AMOEBA

FLARE

Power to Ooze

AMOEBA

Wild: As a main player you may ooze your tokens into or out of a challenge (just as the Amoeba can) except you do so after allies are in but before cards are played.

Super: You may ooze in or out of a challenge, before cards are revealed, even as an ally.

ASSASSIN

FLARE

Power to Execute

ASSASSIN

Wild: If, as defensive player, you lose to an attack, you may throw all offensive tokens (plus their allies) into the warp. In spite of winning, offensive players and their allies don't get a base.

Super: On each of your challenges you may replace the token you execute with one of your own tokens, from the Warp.

BOOMERANG

FLARE

Power to Return

BOOMERANG

Wild: Whenever any of your tokens should be lost to the Warp, you may keep them. (Return them to bases if necessary.)

Super: After completing your Boomerang challenge, play passes to the left of the player who was about to challenge you.

ANTI-MATTER

FLARE

Power of Negation

ANTI-MATTER

Wild: When you are a main player or an ally and another player tries to use a Wild Flare card, you may prevent him from doing so. Use this against only one Flare per challenge.

Super: On each challenge you may prevent one player from using a Super Flare card, stopping him when he tries to use it.

ASSESSOR

FLARE

Power to Tax

ASSESSOR

Wild: As a main player, tokens lost to your attack are imprisoned on your star disc. You may ransom them to their owners at the start of their turns by suggesting a deal which includes the tokens (see rules on deals). Imprisoned tokens go to the Warp once this card is not in the hand of the owner of their star-prison.

Super: You may double your tax, i.e., all players must put 2 tokens onto your star disc in order to use the cone.

BULLY

FLARE

Power to Intimidate

BULLY

Wild: Whenever any other player reveals a Compromise Card in a challenge, that player must either immediately give you a base on a planet (your choice) where he or she has a token or must lose two tokens to the warp (the player's choice). Under Emotion Control, you are considered to have revealed a Compromise Card.

Super: You may use your power on players allied with your opponent - selecting which tokens of theirs are lost to the Warp from your successful attack.

ARISTOCRAT

FLARE

Power of Privilege

ARISTOCRAT

Wild: You may look through the deck and select one card from it for your hand, then discard this Flare.

Super: If you run out of challenge cards and must draw a new hand, instead of drawing the top cards in the deck, you may look through the current deck and select any seven cards.

AURA

FLARE

Power of Honesty

AURA

Wild: You may shuffle, reverse, and fan the deck so all players see what cards are coming up next. All cards must be taken from the new top of the deck. The revealed deck stays face up until all its cards are gone.

Super: Whenever a main player chooses not to invite you to ally, you may take his hand, play one of his challenge cards for him in that challenge, and return his cards. Players are still subject to powers, Edicts, and Flares.

BUTLER

FLARE

Power to Wait Upon

BUTLER

Wild: You may secretly take a token from any other player's base and put it into the Warp, once per challenge without showing this card. However, if you get caught in the act, the token is not lost and you replace the token, pay a Lucre, if you have any, to the player who caught you and discard this card. You may not take a Zombie token.

Super: You may demand a tip of two Lucre instead of one.

CALCULATOR

FLARE

Power to Equalize

CALCULATOR

Wild: As a main player, once challenge cards are played, call “odd” or “even”. When the cards are revealed, if their total is as you predicted, your opponent’s card value is now reduced by the value of your card. If you were wrong, your card is reduced by the value of his.

Super: You may use your power to equalize as an ally in a challenge.

CLONE

FLARE

Power to Replicate

CLONE

Wild: You need not discard any Edict you play; instead you may retain it (even if the Vulch is playing) and play it again on another challenge.

Super: Collect up to double the usual number of consolation cards, if your opponent has sufficient cards.

DEMON

FLARE

Power to Possess

DEMON

Wild: As offensive player you may challenge all tokens on the defensive planet. You pick one player who has token(s) there to be defensive player. All tokens there count toward the defensive player’s total, and will go to the Warp if you win, but no defensive allies are permitted.

