

TRIBBLES™ CUSTOMIZABLE CARD GAME

STAR TREK 50: TRIBBLES EDITION

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THE
CONTINUING COMMITTEE

18 ADDITIONAL VIRTUAL CARDS • RELEASED SEPTEMBER 2016 • VERSION 1.0

*"All I ask is a tall ship -
and a load of contraband
to fill her with."*

The Ferengi have acquired Tribbles and are spreading them throughout the galaxy! Following the Rules of Acquisition, the Ferengi are peddling Tribbles, indifferent to their ecological menace! Even more troubling, Tribbles have spread through the Guardian of Forever and are infesting some of Star Trek's most iconic moments! Ferengi profits might be up, but who's going to deal with all of these Tribbles?

Star Trek 50th Anniversary

September 8th, 1966 was the dawn of an era as the first episode of *Star Trek* hit the airwaves. Now, fifty years later, we celebrate the continuing phenomenon that is *Star Trek* with a trio of new boutique-style expansions for *First Edition*, *Second Edition*, and *Tribbles*. Featuring brand new cards from iconic moments across five series and ten movies, these collections capture the wonder and excitement of space, the final frontier. Live long and prosper!



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.

ARTICLES
FORUMS
RULES

CARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

The *Star Trek* CCG Community lives on at
WWW.TREKCC.ORG

STAR TREK 50: TRIBBLES EDITION CARD LIST

TRIBBLES

1 Tribble – Evade	118 V
1 Tribble – Retreat	119 V
10 Tribbles – Confront	120 V
10 Tribbles – Convert	121 V
100 Tribbles – Cycle	122 V
100 Tribbles – Evade	123 V
100 Tribbles – Party	124 V
100 Tribbles – Time Warp	125 V
1,000 Tribbles – Cheat	126 V
1,000 Tribbles – Dabo	127 V

10,000 Tribbles – Acquire	128 V
10,000 Tribbles – Exchange	129 V
10,000 Tribbles – Replicate	130 V
100,000 Tribbles – Ante	131 V
100,000 Tribbles – Confront	132 V
100,000 Tribbles – Fold	133 V

TROUBLES

... At Club Martus	134 V
... At Vic's Lounge	135 V

STAR TREK 50: TRIBBLES EDITION NEW TRIBBLE ICONS



Name a tribble power. If the next tribble played is that power, score points equal to the number of tribbles on that card.



You may skip a number in the sequence to play this card.



Draw a card, then reveal a tribble from hand. If no other player can reveal a tribble with the same power from their hand, you may place your revealed tribble beneath your play pile.



While this tribble is on top of your play pile, you may choose not to draw a card if you do not play the next card in sequence. (The chain is still broken.)



All players draw a card. If revealed in a battle you did not begin, score 50,000 points.

NOT ENDORSED BY CBS OR P&W, INC.

1 TRIBBLE **STAR TREK DEEP SPACE NINE**

EVADE



While this tribble is on top of your play pile, you may choose not to draw a card if you do not play the next card in sequence. (The chain is still broken.) **50**

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118 V

1 TRIBBLE **STAR TREK THE NEXT GENERATION**

RETREAT



All players draw a card. If revealed in a battle you did not begin, score 50,000 points. **50**

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119 V

10 TRIBBLES **STAR TREK DEEP SPACE NINE**

CONFRONT



Draw a card, then reveal a tribble from hand. If no other player can reveal a tribble with the same power from their hand, you may place your revealed tribble beneath your play pile. **50**

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120 V

10 TRIBBLES **STAR TREK DEEP SPACE NINE**

CONVERT



Place this tribble beneath your draw deck, then place the top card of your draw deck on top of your play pile. **50**

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121 V

100 TRIBBLES **STAR TREK III THE SEARCH FOR SPOCK**

CYCLE




Place a tribble in hand beneath your draw deck to draw a card. **50**

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122 V

100 TRIBBLES **STAR TREK VOYAGER**

EVADE



While this tribble is on top of your play pile, you may choose not to draw a card if you do not play the next card in sequence. (The chain is still broken.) **50**

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123 V

100 TRIBBLES **STAR TREK DEEP SPACE NINE**

PARTY



To activate this tribble power, you must have at least two other cards in hand. All players randomly place a card from hand beneath their play pile. **50**

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124 V

100 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 Time Warp tribbles in your play pile). **50**

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125 V

1,000 TRIBBLES **STAR TREK DEEP SPACE NINE**

CHEAT



You may skip a number in the sequence to play this card. **50**

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126 V

1,000 TRIBBLES STAR TREK DEEP SPACE NINE

DABO



If the previous player activated more than one tribble power the previous turn, you may play this tribble in place of any denomination. **50**

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10,000 TRIBBLES STAR TREK DEEP SPACE NINE

ACQUIRE



Name a tribble power. If the next tribble played is that power, score points equal to the number of tribbles on that card. **50**

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10,000 TRIBBLES STAR TREK ENTERPRISE

EXCHANGE



Discard a tribble from hand to take a tribble into hand from your discard pile. **50**

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10,000 TRIBBLES STAR TREK NEMESIS

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). **50**

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100,000 TRIBBLES STAR TREK

ANTE



All players place a card from hand into the pot. The next player that plays a Qapla' tribble scores points equal to the highest tribble in the pot, then the cards in the pot are placed into their owner's discard piles. **50**

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100,000 TRIBBLES STAR TREK DEEP SPACE NINE

CONFRONT



Draw a card, then reveal a tribble from hand. If no other player can reveal a tribble with the same power from their hand, you may place your revealed tribble beneath your play pile. **50**

NOT ENDORSED BY CBS OR PARAM. PICT. **132 V**

100,000 TRIBBLES STAR TREK THE NEXT GENERATION

FOLD



While this tribble is on top of your play pile, no other player may choose you as the target for a tribble power. **50**

NOT ENDORSED BY CBS OR PARAM. PICT. **133 V**

TROUBLE STAR TREK DEEP SPACE NINE

... AT CLUB MARTUS **50**

Miss **10** OR **RECYCLE** OR Draw **2**



All players flip their draw decks. (The bottom card is now the top card.)

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES **134 V**

TROUBLE STAR TREK DEEP SPACE NINE

... AT VIC'S LOUNGE **50**

Miss **1,000** OR **BATTLE** OR Draw **2**



When a tribble is played and its power is not activated, that player scores 10,000 points.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES **135 V**