

# TRIBBLES

KIRKMAN '14

## CUSTOMIZABLE CARD GAME

TUFTS '13

### THE CONTINUING COMMITTEE

# RULES

Version 2.1 July 2015

## "Most curious creature, Captain."

Most card games have just one deck of cards that never changes, but *Tribbles* is a customizable card game (CCG) and works differently. In a CCG, you personalize your deck using cards from your collection. In the *Tribbles Customizable Card Game*, the fuzzy little creatures are breeding like crazy: 1 ... 10 ... 100 ... 1,000 ... 10,000 ... 100,000! It's the job of the players to breed their own Tribbles in order to outwit and outmaneuver their opponents and reign as the supreme Tribble breeder!

## Number of Players

*Tribbles* is a game for four to eight (4-8) players. If you have more than eight (8) players that would like to play, you can break them up into smaller groups called pods. Each pod can play their own game, and then you can shuffle players into new pods and play again.

## How to Win

The goal of the game is to score points by getting your Tribbles into your play pile and emptying your hand. If you are the breeder with the highest score at the end of five rounds of play, you win!

## Setup

Randomly determine the order of players around each table. Once the players are seated, each player should shuffle and then cut to a single card – the player who reveals the largest number of Tribbles goes first. (If two or more players reveal the same number of Tribbles, cut again until the ties are broken.)

One player at each table should be elected to be score keeper. It will be this player's responsibility to keep track of the points scored during each round and to keep players informed of the current standings. Current scores are public knowledge and any player may ask at any time.

Each player then re-shuffles their deck and draws a hand of seven (7) cards.

## Arranging Your Cards

As the game progresses, each player will have their own hand, draw deck, play pile, and discard pile (as shown below). You may not look through any deck or pile except when a card specifically allows you to do so.



## How to Play

The first player starts each round by playing any card worth 1 **Tribble** from their hand and placing it into their play pile. Play then proceeds clockwise around the table.

Players must follow the "chain" of Tribbles as play proceeds: the next player plays a card worth 10 **Tribbles**, then the next player plays a card worth 100 **Tribbles**, and so on in sequence. Each player must announce the number of Tribbles they are playing as well as if they are activating the Tribble's power.

The "chain" of Tribbles proceeds as follows:

1 → 10 → 100 → 1,000 → 10,000 → 100,000 → 1 → ...

When a player plays a card worth 100,000 **Tribbles**, the population has peaked for the time being; the "chain" resets to 1 **Tribble** and then continues. This does not count as the "chain" being "broken."

When a player chooses to activate the power on a Tribble he or she just played, they carry out its instructions completely before play proceeds. For example, Dan plays a 1 **Go** and decides to use the power. He then plays a 10 **Bonus**, which has no active power. It's then Rague's turn to play, and he must play a 100 **Tribbles**.

On your turn, if you do not have a card in your hand with the next number in the sequence, you must draw a card. If that card has the proper number, you may immediately play it. If it does not, the card remains in your hand and the "chain" has been "broken."

If you ever have to draw a card from your draw deck but your draw deck is empty, you are "decked." See the Advanced Rules for details.

If the "chain" is "broken" by the player before you, you may choose to continue the "chain" by playing the next number in sequence, or you may restart the "chain" by playing a card worth 1 **Tribble**. For example, Thomas plays a 1,000 **Discard** on his turn. Johnny does not have a card worth 10,000 **Tribbles** in his hand and must draw a card. He did not draw such a card so the "chain" is "broken." Matt, as the next player, may continue the "chain" with a card worth 10,000 **Tribbles** or start again with one worth 1 **Tribble**.

You may choose to pass even if you hold or draw a card of the proper number. However, you can't draw a card and then decide to play a different card from hand – you may only play the card you drew.

## Ending the Round

Play continues until one or more players "go out" by ending any player's turn with no cards in their hand. If a player plays his or her final card, he or she may choose to activate the power on that Tribble. For example, the last card in Johnny's hand is 10,000 **Poison**, which he plays. He may choose to activate the **Poison** power before he is considered to have "gone out."

When any number of players "go out," the round ends. Each player places the cards remaining in their hand into their discard pile. The players who "went out" count the total number of Tribbles in their play piles and report the totals to the score keeper. Each player then shuffles their play pile into their decks in preparation for the next round.

