A-BOMB

FLARE

Power to Explode

A-BOMB

Wild: If the majority of tokens in your home system is not yours, send all tokens there (including your own) to the warp. Discard after use.

Super: Critical mass is reduced to 5.

Fram. Gr.

ALIEN

FLARE

Foreign Power

ALIEN

Wild: If you are attacked on a base that is occupied by tokens belonging to other players, you may add one point to your total for each of those tokens.

Super: All tokens on bases that are not in their home systems are added to your total in a challenge.

Fram. Gr.

ANOMALY

FLARE

Power of Improbability

ANOMALY

Wild: You may discard all of your Attack cards and draw a new card from the top of the deck for each. Discard after use.

Super: You may cancel your position in the game. Return 4 tokens to each planet in your home system. Discard after use.

Fram. Gr.

ABORIGINE

FLARE

Wild Power

ABORIGINE

Wild: When this card enters your hand, take the Flares corresponding to all of your power cards. Look through the discard pile, the deck, other players' hands (including the Miser's hoard, etc.), and finally the unused Flare deck. While holding this card, you may use your powers only as their Wild Flares, if the Flare is in your hand.

Super: You may use all of your Flares as super Flares.

Fram. Gr.

AMEX

FLARE

Power of Credit

AMEX

Wild: Make all players (including yourself) pass their Lucre to the left or right. Discard after use.

Super: Your loan is interest free. You don't have to vacate the base when you reach your credit limit.

Fram. Gr.

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.

Fram. Gr.

ABYSS

FLARE

Power of Bottomlessness

ABYSS

Wild: If you have tokens in the warp, you can count the warp as a planet base towards the win.

Super: Whenever you are entitled to make a challenge, you may elect to forgo it, and instead throw any number of your tokens from bases into the warp.

Fram. Gr.

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.

Fram. Gr.

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.

Fram. Gr.

ASSASSIN

FLARE

Power to Execute

ASSASSIN

Wild: If, as the 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.

Fram. Gr.

AUDITOR

FLARE

Power to Monitor

AUDITOR

Wild: Collect all Lucre from other players. Discard after use.

Super: You get points for transactions involving your own Lucre.

Fram. Gr.

BALLAST

FLARE

Power of Gravity

BALLAST

Wild: Pull all moons in the game into your home system. Discard after use.

Super: When your color is actually flipped, you may take all tokens of one color from a planet or moon in your home system.

Fram. Gr.

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.

Fram. Gr.

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.

Fram. Gr.

BANDIT

FLARE

Power to Rob

BANDIT

Wild: You may "hijack an armored car." Take all Lucre going to or from the box at one time. The player(s) get nothing for them. Discard after use.

Super: If your robbery is successful, it does not count as one of your two challenges.

Fram. Gr.

AUCTIONEER

FLARE

Power of Sale

AUCTIONEER

Wild: On each challenge you may auction off your hand one card at a time until no one bids or you decide to stop. You may announce what each card is or its type (Edict, Flare, etc.) If you have no bidders at all on three auctions in a row, you must discard this card.

Super: If no one bids, take the card for free. You may keep or discard it.

Fram. Gr.

BACKSTABBER

FLARE

Power to Double Cross

BACKSTABBER

Wild: As a winning main player or ally, you may throw all other winning tokens into the warp after your win.

Super: As an ally, you may switch sides in the challenge after cards are revealed.

Fram. Gr.

BANKER

FLARE

Power to Embezzle

BANKER

Wild: You may take Lucre from the box when not entitled. If you are caught, pay the Lucre you were trying to steal to the player who caught you and discard this card.

Super: You may take 2 Lucre each time you access the box for another player.

Fram. Gr.

FLARE

Power to Dicker

BARTERER

Wild: On each challenge, you may give a power card (picked at random from those not in the game) to another player who has not lost the use of his power(s). If he uses this power, he must pay you a Lucre. Whether the power is used or not, it is discarded at the end of the challenge.

Super: You may use your Barterer power as a main player.

Fram. Gr.

FLARE

Power to Leech

BEGGAR

Wild: You may add your allies' Lucre in a challenge.

Super: You may ask both main players for a Lucre.

Fram. Gr.

FLARE

Power of Seven

BLAKE

Wild: If your opponent in a challenge plays an Attack 7, you win the challenge. Also, if you lose a challenge by exactly seven points, you win instead.

Super: You may force your opponent in a challenge to reduce the number of his planet bases to seven, his choice.

Fram. Gr.

FLARE

Power of Reserves

BATTERY

Wild: When you are a main player in a challenge, each moon you occupy counts as one ally token for your side.

Super: Your allies' planet bases each count toward your total.

Fram. Gr.

FLARE

Power to Start Over

BEGINNER

Wild: At the end of any player's turn, you may reshuffle the destiny pile with the destiny discard pile, and cut to determine whose turn will be next (as if just beginning the game). The order of turns will start over, beginning with that player. Discard after use.

Super: You may use your power to start over on another player. Discard after use.

Fram. Gr.

FLARE

Power to Increase Form

BLOB

Wild: Force all other players to discard their Flares. You pick them up. Discard after use.

Super: When you must draw a new hand, you may keep your Flares and draw 7 new cards.

Fram. Gr.

FLARE

Power to Feed

BEAST

Wild: At the start of your turn, you may remove up to 5 of your tokens from bases to the warp and take one Lucre from the box for each.

Super: You may eat two tokens from each other player in the Warp at the start of your turn.

Fram. Gr.

FLARE

Power to Bequeath

BENEFACTOR

Wild: Give your regular hand to another player and immediately draw a new one. Discard after use.

Super: You receive double the benefits for your deeds.

Fram. Gr.

FLARE

Power to Place Bets

BOOKIE

Wild: You may bet on a challenge without the Bookie. Before cards are revealed, pay one Lucre to the box, and announce the side you are betting on. If your side wins take two Lucre back. If a deal is made, take one Lucre back.

Super: You may bet just like other players (if you win take Lucre from the box, if you lose pay nothing).

Fram. Gr.

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.

Fram. Gr.

BULLY

FLARE

Power to Intimidate

BULLY

Wild: Whenever any other player reveals a compromise card in a challenge, that player must 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.

Fram. Gr.

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.

Fram. Gr.

BRAT

FLARE

Power to Throw a Tantrum

BRAT

Wild: Toss two tokens (your choice) from every player (including yourself) into the warp. Discard after use.

Super: Each of your tokens on external bases requires two "baby-sitters".

Fram. Gr.

BUSHWHACKER

FLARE

Power to Ambush

BUSHWHACKER

Wild: As the offensive player you may force all other players to play a challenge card before you flip the destiny pile. After you have chosen the defensive player, all other players return their card to their hands.

Super: You may take any or all of the discarded cards.

Fram. Gr.

CANCELLER

FLARE

Power to Cancel

CANCELLER

Wild: While you hold this card, your turn is limited to one challenge.

Super: You can use the cancelled game element, but nobody else can.

Fram. Gr.

BUILDER

FLARE

Power to Build Bases

BUILDER

Wild: You may pay eight Lucre to the box, and establish a base anywhere. Discard after use.

Super: After building a base, return the Lucre to your star disc.

Fram. Gr.

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.

Fram. Gr.

CANCER

FLARE

Power to Infect

CANCER

Wild: If you win your first challenge against a planet base, instead of drawing from Destiny for your second challenge, you may attack one of the adjacent planets.

Super: You may infect if the absolute value of your total is more than 1« times your opponent's total.

Fram. Gr.

FLARE

Power to Campaign

CANDIDATE

Wild: Whenever a vote is taken, you may offer one other player anything possible under normal deal conditions to vote the way you want him to. You make the initial offer, and the player may make one counter offer, which you must accept or reject.

Super: The Lucre in your "private account" are added to your total in challenges in which you are a main player.

Fram. Gr.

FLARE

Power of Income

CAPITALIST

Wild: As a winning defensive ally, you may choose to take any combination of cards, tokens from the warp, or Lucre as defensive rewards.

Super: You may take one each of two different items on each player's turn.

Fram. Gr.

FLARE

Power to Ban

CENSOR

Wild: You may hold a "book burning. Force all players to discard all cards of any one category (Attack cards, Compromise cards, Edicts, Flares, Kickers, Reinforcements, or Hazard Cards/Safeties). Discard after use.

Super: You may use the items you have banned.

Fram. Gr.

FLARE

Power to Devour

CANNIBAL

Wild: When your color is actually flipped in the destiny pile, each of your tokens may "Cannibalize" another player's tokens from a base that you share with him. Remove one of his tokens from that base to the warp for each token you have on the base. Discard after use.

Super: You may cannibalize all planets in any one system.

Fram. Gr.

FLARE

Power to Count Cards

CARD SHARK

Wild: Force all players who have one to play a challenge card. High card gets them all. In the case of a tie, all players keep their cards. Discard after use.

Super: You may add the number of cards in your hand to your total, and subtract the number of cards in your opponent's hand from his.

Fram. Gr.

FLARE

Power of Population Control

CENSUS

Wild: You may ask one of the main players in a challenge how many Edicts, Flares, Kickers, Reinforcements, Safeties, Attack cards, or Compromise cards he has. He must tell you.

Super: At the start of your turn, you may control the population on all planets in one other system, even if you have no tokens on them.

Fram. Gr.

FLARE

Power to Store and Release

CAPACITOR

Wild: As a main player, if both sides play Attack cards, you may draw one card from the deck for every 5 point difference in the final totals.

Super: If you lose a challenge in which you call "store" you do not add the negative charge.

Fram. Gr.

FLARE

Power to Slice

CARVER

Wild: As a main player in a challenge, you may halve the value of the tokens on your opponent's side before calculating his total. For rewards or consolation tokens have full value.

Super: You may use your power to slice when you are an ally. The value of the card on the opposing side is halved.

Fram. Gr.

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 with any player in the game.

Fram. Gr.

