

COSMIC ENCOUNTER

Following are the errata, clarifications, and frequently asked questions for the COSMIC ENCOUNTER board game. This version of the FAQ has been fully updated with all information about all COSMIC ENCOUNTER products released through the end of 2018.

ERRATA AND CLARIFICATIONS

CARD TYPES

As of COSMIC EONS, the following lists all card types for effects like Hate's power or the Plague artifact: attack, negotiate, morph, retreat, artifact, flare, intimidate, kicker, reinforcement, rift. Note that "encounter" is not a card type.

COSMIC CONFLICT

Early printings of COSMIC CONFLICT listed 29 Hazard cards in the components list. There are 28.

ALIEN POWERS

BANDIT ALIEN POWER

Bandit should read "cosmic deck" instead of "encounter deck."

CHANGELING ALIEN POWER

Changeling's second sentence should read "Either draw a card from the deck and add it to your hand or swap alien sheets with your opponent." This clarifies that Changeling is not just using the power, but actually trading sheets.

Changeling should read "Warrior's tokens" rather than "Warrior's points."

CHRYSALIS ALIEN POWER

Chrysalis should read "At the start of any encounter, use this power to discard one token from this sheet. If there are no tokens left on this sheet, look at the top 10 flares of the unused flare deck. Choose one of these 10 flares corresponding to an alien that does not have Game Setup text and is allowed in the current game. You become that alien for the rest of the game. Add its flare card to your hand and take its alien sheet. Then, remove the other nine flare cards from the game and return this sheet to the game box." This clarifies that the 9 flares are not added to the cosmic deck discard pile.

THE CLAW ALIEN POWER

The Claw should read "At the start of any regroup phase, you may swap a non-negotiate card from your hand with your claw." The claw card can never be a negotiate (of any kind).

The third paragraph should read "Once per encounter, when another

player plays a card faceup or reveals a copy of the card you have chosen as your claw, use this power and reveal your claw..." This means that cards played faceup will activate the claw, as well as cards that are revealed (even if they weren't originally played by the same player, as in the case of Sorcerer switching cards).

CRUSHER ALIEN POWER

The last sentence of the alien power description should read "If this sheet is lost or turned facedown, all crushed ships are released wherever they are."

EXTORTIONIST ALIEN POWER

Extortionist's first sentence should read "After starting hands are dealt, whenever any other player acquires cards as compensation or draws new cards into their hand..." This clarifies that only cards drawn into hands activate Extortionist's power, and not drawing from destiny, the Tech deck, etc.

FIRE DANCER ALIEN POWER

The last sentence of the alien power description should read "If this {power} sheet is lost or turned facedown, all of your fires are extinguished."

GRAVITON FLARE

The Super should have a Planning icon, not Resolution.

GUERRILLA ALIEN POWER

Guerrilla should read "You have the power of Attrition. As a main player, immediately after you lose an encounter, use this power to weaken your opponent and each of their allies. Each player you weaken loses all but one of their ships in the encounter to the warp. This effect takes place before other resolution effects such as Cudgel's power or collecting rewards." This clarifies that Guerrilla alters the number of ships their opponent has when calculating how many rewards they collect, or other effects based on the number of ships an opponent had in the encounter.

HORDE ALIEN POWER

Horde should read "Each time you draw a card from the cosmic deck..." This prevents Horde from adding a horde token each time they draw from destiny, the Tech deck, etc.

INDUSTRIALIST ALIEN POWER

The sheet should have a Reveal icon, not Resolution.

LOVE ALIEN POWER

The third sentence should read “Each other player, in clockwise order, may then choose and discard one card from their hand.” This removes an errant comma from the original wording, and clarifies that all other players may discard a card.

LUNATIC FLARE

The Wild effect should read “For each reward you receive, you may both draw a card and retrieve a ship from the warp.” This clarifies that Lunatic may indeed draw from the reward deck.

POISON ALIEN POWER

The timing bar should read As Any Player, and Varies (instead of Mandatory).

PRETENDER ALIEN POWER

The first sentence of the alien power description should start with “Once per turn, as the offense, after destiny is drawn, you may use this power to take your alien sheet(s) and everything on them and move to what you consider to be the best seat.” This clarifies that Pretender can only be used once per turn.

SIREN ALIEN POWER (CC)

Siren’s second paragraph should read “Any time you win an encounter as the defense after using your power, you immediately gain a free foreign colony in the offense’s home system on a planet of your choice.” This clarifies that the “passive” effect of Siren’s power only happens if Siren has used its power (see next correction).

Siren’s timing strip should read “Not Offense,” rather than “Not Defense” in its player prerequisite. This clarifies that Siren can use its power when its system comes up in destiny.

SKEPTIC ALIEN POWER

The last sentence of the power description should read “If either side loses or a deal fails...” This clarifies that if both sides lose the encounter (e.g., a Morph vs Morph), then both sides lose double.

SURGEON ALIEN POWER

The power description should read “after destiny is determined” rather than “after destiny is drawn” to clarify that Surgeon only uses its power once per encounter.

VACUUM ALIEN POWER

The Vacuum can not target itself with its power.

WARHAWK ALIEN POWER

The end of the alien power description should include: “If an effect creates an infinite loop, the revealed cards are considered to be attack 00s.”

WILL ALIEN POWER

When using their power, Will must encounter a colony unless they are encountering a player in their home system. Thus, if Will wishes to encounter Blue on Red’s planet, then Blue must have at least one ship there.

Will’s timing strip should read “Destiny” rather than “Launch.”

FLARES

BUTLER FLARE (CA)

The last line of the Wild flare should read “If that player wins or deals, it counts as a successful encounter for you. Otherwise it counts as being unsuccessful.” This clarifies that whoever played Butler Wild doesn’t resume play at their own same Regroup Phase.

SADIST FLARE (CC)

The Sadist Wild flare should say “Whenever you send another player’s ships to the warp by playing a card or being the main player on the winning side of an encounter, you may draw one card from the deck for each player who lost ships to you.”

SKEPTIC FLARE

The Super should read “When you tell a player you doubt that they will win, you also tell them how many ships not in the encounter (1-20) are at risk (instead of your normal doubling). If they double-doubt you, instead of doubling their losses the penalized player(s) loses that number of additional ships.” This clarifies that if Skeptic is an ally using this flare, the main player on their side does not lose extra ships; only Skeptic if their side loses.

SYCOPHANT FLARE

The last line of the Super should read “Afterwards, give this flare to any other player.” This clarifies that Sycophant can’t give the flare to themself.

SYMBIOTE FLARE

The last two lines of the Super should read “Your ships coexist with any ships already there. This flare may not be canceled through any means.” This clarifies that the flare effect does not supercede Filth’s power.

GENERAL QUESTIONS

Q: What is a “challenge”?

A: “Challenge” is an old term for “encounter” that slipped through in a couple of places.

Q: What is the “cone”?

A: “Cone” is an old term for the “hyperspace gate” that slipped through in a couple of places.

Q: What is meant by a “token” on the Gambler Super flare?

A: “Token” is an old term for “ship” from previous editions of CE.

Q: What happens if a player needs to draw a new hand and both the cosmic deck and discard pile are empty?

A: Cosmic Quake! Each player discards all of their cards, and the discard pile is shuffled to make a new deck, then 8 cards are dealt to each player. If after performing a Cosmic Quake there still aren't enough cards to deal out a full hand to each player, then a Cosmic Aftershock occurs. All cosmic deck cards (and reward deck cards) are discarded (including Miser's hoard, Cryo's deep freeze, etc.). Game Setup effects like Cyborg and The Claw get to replenish as if starting the game.

Q: What happens if a Cosmic Quake does not free up enough cards?

A: If a Cosmic Quake does not free up enough cards, **all cards** are discarded and shuffled together. Any alien powers that start the game with 1 or more cards (such as Miser's hoard) are dealt those cards now.

Q: What if a player is taking rewards from the reward deck while there is no cosmic deck or discard pile? Does a Cosmic Quake still occur?

A: The Cosmic Quake is only triggered when a player needs to draw from the cosmic deck and there are no cards available.

Q: When should alert levels on aliens be mixed?

A: It is recommended that players start with green aliens only with no flares when first playing, then add flares. Play a couple of games, then introduce yellows to the green alert. Play a few more games with those, then add the red level aliens. The alert level is not how powerful they are, but how experienced your group should be to include them in the game.

Q: Do I receive compensation if my ships do not go to the warp (because I am the Zombie or because I lost to the Void, for instance)?

A: No. You only receive compensation for ships you lose to the warp.

Q: What is the difference between “lost” ships, “losing” ships, and ships “sent” to the warp?

A: Lost ships are any that go to the warp involuntarily at any point in the encounter. Losing ships are those involved in the encounter (main player or allies) that should go to the warp. Sent ships are those that go to the warp because of a specific player action (power or effect), sometimes voluntarily, but not directly involved in the encounter, and count as lost. Remote “sends” ships to the warp, and those ships are “lost” to the warp (but are not “losing” ships). Zombie's ships would be “losing” ships, but are not “lost” to the warp. Fungus captures losing ships, so would not capture ships lost to Grudge. Observer would protect losing ships, and those lost or sent. Note that Void specifically eradicates losing ships rather than sending them to the warp (this is why Zombie's ships

are eradicated, and why Fungus would not capture losing ships as Void's ally).

Q: Is a ship still considered “sent to the warp” or “lost to the warp” if an effect interrupts its arrival to the warp?

A: No. Therefore, Healer can only heal, and Ghoul can only feast if the ships actually reach the warp. This is why Healer doesn't normally heal Zombie, and Ghoul does not feast on captured ships.

Q: Does reclaiming an empty planet in your home system count as a win?

A: Yes. It is a win, and a successful encounter.

Q: Can you always interrupt an effect to do something else? As an example, playing a flare in response to compensation, or an effect like a Finder artifact?

A: Other than playing a Zap of some kind, or an effect that specifically allows you to interrupt an action, no. You must complete an effect before executing another one. When two things should happen simultaneously, use the Timing Rules. Keep in mind, a subsequent effect could still undo the original effect.

Q: What cards can be played when someone is trying to collect compensation from you (for instance, if someone is trying to collect compensation from you, or if you've been Plagued)?

A: Compensation does not create any kind of “lien” or “hold” or “freeze” on your hand. You are free to use any cards that may be legally played before compensation begins to be collected. So, you could play a reinforcement card to get it out of your hand before compensation is taken, for instance. However, once the opportunity to play such cards has passed and compensation begins, then it is too late. For example, you cannot wait to see if Hacker is going to target you before deciding whether to “dump” your reinforcement cards, because the time to affect encounter totals has already passed. Once an effect targets your hand, nothing can interrupt that effect except a Zap or some other power or effect that specifically lets you interrupt it.

