp instead to your Star Disc on a token-for-token basis. Tokens on your Star Disc are traded per Assessor. If Mobius Tubes are played, you may not take other players tokens.

SHELL GAME

You have the **power to switch**. At the beginning of the game, draw five discs from the Destiny Pile. Whenever you are the defending player, before the cone is pointed, arrange these discs face-down behind your planets. After allies are committed, but before cards are played, reveal the color of the disc behind the planet challenged. Move the cone to the corresponding system planet of the revealed color. That system owner is now the main defending player, even if it is the person attacking. You may ally with either main player if he now invites you. When the Destiny Pile is reshuffled, return your discs, shuffle the Pile and draw five new discs.

History: Smiling with syrupy grins, the pleasant (but backstabbing) Shell Game welcome all and help no one.

Do not use in a 2 or 3 player game.

Mandatory

Cedric Chin

RCES PLAYERS TO PAY LUCRE TO LAND ON MOONS

SHUTTLE

Optional

Cedric Chin

INTERRUPTS DEALS AND CONSOLATION

SHYSTER

Optional

Cedric Chin

RECEIVES CARDS FROM OPPONENT

SIDESWIPE

SHUTTLE

You have the **power to ferry**. Whenever a player lands on an unoccupied moon, they must pay you a Lucre. You may also force a player to evacuate a moon so that another player may land on it. You may look at any face-down moon per challenge.

SHYSTER

You have the **power to represent**. Whenever two players are about to engage in a deal, you may force one player to let you negotiate for him. If the deal succeeds, he must accept the terms. If it fails, you pay the penalty. Whenever a player is about to take consolation from another player, you may choose to give consolation instead.

Do not play in a two-player game.

SIDESWIPE

You have the **power of damages**. Whenever you are the main player, you may randomly draw one card from your opponent for every token he has in the challenge.

Mandatory

Expansion 9

SINGULARITY

SINGULARITY HEX

Optional

Cedric Chin

SIPHON

TAKES/GIVES HAND FROM/TO OPPONENT

Mandatory

Expansion 9

SIX-PACT

SIX-PACT HEX

SINGULARITY

You have the **power of Singularity**. You now use the Singularity Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

Set up by arranging your tokens as you wish on your planets. You lose the use of your Alien Power if you have tokens on less than three planets.

Whenever a planet or Moon in your system is the target of a challenge, any tokens other than your own that are lost in the challenge go to the Singularity instead of the Warp. The number of tokens lost determines where the tokens are placed. At the start of each player's turn all tokens in level 1 of the Singularity are released and go to the Warp. Tokens in the lower levels each move up one level.

History: As the eons passed, a black hole slowly increased in strength, pulling into it a highly advanced civilization adept at manipulating gravity itself.

SIPHON

You have the **power to shift**. Whenever you are the attacking player, anytime before cards are played, you may take your opponent's hand. Whenever you are the defending player, anytime before cards are played, you may give your opponent your entire hand.

SIX-PACT

You have the **power of the Six-Pact**. You now use the Six-Pact Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the beginning of the game, arrange your tokens as you wish. Draw one alien power for each planet. As a defensive player in your own system, before the offensive player puts tokens into the cone, you choose which planet he will attack (as long as he has no bases there), and use the power of the planet he is attacking instead of your main powers. If you lose a challenge, you lose that planet's power, but not until the end of the challenge in which it was used. Otherwise, you may use either your main power or any remaining planet power, after which at the end of the challenge, that planet power is permanently lost. You lose your main power if you lose four home bases. Do not use Warpish as any of your powers.

History: Upon contact with greater forces within the cosmos, six smaller civilization banded together under one greater charismatic power to dominate the cosmos.

Use only in a multi-power game.

Cedric Chin

Optional

CAUSES PLAYERS TO LOSE CARDS AND TOKENS

SKIPPY

Cedric Chin

Optional

REPLACES REVEALED CARD

SLAP

Cedric Chin

Mandatory

OWNED BY ANOTHER SYSTEM

SLAVE

SKIPPY

You have the **power of the Supervirus**. At the beginning of the game, take your flare as part of your hand. Whenever another player discards this flare, immediately take it; your power works before any other flare-salvaging power or card. If you are Cosmic-Zapped or lose your power and the Skippy flare is in the Discard Pile, you may take it into your hand when you regain your power and if it is still in the Discard Pile.

SLAP

You have the **power to injure**. Anytime before cards are revealed, you may place your highest or lowest challenge card face-down. After main players have revealed their cards, but before Attack totals are calculated, if you played your highest Attack card, you must force any main player who played a higher card to take back his card and play yours. If you played your lowest Attack card, you must force any main player who played a lower card to take back his card and play yours. Compromises are counted as Attack 0 s.

SLAVE

You have the **power of a slave system**. Set up another system, but draw no cards for it. This system receives one power. It does not act as a main offensive player. At the beginning of your challenge, you rescue one slave token from the Warp and place it on any slave base. When you are a main player, you may use these tokens as allies. If the Slave system gains or loses cards, they go to and come from your hand. When the slave system defends as a main player, you use your cards and its power. You may ally with the Slave system. If you Attack a Slave planet, it may not ally with you, but you win automatically. (Defending tokens go to the Warp.) Slave having bases do not contribute towards your victory, and bases in the Slave system do not count towards yours or an opponent's victory, even if you lose this power or suffer a Cosmic Zap. If anyone has three bases in the system, they have use of its power. If the Slave loses a third home base, it loses its power, though others can use it. If you lose the Slave power, you may not use its tokens, no one may use its power, and all Slave tokens on foreign bases go the Warp. A Cosmic Zap prevents anyone from using the Slave power or Slave tokens.

History: With no will to live, and no direction of its own, the Slave were quickly subjugated by other, more aggressive powers. Let their treatment at the hands of their oppressors be a dark indicator of the times to come!!!

Cedric Chin

Mandatory

ADDS CAPTURED TOKENS TO ATTACK TOTAL

SLAVE PEN

Cedric Chin

Optional

RAIDS TOKENS FROM WARP

SLAVER

Cedric Chin

Mandatory

DEALS CARDS

SLEIGHT

SLAVE PEN

You have the **power to enslave**. Whenever you are a main player or ally in a challenge and win, losing tokens go to your Star Disc. Whenever you are a main player, add the number of tokens on your Star Disc to your Attack total. You may trade tokens on your Star Disc per the Assessor.

