



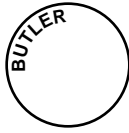
FLARE  
*Power of Improbability*

## ANOMALY

**Wild:** Once per challenge, you may cancel the flip of the Destiny Pile. The offensive player must then draw again.

**Super:** You may cancel each kind of random event once per challenge.

NeoEon



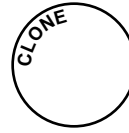
FLARE  
*Power to Wait Upon*

## BUTLER

**Wild:** You may secretly take a token from any other player's base and put it into the Warp, once per challenge, without showing this card. However, if you get caught in the act, the token is not lost, and you must replace the token, pay 3 Lucre, if you have it, to the player who caught you, and discard this card. You may not take a Zombie token.

**Super:** You may demand a tip of 4 Lucre instead of 2.

NeoEon



FLARE  
*Power to Replicate*

## CLONE

**Wild:** You need not discard any edict you play; instead you may retain it (even if the Vulch is playing) and play it again on another challenge.

**Super:** Collect up to double the usual number of consolation cards, if your opponent has sufficient cards.

NeoEon



FLARE  
*Power to Go Berserk*

## BERSERKER

**Wild:** When a player is about to take consolation from you, you may pillage his hand by taking that many cards from him instead.

**Super:** Once on each of your turns, after beating multiple opponents, you may challenge any other planet containing multiple colors at +10 to your Challenge Card. This is an extra challenge that does not count against your two per turn.

NeoEon



FLARE  
*Power to Reinforce*

## CAVALRY

**Wild:** As a main player, you can allow all allies, offensive and defensive, to play Challenge Cards and add them to the challenge. It is up to the allies whether they play cards or not, but you cannot restrict the ability to only offensive or only defensive.

**Super:** As a main player, you may choose an ally to reinforce your challenge. He may play an Attack or Compromise Card and add it to the total in the challenge with the same effects described on your Alien Power Card.

NeoEon



FLARE  
*Power to Haunt*

## DOPPELGANGER

**Wild:** Whenever you would normally put tokens into the cone, instead of doing so, you may secretly write down the number you want to put in, and on which side. When the outcome is being determined, reveal what you wrote, and count it as in. Now dispose of your tokens as if that number had been in the cone.

**Super:** You may keep any Flares you get in your hand (subject to consolation).

NeoEon



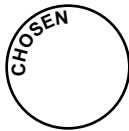
FLARE  
*Power to Meddle*

## BUSYBODY

**Wild:** When you are not a main player, you may switch the regular hands of any two other players who have cards, at any time after the Destiny Pile is flipped, but before Challenge Cards are revealed.

**Super:** You may use your power to meddle as an ally.

NeoEon



FLARE  
*Power of Divine Intervention*

## CHOSEN

**Wild:** After revealing Challenge Cards, add or subtract 10 points from your side's total.

**Super:** You may keep any Edicts and Flares drawn from the Challenge Deck while you were drawing for divine intervention.

NeoEon



FLARE  
*Power of Treasure*

## DRAGON

**Wild:** You may discard cards from your hand (despite the Visionary). You pay 3 Lucre to the box for each card you discard in this manner. If the Dragon is in the game, pay the Lucre to the Dragon.

**Super:** Your Lucre counts towards the total for your side in a challenge when you are an ally.

NeoEon



FLARE  
*Power to Invest*

## ENTREPRENEUR

**Wild:** At the start of your turn, you may declare some or all of your Lucre to be invested. This Lucre is put in trust, inaccessible to yourself and other players, until the start of your next turn. At that time, the investment matures and you receive a 50% profit (rounded down).

**Super:** You can ally with both Lucre and tokens, up to four of each.

NeoEon



FLARE  
*Power to Steal Life*

## GHOST

**Wild:** When you ally in a challenge, you may use tokens from the Warp. If your side wins, these tokens return to life and go to any of your bases. If you lose, they go back to the Warp.

**Super:** As a main player, you may use as allies all tokens from the Warp of players not opposing you in the challenge.

NeoEon



FLARE  
*Power over Loss*

## GRIEF

**Wild:** When you are entitled to consolation, you may take the appropriate number of cards from the winning main player and each of his allies.

**Super:** When you use your power, you may draw the cards you are entitled to from any combination of players' hands instead of the deck.

NeoEon



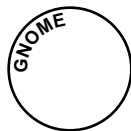
FLARE  
*Power to Extort*

## EXTORTIONIST

**Wild:** If another player is rude enough to flip your color in the Destiny Pile two times in a row during a turn, that player must pay you 9 Lucre, or lose a base (that player's choice). The tokens go to the Warp.

**Super:** A player may not prevent you from extorting cards by paying you Lucre if you don't wish to accept the payment.

NeoEon



FLARE  
*Power of Wealth*

## GNOME

**Wild:** You may retain the Lucre you spend to increase your side's total in a challenge, before or after Challenge Cards are revealed.

**Super:** You may add or subtract one-third of your Lucre to your side's total as an ally, after Challenge Cards are revealed.

NeoEon



FLARE  
*Power to Lease*

## HURTZ

**Wild:** For Lucre, you may lease the use of your own power (but not the card itself) to another player for the remainder of a challenge unless you've lost your power. Negotiate the lease fee (at least 3 Lucre) with that player. You can't use your power while it is leased, nor can the leasing player use his or hers.

**Super:** You may lease the same powers, Flares and moons over and over, as often as you wish.

NeoEon



FLARE  
*Power to Be With*

## FORCE

**Wild:** You may "be with" another player (except the Filth) who has just gained a planet base, by placing one of your tokens on that base along with that player. Use once and discard.

