

Mayfair

Optional



Unlimited Token Movement Mayfair

# AMOEBAS

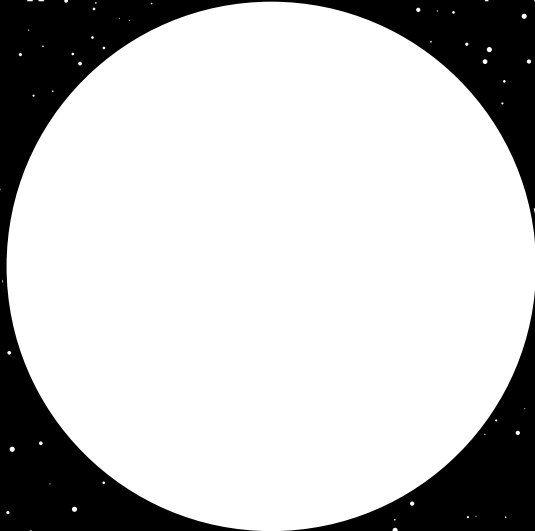
## AMOEBAS

You have the **power to ooze**. When you are a main player in a challenge, after selecting Challenge Cards but before revealing them, you may increase or decrease the number of your tokens in the challenge. You may remove some or all to your bases, or you may add as many more as you want to your side of the challenge from any of your bases (as long as you had some in the challenge to start with). If you are the offensive player, you may ooze more than four tokens into the cone.

**History:** Spawned on a totally liquid world, Amoebas are highly conscious of vibrations. Though quick to withdraw from danger, they are equally able to ooze menacingly into combat when confronted with the proper turbulences. Amoebas have no pity on those who are less able to respond to circumstance.

Mayfair

Optional



CHANGES LUCK Mayfair

# ANOMALY

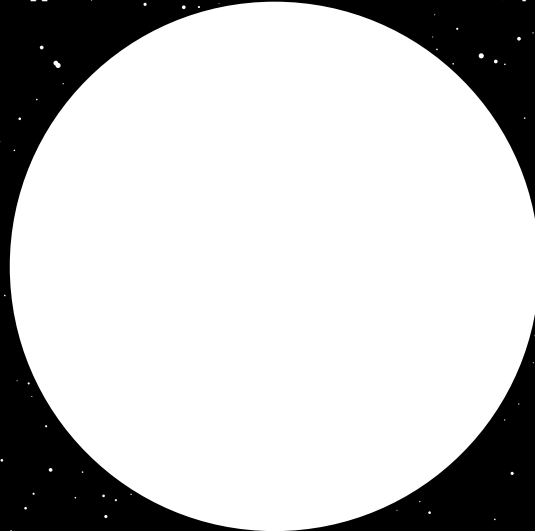
## ANOMALY

You have the **power of improbability**. Once per challenge, you may cancel a random event (eg. drawing cards from the Deck, drawing cards randomly from another player, flipping the Destiny Pile) and force it to be done again.

**History:** Born on the seventh planet of their solar system, the unpredicable Anomaly continually beats the odds against it. When a starship crashed on their planet, its warp drive miraculously intact, they quickly adapted the technology and now test their luck throughout the cosmos.

Mayfair

Mandatory



Lower Total Wins Mayfair

# ANTI-MATTER

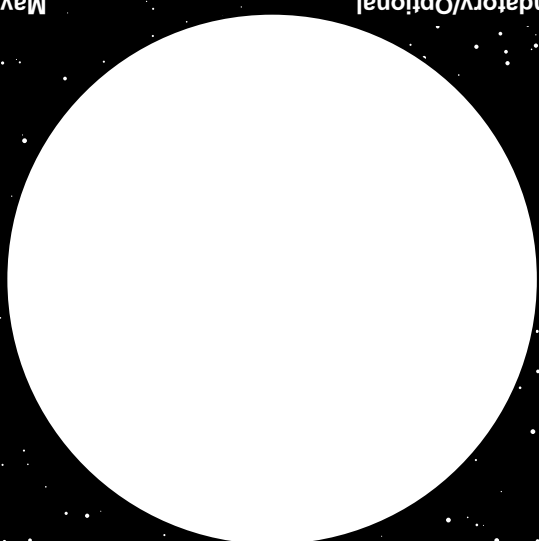
## ANTI-MATTER

You have the **power of negation**. If you and your opponent both play Attack Cards, the lower total wins. Furthermore, your tokens as well as any offensive and defensive allies are subtracted from the appropriate side's card. Your opponent's tokens are added to his card as usual.

**History:** Spewed forth from a white hole, the worlds of the Anti-Matter careen through space negating whatever they encounter. Opposed to the very existence of gross mass, the Anti-Matter is dedicated to reducing all opposition to less than nothing.

Mayfair

Mandatory/Optional



Picks Hand And Draws Flares Mayfair

# ARISTOCRAT

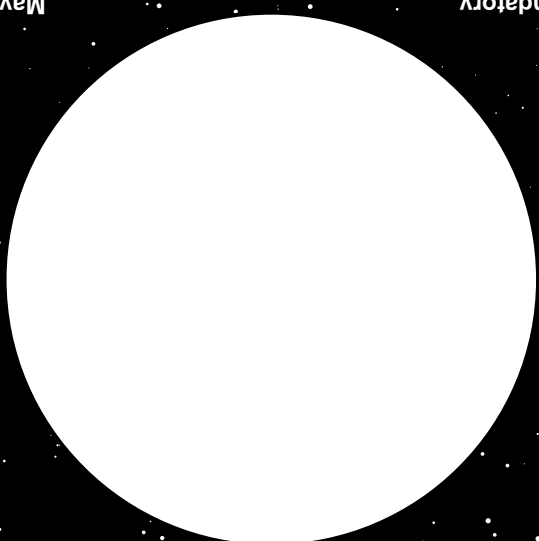
## ARISTOCRAT

You have the **power of privilege**. This gives you two special abilities. 1. At the start of the game, instead of being dealt a hand, you look through the challenge deck, choosing any seven cards as your starting hand. You may not select the Aristocrat Flare or the Keeper Edict as part of your hand. After you have made your choices, shuffle the deck and deal regular hands to the other players. 2. Whenever you are a main player, you draw the top card from the pile of unused Flares. Once you have drawn one in this manner, you must discard a Flare from your hand (if you have one) before drawing a new one. Flares so discarded are removed from the game; they do not go onto the regular discard pile.

**History:** Beginning life with every advantage, the Aristocrats expect deference and respect from others. Drawing on a storehouse of great wealth from their feudal planet-estates, they now turn their majestic gaze upon the squabbling villains of space.

Mayfair

Mandatory



Removes Others Tokens Mayfair

# ASSASSIN

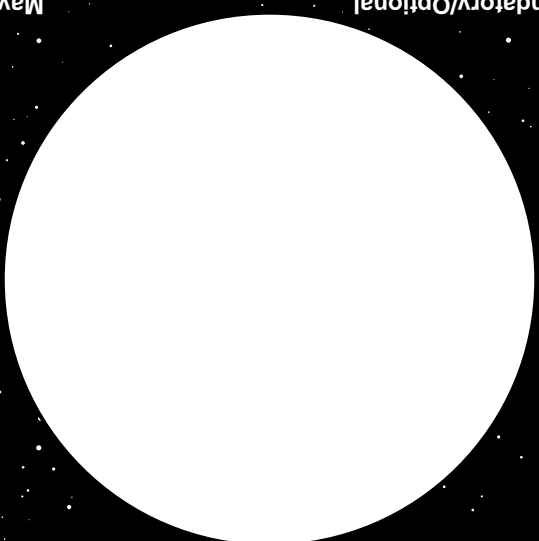
## ASSASSIN

You have the **power to execute**. Whenever any other player's color comes up in the destiny pile, you must send one token of that color from any base to the warp. You select which token to execute. You assassinate a token of the player whose color was turned up, even if that player does not end up being challenged because of the Will or some other effect. On a Wild Destiny card, you may assassinate any token of your choice regardless of whom the offensive player chooses to attack.

**History:** After being subjected to colonial domination for thousands of years, a hive of Assassins rose up on an outpost planet in a forgotten empire. Devoted to terrorism and adept at choosing the most isolated and vulnerable as their victims, they mercilessly cleansed their sector of it overlords. Having become imperialists themselves, however, they learn new uses for their old talents.

Mayfair

Mandatory/Optional



Taxes Use Of Cone Mayfair (Lucre)

# ASSESSOR

## ASSESSOR

You have the **power to tax**. Whenever any other player puts tokens into the cone, he must either pay you two Lucre or he must take one of his tokens from any base and place it on the star in your home system, as collateral. In order to release his collateral tokens, the player must pay you three Lucre for each token he wishes to free from your system. This must be done at the start of his challenge. You may include collateral tokens as part of a deal. If you lose your power, taxes may not be collected, but you maintain the collateral tokens to use as described above.

**History:** The Bureau of warp management and Assessment excels in its persistence to duties. Once proud and beautiful, the race has come to resemble their unabated greed. Their huge, misshapen bodies are the butt of many an interstellar joke.

**Do Not Use With Insect Use Only In A Game With Lucre**

Mandatory

Mayfair



Makes Others Reveal Hands Mayfair

# AURA

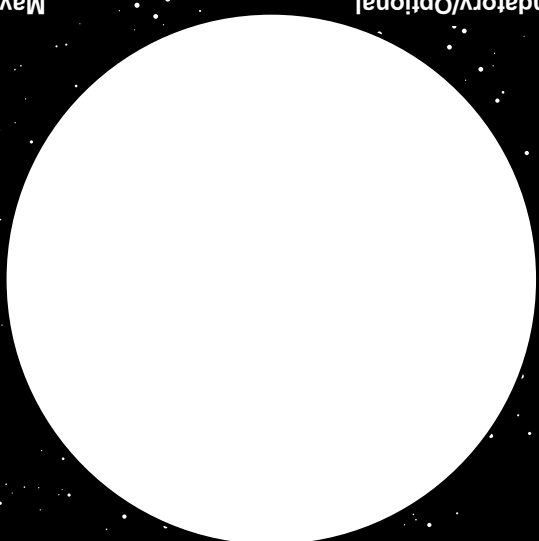
## AURA

You have the **power of honesty**. On any challenge, you can force both main players, except yourself, to expose their hands before soliciting allies. After allies commit themselves, the main players pick up their hands and the challenge proceeds normally. You never reveal your hand. Edicts and Flares may be played directly from face up hands.

**History:** Radiating its presence upon all who cross its pass, an intelligent star instills openness and honesty wherever it shimmers. Other life forms cannot resist the vast power of the Aura as they open their hearts and minds to one another.

Mandatory/Optional

Mayfair



May Challenge Everyone Mayfair

# BERSERKER

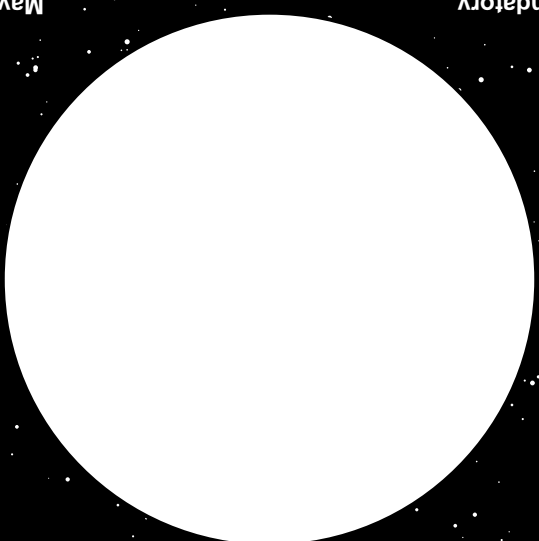
## BERSERKER

You have the **power to go berserk**. As the offensive player, you may challenge any and all players on a planet in the defender's system. You decide which of the attacked players will represent his side. Players under attack may not ally, but their attacked tokens count toward their side's totals. In addition, any time you play a Compromise Card, treat it as an Attack 15.

**History:** The Berserkers started out on their home world as a trusting and friendly race. After they narrowly saved themselves from extinction at the hands of several native predators, the Berserkers adopted the viewpoint that everyone is their enemy. That attitude, plus a desire to make their home world safe for Berserkocracy, vaulted them to domination. From there, it was a small step to neighboring worlds and then a large sector of the cosmos.

Mandatory

Mayfair



Challenges Challenger Mayfair

# BOOMERANG

## BOOMERANG

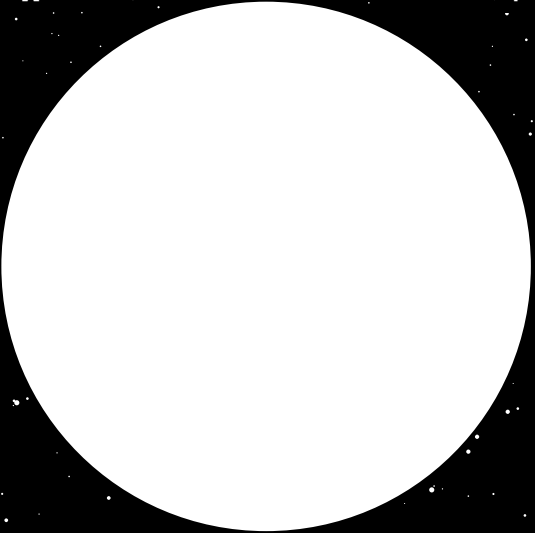
You have the **power to return**. Whenever you are the defensive player in a challenge, you must immediately challenge the offensive player in his home system. Plays is suspended while you complete your challenge, but you begin the challenge from step 3 (pointing the cone). That is, you do not receive new Lucre or tokens, nor is a Destiny card flipped. Once you have completed your challenge, play resumes with the original offensive player's challenge in your system.

**History:** Not long after popping out of the egg, the baby Boomerang learns to toss twigs, shards of bark, and even dried fruit peels (properly shaped, of course) in widening circles of flight. As the species ripens toward maturity, this athletic pursuit becomes an all-consuming game. Fully grown, the Boomerang discovers the wonders of warp science, and unable to resist the ultimate opportunity to display their skill and cunning, they sally forth into happy orbits, barely perturbed by the threats of others.

**Do Not Use With Insect Or Changeling Not Recommended In A Three-Player Game**

Mayfair

Mandatory



Selects Losing Tokens Mayfair

# BULLY

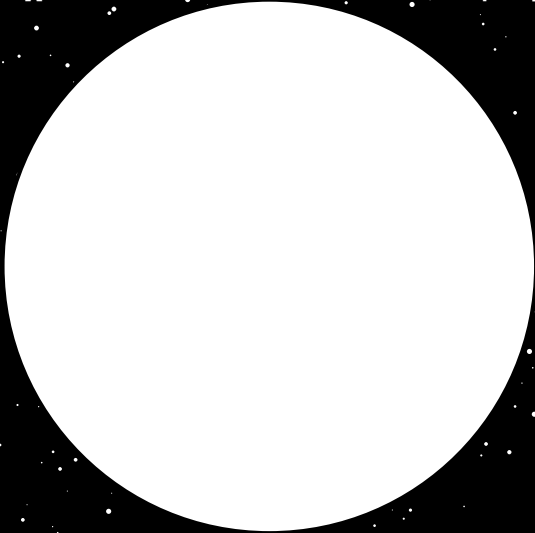
## BULLY

You have the **power to intimidate**. If you win as a main player and both players played Attack Cards, you select which tokens your opponent must lose. He loses the same number he had in the challenge, but you take them from anywhere. If you are the offensive player and leave defensive tokens on the target planet, your tokens coexist there with your opponent's. If you challenge a moon, you must remove the tokens there or you cannot land. If you are the defensive player and do not select your opponent's tokens from the cone, those tokens return to his other bases.

**History:** Habitually cruel to those who show signs of weakness, the Bully exploits any opportunity to run roughshod over its opponents. The false courage that is the hallmark of the Bully strikes terror into the less aggressive races in the Universe, and many flee rather than risk a confrontation. If none stand in its way, the Bully seek to trample its way to Cosmic dominance.

Mayfair

Optional



Can Replace A Challenge Card Mayfair

# BUSYBODY

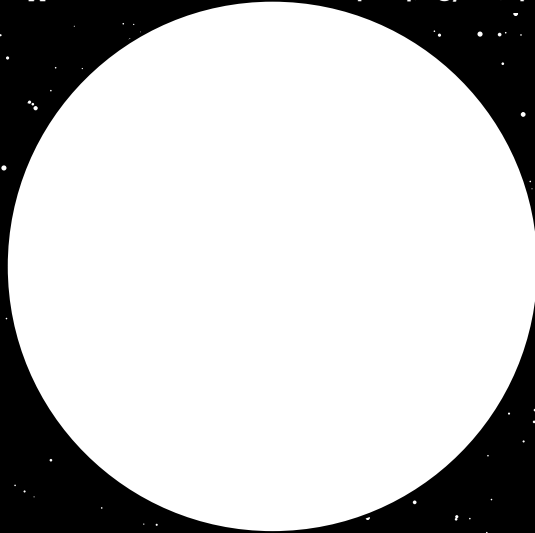
## BUSYBODY

You have the **power to meddle**. In any challenge in which you are a not main player or an ally, you may look at either player's Challenge Card after it is played and before it is revealed. You may then trade that card for one from your hand. If you trade the card and the player wins the challenge or makes a deal, you receive a reward of one card from the deck or one tokens from the warp for every token the player had in the challenge. If you trade and the player loses the challenge or fails to make a deal, you lose the same number of tokens to the warp as he does; you elect which of your tokens to lose.

**History:** The Busybodies evolved from social insects. In addition to having absolutely no concept of privacy, they take the notion of "pitching in" to extremes. If a Busybody sees someone involved in a task, it will drop whatever it is doing and lend a pedicel. The Busybodies' goal is to obtain a position of dominance from which they can interfere with the affairs of the entire Cosmos.

Mayfair

Mandatory/Optional



Gets Lucre For Tasks Mayfair (Lucre)

# BUTLER

## BUTLER

You have the **power to wait upon**. You flip the destiny pile, hand out cards, position the cone, and perform all other manually demeaning chores for the offensive player after he signals the start of his challenge. Unless he gives you a tip of two Lucre, you may perform one of the following as you wish: position the cone on any planet or moon in the defensive player's system where a legal challenge may be made and where he doesn't already have a base, or select the offensive player's tokens from anywhere you wish (you may take only as many as he specifies). If the offensive player does tip you, you must obey his wishes with regard to your chores for the rest of the challenge. You must perform certain functions gratis, such as passing out card that a player is entitled to. You may look at any of these cards which are purchased with Lucre. You must be courteous, and a tip of two Lucre is all you may collect per challenge.