SLAVER

You have the **power of enslaving**. After a challenge is over, but before the Destiny Pile is flipped, you may make a challenge against the player whose color is shown on the Destiny Deck (any player if the "Any System" Destiny Deck appears), using his tokens in the Warp as his defending tokens. If you win the challenge, you may take these tokens and place them on your star disc. At the beginning of a challenge in which you are a main player, you may make a deal per the Assessor.

History: Adding insult to injury, the callous Slaver regularly and predictably made their attacks after their victim's resources were depleted.

SLEIGHT

You have the **power of the deck**. Whenever anyone draws from the deck, you deal them the cards from the Discard Pile, the bottom of the Deck, the top of the Deck, or any combination thereof. You may look at the top and bottom cards in the Deck at any time.

History: Familiar with little more than the grassy peaceful sunny world they evolved in, the Sleight delighted themselves in the art of card tricks and other stage magic. Singing songs of their greatest exploits through simple trickery, they see the warfare of the cosmos as nothing more than another opportunity to display their talents against the greatest forces in the universe.

Cedric Chin

Mandatory

WS CARDS FROM UNUSED FLARE DECK

SLOW NEUTRINOS

Cedric Chin

Mandatory

ONE RESCUED TOKENS AND NEW CARDS FROM PLAYERS

SNAG

Cedric Chin

Optional

TAKES CARDS

SNATCH

SLOW NEUTRINOS

You have the **power of intensity**. At the beginning of each challenge, draw a Flare from the unused Flare Deck and discard a non-Flare from your hand. When you discard your hand, discard any Flares to the unused Flare Deck. Flares discarded to the unused Flare Deck may not be salvaged (e.g.,. by the Vulch Super).

History: A mutation of uncontrollable growth, the Slow Neutrinos are quick to rise yet just as quick to fall.

SNAG

You have the **power of pettiness**. Whenever a player gains more than one card (e.g.,. a new hand, consolation, as normal defensive ally rewards), except in a deal, you automatically take one of these cards. Whenever a player rescues more than one token from the Warp, except in a deal, one of these tokens goes to your star disc, where you trade them per the Assessor. Whenever a player gains more than one Lucre, except in a deal, you take one of these Lucre. If Extortionist is in the game, your power only affects the odd card.

SNATCH

You have the **power to pilfer**. Whenever you are a player or an ally in a challenge, before cards are played you may randomly take one card from the hand of either the offensive or the defensive player.

History: Embracing a lifestyle based on thievery, the Snatch have managed to redirect more resources, albeit in a somewhat less-than-stealthy form.

SNIPER

REMOVES TOKENS FROM PLANETS

Mandatory

Cedric Chin

SNITCH

REVEALS CARDS OF ANOTHER PLAYER

Mandatory

Cedric Chin

SNIVELER II

GAINS EDICTS AND FLARES

Optional

Cedric Chin

SNIPER

You have the **power of assassination**. Before play begins, you may plant snipers – one for each player in the game. To do this, make a note of where each sniper is placed. Planets are numbered from each player's right hand side, for example: Red planet #1, Blue planet #3 etc. The snipers may be distributed any way you wish among the different systems, or all on one system, even all on one planet. At the beginning of each player's turn, immediately after the cone is placed, a sniper may execute one token of your choice from the planet in the order listed. A sniper fires only once although he need not execute a token when firing. As part of a deal, you may remove snipers(s). Whenever you have no snipers in play, you may plant another series of planets. If you lose your power, your snipers still attack, but you many not plant additional planets until you have regained your power.

SNITCH

You have the **power to tattle**. When you are a main player or ally in a challenge, you may force one side to reveal his cards throughout the challenge. The other side plays his kickers and challenge cards first.

History: Tiny squeaky mammals with huge noses, the Snitch prize their ability to discover a secret and others prize their ability to be unable to keep it.

SNIVELER II

You have the **power to whine**. If you are a main player or ally in a challenge, you may whine about the number of Edicts / Flares in your hand. If this is the least number of Edicts / Flares in all the player's hands, either one player gives you an Edict/Flare, or all players discard all such cards until the number of Edicts/Flares in their hands equals this number.

Optional Cedric Chin

SOCIALISM

DISTRIBUTES CARDS GIVEN TO/FROM OTHER PLAYERS

Mandatory Expansion 9

SPACE DUST - EON

SPACE DUST HEX

Mandatory Expansion 9

SPACE DUST - MAY

SPACE DUST HEX

SOCIALISM

You have the **power to reallocate**. Whenever any player draws / takes additional cards (but not a new hand), you choose who receives them. Your power does not affect the transference of an entire hand from one player to another, unless the number of cards given happens to consist of the entire hand of the player giving cards. (Thus, you cannot affect the Trader, but you can affect Consolation.)

SPACE DUST - EON

You have the **power of Eon Space Dust**. You now use the Space Dust Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

Scatter singly all your tokens and three of your four star discs on your hex; shuffle the fourth “reverse cone” star disc into the Destiny Pile. Each token (and star disc) counts as a planet base for you; if you remove a token (or star disc), you lose that base. When you are the defensive player, each token base is worth one, and each star disc base is worth ten. When another player is entitled to establish a base in your system, he stacks his tokens and this stack is his base. Star discs are treated as tokens, except they add ten to an attack, you may move only one star disc token into a challenge, and star disc token that should be lost to the Warp enters the Destiny Pile discard pile (and may not be retrieved), and star discs establishing bases may not be moved unless it is to the Destiny Pile discard pile. If you have no tokens on your hex, you lose your alien power and may not place a new token onto your hex. You may not use the Moon Boon.

History: Spawn from the cosmic debris, this nebula-based civilization became astounded at its initial contacts with planet-based entities. Curious at the prospects of such existence, they are not above cosmic domination to obtain it.