**Super:** You may aid a player whether called upon or not and that player must pay you 3 Lucre. However, you may not alter the color of the Destiny flip in this manner.

NeoEon



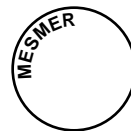
FLARE  
*Power to Petrify*

## GORGON

**Wild:** You may neutralize all tokens on one planet at any time during a challenge. These tokens may not move, go to the Warp, or count in the challenge.

**Super:** Once per challenge, at any time, you may petrify another system. No tokens may be moved from there during the rest of that challenge.

NeoEon



FLARE  
*Power of Mass Hypnosis*

## MESMER

**Wild:** After revealing cards, if yours is an Attack card with a value of under 10, you may declare it to be a Compromise card, and it then has the effect of one in that challenge.

**Super:** Once per turn you may play each Wild Flare card in your hand as if it were any Wild Flare card you name. It then has the effect of that new Flare in the challenge.

NeoEon



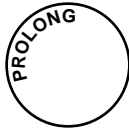
FLARE  
*Power of  
Dyslexia*

## MIRROR

**Wild:** Whatever Challenge Card you played becomes identical to your opponent's.

**Super:** As an ally, you may call a "reverse" of both main players' Attack Cards after they are revealed.

NeoEon



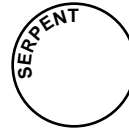
FLARE  
*Power to  
Protract*

## PROLONG

**Wild:** You may make a second challenge after losing the first.

**Super:** You may use your power to protract even as an ally.

NeoEon



FLARE  
*Power of  
Temptation*

## SERPENT

**Wild:** Once per challenge, you may offer another player a base in your system in return for a specific favor, which can fall outside the normal rules for deals, but is binding.

**Super:** If the player resists your temptation, you can force him to lose what you had offered to give him.

NeoEon



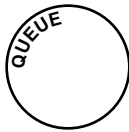
FLARE  
*Power to  
Infest*

## PARASITE

**Wild:** You may place a token on any one planet of a player who loses his power, just after he has lost it. If he regains it and loses it again, you may place another token on any planet there.

**Super:** You may infest with any number of tokens you want (i.e. more than four)

NeoEon



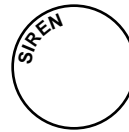
FLARE  
*Power to  
Order*

## QUEUE

**Wild:** You may take the top 10 cards of the deck, arrange them in any order, and return them to the deck. Use once, then discard.

**Super:** You may give yourself two turns as offensive player.

NeoEon



FLARE  
*Power to  
Lure*

## SIREN

**Wild:** Whenever cards are drawn from the deck during play, you may name a card (e.g. Attack 30). If that card is drawn, it must be given to you.

**Super:** You may offer to take all defensive allies' tokens to establish a base on the offensive player's system should you win the Siren challenge. They may choose to join you on the base or take defensive rewards if you win.

NeoEon



FLARE  
*Power to  
Raid*

## PIRATE

**Wild:** "Hide a treasure" of 30 Lucre, by secretly writing down a particular planet or moon. When anyone else as main player lands tokens on the secret spot, that player and you split the Lucre, taken from the box. You may then hide another treasure before the Destiny Pile is flipped.

**Super:** Your victim may not use his or her power during your raid challenge.

NeoEon



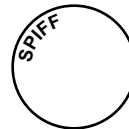
FLARE  
*Power of  
Reincarnation*

## REINCARNATOR

**Wild:** You may make all players (including yourself) reincarnate (draw a new unused power and discard their present one) once each turn (but not during a challenge).

**Super:** You don't have to reincarnate when you lose or fail to deal.

NeoEon



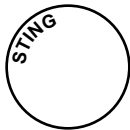
FLARE  
*Power to  
Crash Land*

## SPIFF

**Wild:** As a losing offensive ally, you may place your own tokens on the planet in the challenge.

**Super:** You may crash land if the difference was more than 5.

NeoEon



FLARE  
*Power to  
Substitute*

## STING

**Wild:** When you are required to give consolation, you may designate another player to give it instead.

**Super:** When you send another player's tokens to the Warp instead of yours, he gets nothing in return.

NeoEon



FLARE  
*Power to  
Enslave*

## VAMPIRE

**Wild:** As a main player, you may take one other player's tokens on any planet where you have a base, switching his tokens with yours from the Warp.

**Super:** You may enslave all tokens in a challenge, regardless of who wins, after Challenge Cards have been revealed. If you lose the challenge, your tokens go to the Warp as normal.

NeoEon



FLARE  
*Power of  
Subversion*

## SUBVERSIVE

**Wild:** After winning a challenge as the offensive player, you can subvert your allies' new bases, sending their tokens to the Warp.

**Super:** You may subvert the opposing side's allies when you are an ally in a challenge.

NeoEon



FLARE  
*Power of  
Immortality*

## ZOMBIE

**Wild:** You may return tokens to bases from the Warp as part of a deal.

**Super:** If you are involved as a main player or ally in a challenge, you keep all tokens that should be lost to the Warp after that challenge. Flip them over and use them as your own. They can be retrieved from you only if someone plays Mobius Tubes.

NeoEon



FLARE  
*Power of  
Numbers*

## SYMBIOTE

**Wild:** As defensive player, you may add all tokens on the planet to your total, regardless of their allegiance, after Challenge Cards have been revealed. If you lose, your tokens go to the Warp but the others remain.

**Super:** At the beginning of your turn, you may swap any tokens of your second color for tokens of your system color in the Warp. Tokens that come out of the Warp in this way must go to the bases where the second color tokens had been.

NeoEon