CHEAPSKATE

FLARE

Power to Borrow Lucre

CHEAPSKATE

Wild: If you are required to involuntarily return all of your Lucre to the box, you may discard this card instead.

Super: You need not accept the terms for destroying IOU's.

Fram. Gr.

CLONE

FLARE

Power to Replicate

CLONE

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

Super: 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.

Fram. Gr.

COLOSSUS

FLARE

Power of Extra Power

COLOSSUS

Wild: Force all players (including yourself) to exchange one Alien Power card for a new one taken at random. Discard after use.

Super: You need not discard a power card after you are involved in a challenge.

Fram. Gr.

CHOSEN

FLARE

Power of Fate

CHOSEN

Wild: Collect all power cards in the game. Shuffle them and redeal so that each player ends up with the same number he started with. Discard after use.

Super: You may keep any non-Challenge cards you draw, including any Kickers drawn after the first.

Fram. Gr.

COLLECTOR

FLARE

Power to Tax Edicts

COLLECTOR

Wild: You need not pay taxes or fees of Lucre or tokens.

Super: You may collect 2 Lucre per Edict.

Fram. Gr.

COMMANDO

FLARE

Power to Rescue

COMMANDO

Wild: Free all tokens from the Warp. Players return them to bases. Discard after use.

Super: On a rescue mission, other players' tokens do not count against you, nor do those players collect rewards if your rescue is unsuccessful.

Fram. Gr.

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.

Fram. Gr.

COLONIST

FLARE

Power to Reinforce

COLONIST

Wild: If you collect defensive rewards or consolation in a system other than your own, all of your tokens on planet bases in that system count towards the number of cards or tokens from the warp that you may take.

Super: Your tokens on planet bases in the system add to your side's total when you are an ally.

Fram. Gr.

COMPACTOR

FLARE

Power to Compress

COMPACTOR

Wild: If you have more than one of any Attack card you play, you may discard them all after the challenge.

Super: You may replace the cards you give away with new ones from the deck.

Fram. Gr.

FLARE

Power to Resurrect

CONJURER

Wild: When this card enters your hand, discard a Flare (other than this one, unless you have no other), an Edict, and an Attack card (if possible), and retrieve up to 5 of your tokens from the Warp to bases.

Super: You may discard Compromise cards, and retrieve one token from the Warp to bases for each.

Fram. Gr.

FLARE

Power of Conspiracy

CONSPIRATOR

Wild: While this card is in your hand, you must attempt to ally in every challenge in which you are invited.

Super: If your secret ally joins either side of the challenge, you may use one of his powers. He may also use it, if appropriate (normal timing rules apply).

Fram. Gr.

FLARE

Power to be Bribed

COP

Wild: You may discard all of your Compromise cards and take a Lucre from the box for each. Discard after use.

Super: You don't need to pay to play a card above the limit.

Fram. Gr.

FLARE

Power of Refinement

CONNOISSEUR

Wild: You may discard one of your alien power cards and draw 2 new ones at random. Choose one of them to replace the one you discarded. Discard after use.

Super: Draw 3 cards for every one you need.

Fram. Gr.

FLARE

Power to Weaken

CONTROLLER

Wild: You may take a card at random from each other player's regular hand and discard it along with this card.

Super: You may keep any or all of the cards.

Fram. Gr.

FLARE

Power of Remote Control

COUCH POTATO

Wild: You may "change channels" causing all powers, hands, and Lucre to shift one position to the right or left. This card may be used only once per turn.

Super: As the defensive player, you may pay a Lucre to the box to "change channels". Move the cone one system to the left or right, and the challenge proceed normally.

Fram. Gr.

FLARE

Power to Draft

CONSCRIPTOR

Wild: As the offensive player in a challenge, after cards are down, you may draft all of any one player's tokens from the defensive base to be your allies if that player is not already allied on the defensive side in the challenge or the defensive player in the challenge.

Super: You may draft up to 4 tokens from each player on the base (except the offensive player).

Fram. Gr.

FLARE

Power in Prison

CONVICT

Wild: If you have tokens on at least one other player's star disc, you may count it as one base towards your win.

Super: If a player doesn't pay you, free his tokens and take them back to your star disc. At any time, that player may pay you one Lucre per token to return them to bases (even after you have lost this card).

Fram. Gr.

FLARE

Power of Numbers

COUNT

Wild: If the sum of the Attack cards in your regular hand is greater than 50, you may take a base anywhere. Discard after use.

Super: You may take a base at multiples of 100.

Fram. Gr.

FLARE

Power to Print Lucre

COUNTERFEITER

Wild: When this card enters your hand, return all of your Lucre to the box.

Super: The Attack card you counterfeit may be of any value.

Fram. Gr.

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 agreement with your opponent involving anything except giving bases or cards (e.g. future alliance commitments). If an arrangement is reached, the challenge is cancelled and another disc is turned up; if not, the challenge continues.

Fram. Gr.

FLARE

Power to Feint

DECOY

Wild: You do not have to point the cone until allies are committed.

Super: You may decide the real challenge after both outcomes are determined.

Fram. Gr.

FLARE

Power on the Moon

CRAMDEN

Wild: Draw a Flare from the Flare deck for each moon you occupy. While you occupy a moon, you may use the wild Flare associated with it. If you land on a moon after this card is in your hand, draw a Flare for it. If the moon is secret, you may keep the Flare secret and reveal it independently.

Super: You may use the Super Flare of each of your moon powers.

Fram. Gr.

FLARE

Power to Evolve

DARWIN

Wild: Once per challenge, you may use any other Wild Flare in your hand as its Super, unless the Super Flare is an enhancement of the original power.

Super: You may use the actual power when you evolve it into the Super power.

Fram. Gr.

FLARE

Power to Divert

DEFLECTOR

Wild: You can not be attacked in your home system. If no other legitimate challenge is possible in your system, the offensive player must flip the destiny pile again.

Super: When you divert an attack to another player's system, he becomes the defensive player if a legitimate challenge can be made.

Fram. Gr.

FLARE

Power to Handicap

CRIPPLE

Wild: While this card is in your hand, you may not use your power(s).

Super: Your opponent may not use his alien powers, or the effects of any moons he occupies.

Fram. Gr.

FLARE

Power to Deal

DEALER

Wild: At the start of your turn, collect all players' regular hands. Shuffle them together and redeal them so that each player ends up with the same number of cards as they started with.

Super: You may redeal the cards normally, starting with yourself.

Fram. Gr.

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 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 being played in a challenge, you may delegate the loss to another player or parts of the loss to several other players. They then lose the required share of tokens to the warp.

Fram. Gr.

DEMIGOD

FLARE

Power to Demand Sacrifice

DEMIGOD

Wild: If a player fails to deal with you, sacrifice two of his tokens (your choice) to the warp. This is in addition to the tokens lost normally.

Super: Players must sacrifice two tokens to you.

Fram. Gr.

DESPOT

FLARE

Power to Decree

DESPOT

Wild: Force all other players to discard their Edicts. You pick them up (Despite the Vulch). Discard after use.

Super: On each of your turns, you may play one challenge card as the Edict of your choice.

Fram. Gr.

DEUCE

FLARE

Power of Two

DEUCE

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

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

Fram. Gr.

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.

Fram. Gr.

DESTINY

FLARE

Power to Alter Attacks

DESTINY

Wild: If you actually flip your own color in the destiny pile, you may take the star disc. Later on, between challenges you may put it back into the destiny discard pile in exchange for one challenge anywhere. Discard after use.

Super: If you actually flip the extra color, you may flip again.

Fram. Gr.

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.

Fram. Gr.

DEPOSITOR

FLARE

Power of Savings

DEPOSITOR

Wild: Take one Lucre from the box each time your color is actually flipped in the destiny pile.

Super: You may withdraw your Lucre early without paying the penalty.

Fram. Gr.

DESTROYER

FLARE

Power to Zap

DESTROYER

Wild: For the rest of a challenge in which a player stops you from using your power(s), he may not use his.

Super: You may stop the same power on successive challenges.

Fram. Gr.

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 alliance, instead of playing cards, you may call a vote. Each game player gets 1 vote. You may buy votes with deals (see rules) which you keep only if you win. Conclude as if the vote winner won the challenge (defense wins ties).

Fram. Gr.

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 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.

Fram. Gr.

FLARE

Power of Double Attack

DOUBLEHEADER

Wild: You may double the value of any Attack card you play.

Super: You place only one set of tokens on the cone. It counts for both attacks. If you lose one, you lose no tokens. If you win both, place a set of tokens from home bases onto the second base you win.

Fram. Gr.

FLARE

Power to Clash

DUELIST

Wild: You may force any two players (including yourself) to fight a duel. They must play a challenge without tokens or allies. The winner gets this card. If players deal or fail to deal, keep this card. Use only once per challenge.

Super: You pay no penalty if you lose the duel.

Fram. Gr.

FLARE

Power to Reduce

DIVISOR

Wild: You may divide the number of Lucre on your opponent's side by the number of Lucre on your side before he adds them in a challenge.

Super: You divide your opponent's total by the value of the tokens on your side after he adds his card.

Fram. Gr.

FLARE

Power to Double

DOUBLER

Wild: You may take one Lucre from the box for each Lucre you currently have, thus doubling your number. Discard after use.

Super: You may decide what to double after cards are revealed.

Fram. Gr.

FLARE

Power to Control

DUNGEONMASTER

Wild: Nullify a deal made by other players after it is agreed to. They can not make another. Discard after use.

Super: You lose no tokens if the players fail to deal.

Fram. Gr.

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 ask two different players for their highest Attack card and a Compromise. In a 2-player game, you get cards from the player and from the deck.

Fram. Gr.

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.

Fram. Gr.

FLARE

Power to Bend Time

EINSTEIN

Wild: You may declare one planet in your home system to be a Black Hole. All tokens there are removed from the game and the planet is destroyed. Place your star disc over it. Discard after use.