SPACE DUST - MAY

You have the **power of Mayfair Space Dust**. You now use the Space Dust Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

Scatter singly all your tokens and three of your four star discs on your hex; shuffle the fourth “reverse cone” star disc into the Destiny Pile. Each token (and star disc) counts as a planet base for you; if you remove a token (or star disc), you lose that base. When you are the defensive player, each token base is worth one. When another player is entitled to establish a base in your system, he stacks his tokens and this stack is his base. In a challenge, you may play one of your star discs on your hex and add five to your total. If you win, the star disc stays on your hex. If you lose, it goes into the Destiny Pile discard. You must keep three tokens on this hex or you lose your power.

History: Spawn from the cosmic debris, this nebula-based civilization became astounded at its initial contacts with planet-based entities. Curious at the prospects of such existence, they are not above cosmic domination to obtain it.

SPACE PLATFORM

ADDS ATTACK CARDS TO ATTACK

Mandatory

Cedric Chin

SPACE STATIONS

SPACE STATIONS HEX

Mandatory

Expansion 9

SPECTRE

RECEIVES TOKENS FROM WARP INSTEAD OF OTHERS

Mandatory

Cedric Chin

SPACE PLATFORM

You have the **power of the Space Orbital Platform**. When you are the main player in a challenge, you may propose a deal. If your opponent refuses, play the challenge normally. Whenever you play a compromise card and your opponent plays an Attack card, or whenever you are involved in a failed deal (including one you propose), place one Attack card to the side (add it to any other Attack cards you have already placed aside). This is your Space Orbital Platform. In any challenge, including this one, you may add the sum of all the cards in the platform to your Challenge card, if it is an Attack card; discard your platform immediately after using it. Your platform cards are not subject to loss and are not part of your hand. If you are Cosmic Zapped, or lose your powers, your platform cards are not discarded, but you may not use them.

History: Created by the great god Skippy, the mighty wielders of the Space Orbital Platform claim it is their right to bully other lifeforms, and, if that is not possible, get back at them really, really, nastily.

SPACE STATIONS

You have the **power of Space Stations**. You now use the Space Station Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the start of the game, place two tokens on each Space Station and the remaining eight on the central planet. Each station and the central planet counts as a separate planet for game purposes, and you lose the use of your Alien Power if you have tokens on less than three of them.

During play, each station may have at most two tokens on it. A station may be challenged with more than two offensive tokens, but if the offensive player wins, you select two of the tokens to arrive on the Space Station and the rest return to bases. No player (including yourself) may add tokens to a Space Station that already has two tokens.

Whenever you Attack or defend your central planet, you may count all of your tokens on the Space Stations toward your total as if they were your allies; however, you do not get ally rewards for these tokens, and they are not affected by the challenge outcome. In addition, provided you have a base on your central planet, before the start of each challenge you may rearrange your tokens freely among the central planet and those Space Stations where you have bases.

History: A huge planet of high technology, the civilization known as the Space Stations system concentrated upon its

SPECTRE

You have the **power of life-draining**. Whenever another player retrieves token(s) from the Warp, you return to bases either a number of your tokens equal to the number he was entitled to or all your tokens from the Warp, whichever is less. He rescues a number of tokens equal to the number he was entitled to minus the number of tokens you took out. If Healer is in the game, his power occurs before yours.

History: As eons passed, and beings became stronger, the ability of the Spectre to destroy their enemies in the realm of life gradually waned until it disappeared entirely. However, within the realm of death, they are as strong as ever.

SPIRAL

SPIRAL HEX

Mandatory

Expansion 9

SPIRAL

You have the **power of the Spiral**. You now use the Spiral Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the start of the game, arrange your tokens as you wish. When you defend a home planet on which you have tokens, immediately after the outcome is determined, regardless of the result of the challenge, you draw cards and/or tokens from the Warp equal to the number on the planet. Cards are subject to the Extortionist.

History: A warlike society where even violence is more important than victory, every battle, every struggle, brings its people to muster greater resources towards the eventual domination of the cosmos.

SPY

STEALS CARD FROM OPPONENT

Mandatory

Cedric Chin

SPY

You have the **power of secrets**. Whenever you are the main player, or when another player draws a new hand, you may declare a card from this list: Kicker, Edict, Flare, or an Attack card above a certain number. If the other player has one of these cards, he either gives it to you or you randomly draw a card from his hand. Once you have declared a card, you may not declare it again until you have exhausted the list.

History: A society based upon espionage and stealth, the tricky Spy not only steal the most valuable secrets from others, but publish a darn good magazine.

SQUATTER

LANDS ON ASTEROIDS

Optional

Cedric Chin

SQUATTER

You have the **power of settlement**. If you are attacking another player's system with an asteroid, you may choose to attack the asteroid instead. No allies are permitted, and the defensive player defends with zero tokens. The defensive player may use the asteroid power during this challenge. If you win the challenge, you occupy the asteroid and no one else may use its power until you leave it. Occupancy of an asteroid counts as a moon base (it does not count towards the win, occupancy cannot be granted in deals, and it does not enable the Plant to graft). If another player's tokens somehow land on this asteroid, they must immediately return to bases. If a player challenges a system in which you have an occupied asteroid, they may attack your asteroid instead. No allies are permitted, and you may use the asteroid power during this challenge. If you lose, the attacker's tokens return to bases and your tokens lose normally. You may not land on an empty asteroid in your system. If there is but one asteroid in the game, it may not be removed from the gameboard. When you use this power, immediately add an asteroid to your system if no asteroids are in play.

Cedric Chin

Mandatory

ES CARDS EXCHANGED BETWEEN OTHER PLAYERS

SQUEAL

Cedric Chin

Mandatory

KEEPS TOKENS ON BASES

STUCK

Cedric Chin

Optional

SELECTS OWN LOSING TOKENS

SUBSTITUTE

SQUEAL

You have the **power to overhear**. Whenever a card is exchanged from one hand to the other, or whenever a player shows a card to another player, they must first show you the card.

STUCK

You have the **power of immobility**. Your tokens may only be removed from bases as a result of defending a base in a challenge, or voluntarily (e.g.,. to put into the cone).

History: Blobs of glue, the Stuck have yet to make much of themselves, yet know exactly where they are.

Do not use in a two-player game.

SUBSTITUTE

You have the **power to replace**. Whenever you must lose tokens to the Warp, except because of the Bully or the Wrack, you may instead lose an equal number of your tokens from bases of your choice.

Do not play if you are also Filth.