**History:** "To serve is to live." The motto of the house of Butt guides its family as they build for their true hope: to turn the Cosmic tables and be named first in the Cosmic Will.

**Use Only In A Game With Lucre**

Mayfair

Optional



Can Reduce Higher Attack Card Mayfair

# CALCULATOR

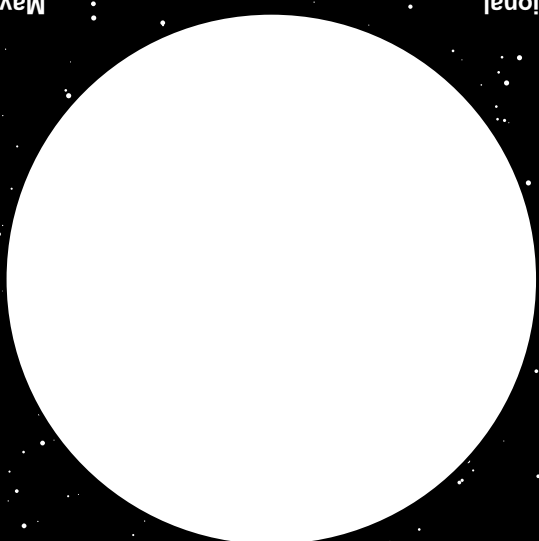
## CALCULATOR

You have the **power to equalize**. When you are a main player, once cards are played down but before they are revealed, you may declare "equalize". If you do so and both cards are revealed as Attack Cards, the value of the higher one is reduced by double the value of the lower one. (Thus if a 15 and an 8 are played, the 15 becomes worth only -1, but the 8 is still worth 8.) This calculation occurs after the effects of Kickers.

**History:** Defenseless on a jungle world, the order of the Calculators grew adroit at ensnaring their powerful but bungling competitors. Now adept at turning strength back against itself, they study the prospects of galactic empire, trusting that other, grosser beings will not also grow calculating.

Mayfair

Optional



Plays Challenge Card As Ally Mayfair

# CAVALRY

## CAVALRY

You have the **power to reinforce**. As an ally in a challenge, you may play a Challenge Card from your hand in addition to the Challenge card played by your side's main player. Play this card face down at the same time as the main players and reveal it along with theirs. Anything that affects the main player's card, such as Chronos, has the same effect on yours. If you play an Attack Card, add it to your side's total. If your ally's card is a Compromise, your card has no effect. If you play a Compromise Card and your side loses the challenge, you receive consolation after the main player has taken consolation, if applicable. In any case, your card is discarded after use.

**History:** This race of interstellar policemen has gained quite a reputation for keeping peace on the fringes of space. Many diverse aliens have called upon the Cavalry to help suppress outpost revolutions. Now the Cavalry hope to rule the Cosmos by becoming indispensable.

Mayfair

Mandatory



Changes Power With Opponent Mayfair

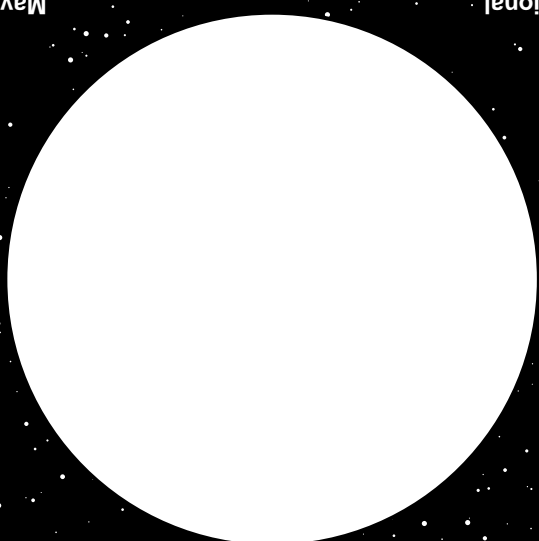
# CHANGELING

## CHANGELING

You have the **power to change form**. When you are a main player in a challenge, you take over your opponent's Alien Power Card and give him yours. He now becomes the Changeling, and you take on his Alien Power. Do this as soon as the defensive player is determined. The challenge is now carried out. The Changeling power may be used only once per challenge.

**History:** The childlike Changeling love to play and gleefully anticipate new experiences. Recently they have developed the unsettling ability to shed their psyches in exchange for those of others. Their standard greeting of "I just don't seem to be myself today" provokes panic in many a passing acquaintance as the Changelings leapfrog about the Cosmos.

Optional  
Mayfair



Takes New Challenge Card Mayfair

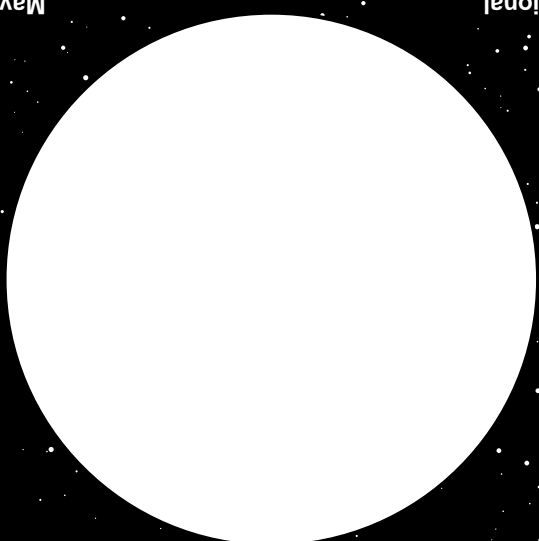
# CHOSEN

## CHOSEN

You have the **power of divine intervention**. After revealing Challenge Cards, you may discard yours and replace it with the top card of the Challenge Deck. If you draw a card that is not an Attack or Compromise Card, discard it and draw again until you draw an Attack or Compromise Card. Resolve the challenge using the new card. You may not discard your card more than once per challenge.

**History:** A deeply spiritual and philosophical race, the Chosen have become attuned to a higher force in the Cosmos that they call upon in times of need. They are every wary, however, for sometimes this omniscient power harms rather than helps.

Optional  
Mayfair



Can Replay Challenge Mayfair

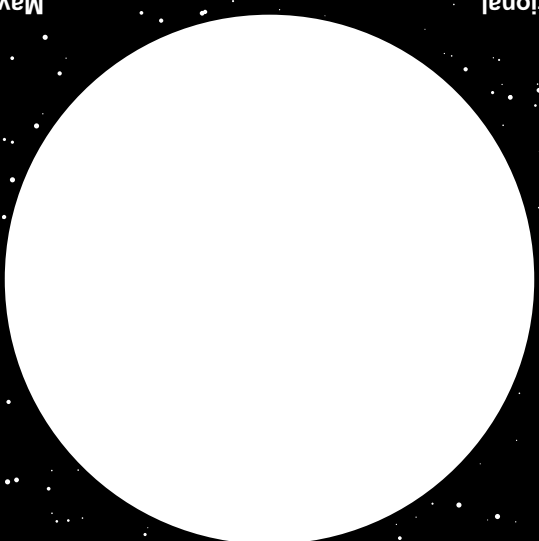
# CHRONOS

## CHRONOS

You have the **power of time travel**. When you are a main player in a challenge, after Challenge Cards have been revealed, you may avoid the outcome and gain a second chance by declaring "time travel." In this case, you pick up the card you played and return it to your hand. Your opponent leaves the card he played face down and to one side (unless he shows you it is his last Challenge Card). Now, you both play the challenge again starting from the point at which you selected cards to play. You both can use any card in your hands, and this time the outcome is final. When the challenge is over, your opponent takes back the card that was set aside.

**History:** Unique among life forms, the Chronos has forever been able to pierce the veil of time and control its own past. Now, the elite of the race grows tired of a world where minor rivalries lead to constant paradoxes and time-quakes and has set out to redesign the Universe. That this involves altering reality comes as past history to the Chronos.

Optional  
Mayfair



Keeps Own Challenge Card Mayfair

# CLONE

## CLONE

You have the **power to replicate**. You need not discard any Challenge Card that you play. Instead, you may keep it.

**History:** A prolific species on a slowly cooling globe, the Clones traditionally selected the best of their race to represent them in territorial struggles. But as the gene pool narrowed, one clan developed the techniques to duplicate their champion before battle. Thus, always rejuvenated, they came to dominate their world during the geological crisis and emerged from it eager to carry their new knowledge into a Cosmic competition.

Optional  
Mayfair



Draws Double Cards Mayfair

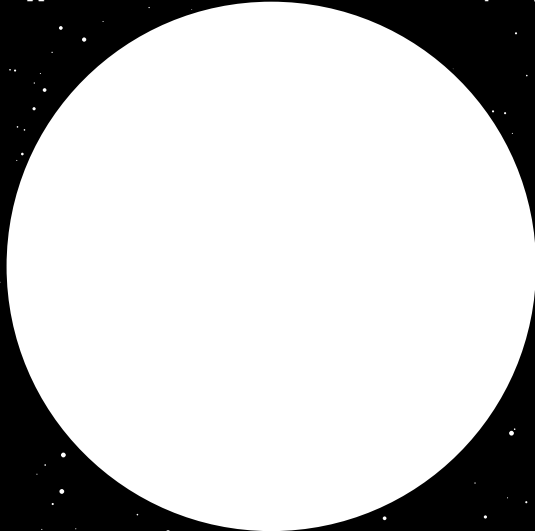
# CONNOISSEUR

## CONNOISSEUR

You have the **power of refinement**. Whenever you are entitled to draw from the Challenge Deck, including at the beginning of the game, you draw twice the number that you need. After examining the cards, discard half of them.

**History:** Raised on the best of all possible worlds, the Connoisseur's attitude of superiority comes naturally. As the repository of all the important art and literature of the universe, the Connoisseurs have taken exception to the bad manners displayed by the bourgeois species raving their home worlds. Connoisseur legions, outfitted in impeccable taste, have begun to aid the process of natural selection.

Optional  
Mayfair



Tells Allies Number To Commit Mayfair

# CRYSTAL

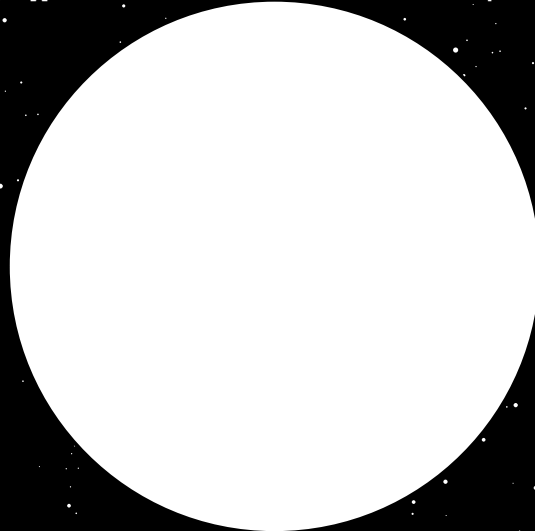
## CRYSTAL

You have the **power of arrangement**. Whenever you are a main player or ally in a challenge, you may determine how many tokens each other ally brings (up to 4). They may refuse to ally at all, but if they come in with one or more tokens, you can alter how many each must commit to any number from one to four.

**History:** Arranged in orderly, three-dimensional lattices, Crystals tend to dominate the arrangement of their local environment. They know that with a few suggestive seeding hints they can bring the entire Universe into the most efficient energy packing: Crystalline order.

**Not Recommended In A Three-Player Game**

Optional  
Mayfair



Assigns Main Players Mayfair

# DELEGATOR

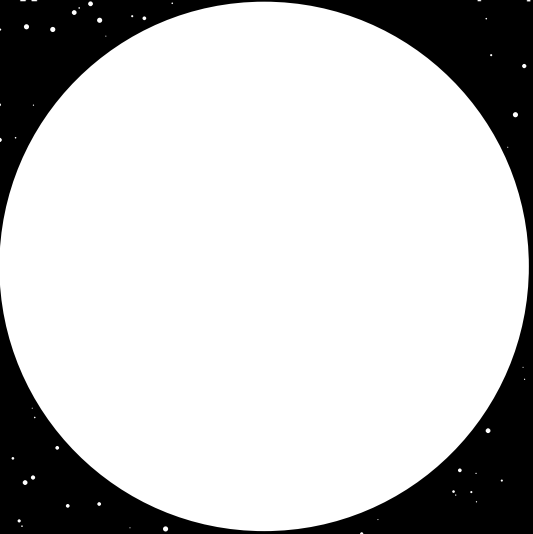
## DELEGATOR

You have the **power to delegate**. As a main player or ally in a challenge, once all allies have committed tokens but before Challenge Cards are played, you may assign an offensive ally to be the offensive player, or a defensive ally to be the defensive player, or both. Displaced main players are now treated as allies. The delegates use their own Alien Powers, if appropriate, and play Challenge Cards from their own hands. Consolation is collected and given by delegates, and if the delegates make a deal, any displaced main players must return their tokens to bases with other allies. If an offensive delegate wins or makes a deal, it is considered a successful challenge for the original offensive player. After the outcome of a challenge is determined, play returns to the original offensive player, or to the player on his left, as appropriate.

**History:** Long accustomed to sharing power in their small city-states, the Delegates have learned keen sensitivity to group dynamics. From a mere twitch or eager gaze, they can recognize leaders among their allies; but the slightest quiver surely betrays the weak among their enemies.

Mayfair

Optional



May Replace Offensive Player Mayfair

# DEMON

## DEMON

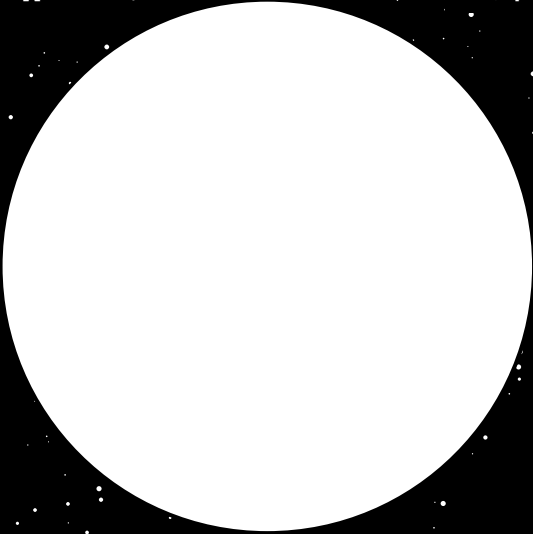
You have the **power to possess**. Once the offensive player plays a Challenge Card but before he reveals it, if you are not involved in the challenge you may possess his tokens. The offensive player returns his tokens to bases (he cannot use his power during the rest of the challenge), and you put an equal number of yours into the offensive end of the cone. Determine the outcome of the challenge normally, with you gaining a base or losing tokens as the original offensive player would have. Play then resumes as if the original offensive player had carried out the challenge.

**History:** Hailing from deep within the core of a molten planet, the Demons were exiled from their original galaxy for unprincipled opportunism. Knowing their mere presence saps others' will to win, they now seek Cosmic vengeance.

**Do Not Use With Chronos**

Mayfair

Mandatory



Plays Two Challenge Cards Mayfair

# DEUCE

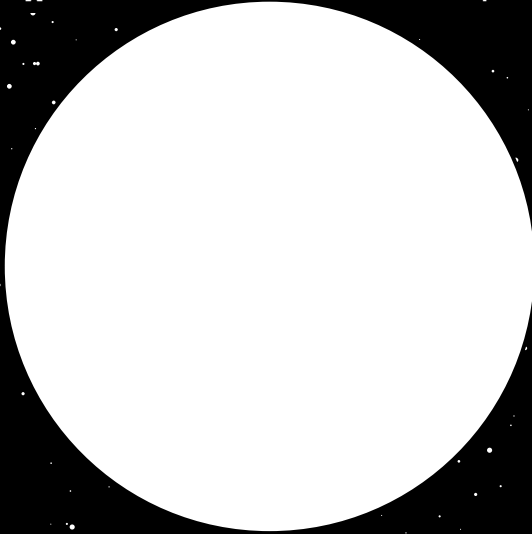
## DEUCE

You have the **power two**. When you play a Challenge Card, play an extra one to one side. If both are Attack Cards, add the second card to your side's total to resolve the challenge. If either is a Compromise Card, you have played a Compromise. After the challenge is resolved, discard the Compromise Card if you played one or the higher Attack Card if you did not. When you have only one Challenge Card at the start of your turn or when you are defensive player, draw a new hand as if you had no Challenge Cards.

**History:** Twin suns and a double moon have endowed the ambidextrous Deuce with twice the strength of its opponents. Cleverly concealing his real value behind an amiable mask, the two-faced Deuce sees universal control within reach.

Mayfair

Optional



Controls Destiny Pile Mayfair

# DICTATOR

## DICTATOR

You have the **power to command**. Whenever any other player picks up from the destiny pile, you direct the cone to the system of your choice. Your opponent must then make the challenge in that system, choosing any legitimate planet or moon as if that color had come up. If he cannot make a legitimate challenge in that system, you must choose another system. The Dictator cannot use his power as the offensive player, and he does not change the color of the Destiny Card, only the destination of the cone. (The Dictator has no effect when a wild card is drawn and cannot change the rules of engagement, as with Comets or Destiny Cards specifying a moon challenge or warp challenge, for instance.)

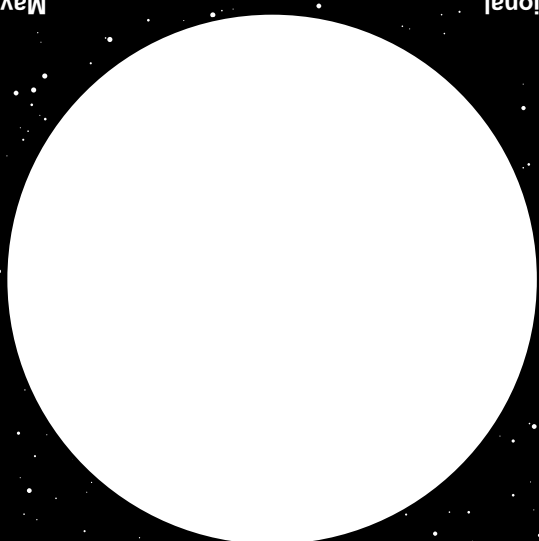
**History:** Grotesque creatures rejected by an old and cultured world, the Dictator pushes and clawed their way to planetary dominion. Relentless in their demands, they turn friend against friend to do their bidding. Recently they have begun to tire of toying with the weak races at home and seek to call terms for the Universe.

