



FLARE
*Power to
Ooze*

AMOEBA

Wild: As a main player, you may increase or decrease the number of your tokens in the challenge before Challenge Cards have been selected. You can ooze more than four tokens onto the cone as the offensive player.

Super: You may ooze into or out of a challenge as an ally. You must commit at least one token during the alliance accept/decline step in order to use this Flare.

ONE-SHOT FLARE



FLARE
*Power of
Privilege*

ARISTOCRAT

Wild: You may look through the challenge deck and select one card to add to your hand. Discard this Flare, then reshuffle the challenge deck, but do not include discards.

Super: Trade this Flare for three drawn from the unused Flare deck.

ONE-SHOT FLARE



FLARE
*Power of
Honesty*

AURA

Wild: You may ask another player how many Attack Cards he has and what is their total.

Super: When a main player declines to invite you to become his ally, you may choose which of his Challenge Cards he must play, revealing it at the usual time.

ONE-SHOT FLARE



FLARE
*Power of
Improbability*

ANOMALY

Wild: When you are a main player, anytime before cards are revealed, you may flip a coin, with your opponent calling it. If your opponent calls it correctly, he wins the challenge. If he calls it incorrectly, you win the challenge. Unrevealed cards are discarded.

Super: You may use your power twice in a challenge.

ONE-SHOT FLARE



FLARE
*Power to
Execute*

ASSASSIN

Wild: When you lose as defensive player, you may send all offensive tokens, including allies', into the warp. In this case, the offensive player and his allies do not get bases, and all tokens in the challenge, both offensive and defensive, go into the warp.

Super: As the offensive player, you may execute three opposing tokens instead of one.

ONE-SHOT FLARE



FLARE
*Power to
Go Berserk*

BERSERKER

Wild: When a player is about to take consolation from you, you may pillage his hand by taking that many cards from him instead.

Super: After beating multiple opponents, you may challenge any other planet containing multiple colors at +10 to your Challenge Card. This is an extra challenge that does not count against your two per turn.

ONE-SHOT FLARE



FLARE
*Power of
Negation*

ANTI-MATTER

Wild: As the defensive player, you may generate a burst of Anti-Matter that sends to the warp one token from the offensive end of the cone for each token you have in the challenge. You choose which tokens to send to the warp. If the offensive player has no tokens remaining in the cone, the challenge ends immediately and any allies return home.

Super: As a main player, you may discard any number of cards as long as you keep at least one Challenge Card. These cards act as Anti-Matter, consuming a like number from other players. You choose who loses how many.

ONE-SHOT FLARE



FLARE
*Power to
Tax*

ASSESSOR

Wild: Each player must pay you one Lucre per base he has in your system or give up the base.

Super: At the start of your turn, you may insist that any one player whose tokens you hold as collateral must tender immediate payment for their release. He must pay to release as many tokens from your control as possible (no more than he has Lucre).

ONE-SHOT FLARE



FLARE
*Power to
Return*

BOOMERANG

Wild: As a winning ally, one of your tokens can return to a base with one of your allies, even if you did not have a base there before, unless this would be your fifth outer base.

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

ONE-SHOT FLARE



FLARE
Power to Intimidate

BULLY

Wild: As the main player in a challenge, if your opponent plays a Compromise Card, he must give you a base of your choice or lose two tokens to the warp.

Super: You may use your power on opposing allies.

ONE-SHOT FLARE



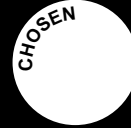
FLARE
Power to Equalize

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. Then calculate other card effects.

Super: You need not reduce your own card when you equalize.

ONE-SHOT FLARE



FLARE
Power of Divine Intervention

CHOSEN

Wild: After revealing Challenge Cards, add or subtract 10 from your side's total.

Super: You may keep any Edicts and Flares drawn from the Challenge Deck while you were drawing for divine intervention.

ONE-SHOT FLARE



FLARE
Power to Meddle

BUSYBODY

Wild: When you are not a main player, you may switch the regular hands of any two other players who have cards.

Super: You may use your power to meddle as an ally.