Cedric Chin Mandatory

TAKES OTHERS TOKENS TO PRAW

SUCK

Cedric Chin Optional

UDES SELF AND OTHERS IN DEALS AND CONSOLATION

SUMMIT

Cedric Chin Mandatory

USES SUPERS OF OTHER POWERS

SUPER

SUCK

You have the **power of purging**. Whenever you lose tokens to the Praw, you take along an equal number of tokens to the Warp. You specify which player(s) must lose them, and how many the player must lose (he may decide from where to take the tokens you have demanded). Tokens lost to your power this way are in addition to any tokens normally lost in a challenge. When you draw this power, add the Praw to the game.

History: The first to pierce the mystery of what lies beyond death, the volatile Suck were furious at what they found – nothing but an infinite void. Desirous of inflicting this doom on its enemies, the vengeful Suck drag its enemies as far as they can go.

SUMMIT

You have the **power of association**. If you are an ally or main player, you may include any player in the challenge if a deal occurs, you may force any ally winning because of consolation to also give consolation, or you may allow any ally losing because of consolation to also take consolation. Allies give and take consolation after main players.

History: Interstellar busybodies, the loquacious Summit have redefined the term unwelcome houseguest to new and greater heights.

SUPER

You have the **power of superiority**. You may use the power of any flare in your hand (the flare, therefore, becomes its power's Super). After using the power, discard the Flare.

History: The short-lived Supers quickly use the powers of others as templates to rapidly copy, if not overshoot, the strengths of others.

Use only in a game with flares.

Cedric Chin

Mandatory

ADDS ATTACK CARD TO ATTACK

SUPERMAN

Cedric Chin

Mandatory

INCREASES SIZE OF HAND

SWELL

Cedric Chin

Optional

TRADES ATTACK CARD WITH OTHER PLAYERS

SWINDLER

SUPERMAN

You have the **power of strength**. At the beginning of the game, place an Attack card to the side. Flip over a token. This is your Superman. Whenever this token is involved in a challenge in which you are the main player, add this Attack card to your Challenge card after you have calculated your total. Whenever you draw a new hand, you may replace the current face-down Attack card with this one. This token may only go to the Warp through a challenge and cannot be removed from the game (send it to the Warp instead). If this token is sent to the Warp, discard the face-down card. If you lose your power or are Cosmic Zapped, send your Superman to the Warp.

History: Born on a faraway, exploded planet, the Superman has adopted a poor defenseless race to battle the oppressive evil forces of the cosmos! Or so he thinks.

SWELL

You have the **power to increase**. Whenever you are the main player, increase the size of your hand to that of the largest hand of all the players by drawing from the deck.

SWINDLER

You have the **power of substitution**. If you are a main player or ally in a challenge, you may give either main player two or more Attack cards. If he has an Attack card of greater or equal value of the total of the cards you have given him, he must give it to you. Regardless of whether or not he gives you cards, he keeps the cards you have given him.

History: Thieves of the nth degree, the careful Swindler make sure they put in as much as they take out.

Optional

Cedric Chin

SWITCHER

SWITCHES TOKENS IN CONE

Optional

Cedric Chin

SWITCHEROO

REPLACES CARD OF MAIN PLAYER

Optional

Cedric Chin

SYMPATHY

FOLLOWS ALTERNATE CONSOLATION RULES

SWITCHER

You have the **power to turn tables**. If you are a main player or ally in a challenge, before cards are played, you may switch the positions of two colors on opposite sides of the cone in the challenge, not including tokens of the defending player. Colors use the played challenge cards and receive rewards based on their new positions.

History: Masters of deceit and betrayal, the sneaky Switcher live to confuse and obfuscate, leaving their victims hapless and unrewarded.

SWITCHEROO

You have the **power to supplant**. Whenever you are not a main player, after cards have been played, but before they are revealed, replace any face-down Challenge card with a Challenge card from your hand or any face-down Kicker with a Kicker from your hand.

History: Meddling beings from a land down under , the Switcheroo's doppleganger abilities are only betrayed by their tendency to hop around a lot. Their affected victims wish they d go back down under , albeit to a land unlike that they came from.

SYMPATHY

You have the **power to console**. Whenever you take consolation, your tokens do not go to the Warp and you may draw from the Deck instead. If your opponent is about to take consolation from you, you may force him to draw from the Deck. If you are a main player in a challenge, you may announce, before cards are played, that if your opponent takes consolation, his tokens are not lost to the Warp.

History: Papal priests from a war-torn country, the Sympathy were a widely-known nonpartisan force, giving and receiving solace not from enemies and opponents, but from a better source.

Cedric Chin

Mandatory

CONTINUES ATTACKING

T1

Cedric Chin

Mandatory

CONTINUES DEFENDING

T2

Cedric Chin

Optional

ALLOWS PLAYERS TO BORROW FROM BOX

TAB

T1

You have the **power of onslaught**. Whenever you are the main player and lose a challenge, you only lose one token from the cone. Make another challenge against the same defending tokens until you have no tokens in the cone. If you successfully attack the defender in any of these additional challenges, you have won the challenge. Your additional challenges do not count towards your challenge total.

History: I ll be back.

Do not use in a multipower game if you have a power that allows you to put more than four tokens in the cone (e.g.,. Amoeba) or limits the number of tokens you may put in the cone (e.g.,. Macron).

T2

You have the **power of resilience**. Whenever you are a defending player and lose, you only lose one token from your base. Your attacker then challenges this same base again until you lose a challenge in which you have no tokens, or until he decides to stop, making the challenge a loss for him and a win for you . These additional challenges do not count towards his two-challenge limit.

History: And so will I.

Do not use in a multipower game if you have a power that allows you to put more than four tokens in the cone (e.g.,. Amoeba) or limits the number of tokens you may put in the cone (e.g.,. Macron).

TAB

You have the **power of credit**. You may allow any main player to borrow from the Box up to his beginning amount of Lucre. He may not win the game unless he has paid back the Lucre. If you borrowed the Lucre, your payment goes to the Box. If another player borrowed the Lucre, his payment goes to you. If you are Cosmic-Zapped, all players still owe Lucre to the Box and may pay back Lucre owed, but you may not let them borrow more Lucre.

Use only in a game with Lucre!