**Do Not Use With Siren**



Mayfair

Optional



Can Negotiate 3-Way Deals Mayfair

# DIPLOMAT

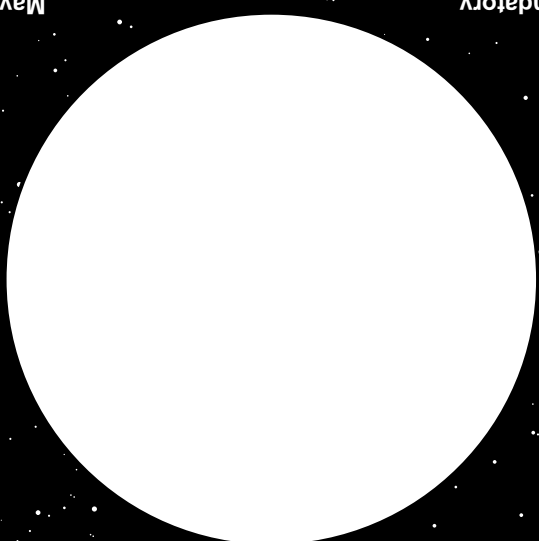
## DIPLOMAT

You have the **power to negotiate**. Whenever an Attack card is played in a challenge and you are not one of the main players, you can call out "negotiate". You and the two main players then have two minutes to make a three-way deal. The normal rules apply for making a deal, including that no player can gain more than one base and that you each lose three tokens to the warp if you fail.

**History:** A foreboding presence held in awe by other planetary life forms, the Diplomats strike only when their webs are fully spun. Those caught by the consequences of their own rash acts find the diplomat ever ready to negotiate a "reasonable settlement" to the issue.

Mayfair

Mandatory



Spread To Other Planets Mayfair

# DISEASE

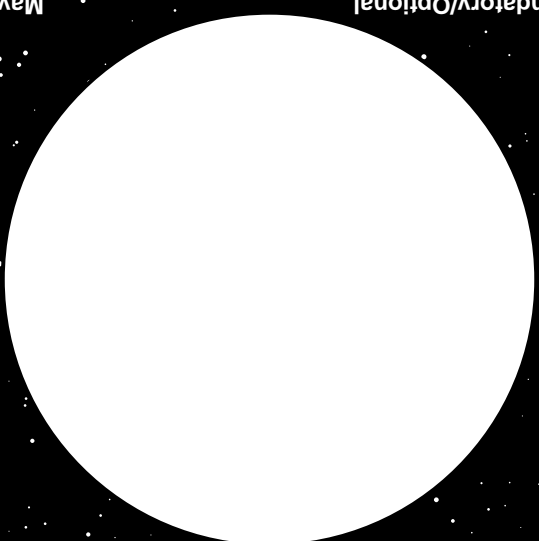
## DISEASE

You have the **power of contagion**. Whenever the destiny flip reveals a color corresponding to a system other than your own in which you have a planet base and that base has four or more of your tokens on it, you may take one or more of these tokens from that base and move them to any other planet in that system. You may gain only one base per challenge in this manner. If the wild destiny card is flipped, the color chosen by the offensive player is considered to be the color of the card, and the defensive system on a special destiny card indicates the color for Disease.

**History:** Long ago, the Disease decimated the life forms on their native planet. On the brink of extinction from their very success as an evolutionary organism, interstellar travel gave the Disease a vast new future. Once having secured a humble position in a new system, it becomes only a matter of time before they rise to dominate it.

Mayfair

Mandatory/Optional



Gets Opponent's Cards Mayfair

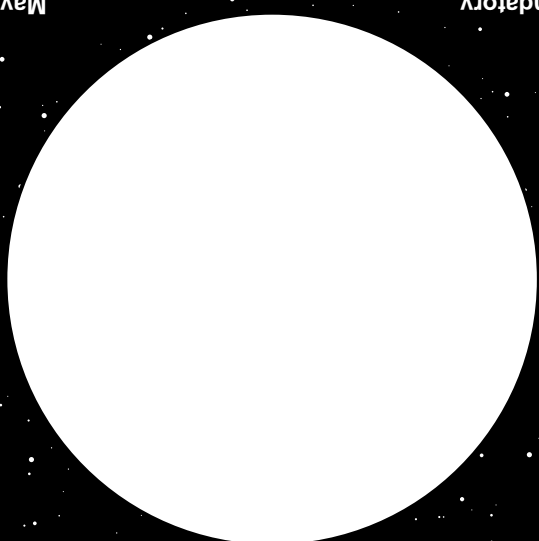
# DOPPELGANGER

## DOPPELGANGER

You have the **power to haunt**. At the start of the game, you do not receive a seven-card hand. Instead, each time you are a main player in a challenge, you may ask any one player for two cards from his hand. After seeing the cards, you may either accept them and add them to your hand or you may set them aside and examine what remains of his hand and choose any two cards from it. You must take two cards from the player unless he started with only three, meaning he had only one left to take after you set two aside; in this case, you get the one card remaining. After you have taken cards, the player gets the rest of his hand back, including cards that you set aside. The challenge then proceeds normally. As long as You have the use of your power, you never draw a new hand for lack of Challenge Cards. If you have no Challenge Card in your hand when it is time to play a card, you draw from the deck until you get a Challenge Card, discarding any other kinds of cards that you draw. If someone plays the Hand Zap Edict on you, discard your cards and draw a new hand.

**History:** Haunting its Cosmic colleagues, the Doppelganger often gets the better of them. Each encounter leaves the jittery victim with the feeling that there is more to every passing shadow than meets the eye.

Mayfair Mandatory



Receives Additional Lucre Mayfair (Lucre)

# DRAGON

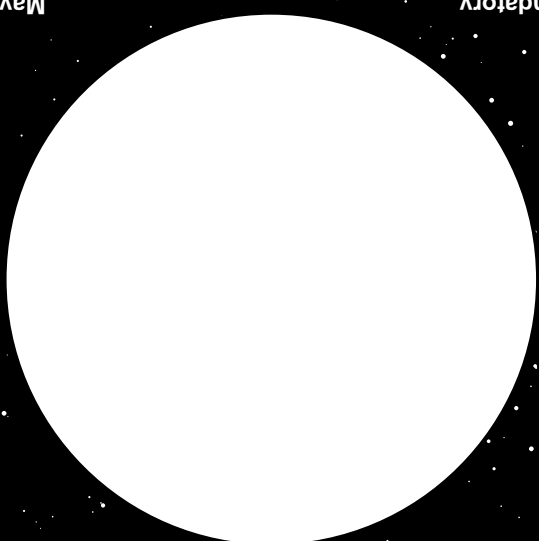
## DRAGON

You have the **power of treasure**. Whenever another player spends Lucre to the bank, you get one Lucre from each purchase, with the rest going to the bank. Thus if another player buys two cards, you get two of the Lucre, with the other six going to the bank.

**History:** The overpowering greed of the once comely race of Dragons has gradually misshapen them in the same way as it has the Assessor race. They have turned the natural wealth of their home worlds into an interstellar investment empire and now seek only to increase their treasure and glory in the profits they steal from others.

**Use Only In A Game With Lucre**

Mayfair Mandatory



Changes Attack To Compromise Mayfair

# EMPATH

## EMPATH

You have the **power of harmony**. When you play a Compromise Card, it changes your opponent's card into a Compromise Card also. You then have one minute to make a deal.

**History:** Eons of overpopulation forced the highly social Empaths to cooperate in every facet of their lives in order to survive. On their lush, tropical planet, they learned the value of deference and yielding. Now, they are striving to teach harmony to all other Cosmic life forms.

Mayfair Optional



Uses Lucre As Tokens Mayfair (Lucre)

# ENTREPRENEUR

## ENTREPRENEUR

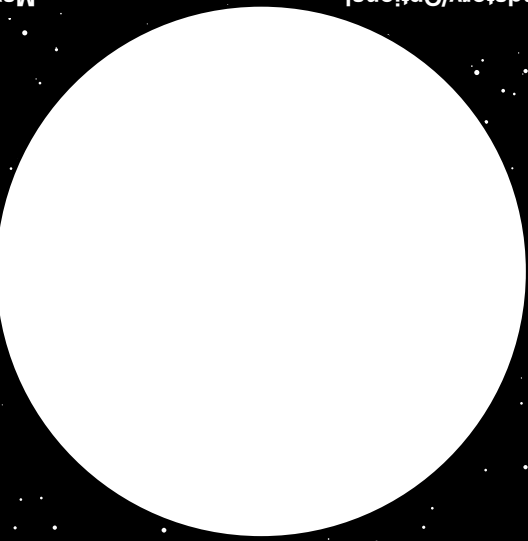
You have the **power to invest**. You begin the game with five extra Lucre. Whenever you put tokens in the cone, you may put some Lucre in instead. The Lucre acts as tokens for purposes of resolving the challenge and for consolation. If you are on the winning side, you double the Lucre committed in the challenge and tokens get a base or rewards as normal. If you back the losing side, the Lucre invested is lost to the bank. In the event of a deal, take your Lucre back as you would your tokens. You can use some tokens and some Lucre in the same challenge, but the total may not exceed four. If you lose your power during a challenge, return any Lucre from the cone to your Lucre pile, replacing them with tokens from bases.

**History:** Getting their start by hiring mercenaries to do their fighting, the Entrepreneurs soon found that the risk capital began to function just as well on its own, without renting soldiers from other races. As the Entrepreneurs learned to choose their battles more carefully, their investments began to pay big dividends. They are now trying to bull their way through the Cosmos.

**Use Only In A Game With Lucre**

Mayfair

Mandatory/Optional



Takes Consolation For Attack Mayfair (Lucre)

# ETHIC

## ETHIC

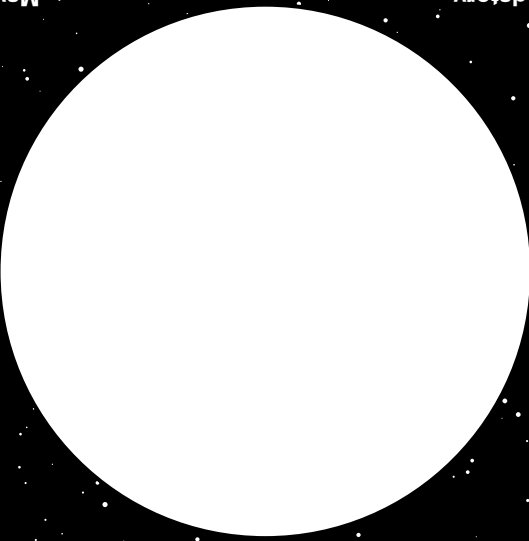
You have the **power of guilt**. Every time you are a main player and reveal an Attack Card in a challenge and lose, you collect four cards as consolation. Any cards you receive as consolation you may choose to discard immediately. If he wishes, your opponent may pay you four lucre per card to reduce the number you take.

**History:** Ascribing to a moral code of the utmost purity, the Ethic sets a universal standard of conduct. Those who would harm the Ethic find themselves curiously repentant, while those who know the Ethic also know the power of the well-placed contribution.

**Use Only In A Game With Lucre**

Mayfair

Mandatory



Receives Opponent's Cards Mayfair (Lucre)

# EXTORTIONIST

## EXTORTIONIST

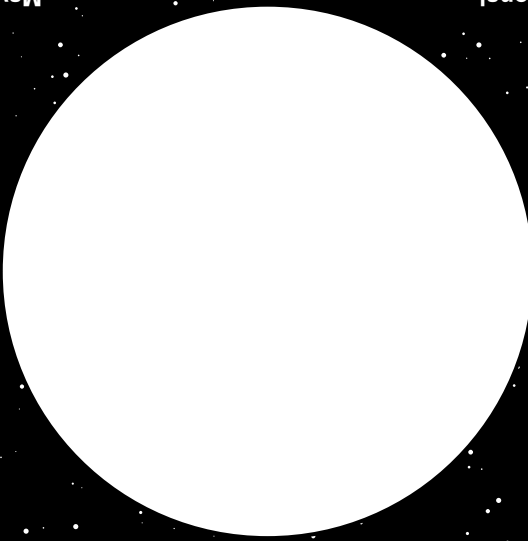
You have the **power to extort**. Once play begins, whenever any other player acquires cards via consolation, rewards, drawing a new hand, exercising his power (except Miser), Flares, or purchasing with Lucre, you may take half of those cards (rounded down) at random and add them to your own hand. After seeing the cards but before you draw, your victim may block the loss of cards by paying your two Lucre per card he would have lost.

**History:** Warped by an unstable home environment, the Extortionist is crazed by greed. The Extortionist racket of graft and corruption reaches into the pocketbooks of every decent citizen of the Universe. Using the wealth that they have unjustly siphoned from honest wage earners, the Extortionists hope to amass enough for the final takeover.

**Use Only In A Game With Lucre**

Mayfair

Optional



Takes Opponent's Used Card Mayfair

# FILCH

## FILCH

You have the **power of theft**. After a challenge in which you were a main player, you may pick up your opponent's discarded Challenge Card and add it to your hand for future use.

**History:** Within their genteel, sophisticated tribes, the Filches have refined the art of acquisition to a high aesthetic. The most judicious and subtle thefts are memorialized in legend and song. Lately, they have taken to eyeing the depths of space and thou

Mayfair

Mandatory



Drives Away Others' Tokens Mayfair

# FILTH

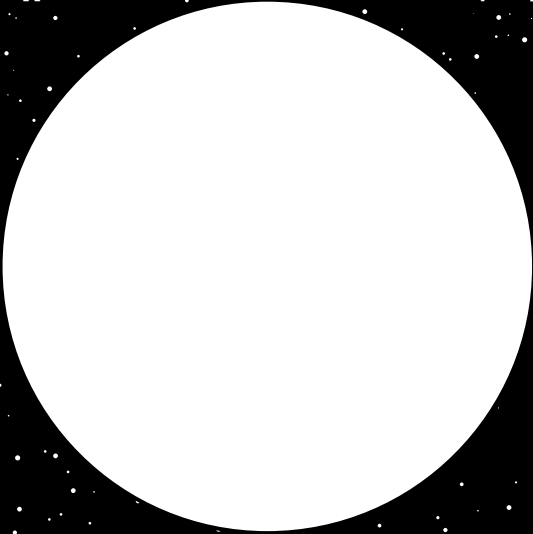
## FILTH

You have the **power to reek**. When you land on a planet, all other tokens on that planet must leave and go to other bases. However, your allies in a winning offensive challenge can land on any other planet in the defensive system. No player can remain on a planet where you have tokens, and a player who somehow has a base there must immediately leave. When you agree to trade bases in a deal, you and that player must each vacate a planet for the other player to land on. Players who win an offensive attack against your tokens on a planet do not gain a base immediately but must return their tokens to their other bases. Your losing tokens go to the warp normally and the planet is "fumigated". On subsequent challenges, players can challenge the empty planet and move tokens onto it if they win.

**History:** The Filth's reverence for the past leaves it unable to remove any trace of earlier events, whether yesterday's glatorp stains or last year's diseased kinzosh. Having driven all other life forms from their home worlds, they are slowly extending out to leave their mark, a ring around the Cosmos.

Mayfair

Optional



Helps Others Mayfair (Lucre)

# FORCE

## FORCE

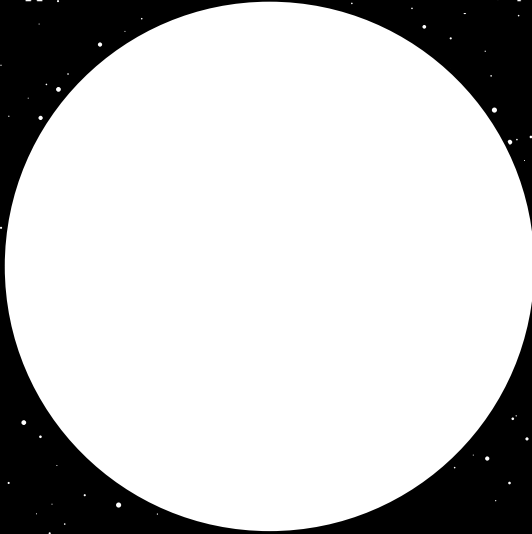
You have the **power to be with**. When you are not a main player, other players may call on you for help and offer you one or more Lucre. The other player may not specify the help he is seeking. If you choose to help him, take the Lucre offered and intercede in a way that you believe will benefit him. You may: 1. alter random events (decide color of destiny flip, choose cards taken in consolation or as rewards, etc.); or 2. limit or moderately expand on the immediate effects of powers, Edicts, Flares, moons, etc. (such as: "The Virus may not multiply allies' tokens, only add them to the total." Or: "The Mobius Tubes just played frees tokens from both the warp and the fan.") You may not aid a player unless called upon, and there is no haggling or communication allowed about your choice of aid.

**History:** Viewed by most races as a mystical entity, the Force is in fact a noncorporeal race of money-grubbers who value currency over enlightenment.

**Use Only In A Game With Lucre**

Mayfair

Mandatory



Attaches To Other Tokens Mayfair

# FUNGUS

## FUNGUS

You have the **power to adhere**. Whenever you win as a main player or ally, your tokens adhere to tokens of your opponents. Instead of going to the warp, your opponents' lost tokens stack under at least one of your tokens that was in the challenge. Captured tokens do not have special characteristics, e.g. Macron tokens are not worth four. You control these Fungoid stacks, each of which is considered to be one token for purposes of play, e.g. taking consolation, going into the cone, etc. When your total force is counted in a challenge, however, each token in each stack counts separately as one of your tokens. Tokens lost to the Fungus are released when the Fungoid stack is in the warp. If you lose your power, each stack counts as one token, but they stay fixed until separated by the warp.

**History:** The Fungus clings tenaciously to its basic perceptions, and now its neighbors find its teachings (and tendrils) rapidly growing on them.

Optional  
Mayfair



Bluffs About Card Mayfair

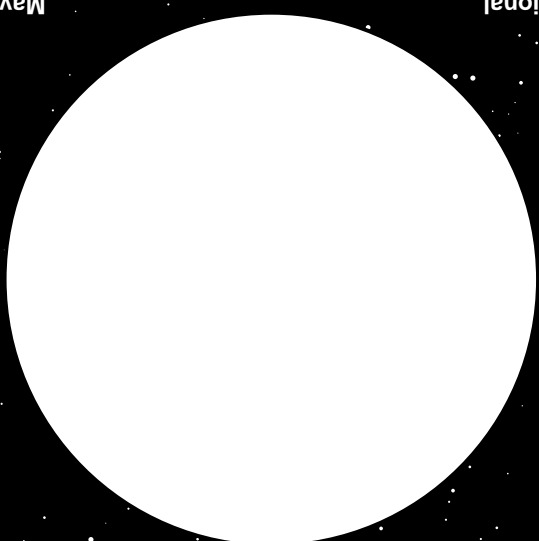
# GAMBLER

## GAMBLER

You have the **power to bluff**. After your opponent reveals his Challenge Card, you keep yours face down and declare what it is (lying if you like). If your opponent accepts your declaration, conclude the challenge as if your declaration were your actual card. When discarding, you may bury the card in the discard pile to avoid revealing it. If your opponent calls your bluff, however, reveal your card. If you lied, you lose to the warp the number of tokens you had in the challenge. If you told the truth about your card, your opponent loses to the warp the number of tokens he had in the challenge. The player losing the bluff chooses which tokens to lose. After taking the penalty tokens from other bases on the losing side of the bluff, resolve the challenge normally.