ONE-SHOT FLARE



FLARE
Power to Reinforce

CAVALRY

Wild: As a main player, you can allow all allies, offensive and defensive, to play Challenge Cards and add them to the challenge. It is up to the allies whether they play cards or not, but you cannot restrict the ability to only offensive or only defensive.

Super: As a main player, you may choose an ally to reinforce your challenge. He may play an Attack or Compromise Card and add it to your total in the challenge with the same effects as described on your Alien Power card.

ONE-SHOT FLARE



FLARE
Power of Time Travel

CHRONOS

Wild: After you lose as offensive player, you may immediately challenge the same planet again.

Super: You may use your power to force other players to put Edicts and Flares back in their hands and not play them during this challenge.

ONE-SHOT FLARE



FLARE
Power to Wait Upon

BUTLER

Wild: You may delay your challenge in favor of one by another player (as a reverse Timegash) in return for 5 Lucre (if he has that much). The other player has no choice in the matter, except for a Flare Zap.

Super: Any players establishing new bases as a result of the challenge must tip you four Lucre or return their tokens to their other bases.

ONE-SHOT FLARE



FLARE
Power to Change Form

CHANGELING

Wild: As a main player, you may borrow the Alien Power of any of your allies in a challenge. You use the power instead of your ally, and you may still use your own power in the challenge.

Super: When you must change Alien Powers, you may exchange with any player in the game.

ONE-SHOT FLARE



FLARE
Power to Replicate

CLONE

Wild: You need not discard any Edict you play, retaining it for use in another challenge.

Super: At the end of your turn, you may take any card from the discard pile, showing which card you are taking.

ONE-SHOT FLARE



FLARE
Power of Refinement

CONNOISSEUR

Wild: When drawing a new hand, draw ten cards from the Challenge Deck and discard three of your choice.

Super: Draw three times the cards you are normally entitled to, and discard two of every three.

ONE-SHOT FLARE



FLARE
Power to Possess

DEMON

Wild: As a main player, you exchange four tokens with another player. You decide where your tokens come from, including the warp, and he decides where his come from, not including the warp. Once selected, the tokens simply switch places.

Super: You may force another player to use his power.

ONE-SHOT FLARE



FLARE
Power to Negotiate

DIPLOMAT

Wild: You may confront any player who has offended you (in your opinion). You two must then attempt to make a deal or lose three tokens to the warp. Play then continues from where it left off.

Super: When you negotiate, you may choose one player to negotiate with. The other player returns his tokens to bases. A deal counts as a successful challenge for the offensive player, even if he was not a party to it.

ONE-SHOT FLARE



FLARE
Power of Arrangement

CRYSTAL

Wild: You may rearrange all tokens in one system. Each player must get as many bases as he had before and no player may have more than six tokens on a base unless necessary.

Super: You may rearrange the destiny pile (not counting face-up cards) however you wish.

ONE-SHOT FLARE



FLARE
Power Two

DEUCE

Wild: You can square the number of your tokens in a challenge for computing victory.

Super: You may discard both your Challenge Card and your extra card after a challenge.

ONE-SHOT FLARE



FLARE
Power of Contagion

DISEASE

Wild: Make all other players, as a group, discard the following: an Attack Card, Compromise Card, Kicker, Edict, Flare Reinforcement, two Lucre, and three tokens to the warp. If they cannot agree on how to do so within two minutes, each loses the entire list, if possible. If no one has an item, they are not penalized.

Super: You may use your power to spread when you have only three tokens on a base.

ONE-SHOT FLARE



FLARE
Power to Delegate

DELEGATOR

Wild: Whenever you are the defensive player on a base occupied by tokens of another player (except the offensive player), you may delegate that player to become the defensive player. You are no longer the main player in the challenge.

Super: When you delegate the main players, you also delegate which players can use which powers. You remain the Delegator, and each player must have one power.

ONE-SHOT FLARE



FLARE
Power to Command

DICTATOR

Wild: You may propose an alternate color to the one on the destiny card, if it is a single color. All players then vote on either the original flip or your proposed alternate. Each player gets one vote, and you decide ties. Vote results takes priority over

Super: You may command the offensive player to challenge a specific planet or moon in the defensive system, and if he can make a legitimate challenge there, he must.