Mandatory

Cedric Chin

TAXES VOLUNTARY LUCRE PAYMENTS

TAXMAN

Mandatory

Cedric Chin

TOKENS WORTH TEN AFTER LOSING

TAZ

Mandatory

Cedric Chin

ADD TEAMS TO GAMES

TEAMS

TAXMAN

You have the **power to levy**. Whenever another player voluntarily spends Lucre to gain a benefit (thus Lloyd payments are taxed, but Butler payments are not), he must pay you a tax of one Lucre. If he cannot, he may not take the action.

TAZ

You have the **power of Rrarrghhgarrbllltt**. Whenever you lose one or more tokens in a challenge, your tokens are worth ten in the next challenge for purposes of calculating Attack totals, not for taking Consolation. When your tokens are worth ten, you may put a maximum of one token in the cone.

TEAMS

You have the **power of cooperation**. If this is a six-person game and this is the beginning of the game, players form teams of two each. Partners either sit next to each other or opposite. You may consult on your power choice, may ally together, may look at each other's cards, but may not attack each other nor trade cards or powers. Treat a flip of your team-mate's color as you would your own, including raising a token from the Praw. Winning conditions are five foreign bases for any one player on your side or seven foreign bases for a team. Shared bases only count once. Set aside when drawn and draw a new power immediately.

History: Upon realizing that not all of their powers worked in a great, huge all-out war, several civilizations have tentatively agreed to ally with their odd bedfellows.

Cedric Chin Optional

MAKES PRIVILEGED ATTACKS

THE BAVARIANS

Cedric Chin Optional

TRADES POWERS AMONG OTHER PLAYERS

THE DISCORDIANS

Cedric Chin Mandatory

RECEIVES LUCRE EVERY CHALLENGE

THE GNOMES

THE BAVARIANS

You have the **power of subtlety**. Whenever you are the attacker, you may declare a “privileged attack”. No allies may join either side and your opponent may spend no Lucre.

History: The original Illuminati, their goal is simply raw power. Even subtler than their fiendish counterparts, the Bavarian Illuminati easily and quickly finish their actions before their enemies know it.

Use only in a game with Lucre!

THE DISCORDIANS

You have the **power of chaos**. If you are involved in a challenge, you may trade powers among the other players in the challenge after allies have placed tokens in the cone. Each player involved gains and loses up to one power.

History: Worshippers of the Goddess of Chaos, the delight in confusion, and seek to bring all the strange and peculiar elements of society under their banner.

THE GNOMES

You have the **power of income**. At the beginning of every challenge, you receive one Lucre.

History: The money-masters of the world, they have the highest income and the greatest hoard.

Use only in a game with Lucre!

THE NETWORK

DRAWS AN ADDITIONAL CARD EVERY CHALLENGE

Mandatory

Cedric Chin

THE NETWORK

You have the **power of information**. You draw one card at the beginning of every challenge.

History: The newest, most technologically advanced group of the Illuminati, the Network is said to be a conspiracy of the universe's computer programmers; other believe that the programmers are merely pawns, and the computer themselves have taken over. Wealthy… powerful… they're watching you right now.

THE SERVANTS

DESTROYS HOME SYSTEMS

Mandatory

Cedric Chin

THE SERVANTS

You have the **power of destruction**. If you win as an attacking player and are attacking one of your opponent's home bases, he loses an additional home base of his choice to the Warp.

History: Students of things man was not meant to know, they seek to destroy, destroy, destroy!!!

THE SOCIETY

NEUTRALIZES FOR REFUSING TO ALLY

Optional

Cedric Chin

THE SOCIETY

You have the **power of warning**. If a player refuses to ally with you and allies with your opponent, you may either neutralize one of his powers for the duration of the challenge, or send one of his tokens of your choice to the Warp.

History: Survivors of the ancient forebears of the Illuminati, the Society of Assassins specialize in covert removal of their enemies. Often they do not need to act… the mere hint of their displeasure is enough to remove a foe. The ancient warning of the Assassins, a dagger left on the rival's pillow, has made kings tremble.

Optional

Cedric Chin

REARRANGES BASES

THE TRIANGLE

THE TRIANGLE

You have the **power of reorganization**. Whenever you are a main player, anytime before cards are played, you may move one of your planet bases to any planet or moon, or one of your moon bases to any moon. You may not remove bases from your home system if this causes you to lose your power.

History: Sinking ships is just a sideline to these people. Their philosophy is to insure control by taking over many different types of groups. Their power is to reorganize their power structure freely.

Do not use if you are Plant, Disease, or any power requiring a base on another player's system.

Optional

Cedric Chin

TAKES TWO TURNS

THE UFO'S

THE UFO'S

You have the **power of speed**. If you draw this power at the beginning of the game, you are the first player. You may take a second turn at anytime between turns. If this is a six-player game, you have two additional turns instead of one.

History: Their aims shrouded in secrecy, their advantage is speed.

Optional

Cedric Chin

STEALS LUCRE FROM OTHER PLAYERS

THIEF

THIEF

You have the **power of stealing**. When you are involved in a challenge, you may take one Lucre for every token you have in the challenge from any player of the opposing side. Place this Lucre on the cone; no one may use this Lucre. If your side wins the challenge, take the Lucre. If your side loses the challenge, lose an equal number of tokens used in the challenge to the Warp.

History: Skulking about in the alleys and sewers of more prosperous enemies, the stick Thief easily strip the wealth of their less adept brethren. Whether they may keep it is another matter entirely!

Use only in a game with Lucre!

Mandatory

Cedric Chin

REMOVES BASES FROM OTHER SYSTEMS

TICKER

Mandatory

Cedric Chin

SETS TIME LIMIT ON GAME

TIME BOMB

Mandatory

Cedric Chin

RECEIVES CARDS FOR USE OF CONE

TITHER

TICKER

You have the **power of imminence**. At the beginning of the game, take an unused set of tokens (markers). At the beginning of each turn, take a marker and place it on any planet. If, at the beginning of any challenge, any player has a base of fewer tokens than the number of markers on the planet, you may "explode" the base and remove the tokens to the Warp, and the markers from the game. (Thus, a player may remove an entire base to the cone during a challenge to escape a possible explosion.) As part of a deal, you may remove markers from planets. If you lose your power or are Cosmic Zapped, markers remain on the board and may remove bases, but you may not add markers.