**History:** Arising in an era of geological turmoil, the Gamblers trusted only their own audacity. The faint of heart soon perished, but the most daring rose to even greater effronteries and now launch a contest for Cosmic stakes.

Optional  
Mayfair



Uses Tokens From Warp Mayfair

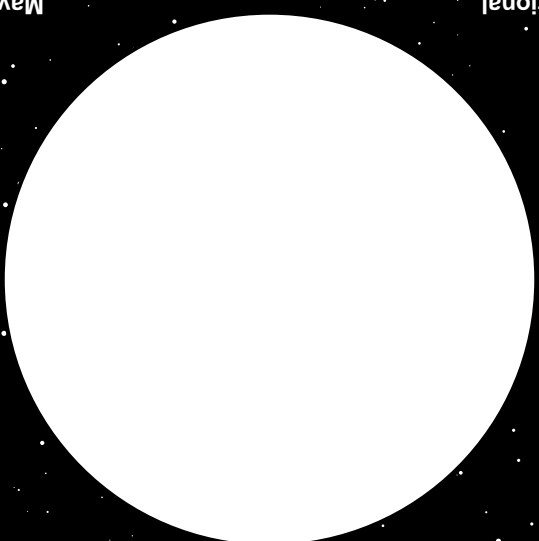
# GHOST

## GHOST

You have the **power to steal life**. As a main player in a challenge, you may place up to four of your tokens from the warp onto the cone to ally with you. Alternately, you may use as allies one to four tokens from the warp of any player not on the opposite side of the challenge. These tokens retain any special characteristics of the owning player. If you win the challenge, these tokens receive the normal benefits of being an ally and join living tokens. If you lose, if you must deal, or if your allies are forced off the cone, the dead tokens return to the warp.

**History:** Emerging only recently through a black hole from a shadow universe, the Ghosts are spreading terror among other races. Their own dead spring back to life without warning, and they've even managed to harness the departed souls of other beings. So far, the other occupants of the Cosmos have found no way of stopping the Ghosts' advance.

Optional  
Mayfair



Adds Lucre To Attack Total Mayfair (Lucre)

# GNOME

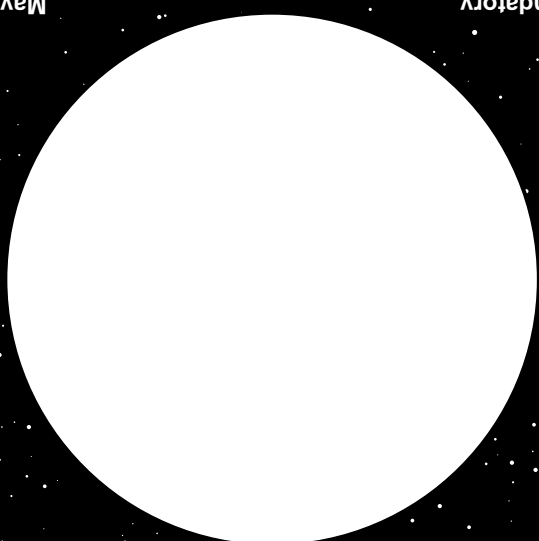
## GNOME

You have the **power of wealth**. As a main player in a challenge, you may add one-third (rounded up) of your Lucre to your attack total without sending it to the bank.

**History:** Reclusive and furtive, the Gnomes work in the background of pan-galactic civilization, scrimping and saving and setting aside. When push comes to shove, however, the Gnomes have always known how to get the most bang for their buck.

**Use Only In A Game With Lucre**

Mayfair Mandatory



Freezes Others' Tokens Mayfair

# GORGON

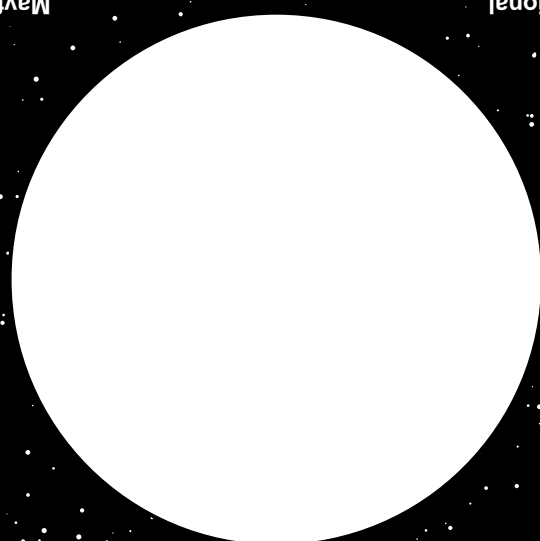
## GORGON

You have the **power to petrify**. Any other players' tokens that share bases with you cannot be removed from those bases for any reason except to go to the warp. Any other players' tokens in your system may not be removed for any reason except to go to the warp.

**History:** The horrifying sight of the Gorgons petrifies any creature that looks upon them. The effect eventually wears off, but only after the Gorgons have abandoned the area. A stranger to a Gorgon world might think this race overly fond of statuary, only to find the statues spring back to life when the Gorgon's leave. Because of their powerful effect on others, the Gorgons often find it difficult to get others to cooperate in their cosmic conquest.

**Do Not Use With Reverse System Hexes.**

Mayfair Optional



Gets Cards In Sympathy Mayfair

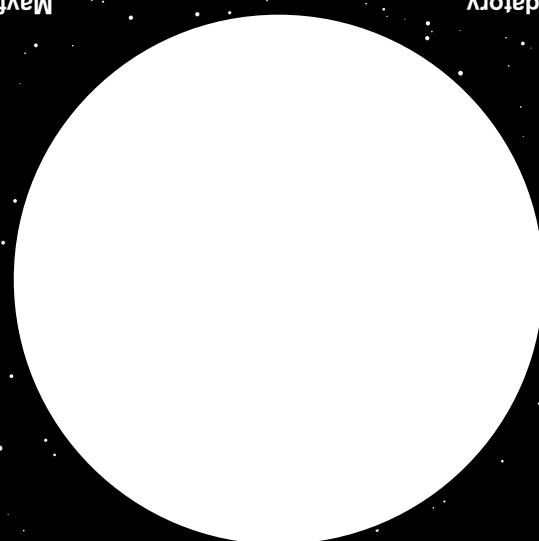
# GRIEF

## GRIEF

You have the **power over loss**. For each token you lose to the Warp, you may draw one card from the deck.

**History:** The Griefs have learned how to trade in some of their own lives in exchange For increased power For the survivors. Other races, awed at this power lust and callous disregard For life, are often overcome by the powerful Griefs.

Mayfair Mandatory



Penalizes For Refusing To Ally Mayfair

# GRUDGE

## GRUDGE

You have the **power of revenge**. When you are a main player in a challenge, if you invite another player as an ally and he chooses not to come to your aid, he loses 4 tokens to the warp if you win the challenge (or make a deal) or 2 tokens to the warp if you lose the challenge (or fail to make a deal). These lost tokens cannot include tokens he used to ally with the other side.

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

Mayfair

Optional



Can Save Others' Tokens From Warp Mayfair

# HEALER

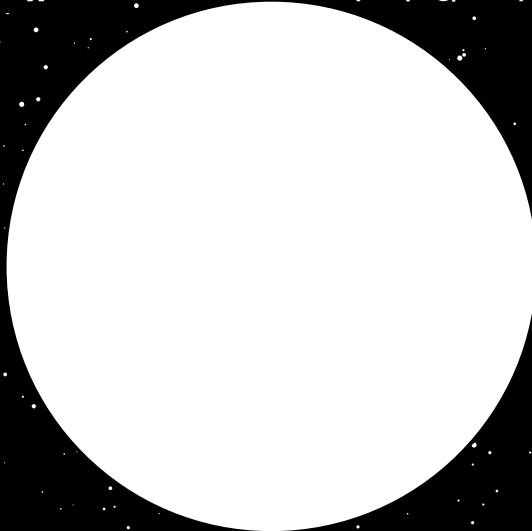
## HEALER

You have the **power to heal**. When another player loses tokens to the warp, you can return to him all the tokens he just lost and earn one card from the deck. Being healed does not prevent a player from receiving consolation.

**History:** Rapid geological activity forced the extreme biological diversification on the Healer home world. Possessing vast knowledge of herbal and mutant lore, Healers are now prized by other beings for their life sustaining skills. Amidst loud rejoicing

Mayfair

Mandatory/Optional



Leases Game Resources Mayfair (Lucre)

# HURTZ

## HURTZ

You have the **power to lease**. At the beginning of the game, deal three unused Alien Powers, two unused Flares, and five cards from the deck face up in front of you. This forms your array of items to be leased to other players. Another player can request to lease an item from this array at any time. You can refuse to lease it, or you can set a price of one or more Lucre. If the player agrees, he gets the use of the item during this challenge, after which it is discarded whether he uses it or not. When you lease an item, draw another from appropriate pile to replace it. At the beginning of your turn, you may discard your entire array and replace it as at the start of the game.

**History:** As galactic conditions became more perilous, the Hurtz saw the need for a stable supplier of arms to all. Their slogan is: "We'll rent anything that's still face down."

**Use Only In A Game With Lucre**

Mayfair

Mandatory



Adds Losing Attack Cards Mayfair

# INDUSTRIALIST

## INDUSTRIALIST

You have the **power to build**. When you play an Attack Card but lose the challenge, you do not discard it but place it in front of you. Form a pile of losing Attack Cards. On any subsequent challenge in which you are a main player, choose whether to add or subtract the stack to your total, announcing which after cards are played but before they are revealed. When you play an Attack Card and win a challenge, discard the stack along with the Attack Card you played for that challenge. The stack is not part of your hand; it is never modified by card effects such as Virus or Calculator; and other players cannot take these cards until they go to the discard pile. The stack is not involved when you play a Compromise Card. If you lose your power, your stack does not count but remains just as it is to be used again when you regain your power.

**History:** The Industrialists have shown themselves to be masters at learning from their own mistakes. From the ashes of each defeat arises a more powerful assault the next time. even though the Industrialists don't seem to learn as much from their successes, the strength they've gained from their defeats is sufficient to carve out a large piece of the Cosmos for themselves.

Optional

Mayfair



Copies Opponent's Power Mayfair

# INSECT

## INSECT

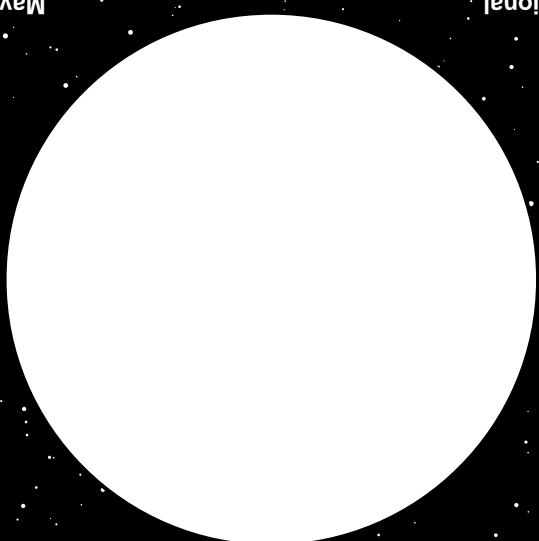
You have the **power of metamorphosis**. When you are a main player in a challenge, you may copy your opponent's Alien Power. The offensive player gets to use the Alien Power first, then the defensive player. You may use his Alien Power even if he has lost the use of it. If the Will is in the game, you may challenge it anywhere, regardless of what you draw from the Destiny Pile.

**History:** The short-lived Insects rapidly adapt to match the strengths of any opponent. They know that their ability to metamorphose and copy any ecological innovation will lead to ultimate control of the Cosmos.

**Do Not Use With Oracle Or Terrorist**

Optional

Mayfair



Assigns Extra Win/Loss Terms Mayfair

# JUDGE

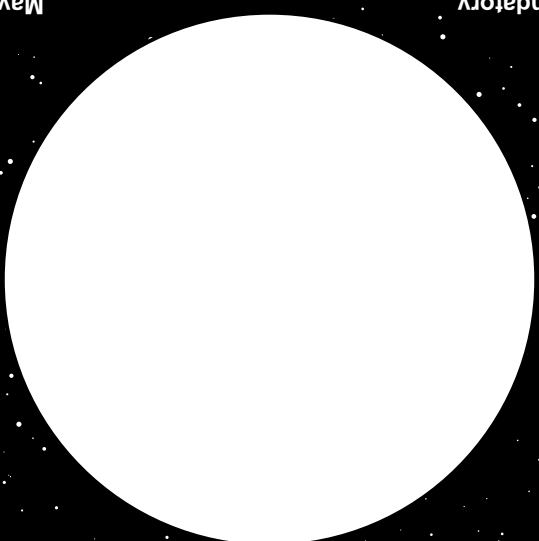
## JUDGE

You have the **power of fiat**. When you are a main player, before cards are played, you may assign extra gains to the winner or the loser of the challenge (but not both). The gains you dictate are limited by the rules of deals. For example, you may order: "The winner will get all cards in the loser's hand and a base on a planet where the loser has a base." Your fiat is in addition to the normal out come of the challenge and takes effect after all normal challenge results have concluded. If either player plays a Compromise Card or if anything disrupts the normal flow of the challenge (like Diplomat), your fiat has no effect. Before cards are played, your opponent may pay you four Lucre to void your fiat.

**History:** The Judges have abandoned their physical bodies and now coalesce periodically amidst a natural protocol to deliberate on the fate of civilizations throughout the universe. The Ring of Judges creates a field of psychic in which each creature may ponder its fate.

Mayfair

Mandatory



Makes Opponent Play Blind Mayfair

# LASER

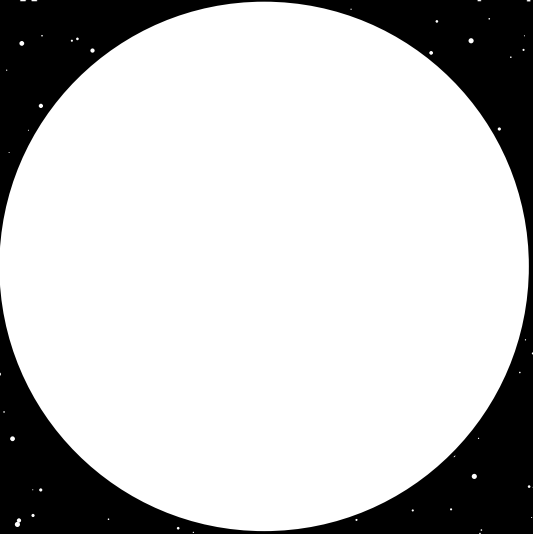
## LASER

You have the **power to blind**. After you have played a Challenge Card face down, select a Challenge Card at random from your opponent's hand (He sets aside any non-Challenge Cards in his hand before you draw). He must play the Challenge Card that you draw. Your opponent may look at his Challenge Card before it is played.

**History:** Descended from an ancient sun-worshipping cult, the modern Lasers have learned to Focus stellar power accurately enough to bedazzle any opposition. They have now embarked on a plan to spread confusion and fear among their enemies before stepping in to build a coherent Cosmos in their own image.



Optional  
Mayfair



Protects Players' Assets Mayfair (Lucre)

# LLOYD

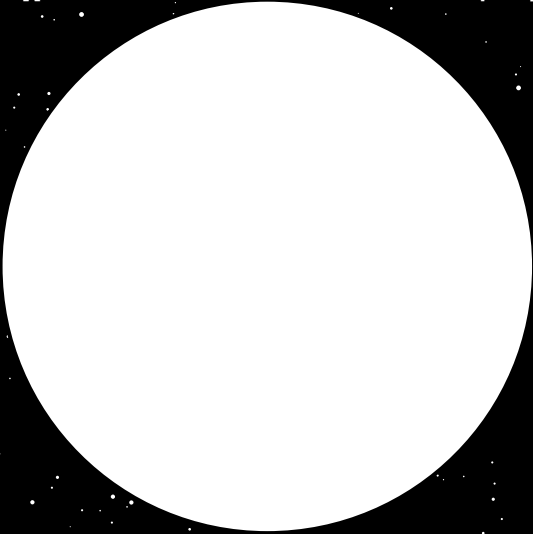
## LLOYD

You have the **power to insure**. You may offer to insure any other player's assets (Lucre, Alien Power, tokens, cards, etc.) for a fee which you specify. If your offer is accepted, your opponent pays your fee immediately. The only way to stop the insurance is to zap Lloyd at this point, in which case he returns the fee. If the player insures his Alien Power, he cannot lose his power during the challenge. If he insures his tokens, he returns to bases tokens he would normally lose. If he insures a moon base and loses the challenge, the offensive player must return to other bases. If he insures cards, he may keep any card specified in your agreement instead of being forced to discard it or lose it as consolation or any other way. He may not play a protected card more than once in the challenge. Once you have received payment, you cannot go back on the deal. All insurance deals have a one challenge duration and must be renegotiated at the start of the next challenge. You may not insure anything you yourself possess.

**History:** The Lloyd has been known to generations of warriors, merchants, and diplomats as the protector and helping hand in time of need. Muttering the ancient phrase "the party of the first part heretofore known as the party of the second part, notwithstanding the part of the aforementioned claimant ..." and finishing with the sacred "signhereplease," the Lloyd is rarely suspect in its own right.

**Use Only In A Game With Lucre**

Optional  
Mayfair



Winner Loses And Loser Wins Mayfair

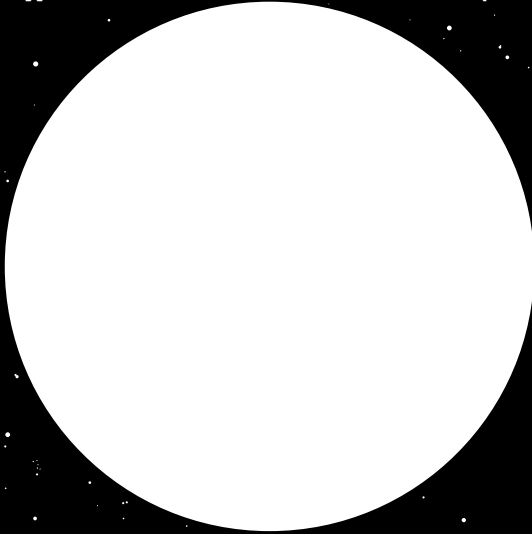
# LOSER

## LOSER

You have the **power of upset**. As a main player in a challenge and before selecting cards, you may declare an upset. Both main players must play Attack Cards if possible. Then, after the Challenge cards have been revealed, the winning side loses and the losing side wins.

