EDICT
ABORT

Evacuate your tokens.
Remove your tokens from the challenge. They return to bases. Play before cards are revealed.

Moon Powers

EDICT
BANK JOB

Steal half someone's Lucre.
Take half a player's Lucre (rounded up) and place it in your own treasury. Play at any time.

Moon Powers

EDICT
BLACK MARKET

Trade cards for Lucre. Trade in any or all of your cards for Lucre from the bank: one Lucre for challenge cards, two Lucre for non-challenge cards. Discard the cards you traded in. Play at the end of your turn.

Moon Powers

EDICT
ANARCHY

Mix up tokens. Take all the tokens from two planets in your system and mix them together, then use them to repopulate the planets randomly, keeping the same number of tokens on each planet that was on it before. Play between challenges.

Moon Powers

EDICT
BANKING SCANDAL

Redistribute player's Lucre.
Take half a player's Lucre (rounded down) and place in your own treasury. Distribute the rest, one Lucre at a time, to all players, starting with the recipient of this card and moving clockwise. Play at any time.

Moon Powers

EDICT
BLACK PLAGUE

Worse than the Plague.
Force a player to discard two of each kind of card, six Lucre and four tokens.

Moon Powers

EDICT
BACK ZAP

Instant karma. Cause the player of a Cosmic Zap to be zapped as well.

Moon Powers

EDICT
BILOCATE

Ally on both sides. You may ally on both sides of a challenge. Play when accepting an invitation to ally.

Moon Powers

EDICT
C.O.

Card #4F. One player's tokens do not count towards the total in a challenge. They still gain rewards. Play after cards are played.

Moon Powers

CIVIL WAR
EDICT

Brother against brother. All players challenge each other on one planet where they share a base. No alliances are allowed. In case of a tie, all players involved lose. Play between challenges.

Moon Powers

COUP D'ETAT
EDICT

Swap two powers. Switch the powers of any two players permanently. Play between challenges.

Moon Powers

FLARE SAVER
EDICT

Keep a Flare. You need not discard any one Flare that you play. You may keep it to play in another challenge, even if it was Zapped.

Moon Powers

COFFEE BREAK
EDICT

Yum... Play is suspended while the recipient of this card obtains refreshments for all. Usually limited to beverages, but may extend to making sandwiches, going out for munchies, etc. The recipient is not obliged to pay for anyone else. Play between turns.

Moon Powers

EXILE
EDICT

Vote to remove a power. Suggest the removal of any one alien power from the game. All players vote. If the vote is yes, the power is discarded. Play at the beginning of your turn.

Moon Powers

GRIDLOCK
EDICT

Nothing's moving... Nullify Mobius Tubes, Lunar Tubes, Warp Break, or Warp Leak. Play after one of those cards is played.

Moon Powers

COMMUNE
EDICT

Mutual power use. Any or all players may use the power or powers of any or all other players in a challenge. Players use their own powers first in case of conflict.

Moon Powers

EXTREME PREJUDICE
EDICT

Player, not system. Attack a player instead of a system. Point the Cone to any base of the player whose color was revealed by the Destiny Deck. That player is the defensive player regardless of where you challenge. Play on your challenge after the Destiny Deck is flipped.

Moon Powers

INSANITY
EDICT

Give it all you've got. All players must use everything they can during this challenge: all powers, Edicts, Flares, Moons, etc. You are not required to Zap your own action. Play at the start of a challenge.

Moon Powers

EDICT

LUCRE ZAP

Stop Lucre expenditure. You may stop one player from spending Lucre as soon as he attempts to spend some, unless he has no choice.

Moon Powers

EDICT

NEBULA

Nullify all powers. No powers may be used this challenge. Play when the Destiny Deck is flipped.

Moon Powers

EDICT

REDEAL

Redeal all hands. All players discard their hands. Shuffle the deck and the discard pile, but omit this Edict. Deal all players new hands as if it were the start of the game. Note that this deal is not Extortable. Play at the start of your turn.

Moon Powers

EDICT

LUNAR TUBES

Free tokens to Moons. Free tokens of all players in the warp to occupied Moon bases. Any player without a Moon base must remain in the Warp. Play between challenges.

Moon Powers

EDICT

PHOENIX

Regain home bases. Regain all home bases. Play after losing a base in a home system.

Moon Powers

EDICT

REPEATER

Copy the last Edict. Play after an Edict is played. This Edict behaves exactly like the last Edict.

Moon Powers

EDICT

MOON GLOOM

Force Moon evacuation. Force any one player to remove all tokens they have on Moons back to bases. This does not negate any effect of a Moon that took place prior to playing this card. Play at any time.

Moon Powers

EDICT

PROCESS

Redistribute cards. Take the hands of all players and separate the cards into Challenge cards and non-Challenge cards. Shuffle each stack and distribute to all players one stack at a time starting with yourself. Play between challenges.

Moon Powers

EDICT

RERUN

Challenge a system again. Make a challenge in the system you just challenged. Play after making a challenge.

Moon Powers

EDICT

ROUND ZAP

Floating Cosmic Zap. Cosmic Zap one power of the player to your right, then hand them this card. They must play it immediately. Once all players have played this card, it is discarded. An Unzap only affects the last use. Play at any time.

Moon Powers

EDICT

SUPER SAVER

Scavenge your own Flare. If the Flare corresponding to one of your powers is discarded, you may take it and put it into your hand.

Moon Powers

EDICT

TIME PRESSURE

Speed up a deal. Players have only ten seconds to make a deal. Play when the deal begins.

Moon Powers

EDICT

SUMMIT

All tokens are safe. No tokens are lost as a result of this challenge. Play after a challenge is resolved.

Moon Powers

EDICT

SUPER WILD

Use Wild Flares as Supers. Use any Flare you have as a Super Flare instead of a Wild Flare this turn, unless the Super Flare requires actually having the power in a significant way.

Moon Powers

EDICT

TIME RIFT

Circular challenge. All players challenge the player to their left. No Destiny is flipped. The Will may still attack anyone anywhere.

Moon Powers

EDICT

SUPER-NOVA

Destroy your system. Your system's star explodes. All of your planets and Moons are permanently destroyed. All tokens in your system go to the Warp. Play at the start of your turn when you have fewer than three bases.

Moon Powers

EDICT

SUPER ZAP

Remove player from game. Remove a player from the game for one turn. This player may take no action and may not be involved in a challenge. This player's system cannot be attacked in any way. Flip the Destiny Deck again if necessary.

Moon Powers

EDICT

WARP LEAK

Free one token of each player. Free one token of each player from the warp. The tokens return to bases. Play between challenges.

Moon Powers

WILD CARD

EDICT

WILD CARD

Play as any other card. The card you are mimicking must already exist in this game.

Moon Powers

WILD ZAP

EDICT

WILD ZAP

Zap anything someone does. Cancel the effect of any one game element, e.g. power, card, Moon, hex, etc.

Moon Powers