Q: Can you play reinforcements if one side revealed an attack, but the other side revealed a negotiate, or if both sides revealed negotiates?

A: Yes, any player involved in the encounter may play a reinforcement on either side, regardless of what type of encounter cards were revealed.

Q: Is there a difference between winning an encounter and having a successful encounter?

A: Winning an encounter counts as having a successful encounter, but so does making a deal. A deal does not count as a “win” for effects that do not explicitly mention deals, such as Cudgel, Barbarian, and Guerrilla.

Q: How does Mobius Tubes work if you have no planets?

A: Your ships exit the warp, then any ships that have no colony to return to are returned to the warp. If you are the offense, you may place up to four of your ships in the hyperspace gate before the others are lost to the warp.

Q: What is the difference between the Start Turn phase and the Regroup phase?

A: Start Turn is essentially the first part of the Regroup phase (only occurring on a player's first encounter as offense), and any effect that happens during Start Turn must take effect before anything that is supposed to happen during Regroup (e.g., the offense draws a new hand before a Plague artifact can be played).

Q: What order do cards go into the discard pile? Normally this doesn't matter, but the Fido flare was in the game, and it calls on forcing a player to draw the top card of the discard pile.

A: When card order matters, non-encounter cards are discarded first, in alphabetical and numerical order, then encounter cards, starting with the offense and going clockwise, and ending with the defense. The defense's encounter card goes on top of the discard pile.

Example: Omni-Zap, Reinforcement +2, Reinforcement +3, offense's encounter card, Cavalry's encounter card, defense's encounter card.

Q: Can CE be played with only 2 players?

A: There is no official 2-player variant for the current edition yet.

Q: When you draw your own color from the destiny pile, and you want to automatically establish a colony on your planet, do you go through all of the encounter phases? Do you go through any of them past "Destiny"?

A: Only through the Launch phase.

Q: If you have no ships outside the encounter, can you still invoke effects that require sacrificing a ship from outside the encounter (such as Void Wild flare) by sacrificing one that's in it?

A: No.

Q: If you must lose ships that aren't in the current encounter (such as Grudge), what happens if you have no ships outside the encounter?

A: You lose nothing.

Q: If you have no ships to place into the hyperspace gate, or your last ship there is removed, what happens?

A: Proceed with the encounter. If the offense wins, they don't establish a foreign colony unless some effect specifically allows them to do so.

Q: Is it allowable to say what is in your hand? The rules explicitly say you can't show your hand to anyone, but it's vague on the telling. Can you lie?

A: You may make whatever ludicrous claims about what you have in your hand, but you cannot SHOW your cards to anyone else (unless a game effect causes you to do so). Note: the Mind has specific restrictions about what can be said.

Q: What is the difference between an encounter card's value, and its identity for all the effects that change values or target certain cards?

A: An encounter card's value can change, and whatever it is changed to becomes its new value (e.g., Mirror reversing digits, Tripler dividing a high value into a low one, Warhawk changing negotiates into attack 00). In these cases, the card has a new value. Thus, if Joker's current wild is an attack 00, the negotiate revealed by Warhawk's opponent would become wild. Values only matter for encounter totals. A card's identity is the actual printed

value. A Morph's identity is a morph, no matter what it copies. Any game effect that targets a card outside of encounter totals is targeting its identity. See next three questions.

Q: Does a modified card retain its original identity or its modified identity when something else references it (e.g., a Morph of an attack 08 when The Claw has an attack 08 as its claw card)?

A: Unless otherwise specified, game effects that strictly affect encounter resolution—meaning those effects that impact encounter card types/values, kickers, reinforcements, main player totals, the method of determining the winner and loser, deals, compensation, rewards, and disposition of the involved ships such as landing on the planet, returning to colonies, going to the warp, etc.—all refer to the card's current, modified type/value. Every other kind of game effect refers to the card's original, printed type/value. Therefore, The Claw does not activate on the Morph card unless an actual Morph card is the claw. Likewise, if the claw is a 12 and the Mirror causes a 21 to turn into a 12, The Claw does not use its power.

Q: Does a Morph count as an attack card if it duplicated an attack card?

A: Yes. Once it has duplicated your opponent's card, it is treated as that card in all ways pertaining to encounter totals (therefore, not for The Claw's claw card).

Q: If a power such as Calculator, Mirror, or Tripler affects a card, does a Morph copy the card's value before or after the modification?

A: The Morph copies whatever value is initially revealed. If that value is later modified, the Morph's value does not change with it. However, the Morph's value may be affected by modifications separately. For instance, if the Tripler revealed a Morph and their opponent revealed a 12, the Morph would become a 12 and then get divided to a 4 by Tripler's power. On the other hand, if Tripler revealed the 12 and their opponent revealed the Morph, the Morph would become a 12, but would not get divided to a 4 just because the card it morphed into did.

Q: If a player discards several cards at the same time, are the other players allowed to look at all of them? It is especially useful to have this information before deciding whether to play the Reserve Wild flare or Space Junk artifact.

A: Yes, since each card is discarded faceup it is open information unless a power states otherwise.

Q: Some powers kick in if one reveals an Attack card (for instance Brute, Cudgel, and Deuce). But what happens if e.g. Cudgel reveals a Negotiate, and then uses the Human Wild flare to turn it into an Attack 42? Can Cudgel then use its power, or not?

A: No, the originally revealed card is the one considered "revealed."

Q: If you lose your alien power, are you still considered to be that alien?

A: No.

Q: Can you play a reinforcement card on a negotiate?

A: No.

Q: What happens if a player has no colonies or ships on their turn?

A: During the regroup phase, they will retrieve one ship from the warp, and can place it on any of their home planets.

Q: Can aliens like Fodder, Porcupine and Reserve use their power multiple times during the reveal phase or must all cards be discarded at once?

A: Their power includes one or more cards, all must be chosen at the same time.

Q: Does the game end immediately if a player has the required number of foreign colonies, or do you play the encounter through the last phase (Resolution)?

A: Unless otherwise specified (e.g. Masochist's power), the game does not immediately end. Players have until the very end of the Resolution phase to stop a player (or players) from winning the game. See next question.

Q: Do effects that let you "immediately win the game" still have to play out until the end of the resolution phase, like the Glutton Wild flare if it is played in Regroup?

A: No, unless an effect is zapped, or something specifically lets you interrupt the effect, the game ends.

Q: What happens if players cannot have an encounter in your system because all of your home planets have been destroyed (Omega Missile, Locust, etc.)?

A: Players redraw from destiny when your color comes up.

Q: What do you do if you have colonies on all of the planets in the defensive system?

A: You draw from destiny again.

Q: Do you HAVE to retrieve a ship from the warp during regroup?

A: Yes.

Q: Are all discard piles open, public information?

A: Yes, unless otherwise indicated.

Q: Can players keep the number of cards in their hand secret?

A: No. If a player wants to know how many cards you have, you must reveal that amount, unless an effect specifically allows you to keep it secret.

Q: Does all table talk have to be public?

A: Yes, unless an effect specifies otherwise.

Q: Are defensive allies considered to be "in" the hyperspace gate?

A: Yes.

Q: When you are forced to lose, sacrifice, or give another player one of your ships, does it have to be from a colony?

A: Unless otherwise indicated, you must choose a ship under your control. That will typically be from a colony, or a researching tech.

Q: How do you choose cards "at random" (compensation, Enigma Device, Hate Wild, Mite, Mutant, Mutant Wild, Oracle Wild, Trader Wild, Magician) when both kinds of card backs are involved?

A: Players are allowed to see which card backs they are selecting. In essence, "at random" means "without seeing the faces of the cards."

Q: Can I start a second encounter with no encounter cards with the hope that I can acquire one before the planning phase?

A: No. If, on your first encounter, you either win an attack or successfully negotiate, and you have at least one encounter card left in your hand, you may choose to make a second encounter. Otherwise, your turn ends.

Q: Do you have to discard a rift, kicker, Retreat, Morph, Intimidate, Variable Attack when someone Plagues you?

A: Yes, you must discard one card of each type that you hold. Variable Attack still counts as an attack card, so if you discard a "normal" attack card, you are not also required to discard a Variable Attack. (See "Card Types" in Errata and Clarifications.)

Q: What happens if a player has chosen an alien with Do Not Use restrictions on it?

A: The alien that has the printed restriction is removed from the game, and the one without the restriction remains in play. The affected player may then choose either to use the second alien they were dealt and rejected, or to draw a replacement flare from the unused flare deck and become that alien (redrawing if another conflict arises).

Q: Who chooses which ships are lost when an effect causes extra ships to be lost (e.g., Gambler or Skeptic)?

A: Unless an effect specifies otherwise, the player losing the extra ships gets to choose which ships are lost.

Q: Are players required to play any applicable cards in hand right before drawing a new hand?

A: No. They may play cards, if appropriate, but all they are required to do is discard whatever cards they were holding.

Q: What does "legal encounter" mean?

A: An encounter where the offense can ultimately gain a foreign colony without necessarily having to make a deal.

Q: Are alien powers generally limited to one use per encounter?

A: Unless they specifically indicate otherwise (like Hate, which only works once per turn, or Vulch, which happens whenever any other player discards an artifact card), an alien's power is usable once per relevant context.

Q: What happens when a planet is captured or moved to another player's system?

A: That planet is considered a home world for the owner of its new system. For example, if a planet is added to Pygmy's system, it can only hold up to four ships and counts as half a foreign colony for other players. If a Pygmy planet is captured by The Claw, it counts as a full foreign colony for The Claw.

Q: Can a player change their mind about invoking a power or effect if someone else's action or timing rule outcome changes the game state? As an example, Trader attempts to trade hands with Visionary, but since both aliens use their powers in the same phase, and Visionary is offense, he wishes to use their power first to force Trader to play an attack 04 (knowing Trader will get Visionary's attack 04 if they trade hands). Can Trader decide to not trade hands at this point?

A: Yes.

Q: Where in the Timing Rules do affects not associated with any player fall (for example, the Black Hole hazard)?

A: Those are last, after players who are not main players, clockwise from the offense.

DEAL QUESTIONS

Q: Do you have to vacate a colony to exchange them in a deal?

A: No. Unless an effect indicates otherwise, your ships coexist with the other player in the deal. You can only give a colony to a player on a planet where you have a colony (even a foreign colony). Vacating the planet would mean you lost that colony.

Q: In a deal, do both players have to give something to the other, or can a successful deal be “one-sided”?

A: The deal may be one-sided, however at least 1 colony or card must change hands.

Q: Are the terms of a deal **EXPLICITLY RESTRICTED** to one or more of the following categories:

- granting a single colony on a planet you already occupy
- giving cards from your hand
- specialized use of your power where indicated (such as *Zombie's* regeneration)

A: Yes, the tangible things traded in a deal are explicitly restricted to what's allowed in the rules (and anything else allowed by a specific power or card), and at least one colony or one card must always change hands for the deal to be valid. Players are free to add non-tangible terms to the deal, such as promises of future actions, but these are unenforceable. See also next question.

