

1 TRIBBLE — STAR TREK — ENTERPRISE

BEAM



If this tribble is in your play pile at the end of the round and you did not go out, you may exchange places with any other player.

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136 V

1 TRIBBLE STAR TREK DEEP SPACE NINE

KINDNESS



Draw a card. Each player that has four or more cards in hand may place one card from hand on the bottom of their play pile. Then you may place a card from hand on the bottom of your deck.

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137 V

1 TRIBBLE STAR TREK DEEP SPACE NINE

MIRROR



When any other player scores points by activating a tribble power, if this tribble is on top of your play pile, score an equal number of points.

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138 V

1 TRIBBLE STAR TREK GENERATIONS

RECYCLE



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

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139 V

10 TRIBBLES STAR TREK THE SEARCH FOR SPOCK

DECLOAK



While this tribble is on top of your play pile, no player may activate a tribble power if the previous tribble in their play pile had a matching power.

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140 V

10 TRIBBLES STAR TREK VOYAGER

GENEROSITY



You and one other player (your choice) each score 50,000 points. Draw a card.

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141 V

10 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 10 Time Warp tribbles in your play pile).

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142 V

100 TRIBBLES STAR TREK THE WRATH OF KHAN

CHEAT



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

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143 V

100 TRIBBLES STAR TREK THE NEXT GENERATION

DECLOAK



While this tribble is on top of your play pile, no player may activate a tribble power if the previous tribble in their play pile had a matching power.

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144 V

100 TRIBBLES *STAR TREK THE NEXT GENERATION*

LAUGHTER



Choose a player to discard a card, then choose a different player to place a card from hand on the bottom of their deck. If you did not choose yourself, score 50,000 points.

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145 V

1,000 TRIBBLES *STAR TREK THE NEXT GENERATION*

IDIC



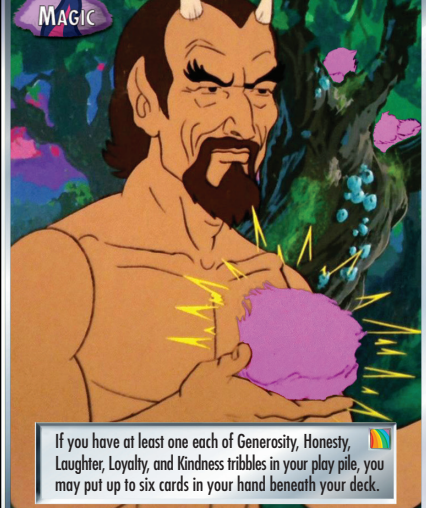
If you go out, score 10,000 points for each different tribble power in your play pile (not cumulative with other 1,000 IDIC tribbles in your play pile).

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146 V

1,000 TRIBBLES *STAR TREK THE ANIMATED SERIES*

MAGIC



If you have at least one each of Generosity, Honesty, Laughter, Loyalty, and Kindness tribbles in your play pile, you may put up to six cards in your hand beneath your deck.

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147 V

1,000 TRIBBLES *STAR TREK DEEP SPACE NINE*

REVEAL



All players reveal a tribble from hand at the same time. If any power or number matches yours, place your tribble anywhere in your play pile (except on top).

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148 V

10,000 TRIBBLES *STAR TREK VOYAGER*

DOUBLE




When you score Bonus, if this tribble is in your play pile, score an additional 100,000 points (not cumulative with other 10,000 Double tribbles in your play pile).

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149 V

10,000 TRIBBLES *STAR TREK*

HONESTY



Draw a card. Until the start of your next turn, play with your hand revealed. At the start of your next turn, score 50,000 points.

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150 V

100,000 TRIBBLES *STAR TREK THE NEXT GENERATION*

FLASH



All players reveal the top card of their draw deck. If it is a Bonus or Discard tribble, place it beneath its owner's play pile. Otherwise, place it beneath its owner's draw deck.

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151 V

100,000 TRIBBLES *STAR TREK ENTERPRISE*

LOYALTY



While this tribble is in your play pile, if you did not go out, you may also benefit from Roll, Safety, and Time Warp tribbles in the play pile of any one other player.

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152 V

100,000 TRIBBLES *STAR TREK THE NEXT GENERATION*

TRICK



If the player before you activates a Reverse power, you may reveal this tribble from hand and place it beneath your play pile.

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