The player who "went out" this round will take the first turn in the next round. If multiple players "went out" in the previous round, the player who "went out" with the lowest points scored will play first. Each new round begins a new "chain" (starting with a card worth 1 **Tribble**) and play proceeds clockwise.

## Ending the Game

After five rounds of play, the player with the highest total score wins the game!



## Tribble Icons

Each Tribble card has a special icon in the upper left corner. These icons represent that Tribble's power. Whenever you play a card, you may choose to use or ignore the power.

See the **TRIBBLE POWERS** section of the Rules document for a detailed explanation of each Tribble power.



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## Customizing Your Deck

Players may build their decks using any combination of powers and denominations they wish. The minimum size of a Tribbles deck is thirty-five (35) cards; there is no maximum size.

A recommended distribution of denominations for Tribbles decks appears in the following table:

1 TRIBBLE	21.8%	8-9 cards
10 TRIBBLES	21.8%	8-9 cards
100 TRIBBLES	19.3%	7-8 cards
1,000 TRIBBLES	16.3%	6-7 cards
10,000 TRIBBLES	12.4%	4-5 cards
100,000 TRIBBLES	8.1%	3-4 cards

The first column is the denomination of Tribbles; the middle column represents the recommended percentage of Tribbles of that denomination to put in your deck. The final column is the number of Tribbles of that denomination to put in a minimum-size deck.

The above table is just one recommendation; the exact distribution of denominations and powers is entirely up to you!



## Advanced Rules

This section covers some of the advanced rules of the Tribbles Customizable Card Game.

### Compound Tribble Powers

A compound Tribble power is a single card that contains two separate powers. In most cases, the use of one of the powers also triggers the use of the other power. For example, Matt plays a **10 RECYCLE & FREEZE**. If he chooses to activate the power, he must both select a player as the target for the **RECYCLE**, and name a Tribble power as the target for the **FREEZE**.

When a compound tribble power is played that includes the **CLONE** power, the non-**CLONE** power can be activated without using the **CLONE** power. For example, when Johnny plays a **10 Tribble**, Dan (as the next player) can play a **100 CLONE & SKIP** on his turn and activate the **SKIP** power.

However, when the **CLONE** power of a compound Tribble power is activated, the other power must be activated. For example, after Dan plays his **100 CLONE & SKIP** to skip Matt, Rogue (as the next player) can play his own **100 CLONE & SKIP**; but, since he is using the **CLONE**, he must use the **SKIP** as well.

Each compound power combination counts as a different power than its included powers. For example, Dan goes out with a **1 IDIC**, a **100 RECYCLE & REVERSE**, a **1,000 RECYCLE**, and a **10,000 REVERSE** in his pile. The **IDIC** is worth 40,000 points because there are four unique powers in his play pile.

### "Decked"

If at any point you must draw a card from your deck and you are unable to do so, you are "decked" and cannot continue in the round.

When you become "decked," immediately discard your hand. You may not score points of any kind (nor may any other player score points from you) while you are "decked." Leave your play pile in place, as it remains in play for other player's reference (i.e. Copy).

If all opponents are "decked," the last remaining player immediately "goes out" by placing his or her entire hand into their play pile.

At the end of a round in which a player was "decked," he or she may rejoin the game by reshuffling his or her play pile for use as his or her deck. If the player has less than seven cards, they must immediately discard their hand and sit out the next round.

A player that is "decked" is a valid target for Tribbles powers, but they will remain out for the remainder of the current round. They will be able to join the game in the next round if such a power restores their deck. For example, Charlie is "decked" when Dan plays a **1,000 RECYCLE** on him. Charlie shuffles and replaces his deck, but is still out until the start of the next round.



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## Troubles

Tribbles are breeding everywhere, and are starting to take over the ship! There are piles of them on the Bridge, in the Engine Room, and they're causing all kinds of problems. This chaos can now be part of your *Tribbles* games with the trouble pile. The trouble pile is an optional rule that can be used to add an extra element of randomness to *Tribbles* games. Trouble cards are a separate card type and cannot be included in normal *Tribbles* decks.

## Troubles - Setting Up

When playing in a *Tribbles* game using the trouble pile, only one trouble pile is used for the whole table. The trouble pile contains exactly one copy (and only one copy) of every trouble card. Before the game, shuffle the trouble pile and place them face down in the center of the table. At the start of the game, reveal the top card of the trouble pile and display it next to the face down pile. Players may examine the top revealed trouble at any time.