ONE-SHOT FLARE



FLARE
Power to Haunt

DOPPELGANGER

Wild: When you are not a main player, you may play the hand of a player who has a base in your system. Return his hand at the end of the challenge.

Super: After examining a player's hand, you may take the two cards you previously rejected plus any one card from his hand.

ONE-SHOT FLARE



FLARE
*Power of
Treasure*

DRAGON

Wild: Collect 10 Lucre from the bank. Use as offensive player.

Super: You collect all Lucre spent by other players during this challenge.

ONE-SHOT FLARE



FLARE
*Power of
Guilt*

ETHIC

Wild: When you take new cards from the deck into your hand, you may feel guilty and give away any or all of them to other players.

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

ONE-SHOT FLARE



FLARE
*Power to
Reek*

FILTH

Wild: You may declare a planet filthy, sending all tokens from there to other bases (or to the warp if a player has no other base). Any tokens that should land there during this challenge return to other bases instead.

Super: When you point the cone as offensive player, all other players' tokens there go to other bases (or to the warp if they have no none).

ONE-SHOT FLARE



FLARE
*Power of
Harmony*

EMPATH

Wild: When you fail to make a deal in a Compromise/Compromise situation, you get another minute to try again, with your adversary incurring double penalty if you fail again.

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 the challenge as if he had revealed that Attack card.

ONE-SHOT FLARE



FLARE
*Power to
Extort*

EXTORTIONIST

Wild: After cards have been revealed in any challenge, you may demand five Lucre from the winner of the challenge. If he does not pay you the Lucre, you may reverse the outcome of the challenge; that is, the winner loses and the loser wins. No effect in Compromise/Compromise situations.

Super: The player may not prevent you from extorting cards by paying you Lucre.

ONE-SHOT FLARE



FLARE
*Power to
Be With*

FORCE

Wild: When you are an ally, the main player on your side can examine and use your hand. You retain any of your cards that he plays.

Super: You may aid even if not invited. The other player must pay you four Lucre.

ONE-SHOT FLARE



FLARE
*Power to
Invest*

ENTREPRENEUR

Wild: At the start of your turn, you may declare some or all of your Lucre to be invested. This Lucre is put in trust, inaccessible to yourself and other players, until the start of your next turn. At that time, the investment matures and you receive a 50%

Super: You can ally with both Lucre and tokens, up to four of each.

ONE-SHOT FLARE



FLARE
*Power of
Theft*

FILCH

Wild: You may steal any one Edict of Flare as it is being played. It has no effect on its intended victim, going into your hand instead.

Super: You can filch any other player's discarded Challenge Card whether you were involved in the challenge or not.

ONE-SHOT FLARE



FLARE
*Power to
Adhere*

FUNGUS

Wild: When you win as defensive player in your home system, you can use all the tokens from the offensive side to ring your planetary system. These tokens then count toward your total when you are again defensive player. Captured tokens do not have special characteristics. When you lose a challenge in which you used these tokens, they go to the warp along with any that were on the planet.

Super: Any group of your tokens sent to the warp at one time continue to adhere to the captured tokens in their stack. When you retrieve these tokens, the stack stays with them until they go to the

ONE-SHOT FLARE



FLARE
Power to Bluff

GAMBLER

Wild: As a main player, before revealing cards, you may call out any number as a "spread". Then reveal the Challenge Cards. If the two cards are different by the spread or more, you can add the spread number to your Attack Card.

Super: When declaring what your card is, you can "up the ante" by saying how many extra tokens (1-20) are at risk. This penalty applies to whichever side loses the bluff calling.

ONE-SHOT FLARE



FLARE
Power to Petrify

GORGON

Wild: You may neutralize all tokens on one planet for this challenge. These tokens may not move, go to the warp, or count in the challenge.

Super: You may petrify another system. No tokens may be moved from there in this challenge.

ONE-SHOT FLARE



FLARE
Power to Heal

HEALER

Wild: Cancel any Zap edict.

Super: You receive one card for each token you heal from the warp in one challenge.

ONE-SHOT FLARE



FLARE
Power to Steal Life

GHOST

Wild: When you ally in a challenge, you may use tokens from the warp. If your side wins, these tokens return to life and go to any of your bases. If you lose, they go back to the warp.