Q: Can you trade tech cards in a deal?

A: No.

Q: If you fail a deal, can you remove ships from a researching tech as part of the three you lose to the warp?

A: Yes.

Q: During a deal, can you be specific about what cards you are exchanging, like “I'll give you a negotiate and an attack 10”? In other words, can you lie?

A: You may be explicit or vague in the terms of your deal, but you may not lie about what you are offering, and must abide by the terms of your deal with regard to colonies and cards changing hands (e.g., if you say “I will give you my highest attack card,” you must do so if that is part of the deal).

FLARE QUESTIONS

Q: After you play a flare, at what point does it re-enter your hand?

A: Immediately after resolving its effect. So, for instance, when playing the Oracle Wild flare, you play the flare faceup in front of you, mix your hands together, get your new hand at random from the mixed cards, and then return the Oracle flare to your hand (since its effect is now finished).

Q: If a flare that can be played at any time changes hands, can it be used a second time in the encounter by the new owner?

A: No. Any given flare may only be played once per encounter.

Q: If you attempt to play a flare but it gets Card Zapped (or for some other reason it is cancelled), does that count against a player's limit of one flare per encounter?

A: Yes it does count, if the flare itself was targeted.

Q: If someone uses a flare that is affected by ship count (such as *Virus Wild* or *Virus Super*), do Macron's ships count as 4 for its purposes?

A: When the number of ships is specified, Macron or Fungus' stack of ships would count as 1 ship each.

Q: If your power is zapped and you play your own flare for its Wild effect, and the flare requires you to give it to (your alien) or discard it if your alien is not playing, who do you give the flare to?

A: You keep the flare after resolving its effects.

Q: If you steal another player's alien sheet and have its flare, do you get to use the Super?

A: No.

Q: The *Schizoid Wild* flare: If Player A achieves the normal victory condition of 5 colonies, is it still possible for Player B to use the *Schizoid Wild* flare to switch colors with Player A to “steal the win.” Or is the game over once Player A reaches 5 colonies?

A: No, it is not possible for Player B to steal the win. Only immediate effects can prevent a victory, the *Schizoid Wild* flare happens “after the end of the encounter.”

Q: The *Schizoid Wild* flare specifies that players swap home systems and colors (and therefore presumably all ships, including foreign colonies, but not hands, racial powers etc.?) - but what happens to ships currently engaged in researching Tech cards, and what about Space Stations?

A: Techs currently being researched will swap players, as well as Space Stations (they remain attached to whatever planet they were attached to).

COSMIC ZAP QUESTIONS

Q: After an alien power has been Cosmic Zapped, do parts of the power that do not require a use still work or is the alien disabled entirely until the end of this encounter?

A: Page 12 of the rulebook states: “Some alien powers (or some parts of aliens' powers) do not require the power to be used. Powers such as these that function without being used cannot be the target of the ‘Cosmic Zap.’”

Q: Can you Cosmic Zap a power when that player is using a flare to use their own power (say as an ally when otherwise he can't use their power as an ally)?

A: Yes.

Q: Some powers have different phases highlighted for use that the Super flare doesn't correspond to. Can you still zap them?

A: Yes.

Q: If you Cosmic Zap a player that is using their Super flare, does he discard the flare, or does he have to play the Wild?

A: Neither. The flare remains in their hand, but he may use the Wild flare while their power is zapped.

Q: When exactly can you play a Cosmic Zap? For example, can you wait to see what card Philanthropist is giving you, or what question Seeker is asking you, or what cards Chosen draws as divine intervention?

A: Yes, you can wait to see the immediate effect of a power. However, the window of opportunity is relatively short while still in the same phase. For example, if you choose not to Cosmic Zap Chosen when they draw divine intervention because the added attack card is not enough for Chosen to win (but then after playing reinforcements, Chosen has the higher total), you cannot then play a Cosmic Zap to undo the divine intervention. Once play has moved into the next phase (from Planning to Reveal, for instance), it is too late.

Q: Can you preemptively zap a power?

A: No.

Q: If you are Cosmic Zapped during the Start Turn phase, is your power available in a later phase?

A: No. Start Turn is still part of the same encounter.

TECHNOLOGY QUESTIONS

Q: Is the intention of the Coldsleep Ship that the new colony must be formed in a system in which the player has no other colonies, or simply that the new colony must be on a planet on which the player has no existing colonies?

A: The colony is placed on any planet where you do not already have a colony (outside of your own system).

Q: Can you research and reveal a tech card at the same time? (So, if the tech needs 2 ships, could you place the second ship on the tech and reveal it in the same regroup phase?)

A: Unless a tech specifically allows you to, you may not both research and complete a tech in the same encounter phase. However, some techs are only revealed upon certain conditions, such as the Gluon Mines. Such techs may be both researched and revealed during the same encounter.

Q: If you have two techs, can you research both of them in the same encounter?

A: No, you may only add one ship to any of your techs in a given encounter.

Q: If you fail a deal, can you remove ships from a researching tech as part of the three you lose to the warp?

A: Yes.

Q: What happens to techs if an effect causes a player to switch colors or home systems?

A: The techs transfer with the system. So if Red were researching a tech and has two ships on it, and another player takes over Red, they get that researching tech. This counts for completed techs as well, like Lunar Cannon.

Q: Are ships researching a tech stuck there until it is done researching?

A: Typically, although an effect that causes you to lose ships of your choice could target researching ships. However, during any regroup, you can choose to complete a tech that has fewer ships than the research number, thereby abandoning it. The tech is then discarded.

Q: What happens to your researching ships from the Coldsleep Ship if you have no other colonies?

A: They all get to land on the new colony.

Q: Do you have to reveal what card you take from the discard pile when you use the Delta Scanner?

A: No, you do not need to reveal it.

Q: Can the Parasite ally with the defense even if the Energy Cloak is used? (Since the Energy Cloak only stops invitations, not allies themselves.)

A: Yes, Parasite may ally with the defense.

Q: What exactly can the Genesis planet be used for? There's confusion about how many planets to maintain your power.

A: The Genesis planet is an extra planet that you may place colonies on. This provides you one additional planet that can be lost before your power turns off. (See Errata and Clarifications on page 1.)

Q: If the Genesis Bomb is used twice in a game, does the second user simply move the planet to their own system, keeping all previously-placed ships on it?

A: Yes, he then gains a colony on the Genesis planet, placing any of the ships used to research the tech onto the planet.

Q: If the Lunar Cannon or Prometheus technologies are completed twice in the same game, what happens to the existing Lunar Cannon or Prometheus tokens?

A: The Lunar Cannon and Prometheus tech cards remain in play after they are completed. The only way they can be researched a second time is if the tech card is discarded. If that were to happen, then its associated token would be removed from play as well. Therefore, the second player to complete those technologies places the tokens normally.

Q: Does the defense choose which ships are lost to Gluon Mines? Can allies be removed from an encounter completely because of them, and are they considered to have allied in the first place?

A: The defense chooses which ships are lost, and yes allies can be completely removed. They are still considered to have allied, however.

Q: If the Omega Missile destroys a planet, do you still need three home colonies to retain your power?

A: Yes.

Q: The Precursor Seed says "while this tech is in play you may use the extra alien power..." Does this mean that if you draw an alien with a mandatory power you can treat that power as optional?

A: No.

Q: How many planets must you control to retain use of your second alien acquired with the Precursor Seed?

A: You must retain three home planets to retain all of your powers (or two in a four-planet game).

Q: Does the Qax have to be re-researched when given, or can it be re-played as soon as the next encounter?

A: It does not need to be re-researched, and yes it may be played as soon as the next encounter.

Q: If the Qax forces Amoeba to ally, can he then play their Super and escape?

A: Yes.

Q: Does the Qax force Macron to bring 4 ships?

A: No. The Qax does not give the Macron any special ability to bring 4 ships, so Macron's power works as normal.

Q: Can the Tech Scrambler be played at any time someone's using a tech, or only when the tech is first completed? Does it have to be when the tech is used (analogous to a Tech Zap)?

A: Tech Scrambler can cancel any active revealed tech at any time.

EXPANSION-SPECIFIC QUESTIONS

COSMIC INCURSION

Q: After playing Leviathan Super flare, what happens with allied ships on the worldship when a Force Field artifact is played? Do they have to leave the worldship?

A: The ships do not leave as the Leviathan Super flare is separate from alliances.

Q: Can you play a card in response to a Finder artifact, to prevent the player from finding the card? For example, a flare or a Cosmic Zap (provided playing these cards is appropriate).

A: No, except for a Card Zap, to cancel the Finder.

KICKERS

Q: When are kickers revealed?

A: They are revealed in the reveal phase.

Q: Does a kicker multiply a card value before or after the effects of card modifying powers such as Calculator, Gaviton, Mirror or Tripler? What about the effects of flares such as Calculator Wild or Gambler Wild?

A: After.

Q: How does a kicker work with a Crooked Deal negotiate?

A: The 3 ships lost in a deal or the number of cards taken in compensation is adjusted up or down by 1 first, then multiplied by the kicker. For example, if you had 3 ships and negotiated with a Crooked Deal and a kicker x2 while your opponent played an attack, you would receive 8 cards in compensation (3+1x2).

Q: Is either main player required to commit to using or not using a kicker before the other main player decides about kickers?

A: Either main player may change their mind, but if they cannot ultimately decide, the offense must commit first.

Q: If my opponent plays a kicker and I reveal a negotiate, is my compensation increased?

A: No. A kicker only affects the encounter card of the player who played it (unless otherwise indicated). You would only increase your compensation if you had revealed the kicker.

Q: As the defense, can you play a kicker before drawing a new hand?

A: Yes. kickers are played before encounter cards (and announced), and the defense draws a new hand when needing to play an encounter card (after kickers are played).

REWARD DECK

Q: Does any reference to "the deck" or "the discard pile" on any card exclude the reward deck/discard pile?

A: "The deck" always refers to the cosmic deck, and "the discard pile" always refers to the cosmic deck discard pile, unless otherwise stated.

Q: Which main player must commit an encounter card when both main players keep switching between cosmic and reward deck cards during planning phase?

A: If both players cannot agree, the offense must commit their encounter card first, and then the defense may decide which type of encounter card to play (and the offense can no longer change their mind).

Q: Can effects such as Mind Wild flare target the reward deck?

A: Unless the reward deck is specified, any effect that targets a deck can only be applied to the cosmic deck. The same is true of the discard pile.

Q: Do you have to declare how many cards you wish to draw from the reward deck when taking rewards, or can you take one to see how good it is before deciding to take the rest from the cosmic deck?

