

TRIBBLES™ CUSTOMIZABLE CARD GAME

TRIBBLES ROYALE

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THE CONTINUING COMMITTEE

27 ADDITIONAL VIRTUAL CARDS • RELEASED JULY 2015 • VERSION 1.0

*"You're a difficult man to reach,
but I have something from the
far reaches of the galaxy."*

It's hard to make an honest credit in the galaxy, and it's even harder now that *Tribbles Royale*, the sixth virtual *Tribbles* expansion is here. It's time to Ante up, Roll the dice, or play a few rounds of Dabo. Beware Tribbles and Troubles as you explore *Tribbles Royale*.



Trouble

The trouble pile is a new (optional) rule for *Tribbles*. To use them, shuffle one trouble pile for the whole table and put one face up — it will change the game in some way. Change ("shift") the trouble when a player misses on the indicated number, plays the indicated tribble power, or takes the indicated action. For full details, see the official Rulebook.



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



TRIBBLES ROYALE CARD LIST

TRIBBLES

1 Tribble — Fold	91 V
10 Tribbles — Ante	92 V
10 Tribbles — Shift	93 V
100 Tribbles — Rival	94 V
1,000 Tribbles — Roll	95 V
1,000 Tribbles — Time Warp	96 V
10,000 Tribbles — Reset	97 V
100,000 Tribbles — Dabo	98 V
100,000 Tribbles — Fizzbin	99 V

TROUBLES

... in the Astrometrics Lab	100 V
... in the Barber Shop	101 V
... on the Bridge	102 V

... in the Cloning Lab	103 V
... in the Computer Core	104 V
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TRIBBLES ROYALE NEW TRIBBLE ICONS



ANTE

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



DABO

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



FIZZBIN

This tribble can not leave your play pile unless you go out.



FOLD

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



RESET

Shuffle the trouble pile.



RIVAL

Name a tribble power and remove this card from the game to make each player remove a tribble with that power in his or her discard pile from the game.



ROLL

If this tribble is in your play pile at the end of the round and you did not go out, you may mulligan at the start of the next round.



SHIFT

Shift the current trouble.

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1 TRIBBLE *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.

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91 V

10 TRIBBLES *STAR TREK VOYAGER*

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.

NOT ENDORSED BY CBS OR P&W, PTC. ©

92 V

10 TRIBBLES *STAR TREK*

SHIFT



Shift the current trouble.

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93 V

100 TRIBBLES *STAR TREK DEEP SPACE NINE*

RIVAL



Name a tribble power and remove this card from the game to make each player remove a tribble with that power in his or her discard pile from the game.

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94 V

1,000 TRIBBLES *STAR TREK THE NEXT GENERATION*

ROLL



If this tribble is in your play pile at the end of the round and you did not go out, you may mulligan at the start of the next round.

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95 V

1,000 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 1,000 Time Warp tribbles in your play pile).

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96 V

10,000 TRIBBLES *STAR TREK ENTERPRISE*

RESET



Shuffle the trouble pile.

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97 V

100,000 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.

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98 V

100,000 TRIBBLES *STAR TREK*

FIZZBIN



This tribble can not leave your play pile unless you go out.

NOT ENDORSED BY CBS OR P&W, PTC. ©

99 V



TROUBLE

STAR TREK
GENERATIONS

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

... IN THE ASTROMETRICS LAB

Miss 100,000 OR REPLICATE OR Draw 3

Players may not activate Replay tribbles. (Players may play Replay tribbles but not use their powers.)

100 V



TROUBLE

STAR TREK
THE NEXT GENERATION

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... IN THE BARBER SHOP

Miss 10,000 OR COPY OR Draw 3

When a player plays a Copy tribble, he or she may choose to copy Go instead of the top card of any play pile. (Go says take another turn.)

101 V



TROUBLE

STAR TREK
VOYAGER

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... ON THE BRIDGE

Miss 1,000 OR TIME WARP OR Lose 50,000

Each player starts the round with one less card in his or her hand (minimum 1).

102 V



TROUBLE

STAR TREK
THE NEXT GENERATION

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... IN THE CLONING LAB

Miss 1 OR CLONE OR Draw 2

The "chain" is reversed. (The "chain" is now 100,000 - 10,000 - 1,000 - 100 - 10 - 1. The "chain" still begins with 1.)