**History:** The enigmatic Losers have proven to be quite cunning in battle. Strengths become weaknesses and weaknesses strengths as the glassy-eyed Loser shows its opponents that nice guys finish first.

Optional  
Mayfair



Can Continue Turn Mayfair

# MACHINE

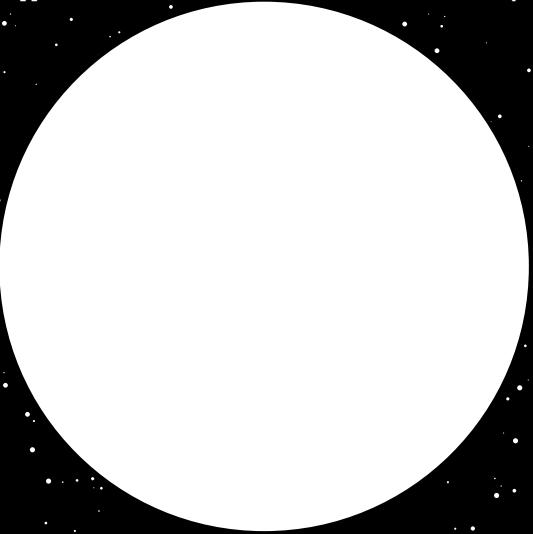
## MACHINE

You have the **power of continuity**. Your turn is not limited to two challenges. As long as you have Challenge Cards, you may continue as offensive player, even if you lost the previous challenge. You may occupy only two vacant moons per turn.

**History:** A race long lost to antiquity had the foresight to construct a mammoth Machine in the core of their planet. Pouring all their knowledge and ambition into its memory banks, they programmed it with this mandate: "Top priority ... expand control, never cease ... eliminate opposition, never cease ... achieve mastery, never cease ..."

Mayfair

Mandatory



Each Token Is Worth Four Mayfair

# MACRON

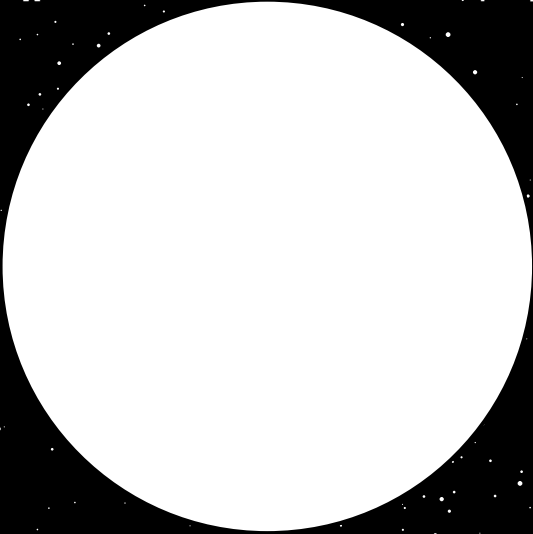
## MACRON

You have the **power of mass**. Each of your tokens has a value of four. You may bring only one token in an offensive challenge or as an ally, but it counts as four toward your side's total. When collecting consolation or rewards, your token counts as one, just as any other player's.

**History:** Coming from a gargantuan planet, the Macrons are accustomed to tremendous atmospheric and gravitational forces. Power comes so naturally to them, they scoff at the fragile intelligence they crush on their way to universal dominance.

Mayfair

Optional



Attracts Or Repels Allies Mayfair

# MAGNET

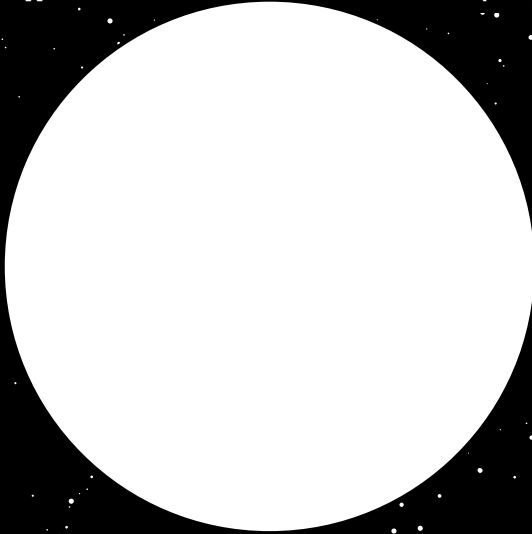
## MAGNET

You have the **power of magnetism**. As a main player or an ally in a challenge, you may force any one player to ally with one side you specify or prevent him from allying altogether. If you make him ally, he decides how many tokens to bring. You use your power after normal commitments of allies' tokens.

**History:** Originating on a highly ferrous planetoid, the Magnets thrived on the intense radiation generated at its poles. Soon, they achieved the ability to manipulate and reverse energy fields by group induction, and now they are attempting to magnetize the Universe.

Mayfair

Optional



Can Change Own Edicts Mayfair

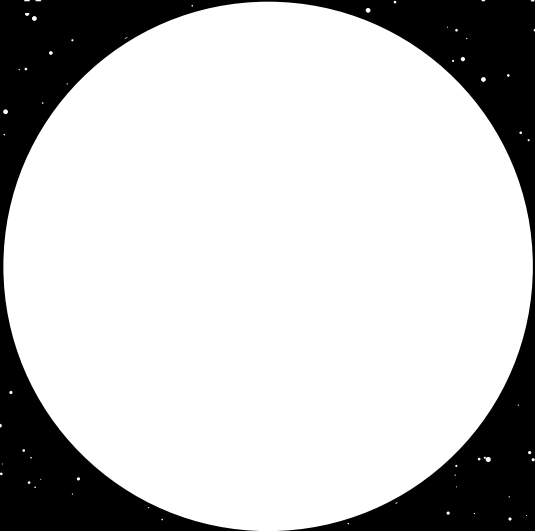
# MESMER

## MESMER

You have the **power of mass hypnosis**. When playing an Edict, you may change it to any Edict you name. It has the effect of the new Edict. If you are zapped, you return the Edict to your hand. You may still play it for what it is.

**History:** Raised in a society where grace and physical charm are equated with success, the unsightly Mesmers have as a defense developed the power to entrance all who might gaze upon them. Now accomplished performers, the Mesmers can bedazzle a crowd into believing anything. Only long after the glow has faded do the most astute begin to wonder how much was real and how much imagined.

Optional  
Mayfair



Sees Other Players' Cards Mayfair

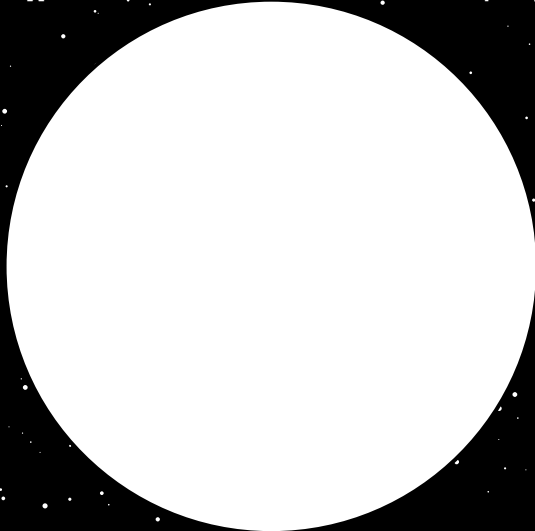
# MIND

## MIND

You have the **power of knowledge**. Before cards are played face down in any challenge, you may look at the entire hand of one of the main players. If you are one of the main players, you may look at your opponent's hand.

**History:** Springing Forth on a triple star system subject to constant energy Fluxes, the Mind thrives on shifting wave pulses, ultraviolet rays, and gamma-release explosions. Extreme sensitivity to potentialities has enabled it to view with wisdom (and some skepticism) the threats of Cosmic competitors.

Optional  
Mayfair



Transposes Digits On Attack Cards Mayfair

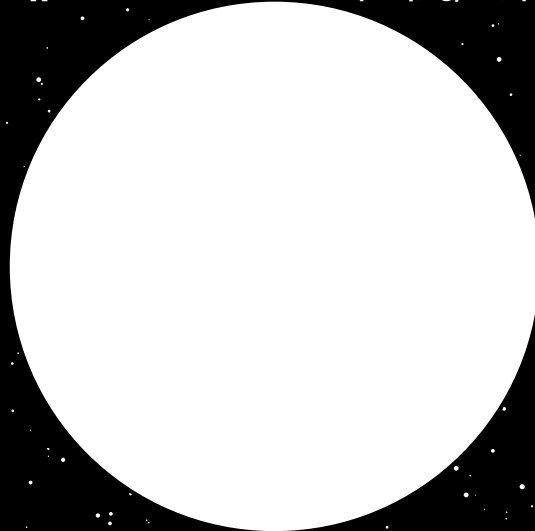
# MIRROR

## MIRROR

You have the **power of dyslexia**. After you and your opponent in a challenge select cards, you may call out "reverse." This reverses the digits of both Attack Cards. Treat single-digit cards as if they have a 0 in front, such as 08. reversing the digits would make an Attack 15 into 51, a 20 into an 02, and (0)8 into an 80, and so forth. resolve the challenge using these reverse values.

**History:** Springing from a world with such a high surface silver content that everything reflected off everything else, the Mirrors adapted to the difficulty of separating mirror images from reality. They also developed an inner symmetry that confounds their opponents across the Cosmos.

Mandatory/Optional  
Mayfair



Gets Second Hand Mayfair

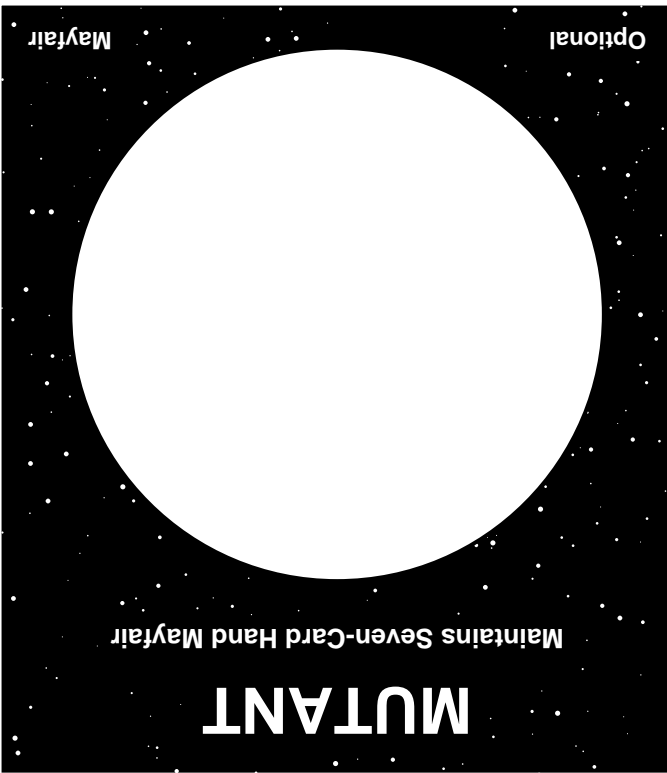
# MISER

## MISER

You have the **power to hoard**. At the beginning of the game you are dealt two 7-card hands. You designate one as your hoard and keep it separate from your regular hand. You may play cards normally from this or your regular hand, as you choose, but the hoarded hand is not subject to loss of cards because of other powers, Edicts, consolation, or other effects. You may not add cards you get to your hoard. When either your hoard or your regular hand is out of Challenge Cards, you may get a new one according to normal rules. If you lose your power, you may no longer play cards from your second hand.

**History:** Barely eking out a subsistence on their shriveled moon, the Misers for generations secreted away their small annual surplus. But as the hoard grew, so did their greed, until now they prepare to risk their holdings for greater Cosmic booty.

**Do Not Use With Plant Or Insect**



Mayfair

Optional

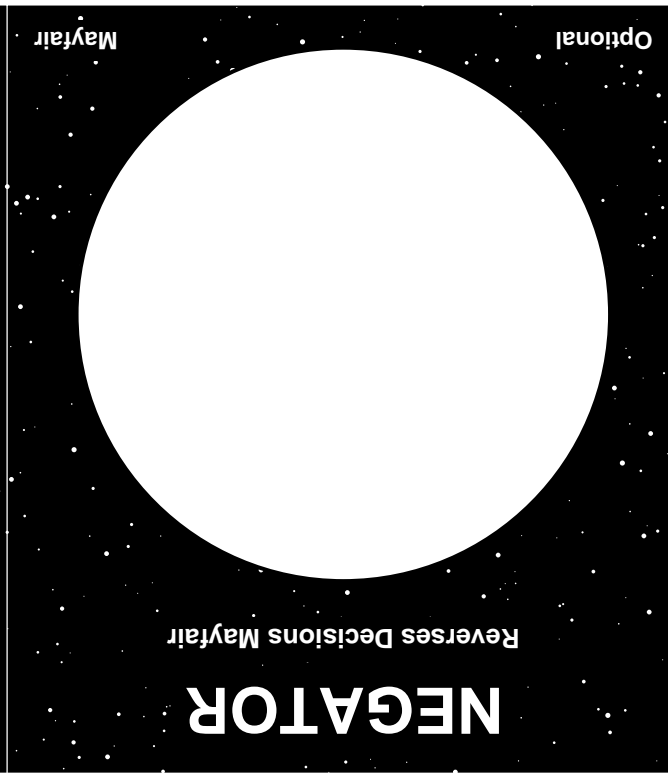
Maintains Seven-Card Hand Mayfair

# MUTANT

## MUTANT

You have the **power to regenerate**. When you are a main player in a challenge and you have less than seven cards, you may fill out your hand to seven before playing. To do this, draw one card at a time from any player's hand or from the Challenge Deck. You may continue until you have seven cards in your hand. You need not make all draws from the same place.

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



Mayfair

Optional

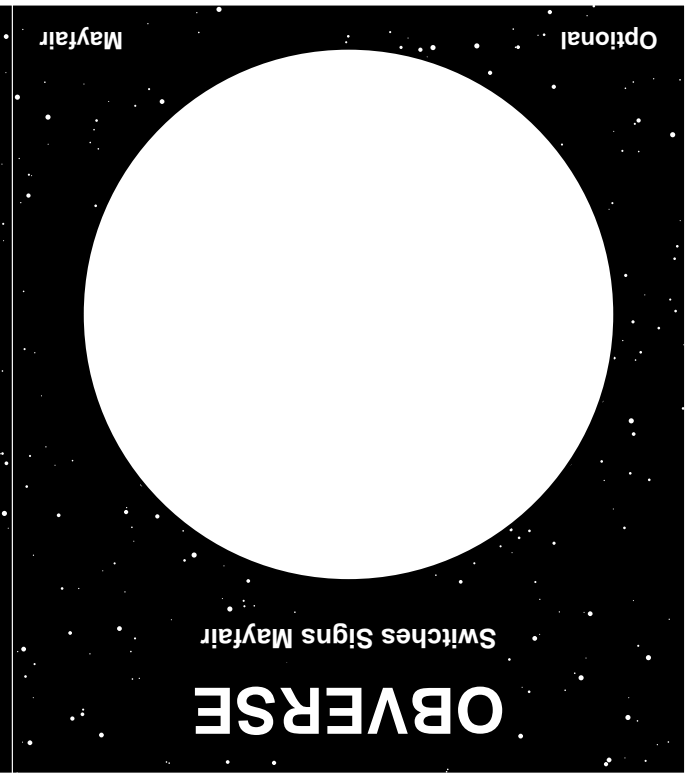
Reverses Decisions Mayfair

# NEGATOR

## NEGATOR

You have the **power to reverse**. Once, before cards are revealed in any challenge, you may make any other player change a specific game action he has just taken. These decisions are limited to the following: 1. Playing a voluntary card, such as an Edict, Flare, Kicker, or Reinforcement. 2. Selection of a Challenge Card to play. 3. Pointing the hyperspace cone at a particular planet or moon. 4. Moving tokens off a particular base. 5. Entering an alliance. 6. Using Lucre in a certain way. 7. Drawing a new Destiny card after drawing his own color. 8. Placing a certain number of tokens in the cone. If you block the use of a card, moon, or Lucre, the designated player must set aside what he was about to use and refrain from using it for the duration of the challenge. If you change a decision, such as the cone, token movement, or alliance, the player must make a new decision that does not repeat the original decision: that is, a player may be prevented from purchasing cards with Lucre, but may use his remaining Lucre to release tokens from the warp. You may not negate an action that is the player's only legal choice or an action directly related to his power.

**History:** Null and Void are the twin gods of the Negators. Whenever another being attempts a positive action, Negators are driven to counteract it and deny its existence. Experiencing kinship with all that is not positive, the Negators feel that there is no way for any but their own kind to control the Cosmos - and they will not be denied.



Mayfair

Optional

Switches Signs Mayfair

# OBVERSE

## OBVERSE

You have the **power of negativity**. When you are a main player, after cards are played but before they are revealed, you may call out "switch signs". All negative Attack cards become positive and all positive Attack cards become negative. Proceed with the challenge normally.

**History:** Just as the alternator improved the effectiveness of electric power, the Obverse have learned to switch the magnetic resonance of subatomic particles. Even though this sometimes has unpredictable results, the Obverse have most often been able to capitalize on it, to the detriment of other races.

Mayfair

Mandatory



Foresees Opponent's card Mayfair

# ORACLE

## ORACLE

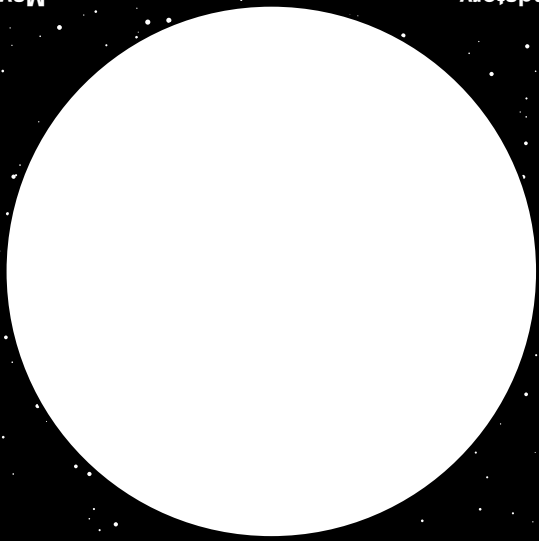
You have the **power to foresee**. As a main player in a challenge, you select your Challenge Card only after looking at the card your opponent is playing.