Super: At any appropriate time, you may force any player to use his power, even if he does not wish to do so.

CHANGELING

FLARE

Power to Change Form

CHANGELING

Wild: You may pass this card to the player on your left, and draw a card at random from his regular hand. This Flare may be used only once per challenge.

Super: When you must change powers, you may change powers with any player in the game.

CRYSTAL

FLARE

Power of Arrangement

CRYSTAL

Wild: Between challenges you may rearrange your tokens among your bases as you wish.

Super: As a main player, before the cone is pointed, you may try to reach a public, binding arrangement with your opponent involving anything except giving bases or cards (e.g. future alliance commitments). If an arrangement is reached, the challenge is canceled and another disc is turned up; if not, the challenge continues.

DEUCE

FLARE

Power Two

DEUCE

Wild: At the end of your turn, you may make 1 extra challenge.

Super: You may discard both your challenge card and your extra card, after they are revealed in a challenge.

CHRONOS

FLARE

Power of Time Travel

CHRONOS

Wild: On each challenge you may cancel the first flip of the destiny pile and cause the next disc to be turned up.

Super: Once any other player has won the game, you get one immediate challenge (as if starting your turn) in which you can try to win the game. If you do so, your win counts instead; but if you fail, his win is verified.

DELEGATOR

FLARE

Power to Delegate

DELEGATOR

Wild: When challenged on a base occupied by tokens of another player (except the offensive player), you may delegate that player as the defensive player. You are then not involved in that challenge as a main player.

Super: When required to lose token(s) to the Warp for any reason other than as the result of challenge cards played in a challenge, you may delegate the loss to another player or parts of the loss to several other players. They then lose their required share of tokens to the Warp.

DICTATOR

FLARE

Power to Command

DICTATOR

Wild: Once the color on any disc has been determined, you may propose an alternate color. All players now vote on which it is, with one vote each. Ties are decided by you. (Votes overpower normal Dictator commands.)

Super: You may command the offensive player to challenge a specific planet in the defensive system once the disc color is determined, and if he can make a legitimate challenge there, he must.

DIPLOMAT

FLARE

Power to Negotiate

DIPLOMAT

Wild: Once per challenge you may confront any player who has offended you (in your opinion). You both must deal (see rules) or lose 3 tokens to the Warp. Play then continues.

Super: As a main player, after alliances, instead of playing cards you may call a vote. You may buy votes with deals (see rules) which you keep only if you win. Continue as if the vote winner won the challenge (defense wins ties).

DRAGON

FLARE

Power of Treasure

DRAGON

Wild: You may discard cards from your hand (despite the Visionary). You pay one Lucre to the box for each card you discard in this manner. If the Dragon is in the game, pay the Lucre to the Dragon.

Super: Your Lucre counts towards the total for your side in a challenge when you are an ally.

EXTORTIONIST

FLARE

Power to Extort

EXTORTIONIST

Wild: If another player is rude enough to flip your color in the destiny pile two times in a row during a turn, that player must pay you 3 Lucre, or lose a base (that player's choice). The tokens go to the Warp.

Super: A player may not prevent you from extorting cards by paying you Lucre if you don't wish to accept the payment.

DISEASE

FLARE

Power to Spread

DISEASE

Wild: Make all other players as a group discard (if possible) one: Flare, Edict, Moon, Token to Warp, Attack, Compromise, Kicker, and Alien Power (if multiple powers). If the players can't agree upon how to do so in two minutes, then each other player must discard the entire list (or as much as possible) alone. Use once and discard.

Super: You may spread if you have a base on the host system. Spread from any of your bases.

EMPATH

FLARE

Power of Harmony

EMPATH

Wild: If you are a main player, you may remove one token from any base (your pick) to the Warp from each player who does not say "Sir" or "Ma'am" (whichever is appropriate) each time he speaks during that challenge.