History: Raised in a society of political oppression, the Ticker knew only of threats and explosions to carry their messages across. Now victorious over their current government, the Ticker now reach (and destroy) the stars.

TIME BOMB

You have the **power of inevitability**. You automatically win the game when the Deck has been exhausted and reshuffled a number of times equal to half (round down) the number of players in the game. You may be Cosmic-Zapped only when the Deck has been exhausted and is about to be reshuffled; in this case, you do not count the exhaustion and reshuffling towards the number of times the Deck has been exhausted and reshuffled.

TITHER

You have the **power to collect**. Whenever a player puts tokens in the cone, he must randomly give you a card from his hand.

Optional

Cedric Chin

TRACTOR

MOVES MOONS IN AND OUT OF THE GAME

TRACTOR

You have the **power to move**. At the beginning of the game, draw seven moons, look at them, and place them on your Star Disc. At the end of a turn, you may remove an unoccupied moon from the game and replace it face-down with one of your moons, or swap two moons between systems. Whenever you draw one or more cards from the Deck, you may draw a new moon and place it on your Star Disc. As part of a deal, you may take an unoccupied moon from your opponent's system and replace it with one of your moons. If a player reveals and then vacates a moon, you may keep it face-up. If this power is in the game, add moons (but not power moons) to the game.

Optional

Cedric Chin

TRAITOR

MAY ALLY WITH BOTH SIDES

TRAITOR

You have the **power to betray**. If you are invited to ally with both sides, you may ally with both players. If you are a main player and your opponent has invited every player but you, he must extend the invitation to you and you may ally with him.

Mandatory

Cedric Chin

TRANSFORMER

TRADES CARDS FOR TOKENS

TRANSFORMER

You have the **power of conversion**. When you lose a token to the Warp, take a card from the deck. At the beginning of any challenge in which you are a main player, you may take one token out of the Warp for every card you discard. If you need a new hand, discard your cards and draw a new hand before retrieving tokens from the Warp. If you run out of cards and are the offensive player, your turn ends immediately. If you are the defensive player, you may not discard your last challenge card. B

History: Ashes to ashes, dust to dust, the Transformer deny this possibility, instead converting the dead to useful resources, and mysteriously, vice-versa.

TRICKLE

RELEASES TOKENS FROM STAR DISC TO WARP

Mandatory

Cedric Chin

TRUCE

TURNS OWN CARD TO COMPROMISE

Optional

Cedric Chin

TUMOR

FORCES OPPONENTS TO DISCARD HIGHER ATTACK CARDS

Mandatory

Cedric Chin

TRICKLE

You have the **power of slow release**. Whenever any player except yourself loses tokens in a challenge (including Zombie), they immediately go to your Star Disc. At the beginning of every challenge, release two tokens of your choice from your Star Disc to the Warp. You may trade tokens on your Star Disc per the Assessor.

TRUCE

You have the **power of compromise**. If you are a main player, after cards are revealed, you may declare the card you played to be a Compromise.

TUMOR

You have the **power of malignant growth**. Whenever you are the main player and played an Attack card, after cards are revealed but before totals are calculated, starting from your opponent's left, each player except yourself must discard an Attack card equal to or higher than the one you played. You opponent may not discard the card he played. However, instead of discarding his higher Attack card, a player may replace your card with his and take the card you played. This new card is now considered the card you played.

TYRANID

TAKES POWERS FROM LOSING OPPONENTS

Mandatory

Cedric Chin

UNDEAD

SELECTS CARDS FROM DISCARD PILE

Mandatory

Cedric Chin

UNDERGROUND RAILROAD

SHUNTS TOKENS ON BOARD

Optional

Cedric Chin

TYRANID

You have the **power of bio-engineering**. Whenever you are a main player and win the challenge, you take your opponent's power and may use it; he may not use his power while you have his in your possession. In a multi-power game, you take any of his powers and you may not use your power on a player if you all ready possess one of his powers. If you are a main player and lose the challenge, your opponent takes a power you have taken from him.

UNDEAD

You have the **power of the dead**. If possible, you must draw your cards from the Discard Pile and discard your cards to the top of the Deck. When you are a main player, anytime before cards are played, you may "decompose" and discard your entire hand, then select a new hand from any cards in the Discard Pile.

History: Summoned by long-forgotten magic, age-old spirits were trapped into decaying decrepit bodies as pawns of their masters' petty plans. Eventually finding the key to their freedom, they slew their creators, only to realize with them died the answers to their eternal rest. Insane and full of hate, the evil undead seek to subjugate and slay the rest of the cosmos.

UNDERGROUND RAILROAD

You have the **power to flee**. Once per challenge, you may move one token from the Warp, any Star Disc, any stack (e.g.,. Fungus), any base of more than one token, the cone, or anywhere else on the board to another location on the board. You may not cause a player to gain or lose bases this way, nor may you move tokens into the cone if a player had no tokens there to begin with.

Cedric Chin

Optional

SETTLES ON VACATED MOONS

VAGRANT

Cedric Chin

Optional

DRAINS VICTIMS

VAMPIRE

Cedric Chin

Optional

PLAYS CARDS FOR OPPONENT

VAPORWARE

VAGRANT

You have the **power to squat**. Whenever another player vacates a moon, you may land on it.

Use only in a game with moons!

VAMPIRE

You have the **power of draining**. When you are a main player, for each base you have in a player's system, you may, once per challenge, ask him for a card (randomly chosen), two tokens as an ally, or a Lucre. You may use your power on only one victim during the challenge.

History: Preying on the lifeforce of others, the evil Vampire are quick to dominate those they even briefly subdue.

VAPORWARE

You have the **power to fail to deliver**. When you are a main player, after Kickers are played, you may play your opponent's card from your hand. He must then play your card from his.

History: Promising everything and delivering nothing, the Vaporware are infamous for fanfare and failure, though not necessarily theirs.