Super: Before the start of another player's turn, you may take a challenge out of sequence as if it were the 2nd challenge of your turn. Use once between each of your turns.

Fram. Gr.

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 any 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.

Fram. Gr.

ENFORCER

FLARE

Power of Muscle

ENFORCER

Wild: You may prevent a non-main player from participating in a challenge. He may not ally or play cards during the challenge.

Super: You may specify how the player must perform the action you force him to take.

Fram. Gr.

ENTREPRENEUR

FLARE

Power to Invest

ENTREPRENEUR

Wild: At the start of your turn, you may "invest" some of your Lucre. Put them in the box. At the end of the turn, the investment matures. If you still have this card, retrieve your Lucre, plus an equal number from the box. If you lose this card before your turn ends, the investment is lost.

Super: You may ally with up to 4 Lucre and 4 tokens.

Fram. Gr.

EMPLOYEE

FLARE

Power to be Hired

EMPLOYEE

Wild: You may be hired for Lucre to ally on either side of a contested non-planet challenge. If your side wins thec challenge, you get defensive rewards (even if you allied offensively).

Super: You may take the Lucre and refuse to ally. Your "boss" still gets rewards if his side wins.

Fram. Gr.

ENSLAVER

FLARE

Power of Enslavement

ENSLAVER

Wild: You may hold a "slave auction". Auction off tokens held on your star disc one at a time until no one bids. Bids are made in Lucre. If a player buys his own token, he returns it to a base; if he buys another player's, he places the token on his star disc.

Super: Only the attacker's slave tokens count towards his side during a "slave revolt". Other slave tokens count for your side and are not freed even if the revolt is successful. You may continue to use your slaves' power (except for the attacker's).

Fram. Gr.

EQUALIZER

FLARE

Power to Even the Odds

EQUALIZER

Wild: As a main player in a challenge, you may choose to have the outcome decided as if you had the same number of tokens on your side as your opponent.

Super: Equalized allies get nothing if they win, and must return to bases.

Fram. Gr.

ENERGIZER

FLARE

Power of Mass-Energy Conv.

ENERGIZER

Wild: As a main player in a challenge, after cards are played, but before they are revealed, you may throw any number of your tokens from home bases into the Warp, adding one point to your total for each.

Super: You may energize after cards are revealed.

Fram. Gr.

ENTERPRISE

FLARE

Power to Warp

ENTERPRISE

Wild: As a main player in a challenge, you may beam up to 2 of your tokens from another player's star disc back to your home bases.

Super: You may start your warp from any planet in the system.

Fram. Gr.

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 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.

Fram. Gr.

EXCHANGER

FLARE

Power to Swap

EXCHANGER

Wild: Give this card to another player in exchange for the Flare of his choice from his regular hand. If he has no Flares, take his entire regular hand. Use only once per challenge.

Super: You may refuse to accept the Lucre, and choose both powers yourself.

Fram. Gr.

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 a Lucre if you don't wish to accept the payment.

Fram. Gr.

FELIX

FLARE

Power to Clean Up

FELIX

Wild: Regardless of any other game rule, you may cause any fractional number to be rounded up or down.

Super: Take one star disc belonging to each player, shuffle them and deal one to each player. The color each player receives determines his new hex. Discard after use.

Fram. Gr.

EXPONENT

FLARE

Power of Ten

EXPONENT

Wild: As a main player in a challenge, you may count your own tokens as 10 for the purpose of calculating your total, regardless of the actual number. For consolation or rewards, use the actual number of tokens.

Super: When you need to take a new hand, you may keep up to 3 cards, and fill up your hand to 10.

Fram. Gr.

FATE

FLARE

Power of Destiny

FATE

Wild: When you must play a challenge card, you may elect to play if from the deck. Draw cards from the deck until you get a challenge card to play. Discard any non-Challenge cards you draw immediately.

Super: You may keep any non-challenge cards you draw.

Fram. Gr.

FILCH

FLARE

Power of Theft

FILCH

Wild: You may cheat and take 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 discard are placed next to you for easy access.

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

Fram. Gr.

EXTENDER

FLARE

Power of Continued Play

EXTENDER

Wild: As a main player in a challenge, if both players have revealed Attack cards, you may extend the challenge once. Each player, if possible, plays an additional Attack card which is added to the first. If either player is unable to play another Attack card, the challenge is over.

Super: If either main player runs out of Attack cards, you may make his allies play their Attack cards. Main players choose which ally; the ally chooses the card. The challenge ends when you stop or when no one on a side has any Attack cards.

Fram. Gr.

FEDERALIST

FLARE

Power of Representation

FEDERALIST

Wild: As a main player, before cards are revealed, you may choose to have the outcome of the challenge based solely on the number of allies per side. Whoever has the most allies wins the challenge, and the played cards are discarded.

Super: You may look at the cards played by your opponent's allies before deciding which card will represent his side in the challenge.

Fram. Gr.

FILTH

FLARE

Power to Reek

FILTH

Wild: You may declare a planet "filthy" and all tokens there are returned to other of their 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 other of their bases (or to the warp if none).

Fram. Gr.

FLARE

Power to Pay Interest

FINANCIER

Wild: You may put any number of your tokens in the bank at the beginning of your turn by placing them on your star disc. At the beginning of the next player's turn, return these tokens, together with an equal number of tokens from the warp, to bases. If you lose this card while you have tokens in the bank, they go to the warp.

Super: You need not give players who have made a deposit in the bank Lucre from the box.

Fram. Gr.

FLARE

Power to Embarrass

FOOL

Wild: If you win a challenge by 10 or more points, your opponent must vacate a base of your choice. Discard after use.

Super: You lose nothing if you lose the challenge by more than 10 points.

Fram. Gr.

FLARE

Power to Revive Life

FRANKENSTEIN

Wild: On each challenge, you may allow another player who has lost his power(s) to use one of them.

Super: Winning revived ally tokens return to the warp and do not get the base or rewards.

Fram. Gr.

FLARE

Power to Fix Challenges

FIXER

Wild: If you lose a challenge as an ally, you may declare that the challenge was "fixed" and return your tokens to bases.

Super: Each Lucre you use to fix the challenge adds eight (8) points to your chosen side.

Fram. Gr.

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.

Fram. Gr.

FLARE

Power of Low

FREAK

Wild: Your opponent in a challenge may not play his highest Attack card if he can play another Challenge card.

Super: You may give your opponent your lowest Attack card. If it is lower than his lowest, he must play it.

Fram. Gr.

FLARE

Power of Impatience

FLASH

Wild: If you think another player is taking too long, you may take the second challenge of his turn for him. Discard after use.

Super: You may ignore your Flash condition.

Fram. Gr.

FLARE

Power to Copy

FORGER

Wild: You may Plague two players, Revolt or Rebirth two bases, or get double rewards from a Victory Boon when you play this card at the same time. Discard after use.

Super: You may match a Compromise card. The player gets consolation for each Compromise you forge in addition to the initial one. If a deal is not made, the opposing player loses one extra token to the Warp for each forged Compromise card.

Fram. Gr.

FLARE

Power to Suspend

FREEZER

Wild: On each challenge, you may freeze a specific card. No one may play that card for the duration of the challenge.

Super: You may freeze the same base or moon on successive challenges.

Fram. Gr.

FRIEND

FLARE

Buddy Power

FRIEND

Wild: While this card is in your hand, you must invite all allies whenever possible.

Super: The "Friend" gets a normal turn.

Fram. Gr.

GENE

FLARE

Power of Heredity

GENE

Wild: If you win a challenge or make a deal, collect all of the Flares from your opponent's regular hand. If you lose a challenge or fail to deal, you must give him this card.

Super: You choose which power card you inherit.

Fram. Gr.

GLUTTON

FLARE

Power of Excess

GLUTTON

Wild: Use this card as a +5 Reinforcement. Discard after use.

Super: The value of any Reinforcement you play is tripled.

Fram. Gr.

FUNGUS

FLARE

Power to Adhere

FUNGUS

Wild: When you win as 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 any 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.

Fram. Gr.

GHOST

FLARE

Power to Steal Life

GHOST

Wild: If you lose a challenge, you may ring your tokens around your opponent's star disc. They subtract from his total cin any challenge until you remove them to the warp when you lose this card.

Super: You may ally with up to 4 of your tokens from the warp with or without other tokens of yours when you are invited to be an ally.

Fram. Gr.

GNOME

FLARE

Power of Money

GNOME

Wild: When another player pays you Lucre, take an equal number from the box.

Super: Each of your Lucre adds three points to your total in a challenge when you are a main player.

Fram. Gr.

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 by that number or more, you add that "spread" number to the card that 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.

Fram. Gr.

GLITCH

FLARE

Power of Indecisiveness

GLITCH

Wild: You may play two Kickers, deciding which one you want to play after cards are revealed. Return the other Kicker to your hand.

Super: You may allow another player to take back or change a game action from the list.

Fram. Gr.

GOBLIN

FLARE

Power of Mischief

GOBLIN

Wild: Booby trap a color. Announce the color, and whenever it is actually flipped in the destiny pile while you hold this card, the player's turn ends.

Super: You may discard your own Hazard card after reading it and take the next one.

Fram. Gr.

GODZILLA

FLARE

Power to Stomp

GODZILLA

Wild: Once per turn, you may eat one token in your system. Place it into the Warp. If this is a players last token on the base, give him this card.

Super: You may keep any card you draw when determining where Godzilla moves.

Fram. Gr.

GRAVEROBBER

FLARE

Power of Dead Powers

GRAVEROBBER

Wild: You may use one power from any player who Zaps you to replace each Zapped power.

Super: On each challenge, you may use a lost power instead of each of your other powers.

Fram. Gr.

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).

Fram. Gr.

GOLEM

FLARE

Power over Moons

GOLEM

Wild: You may look at one unexposed moon in the defensive system before deciding whether to challenge it.

Super: You may add a moon to your home system on every challenge in which you are a main player, and occupy it if you wish.

Fram. Gr.