## Troubles - During the Game

There is only one "active" trouble at any time – the top most face up trouble. The active trouble has an effect on the game. The effect of the active trouble card affects all players equally.



For example, "... in Sickbay" is the active trouble, no player may use the power on a Poison Tribble.

## Troubles - Shifting

As the game goes on, the current trouble will change – this is called *shifting*. To shift the trouble, reveal the next face down card from the trouble pile and place it face up on the pile of face up troubles. This is now the current trouble. Previous troubles cannot be examined by any player. If at any point the trouble deck is empty and you need to shift, shuffle the entire pile and replace it face down, then reveal the top card.

At the end of every round, shift the current trouble.

Each trouble has a shift line that provides multiple ways for the Trouble to be shifted during the game.

**Miss** – Miss is always followed by a denomination. If any player misses (fails to play) on that denomination, shift the trouble. (Missing on a 10 shifts "... in Sickbay".)

**Power** – A Tribble power on a trouble causes that trouble to shift after that tribble is played. For example, if a player plays Mutate while "... in Sickbay" is the current trouble, it will shift after the Mutate is resolved. A player does not need to activate the power to trigger the shift (you can play Mutate without mutating.)

**Action** – Sometimes a player might need to force a trouble to shift; they can do so with the action options. These allow the player to pay some cost to shift the trouble. Actions always take place at the start of a player's turn, before he or she plays any tribbles. A player may only take one action each turn. The actions are:

**Draw X** – Draw X cards.

**Lose X** – Lose X points. You must have at least X points to use this.

Some Tribble powers interact with the trouble deck. For example, the Shift power will shift the current trouble. These Tribble powers have no effect in games that are not using troubles.



The Continuing Committee is dedicated to not only maintaining the *Star Trek: Customizable Card Game* community and the levels of competition, but exceeding them in scope and in quality.

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If you have any questions, please feel free to contact The Continuing Committee. Our website, [www.trekcc.org](http://www.trekcc.org), is home to all of the latest news and information about Tribbles!

For answers to your specific Tribbles rules questions, you can email [tribbles\\_rules@trekcc.org](mailto:tribbles_rules@trekcc.org).

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### ADVANCE

You may play this tribble in place of a **1 Tribble** if the sequence was “broken.”

You may not **COPY** an **ADVANCE** Tribble (it will have no effect).

### ANTE

All players place a card from hand into the pot. The next player that plays a **QAPLA'** tribble scores points equals to the highest tribble in the pot, then the cards in the pot are placed into their owner's discard piles.

There is only a single pot; if multiple **ANTE** Tribbles are played before a **QAPLA'**, they are all added to the same pot. All cards in the pot are face down. The pot persists between rounds. All cards in the pot are returned to their owners at the end of the game.

### ANTIDOTE

If this tribble is poisoned, its owner scores points instead and may place his or her hand beneath his or her draw deck.

A player who chooses to place his or her hand beneath his or her draw deck “goes out.”

### ASSIMILATE

Choose a player. Take the top card from that player's draw deck and place it on your play pile.

At the end of the round, return any Assimilated Tribbles to their owners to be shuffled into their owner's deck. If an Assimilated Tribble leaves your play pile during a round, return it to the top of its owner's deck.

Assimilated Tribbles are considered to be your Tribbles until they leave your play pile. *For example, if Dan goes out with Rogue's 100,000 TALLY in his play pile, Dan would add 100,000 points to his score for going out and Rogue would not split the points. Similarly, if Matt had Johnny's 100,000 TIME WARP in his play pile that round, he would get to draw one less Tribble for his opening hand in the subsequent round.*

### AVALANCHE

If you have at least four other cards in hand, all players discard a card. You may then discard one extra.

### BAH!

If this tribble is in your play pile at the end of the round and you did not go out, you may force all players to be randomly re-seated. You may place this tribble beneath your play pile from hand on any turn you have been Skipped.

This is a passive power; it is never activated. A player is Skipped when he or she is targeted by the previous player's **SKIP** Tribble or a compound Tribble that includes the **SKIP** power.