Optional

Cedric Chin

ORCES OPPONENT TO PLAY HIGHEST / LOWEST CARD

VARIANCE

Mandatory

Cedric Chin

CAPTURES TOKENS IN SYSTEM

VENUS

Optional

Cedric Chin

REMOVES TOKENS FROM CHALLENGE

VALENTINE

VARIANCE

You have the **power of extremes**. Whenever you are the main player, you may declare that both yourself and your opponent must play either their highest Attack card or that both you and your opponent must play their lowest Attack card, if possible.

VENUS

You have the **power of trapping**. Tokens (except yours) in your system may not be removed, except to go to the Warp. In addition, at the beginning of your turn, you may randomly draw one card from every player that has a base in your system.

History: A curious plant from a tropical rainforest, the Venus secreted mysterious pheromones which entranced anyone that came too close to them, and slowly sucked out their vital fluids. Now literally captivating their former masters, the Venus have developed a rudimentary, if not predictable, intelligence and seek to send their tendrils throughout the entire cosmos.

VALENTINE

You have the **power of massacre**. Whenever you are the main player, after tokens have been placed in the cone, you may declare massacre . Before rewards are collected, all tokens involved in the challenge go to the Warp. Players gaining/keeping a base establish this base with tokens from other bases.

Cedric Chin

Optional

SENDS BASES TO WARP UPON LOSING

VENDETTA

VENDETTA

You have the **power of revenge**. Whenever you lose a base to the Warp, your opponent must lose a base of equal or fewer tokens to the Warp, if possible. You opponent chooses which base to lose.

History: Once dominated by greater powers, the hidden Vendetta have raised revenge to its ultimate form. Having recently been freed from their oppression, the fierce Vendetta do not wish to be enslaved again.

Cedric Chin

Mandatory

CAPTURES TOKENS FOR CARDS

VILLAGE

VILLAGE

You have the **power of The Village**. Whenever a player loses tokens to the Warp, he must first give you (randomly) one of his cards. Otherwise, you may take these tokens to your Star Disc and trade them per the Assessor.

History: We want information… information… INFORMATION.

Cedric Chin

Mandatory

GAINS POWERS WITH FEWER HOME BASES

WANE

WANE

You have the **power of fall**. When you have five bases, draw one extra power randomly from the unused Power Deck. When you have four bases, draw two extra powers. When you have three bases, draw three extra powers. You may not use flares of any wane powers you have drawn. If you lose your power or are Cosmic Zapped , you may not use powers drawn because of this power.

Cedric Chin

Mandatory

WARP MONSTER

POSSESSES TOKENS FROM WARP

Cedric Chin

Mandatory

WARPETTE

OWNS WARP IN HOME SYSTEM

Cedric Chin

Optional

WARPSMITH

TELEPORTS CARDS, TOKENS, AND LUCRE

WARP MONSTER

You have the **power of control**. Whenever you win a challenge and send tokens to the Warp, flip these tokens over. Flipped tokens from the Warp are considered your tokens until they return to the Warp (or their Star Disc) again. If Fungus is in the game, the Fungus power works before yours does. At the beginning of your challenge, in addition to one of your normal tokens, take out one possessed token from the Warp. As part of a deal, you may unflip possessed tokens.

History: Unconscious creatures until the discovery of the Warp, the spectral forces collectively called The Warp Monster instinctively possessed their original discoverers. As eons passed, their power to control other lifeforms intruding upon their territory gradually diminished, but not to the extent that they will not risk taking the cosmos.

WARPETTE

You have the **power of a warp**. Whenever tokens are lost in your system, they go to your Star Disc (the "Warpette"). You may make deals per the Assessor and any of your tokens on your star disc immediately return to bases.

History: A smaller Warp of unknown origin, the Warpette have managed to utilize what would be a common penalty as a position of bargaining.

WARPSMITH

You have the **power of teleportation**. Up to once per challenge, you may move one token from one planet to the other (players may lose bases but not gain them); a card randomly taken from one hand to another; or a Lucre from one Star Disc to another.

Mandatory Cedric Chin

PUTS TOKENS IN CONE LAST

WAVEBENDER

Mandatory Cedric Chin

GAINS POWERS WITH HOME BASES

WAX

Mandatory Cedric Chin

RECEIVES AND GIVES FLARES AFTER USE

WAY STATION

WAVEBENDER

You have the **power of invisibility**. Whenever you are in a Challenge, instead of revealing your tokens before the main players select their Challenge cards, you (and your allies, if you are a main player) put your tokens in the cone just before Challenge cards are revealed. If you are the defending your base in a Challenge, only your allies may surprise.

History: Age-old crystals on a predator-infested ice-world, the Wavebender ability to bend light and make themselves invisible has become second nature to them. Upon discovering the existence of whole races dedicated to the subjugation of the universe, the Wavebender seek alliances with lesser beings so that all may coexist, passively if necessary, in a harmonious cosmos.

WAX

You have the **power of rise**. When you have five bases, draw three extra powers randomly from the unused Power Deck. When you have four bases, draw two extra powers. When you have three bases, draw one extra power. You may not use flares of any wane powers you have drawn. If you lose your power or are Cosmic Zapped , you may not use powers drawn because of this power.

WAY STATION

You have the **power of transfer**. After any other player plays a Flare, he must immediately give it to you (unless it is discarded because of the Flarezap, etc.). After you play a Flare, you must give it to another player (unless it is discarded because of the Flarezap, etc.).

Use only in a game with Flares!

Mandatory Cedric Chin

WEALTH

ESSES AS MUCH LUCRE AS PLAYER WITH MOST LUCR

Mandatory Cedric Chin

WELFARE

EARNS LUCRE FROM OTHER PLAYERS

Mandatory Cedric Chin

WEREWOLF

MULTIPLIES ATTACKS WITH MOONS

WEALTH

You have the **power of riches**. At the beginning of a challenge, if any player has more Lucre than you do, immediately draw Lucre from the Box until you have as much Lucre as he does.

WELFARE

You have the **power of poverty**. At the beginning of your turn, you do not receive Lucre from the Box. Instead, the player(s) with the most Lucre must give you one Lucre each. However, if you are one of the players with the most Lucre, you receive no Lucre at the beginning of your turn. If you are playing in a multi-power game and have a power allowing you to receive more than one Lucre at the beginning of a turn (or challenge), the Lucre you receive is taken from the wealthiest player(s); if he does not have enough Lucre, the extra Lucre is lost.