GREMLIN

FLARE

Power of Malice

GREMLIN

Wild: Take a Safety card from another player. Discard after use.

Super: You may look through your opponent's hand and choose which cards are replaced with cards of your choice from the discard pile, even if he pays you a Lucre.

Fram. Gr.

GUARDIAN

FLARE

Power to Tax Moons

GUARDIAN

Wild: You may pay one card of your choice instead of each Lucre or token you are required to pay as a tax or fee.

Super: Your fee is doubled.

Fram. Gr.

GORGON

FLARE

Power to Petrify

GORGON

Wild: You may prevent a player from removing his tokens from one base that you share with him unless he is going to place them into the warp.

Super: Tokens may be removed to the warp only if there are no other tokens that can be chosen.

Fram. Gr.

GRIFTER

FLARE

Power to Dupe

GRIFTER

Wild: Place one other card from your regular hand face down for each other player in the game. Starting with the cplayer to your left, each must take a card. Discard after use.

Super: You may place down any three cards and do not have the show the ones that are not taken. If a non-challenge card is chosen, subtract 5 points from your opponent's total.

Fram. Gr.

GUERILLA

FLARE

Power to Fight Back

GUERILLA

Wild: When you lose your third home base to an attack, you may immediately attack it to try to regain your power. Choose one player to defend. No allies are permitted in the counterattack.

Super: You may counterattack any base you lose in any system.

Fram. Gr.

HALFLING

FLARE

Power to Cause Trouble

HALFLING

Wild: You may discard half your regular hand (including this card). Round up.

Super: You may combine the two sets of cards and then give half back.

Fram. Gr.

HENDERSON

FLARE

Power to Steal Bases

HENDERSON

Wild: Whenever you are not involved in a challenge, you may steal the challenge card of one main player after it is played, but before it is revealed. You must give this card to him. He must play another challenge card.

Super: You do not lose your original base or the tokens on it if you are "picked off".

Fram. Gr.

HOUND

FLARE

Power to Pester

HOUND

Wild: If you have no power(s) your opponent may not use his.

Super: You may refuse the Lucre and choose the card yourself.

Fram. Gr.

HAZARDOUS WASTE

FLARE

Power of Hazards

HAZARDOUS WASTE

Wild: You need not take a Hazard Card.

Super: You may read the card before you decide who to give it to.

Fram. Gr.

HOARD

FLARE

Power of Strength

HOARD

Wild: You may take all of your tokens out of the warp to bases. Discard after use.

Super: Each token of your second color is worth 2 when defending home bases.

Fram. Gr.

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 the 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 replace any items in the matrix without changing the rest.

Fram. Gr.

HEALER

FLARE

Power to Heal

HEALER

Wild: Your power(s) are immune to Zap Edicts.

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

Fram. Gr.

HOBO

FLARE

Power of Reclamation

HOBO

Wild: Nullify a Safety as another player tries to use it. Discard after use.

Super: You may occupy any bases vacated by other players as the result of Hazard Cards.

Fram. Gr.

HYBRID

FLARE

Power to Combine

HYBRID

Wild: You may combine two power cards belonging to two different players (you may be one ot them). The two players must play out a challenge with no tokens involved. The winner gets the newly created hybrid. If a deal sitiation results, one player must get the hybrid in the deal. If no deal is reached, the new hybrid is removed from the game. Discard after use.

Super: You may use a power in a hybrid without using the other(s) and may use the same hybrid on successive challenges.

Fram. Gr.

HYPNOTIST

FLARE

Power to Suggest

HYPNOTIST

Wild: At the end of someone else's turn, you may reverse the order of play. Discard after use.

Super: You may look at the destiny pile before deciding which way play will pass.

Fram. Gr.

IMMIGRANT

FLARE

Power of Assimilation

IMMIGRANT

Wild: You may force a player to vacate a base in your home system. He must return the tokens to other bases. Discard after use.

Super: You may choose not to use your power of assimilation.

Fram. Gr.

INDUSTRIALIST

FLARE

Power to Build

INDUSTRIALIST

Wild: As a main player in a challenge, after you and your opponent have revealed your cards, if you played an Attack card, you may draw one Attack card at random from your opponent's regular hand (if he has any left) and add it to your total in the challenge. The card is discarded.

Super: You don't need to discard your stack even if you win a challenge.

Fram. Gr.

HYPOCRITE

FLARE

Power to Hedge

HYPOCRITE

Wild: If you make a deal, the player(s) you deal with must lose 3 tokens to the warp anyway.

Super: When you need to flip the destiny pile, look at the top 2 discs. Choose one to flip and replace the other on top of the pile.

Fram. Gr.

IMP

FLARE

Power of Vice

IMP

Wild: Destroy the cone. All tokens on it go to the warp and play passes. Discard after use.

Super: You may use your power of vice even when you are not a main player.

Fram. Gr.

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.

Fram. Gr.

ILLUSIONIST

FLARE

Power to Swap

ILLUSIONIST

Wild: Swap bases with another player. Vacate a planet base and place all of your tokens on a planet base that is occupied by another player. Take all of his tokens from that base and place them on the base you vacated. Discard after use.

Super: You may wait to use your power to swap until after cards are revealed.

Fram. Gr.

IMPERIALIST

FLARE

Power to Annex

IMPERIALIST

Wild: You may pull all moons you occupy into your home system.

Super: You may annex one planet you do not occupy.

Fram. Gr.

INVADER

FLARE

Power to Overrun

INVADER

Wild: Whenever a planet base in your home system becomes vacant, you may place a token on it. The Invader may not.

Super: You may invite another player to join you on a base you invade. Deal rules apply, but your offer must include the base.

Fram. Gr.

INVESTOR

FLARE

Power to Spend Wisely

INVESTOR

Wild: After purchasing cards, you may elect to return them all to the top of the deck for a full refund.

Super: You may buy four points with each Lucre.

Fram. Gr.

JINX

FLARE

Power of Bad Luck

JINX

Wild: If you win a challenge by playing an Attack 13, you may take one additional base anywhere.

Super: If the card you jinx is a Compromise, it becomes an Attack 13.

Fram. Gr.

KAMIKAZE

FLARE

Power to Self-Destruct

KAMIKAZE

Wild: Before playing a card, you may remove all of your tokens from the cone to the warp.

Super: All allies also lose the challenge and go to the warp.

Fram. Gr.

IT

FLARE

Power to Ostracize

IT

Wild: When this card enters your hand, you must play any type Edicts that are in your hand against yourself. While you hold this card, you must immediately play a radiation symbol card against yourself when it enters your hand.

Super: You may invite "It" to ally, ally or make a deal with him, and play cards against anyone.

Fram. Gr.

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.

Fram. Gr.

KNIGHT

FLARE

Power to Duel

KNIGHT

Wild: Challenge another player to a one-on-one duel. The two players play a challenge as if no tokens were involved. No other player may interfere in any way. The loser must vacate a planet base, and the winner may move tokens to the vacated base. Discard after use.

Super: You may keep any or all of the cards you played.

Fram. Gr.

JANUS

FLARE

Power of Value

JANUS

Wild: Take 5 Lucre from the box. Discard after use.

Super: You may spend up to 4 Lucre at a time.

Fram. Gr.

KAHN

FLARE

Power of Wrath

KAHN

Wild: If another player establishes an external base, he must let you join him there or return his tokens to other bases.

Super: You may take revenge against your opponent's allies as well.

Fram. Gr.

KRYSLER

FLARE

Power of Good Credit

KRYSLER

Wild: As a main player, you may borrow the top Flare from the Flare deck. At the end of the challenge, whether you have used it or not, set it aside.

Super: You may discard the card instead of returning it.

Fram. Gr.

LANDLORD

FLARE

Power of Ownership

LANDLORD

Wild: You may evict another player's tokens from one base you share with him. Tokens return to other bases if possible or else to the warp. Discard after use.

Super: Your rent is doubled.

Fram. Gr.

LETTERMAN

FLARE

Power of Letters

LETTERMAN

Wild: Once per turn, you may exchange one of your power cards for another power card beginning with the same letter of the alphabet. This power card must have been in the game, or currently be in the game.

Super: You may use powers, Flares, and Edicts containing the forbidden letter.

Fram. Gr.

LOANSHARK

FLARE

Power to Lend

LOANSHARK

Wild: You may offer to lend another player the use of a wild Flare from your hand for one challenge, in exchange for one or more Lucre.

Super: You may lend a higher card to a player you have already lent to, and he must pay you back for it instead of the first.

Fram. Gr.

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.

Fram. Gr.

LITTERBUG

FLARE

Power to Dispose

LITTERBUG

Wild: Draw an extra power card at random from those not in the game. Discard after use.

Super: You may discard cards as an ally.

Fram. Gr.

LOONY

FLARE

Power of Planet Moons

LOONY

Wild: Once per turn, you may replace one unoccupied moon with a random moon not in the game.

Super: When you land on a planet, you may look at the planet moon there, and decide whether it will take effect.

Fram. Gr.

LAWYER

FLARE

Power to Settle Disputes

LAWYER

Wild: You lose no tokens if you fail to deal.

Super: If you are not involved in a deal in which all participants pay you, you propose a deal without consulting them.

Fram. Gr.

LLOYD

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.

Fram. Gr.

LOSER

FLARE

Power of Upset

LOSER

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

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

Fram. Gr.

LUCRETIA

FLARE

Power over Lucre

LUCRETIA

Wild: Your opponent in a challenge may not add his Lucre to his total.

Super: When you win a challenge, you may take one Lucre from the box for each Lucre you take from your opponent.

Fram. Gr.

MACHINE

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.

Fram. Gr.

MAGICIAN

FLARE

Power to Transform

MAGICIAN

Wild: When this card enters your hand, draw a new power card(s) at random to replace yours.

Super: You may transform one power from each of your opponent's allies as well.

Fram. Gr.

LUNATIC

FLARE

Power to Share Moons

LUNATIC

Wild: Evict any player from a moon. You may occupy the moon instead. Discard after use.