Re-seating may only take place once after each round (except the last round). If multiple players have **BAH!** Tribbles in their play piles when the round ends (and they did not go out), re-seating will take place if any of those players request it. If all such players decline, the next round begins.

### BATTLE

Choose another player to reveal the top three cards of his or her draw deck. You reveal the top three cards of your draw deck. Each player with the highest total places those cards under his or her play pile; the other player discards his or her cards.

The results of a Battle are public — all players get to see each Tribble revealed by each player in the battle. In the case of a tie, both players place their revealed cards under their play piles. Keep the order of cards consistent, whether putting them into your discard pile or beneath your draw deck. The first card revealed goes first, so that the last card revealed will be the top most card of the stack.

### BJ

Choose an opponent and place this tribble beneath their play pile. If you go out and you don't own this tribble, the owner of this tribble scores 50,000 points. (Return this tribble at the end of the round or if it leaves your play pile.)

At the end of the round, return any **BJ** Tribbles to their owners to be shuffled into their owner's decks. If a **BJ** Tribble leaves your play pile during a round, return it to the top of its owner's deck.

### BONUS

At the end of each round, if you avoided getting “decked” and your play pile includes a run of all four **BONUS** cards (1 — 10 — 100 — 1,000), you score an extra 100,000 points.

This is a passive power; it is never activated. Playing a **BONUS** Tribble allows that player to look through his or her play pile. You may only score a **BONUS** once per round, no matter how many runs you have. **BONUS** also appears as part of a compound Tribble power. See Advanced Rules for more details.

### CLONE

A card with this icon may be played even when it has the same number of tribbles as the last card played.

*For example, a 10,000 CLONE is playable if the previous number of tribbles played was 1,000 or 10,000.*

**CLONE** also appears as part of a compound Tribble power. See Advanced Rules for more details.

### CONVERT

Place this tribble beneath your draw deck, then place the top card of your draw deck on top of your play pile.

### COPY

You may immediately use the game text of the top tribble of any other play pile.

You may not **COPY** a passive power nor may you **COPY** a **COPY** Tribble.

### CYCLE

Place a tribble in hand beneath your draw deck to draw a card.

### DABO

If the previous player activated more than one tribble power the previous turn, you may play this tribble in place of any denomination.

This is a passive power; it is never activated. The previous player is the player that took their turn immediately before you. That player activates more than one Tribble power if they both play and use two or more Tribble powers in a turn, including both halves of a compound Tribble power. *For example, if Thomas plays a 1 GO and then a 10 BATTLE, he executed two Tribble powers. However, if Charlie plays a 100 STAMPEDE and then a 1,000 SAFETY, he has not activated two Tribble powers.*

Playing a **DABO** Tribble sets the “chain.” *For example, when Matt plays a 100,000 DABO, the next Tribble in the “chain” is 1.*

### DANCE

If you have Skip, Reverse, Skip, Reverse, Skip, Reverse in your play pile (in that order, ignoring other cards), score 100,000 points.

Playing a **DANCE** Tribble allows that player to look through his or her play pile. The sequence of cards does not need to be consecutive; other cards may appear in between the sequence. Compound tribbles that include either **SKIP** or **REVERSE** count as those powers. Check the sequence from the bottom of the play pile towards the top. *For example, Charlie plays a 100,000 DANCE and reveals his play pile. He has a 1 SKIP, a 10 GO, 1 CLONE & REVERSE, a 100 CLONE & SKIP, a 1,000 RECYCLE, a 10,000 REVERSE, a 100,000 TALLY, a 1 SKIP, and a 100 REVERSE in his play pile, in that order. Other powers are ignored when checking for the sequence, so he scores 100,000 points.*

### DISCARD

Choose one card in your hand to place in your discard pile.

### DRAW

Choose a player. He or she must draw a card.

The number of cards in each player's hand is public knowledge.

### EVOLVE

Count the number of cards in your hand, place your hand in your discard pile, and draw that many cards.

### EXCHANGE

Discard a tribble from hand to take a tribble into hand from your discard pile.

Playing an **EXCHANGE** Tribble allows that player to look through his or her discard pile.



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### FAMINE

The next tribble in sequence is 1.

Playing a Famine does not “break” the “chain.”

### FIZZBIN

This tribble can not leave your play pile unless you go out.