**History:** During millennia of civilization, the ancient Oracles developed to uncanny accuracy their perceptiveness about the intentions of others. While reluctant to test the outer limits of their vision, they find even short-range prescience has given them the reputation of great wisdom.

**Do Not Use With Insect**

Mayfair

Mandatory



Wins With Compromise Cards Mayfair

# PACIFIST

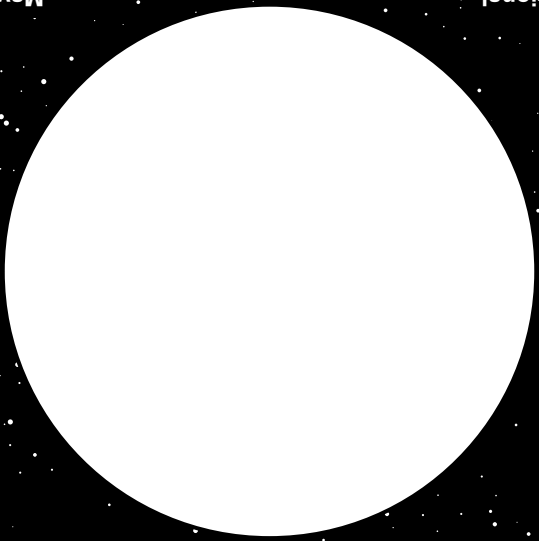
## PACIFIST

You have the **power of peace**. If you reveal a Compromise Card and your opponent reveals an Attack Card, you win. If you both play Compromise cards, you have one minute to make a deal as usual.

**History:** A simple but ungainly race, the Pacifists long ago learned how to turn the power of an opponent against him. Always ready to demonstrate the superiority of retreat in unbalancing an aggressor, the Pacifists now seek to bring the universe to its knees by yielding at just the right moment.

Mayfair

Optional



Joins Alliances At Will Mayfair

# PARASITE

## PARASITE

You have the **power to infest**. Unless specifically prevented by the Force Field Edict or the Magnet's Alien Power, you may ally with either side in the challenge with one to four tokens as if you had been invited, even when you were not. You may not use your power as a main player.

**History:** Evolving late on a polluted world, the Parasites had to depend on the dominant life forms for survival. So rapidly did they succeed in infesting their home planets, they now need unsuspecting hosts to carry them throughout the far reaches of space.

**Do not use in a two-player game.**

Mayfair

Optional



Can Reward Or Punish Opponent Mayfair

# PAVLOV

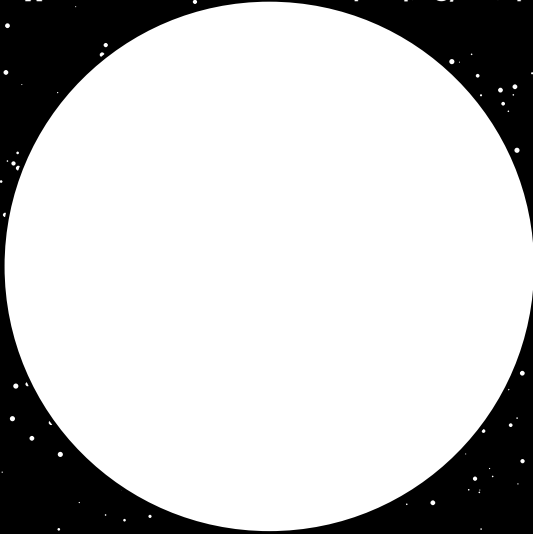
## PAVLOV

You have the **power to condition**. As a main player or an ally in a challenge, before cards are played, you may give your opponent a Challenge Card from your hand. If he plays that card, any tokens he loses as a result of the challenge return to bases (if he is defensive player, they must leave the challenged planet or moon), and he receives an additional reward of one token from the warp or one card from the deck (his choice). If he does not play the card, after the challenge is resolved put any one of his tokens from a base into the warp. These rewards and punishments apply to any challenge outcome, including failing to deal. After the challenge is resolved, you get the card back that you had given your opponent if he did not play it.

**History:** The small but wise Pavlovs achieved mastery of their home planets by training all rival species using a system of rewards and punishments. They now apply their skills to their cosmic adversaries, subtly directing their opponents' behavior into a pattern of the Pavlovs' choice.

Mayfair

Mandatory/Optional



Has 5 Life Stages Mayfair

# PENTAFORM

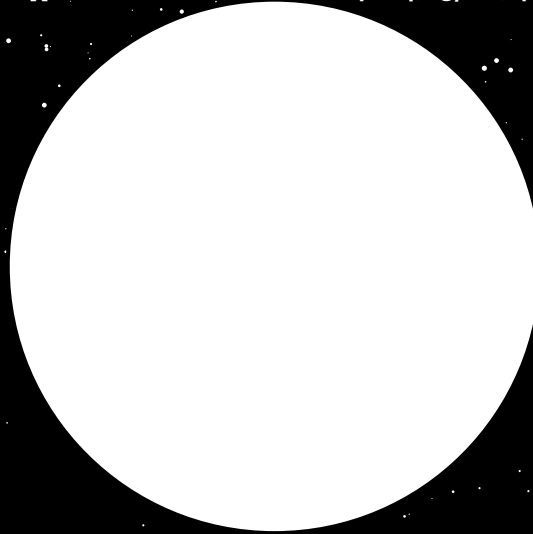
## PENTAFORM

You have the **power to evolve**. During set-up, draw five extra Alien Power cards, read them, and arrange them in a stack indicating the order in which they will be used. Use the first as long as you have no outer bases, the second when you have one outer base, the third when you have two, and so forth. If you lose a foreign base during the game, you again use the power you had previously. If you lose the use of your Alien Power, you also lose the active extra power. You can only use the Super Flare for the Pentaform, not for the extra powers.

**History:** Evolving on the fifth moon of the fifth planet of their solar system, the Pentaforms coincidentally developed with five distinct life stages. Though differing in form from one specimen to another, all Pentaforms go through cataclysmic change from each life stage to the next: childhood, adolescence, adulthood, middle age, and seniority. They have been causing a handful of trouble for the rest of the galaxy.

Mayfair

Mandatory/Optional



Has Ghost Tokens Mayfair

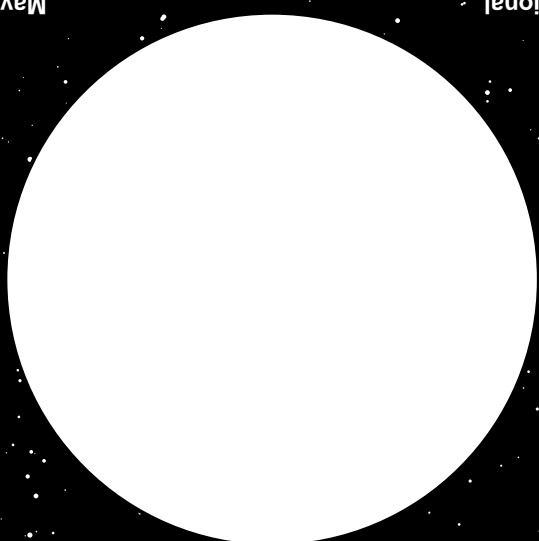
# PHANTOM

## PHANTOM

You have the **power to dematerialize**. At the beginning of the game, flip over five tokens and place them on your star, and place three tokens on each planet instead of four. As a main player in a challenge, you may add the inverted ghost tokens to your total. Whether you win or lose the challenge, the inverted tokens are unaffected and remain on the star. If you turn any of these tokens back over to use them directly in a challenge, they lose their status as ghost tokens. Tokens may be released from the warp to the star, whereupon they are inverted and become ghost tokens. Other players cannot destroy or interact with ghost tokens.

**History:** The origin of the Phantoms remains a mystery, but their first contact with other beings was their sudden emergence from a shadow galaxy, which rocked the Cosmos. Their motives and social structure are unclear, but their relentless thirst for Cosmic domination is not.

Optional  
Mayfair



Gives Away Cards Mayfair

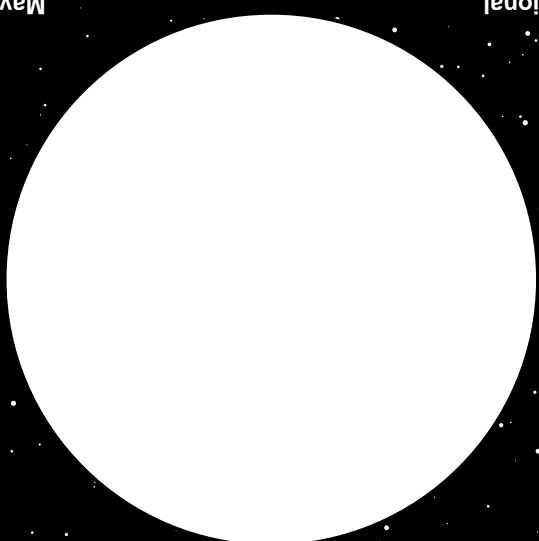
# PHILANTHROPIST

## PHILANTHROPIST

You have the **power of giving**. Whenever you are involved in a challenge, before cards are played, you may give one card from your hand to either of the main players. If you are a main player, you may give a card to your opponent. The player you give the card to must put it in his hand or play it immediately.

**History:** Rejecting a heavy-handed, dogmatic religious background, the cynical Philanthropists have learned to parody greed itself. Knowing the universe cannot bring itself to reject a gift, even when it is no present, the race has grown cunning in the art of self-serving charity.

Optional  
Mayfair



Raids Others' Lucre Mayfair (Lucre)

# PIRATE

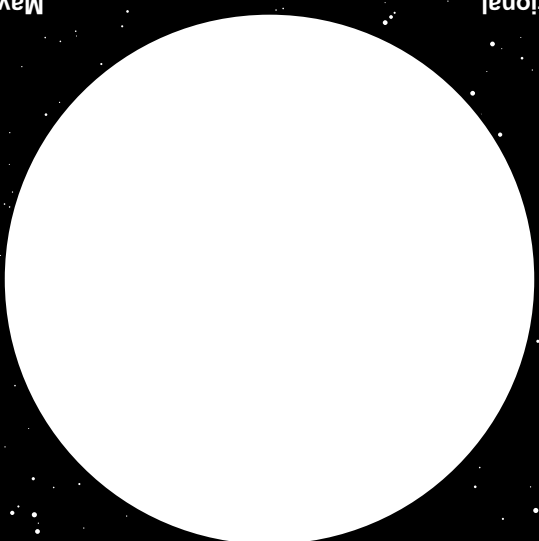
## PIRATE

You have the **power to raid**. During any turn when you are not a main player, you may make one raid challenge against the Lucre of either main player. The main challenge is suspended during your raid. Announce your victim and the target number of Lucre you are trying to loot, then place one to four tokens outside his system as if using the cone. The victim may abort the raid by paying you half the Lucre he has at stake. He may not spend the challenged Lucre in any other way. During the raid challenge, the target Lucre count toward the defensive total as if they were tokens. If you win the challenge, you get the target Lucre; if your opponent wins, your tokens go to the warp as normal. No alliances are possible, but if you both play Compromise Cards, proceed with a normal deal situation. Only you may receive consolation. If you lose your power during the raid challenge, return your tokens to bases.

**History:** Whispering rapacious orders into their ears, a small flock of rogue traders lead their minions into the far reaches of interstellar space.

**Use Only In A Game With Lucre**

Optional  
Mayfair



Raids Others' Lucre Mayfair (Lucre)

# PIRATE

## PIRATE

You have the **power to raid**. During any turn when you are not involved in a challenge, after alliances are made, you may make one raid challenge against the Lucre of any other player not involved in the challenge. The main challenge is suspended during your raid. Announce your victim and the target number of Lucre you are trying to loot, then place one to four tokens outside his system as if using the cone. The victim may abort the raid by paying you half the Lucre he has at stake. He may not spend the challenged Lucre in any other way. During the raid challenge, the target Lucre count toward the defensive total as if they were tokens. If you win the challenge, you get the target Lucre; if your opponent wins, your tokens go to the warp as normal. No alliances are possible, but if you both play Compromise Cards, proceed with a normal deal situation. Only you may receive consolation. If you lose your power during the raid challenge, return your tokens to bases.

**History:** Whispering rapacious orders into their ears, a small flock of rogue traders lead their minions into the far reaches of interstellar space.

**Use Only In A Game With Lucre**

Optional  
Mayfair



Accumulates Opponents Powers Mayfair

# PLANT

## PLANT

You have the **power of grafting**. As a main player in a challenge, if you have a base in another player's system and that player has not lost his power, you may use his power and he may not. To do this, you announce before Challenge Cards are played that you are taking over the use of his power during the challenge. You may graft only once per challenge, and at the end of that challenge his power returns to him. If you lose your own power, you may not graft any power until you get your own back.

**History:** A species of Plant combines the longevity of the redwood, the persistence of the weed, and the delicacy of the fern. Slowly grafting to themselves the traits of others, they can afford to wait quietly until their enemies grow tired, then spread their tendrils unopposed throughout the Cosmos.

**Do Not Use In A Two-Player Game Do Not Use With Schizoid Or Wraith**

Optional  
Mayfair



Predicts Challenge Winner Mayfair

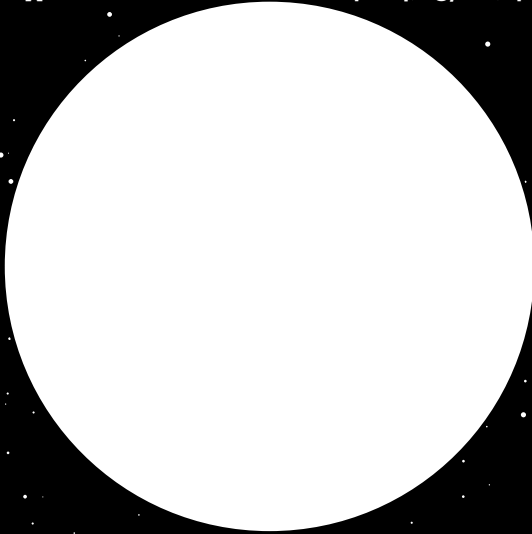
# PROPHET

## PROPHET

You have the **power to predict**. If you are not involved in a challenge, you may predict aloud before cards are played which main player will win. A deal counts as a win. If you are correct, you gain a base anywhere. If you are not correct, the winner selects any two of your tokens and sends them to the warp.

**History:** Declaring themselves to be omniscient, the Prophets set forth into the promised vacuum of space to seek a new home in the interstellar wilderness. Are these Prophets false? Only the Eons will judge.

Mandatory/Optional  
Mayfair



Selects Order Of Play Mayfair

# QUEUE

## QUEUE

You have the **power to order**. At the end of each player's turn, you choose which player will next take a turn. You must give each player a turn in each "round" of play. For example, with four players, you may choose any of them to go first, then you choose any of the remaining three to go next, then one of the remaining two, and finally the last one plays. You may then choose any of the four to play next, starting a new round. If you lose your power, play passes clockwise as normal. You may also order the commitment of allies and decide timing conflicts however you want instead of by the timing conflicts rule. When using your power, you may also accept bribes according to the rules for deals except that you cannot gain a base. At the beginning of the game, each player starts with three Lucre and receives the additional Lucre he is entitled to when you say it is his turn.

**History:** The semi-metallic Queues generate electropsychic fields that induce them, and all within their influence, to form orderly lines. The Queues use this knack in their attempt to place themselves at the head of the cosmic line.



Mayfair

Mandatory/Optional



Uses Power Not In Game Mayfair

# REINCARNATOR

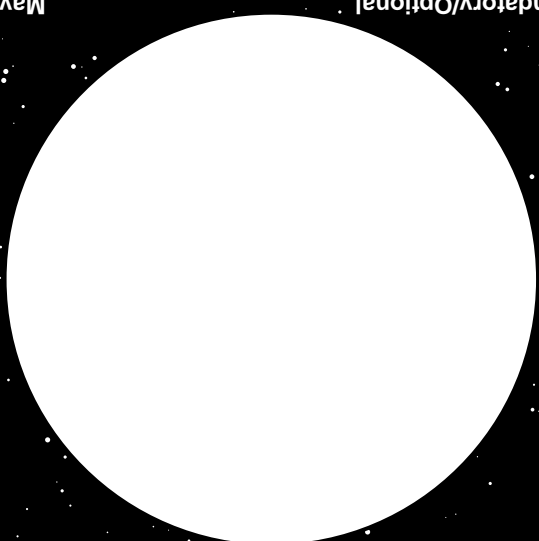
## REINCARNATOR

You have the **power of reincarnation**. When you fail to make a deal or lose a challenge as a main player or ally, you must reincarnate. Just before the next challenge begins, draw a new Alien Power card at random from those not in use. If you draw a power that affects set-up or a power that is illegal to use with one already in the game, discard and draw again. You become the new alien and use its power until you are forced to reincarnate again, drawing a new power. You keep the Reincarnator along with the new card you draw. If you face a player who can copy your power, he copies only your current incarnation and must reincarnate himself if he mimics your power and loses the challenge.

**History:** Having conquered the fear of death, the Reincarnators rejoice with the passing of each of their kind. Feeling kinship with all life forms, they know that those who die will soon be born again in an endless cycle.

Mayfair

Mandatory/Optional



Changes Goal Of Game Mayfair

# SCHIZOID

## SCHIZOID

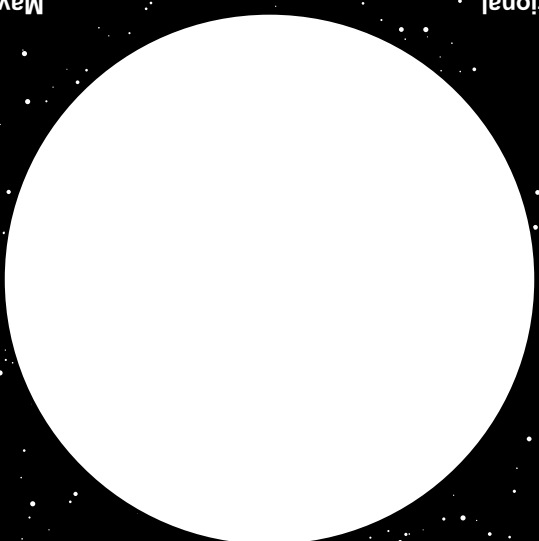
You have the **power to alter reality**. At the start of the game, before cards are dealt, write down how many outer bases (at least 3) are needed to win. Then add one other game condition which 1) is possible for all players to meet, 2) is clear to all as it happens, 3) does not require remembering past events (e.g. "Winner(s) must have 3 (foreign) bases and fail to make a deal.", and 4) relates directly to the game. On each challenge, the offensive player may ask you a "yes" or "no" question about the win. You must answer truthfully, aloud. When your conditions are met, you declare the winner. (If you lose your power, normal win conditions prevail.)