Super: You may be an ally or accept allies on any moon challenge.

Fram. Gr.

MACRON

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.

Fram. Gr.

MAGNET

FLARE

Power to Attract or Repel

MAGNET

Wild: As a main player, before cards are played, you may specify one card which can not 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.

Fram. Gr.

LYCANTHROPE

FLARE

Power of Lunar Change

LYCANTHROPE

Wild: You may replace the moons in your system with ones taken at random. Tokens currently on them return to bases, and the new moons are placed face down. Discard after use.

Super: After looking at both moons, you may choose to land on the replacement moon instead of the original, which is replaced face down under the one you land on.

Fram. Gr.

MAFIA

FLARE

Power to Protect

MAFIA

Wild: In a challenge, you may exchange this card for 1/3 of your opponent's regular hand chosen at random (rounding down). This card may be used only once per challenge.

Super: You may force your opponent to pay for your protection.

Fram. Gr.

MAILMAN

FLARE

Power to Deliver

MAILMAN

Wild: You may give away cards from your regular hand to other players, paying one Lucre to the box for each.

Super: You may look at the cards in the post office, and take any that you want, paying one Lucre to the box for each piece of "lost mail".

Fram. Gr.

MARTYR

FLARE

Power to Sacrifice

MARTYR

Wild: As the offensive player in a challenge, before you play your card, you may sacrifice any or all of your tokens from the cone to the warp, drawing one card from the deck for each.

Super: You may sacrifice your allies' tokens.

Fram. Gr.

MATHEMATICIAN

FLARE

Power to Kick Attack Cards

MATHEMATICIAN

Wild: You may treat Kickers as exponents when played with attack cards (a -1 Kicker with a card produces it's inverse; a 0 Kicker changes the card to a 1; a 1/2 Kicker produces the square root; a 2 Kicker squares the card; and a 3 Kicker cubes it).

Super: For two Lucre, you may use any attack card as a Kicker.

Fram. Gr.

MENTOR

FLARE

Power to Teach

MENTOR

Wild: You may take the Mentor power card in exchange for one of your own power cards.

Super: On each challenge, you may make the two main players exchange a power. At the end of the challenge, their original powers are returned.

Fram. Gr.

MASOCHIST

FLARE

Power to Hurt Yourself

MASOCHIST

Wild: While this card is in your hand, you may not win the game (even if you have met all other necessary conditions).

Super: You may win the game using normal win conditions.

Fram. Gr.

MEDIATOR

FLARE

Power of Disarmament

MEDIATOR

Wild: Force all players to place their highest Attack card face up in front of them. They may return the card to their hand only when choosing a card to play, or when cards must be taken from their hand.

Super: When you call 'disarm', all opposing allies must discard their highest Attack cards as well.

Fram. Gr.

MERCENARY

FLARE

Power of Risk

MERCENARY

Wild: As an ally in a challenge, you may offer (for Lucre) to replace the main player you are allied with. You become the main player and he becomes your ally.

Super: If the player wins the challenge, he replaces his tokens on his bases, and you remain on the base or take defensive rewards as appropriate instead of him.

Fram. Gr.

MASTER

FLARE

Power to Enslave

MASTER

Wild: While this card is in your hand, you must play a Compromise card whenever possible.

Super: A player may only escape enthrallment when he loses his Alien Power(s).

Fram. Gr.

MEDIUM

FLARE

Power to Shift

MEDIUM

Wild: Write down the Attack card you think your opponent in a challenge will play. If you are right, you win the challenge regardless of the totals. If you are wrong, give this card to your opponent.

Super: After seeing the card, you may shift the cone to clockwise or counter clockwise.

Fram. Gr.

MERCY-KILLER

FLARE

Power of Euthanasia

MERCY-KILLER

Wild: You may force any player(s) to vacate a planet base of your choice if, in your opinion, their behavior renders them unfit to occupy it. Their tokens disperse. The base becomes a "ward of the game". While the planet is vacant. Any attempt to occupy it must be made via a challenge against the deck. No allies are allowed. Discard after use.

Super: You may kill token(s) at any time during the turn.

Fram. Gr.

FLARE
Power of Mass Hypnosis

MESMER

Wild: After revealing cards, if yours is an Attack card 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 challenge, you may play an Edict as any other Edict, regardless of the symbol.

Fram. Gr.

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.

Fram. Gr.

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.

Fram. Gr.

FLARE
Power of Gold

MIDAS

Wild: You may take any tokens that are on your star disc and turn them to gold. They are removed from the game and are replaced with Lucre. Discard after use.

Super: Lucre spent by other players are placed in the Warp (despite the Dragon) and become your tokens.

Fram. Gr.

FLARE
Power to Prospect

MINER

Wild: Collect a Lucre from the box each time you establish an external planet base.

Super: You may prospect for Lucre on any moon you occupy.

Fram. Gr.

FLARE
Power to Moderate

MODERATOR

Wild: If you buy cards during a challenge, you may force your opponent to spend as many Lucre to buy cards as you do. If he can't, he must buy as many cards as he can.

Super: If you played the moderate card, you may take a base on the system of the player that you declare to be the winner of the challenge.

Fram. Gr.

FLARE
Power to Copy

MIMIC

Wild: You may repeat the use of a Plague or Revolt Edict used by another player. It must be used against the same player as the first.

Super: You may copy your own challenge.

Fram. Gr.

FLARE
Power to Invert

MIRROR

Wild: You may cause your opponent's challenge card to become identical to the one you play.

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

Fram. Gr.

FLARE
Power to Live Underground

MOLE

Wild: As a main player in a challenge, you may retrieve one of your tokens from the warp to bases for each opposing token lost to the warp as a direct result of the challenge outcome.

Super: Your Mole tokens can not be returned to hiding.

Fram. Gr.

MONARCH

FLARE

Power of Proclamation

MONARCH

Wild: You may pay a Lucre to the box and use this card as the Edict of your choice.

Super: You may declare the card to be any Edict, regardless of the Edict requested.

Fram. Gr.

MORTICIAN

FLARE

Power to Embalm

MORTICIAN

Wild: Once per turn, you may collapse the Warp into the Praw even if critical mass has not been reached.

Super: Your fee is raised to one Lucre or card per token.

Fram. Gr.

MULE

FLARE

Power to Kick

MULE

Wild: Use this card as the Kicker of your choice. Write down the value that it will have when revealed. Discard after use.

Super: You may pick up your own Kickers.

Fram. Gr.

MONOLITH

FLARE

Power of One

MONOLITH

Wild: You may discard an Attack 1, and take 10 Lucre from the box. Discard this card after use.

Super: You may use your Power of One as an ally.

Fram. Gr.

MOURNER

FLARE

Power of Commiseration

MOURNER

Wild: As the winning defensive player, if your allies get rewards, you do as well.

Super: You get consolation cards instead of the other player.

Fram. Gr.

MULTIPLE

FLARE

Power of Challenge Cards

MULTIPLE

Wild: As a main player, before gathering tokens, you may change the maximum number of tokens of each color that may be placed in the cone to a number of your choice between 1 and 20.

Super: You may play one more card than your opponent.

Fram. Gr.

MOONIE

FLARE

Power of Decision

MOONIE

Wild: You may put 1-4 tokens on any unoccupied moon, Discard after use.

Super: You may accept what is offered, and refuse to change your decision.

Fram. Gr.

MR. CLEAN

FLARE

Power of Comets

MR. CLEAN

Wild: You may ignore any Comet or Alternate Destiny you flip and draw again.

Super: You may look at your pile and choose the replacement card.

Fram. Gr.

MUMMY

FLARE

Power to Mummify

MUMMY

Wild: Remove one token, your choice, belonging to every player (including yourself) from the game. Discard after use.

Super: You may mummify an Attack card on your star disc and add it to your total when you are the attacker. When you lose this card, discard the Attack card.

Fram. Gr.

MUTANT

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.

Fram. Gr.

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, or a positive value instead of a negative. Thus a 10 becomes a -10.

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

Fram. Gr.

NOVA

FLARE

Capture Star Discs

NOVA

Wild: Steal all Lucre and tokens from one other star disc. Discard after use.

Super: If you win your Nova challenge, you may also take your regular challenge in the same system.

Fram. Gr.

MYSTIC

FLARE

Power to See

MYSTIC

Wild: Once per challenge, you may look through the unused Flare deck.

Super: You may ask for both an Edict and a Flare.

Fram. Gr.

NOSE

FLARE

Power to Disrupt

NOSE

Wild: As a main player in a challenge, you may remove exactly 3 tokens from the cone after cards are down. They are returned to bases if possible, or else go to the warp. You may not remove your own tokens.

Super: You may look at the cards you disrupted away and take any or all of them.

Fram. Gr.

OBVERSE

FLARE

Power of Signs

OBVERSE

Wild: You may reverse the sign of any Kicker you play.

Super: You may use your Power of Signs as an ally.

Fram. Gr.

NECROMANCER

FLARE

Power to Manipulate

NECROMANCER

Wild: You may reverse the Warp and the Praw. Discard after use.

Super: You don't need to release tokens when yours are lost to the Warp. Your extra color tokens go to the Warp like your normal ones. If you lose this card, your Necromancer tokens in the Warp remain yours until they come out and are lost again.

Fram. Gr.

NOTHING

FLARE

No Power

NOTHING

Wild: This Flare is worthless.

Super: While you hold this card, no power or Flare may be used by any other player.

Fram. Gr.

OPTIMIST

FLARE

Power of Hope

OPTIMIST

Wild: Use this card as a Timegash Edict. Discard after use.

Super: If you lose the game, you may declare it null. The game is then restarted at the point when powers were chosen.

Fram. Gr.

ORACLE

FLARE

Power to Foresee

ORACLE

Wild: As a main player, before playing cards, you may mix your hand with that of your opponent. 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.

Fram. Gr.