A: You must declare all of your reward sources before taking them. That is, you must state "I will take one ship from the warp, one card from the cosmic deck, and two from the reward deck" if receiving four rewards, for example.

Q: Are players ever allowed to hide the design of a card back from other players?

A: No.

Q: Is it correct to say that the term "discard" now means "discard to whichever discard pile is appropriate based on the card back," but only in the context of putting cards into a discard pile, not taking them out?

A: Yes, except for effects that take cards out immediately after discarding (see below).

Q: What happens with effects that change the destination of a discarded card before it is discarded? For example, Mite Super flare says you "take any cards your opponent discards" Can Mite intercept only non-reward-deck cards?

A: Effects that intercept cards on their way to the discard pile, or that grab cards that were just discarded, can affect cards going/just gone to the reward deck discard pile. Things that happen later cannot retrieve cards from that pile, but there is a small window of opportunity after the cards are freshly discarded where they may be immediately retrieved.

Q: How do you choose cards "at random" when both cosmic and reward cards are involved?

A: Players are allowed to see which card backs they are selecting. In essence, "at random" means "without seeing the faces of the cards."

RIFT QUESTIONS

Q: I don't understand rifts, when do they go off?

A: Rifts go off when a player takes a rift from another player.

However, if a player is given a rift, it does not go off. For example, when the Trader trades their hand with another player, and he receives a rift, the effect would occur because he took the cards. However, if the player he traded with received a rift into their hand, the effect would not occur, because that player was given the card.

An easier way to think of it is like this: If a player is thieving a rift, it will go off.

Q: When Trader takes another player's hand, do the rifts in it detonate?

A: Yes, since Trader is taking the rifts. Any rifts in the hand Trader is giving to the other player do not detonate (since the other player is not taking them).

Q: Is a rift triggered when Philanthropist gives one to another player?

A: No. In this case, the card was given, not taken.

Q: Are rifts triggered when Barbarian pillages another player's hand?

A: Only if Barbarian takes one of the rifts. Typically, Barbarian will discard those cards after pillaging a hand, so the rift never entered Barbarian's hand.

Q: If you use a rift to free another player's ships from the warp, who gets to decide which colonies they return to?

A: The owner of the ships.

Q: If someone plays the Oracle Wild flare and mixes hands with a player holding a rift, does it detonate if the other player ends up with it after hands have been randomly reassigned?

A: Yes.

Q: Can you trade rifts in a deal without detonating them?

A: Yes.

For questions about aliens from **COSMIC INCURSION (CI)**, see the alphabetical list of Alien-Specific Questions.

COSMIC CONFLICT

HAZARDS

Q: When exactly is a hazard card drawn?

A: Immediately after revealing a destiny card with the hazard symbol.

Q: Is Temporal Anomaly a permanent effect? Does it affect other orders (such as the order in which alliances are chosen)?

A: Temporal Anomaly lasts until another affect changes the order of play. It only affects turn order.

Q: The Meteor Storm hazard. The card says that the combined totals for the encounter must exceed 25. Is this intended to be the full totals, as worded, or just the total of the attack cards? This seems clear, but it does seem to be asked quite frequently when players come across this card for the first time, so clarification might be useful.

A: The total of cards and ships as normal.

Q: The Entropy Beast's wording is confusing. Should it be taken that as long as the Beast is in play, any time a player is reduced below three home planets as a result of any other game effect (for example the Omega Missile, etc.), all players lose?

A: No matter what causes it you will lose.

Q: Does the Black Hole hazard cause Zombie's ships lost in an encounter to be removed from the game?

A: No.

Q: Does The Cosmic Guardian affect attack cards whose value has been modified to 20 or higher, like by the Mirror?

A: Yes.

Q: Does Cosmic Nebula's effect count as if it were an artifact?

A: No. It cannot be Card Zapped, or stopped by effects like the Anti-Matter Wild flare.

Q: Does Energy Fields require both main players to show the two drawn cards to all players in the game, or just the non-main players?

A: All players in the game.

Q: If Entropy Beast is in play and a system already has fewer than three planets (or an effect other than Entropy Beast causes this to happen), does the game end?

A: Yes. Entropy Beast's game-ending condition does not need to be caused directly by Entropy Beast.

Q: Does the Meteor Storm "combined total" refer to just attack cards or the entire encounter totals?

A: The entire encounter totals (attack cards, ships, alien power effects, etc.).

Q: For Psychic Switcheroo, do the powers trade back?

A: No.

Q: Does Temporal Anomaly also affect things like the Timing Rules or alliance acceptance?

A: No, only turn order.

For questions about aliens from **COSMIC CONFLICT (CC)**, see the alphabetical list of Alien-Specific Questions.

COSMIC ALLIANCE

For questions about aliens from **COSMIC ALLIANCE (CA)**, see the alphabetical list of Alien-Specific Questions.

COSMIC STORM

SPACE STATIONS

Q: How does Leviathan work in combination with space stations? Can a planet with an attached space station be sent as a worldship? What happens to the space station in that case?

A: Yes, the planet with the space station can be used as the worldship. The Cosmic Storm rules state that, "the planet to which a space station is attached does not have to be involved in an encounter in order for the player to use their space station's ability." However, if the leviathan loses the encounter, he will lose the space station ability since he will no longer have ships on the planet with the space station.

Q: What happens if The Claw moves a planet with an attached space station?

A: If a game effect moves a planet with an attached space station out of its current system, the attached space station moves with the planet. If the planet is anywhere other than in a system (i.e. the Warp or Hyperspace Gate) the ability on the attached space station cannot be used until the planet moves back to a system. The space station would still belong to the original controlling player in this case.

Q: The Temporal Matrix: is it possible to draw new tech instead of taking the second encounter provided by this space station?

A: You can give up the gained encounter to draw a tech.

Q: The Cosmic Energy Generator: when it is captured, does it lose a token (as it was on the losing side of the encounter), or gain two (as it is now on the winning side)?

A: It would lose a token. Then as instructed by the space station, at the end of the resolution phase, “the winning offensive player takes the space station card...”

Q: Do alliances have to be formed for the Observation Platform to take effect?

A: No. This is simply the timing of the card.

Q: Does Colony Cloak allow the offense to target another player's foreign colony in the same targeted system?

A: Yes.

Q: Does Cosmic Energy Generator gain or lose tokens for successful or failed deals?

A: No.

Q: If a planet with a Space Station attached to it is destroyed, is the Space Station also destroyed?

A: Yes.

For questions about aliens from **COSMIC STORM (CS)**, see the alphabetical list of Alien-Specific Questions.

COSMIC DOMINION

Q: Are the “general rules for special ships” intended to apply to every variant we might come up with?

A: No, they do not need to apply.

Q: Does the value of a Variable Attack card change while in your hand?

A: No, only when revealed.

For questions about aliens from **COSMIC DOMINION (CD)**, see the alphabetical list of Alien-Specific Questions.

COSMIC EONS

ALLIANCE DIALS

Q: If several players dial Foreign Aid, in what order does a main player look at and accept/reject them?

A: The offense looks first, going clockwise from the offense. Cards are accepted or rejected, and offerers may then end up invited and must commit before the next Foreign Aid offer is evaluated.

For questions about aliens from **COSMIC EONS (CE)**, see the alphabetical list of Alien-Specific Questions.

ALIEN-SPECIFIC QUESTIONS

ALIEN (CE)

Q: If a captured ship on a trauma card is removed by an effect like Ship Zap, what happens to the trauma card?

A: It is returned to Alien and placed in its essence card discard pile.

AMOEBEA

Q: Can Amoeba ooze all 20 ships into the hyperspace gate, or would he lose their power immediately upon reducing their home colonies to 2? What happens to the ships that were removed from home colony #3?

A: Amoeba may ooze all 20 ships, as the power happens all at once. Once all 20 have been moved, then yes, Amoeba would lose their power.

Q: If Amoeba Super oozes all of their ships out of an encounter as an ally, is Amoeba Super considered to have allied in the first place (for effects such as Grudge and Mutant Wild flare)?

A: Yes.

Q: Can a player use Amoeba Wild to increase their ship count if they have no ships as the defense?

A: Yes.

ANTI-MATTER

Q: If Anti-Matter's flare is used to prevent another flare being played, is the prevented flare kept in hand? Also, does it count against that player's limit of one flare per encounter?

A: The prevented flare is kept in hand. Since the player was prevented from playing the flare (rather than having it be cancelled), the prevented flare does not count against the player's limit of one flare per encounter. However, remember that the prevented flare may not be played again that encounter.

Q: The Anti-Matter Super flare says it works “during each encounter.” Do you have to play it each time you want to use it, or is it automatic?

A: You must play the flare each time you want to use its effect.

Q: If Fungus is allied with Anti-Matter and has a ship with 5 other ships stacked under it, does Fungus subtract 6?

A: Yes. The same is true if Fungus is allied with Anti-Matter's opponent.

ARCADE (CS)

Q: Does “Pwning” count as capturing?

A: Yes.

Q: Can Arcade pwn a hired ship from Merchant, a horde token from Horde, etc.?

A: No.

Q: Can the Arcade use its power to pwn one ship even if he lost (against Human, Loser or Pacifist) after playing an attack card versus a negotiate card?

A: Yes.

ARCHITECT (CE)

Q: Does a permanent tower mean that Architect may continue doubling even without use of their power?

A: No. It just means the towers themselves are not physically disassembled.

BARBARIAN

Q: Are rifts triggered when Barbarian pillages another player's hand?

A: Only if Barbarian takes one of the rifts. Typically, Barbarian will discard those cards after pillaging a hand, so the rift never entered Barbarian's hand.

BLEEDING HEART (CE)

Q: What happens when Bleeding Heart faces off against Warhawk?

A: The encounter cards ultimately end on a value of Attack 00.

BRIDE (CD)

Q: Does the engagement ship count as being captured?

A: Yes.

BULLY (CI)

Q: Can Bully target ships researching tech?

A: Yes.

BULWARK (CS)

Q: What happens when it is not possible for ships to remain in place or the number of ships lost is not known?

A: Ships are sent to the warp normally.

BUTLER (CA)

Q: Butler Wild flare says "play resumes where it left off." What does that mean?

A: See errata for Butler flare.

CHANGELING (CC)

Q: If Changeling changes alien sheets with Pentaform, what swaps?

A: Pentaform and all lifestages move to the player using Changeling. Arcade (CS)

CHOSEN

Q: Does Chosen's Super flare have to be played before or after they look at the cards they've drawn?

A: After.

Q: Can you Cosmic Zap Chosen after they've drawn cards, when you've seen what they want to play?

A: Yes.

CHRONOS (CI)

Q: Can a player replay a flare that was played in the original encounter during the planning phase or later?

A: No. A flare played that affects the outcome of the encounter is still considered to be played, and its effects are still active (e.g., Calculator Wild). If the new outcome alters the validity of the flare, it simply has no effect (e.g., Deuce Wild).