**History:** Long ago their system slipped into a cascading series of alternate space/times. Now the Schizoids believe that universal acceptance of their current reality will end the madness that has gripped their world for so long.

**Do Not Use With Insect Or Plant**

Mayfair

Optional



Asks "Yes" Or "No" Questions Mayfair

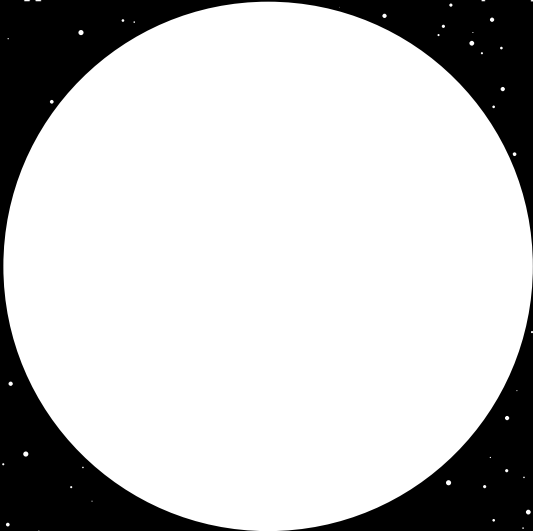
# SEEKER

## SEEKER

You have the **power of truth**. When you are involved in a challenge, you may ask one of the main players a "yes" or "no" question. He must answer truthfully. You may ask him the question any time before cards are played, and he must answer it then. If it involves his intentions, he must decide then and subsequently abide by that decision if he can. The question must relate to a single specific challenge or to the player's current hand. You may not bind the player to an action beyond one specific challenge. Examples: "Are you going to play a Compromise Card?" "Are you going to play an Attack Card greater than 10?" "Do You have the 40 Attack Card in your hand?"

**History:** Evolving during an intense struggle between more developed species, the Seekers gained ecological room only by acute sensitivity to their opponents' disposition. Always probing, they closely evaluate what is known. Lately, Seekers have turned searching eyes upon the Cosmos.

Optional  
Mayfair



Leads Others Astray Mayfair

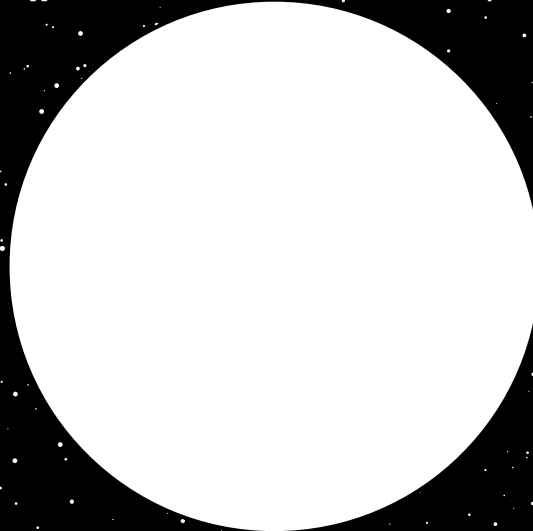
# SERPENT

## SERPENT

You have the **power of temptation**. Before cards are revealed, you may tempt any other player in the challenge, including allies. You may offer him a base on any planet where you have a base or 1 to 4 of any combination of the following: tokens from the warp, Lucre from the bank, or cards from the deck. If he accepts, he moves his own tokens back to bases and sends all other tokens from his side to the warp. This includes all defensive tokens on the challenged planet, but he must leave a single token of the offensive player. Then play out the challenge normally.

**History:** One of the most ancient races in the cosmos, the Serpents have been tempting other races to betray each other since the earliest recorded times. One of the Serpents' most unnerving practices, as far as their victims are concerned, is their common use of the term Big Apple when referring to the cosmos.

Optional  
Mayfair



Stops Communication By 1 Player Mayfair

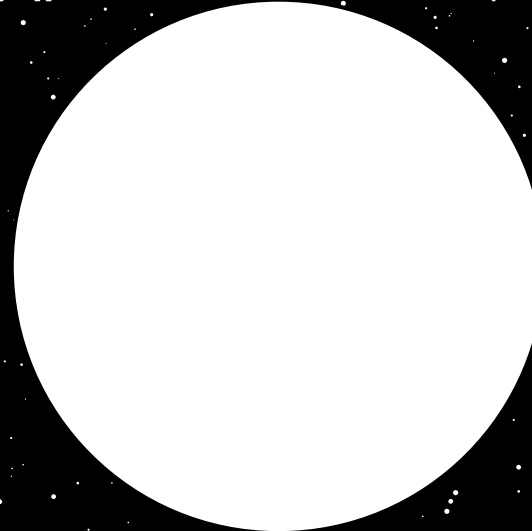
# SILENCER

## SILENCER

You have the **power to isolate**. Once during each challenge you may silence any one player as he attempts to communicate by calling out "silence." He now may not speak, gesture, or communicate in any way until the end of the challenge. He may play tokens and cards normally if their meaning is clear, but he cannot explain them. He may not solicit allies or make deals. Mandatory powers must still be used. Optional powers are allowed if the player can simply perform the action without speaking or communicating otherwise and without requiring any other player to take action. In most cases, this is clear, but ambiguous cases are listed in the rulebook under the Silencer.

**History:** Expanding outward with all matter since the dawn of creation, the Silencers have long dwelt in a state of pure meditation. Aghast at the sudden proliferation of jabbering life forms, they feel a holy duty to bring the blessings of quietude to all other species.

Optional  
Mayfair



Entices Challengers Mayfair

# SIREN

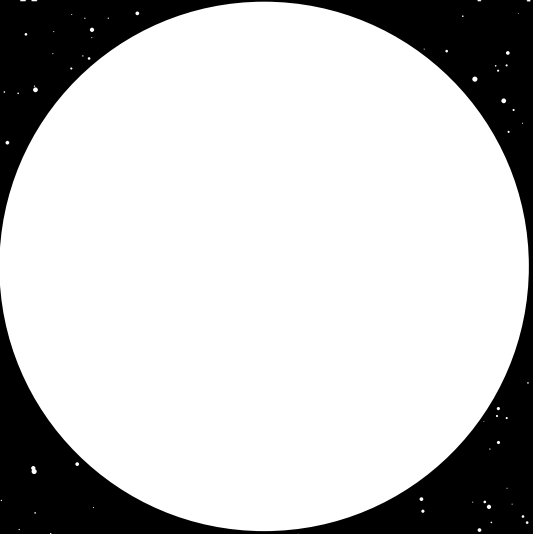
## SIREN

You have the **power to lure**. Unless a wild Destiny Card is flipped, you may lure the offensive player to your system. You immediately become the defensive player in the challenge and your opponent must point the cone to a planet in your system. The challenge then proceeds normally, but if you win the challenge, you establish a base in the offensive player's system, on a planet of your choice. You may use your power to lure even when your system's color is revealed.

**History:** Born on a planet of beauty and illusion, the Siren entices unsuspecting travelers into her traps. Seduced by her call, the luckless guests are totally unaware of the destruction awaiting them.

**Do Not Use With Dictator.**

Optional Mayfair



Doubles Risk Of Challenges Mayfair

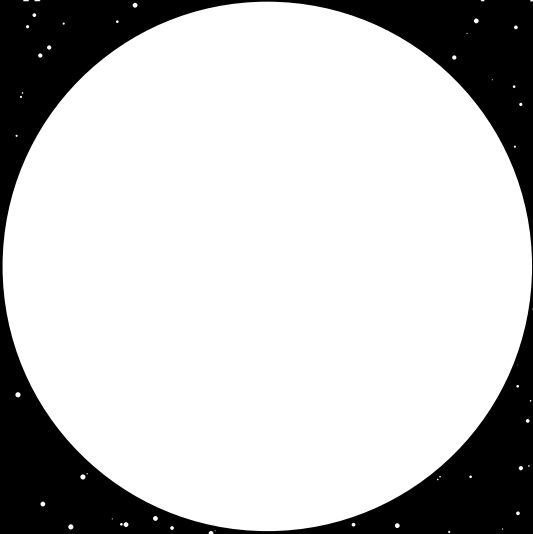
# SKEPTIC

## SKEPTIC

You have the **power to doubt**. As a main player or ally in a challenge, before cards are played you may tell the main player opposing your side: "I doubt that you will win." If he agrees and is offensive player, he ends his turn and all tokens in the cone return to bases. If he agrees and is defensive player, all offensive tokens in the cone establish a base on the planet as if they had won (but defending tokens already there remain) and defending allies return to bases. If he disagrees or "double doubts" you, cards are played. If one side loses or a deal is not made, the number of tokens normally lost by either of you is doubled.

**History:** During growth, one colony of marine Skeptics achieved the size and organization necessary for neurononic activity. Proliferating into super-rationality, they doubt the brash claims of others and see no reality but their own.

Optional Mayfair



Catches Up When Behind Mayfair

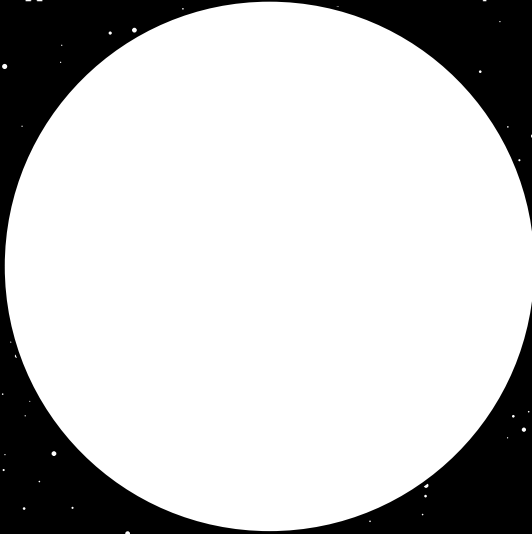
# SNIVELER

## SNIVELER

You have the **power to whine**. As a main player, whenever you have the most tokens in the warp, have the fewest bases of any player, or lack a Challenge Card you need, you may "whine" about it. If you whine about your tokens, either all other players agree that you can free all your tokens from the warp, or they must place tokens into the warp until each matches your number there. If you whine about a base, either all other players must agree to let you have one extra base (you pick where) or they each lose one base (their choice). If you whine about cards, you name what you need (example: "I don't have an Attack Card higher than a 15."). You can't lie. Either one player gives you such a card, or all players must discard all such cards in their hands. You may whine only once per challenge.

**History:** The Snivelers developed in the evolutionary shadow of a closely related but older and more gifted race. Beset by adversity at every turn, they looked to their elder brethren for succor and defense. Now adept at self-pity and having liquidated their generous patrons, they turn their wet, envious gaze towards the heavens.

Optional Mayfair



Switches Played Cards Mayfair

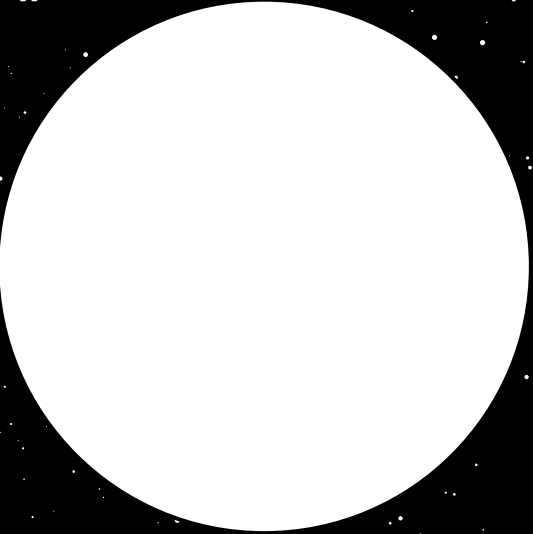
# SORCERER

## SORCERER

You have the **power of magic**. As a main player in a challenge, you may transpose Challenge Cards before they are revealed so that you play the card your opponent picked, and he plays yours. Neither main player may look at the cards after they are swapped.

**History:** Over eons, the clan of Sorcerers studied the cosmic Flow and learned to channel these tides to their own needs. Beginning with minor alterations in the probability patterns of matter, they progressed to transportation of objects over great distances. Undaunted by an occasional backlash of fate, they are humming the incantations of mastery.

Mayfair Mandatory



Receives Base As Loser Mayfair

# SPIFF

## SPIFF

You have the **power to crash land**. Whenever you are the offensive player in a challenge, both players play Attack Cards, and you lose by a total of 10 or more, you take one token you would otherwise lose to the warp and place it on the winning defensive planet. Your power cannot be used to crash land on moons.

**History:** Attacking vicious space monsters at incredible odds comes naturally to the valorous Spiffs. Their cunning and courage have let them save the day even when their doom seemed imminent. Let those who face them beware!

**Do Not Use With Filth**

Mayfair Optional



Lures Opponent's Allies Mayfair

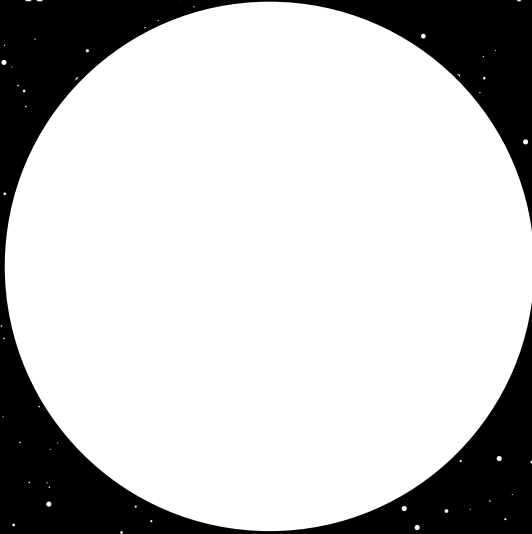
# SUBVERSIVE

## SUBVERSIVE

You have the **power of subversion**. As a main player in a challenge, after Challenge cards have been revealed, you may take the tokens of one of your opponent's allies and move them to your end of the cone. The ally's tokens are then treated just as if the player had allied with you. That is, the tokens are added to your total, the ally is rewarded if your side wins, the tokens go to the warp if your side loses, and so on.

**History:** Born on a planet of illusion and deceit, the Subversive has learned sophisticated techniques for undermining its enemies. As the unsuspecting enemy is building an elaborate alliance, the Subversive is setting its trap to turn defeat into victory.

Mayfair Mandatory



Booby Traps Planets Mayfair

# TERRORIST

## TERRORIST

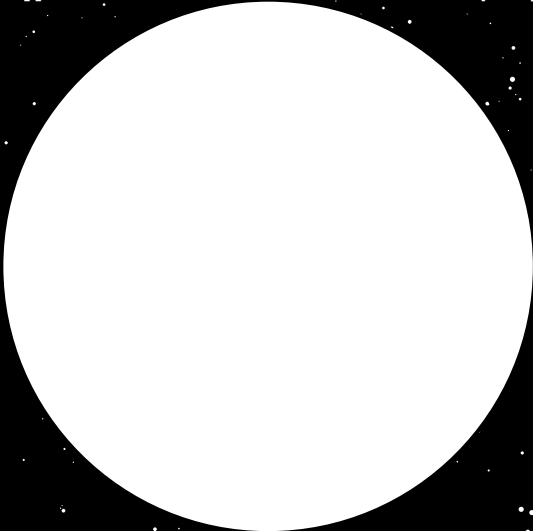
You have the **power to booby trap**. Before play begins, you may "plant bombs", one for each player in the game. To do this, note the appropriate location of each booby-trapped planet (numbering from each player's right hand side), such as red planet #1, blue planet #3, and so on. Distribute the bombs any way you like, even all in one system or all on one planet. Whenever new tokens arrive on a booby-trapped world, the bomb automatically explodes, sending all tokens there to the warp. Each bomb explodes only once. If there is more than one bomb on a planet, only one explodes each time new tokens land there. When all of your bombs have exploded, you may booby trap another series of planets. If you lose your power, your bombs still explode, but you may not booby trap new planets until you regain your power. A Cosmic Zap nullifies an explosion.

**History:** Long demented by the magnetic unbalance of their own planet, the Terrorists can see no way but their own and are determined to achieve it by violence.

**Do Not Use With Reverse Planetary Hexes Or Insect**

Mayfair

Optional



Trades hands With Opponent Mayfair

# TRADER

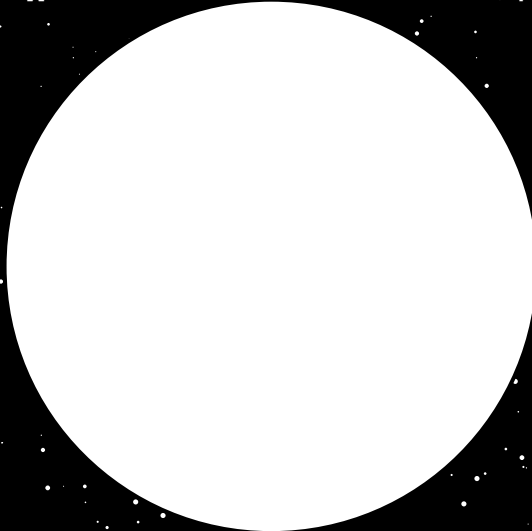
## TRADER

You have the **power of transference**. As a main player in a challenge, you may exchange hands with your opponent before playing Challenge Cards. You each then keep the new hand. You may use your power only once per challenge.

**History:** Originating on a Trojan Cloud in a heavily traveled star system, the crafty Traders learned how to use the most valuable debris that drifted their way and discarded the rest. As their numbers grew, however, they began to search out markets for their low-grade material. With a wealth of resources always at hand, they became adept merchants and soon were carefully scrutinizing all galactic transactions. Now they have begun to parlay their economic foundation into Cosmic control.

Mayfair

Mandatory



Takes Other Tokens To Warp Mayfair

# VACUUM

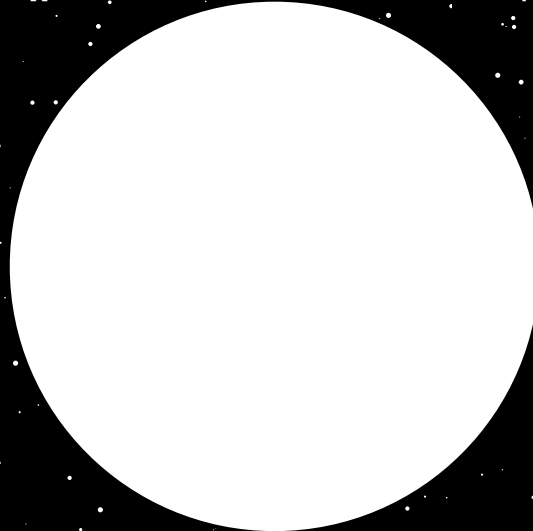
## VACUUM

You have the **power of catharsis**. Whenever you lose tokens to the warp, you take along an equal number of other tokens. You specify which players must lose them, and how many the players must lose. They may decide which tokens go to the warp. Tokens lost to the Vacuum this way are in addition to any tokens lost in a challenge.