Super: As a main player, you may use as allies all tokens from the warp of players not opposing you in the challenge.

ONE-SHOT FLARE



FLARE
Power over Loss

GRIEF

Wild: When you are entitled to consolation, you may take the appropriate number of cards from the winning main player and each of his allies.

Super: When you use your power, you may draw the cards you are entitled to from any combination of players hands instead of the deck.

ONE-SHOT FLARE



FLARE
Power to Lease

HURTZ

Wild: You may lease your power to another player for any agreed price in Lucre. He uses his power instead of his own, and you may not use your power this challenge. If you and the other player cannot agree, you may return this Flare to your hand.

Super: You may switch the item leased with another from the same grouping.

ONE-SHOT FLARE



FLARE
Power of Wealth

GNOME

Wild: You may retain the Lucre you spend to increase your side's total in this challenge.

Super: You may add or subtract one third of your Lucre to your side's total as an ally.

ONE-SHOT FLARE



FLARE
Power of Revenge

GRUDGE

Wild: If you lose as a main player, your opponent's allies get nothing for the win and must take their tokens back to bases.

Super: You may take revenge against each player who did not ally with you by forcing them to lose four tokens regardless of who won the challenge.

ONE-SHOT FLARE



FLARE
Power to Build

INDUSTRIALIST

Wild: As a main player, you may draw an Attack Card from your opponent's regular hand and add it to your total. If he has no Attack Cards, you still lose this Flare.

Super: You may keep your stack after winning a challenge.

ONE-SHOT FLARE



FLARE
*Power of
Metamorphosis*

INSECT

Wild: If you lose the challenge as a main player, you may discard your hand and draw a new one.

Super: You may use your opponent's power either before or after he does, at your choice.

ONE-SHOT FLARE



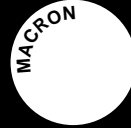
FLARE
*Power to
Insure*

LLOYD

Wild: When you are about to lose a base, you may keep one token there instead.

Super: You may insure any of your assets in a challenge for a fee payable to, and negotiated with, another player of your choice. If you and the other player cannot agree to a fee, you may return this Flare to your hand.

ONE-SHOT FLARE



FLARE
*Power of
Mass*

MACRON

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

Super: You may put up to four tokens in the cone as an ally or as offensive player.

ONE-SHOT FLARE



FLARE
*Power of
Fiat*

JUDGE

Wild: As a main player in a challenge, 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 must make a deal or each lose three tokens to the warp.

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

ONE-SHOT FLARE



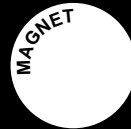
FLARE
*Power of
Upset*

LOSER

Wild: In any challenge in which you are involved, before cards are revealed, you can declare that both sides lose, sending all involved tokens to the warp.

Super: You may wait until after cards are selected but before they are revealed before declaring an upset.

ONE-SHOT FLARE



FLARE
*Power of
Magnetism*

MAGNET

Wild: You may force all other tokens off a planet where you have a base.

Super: You decide which players ally with whom. They decide how many tokens to bring if forced to ally.

ONE-SHOT FLARE



FLARE
*Power to
Blind*

LASER

Wild: As a main player, you force your opponent to select his Challenge Card before asking for allies.

Super: You may make one of the two main players play blind in any challenge, even in you are not a main player. You draw the Challenge Card that the player must play.

ONE-SHOT FLARE



FLARE
*Power of
Continuity*

MACHINE

Wild: As a main player, you can make your opponent stack his Challenge Cards and Kickers as he wishes. In this and subsequent challenges, he must play the cards in that order, from the top, until he uses up the stack. If he gets new cards, he holds them as a regular hand for use when his stack is gone. Other players may take consolation from his stack or his hand as they wish.

Super: Draw seven cards and add them to your hand.

ONE-SHOT FLARE



FLARE
*Power of
Mass Hypnosis*

MESMER

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

Super: You may change another player's Edict card into any other Edict as he attempts to play it. The player then determines the target of the new Edict if necessary. The new Edict must be playable at this time.