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 a chance to, and are thus required to lose tokens to the warp, you lose only one and your opponent loses five.

Fram. Gr.

PARTICLE

FLARE

Power of Size

PARTICLE

Wild: While this card is in your hand, if you have one Lucre, it adds eight (8) to your total in a challenge; if you have two Lucre, they add five (5) to your total; three Lucre add three (3); four or more Lucre add one (1).

Super: When you are the defensive player, or a defensive ally each of your tokens is worth eight (8).

Fram. Gr.

ORATOR

FLARE

Power to Persuade

ORATOR

Wild: You may cause any Compromise card played to be turned into an Attack Zero.

Super: You may choose to allow the players to deal.

Fram. Gr.

PACKRAT

FLARE

Power to Squirrel

PACKRAT

Wild: When you must discard a card you play, you may discard this card instead and return the played card to your hand.

Super: On each challenge, you may play as many cards from your stockpile as you wish.

Fram. Gr.

PARTNER

FLARE

Power to Work With

PARTNER

Wild: As a main player in a challenge, you may demand one token from each other player in the game. Place them on your star disc and add them to your total in the challenge. If you lose, these tokens go to the warp, otherwise return them to their owners.

Super: You may replace the extra card you play with the challenge card played and discarded by your partner.

Fram. Gr.

OVERLORD

FLARE

Power of Omnipotence

OVERLORD

Wild: If you flip your own color in the destiny pile, you may land tokens on any planet in your home system where you have none. This counts as a successful challenge.

Super: If you win the challenge, all tokens that were on the base you attacked go to the warp.

Fram. Gr.

PARASITE

FLARE

Power to Infest

PARASITE

Wild: You may place a token on any one planet of a player who loses his power (except to a zap) 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).

Fram. Gr.

PATRIOT

FLARE

Power to Muster Defenses

PATRIOT

Wild: When you are the defensive player in a challenge, you may add 5 to the value of any Attack card you play.

Super: Your Patriot tokens each have a value of two towards your total.

Fram. Gr.

FLARE

Power to Condition

PAVLOV

Wild: Before cards are played in any challenge, you may name a Challenge card. If either main player plays such a card, after the Challenge is resolved, he receives a reward of one tokecn from the warp or one card from the deck.

Super: As punishment for disobedience, you may send any two of your opponent's tokens from bases to the warp.

Fram. Gr.

FLARE

Power to Barter Tokens

PEDDLER

Wild: When you make a deal as a main player, you are considered to have won the challenge.

Super: Each of ycetour allies' points adds one point to your total when you are a main player.

Fram. Gr.

FLARE

Power to Cross

PHAZE

Wild: If you have no tokens on a planet base in your home system, you may take any or all of your tokens from the corresponding planet base in another system and place them on the home base. Discard after use.

Super: If you lose the challenge, your tokens return to bases. The original main player's tokens that are on the base go to the warp.

Fram. Gr.

FLARE

Power of Storage

PAWNBROKER

Wild: Once per challenge you may buy any Flare another player attempts to play for two Lucre. The Flare doesn't take effect.

Super: You do not need to pay for any item you take.

Fram. Gr.

FLARE

Power to Mutate

PENTAFORM

Wild: Discard this card and take five Flares from the top of the Flare deck. Choose one to keep, discard the rest.

Super: At the start of your turn, you may reorder your life stages.

Fram. Gr.

FLARE

Power of Giving

PHILANTHROPIST

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

Fram. Gr.

FLARE

Power of War and Peace

PEACEKEEPER

Wild: If you fail to deal, declare war on the other player. Make an attack on a planet base. Neither side may call for allies.

Super: At the beginning of your turn you may reestablish peace with all other players.

Fram. Gr.

FLARE

Power to Dematerialize

PHANTOM

Wild: If you have no secret power, you may make one ocf your existing powers secret.

Super: Your phantom tokens count toward your side's total when you are an ally.

Fram. Gr.

FLARE

Power to Restore Bases

PHYSICIAN

Wild: You may restore one planet that has been destroyed and place one or more tokens on it. Discard after use.

Super: You may join the player on the base in addition to your fee for restoring it.

Fram. Gr.

PHYSICIST

FLARE

Power to Shield

PHYSICIST

Wild: You may place a force field around the warp. Once the field is set, no tokens may go in or out of the warp until you lose this card.

Super: Tokens activating the force field go to the warp, rather than back to bases. Losing defenders also go to the warp.

Fram. Gr.

POINTER

FLARE

Power to Prosper

POINTER

Wild: This card counts as one home planet towards preventing the loss of your alien powers.

Super: You collect points when you are an ally.

Fram. Gr.

PREACHER

FLARE

Power to Sway Beliefs

PREACHER

Wild: If you share a base with another player, you may exchange his tokens on the base with yours from the Warp. Discard after use.

Super: If you lose the challenge, your tokens escape capture.

Fram. Gr.

PIRATE

FLARE

Power to Raid

PIRATE

Wild: "Hide a treasure" of 10 Lucre, by secretly writing down a particular planet or moon. When anyone else as a 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.

Fram. Gr.

POLITICIAN

FLARE

Power to Porkbarrel

POLITICIAN

Wild: Once per challenge, you may look at the top 4 cards in the deck and hand them out to any combination of players, giving yourself 0 or 1. Each card is worth one vote from the player you give it to (he may look at it) whether to keep the cards or discard them. You break ties.

Super: You do not have to take a token from the warp at the start of your challenge.

Fram. Gr.

PROCRASTINATOR

FLARE

Power to Put Off

PROCRASTINATOR

Wild: As a main player in a challenge, you may announce and play a Kicker after both challenge cards have been played.

Super: You may discard both cards.

Fram. Gr.

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.

Fram. Gr.

POWER BROKER

FLARE

Power to Buy Power

POWER BROKER

Wild: You may buy a random extra power card for five Lucre. Discard after use.

Super: Your Lucre requirements are reduced to two, three, four and five.

Fram. Gr.

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.

Fram. Gr.

FLARE

Power Over Sanity

PSYCHIATRIST

Wild: You are immune to the Sanity and Insanity Edicts.

Super: You may ignore your call for Sanity or Insanity, and play the challenge normally.

Fram. Gr.

FLARE

Power of Kickers

PUNTER

Wild: Force all players to discard their Kickers. You pick them up. Discard after use.

Super: Replace any Flare you use as a Kicker with one taken from the top of the Flare deck.

Fram. Gr.

FLARE

Power of Machismo

RAMBO

Wild: If you lose a home base as the result of a card challenge, you may take the top disc from the destiny discard pile and remove it from the game.

Super: You may look at the cards chosen as consolation before deciding whether they may be taken. If this card is chosen from your hand, you may still use it to prevent the consolation.

Fram. Gr.

FLARE

Power to Terrorize

PSYCHO

Wild: When you must play a challenge card, you may choose another player's regular hand to play it from. You may not play the card from your direct opponent's hand. The player gives you his challenge cards and you play one and return the rest. If he has no challenge cards, you must play from your own hand.

Super: You may refuse to give the player any cards.

Fram. Gr.

FLARE

Power to Round Off

QUANTUM

Wild: When you are a main player, you may round the number of your opponents tokens down to the nearest multiple of five before determining his total. Consolation or rewards are figured normally.

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

Fram. Gr.

FLARE

Power to Replay

RAPPER

Wild: Force all other players to discard their Attack cards. You pick them up. Discard after use.

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

Fram. Gr.

FLARE

Power to Punish

PUNISHER

Wild: If your opponent in a challenge plays an Attack card higher than a 15 and wins, throw one of his tokens that was in the challenge into the warp.

Super: You may punish your opponent's allies as well.

Fram. Gr.

FLARE

Power to Hijack

RAIDER

Wild: You may take your tokens from the warp when not entitled. If caught, replace the token(s) and discard a card (picked at random by the player who caught you).

Super: If the attacker does not meet your demand, you win the challenge.

Fram. Gr.

FLARE

Power to Recycle Hazards

RECYCLER

Wild: Give any Hazard card from the Hazard discard pile to the player of your choice. Discard after use.

Super: For a fee of one Lucre (payable to the box) you may buy your own Hazard card out of the discard pile instead of drawing a random one.

Fram. Gr.

REFINER

FLARE

Power to Refine

REFINER

Wild: You may discard this card along with any other card from your regular hand.

Super: You may refine a specific Edict.

Fram. Gr.

REPO MAN

FLARE

Power to Repossess

REPO MAN

Wild: You may repossess another player's regular hand and add it to your own. Discard after use.

Super: You may use any repossessed power cards you hold.

Fram. Gr.

REVOLUTIONARY

FLARE

Power to Usurp

REVOLUTIONARY

Wild: Use this card as a Revolt Edict, or as a Backfire Edict when a Revolt is played against you. Discard after use.

Super: Your fees/rewards are doubled.

Fram. Gr.

REINCARNATOR

FLARE

Power of Reincarnation

REINCARNATOR

Wild: You may make all players in the game (including yourself) reincarnate (draw a new unused power and discard their present one) once on each of your turns (but not during a challenge).

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

Fram. Gr.

RESERVE

FLARE

Power of Reinforcement

RESERVE

Wild: If you play a Reinforcement on a challenge in which your side played a Kicker, the Kicker also affects your Reinforcement.

Super: On each challenge, you may use any one Attack card from your hand as a Reinforcement.

Fram. Gr.

ROBIN HOOD

FLARE

Power of Welfare

ROBIN HOOD

Wild: As a main player in a challenge, after you and your opponent have played your challenge cards, if he has more Lucre than you, you may take one of his.

Super: Take a Lucre for yourself first, then redistribute the remainder, taking another if the result is odd.

Fram. Gr.

REPLICANT

FLARE

Power to Duplicate

REPLICANT

Wild: You may play any Edict in your regular hand as another Edict that is also in your regular hand.

Super: You may play any Wild Flare in your regular hand as any other Wild Flare in your regular hand.

Fram. Gr.