Super: If you are a main player or an ally, and the player opposing your side reveals a Compromise Card, you may exchange it for an Attack Card from your hand. Conclude as if he revealed that Attack Card.

FILCH

FLARE

Power of Theft

FILCH

Wild: You may cheat and take your tokens from the Warp (to bases) or cards from the deck or discard pile, even when you are not entitled to them. If caught in the act, you lose one token to the Warp and return the items you were caught Filching. You don't have to reveal this card unless you are caught, but once it is revealed the deck and discards are placed next to you for easy access.

Super: You can filch any challenge card discarded by any other player.

DOPPLEGANGER

FLARE

Power to Haunt

DOPPLEGANGER

Wild: Whenever you would normally put tokens into the cone, instead of doing so, you may secretly write down the number you want to put in, and on which side. When the outcome is being determined, reveal what you wrote, and it is counted in. Now dispose of your tokens as if that number had been in the cone.

Super: You may keep any Flares you get in your hand (subject to consolation).

ETHIC

FLARE

Power of Guilt

ETHIC

Wild: Every time you take any new card(s) from the deck into your hand, you may feel guilty and give away some of them to other players. You may not, however, give away more than 3 cards per challenge in this way.

Super: You may refuse to take Lucre and instead claim your consolation.

FILTH

FLARE

Power to Reek

FILTH

Wild: You may declare a planet "filthy" and all tokens there are returned to other bases (or to the Warp if they have no bases). Any tokens which should land there on that challenge return to other bases. Use once and discard.

Super: When you are the offensive player and you point the cone at the defensive planet or moon, all other players' tokens there must immediately go to others of their bases (or to the Warp if none).

FORCE

FLARE

Power to Be With

FORCE

Wild: You may “be with” another player (except the Filth) who has just gained a planet base, by placing one of your tokens on that base along with that player. Use once and discard.

Super: You may aid a player whether called upon or not and that player must pay you one Lucre. However, you may not alter the color of the destiny pile disc in this manner.

GRUDGE

FLARE

Power of Revenge

GRUDGE

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

Super: You may take revenge (4 tokens to the Warp) from players who choose not to ally with you even if you lose the challenge (or fail to deal).

INSECT

FLARE

Power of Metamorphosis

INSECT

Wild: If you lose a challenge as a main player you may discard your hand (including this Flare) and get a new one according to normal rules.

Super: As a main player in a challenge you may use your opponent’s power before or after he does, your choice.

FUNGUS

FLARE

Power to Adhere

FUNGUS

Wild: When you win as the defensive player on your home system, you may collect all offensive tokens from the challenge and ring them around your planet system. They now count toward your total when you are the defensive player. Captured tokens do not have special characteristics. When you lose this card, announce that the lost tokens may be retrieved by their owners to their bases.

Super: Tokens adhering to yours in stacks are not released in the Warp. When you release a token those in its stack remain with it.

HEALER

FLARE

Power to Heal

HEALER

Wild: You are immune to “Cosmic Zap” Edicts.

Super: Your fee for healing another player is raised to one card from the deck per token you heal.

JUDGE

FLARE

Power of Fiat

JUDGE

Wild: When you are a main player, if the totals in the challenge differ by less than 5, you may call it a draw. Allies go home and you and your opponent try to deal. If you fail, each will lose 3 tokens to the Warp.

Super: Your fiat in a challenge may include gains for both the winner and the loser.

GAMBLER

FLARE

Power to Bluff

GAMBLER

Wild: As a main player, before cards are revealed you may call out any number as a “spread”. If the 2 cards are revealed to be different from each other by that number or more, you add that “spread” number to the card you have revealed.

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

HURTZ

FLARE

Power to Lease

HURTZ

Wild: For Lucre, you may lease the use of your own power (but not the card itself) to another player for the remainder of a challenge unless you’ve lost your power. Negotiate the lease fee (at least one Lucre) with that player. You can’t use your power while it is leased, nor can the leasing player use his or hers.