ONE-SHOT FLARE



FLARE
Power of Knowledge

MIND

Wild: You may look at all the cards in the Challenge Deck without changing their order.

Super: You may ask any player what card he will play next. He must keep his word if possible, and he cannot deliberately answer with a card that would not be eligible. For instance, if this Flare is played as another player is about to choose a Challenge Card, he cannot answer that he will play the Macron Flare, which is played only when placing tokens in the cone.

ONE-SHOT FLARE



FLARE
Power to Regenerate

MUTANT

Wild: If you win or make a deal as a main player, draw one card from your opponent and each of his allies.

Super: You may discard your hand and select a new one of any seven cards from the Challenge Deck (but not discards). Do not disturb the order of the deck as you search, and do not reshuffle after you have made your choices.

ONE-SHOT FLARE



FLARE
Power to Foresee

ORACLE

Wild: As a main player in a challenge, you may look at your opponent's hand, shuffle the two hands together, and each take the same number of cards as you started with. Continue the challenge as usual.

Super: You can refuse to play after your opponent reveals his Challenge Card. He retains his card, all tokens go back to bases, and play continues as if a deal had been made.

ONE-SHOT FLARE



FLARE
Power of Dyslexia

MIRROR

Wild: Whatever Challenge Card you played becomes identical to your opponent's.

Super: As an ally, you may call a "reverse" of both main players' Attack Cards after they are revealed.

ONE-SHOT FLARE



FLARE
Power to Reverse

NEGATOR

Wild: After Challenge Cards are revealed when you are a main player, you may cause one of the Attack Cards to have a negative value, i.e., a 10 becomes a -10, a -5 becomes a 5.

Super: You may use your power twice in a challenge.

ONE-SHOT FLARE



FLARE
Power of Peace

PACIFIST

Wild: You may prevent a player from making a second challenge, ending his turn.

Super: If you fail to make a deal in a Compromise/Compromise situation, you lose only one token to the warp instead of three and your opponent loses five.

ONE-SHOT FLARE



FLARE
Power to Hoard

MISER

Wild: You may protect up to half of your cards (rounded down) as exempt from consolation. This could mean that the player drawing consolation might not get all the cards to which he would normally be entitled. You choose which cards to protect.

Super: Switch your hand with your hoard.

ONE-SHOT FLARE



FLARE
Power of Negativity

OBVERSE

Wild: After Kickers are revealed, you may multiply the value of a Kicker by negative one.

Super: You may use your power anytime before cards are revealed.

ONE-SHOT FLARE



FLARE
Power to Infest

PARASITE

Wild: You gain a base (one token) in the system of a player who has just lost the use of his Alien Power.

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

ONE-SHOT FLARE



FLARE
*Power to
Condition*

PAVLOV

Wild: As a main player in a challenge, before cards are played, you may name a Challenge Card (Compromise or specific Attack Card). If your opponent plays such a card, after the challenge is resolved he receives a reward of any combination of three tokens f

Super: The punishment for disobedience is four tokens from bases to the warp; you select the tokens.

ONE-SHOT FLARE



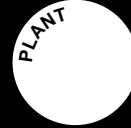
FLARE
*Power of
Giving*

PHILANTHROPIST

Wild: You can lend your Alien Power to another player for one challenge. You lose the use of it for that challenge, and the recipient cannot use his regular power for that challenge.

Super: Any player who receives a card from you must play it in that challenge if he can.

ONE-SHOT FLARE



FLARE
*Power of
Grafting*

PLANT

Wild: As offensive player, you may graft tokens from a base you share. They act as your tokens for the rest of the challenge.

Super: If you have a base in the system of any player who wins the game, that win is ignored and you win instead.

ONE-SHOT FLARE



FLARE
*Power to
Evolve*

PENTAFORM

Wild: You may discard your Alien Power Card. Draw two from those not in use, and pick which one you want.

Super: Before any challenge, you may reorder your life stages.

ONE-SHOT FLARE



FLARE
*Power to
Raid*

PIRATE

Wild: When you gain a base in another player's system in a challenge, you plunder 5 Lucre from him.