RETAILER

FLARE

Power to Sell from Deck

RETAILER

Wild: Between challenges, you may offer for sale one planet on which you have a base. You may not prevent any player from bidding. The highest bidder (in Lucre) pays you and may place one of his tokens on the base. Discard after use.

Super: When you sell, take the top card from the deck into your regular hand. Then select any card from your regular hand to sell.

Fram. Gr.

SABOTEUR

FLARE

Power to Sabotage

SABOTEUR

Wild: As a main player in a challenge, after cards are played, you may cause one token per opposing ally to betray its side and return to bases.

Super: If a player whose card you replaced loses the challenge or fails to deal, you lose no tokens.

Fram. Gr.

FLARE

Power to Die

SAINT

Wild: You may take a token out of the warp to bases each time your color is actually flipped in the destiny pile.

Super: Saint tokens are immediately placed on your bases rather than in the warp.

Fram. Gr.

FLARE

Power to Orbit

SATELLITE

Wild: Force all players to pass all of the Flares in their regular hand to the left or right. This card may be used only once per challenge.

Super: You may force all players to reveal their highest and lowest Attack cards before making your decision.

Fram. Gr.

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 someone an immediate win).

Fram. Gr.

FLARE

Power to Sell

SALESMAN

Wild: For Lucre, you may "sell" the top card from the discard pile to any player that you share a base with, or are currently allied with. You may sell each card only once, even if it is played again and returns to the top of the pile.

Super: At the start of your turn, you may replace unwanted "inventory" for free.

Fram. Gr.

FLARE

Power to Stop Hazards

SAVIOR

Wild: Give the top Hazard Card to another player. Discard after use.

Super: You may reflect the effects of a Hazard you nullify onto another player, who may then pay you to nullify it again. You may not reflect the Hazard a second time.

Fram. Gr.

FLARE

Power to Poison

SCORPION

Wild: As an offensive ally, after cards are played, you may "poison" (send to the warp) one token from the cone belonging to the offensive player for each of your allied tokens. Discard after use.

Super: You may poison tokens as an ally.

Fram. Gr.

FLARE

Power to Return Home

SALMON

Wild: You may take back a Kicker you have played after your opponent plays his card.

Super: You may return the base even if you lose the challenge.

Fram. Gr.

FLARE

Power of Recovery

SCAVENGER

Wild: When someone takes consolation from your hand, you may choose the card(s) he gets.

Super: At the start of each of your turns, you may take any one card from the discard pile.

Fram. Gr.

FLARE

Power to Pickpocket

SCOUNDREL

Wild: As a main player, you may take the top card from the deck at any time before you play your challenge card.

Super: You may take the card from any player's hand or the top of the deck.

Fram. Gr.

SECRET AGENT

FLARE

Power of Intrigue

SECRET AGENT

Wild: Once on each challenge, you may prevent a player from revealing a secret power or moon.

Super: You may place up to five "secret" tokens on any planet you occupy. Write down their location. They do not count in a challenge against that base unless you reveal them. "Secret" tokens may be revealed at any time, including after you have lost the base. Use tokens from a color not in the game. Once revealed treat these tokens as if they were your own color. Discard after use.

Fram. Gr.

SENTINEL

FLARE

Power to Patrol

SENTINEL

Wild: Whenever another player tries to take random cards from your regular hand, you may set aside one that can not be chosen.

Super: On an attack in your home system, a player must defeat your patrol tokens before he attacks the base.

Fram. Gr.

SHEPHERD

FLARE

Power to Herd

SHEPHERD

Wild: If you fail to deal as a main player in a challenge, your allies each lose 3 tokens to the warp along with you.

Super: You may herd 2 tokens with each one of yours.

Fram. Gr.

SEEKER

FLARE

Power of Truth

SEEKER

Wild: If another 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 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).

Fram. Gr.

SENTRY

FLARE

Power to Guard

SENTRY

Wild: You may replace your tokens that have been removed from the game onto your bases. Discard after use.

Super: Your fee is doubled.

Fram. Gr.

SHOPPER

FLARE

Power to Purchase Selectively

SHOPPER

Wild: You may buy an occupied moon from another player. Give him one Lucre for each of his tokens there. He must return his tokens to bases (or to the warp if he has none) and you immediately occupy the moon with an equal number of tokens. Discard after use.

Super: When you buy cards from another player, your payment goes to the box.

Fram. Gr.

SEER

FLARE

Power over Future

SEER

Wild: Once per challenge, you may look through the destiny pile to see the order of the remaining star discs.

Super: You may rearrange the destiny pile after every challenge.

Fram. Gr.

SHADOW

FLARE

Power of Darkness

SHADOW

Wild: If all of your tokens on one planet should be lost to the warp, you may use the Shadow power to try to save half of them (rounding up).

Super: You may use your power of darkness separately for each token you should lose.

Fram. Gr.

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.

Fram. Gr.

SIREN

FLARE

Power to Lure

SIREN

Wild: Whenever cards are drawn from the deck during play, you may name a card (i.e. Attack 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 the base or take defensive rewards if you win.

Fram. Gr.

SNITCH

FLARE

Power to Squeal

SNITCH

Wild: If you have legitimate knowledge of other players' secret powers, secret moons, or cards in their hand, you may reveal the information.

Super: You may lie to any player who pays you to reveal a secret.

Fram. Gr.

SORCERER

FLARE

Power of Magic

SORCERER

Wild: You may make the two main players in any challenge trade power cards (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.

Fram. Gr.

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 main player you doubt that he will win, you also tell him how many tokens not in the challenge (1-20) 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.

Fram. Gr.

SNIVELER

FLARE

Power to Whine

SNIVELER

Wild: When not a main player and not invited to ally at all, complain to one main 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 fewer base, 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.

Fram. Gr.

SPIRIT

FLARE

Power of Movement

SPIRIT

Wild: As a winning defensive ally, instead of taking rewards, you may move your tokens from the cone onto the planet base you helped defend. (If the challenge is made with the Reverse Cone, you may move onto the base as a winning offensive ally.)

Super: You may make two moves when your color is flipped.

Fram. Gr.

SLIMER

FLARE

Power to Slime

SLIMER

Wild: You may "slime" the planet of your choice. All tokens currently on the base, along with any that subsequently land there are permanently stuck and can not leave the base unless it is destroyed. Discard after use.

Super: If you are prevented from winning the game, any player responsible may not win the game for the next two turns. This includes your opponent in a challenge for your winning base and all of his allies, and any player who takes an action in a challenge for your game-winning base that modifies the outcome so that you lose.

Fram. Gr.

SOLDIER

FLARE

Power to Invade

SOLDIER

Wild: If you occupy a moon in a system, you may move all of you tokens from that moon to an unoccupied moon in the same system. Use only once per turn.

Super: You may leave a token on the moon when you invade.

Fram. Gr.

SPY

FLARE

Power to Peek

SPY

Wild: You may look at the top disc in the destiny pile before deciding whether to take your second challenge.

Super: You may peek at both cards.

Fram. Gr.

FLARE
Power to Remain

STAIN

Wild: If all of your tokens on a base are removed to the warp for any reason, one may remain behind..

Super: You may move your tokens.

Fram. Gr.

FLARE
Power to Attack From Behind

TAILGUNNER

Wild: When you play a Compromise card, you may return your losing tokens to bases instead of placing them in the warp.

Super: You may treat a Compromise card you reveal as an Attack 30.

Fram. Gr.

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 until the challenge is ended, other than as part of a deal (despite the wild Filth).

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

Fram. Gr.

FLARE
Power of Powers

SUPERHERO

Wild: You may exchange this Flare for any Flare from the unused Flare deck.

Super: You may exchange any other player's power card for one that is not in the game (your choice). Discard after use.

Fram. Gr.

FLARE
Power to Be Cute

TEDDY BEAR

Wild: When another player retrieves all of his tokens from the warp, your tokens in the warp may follow them out and return to your bases if possible. Discard after use.

Super: "Mascot" tokens that end the challenge in the warp may be replaced on your bases.

Fram. Gr.

FLARE
Power of Regeneration

TIMELORD

Wild: You may replace your Flares (including this one) with ones taken at random from the unused Flare deck.

Super: You may regenerate after losing any home base.

Fram. Gr.

FLARE
Power of Audacity

SWASHBUCKLER

Wild: If a player with more bases than you has a base in your system, throw his tokens from the base into the warp. Discard after use.

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

Fram. Gr.

FLARE
Power of Infestation

TERMITE

Wild: You may infest the deck, destroying any one set of cards (except a new hand) as another player attempts to take them. Cards are removed from the game and the player may not replace them. Discard after use.

Super: In order to exterminate your tokens, a player must make a card challenge with no allies. If he loses, his tokens on the base (up to the number of your termites) go to the warp.

Fram. Gr.

FLARE
Power to Inflict Pain

TORTURER

Wild: Force all other players to each vacate a planet base. Tokens disperse. Discard after use.

Super: You may refuse the Lucre and perform the torture.

Fram. Gr.

TRACER

FLARE

Power to Retrieve

TRACER

Wild: You may take a power card that has been lost by another player. Discard after use.

Super: You may give the player anything of the same type and quantity that is not currently in the game.

Fram. Gr.

TROLL

FLARE

Power of Tolls

TROLL

Wild: You may buy your tokens back to bases from other players' star discs at any time for one Lucre per token.

Super: Your toll for use of the cone applies to your opponent as well as his allies. If he cannot pay you, he may not attack you, and must re-flip the destiny pile if no other legal challenge is possible.

Fram. Gr.

TUNNELER

FLARE

Power to Burrow

TUNNELER

Wild: Tokens that you should lose to the warp from a moon may go to an unoccupied moon in your home system instead.

Super: Tokens that you should lose to the warp from your second system return to the first.

Fram. Gr.

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. You may not move your own tokens this way.

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

Fram. Gr.

TRUNCATER

FLARE

Power to Shorten

TRUNCATER

Wild: At the start of your turn, you may cause the number of external bases needed to win the game to be permanently decreased by one.