Q: What happens to tokens spent or cards discarded in the initial encounter with Chronos?

A: Tokens are spent, but all cards played from the Planning Phase on are returned to hand. Those played before are discarded.

Q: Is a kicker played in the first encounter still allowed in the repeat of the encounter?

A: Only the opponent's encounter card is set aside. kickers may be reused in the replayed encounter.

Q: When Chronos declares time travel, does Deuce have to set aside both cards played?

A: Deuce's second card does not count as an encounter card, so it returns to hand and may be replayed.

Q: Do powers that happened at Planning or Reveal get to trigger again, like Sorcerer or Chosen?

A: Yes. Even though some alien powers say "once per encounter," the encounter is being replayed from the start of the Planning Phase, so those aliens have an opportunity to replay their effects if they are used from Planning or later (even if they didn't use an optional power the first time through).

CHRYSALIS (CA)

Q: When using the Chrysalis Wild flare, what happens to the extra flare you draw each time at the end of the encounter (as well as when you have to draw again because of a Game Setup alien)?

A: They are removed from the game.

CITADEL

Q: If the Citadel's power is lost or discarded, are the citadels discarded or not?

A: The citadels remain in play if Citadel's sheet is turned facedown, but if the sheet is discarded, the citadels are discarded as well.

THE CLAW (CC)

Q: Can a Negotiate card be chosen as the claw after the game setup?

A: No

Q: What happens when The Claw's last encounter card is taken (by a Finder artifact, for instance), and there's no claw on the alien sheet?

A: The Claw chooses a new claw after drawing a new hand.

Q: If The Claw's claw is a 12, and Mirror changes an attack 21 into a 12, does The Claw use its power? Likewise any other effect that changes the value of a card to the claw?

A: No. The card revealed must be a 12, not whatever game effect changes its value to a 12. Similarly, if an effect like The Cosmic Guardian changes an attack card into a negotiate, The Claw still uses its power when that attack card is revealed if it matches the claw.

Q: Does discarding a card trigger The Claw (for instance, when Hate uses its power)?

A: No. Playing a card (like a flare, reinforcement, artifact) does, and revealing an encounter card you have played (including Deuce's second encounter card, and Cavalry's encounter card as an ally) triggers The Claw.

Q: If the claw card is an attack 10 from the cosmic deck and a player reveals an attack 10 from the reward deck, does The Claw get to use its power?

A: Yes. The backs of the card don't matter, only the face.

Q: If I play a card that matches The Claw's claw card, but it is switched by Sorcerer, who loses their planet to The Claw?

A: The errata explains that whoever reveals the card is the target of The Claw's power.

Q: What if both main player reveal copies of the claw card?

A: The Claw chooses which player is affected (but not both).

CLONE

Q: If Sorcerer switches cards, which card does Clone or Filch take?

A: Clone takes the card that ends the encounter in front of him, Filch takes the card that ends the encounter in front of their opponent.

Q: Do Clone, Filch, and Fido have any precedence over each other?)

A: Clone does take precedence, while Filch and Fido are subject to the standard timing rules.

Q: Clone Super flare uses the phrase "up to." Does this mean Clone can choose any number between the regular compensation amount and double that?

A: Yes.

Q: Does Clone get to also keep a kicker played?

A: No.

CONVERTER (CS)

Q: Can the Converter use their power to draw a card during the regroup phase even if he has no ships in the warp.

A: No, because he would not be retrieving any ships.

Q: What does "ships saved during an encounter" refer to?

A: Any ships Converter saves through power use during a player's encounter (from regroup to resolution).

CRYO (CI)

Q: Can Mind look at Miser's hoard or Cryo's stored hand?

A: No, but AI can.

Q: When using the Cryo Super flare, can both of its effects be used in the same encounter?

A: Yes. You must do so in the order listed on the flare.

CUDGEL

Q: The Cudgel Super flare says it works "whenever you use your power." Do you have to play it each time you want to use it, or is it automatic?

A: You must play the flare each time you want to use its effect.

THE CULT (CE)

Q: What happens when The Cult faces off against Warhawk?

A: The encounter cards ultimately end on a value of Attack 00.

DEUCE (CI)

Q: If Deuce only has two encounter cards, does Magician have any effect?

A: Magician forces Deuce to play two encounter cards (before encounter cards are selected). At that point, Deuce has selected an encounter card, but Deuce's power kicks in "after cards are selected," and would either end their turn as offense, or as defense, draw a new hand, and then play a second card normally.

Q: Can Deuce play two Morphs without triggering the automatic loss?

A: Yes. The Morphs are not copying each other.

Q: Can Deuce play a kicker on their second encounter card?

A: No, Deuce can play only one kicker and it affects whichever card ends up being their encounter card (i.e., if the second card is a negotiate, it replaces the first card, and the kicker then affects it).

Q: When Chronos declares time travel, does Deuce have to set aside both cards played?

A: Deuce's second card does not count as an encounter card, so it returns to hand and may be replayed.

Q: If Loser calls an upset, does Deuce's second card have to be an attack card?

A: No.

DIPLOMAT (CD)

Q: In a three-way deal, can one player end up gaining a foreign colony from each of the other players?

A: No. Unless an effect like Negotiate: Epic Oratory is involved, each player in any deal can gain at most one foreign colony.

EMPATH (CC)

Q: Can Empath turn an attack card into a Crooked Deal negotiate (or other special negotiate)?

A: No. But Empath's ability works if either main player reveals a special negotiate.

ETHIC (CI)

Q: Does Ionic Gas stop Ethic from collecting compensation as part of its power?

A: Yes.

EXPLORER (CD)

Q: When playing the four-planet variant, does Explorer start with only three planets on its sheet?

A: Explorer always starts with four planets.

FIDO

Q: Can Fido pick from any encounter cards discarded in the encounter (such as those lost by the Plague), or must they pick from the ones that were actually played?

A: Fido must pick from the cards actually played. For example, Fido may not take Deuce's second encounter card, or any cards discarded by Fodder or Reserve that were played due to power use.

Q: Do Clone, Filch, and Fido have any precedence over each other?

A: Clone does keep, Filch and Fido are subject to the standard timing rules.

Q: Can Fido take discarded encounter cards that originated from the reward deck?

A: Yes.

FILCH

Q: Do Clone, Filch, and Fido have any precedence over each other?

A: Clone does keep, Filch and Fido are subject to the standard timing rules.

Q: If Sorcerer switches cards, which card does Clone or Filch take?

A: Clone takes the card that ends the encounter in front of him, Filch takes the card that ends the encounter in front of their opponent.

Q: Does the classic Filch flare have to be played to be used at all?

A: No, it is only revealed if the cheating player is caught, at which point it may be zapped.

Q: Can Filch take Gambler's unrevealed card, and if so, can he notify the table whether the truth was told?

A: No. Gambler's unrevealed encounter card is not discarded, but rather placed at the bottom of the appropriate deck.

Q: Can the classic Filch Wild flare target the reward deck (and discard pile)?

A: No.

Q: Can Filch take their opponent's encounter card if it is from the reward deck?

A: Yes.

Q: Does Filch get to take their opponent's kicker?

A: No.

FILTH (CC)

Q: Can Filth be Cosmic Zapped so that other players's ships can coexist on a planet with Filth's ships for the remainder of an encounter?

A: Yes. If Filth is Cosmic Zapped and lands on a planet with several allies, those allies will lose that colony at the start of the next encounter. Ouch!

Q: Does the Symbiote Super flare let Symbiote coexist on planets with Filth?

A: No.

Q: If Filth is an offensive ally, do the other ships on their side (including the offensive main player) have to land on a different planet than the one targeted?

A: Yes.

Q: What happens to Filth's offensive allies if they already have a colony on every other planet in the defensive system?

A: Their ships must land on a planet in that system where they already have a colony.

FIRE DANCER (CE)

Q: If Reserve plays several attack cards as reinforcements, are they placed under the fire token as fuel?

A: No. Only attack cards revealed as encounter cards are placed there. So a card revealed by Cavalry would be included.

FODDER

Q: If using the Fodder Wild flare, can you ally with a side you weren't invited to join as long as one side invited you?

A: No. You may only join a side you were originally invited to, that encounter.

Q: Does the Fodder Super flare allow Fodder to discard attack cards both lower than its own AND higher than the its opponent's card?

A: No, just any attacks cards lower than its opponent's card (regardless of Fodder's own card).

FUNGUS (CI)

Q: If Fungus loses their power, what happens to their stacks?

A: The stacks remain until a stack is sent to the warp as normal, in which case the ships are freed.

Q: What happens to ships captured with the Fungus Wild flare when the flare is taken by another player?

A: Ships remain in a circle around your home system. The new owner of the flare can likewise capture ships. When the flare is finally discarded, all ships captured in this manner are freed to their owners.

Q: Are ships released from a Fungus stack in the warp eligible to be healed by Healer?

A: Yes.

Q: If Fungus wins an encounter with a stack, can they add more losing ships to that same stack?

A: Yes.

Q: Does Fungus capture ships selected by Bully as an ally?

A: Yes. Since the ships Bully selects are the losing ships, those are one that adhere to Fungus.

Q: Would Fungus capture the extra ships smashed by Cudgel, or lost due to Grudge or Gambler?

A: Yes to Cudgel, since the additional ships are lost as a result of the encounter (Cudgel simply increases their number). No to Gambler, since the lost ships are a separate penalty for lying or disbelieving the truth (thus they are "lost" ships but not "losing" ships, since that player could still win the encounter or even make a deal), and also because they are lost during the Reveal phase (Fungus captures ships only during the Resolution phase), and no to Grudge.

Q: Does Fungus receive compensation or rewards for each ship in a stack?

A: No. Each stack counts as one ship for purposes of compensation or rewards.

Q: Is it possible for Fungus to reduce a player to fewer than 5 ships?

A: Yes.

Q: Do captured ships immediately regain their characteristics upon entering the warp (e.g., Zombie)?

A: Yes. Zombie ships would return to colonies, Fury would gain a token, etc.

Q: If you use the Fungus Wild flare, and capture one of Fungus' stacks, does it count as only one ship, and is the stack freed when the flare is discarded?

A: The stack only counts as one ship. When the flare is discarded, the stack returns intact to Fungus.

Q: If Fungus is allied with Anti-Matter and has a ship with 5 other ships stacked under it, does Fungus subtract 6?

A: Yes. The same is true if Fungus is allied with Anti-Matter's opponent.

Q: If Spiff tries to crash-land against Fungus, are all of their ships captured first?

A: No. One ship crash-lands, and the others are captured.

GAMBLER

Q: Why does Gambler say "Do not use with Sorcerer"?