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

ONE-SHOT FLARE



FLARE
*Power to
Predict*

PROPHET

Wild: Before cards are played, write down how many Compromise Cards will be played. If your prediction is correct, each other player must lose one token to the warp.

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

ONE-SHOT FLARE



FLARE
*Power to
Dematerialize*

PHANTOM

Wild: As a main player in a challenge, you may add or subtract up to four tokens after Challenge Cards are revealed. This could leave none of your tokens at risk, hanging your allies out to dry.

Super: You may add your phantom tokens to your side's total even as an ally.

ONE-SHOT FLARE



FLARE
*Power to
Raid*

PIRATE

Wild: When you gain a base in another player's system in a challenge, you plunder 5 Lucre from him.

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

ONE-SHOT FLARE



FLARE
*Power to
Order*

QUEUE

Wild: You may take the top 10 cards of the deck, arrange them in any order, and return them to the deck.

Super: You may give yourself two turns as offensive player.

ONE-SHOT FLARE



FLARE
*Power of
Reincarnation*

REINCARNATOR

Wild: You may force all players (including yourself) to reincarnate, discarding Alien Power Cards, and drawing new ones. Discard powers that only affect game setup and powers that cannot be used together, and draw again.

Super: You need not reincarnate when you lose a challenge or fail to make a deal.

ONE-SHOT FLARE



FLARE
*Power of
Temptation*

SERPENT

Wild: You may offer another player a base in your system in return for a specific favor, which can fall outside the normal rules for deals but is binding. If the other player does not agree, you may keep this Flare but cannot try again this challenge.

Super: If the player refuses your temptation, you can force him to lose what you had offered to give him.

ONE-SHOT FLARE



FLARE
*Power to
Doubt*

SKEPTIC

Wild: After cards are played, you can doubt that one of the main players played the highest Attack Card he could. If you were right, you get his highest Attack Card after the challenge. If you are wrong, he gets your highest.

Super: When you use your power, you also tell the opposing main player how many additional tokens (1-20) are at risk. If he double doubts you and plays the challenge, the loser (or both in a failed deal) loses that number of tokens in addition to the number

ONE-SHOT FLARE



FLARE
*Power to
Alter Reality*

SCHIZOID

Wild: You may switch planet hexes (and thus colors) with any player.

Super: At the end of your turn, you may change the terms of victory as long as this does not give anyone an immediate win.

ONE-SHOT FLARE



FLARE
*Power to
Isolate*

SILENCER

Wild: You may prevent another player from allying.

Super: Silence every player in the game (including yourself) instead of just one.

ONE-SHOT FLARE



FLARE
*Power to
Whine*

SNIVELER

Wild: When not a main player and not invited to ally at all, you may complain to one of the main players. If that player still does not invite you to ally with him, he may not invite you any allies during that challenge.

Super: If another player wins the game and you have just one base less, the winner(s) must grant you a joint win or face one more challenge. If you win the challenge, you and your allies win the game. If you lose, the first result stands.

ONE-SHOT FLARE



FLARE
*Power of
Truth*

SEEKER

Wild: When a player asks you to ally, you may demand to see the Challenge Card he intends to play. He must play that card whether you ally with him or not if he can.

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

ONE-SHOT FLARE



FLARE
*Power to
Lure*

SIREN

Wild: As another player is about to make a random draw, you get the items (rewards, consolation, etc.). He then draws as normal.

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

ONE-SHOT FLARE



FLARE
*Power of
Magic*

SORCERER

Wild: You may make the two main players in any challenge trade Alien Powers before playing cards. They keep their new Alien Powers after the challenge ends.

Super: When you are an ally in a challenge, you may switch the Challenge Cards before they are revealed.

ONE-SHOT FLARE



FLARE
*Power to
Crash Land*

SPIFF

Wild: As a losing offensive ally, you may place your tokens on the planet in the challenge.

Super: You may crash land if the difference was more than 5.

ONE-SHOT FLARE



FLARE
*Power of
Transference*

TRADER

Wild: In any challenge, you may trade one token from the defensive system planet with any other token, except your own, on any other planet.

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

ONE-SHOT FLARE



FLARE
*Power to
Multiply*

VIRUS

Wild: The value of your tokens multiplies times the value of the other tokens on your side of the challenge instead of adding.