Super: You may lease the same powers, flares, and moons over and over as often as you wish.

LASER

FLARE

Power to Blind

LASER

Wild: If you are a main player, your opponent (except for the Oracle) must choose a challenge card and play it before he asks for allies.

Super: You may make one of the 2 players play blind even if you are not a main player yourself. You pick the challenge card at random that player must play.

FLARE

Power to Insure

LLOYD

Wild: Whenever you are required to pay Lucre to another player, you may take that Lucre from the box in order to make your payment.

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

FLARE

Power of Mass

MACRON

Wild: As ally or offensive player, you may put as many tokens into the cone as you have bases (including bases in your own system).

Super: You can take up to 4 of your tokens in the cone as an ally or offensive player.

FLARE

Power of Knowledge

MIND

Wild: Once per challenge you may look at all cards in the deck (without changing their order).

Super: You may look at the hands of both main players in a challenge.

FLARE

Power of Upset

LOSER

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

Super: You may wait until after cards are played face down but before they are revealed to declare an upset.

FLARE

Power to Attract or Repel

MAGNET

Wild: As a main player, before cards are played, you may specify one card which cannot be played by your opponent unless he has no choice (example: Attack 20).

Super: You may force any players to ally or not to ally with the sides you specify. They decide how many tokens to bring if forced to ally.

FLARE

Power to Hoard

MISER

Wild: You may win with one base fewer than the required number.

Super: Add one card from the deck to your hoard at the start of each of your challenges.

FLARE

Power of Continuity

MACHINE

Wild: As a main player you can make your opponent stack his challenge cards (Edicts and Flares aside) as he wishes. In this and subsequent challenges, he must play the cards in that order, from the top, until he gets a new hand. If his hand changes through consolation, deals, etc., he may reprogram the order, but then must adhere to the new order.

Super: At the beginning of each of your challenges, you may draw the top card in the deck instead of a token from the Warp.

FLARE

Power of Mass Hypnosis

MESMER

Wild: After revealing cards, if yours is an Attack Card with a value of under 10, you may declare it to be a Compromise Card, and it then has the effect of one in that challenge.

Super: Once per turn you may play each Wild Flare card in your hand as if it were any Wild Flare card you name. It then has the effect of that new Flare in the challenge.

FLARE

Power to Regenerate

MUTANT

Wild: If you are a main player and win or make a deal, take one card at random from the hand of your opponent and each of his allies.

Super: You may discard your hand and select a new one consisting of any 7 cards you wish in the deck (but not the discard pile). Leave the deck (minus the cards) in the same order as you found it.

NEGATOR

FLARE

Power to Reverse

NEGATOR

Wild: If you are a main player, once cards are revealed, you may cause one of the Attack Cards revealed in the challenge to have a negative instead of a positive value. Thus a 10 becomes a -10.

Super: You may negate twice per challenge, instead of once.

PARASITE

FLARE

Power to Infest

PARASITE

Wild: You may place a token on any one planet of a player who loses his power, just after he has lost it. If he regains it and loses it again, you may place another token on any planet there.

Super: You may infest with any number of tokens you want (i.e. more than four).

PLANT

FLARE

Power of Grafting

PLANT

Wild: If you have your own power and have a base on the system of any player who wins the game, the win is ignored and instead you win alone.

Super: As a main player you may borrow the power of any ally (yours or your opponent's) for that challenge, even if you have no base there. He loses use of his power. This borrowing takes the place of your normal grafting.

ORACLE

FLARE

Power to Foresee

ORACLE

Wild: As a main player, before playing cards, you may mix your hand with that of your opponent, and then each takes back the number of cards he had in his hand.

Super: You can refuse to play after your opponent reveals his card. He regains his card, all tokens in the cone go back to bases, and play passes to the next player.