A: Because it's not much of a bluff if Sorcerer has already seen the card. If this doesn't bother you, feel free to go ahead and use them together.

Q: How does Gambler interact with Oracle since one forces reveal and one refuses to reveal?

A: Gambler must either reveal their card or bluff before Oracle chooses an encounter card.

Q: Does Gambler place an unrevealed reward deck encounter card on the bottom of the reward deck?

A: Yes.

GHOUL (CI)

Q: Does Ghoul get to feast on ships that are captured, or eradicated by Void?

A: No. Only ships that are sent to the warp.

Q: Does Ghoul feast on ships lost through means other than the normal loss of an encounter (e.g., Cudgel Wild flare, Plague artifact, etc.)?

A: Only ships lost as a result of losing the encounter. The Cudgel Wild flare is a separate effect. Plague precedes the encounter.

Q: Does Ionic Gas stop Ghoul from using its power?

A: Yes.

Q: Does Ghoul get to draw from the reward deck when using its power?

A: Yes.

GLUTTON (CC)

Q: The Finder, played by the Glutton: does this allow the Glutton to name three cards prior to looking through the opponent's hand? Or to name one card and then take two additional cards of their choice? Or does the Glutton's power only work when drawing at random from an opponent's hand?

A: The Glutton does draw 2 additional cards, but they are drawn at random.

Q: Does Glutton's power of retrieving "up to" two extra ships from the warp mean that Glutton can retrieve one or none?

A: No. It only refers to when there are fewer of Glutton's ships available to be retrieved.

GRAVITRON (CC)

Q: If Gravitron changes a negative attack card, is the ones or tens digit value of the card still negative?

A: Yes.

Q: Is an attack card using only one of the digits still considered to have a 0 in front of it for effects like Mirror?

A: Yes.

GORGON (CA)

Q: Do players have the choice of choosing to keep their petrified ships where they are for effects like failed deal in order to not lose any ships to the warp?

A: No. Petrified ships, if chosen for effects that send them to the warp, have them captured, or removed from the game do not get to remain on the planet.

GRUDGE

Q: If you send ships to ally with Grudge but then they leave the encounter (due to Amoeba's power or Force Field, for instance), are you then affected by Grudge?

A: No, as long as you initially ally with at least one ship, you do not receive a grudge token.

GUERRILLA (CI)

Q: After Guerrilla loses to Leviathan and uses its power of Attrition, Leviathan will have only one ship left on the worldship. Can this ship still land on Guerrilla's planet?

A: Yes. However, if Leviathan has three or fewer ships on its worldship and Guerrilla plays Guerrilla Super flare to send them all to the warp, then Leviathan has nothing to land on the targeted planet. In either case, the worldship returns (empty) to Leviathan's system and Leviathan has still won the encounter.

Q: Do effects like collecting rewards or Cudgel's power occur before Guerrilla's power or after?

A: They occur after. See Clarifications and Errata.

Q: Does Guerrilla Wild have to be used in a player's home system, and what happens to bystanders on the destroyed planet?

A: Yes, it is a home planet belonging to the player with the flare. Bystanders on the planet go to the warp.

HACKER

Q: Can Hacker wait to take compensation from a player that is going to draw rewards from the reward deck?

A: Follow the timing rules:

1. The offense.
2. The defense.
3. Players who are not the main players, clockwise from the offense.

HATE

Q: Can Hate discard a Morph card when using their power? If so, does that mean no one else can discard one, or that whatever they discard will be the same as the Morph?

A: Yes. If Hate discards a Morph card, then everyone else must discard a Morph card or lose ships. Negotiate and Negotiate (Crooked Deal) cards both have the card type of negotiate, so if Hate discards either one, the other players can discard either one.

Q: Does Hate have to be zapped before he chooses which card to discard?

A: No. If he is zapped after choosing a card to discard, he keeps that card instead.

Q: When playing Hate, and you need a new hand on offense, do you get the new hand, then have to hate, or do you lose the opportunity to hate?

A: You draw a new hand, then use your alien power.

Q: If Hate discards an attack 20, and all I have is an attack 04, do I get to discard it, even though I still lose ships?

A: No. If you do not have an attack card higher than 20 you wish to discard, then you discard nothing and lose three ships.

HEALER

Q: If Healer heals someone, are their ships removed from the warp or stopped from going to the warp? (Asked because, if ships are sent to the warp and then healed, Remora could cling and get ships every time Healer heals.)

A: The ships go to the warp and then are returned from the warp.

Q: Can Healer use their power before Zombie evades going to the warp?

A: No, because the Zombie's power kicks in before he goes to the warp at all.

Q: If Healer heals Vacuum, does Vacuum still get to use their power?

A: Yes. Vacuum's ships go to the warp first, and thus can take others along. Healer may then heal those ships as well, if they are not Healer's.

Q: Are ships released from a Fungus stack in the warp eligible to be healed by Healer?

A: Yes.

HORDE (CA)

Q: Does Horde add a horde token when drawing from the reward deck, the destiny deck, the tech deck, etc.?

A: No. Just from the cosmic deck.

HUMAN

Q: Does Human's zap-him-to-win beat Pacifist's play-an-N-to-win?

A: Whichever effect goes off first wins. Use the standard timing rules to determine which effect goes off first.

Q: Can Human be zapped to win even if one or both players reveal a Negotiate card?

A: Yes.

Q: If Human is zapped to win and the opponent revealed a Negotiate card, does the opponent receive compensation?

A: Only if Human actually revealed an Attack card.

Q: How does the Human Super flare work?

A: Human may play it to add 8 instead of 4. Once played, Human has the option of discarding the flare to zap their power. Alternatively, Human may forego adding 8 and simply discard the flare for its zapping effect.

INDUSTRIALIST (CC)

Q: If Industrialist is facing Loser, and Loser has declared an upset, does allowing Industrialist to win the encounter mean that Industrialist actually loses the encounter?

A: The win here must be the ultimate outcome of the encounter. That is, it doesn't matter if Loser has declared an upset or not; Industrialist must be allowed to win the encounter overall or else Industrialist adds the attack card to the stack.

INVADER (CC)

Q: What is to be done when turning over the Invader's destiny cards if the Invader has lost their power? Are they skipped and redrawn?

A: Yes, they are skipped and a new destiny card is drawn.

Q: Does the Invader's "extra encounter" include all phases of an encounter (including Regroup, but presumably not Destiny), or is the intention that the Invader "takes over" from the current player's encounter?

A: The encounter starts from the Launch phase. A regroup/destiny phase is not repeated. Once complete, the original player draws a new destiny card and continues their encounter from that point.

Q: If Invader has lost power, what do you do when drawing an "Invasion!" destiny card?

A: Ignore it and draw again.

Q: When another player draws an "Invasion!" destiny, do they get another regroup when they "receive another encounter"?

A: Yes.

Q: Is a player that had their first encounter interrupted by an "Invasion!" destiny card still entitled to a second encounter if they win that first one?

A: Yes.

Q: If a player was about to have a second encounter when they revealed an "Invasion!" destiny card, and runs out of encounter cards during Invader's interrupting encounter, does that player still get to have a second encounter?

A: No.

Q: When you draw an Invasion! card and become the defense, does Invader skip over any phases?

A: Yes. The encounter starts immediately after the Destiny Phase, so Invader does not get a Regroup Phase.

KAMIKAZE

Q: Can Kamikaze use its power multiple times during the planning phase to sacrifice one ship at a time or must all ships be sacrificed at once before drawing any cards?

A: All ships must be sacrificed at once.

Q: The Kamikaze Super flare says it works “during each of your regroup phases.” Do you have to play it each time you want to use it, or is it automatic?

A: You must play the flare each time you want to use its effect.

LASER (CD)

Q: Does Laser get to affect Miser’s hoard?

A: No.

Q: Do cards set aside by Laser still count as part of your hand?

A: No.

LEVIATHAN (CI)

Q: Does Leviathan bring a planet/worldship in addition to the normal 1-4 launched ships?

A: The worldship replaces the normal launch. The only other ships you may bring are those already on the worldship.

Q: If Guerrilla loses to Leviathan attacking with a worldship that has only 1 ship on it, does that ship get to land on the defensive planet?

A: Yes.

Q: If Leviathan’s power is stolen after a worldship has been placed on the hyperspace gate, does the worldship remain, and if so, does it still count as +20?

A: Yes. The worldship remains and still counts as 20 for the player controlling Leviathan (though only the controlling player’s ships on the worldship also count to the total). However, if the worldship is on the winning side, the controlling player decides how many ships on it get to land on the defensive planet, if any. The worldship then returns to the home system of Leviathan, not the player who has stolen the power.

Q: After the Leviathan Wild flare is played, do the swapped planets now count as home colonies in their respective systems?

A: Yes. If Blue’s planet is now in Purple’s system (and vice versa), the Blue planet now counts as a home planet for Purple (and if Purple has ships on it, they are now a home colony).

LIGHTNING (CA)

Q: Can Lightning have an extra encounter with no encounter cards in hand (i.e., do they draw a new hand)?

A: No.

LOCUST (CI)

Q: If Sniveler whines about having fewest foreign colonies, do Locust’s devoured planets count, and if any player refuses to give Sniveler a foreign colony, what happens to Locust’s devoured planet?

A: The devoured planets do count to the total of foreign colonies for Sniveler’s whining. If any player refuses to give Sniveler a colony, Locust’s devoured planets are unaffected (though Locust could still lose a normal foreign colony if they have one).

LOSER

Q: Can Loser declare an upset if Seeker has asked “Are you playing a negotiate?” and Loser answers yes (though still holds an attack card)?

A: No.

Q: If Loser calls an upset, does Deuce’s second card have to be an attack card?

A: No.

Q: If Industrialist is facing Loser, and Loser has declared an upset, does allowing Industrialist to win the encounter mean that Industrialist actually loses the encounter?

A: The win here must be the ultimate outcome of the encounter. That is, it doesn’t matter if Loser has declared an upset or not; Industrialist must be allowed to win the encounter overall or else Industrialist adds the attack card to the stack.

Q: Can I play Loser Wild after my opponent plays a kicker? If so, is the kicker discarded?

A: Kickers are played before encounter cards are selected, and so is Loser Wild, so yes you can play the flare. However, the kicker returns to your opponent’s hand.

LUNATIC (CC)

Q: When gaining rewards per the Lunatic Wild flare, is the reward deck eligible?

A: Yes. The player may retrieve ships and draw from either the cosmic deck or the reward deck, or a combination of both (but does not draw the full amount from both decks).

Q: Should the Lunatic use an Alliance Dial when allying against themselves?

A: Yes.

MACHINE

Q: Does the Machine Wild flare mean you draw 8 new cards and keep the rest of your hand, or must you discard the Machine flare after you play it?

