

1 TRIBBLE *STAR TREK THE NEXT GENERATION*

CLONE & REVERSE




Reverse the direction of play from clockwise to counterclockwise (or vice versa). This tribble may be played even when it has the same number of tribbles as the last card played.

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19 V

1 TRIBBLE *STAR TREK*

EVOLVE



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

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20 V

1 TRIBBLE *STAR TREK DEEP SPACE NINE*

PROCESS



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

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21 V

10 TRIBBLES *STAR TREK DEEP SPACE NINE*

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.

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22 V

10 TRIBBLES *STAR TREK III: THE SEARCH FOR SPOCK*

EVOLVE



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

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23 V

10 TRIBBLES *STAR TREK DEEP SPACE NINE*

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.

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24 V

100 TRIBBLES *STAR TREK DEEP SPACE NINE*

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.

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25 V

100 TRIBBLES *STAR TREK*

CLONE & SKIP



Skip the next player. This tribble may be played even when it has the same number of tribbles as the last card played.

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26 V

100 TRIBBLES *STAR TREK II: THE WRATH OF KHAN*

RECYCLE & REVERSE



Choose a player to shuffle his or her discard pile into his or her draw deck, then reverse the direction of play from clockwise to counterclockwise (or vice versa).

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27 V

1,000 TRIBBLES *STAR TREK THE NEXT GENERATION*

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).

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28 V

1,000 TRIBBLES *STAR TREK DEEP SPACE NINE*

PROCESS

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

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29 V

1,000 TRIBBLES *STAR TREK THE ANIMATED SERIES*

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.

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30 V

10,000 TRIBBLES *STAR TREK THE NEXT GENERATION*

GO

Take another turn (that is, play the next tribble number in sequence).

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31 V

10,000 TRIBBLES *STAR TREK THE NEXT GENERATION*

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.)

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32 V

10,000 TRIBBLES *STAR TREK DEEP SPACE NINE*

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.

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33 V

100,000 TRIBBLES *STAR TREK VOYAGER*

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 in your play pile.

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34 V

100,000 TRIBBLES *STAR TREK ENTERPRISE*

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.

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35 V

100,000 TRIBBLES *STAR TREK THE NEXT GENERATION*

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.

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36 V