
1 TRIBBLE
STAR TREK DEEP SPACE NINE
BONUS & FREEZE
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).
NOT ENDORSED BY CBS OR PAR. PIC
37 V


1 TRIBBLE
STAR TREK
DISCARD
Choose one card in your hand to place in your discard pile.
NOT ENDORSED BY CBS OR PAR. PIC
38 V


1 TRIBBLE
STAR TREK
GO
Take another turn (that is, play the next tribble number in sequence).
NOT ENDORSED BY CBS OR PAR. PIC
39 V


10 TRIBBLES
STAR TREK
AVALANCHE
If you have at least four other cards in hand, all players discard a card. You may then discard one extra.
NOT ENDORSED BY CBS OR PAR. PIC
40 V


10 TRIBBLES
STAR TREK THE ANIMATED SERIES
BONUS
At the end of the 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 100,000 points.
NOT ENDORSED BY CBS OR PAR. PIC
41 V


10 TRIBBLES
STAR TREK DEEP SPACE NINE
GO
Take another turn (that is, play the next tribble number in sequence).
NOT ENDORSED BY CBS OR PAR. PIC
42 V


10 TRIBBLES
STAR TREK THE ANIMATED SERIES
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.
NOT ENDORSED BY CBS OR PAR. PIC
43 V


100 TRIBBLES
STAR TREK
BONUS
At the end of the 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 100,000 points.
NOT ENDORSED BY CBS OR PAR. PIC
44 V


100 TRIBBLES
STAR TREK
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.
NOT ENDORSED BY CBS OR PAR. PIC
45 V


100 TRIBBLES
STAR TREK
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.
NOT ENDORSED BY CBS OR PAR. PIC
46 V


100 TRIBBLES
STAR TREK GENERATIONS
STAMPEDE
All players may immediately play the next tribble in sequence. Only the tribble you play may activate its power.
NOT ENDORSED BY CBS OR PAR. PIC
47 V

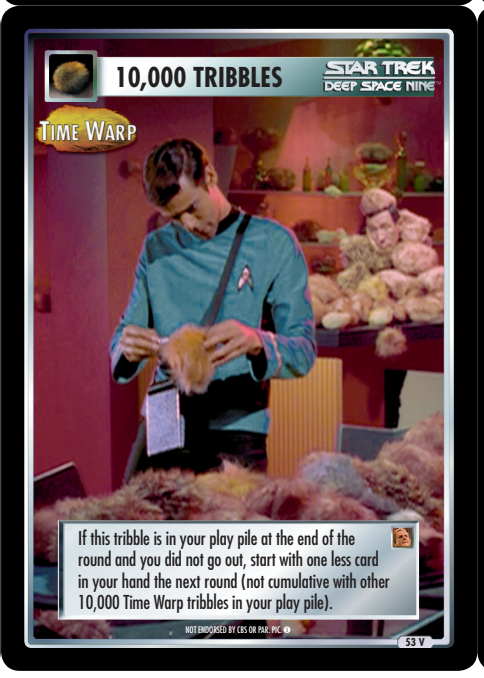

1,000 TRIBBLES
STAR TREK
BONUS
At the end of the round, if you avoided getting "decked" and your play pile includes a run of all four BONUS cards (1 – 10 – 100 – 1,000), you score 100,000 points.
NOT ENDORSED BY CBS OR PAR. PIC
48 V


1,000 TRIBBLES
STAR TREK
DISCARD
Choose one card in your hand to place in your discard pile.
NOT ENDORSED BY CBS OR PAR. PIC
49 V


1,000 TRIBBLES
STAR TREK THE ANIMATED SERIES
FAMINE
The next tribble in sequence is 1.
NOT ENDORSED BY CBS OR PAR. PIC
50 V


1,000 TRIBBLES
STAR TREK
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.
NOT ENDORSED BY CBS OR PAR. PIC
51 V


10,000 TRIBBLES
STAR TREK DEEP SPACE NINE
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.
NOT ENDORSED BY CBS OR PAR. PIC
52 V


10,000 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 10,000 Time Warp tribbles in your play pile).
NOT ENDORSED BY CBS OR PAR. PIC
53 V


100,000 TRIBBLES
STAR TREK VOYAGER
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).
NOT ENDORSED BY CBS OR PAR. PIC
54 V