A: Machine Wild guarantees the player a second encounter and allows the player to draw a new hand if needed to make that encounter. First, the Machine flare is played faceup in front of the player, then the player discards their old hand and draws a new hand. Then, the player returns the Machine flare to their hand.

Q: The Machine Super flare says it works “during each of your regroup phases.” Do you have to play it each time you want to use it, or is it automatic?

A: You must play the flare each time you want to use its effect.

Q: The Machine Wild flare says “you may always have a second encounter.” Do you have to play it each time you want to use it, or is it automatic?

A: You must play the flare each time you want to use its effect.

MACRON

Q: When can you zap Macron? His power is used to bring only 1 ship in the gate, so is it then, or during resolution?

A: Macron’s power may be zapped either when launching ships (to launch up to four ships worth 1 each) or after cards are revealed (to keep their ships from being worth 4 each). Macron’s ability has been reworded in the errata section to clarify this intent.

Q: Does the Macron Super flare mean to exclude being a defensive ally? The card specifies “launch up to four ships in the hyperspace gate.”

A: No. Macron Super may launch up to four ships as a defensive ally as well. See errata for timing indicator on this flare card.

MAGICIAN (CI)

Q: If Deuce only has two encounter cards, does Magician have any effect?

A: Magician forces Deuce to play two encounter cards (before encounter cards are selected). At that point, Deuce has selected an encounter card, but Deuce’s power kicks in “after cards are selected,” and would either end their turn as offense, or as the defense, draw a new hand, and then play a second card normally.

MASOCHIST

Q: The Masochist Super flare says it works “during each of your regroup phases.” Do you have to play it each time you want to use it, or is it automatic?

A: You must play the flare each time you want to use its effect.

MERCENARY(CI)

Q: Does Ionic Gas stop Mercenary from using their power?

A: Yes.

MERCHANT (CI)

Q: The Merchant’s card specifies that the additional hired ships (cards) they can field can be lost as normal during the encounter, but return to the player’s hand at the end of the encounter. One time this is key is if using these ships to invade a planet with a Saboteur bomb: if the cards return after the encounter, then they would “land” on the planet and be destroyed; but if they are intended to return to the Merchant’s hand as soon as the combat is over, then they are not affected by the bomb.

A: In this case, returning the merchants cards to your hand is the very last thing that happens in the encounter. They are treated as ships; therefore, they would go to the warp in the situation you presented, and thus be discarded.

Q: Can hired ships be taken as compensation?

A: No. They do not return to hand until the end of the encounter.

Q: What happens if a hired ship is captured?

A: It is discarded.

MESMER (CD)

Q: Can Mesmer change an artifact into one from another expansion that is not present in the game?

A: Yes, but only if you can verify its exact effects.

MIND

Q: Can Mind look at Miser’s hoard or Cryo’s stored hand?

A: No.

Q: If Mind looks at your hand, is a rift triggered?

A: No.

Q: The Mind Wild flare says it works “whenever another player draws a card.” Do you have to play it each time you want to use it, or is it automatic?

A: You must play the flare each time you want to use its effect (which then lasts through the end of that encounter).

Q: Does Mind Wild flare affect the reward deck?

A: No.

MIMIC (CC)

Q: When using the Mimic Wild flare, do you have to be eligible for the original flare or artifact yourself (i.e., if it states “as a main player,” but you are an ally).

A: You must satisfy the requirements of the original card, so if it reads “as a main player,” you must be a main player to duplicate its effects with the Mimic Wild flare.

MIRROR

Q: Do you calculate the effect of a kicker before or after reversing the digits?

A: After.

Q: If Graviton makes an attack card use only one digit, does it still have a 0 in front of it? What if Mirror uses the Graviton Wild flare?

A: Yes. Mirror can still reverse the digits. With the Graviton Wild flare, an attack 08 that is reversed would count as an attack 00.

MISER

Q: Do flares return to the Miser’s hoard after being played?

A: Yes.

Q: If a miser has an encounter card in their horde, but not their primary hand, is he eligible to have a second encounter.

A: No.

Q: Does Miser have to return a flare to the same hand from which it originated?

A: Yes. Any card that would return to hand must go to the hoard if that’s where it was played from.

Q: Can Mind look at Miser’s hoard or Cryo’s stored hand?

A: No.

Q: Can Miser discard a card from the hoard in response to Hate’s power?

A: Yes. Any time Miser must discard a card from hand, Miser can discard from the hoard instead.

Q: The Miser Super flare says it works “at the start of each of your encounters.” Do you have to play it each time you want to use it, or is it automatic?

A: You must play the flare each time you want to use its effect.

Q: Can you save fewer than two cards when using Miser Wild?

A: Yes.

MOUTH (CS)

Q: Do the other players get to see which cards Mouth has removed from the game?

A: Yes.

OBSERVER

Q: Can Observer, as an ally, lose ships outside the encounter? (Such as Grudge or Void Wild.)

A: No, Observer must protect all of its ships, whether inside or outside the encounter, when it is an ally (and similarly must protect all of its allies' ships when a main player). Thus, as an ally, when Observer receives a Grudge token it does not lose 1 or 4 ships to the warp but may instead relocate that number to different colonies if it wishes, and may use Void Wild without paying the cost of losing a ship (see ruling for Zombie or Kamikaze Wild). This power applies only during the Resolution phase, as indicated by Observer's timing bar.

Q: Is Observer immune to Void?

A: No.

ORACLE

Q: How does Gambler interact with Oracle since one forces reveal and one refuses to reveal?

A: Gambler must either reveal their card or bluff before Oracle chooses an encounter card.

PACK RAT (CE)

Q: Is a planet with a space station, citadel, saboteur token, etc. still considered empty if there are no ships on it?

A: Yes. And those items remain with the planet when Pack Rat collects it.

PACIFIST

Q: If Pacifist must play an N when Loser calls upset, does he get compensation?

A: Yes, if Loser revealed an attack card; otherwise, no.

Q: Does Human's zap-him-to-win beat Pacifist's play-an-N-to-win?

A: Whichever effect goes off first wins. Use the standard timing rules to determine which effect goes off first.

PARASITE

Q: Can Parasite ally with the defense even if the Energy Cloak is used? (Since the Energy Cloak only stops invitations, not allies themselves.)

A: Yes, Parasite may ally with the defense.

PARTICLE (CE)

Q: If a planet with an entanglement token on it is destroyed, what happens?

A: Discard the paired entanglement tokens. You do not have to send the Particle's ships on the remaining planet to the warp since the entanglement is broken.

PATRIOT (CS)

Q: Is a ship given to Patriot considered captured?

A: Yes.

PENTAFORM (CD)

Q: If Changeling changes alien sheets with Pentaform, what swaps?

A: Pentaform and all lifestages move to the player using Changeling.

PHILANTHROPIST

Q: Is a rift triggered when Philanthropist gives one to another player?

A: No. In this case, the card was given, not taken.

Q: Can the defense invoke the timing rule when Philanthropist uses its Super flare?

A: No. The defense must play the card given.

Q: If you use the Philanthropist Wild flare and lend your power, do things like Fury's tokens, Miser's board, etc. go with it?

A: Yes.

PLANT (CI)

Q: If Plant steals Fungus' power and captures ships, do they remain under Plant's ships, and do they count when Plant is not using Fungus' power?

A: The ships remain, but do not count to the total unless Plant is again grafting Fungus' power. Ships are freed from Plant's stacks when they go to the warp.

Q: If Plant steals your power and then loses its own power, do you get yours back immediately?

A: Yes.

Q: If Plant or the Plant Wild flare steals someone else's power, does it also get the tokens/cards, etc. that are part of the power (e.g., Miser's board, Warriors tokens, Fury's tokens)?

A: Yes.

Q: Does Plant graft Reincarnator's current incarnation?

A: Yes.

Q: If Plant steals your alien and you have that alien's flare, do you get to use the Super?

A: No, but you may use the flare's Wild effect.

PRETENDER (CE)

Q: Can Pretender switch seats with Horde, Lizard, Pygmy, Roach, Swindler, or Symbiote?

A: No. Pretender can not switch with any alien that cannot be separated from its player color.

PROPHET (CC)

Q: What happens after Prophet makes a prediction but there is no winner?

A: There is no effect.

PYGMY (CA)

Q: What happens when one of Pygmy's planets is stolen?

A: See General Questions on page xx.

REACTOR (CD)

Q: If a flare is added mid-game, does it go onto Reactor's sheet?

A: No, unless it is discarded by anyone other than Reactor.

REINCARNATOR

Q: If someone plays the Reincarnator flare on me, do I still get to use my power if it happens in the same phase as the flare?

A: The Reincarnator flare has been errata'd to take place after the end of the encounter, so yes.

Q: Can I play the Reincarnator Wild flare on myself?

A: No, as the card says another player, rather than any player.

Q: Does Plant graft Reincarnator's current incarnation?

A: Yes.

Q: Can Reincarnator use the Super flare for any of its incarnations?

A: No.

RELIC (CC)

Q: Does Cryo picking up their cold storage hand count as drawing a new hand?

A: No.

Q: When does Relic's power go into effect when someone has played the Cavalry Wild flare?

A: As soon as the first card is drawn.

REMORA

Q: If a player draws from the reward deck, can Remora use its power to draw a card from the reward deck?

A: No. Unless the reward deck is specified by an alien power or other effect, Remora can only draw from the Cosmic deck when using its power.

RELIC (CC)

Q: Does Relic gain a free colony when Miser draw's a new board?

A: No.

RESERVE

Q: If Reserve is Cosmic Zapped, does it get to keep the card it was about to play (for example, an Attack 4)?

A: Yes. Being Zapped prevents Reserve from playing the card.

Q: The Reserve Wild flare says it works "whenever another player discards a reinforcement card." Do you have to play it each time you want to use it, or is it automatic?

A: You need only play the flare one time per encounter, and whenever another player discards a reinforcement for the rest of the encounter, you may take it and add it to your hand.

Q: If Reserve plays several attack cards as reinforcements, are they placed under one of Fire Dancer's fire tokens as fuel?

A: No. Only attack cards revealed as encounter cards are placed there.

SABOTEUR (CC)

Q: Can players land only one ship on a colony to see if it sets off a trap before placing the rest of their ships there?

A: No. Ships land on colonies simultaneously (e.g., when released from the warp after a Mobius Tubes), and you must commit all ships to a particular planet before Saboteur reveals the token.

SADIST (CC)

Q: The Sadist Wild flare states that "Whenever you send another player's ships to the warp..." What constitutes sending someone's ships to the warp?

A: Winning an encounter as a main player, or using a card or other effect that targets ships or a player to lose ships (e.g., Vacuum's power, the Plague artifact, or the Saboteur Wild flare).

SCHIZOID (CA)

Q: When must Schizoid announce that a player has met the victory conditions?

A: As soon as they are met.

Q: Can Schizoid show a schizoid card to another player, say as part of a deal?