This is a passive power; it is never activated. No Tribble power can remove this card from a play pile. If a Tribble power would remove this card from your play pile, leave it in the play pile and continue with the rest of the power as normal. *For example, if Rogue plays a 100,000 Kill and Matt has a 100,000 Fizzbin on top of his play pile, the Fizzbin would not be killed. Likewise, if Matt plays 100,000 Mutate, he counts the number of Tribbles in his pile, including the Fizzbin, then shuffles all of those Tribbles except the Fizzbin into his deck.*



While this tribble is on top of your play pile, no other player may choose you as the target for a tribble power.

This is a passive power; it is never activated. As long as FOLD is the top Tribble of your play pile, no player may affect you with a Tribble power that asks them to choose a player. *For example, Johnny can not choose you as the target for his 100 Poison.*

Powers that affect all players, such as AVALANCHE, or that do not require a player to be chosen, such as SKIP, are not affected by FOLD.

### FREEZE

Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

FREEZE also appears as part of a compound Tribble power. See Advanced Rules for more details.



Take another turn (e.g., play the next tribble number in sequence).



If you go out, score 10,000 points for each different tribble power in your play pile.

This is a passive power; it is never activated. IDIC Tribbles are never cumulative with other IDIC Tribbles of the same denomination. They are cumulative with those of other denominations. IDIC counts itself as a power.



Choose a player to discard the top tribble of his or her play pile.

### MASAKA

All players place their hand beneath their draw deck and then draw a new hand of three cards.

Players place the cards in their hand on the bottom of their decks in any order they wish.

### MUTATE

Count the number of cards in your play pile. Shuffle your play pile into your draw deck, then put that many cards from the top of your draw deck into your play pile.

The results of a MUTATE are public – all players get to see each Tribble as it is placed into the play pile.

### PARTY

To activate this power, you must have at least two other cards in hand. Each player randomly places a card from hand beneath their play pile.

When PARTY is played, each player in order (starting with the next player) randomly places a Tribble on the bottom of his or her play pile.

### POISON

Choose any opponent who still has card(s) in their draw deck. That opponent must discard the top card, and you immediately score points equal to the number of tribbles on that card.

### PROCESS

Draw three cards, then choose two cards from hand to place beneath your draw deck.

### QAPLA

All players place the top card of their draw deck beneath their play pile. If all those tribbles are the same value or the same power, you score seven times the highest value of those tribbles.

The results of QAPLA are public – all players get to see each Tribble revealed by each player. In order to score points, the value of all those tribbles must be the same or the power of each must be the same (or both). Compound powers are not the same as their component powers.

### QUADRUPLE

If you win the round with this tribble in your play pile, this tribble is worth 40,000 instead of 10,000. (This tribble cannot be copied.)

This is a passive power; it is never activated. You “win the round” if you “go out.”

### RECYCLE

Choose a player to shuffle his or her discard pile into his or her draw deck.

When a player who has been “decked” is Recycled, he or she is still out for the current round. RECYCLE also appears as part of a compound Tribble power. See Advanced Rules for more details.

### REPLAY

Search your play pile for a tribble and play it again.

Playing a REPLAY Tribble allows that player to look through his or her play pile. Once you begin a REPLAY, you must play a Tribble from your play pile that is next in sequence even if you don’t find the one you want. If you do not have a Tribble that is next in sequence, nothing happens – the chain is not “broken.”

### REPLICATE

If an opponent’s action places this tribble in your discard pile (or play pile), you may place an additional card from hand in your discard pile (or play pile).

This is a passive power; it is never activated. Your own actions never trigger a REPLICATE; only an action caused by an opponent’s activated Tribble will do so. REPLICATE tribbles must go into the same place as the Tribble targeted by the opponent (and in the same position). *For example, Dan plays BATTLE against Thomas. Dan reveals 100,000 TALLY, 100,000 MUTATE, and 1 REPLAY; Thomas reveals a 1 Go, 10 Go, and 100 REPLICATE. Thomas loses the Battle and places his three Tribbles in his discard pile, then may discard a Tribble from his hand.*

### RESET

Shuffle the Trouble pile.

If this Tribble is played in a game that is not using the Trouble pile, it has no effect. If Troubles are being used, shuffle all Troubles into a single pile, then immediately reveal one – it is the active Trouble.