WEREWOLF

You have the **power of lunation**. Whenever you are a main player in a challenge and play an Attack card, the attack card is multiplied by the number of moons you occupy.

WHAT

IGNORES OPPONENT S DEMANDS

Optional

Cedric Chin

WHITMAN

GIVES AWAY SAMPLE POWERS

Optional

Cedric Chin

WIMP

CONTROLS NUMBER OF TOKENS IN CONE

Optional

Cedric Chin

WHAT

You have the **power of I can't hear you**. Once per challenge, whenever a player makes a demand or request of you, you may treat his statement as if you were not affected by it. If he must make that statement (e.g.,. answering yes/no to a deal), he must make a statement to replace it, so long as the replacement statement is not the same in spirit to the original one.

WHITMAN

You have the **power of sampling**. At the beginning of a challenge, you may draw a power from the unused power deck. Look at it and keep it face down. At any time until the next time you draw, you may assign the power to another player. The power you assign to the other person must be used by him as soon as possible, and then may be used as normal. If you draw Schizoid, discard it and draw again. Before you draw the next power, "sampled" powers are discarded.

History: Lacing their "gifts" with an addictive dark drug, the Whitman package harmless-looking substances with less-than-useful labels, ranging from "Lime Cream" to "Spring Surprise". Their victims usually vow never to pick up another "gift" from them again, but have yet to be able to resist temptation.

WIMP

You have the **power to scare off**. After allies have committed, you dictate which players must either add tokens such that they have an equal or greater number of tokens in the challenge than you have in the challenge or remove their tokens from the cone.

History: Formerly 98-pound weaklings, the Wimp were met by the mysterious force of Charles Atlas and became the veritable bullies of the beach. Frightening away less muscular lifeforms, the Wimp now inflict both sand and terror at anyone with fewer forces than they.

Cedric Chin

Mandatory

INCREASES REWARDS/CONSOLATION

WINDFALL

Cedric Chin

Optional

ADDS MOBILE PLANET TO GAME

WINNEBAGO

Cedric Chin

Optional

CASTS SPELLS

WITCH

WINDFALL

You have the **power of quantity**. As a main player, your tokens count as four apiece towards consolation or other rewards, but not towards Attack totals. If you are invited to ally by the defensive player, he may specify how much each of your tokens is worth towards collecting rewards (between one and four) before you ally, with each token worth four if he does not specify.

WINNEBAGO

You have the **power to move**. When you activate this power, add a planet to the game and move up to four of your tokens from bases to it. When you are a main player, you may move this planet one hex to the right or left. This planet is considered to be a normal planet in the system it is in, except that you may force the attacking player to attack this planet if he may make a challenge there. This planet may be bombed (e.g.,. by the Terrorist), and is designated as the Winnebago planet. This planet may not be removed from play or destroyed. If you are Cosmic-Zapped or lose your power, bases on the planet are counted as if they were moon bases (moon bases do not count towards victory conditions, may not graft per Plant, and may not be granted as bases in a deal).

In a multi-power game, you may not also play the Plant, Disease, or any power requiring a base in another player's system.

WITCH

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

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

Mandatory
Expansion 9

WORLDSHIPS HEX

WORLDSHIPS

Mandatory
Cedric Chin

RECEIVES FALLEN TOKENS FROM PRAW

WRAP

Mandatory
Cedric Chin

MULTIPLIES ATTACK TOTAL BY NUMBER OF TOKENS IN WARP

WRATH

WORLDSHIPS

You have the **power of Worldships**. You now use the Worldships Hex. You are not affected by the Wild Schizoid unless you are given another Planet Hex. You may not switch this power with another one, nor may this power be introduced after the game has started.

At the beginning of the game, and after the Destiny Pile is reshuffled, you receive three Star Discs from the Destiny Pile. During your challenge, you may play (and discard) one star disc to override the color revealed by the Destiny Pile. When someone flips your color, you may play (and discard) one Star Disc to override the color revealed by the Destiny Pile. When the Destiny Pile is reshuffled, shuffle in any discs you have not used.

History: Escaping from a dying planet, the Worldships live on, on huge mobile planets that move an attack and destroy anywhere they choose.

WRAP

You have the **power of wreckage**. The Praw collapses when the number of tokens in the Praw equals the number of players in the game times four. Whenever the Praw collapses, any tokens, except yours, all ready in the Praw go to your Star Disc. You may trade tokens on your Star Disc per the Assessor. When you draw this power, add the Praw to the game.

WRATH

You have the **power of revenge**. When you are the main player, you multiply your Attack total by the number of your tokens in the Warp. Whenever a player retrieves a number of his tokens from the Warp, he may instead take a number of your and his tokens from the Warp equal to the number he would have retrieved. He then places any tokens of yours he took from the Warp on any of your bases.

Cedric Chin

Optional

ZAPS ANY PLAYER

ZAP

ZAP

You have the **power of the Zap**. Once per challenge, you may perform any one of the following Zaps: Cosmic, Edict, Flare, Moon, Asteroid, Kicker, or Challenge. Once you have performed on type of Zap, you may not use it again until you have exhausted this list. If you Zap a Challenge or Kicker, you must Zap it before it is revealed; it is then discarded. If you Zap a Challenge card, the player plays another one.

History: Denied power, the Zap have managed to pervert their inabilities into an offensive weapon. Forever unable to twist the universe to through their own powers, they seek to do unto others as the cosmos has done unto themselves.

Cedric Chin

Mandatory

USES MOONS AS POWERS

ZAPPA

ZAPPA

You have the **power of Moon Units**. At the beginning of each challenge, draw a moon and use its effects for the duration of the challenge. The number of tokens landing on the moon is equal to the number of home bases you have. Other players may not land on this moon and this moon is immune to moon zaps.

History: A curious race dedicated to forms of communication and methods of appearance unknown to most of the universe, the Zappa not only wish to revolutionize the cosmos, but expunge disco as well.

Cedric Chin

Optional

MAKES PLAYER S TOKENS EQUAL TO ZERO

ZERO

ZERO

You have the **power of nothingness**. Whenever you are a main player or ally, before tokens are placed in the cone, you may name one player whose tokens are worth either nothing towards the Attack totals, or nothing towards rewards and consolation.