103 V



TROUBLE

STAR TREK
THE NEXT GENERATION

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... IN THE COMPUTER CORE

Miss 100,000 OR MASAKA OR Lose 50,000

When a player activates a Masaka tribble, each player must first set aside one card from hand. After completing the Masaka, each player adds the card he or she set aside to his or her hand.

104 V



TROUBLE

STAR TREK



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... IN THE CONFERENCE ROOM

Miss 10 OR TALLY OR Lose 50,000

Players may not activate Battle tribbles. (Players may play Battle tribbles but not use their powers.)

105 V



TROUBLE

STAR TREK
ENTERPRISE

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... IN THE CREW QUARTERS

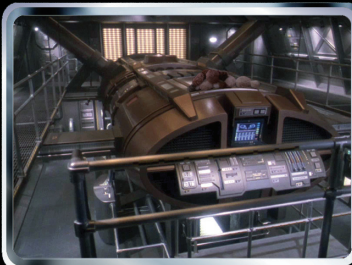
Miss 100 OR SCORE OR Lose 100,000

Players may not activate Utilize tribbles. (Players may play Utilize tribbles but not use their powers.)

106 V



TROUBLE

STAR TREK
ENTERPRISE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

... IN THE ENGINE ROOM

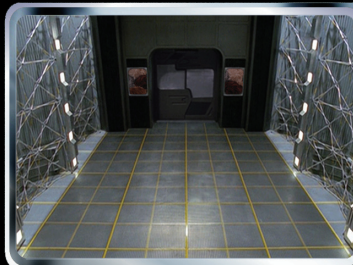
Miss 10,000 OR ADVANCE OR Draw 3

Players may not activate Go tribbles. (Players may play Go tribbles but not use their powers.)

107 V



TROUBLE

STAR TREK
VOYAGER

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... IN THE HOLODECK

Miss 1,000 OR DANCE OR Draw 4

When a player plays a Reverse tribble or a Skip tribble, he or she may re-order his or her play pile.

108 V



TROUBLE

STAR TREK
THE NEXT GENERATION

... AT MANHEIM'S LAB

Miss 1,000 OR PARTY OR Draw 2

At the start of each player's turn, every player puts the top card of their deck beneath their play pile.

109 V



TROUBLE

STAR TREK



... IN THE MESS HALL

Miss 100 OR BIJ OR Lose 50,000

Each player that did not go out this round scores 100,000 points.

110 V



TROUBLE

— STAR TREK —
ENTERPRISE™

... IN THE MORGUE

Miss 10 OR RESCUE OR Lose 100,000

When a player plays a Replay or Rescue tribble, each other player may place a card from his or her discard pile on the top or bottom of his or her deck.

111 V



TROUBLE

STAR TREK
DEEP SPACE NINE

... IN THE ORE PROCESSING UNIT

Miss 1 OR DRAW OR Draw 3

Players may not activate Discard tribbles. (Players may play Discard tribbles but not use their powers.)

112 V



TROUBLE

STAR TREK
DEEP SPACE NINE

... AT QUARK'S BAR

Miss 100,000 OR BONUS OR Lose 100,000

When a player plays a Bonus tribble, if he or she has at least two cards in hand, he or she may place a Bonus tribble from hand beneath his or her play pile.

113 V



TROUBLE

STAR TREK
VOYAGER

... IN THE READY ROOM

Miss 10,000 OR DISCARD OR Draw 4

When a player plays a Discard tribble, each other player may discard a card from hand.

114 V



TROUBLE

STAR TREK
DEEP SPACE NINE

... IN THE SECURITY OFFICE

Miss 1 OR FREEZE OR Draw 3

When a player plays a Freeze tribble, he or she may name an additional tribble power to be affected.

115 V



TROUBLE

STAR TREK



... IN SICKBAY

Miss 10 OR MUTATE OR Lose 100,000

Players may not activate Poison tribbles. (Players may play Poison tribbles but not use their powers.)

116 V



TROUBLE

STAR TREK
THE NEXT GENERATION

... IN THE TRANSPORTER ROOM

Miss 100 OR SCAN OR Draw 3

Players may not activate Rescue tribbles. (Players may play Rescue tribbles but not use their powers.)

117 V