### RESCUE

Look through your discard pile and recover a card. Place it face-down on top of your draw deck – or, if it has the proper number of tribbles, you may play it now.

Playing a RESCUE Tribble allows that player to look through his or her discard pile. Once you begin a Rescue, you must recover a card even if you don’t find the one you want. You don’t have to tell your opponents which card you’re rescuing unless you play it.

### REVERSE

Reverse the direction of play from clockwise to counterclockwise, or vice versa.

REVERSE also appears as part of a compound Tribble power. See Advanced Rules for more details. At the end of each round, the order of play resets to clockwise.



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### RIVAL

Name a tribble power and remove this card from the game to make each player remove a tribble with that power in his or her discard pile from the game.

If a player has multiple cards with the named power in his or her discard pile, he or she may choose which one to remove from the game. Players that do not have the named Tribble power in their discard pile are not affected by **RIVAL**. All players return all cards removed with **RIVAL** to their decks at the end of the game.

### ROLL

If this tribble is in your play pile at the end of the round and you did not go out, you may mulligan at the start of the next round.

This is a passive power; it is never activated. To mulligan, a player counts the number of cards in his or her hand, shuffles his or her hand back into his or her deck, then redraws the same number of cards as a new hand. No matter how many **ROLL** Tribbles are in one's play pile, a player can only mulligan one time at the start of a round.

### SABOTAGE

Choose a player to discard the top card of their draw deck. You may activate that tribble's power.

You may not activate a passive power with **SABOTAGE**.

### SAFETY

If this tribble is in your play pile at the end of the round, you may shuffle your hand into your draw deck instead of placing your hand in your discard pile.

This is a passive power; it is never activated.

### SCAN

Look at the top 3 cards of your draw deck. You may place those cards on the top or bottom of your draw deck in any order.

You may place those cards in any combination on the top and/or the bottom. (1 on top, 2 on bottom; 3 on top; etc.)

### SCORE

Choose a player. If that player plays a Tribble on his or her next turn, you score points equal to the number of Tribbles on that card.

Only the first Tribble played by the selected player on their turn counts for the **SCORE**.

### SHIFT

Shift the current Trouble.

If this Tribble is played in a game that is not using the Trouble pile, it has no effect.

### SKIP

Skip the next player.

**SKIP** also appears as part of a compound Tribble power. See Advanced Rules for more details.

### STAMPEDE

All players may immediately play the next Tribble in sequence. Only the Tribble you play may activate its power of the next denomination up from the **STAMPEDE** in his or her play pile.

When **STAMPEDE** is played, each player in order (starting with the next player) may place a Tribble of the next denomination in his or her play pile. They do not get to activate the power. After each player has had the opportunity to do so, you may play the next Tribble in sequence. You may or may not activate the power normally.

Should another player "go out" via this power, the active player gets to finish their turn before the round ends. *For example, Rogue plays a 100 STAMPEDE and has two cards left in his hand; Dan, the next player in sequence, places his last card, a 1,000 BONUS, in his play pile. After all players have had the opportunity to place a tribble in their play pile, Rogue plays his 1,000 DISCARD and discards his last card, also going out. Both Dan and Rogue would score points for "going out."*

### TALLY

If another player is about to score points from this Tribble, he or she scores half this Tribble's value instead, and you score an equal number of points.

This is a passive power; it is never activated.

### TIME WARP

If this Tribble is in your play pile at the end of the round and you did not go out, start with one less card in your hand next round.

This is a passive power; it is never activated.

**TIME WARP** Tribbles are never cumulative with other **TIME WARP** Tribbles of the same denomination. They are cumulative with those of other denominations. *For example, Rogue goes out to win the round. Dan has two 10,000 TIME WARP tribbles in his play pile, so he will start next round with six (6) cards in hand instead of seven (7). Johnny has both a 10,000 TIME WARP and a 100,000 TIME WARP in his play pile; he will start the next round with five (5) cards in hand.*

### TOXIN

Each other player reveals the top card of his or her draw deck for each Discard tribble in his or her play pile. Choose one revealed card and score points equal to the number of tribbles on that card. Each player who revealed cards places those cards in his or her hand.

### UTILIZE

Choose an opponent with at least two cards in hand. That opponent randomly places a card from hand on top of their play pile. Score points equal to the number of Tribbles on that card.