**History:** Suffering from a severe necrophobia, the panicky Vacuum clings to others in a desperate attempt to save itself from the warp. Succeeding only in dragging innocent bystanders along, it takes comfort in not going to its doom alone.

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Uses Eliminated Tokens Mayfair

# VAMPIRE

## VAMPIRE

You have the **power to enslave**. When you win a challenge as a main player, do not send opposing tokens to the warp. Rather, take the tokens and invert them, keeping them as your own and distributing them among your bases. These tokens act as yours until they are freed by a Mobius Tubes or Warp break, when they go back to their rightful owners. As a winning ally, you enslave one token of each opposing player.

**History:** The Vampires sowed terror on their home planet for centuries before wiping out all other life forms, turning them into vampires one by one. Then they turned their attention, their blood lust, and their fangs to the blackness of the Cosmos.

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Multiples In Attack Mayfair

# VIRUS

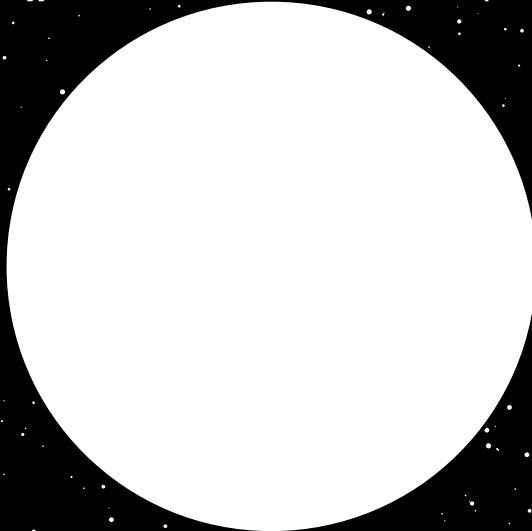
## VIRUS

You have the **power to multiply**. When you play an Attack Card in a challenge, you multiply the number of tokens on your side (yours plus your allies') times the number on your card, instead of adding. If there are no tokens on your side of the challenge, multiply the Attack Card times zero.

**History:** Able to multiply rapidly in the presence of other life forms, the Virus soon overwhelmed its own planets and now waits for opportunities to proliferate throughout the Universe.

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Optional



Dictates Challenge Cards Mayfair

# VISIONARY

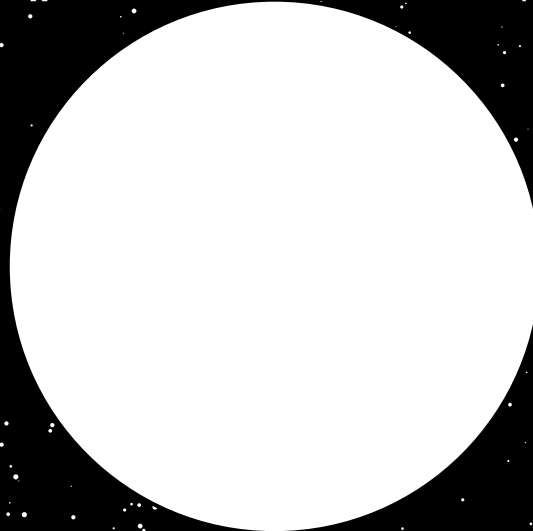
## VISIONARY

You have the **power of perception**. As a main player, you may specify which Challenge Card your opponent must play. If the opponent has that card, he must play it. If he doesn't have the card, he can play whatever he wants.

**History:** Once an ancient race of wandering fortune tellers, the Visionaries have recently stirred debate among philosophers throughout the cosmos. Does the mystic sight of the Visionary merely foretell the future, or does it shape it? This intellectual debate between advocates of causationism and free will has masked the alarming growth of the Visionary empire. The Visionaries themselves loathe logic and philosophy, preferring a more intuitive approach to the problems of cosmic domination.

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Eradicates Opponents' Tokens Mayfair

# VOID

## VOID

You have the **power to eradicate**. When you are a main player, any of your opponent's and his allies' tokens that are lost as a result of the challenge are permanently removed from the game instead of going to the warp. If a player loses more than 15 of his original tokens through eradication and can no longer win, he discards his hand and is out of the game.

**History:** Taught from vortexhood that no other intelligent life existed, the Voids were deeply offended to learn of alien races. They are now on a holy campaign to cleanse the heavens of all gross, material beings.

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Collects Discarded Edicts Mayfair

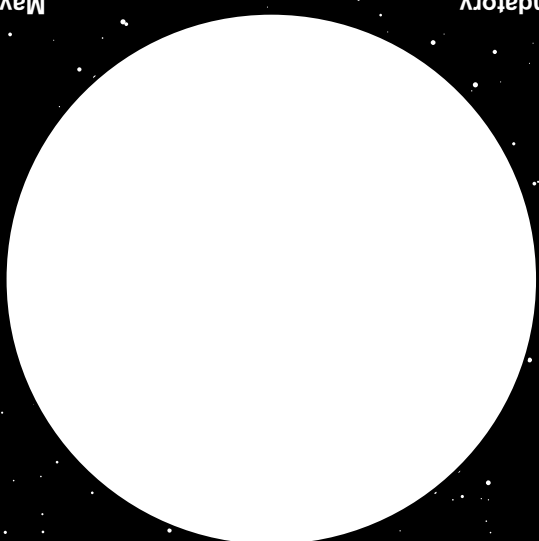
# VULCH

## VULCH

You have the **power to salvage**. Whenever any other player plays or discards an edict, you must pick it up and place it in your hand. After you play one, you must discard it. If you collect a new hand due to running out of Challenge cards, you may keep any Edicts in your hand, but you must reveal them to the other players. Then you take seven new cards.

**History:** Originally developing as a structured, bureaucratic race, only the Vulches who were most able to grasp new opportunities rose to the top. Over millions of years, this inbred scavenging talent flourished and spread throughout the race. Now, Vulches are prepared to use the discarded refuse of others to achieve their goal of Cosmic supremacy.

Mayfair Mandatory



Adds Tokens In Warp To Total Mayfair

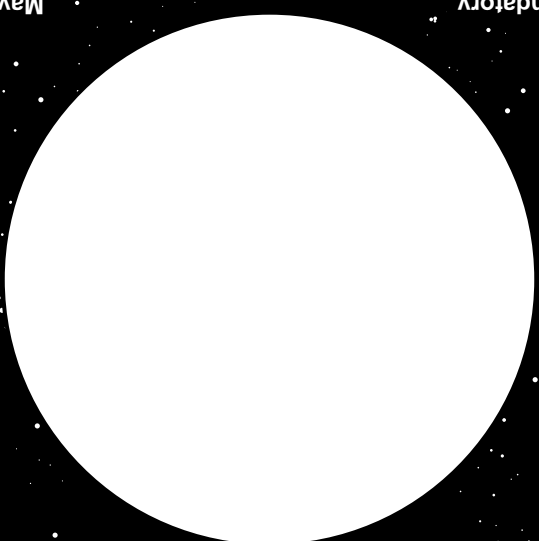
# WARPISH

## WARPISH

You have the **power of necromancy**. When you are a main player, all tokens in the warp add to your total in a challenge. They do not count toward consolation, however.

**History:** The race known as the Warpish claims to have been born From the Warp itself. Whether this is true or not (and opinion is dramatically divided), they easily have a greater knowledge of the Warp than any other race; to the point of creating a new Warp For their own personal use. Will these Masters of the Warp achieve the domination they seek? Only time will tell.

Mayfair Mandatory



Adds Experience Points Mayfair

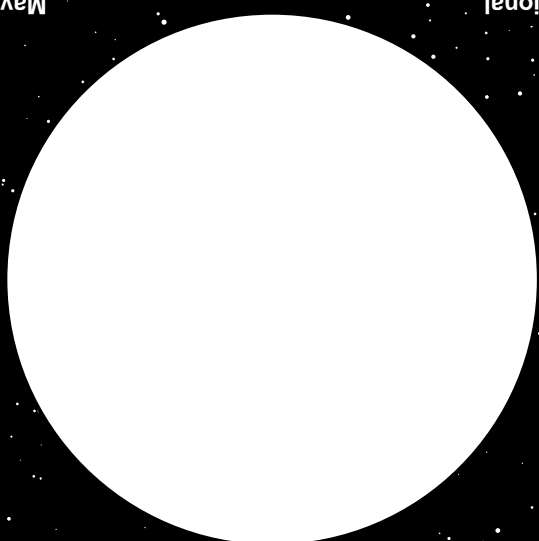
# WARRIOR

## WARRIOR

You have the **power of mastery**. Whenever you are a main player, you accumulate one point of you win (or make a deal), or two points if you lose (or fail to deal). You keep a running total of your points throughout the game, starting at zero. Whenever you play an Attack Card in a challenge, you add your present experience points to your total in the challenge.

**History:** Once considered ferocious but dullwitted by more "enlightened" races, the Warrior clans were bred as fighting stock for the petty squabbles of their lords. Throughout the ages, however, they have learned the value of both defeat and victory. This wisdom gives them mastery over those who would sneer at their potential.

Optional  
Mayfair



Not Controlled By Destiny Mayfair

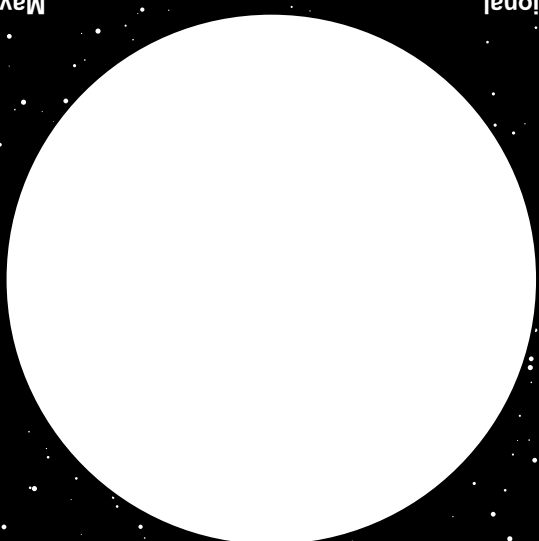
# WILL

## WILL

You have the **power of choice**. You are not bound by the color your turn up from the destiny pile. Instead, you may challenge any other player's base on any planet. If you attack a player's home planet where he has no tokens, he defends with zero as normal. You do not have to attack the player whose home planetary system contains the base you are challenging, but you must challenge using the hyperspace cone or the reverse cone, whichever appears on the Destiny Card you drew. For example, you may challenge the green player's base in the red player's home system.

**History:** Arising on a cold and barren asteroid, the Wills gave no thought to legal niceties in their relentless struggle to capture the faint rays of a dying star. Unfairly charged with preying upon the weak, they wish only to find locations in which they may spread their solar membranes, unopposed.

Optional  
Mayfair



Casts Spells Mayfair

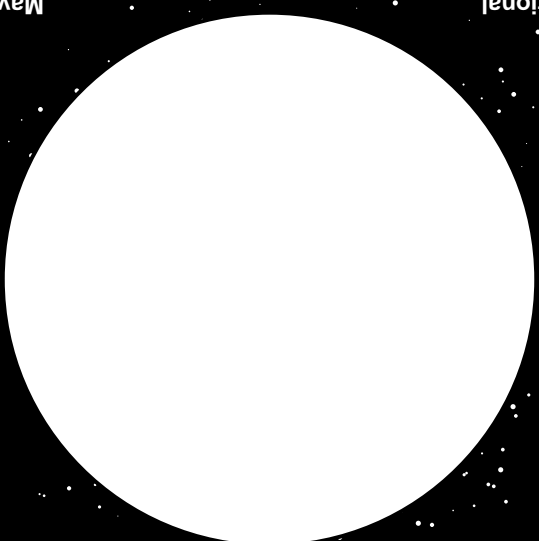
# WITCH

## WITCH

You have the **power to curse**. When you lose tokens as a main player, you may cast a spell against all your opponents in the challenge. This spell lasts for the next two challenges. For example, you can make all their Attack Cards worth 4 for two challenges. Each spell can affect only one of the following game operations: Alien Powers, token selection, token placement, cone placement, Attack Cards, Compromise Cards, alliances, consolation, Edicts, Flares, moons, deals, and Lucre. Each type may be used only once (in any order) until you cast spells that affect all operations. Then you may work through the list again. If you lose your power (except to a Cosmic Zap), any curses remain in effect until they expire normally.

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

Optional  
Mayfair



Repositions Cone Mayfair

# WORM

## WORM

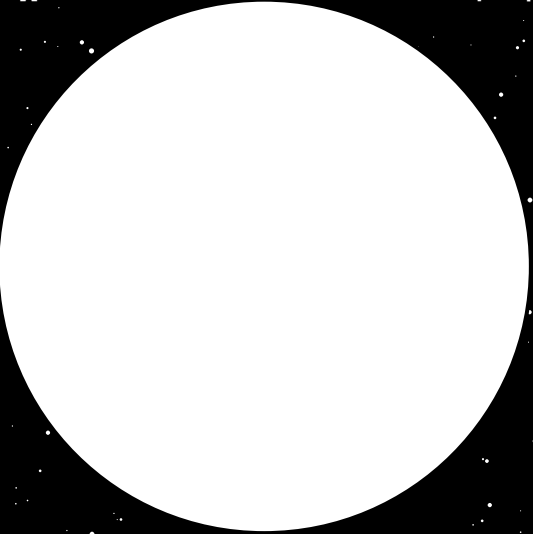
You have the **power to tunnel**. During setup at the beginning of the game, you may arrange your tokens however you wish among your five planets as long as you have at least one token on each planet. As offensive player, you can move the cone after cards are revealed, pointing it at any planet in the defensive player's system. Total the results as if this had been your original target. Also, as defensive player, you may move the cone from one of your home bases to another of your home bases after revealing cards, again computing the results as if the second base had been the original target.

**History:** The Worms learned how to use the hidden attacks and surprise confrontations on the vast sandscapes of home. Now, as the first segments leave for space, who knows where they will surface?



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Optional



Tortures Opponent Mayfair

# WRACK

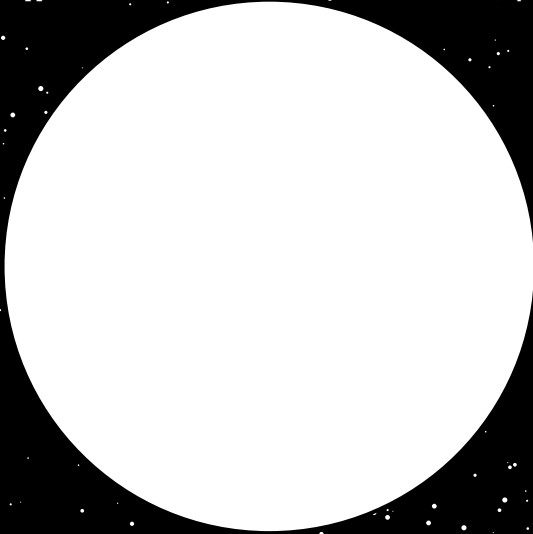
## WRACK

You have the **power to torture**. After alliances are set in a challenge in which you are a main player, you may offer your opponent a deal, following the regular rules for making a deal. If he rejects your offer, you may torture him once for each token you have in the challenge. On each torture, you may select one of his tokens to send to the warp or draw one of his cards to send to the discard pile. If he accepts the deal at any time, the torture stops and you conclude the deal. If he never accepts, you lose the challenge and he wins, with normal challenge resolution for you both and for allies on both sides. You may start by making a normal challenge and never torture your opponent at all.

**History:** Sadistic to a degree unparalleled in recorded annals, the miserable wracks haven't a decent sharn in their claydorns. After generations of bullying local flora and fauna, they now dream of intimidating the universe.

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Keeps Tokens Off Board Mayfair

# WRAITH

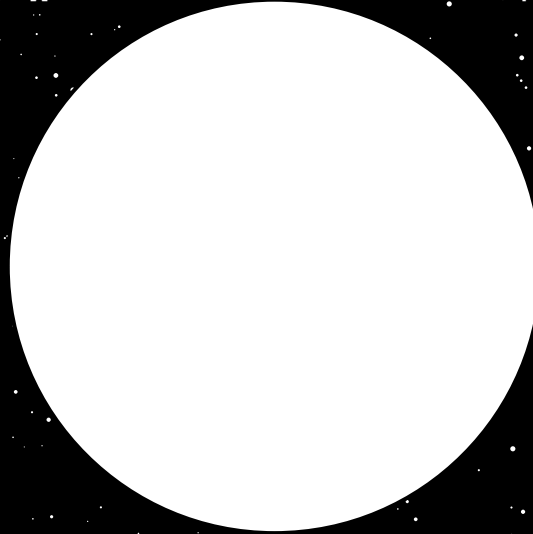
## WRAITH

You have the **power of invisibility**. At the start of the game, place one token on each of the planets in your home planetary system. Place the remaining tokens in a hidden reserve off the board, where you can access them. As offensive player, place one token in the cone and commit zero to three more by secretly setting them aside from your reserve. After announcing your intention to ally, secretly set aside tokens you are committing to the challenge, leaving them upright if you are joining the offensive player or turning them over if you are a defensive ally. When you gain a base, do it with only one token, returning the others to your reserve. As defensive player, secretly set aside zero to three tokens that will help defend your planet or moon. As a main player, commit your invisible tokens in step 3. In any event, reveal the tokens you committed when cards are revealed. In addition, whenever you must lose a token except as a result of a challenge, you may lose a token from your reserve, even if the effect says another player selects the token to lose. If you lose the use of your power, you assign all living tokens to bases as evenly as possible, making them invisible again only when you regain your power.

**History:** The first colonists to the Wraith home system landed on its planets and discovered a fully-functioning civilization without any apparent citizenry. When the entire expedition was wiped out the following year, only one answer made sense. Since then, generations of scientists have labored unsuccessfully to make the Wraiths visible. Some say that the

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Never goes to warp Mayfair

# ZOMBIE

## ZOMBIE

You have the **power of immortality**. Whenever you lose tokens and should put them in the warp, instead, you place them on any of your bases and keep using them. If you lose all of your tokens on a base, you lose that base and must move those tokens elsewhere. In addition, you can free any player's tokens from the warp (back to any bases he has) as part of a deal.

**History:** Shadowy Forms on a dark and murky world, Zombies prized all sources of energy. They could flourish only by careful recycling of their own kind. Living on decomposed organic matter, they abhor the needless waste of war and have developed effective techniques to make sure their numbers will not be reduced.