PHILANTHROPIST

FLARE

Power of Giving

PHILANTHROPIST

Wild: You can lend any one other player your power, gratis, for the remainder of a challenge. You cannot also use your power. He cannot use his regular power while he has yours, but gets it back at the end of the challenge.

Super: Any player to whom you give a card must play it in that challenge, if he can.

PROPHET

FLARE

Power to Predict

PROPHET

Wild: Before cards are played in a challenge, write down whether one or two Compromise Cards will actually be played. If your prediction is correct, each other player in the game must lose a token to the Warp. If you are wrong, pass this card to the player on your left. Use only once per challenge.

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

PACIFIST

FLARE

Power of Peace

PACIFIST

Wild: If a player wins or makes a deal on his or her first challenge, you may prevent that player from making a second challenge, ending that player's turn.

Super: If you fail to make a deal in a Compromise/Compromise situation when you have the chance to, and are thus required to lose tokens to the Warp, you lose only one and your opponent loses five.

PIRATE

FLARE

Power to Raid

PIRATE

Wild: "Hide a treasure" of 10 Lucre, by secretly writing down a particular planet or moon. When any one else as main player lands tokens on the secret spot, that player and you split the Lucre, taken from the box. You may then hide another treasure before the destiny pile is flipped.

Super: Your victim may not use his or her power during your raid challenge.

REINCARNATOR

FLARE

Power of Reincarnation

REINCARNATOR

Wild: You may make all players (including yourself) reincarnate (draw a new unused power and discard their present one) once each turn (but not during a challenge).

Super: You don't have to reincarnate when you lose or fail to deal.

SCHIZOID

FLARE

Power to Alter Reality

SCHIZOID

Wild: You can switch planet hexes (and thus colors) with any player, between challenges.

Super: You may change the terms of the win at the end of each of your turns (so long as this does not give anyone an immediate win).

SIREN

FLARE

Power to Lure

SIREN

Wild: Whenever cards are drawn from the deck during play, you may name a card (e.g. 30). If that card is drawn, it must be given to you.

Super: You may offer to take all defensive allies' tokens to establish a base on the offensive player's system should you win the Siren challenge. They may choose to join you on a base or take defensive rewards if you win.

SORCERER

FLARE

Power of Magic

SORCERER

Wild: You may make the two main players in any challenge trade powers (and keep the new ones) before cards are played.

Super: When you are an ally in a challenge, you may switch the cards played by the main players before they are revealed so that each plays the card the other played down.

SEEKER

FLARE

Power of Truth

SEEKER

Wild: If a player invites you to ally, you may demand to see the challenge card he intends to play. If you ally with him, he must play that card, if he can.

Super: If you are a main player or an ally, you may ask any question of one of the main players, not just a "yes" or "no" question. He must answer it truthfully. This question takes the place of your normal Seeker question.

SKEPTIC

FLARE

Power to Doubt

SKEPTIC

Wild: You can wait to put tokens into the cone until after everyone else has.

Super: When you tell a player you doubt that he will win, you also tell him how many tokens not in the challenge (1 to 20) are at risk (instead of your normal Skeptic method of determining risk). If he double doubts you and plays the challenge, the loser (or both if you fail to deal) loses that number of tokens to the Warp in addition to the tokens lost in the challenge.

TERRORIST

FLARE

Power to Booby Trap

TERRORIST

Wild: If you are a main player and share a base with your opponent, you declare your opponent's tokens on one such base hostage. If you lose the challenge or fail to deal, the hostage tokens immediately go to the Warp. Hostage tokens may not be removed from the base until the challenge is ended, other than as part of a deal. (Despite the Wild Filth).

Super: You may plant one additional bomb on each of your turns.

SILENCER

FLARE

Power to Isolate

SILENCER

Wild: As a main player you may stop your opponent from using his power by showing him this card.

Super: You can opt to silence every player in the game (including yourself) instead of just one.