Super: As the defender, you win a tie even if you have truncated.

Fram. Gr.

TURNER

FLARE

Power to Colorize

TURNER

Wild: When your color is actually flipped in the destiny pile, all players must pay you one Lucre, or a card of your choice from their regular hand.

Super: You may place your colorized tokens on bases, instead of in the Warp.

Fram. Gr.

TRAITOR

FLARE

Power to Betray

TRAITOR

Wild: You need not keep your end of a deal.

Super: Your tokens on the losing side return to bases rather than going to the warp.

Fram. Gr.

TSUNAMI

FLARE

Power to Create Hazards

TSUNAMI

Wild: You may choose to have the effects of a Hazard card taken by another player affect you instead of him. Give this card to that player after use.

Super: Whenever you draw a Hazard card, you may place it into your regular hand.

Fram. Gr.

TYCOON

FLARE

Power of Wealth

TYCOON

Wild: You may buy as many cards as you want in a challenge. You are not limited to 4.

Super: You collect a Lucre for each base you occupy (including moons).

Fram. Gr.

TYRANT

FLARE

Power to Rub It In

TYRANT

Wild: You may take one card at random from any player each time you lose a challenge.

Super: When another player loses his power, you may take his regular hand unless he pays you all his Lucre, and you can refuse a payment of less than 4 Lucre.

Fram. Gr.

VACCINE

FLARE

Power of Immunity

VACCINE

Wild: You are immune to type Edicts.

Super: No one may ally against you when you are a main player.

Fram. Gr.

VALET

FLARE

Power to Park

VALET

Wild: You may "cut in front" of another player and take your next turn out of order. Discard after use.

Super: Your fee is increased to one Lucre per token.

Fram. Gr.

UNDERDOG

FLARE

Power to Come From Behind

UNDERDOG

Wild: As a main player in a challenge, you may recalculate the totals as if each of your allies had committed 4 tokens and each of your opponents' allies had committed one. For defensive rewards, tokens are worth their actual number.

Super: You may use your power to come from behind as an ally if two Attack cards are played.

Fram. Gr.

VACUUM

FLARE

Power of Catharsis

VACUUM

Wild: Every time anyone 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.

Fram. Gr.

VAMPIRE

FLARE

Power to Suck

VAMPIRE

Wild: Take one card of your choice from each other player's regular hand. Discard after use.

Super: You may keep the items you suck away. Tokens and Lucre go to your star disc, cards go to your regular hand.

Fram. Gr.

UNDERTAKER

FLARE

Power to Bury

UNDERTAKER

Wild: Your tokens may not be held on other player's star discs. Any currently there must go to the warp.

Super: You may charge one Lucre per token.

Fram. Gr.

VAGABOND

FLARE

Power to Rummage

VAGABOND

Wild: You may look through the discard pile and exchange this card for any card there.

Super: When you buy cards, you may choose to take some from the discard pile and the rest from the deck.

Fram. Gr.

VAPORIZER

FLARE

Power to Disintegrate

VAPORIZER

Wild: When this card enters your regular hand, immediately discard your regular hand.

Super: As the defensive player in a challenge, you may vaporize the attacker's regular hand, causing his turn to end.

Fram. Gr.

VENTRILOQUIST

FLARE

Power of Ventriloquism

VENTRILOQUIST

Wild: If you are not one of the players in a deal situation, you may speak for one player and accept or decline the deal proposed by the other player(s).

Super: You may speak for any one player on any challenge. You may not force any player to accept a deal with you.

Fram. Gr.

VISIONARY

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.

Fram. Gr.

WAND

FLARE

Power of Charges

WAND

Wild: If your opponent in a challenge tries to play an Edict or Flare, take it and give him this card. This Flare may be used only once per challenge.

Super: You may use two "charges" per challenge.

Fram. Gr.

VICTOR

FLARE

Power to Gain Rank

VICTOR

Wild: While this card is in your hand, no other player may win the game, even if he has met the appropriate conditions.

Super: Your losing tokens lose only one rank, regardless of their current value.

Fram. Gr.

VOID

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 the attack, take all opposing tokens that would be lost to the warp out of the game.

Fram. Gr.

WARDEN

FLARE

Power to Imprison

WARDEN

Wild: If a player plays a Plague or Revolt Edict on you, you may take any 3 of his tokens and imprison them on your star disc. Release one to the warp each time you and he are the two main players in a challenge.

Super: You need not parole tokens to the warp.

Fram. Gr.

VIRUS

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.

Fram. Gr.

VULCH

FLARE

Power to Salvage

VULCH

Wild: If you win a challenge (or make a deal) as a main player, your opponent gives 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 can collect any Flares discarded by other players.

Fram. Gr.

WARLOCK

FLARE

Power over Loss

WARLOCK

Wild: Collect 1 card from the top of the deck for each of your tokens lost to other players' star discs or out of the game.

Super: Collect 2 cards for each token lost.

Fram. Gr.

FLARE
Power to Incite

WARLORD

Wild: You may forbid the spending of Lucre during a challenge.

Super: You may permit a forbidden action for a fee of one or more Lucre.

Fram. Gr.

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.

Fram. Gr.

FLARE
Power of Growth

WEED

Wild: You may take 5 tokens from a color not in the game and place them on your bases. They become part of your force for the rest of the game. Discard after use.

Super: You may place the tokens you grow on planets in your home system where you have no tokens.

Fram. Gr.

FLARE
Power to Stockpile

WARMONGER

Wild: Fire a missile at one planet base anywhere. The planet is destroyed permanently, and tokens there are removed from the game. Discard after use.

Super: You may stockpile and fire multiple warheads. If you have multiple cards stockpiled on a base, they must all be revealed together. If you lose this card, discard all but one "missile" per planet.

Fram. Gr.

FLARE
Power to Replace Your Hand

WASTREL

Wild: Use this card as a Misdeal Edict. Discard after use.

Super: When you discard your hand, you may keep any cards you want. Then draw enough cards to bring your hand up to seven.

Fram. Gr.

FLARE
Power of the Moon

WEREWOLF

Wild: If you lose a moon challenge as the defender, your tokens remain and the attacker loses his tokens to the warp, despite winning.

Super: Your totals are tripled when you have a moon in the defensive system.

Fram. Gr.

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).

Fram. Gr.

FLARE
Power to Redefine

WEBSTER

Wild: In any challenge, after allies are committed, you may redefine the requirements for winning the challenge (highest total, lowest total, odd total or even total).

Super: At the start of your turn, you may redefine a card you have in your hand.

Fram. Gr.

FLARE
Power to Pull

WHIRLPOOL

Wild: If you lose a challenge as an ally, you may pull all winning allies into the Warp with you. They get nothing for their win.

Super: You may allow a player to remain on the base in exchange for a base or cards.

Fram. Gr.

WHORE

FLARE

Power to Sell Yourself

WHORE

Wild: Sell this card to another player for half his Lucre (rounding up). He must buy it. This card may be used only once per challenge.

Super: If your offer is not accepted, take all of your opponent's Lucre.

Fram. Gr.

WITCH DOCTOR

FLARE

Power to Moon

WITCH DOCTOR

Wild: Remove all moons in one system from the game. Tokens on them go to the Warp. Discard after use.

Super: On each of your turns, you may replace one moon that is in the warp with a new one taken at random. Treat it as if you had just landed there.

Fram. Gr.

WORM

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.

Fram. Gr.

WILL

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.

Fram. Gr.

WITCH

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.

Fram. Gr.

WRACK

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.

Fram. Gr.

WIMP

FLARE

Power to Chicken Out

WIMP

Wild: Use this card as a Safety. Discard after use.

Super: You may use Lucre from the box to pay off your attacker.

Fram. Gr.

WIZARD

FLARE

Power to Accumulate

WIZARD

Wild: If you lose a challenge as a main player or ally, take the top Flare from the Flare Deck.

Super: You do not need to discard accumulated powers.

Fram. Gr.

WRAITH

FLARE

Power of Invisibility

WRAITH

Wild: Plant an invisible token on one other player's star disc immediately upon receiving this card. In your next challenge against the player, reveal the token and add five points to your total. If you still hold this card at the end of the challenge, plant another invisible token.

Super: You may commit any number of invisible tokens to the challenge. If Flare Zapped, treat it as if you committed three (3) invisible tokens.

Fram. Gr.

WRETCH

FLARE

Power of Misery

WRETCH

Wild: You may play as many Attack cards as you wish in a challenge so long as the total does not exceed 40. The sum of the cards is treated as the value of one Attack card. Discard all of the cards you played after the challenge.

Super: You win an overkill.

Fram. Gr.

YING-YANG

FLARE

Power to Reverse

YING-YANG

Wild: While this card is in your hand, you may not ask for allies nor may you voluntarily accept an offer to ally.

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

Fram. Gr.

XENOMORPH

FLARE

Power to Shapeshift

XENOMORPH

Wild: When you play a Wild Flare that must be discarded, you may replace it with one from the top of the unused Flare deck.

Super: You may shapeshift as many times as you want on each challenge.

Fram. Gr.

YOUTH

FLARE

Power of Irresponsibility

YOUTH

Wild: You may disavow a deal within three turns of making it. Players return what they received. You must still have what you received to disavow the deal. You are still deemed to have made the deal.

Super: Your "parent" must pay double for your losses.

Fram. Gr.

XEROX

FLARE

Power of Duplication

XEROX

Wild: If someone plays a wild Flare, you may immediately play this card as if it were the same Wild Flare. He gets to use his Flare first. Discard after use.

Super: When you copy a card, the original gets "destroyed", and has no effect.

Fram. Gr.

ZEPHYR

FLARE

Power to Gust

ZEPHYR

Wild: Pass this card to the right. Each player must then pass one card from his regular hand to the right on his right (if possible). This card may be used only once per challenge.

Super: You may choose to pass to the left or right.

Fram. Gr.