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

ONE-SHOT FLARE



FLARE
*Power of
Subversion*

SUBVERSIVE

Wild: After winning a challenge as the offensive player, you can subvert your allies' new bases, sending their tokens to the warp.

Super: You may subvert the opposing side's allies when you are an ally in a challenge.

ONE-SHOT FLARE



FLARE
*Power of
Catharsis*

VACUUM

Wild: Choose four tokens to send to the warp. No single player can lose more than two tokens.

Super: You may choose which tokens go to the warp with yours.

ONE-SHOT FLARE



FLARE
*Power of
Perception*

VISIONARY

Wild: As a main player, you may name a specific card. Each player then secretly shows you that card if he has it or any other card if he doesn't have it.

Super: You can use your power even if you are not a main player, but you must specify which player you are addressing.

ONE-SHOT FLARE



FLARE
*Power to
Booby Trap*

TERRORIST

Wild: If you are a main player and share a base with your opponent, you may declare his tokens on that base hostage. Hostage tokens cannot leave the planet until the challenge is concluded except as part of a deal. If you lose the challenge, or fail to make a deal, the hostage tokens go to the warp.

Super: You may booby trap three more planets.

ONE-SHOT FLARE



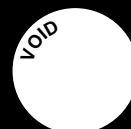
FLARE
*Power to
Enslave*

VAMPIRE

Wild: As a main player, you may take one other player's tokens on any planet where you have a base, switching his tokens with yours from the warp.

Super: You may enslave all tokens in a challenge, regardless of who wins. If you lose the challenge, your tokens go to the warp as normal.

ONE-SHOT FLARE



FLARE
*Power to
Eradicate*

VOID

Wild: You may take one planet, and all the tokens on it, out of the game.

Super: You may use your power of eradication as an ally.

ONE-SHOT FLARE



FLARE
*Power to
Salvage*

VULCH

Wild: If you win a challenge or make a deal as a main player, your opponent starts giving you his hand, one card at a time. Discard each in turn until you get a card you want to keep. You put that one in your hand, and your opponent keeps what's left, if any.

Super: You may pick up all Flare Cards discarded by other players during this challenge, discarding this one instead.

ONE-SHOT FLARE



FLARE
*Power of
Choice*

WILL

Wild: You can look at your opponent's hand while drawing for consolation.

Super: You may examine all other players' hands before deciding whom to challenge.

ONE-SHOT FLARE



FLARE
*Power to
Torture*

WRACK

Wild: Use as a main player in a challenge. Your opponent must lose to the warp the number of tokens you have in the challenge or lose the use of his Alien Power during this challenge.

Super: You may stop the torture at any time before reaching your limit and continue the challenge normally.

ONE-SHOT FLARE



FLARE
*Power of
Necromancy*

WARPISH

Wild: You may add your tokens in the warp to your side's total in a challenge.

Super: Each player must lose two tokens to the warp.

ONE-SHOT FLARE



FLARE
*Power to
Curse*

WITCH

Wild: When you are not a main player, you force one of the main players to play his lowest Attack Card.

Super: You may repeat a curse and begin your cycle of curses anew.

ONE-SHOT FLARE



FLARE
*Power of
Invisibility*

WRAITH

Wild: As a main player, you may play a Kicker after challenge Cards are played, but before they are revealed. Your opponent is not allowed to respond with one of his own.

Super: You may commit any number of invisible tokens to the challenge. If someone plays a Flare Zap, your number of tokens committed is reduced to 4.

ONE-SHOT FLARE



FLARE
*Power of
Mastery*

WARRIOR

Wild: As a winning defensive player, you may immediately challenge the offensive player in his home system.

Super: You may use your Alien Power as an ally in a challenge.

ONE-SHOT FLARE



FLARE
*Power to
Tunnel*

WORM

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

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.

ONE-SHOT FLARE



FLARE
*Power of
Immortality*

ZOMBIE

Wild: You may return tokens from the warp as part of a deal.

Super: You may allow an ally to use all of his warp tokens in this challenge. If they survive, these tokens go to any of his bases after the challenge.

ONE-SHOT FLARE