SNIVELER

FLARE

Power to Whine

SNIVELER

Wild: When not a main player and not invited to ally at all, complain to one player. If that player still does not invite you, he or she may not invite any allies (previous allies return to bases).

Super: If another player wins the game and you have just one base less, the winner(s) allow you a joint win or you may challenge one who refuses. If you gain the base you and all your allies win the game. If you don't, the player(s) who won the first challenge wins.

TRADER

FLARE

Power of Transference

TRADER

Wild: On every challenge, you may take one token from the defensive planet and place it on any planet you choose, and take one token from that planet and place it on the defensive planet. But you may not move your own tokens this way.

Super: You may trade hands with any player, not just your opponent.

FLARE

Power of Catharsis

VACUUM

Wild: Every time another plays an Attack Card, retrieve a token from the Warp to any of your bases.

Super: You may choose which tokens are lost to your Vacuum power.

FLARE

Power to Eradicate

VOID

Wild: Once per challenge you may nullify the effect of any Edict played. The Edict is discarded, normally.

Super: You may use your power of eradication even as an ally, and if your side wins an attack, take all tokens that would be lost to the Warp out of the game.

FLARE

Power of Mastery

WARRIOR

Wild: When you are the defensive player, immediately after the challenge is over, you may challenge that offensive player in his home system. After your challenge, the normal order of play continues where it left off.

Super: Your experience points may be added to your side's total in a challenge even if you are an ally.

FLARE

Power to Multiply

VIRUS

Wild: As a main player, you may square the number of tokens on your side (including allies) in the challenge to get the number of tokens to use in determining the total.

Super: Your power of multiplication applies to your side's total in a challenge even if you are only an ally.

FLARE

Power to Salvage

VULCH

Wild: If you win a challenge (or make a deal) as a main player, your opponent gives you his normal hand to you one card at a time. Discard each card until you get one you would like to put into your hand. At that point, keep the card and no further cards are passed.

Super: You may collect any Flares discarded by other players.

FLARE

Power of Choice

WILL

Wild: If other players fail to make a deal and you are not involved, you dictate the deal within terms allowed by the rules.

Super: You can see any one other player's hand before deciding whom to challenge.

FLARE

Power of Perception

VISIONARY

Wild: As a main player you may name a specific card. Every player must secretly show you that card if he or she has it as part of a regular hand. If a player does not have the specific card, that player shows you any card that is part of his or her regular hand. Use once per challenge before cards are played.

Super: You may use your visionary power even if you are not a main player. You specify which player you are using your power against.

FLARE

Power of Necromancy

WARPISH

Wild: You may take two of your tokens from the Warp at the start of each of your challenges.

Super: You may prevent any player(s) from taking tokens from the Warp (unless that player has no bases whatsoever).

FLARE

Power to Curse

WITCH

Wild: You can use your power even if you have fewer than the required number of bases.

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

FLARE

Power to Tunnel

WORM

Wild: At the start of your turn you may put tokens from bases onto one planet in your home system where you have no tokens.

Super: If challenged on a home planet where you have no tokens, you may turn the cone to any other home planet after cards are revealed.

FLARE

Power of Immortality

ZOMBIE

Wild: You may return other players' tokens (to bases) from the Warp as part of a deal.

Super: If you are involved as a main player or an ally in a challenge, you keep all tokens that should be lost to the Warp after that challenge. Flip them over and use them as your own. They can be retrieved from you only if someone plays Mobius Tubes.

FLARE

Power to Torture

WRACK

Wild: If you are a main player, your opponent may not use his power unless he puts into the Warp as many tokens as you have in the challenge.

Super: You may stop torturing at any time before your limit is reached and continue with the challenge normally.

FLARE

Power to Kibitz

ZILCH

Wild: You may look at any gaming components for ten seconds. Discard after use.

Super: You may change your decision about which player will win. Discard after use. This card must be played before cards are played in a challenge.