

TRIBBLES™ CUSTOMIZABLE CARD GAME

# NOTHING BUT TRIBBLE

Design  
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THE  
CONTINUING COMMITTEE

18 ADDITIONAL VIRTUAL CARDS • RELEASED APRIL 2012 • VERSION 1.0



**T**ribbles: You can't live with them, who'd want to live without them? Welcome to the fourth Virtual Tribbles expansion! *Nothing but Tribble* adds a full set's worth of new powers, and reprints some missing tribbles from last year's *Trials and Tribble-ations*. Use your opponent's tribbles to your advantage and score points, gain knowledge of what's to come, or speed to the rounds end with a quick equalizer. Happy breeding!



## 2012 Tribbles Regional Championships

For the first time in the history of the game, Australia will host the Tribbles CCG World Championships in 2012. The road to Australia begins with the Regional Championships, continues with the Continental Championships in July and August, before finishing in Sydney in September.

Regional season for Tribbles extends over a three-month period between March 31st and June 25th. Any player from any region can play in a Regional. The 2012 Tribbles Regional prize kit contains eight copies of the *Wrath of Khan*-themed 2012 Regional promo 10,000 Tribbles Poison. Go to [www.trekcc.org](http://www.trekcc.org) to find a Regional near you.



**T**he 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.

ARTICLES  
FORUMS  
RULES

CARD IMAGES  
TOURNAMENTS  
PLAYER LOCATOR

The Star Trek CCG Community lives on at  
[WWW.TREKCC.ORG](http://WWW.TREKCC.ORG)



## NOTHING BUT TRIBBLE CARD LIST

1 Tribble – Convert . . . . .	55 V	1,000 Tribbles – Masaka . . . . .	64 V
1 Tribble – IDIC . . . . .	56 V	1,000 Tribbles – Reverse . . . . .	65 V
1 Tribble – Skip . . . . .	57 V	1,000 Tribbles – Scan . . . . .	66 V
10 Tribbles – Advance . . . . .	58 V	10,000 Tribbles – Assimilate . . . . .	67 V
10 Tribbles – Recycle & Freeze . . . . .	59 V	10,000 Tribbles – Masaka . . . . .	68 V
10 Tribbles – Skip . . . . .	60 V	10,000 Tribbles – Reverse . . . . .	69 V
10 Tribbles – Utilize . . . . .	61 V	10,000 Tribbles – Skip . . . . .	70 V
100 Tribbles – Scan . . . . .	62 V	100,000 Tribbles – Assimilate . . . . .	71 V
100 Tribbles – Utilize . . . . .	63 V	100,000 Tribbles – Time Warp . . . . .	72 V

## NOTHING BUT TRIBBLE NEW TRIBBLE ICONS

- ADVANCE** You may play this tribble in place of 1 tribble if the sequence was "broken."
- ASSIMILATE** Choose a player. Take the top card from that player's draw deck and place it on your play pile. (Return that tribble at the end of the round or if it leaves your tribble pile.)
- CONVERT** Place this tribble beneath your draw deck, then place the top card of your draw deck on top of your play pile.
- IDIC** If you go out, score 10,000 points for each different tribble power in your play pile (not cumulative with other IDIC tribbles in your play pile).
- MASAKA** All players place their hand beneath their draw deck and then draw a new hand of three cards.
- RECYCLE & FREEZE** Choose a player to shuffle his or her discard pile into his or her draw deck, then name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (regardless if the power is used or not).
- 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.
- 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.

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**1 TRIBBLE** — STAR TREK — ENTERPRISE

**CONVERT**



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

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**1 TRIBBLE** — STAR TREK — ENTERPRISE

**IDIC**



If you go out, score 10,000 points for each different tribble power in your play pile (not cumulative with other 1 IDIC tribbles in your play pile).

NOT ENDORSED BY CBS OR PAW. INC. 56 V

**1 TRIBBLE** STAR TREK THE ANIMATED SERIES

**SKIP**




Skip the next player.

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**10 TRIBBLES** STAR TREK

**ADVANCE**



You may play this tribble in place of 1 tribble if the sequence was "broken."

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**10 TRIBBLES** STAR TREK THE NEXT GENERATION

**RECYCLE & FREEZE**



Choose a player to shuffle his or her discard pile into his or her draw deck, then name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (regardless if the power is used or not).

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**10 TRIBBLES** STAR TREK THE ANIMATED SERIES

**SKIP**



Skip the next player.

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**10 TRIBBLES** STAR TREK THE FIRST WAVE

**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.

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**100 TRIBBLES** STAR TREK VOYAGER

**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.

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**100 TRIBBLES** STAR TREK DEEP SPACE NINE

**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.

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**1,000 TRIBBLES** *STAR TREK*  
THE NEXT GENERATION

**MASAKA**



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

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64 V

**1,000 TRIBBLES** *STAR TREK*

**REVERSE**



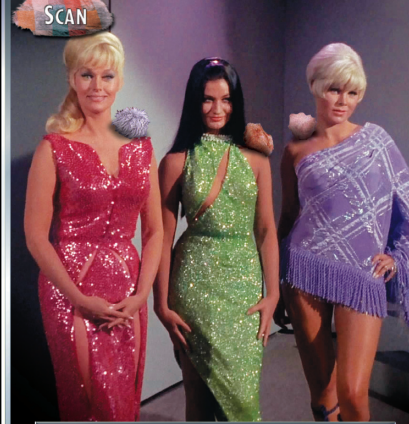
Reverse the direction of play from clockwise to counterclockwise (or vice versa).

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65 V

**1,000 TRIBBLES** *STAR TREK*

**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.

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66 V

**10,000 TRIBBLES** *STAR TREK*  
VOYAGER

**ASSIMILATE**



Choose a player. Take the top card from that player's draw deck and place it on your play pile. (Return that tribble at the end of the round or if it leaves your tribble pile.)

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67 V

**10,000 TRIBBLES** *STAR TREK*  
THE NEXT GENERATION

**MASAKA**



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

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68 V

**10,000 TRIBBLES** *STAR TREK*

**REVERSE**



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

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69 V

**10,000 TRIBBLES** *STAR TREK*  
THE ANIMATED SERIES

**SKIP**



Skip the next player.

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70 V

**100,000 TRIBBLES** *STAR TREK*  
VOYAGER

**ASSIMILATE**



Choose a player. Take the top card from that player's draw deck and place it on your play pile. (Return that tribble at the end of the round or if it leaves your tribble pile.)

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71 V

**100,000 TRIBBLES** *STAR TREK*  
DEEP SPACE NINE

**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 the next round (not cumulative with other 100,000 Time Warp tribbles in your play pile).

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72 V