A: No.

Q: If you play the Schizoid Wild flare and switch systems with someone who has just won the game, do you steal the win?

A: Yes.

SEEKER (CI)

Q: A main player is asked by Seeker who is an ally whether he will play a specific card and answers yes. Then their opponent Visionary requests him to play a different card which he also has in their hand. Which card must he play now?

A: The last sentence of the Visionary states "he or she must play it unless prevented by another player." If the Seeker's ability is in fact preventing that card from being played, the card specified by the Seeker must be played.

Q: If you have Seeker Super flare and ask a contingent question, does the player have to commit to a decision? For example, asking Oracle what card they will play (when Oracle doesn't choose a card until seeing what the opposing player has played).

A: Players are only instructed to "answer it truthfully to the best of their ability." Since a contingency is involved, the player is not required to commit.

Q: Can Seeker ask Mind about specific cards in another player's hand? For example, "Does Virus have a negotiate?"

A: No.

Q: Can Loser declare an upset if Seeker has asked "Are you playing a negotiate?" and Loser answers yes (though still holds an attack card)?

A: No.

Q: What happens if Seeker asks a question you don't know the answer to, like "Are you going to win the encounter?"

A: Players must answer truthfully, so if they don't know, they may say so.

SHADOW

Q: If the offense draws more than one destiny card, does Shadow pick off one ship for each card, or one ship for whichever card the offense uses?

A: One for each card drawn.

SIREN (CC)

Q: Does Siren have to use its power when Siren's system color comes up in order to gain a colony when winning as the defense?

A: Yes. See errata.

Q: Does a card given to a player using the Siren Wild flare get replaced?

A: No.

SKEPTIC (CA)

Q: If you double doubt and reveal a negotiate, do you get double the compensation?

A: Yes.

Q: If Void double doubts Skeptic and wins, are the extra ships eradicated?

A: Yes.

Q: If both sides lose, do both main players lose double?

A: Yes.

Q: Can the Skeptic Super flare allow Skeptic to set the number of ships lose beyond the number they can actually lose (say to 15 ships if Skeptic already has 10 in the warp), and if so, what happens in this example if Skeptic loses?

A: Yes, Skeptic can set it to any number from 1 to 20, and if either player doesn't have that many to lose, they only send the number of their ships not in the warp (or captured/removed from the game).

SLOTH (CS)

Q: Is Sloth immune to Force Field?

A: No.

SNEAK (CS)

Q: Can Sneak give the Sneak Super flare to themselves after playing?

A: No. It must be given to another player.

SNIVELER (CI)

Q: Can the Sniveler Whine about cards other than Encounter cards?

A: No.

Q: Can Sniveler whine about attack card values that aren't in the game, or about general values (e.g., "I don't have an attack card higher than the highest card in Blue's hand")?

A: No. Sniveler must whine about specific values that are part of the cosmic deck or reward deck.

Q: If Sniveler is tied for most ships in the warp or fewest foreign colonies, does it still get to whine?

A: No. Sniveler must have more ships in the warp than anyone else, or fewer colonies than everyone else in order to whine about those things.

Q: When using the Sniveler Super flare, do Sniveler's allies have to be within one colony of winning in order to share the win with Sniveler?

A: No.

Q: Does the Sniveler Super flare create a new encounter, and if so, does it mean Sniveler can then play a different flare? Can Sniveler replay the Super flare?

A: This special encounter is considered a new encounter, and Sniveler can play a different flare. However, the Sniveler Super cannot be played again.

SORCERER

Q: If Sorcerer switches cards, which card does Clone or Filch take?

A: Clone takes the card that ends the encounter in front of him, Filch takes the card that ends the encounter in front of their opponent.

Q: Why does Gambler say "Do not use with Sorcerer"?

A: Because it's not much of a bluff if Sorcerer has already seen the card. If this doesn't bother you, feel free to go ahead and use them together.

Q: Does a kicker switch with the encounter card?

A: No.

SPIFF

Q: If Spiff tries to crash-land against Fungus, are all of their ships captured first?

A: No. One ship crash-lands, and the others are captured.

STING (CA)

Q: Does Sting take cards at random?

A: Yes.

SYCOPHANT (CS)

Q: Can the Sycophant give their Super flare to themselves?

A: No. It must be given to another player.

SYMBIOTE (CI)

Q: The Symbiote Wild flare says "You may retrieve a ship from the warp during every regroup phase, not just your own." Do you have to play it each regroup, or it is automatic after the first time you play it?

A: You must play the flare each encounter to use its effect. This counts as your one flare per encounter if you do play it.

Q: Does the Symbiote Super flare let Symbiote coexist on planets with Filth?

A: No.

Q: What if Symbiote has fewer planets than they started with when playing Symbiote Super?

A: Symbiote can only regain enough ships to place 8 on each home planet.

TICK-TOCK

Q: If two players make a deal to win the game, and Tick-Tock discards their last token because a deal was made, does he win alongside them?

A: Yes, the game would end in a three-way win.

TORTOISE (CE)

Q: Can Tortoise use Mobius Tubes or other Regroup effects?

A: No, unless it is Cosmic Zapped or has no power.

Q: Can Tortoise play the Butler Wild flare during its "final turn"?

A: No. No other player may become the offense at this time.

Q: Does Tortoise's "one extra encounter" win cancel out alternate win aliens, like Genius?

A: Yes.

Q: Can Tortoise still get rewards from the discard pile while going on the game end turn?

A: No.

Q: Is Tortoise affected by Nanny's timeouts during the game end turn?

A: No.

TOURIST (CD)

Q: Does Tourist Wild flare let you look at any card in an essence card set or cache?

A: Yes.

TRADER

Q: If the Trader becomes the defense, but has no cards in their hand, does the Trader get to use their power to trade hands and give their opponent an empty hand?

A: No. Trader must have a hand in order to trade hands. After drawing a new hand, Trader may then choose to trade hands.

Q: When Trader takes another player's hand, do the rifts in it detonate?

A: Yes, since Trader is taking the rifts. Any rifts in the hand Trader is giving to the other player do not detonate (since the other player is not taking them).

VACUUM

Q: Can Vacuum use its power on itself, and if so, can it cause an infinite loop?

A: No. Vacuum cannot use its power on itself. See Errata and Clarifications on page 1.

Q: Can the Vacuum, with their Super flare, remove a Zombie colony? If Zombie has 4 foreign colonies with 1 ship each, and vacuum loses 4 ships, can the Super remove all 4 of those colonies?

A: Yes, and yes. All losses that occur because of a single effect (such as Vacuum Super flare) happen at the same instant, so Zombie could not save one of their ships and send it to another colony that he is losing at the same moment.

Q: If Healer heals Vacuum, does Vacuum still get to use their power?

A: Yes. Vacuum's ships go to the warp first, and thus can take others along. Healer may then heal those ships as well, if they are not Healer's.

VIRUS

Q: If you play the Virus Wild flare and have no allies, are you essentially multiplying by zero?

A: Yes.

VISIONARY (CC)

Q: Can Visionary specify a Crooked Deal negotiate must be played?

A: Yes. But if a player does not have one but does have a regular negotiate, they are not required to play it. Also, if Visionary specifies a negotiate card, and the player only has a Crooked Deal negotiate, it must be played.

VOID

Q: If you fail to deal with Void, are your ships eradicated?

A: No. Void only eradicates when winning as a main player (or ally, when using the Void Super flare).

Q: Do you actually get compensation when losing with a negotiate to Void?

A: No.

Q: Is there an official ruling on Zombie vs. Void?

A: Void trumps Zombie. Zombie's power kicks in when it should go to the warp, however the intent for Void is that it never sends its opponent's to the warp at all. Void also trumps Observer.

VULCH

Q: If Vulch gets Cosmic Zapped, does he get the Zap that zapped him?

A: No, as he will not have a power when that artifact would go to the discard pile.

Q: Can Vulch take discarded artifacts that originated from the reward deck?

A: Yes.

Q: Can Vulch pick up artifacts that are being discarded by a player that has played the Vulch Wild flare against the Vulch?

A: Yes. Vulch may then have to hand the artifacts to the player again, who in turn may discard them again, etc.

Q: Does the Vulch Super flare mean that Vulch can take all flare cards discarded at the same time, or in the encounter?

A: All flares in the encounter. The flare should be played the first time any flares are discarded in the encounter, and then its effect lasts until the end of the encounter, letting Vulch "use" their power any number of times flares are discarded. However, Vulch would not be able to pick up their own flare in this manner.

WARHAWK (CC)

Q: Can you force Warhawk into negotiation by playing an Emotion Control artifact?

A: Both effects create a timing conflict. Use the timing conflict chart to determine whether warhawk's ability happens before or after the artifact. In which case the answer would be yes if Warhawk is the offense, and the defense played the artifact.

Q: What happens when Warhawk faces off against Bleeding Heart or The Cult?

A: The encounter cards ultimately end on a value of Attack 00.

WARPISH

Q: If ships are sent to the warp during Reveal, does Warpish update their total accordingly?

A: If the ships are added to the warp prior to Warpish using their power, then yes. If not, then no. Refer to the timing rules if in doubt.

WARRIOR

Q: If Warrior gets zapped, does he still earn experience?

A: Yes. See Clarifications and Errata on page 1.

Q: If Warrior draws their own color and reclaims an empty home planet, does he collect experience?

A: Yes, recolonizing a home planet counts as winning an encounter, and Warrior collects experience accordingly.

WHIRLIGIG (CD)

Q: If the defensive main player uses the Whirligig Wild flare and ends up losing their last encounter card, does the flare get added back to the hand before or after drawing a new hand?

A: Before. Thus, the flare would be discarded.

WILL

Q: Can Will attack Blue on Red's planet even if Blue has no colony there?

A: No. Blue doesn't have a colony there to attack, while Red may always be forced to defend their home planet.

WINNER (CA)

Q: Does the Winner Super flare mean that Winner would get three free colonies if they won by 29 points?

A: No, only two colonies. The Super effect works in place of, not in addition to, Winner's base power effect.

ZOMBIE

Q: Does the Zombie get compensation?

A: Not unless their ships actually go to the warp (such as when their power is Cosmic Zapped). Compensation is awarded based on ships going to the warp, after all. If Zombie's ships went to the warp and were then retrieved by their power, he would receive compensation, but Zombie's power prevents them from going to the warp in the first place.

Q: Is there a limit to how many ships Zombie can liberate at once as part of a deal?

A: No, there is no limit.

Q: Can Healer use their power before Zombie evades going to the warp?

A: No, because the Zombie's power kicks in before he goes to the warp at all.

Q: Can Zombie use the Kamikaze Wild or similar cards that require sending ships to warp to use, and if so, are the ships actually sent to warp?

A: Yes, Zombie may use the card, and then may use their power to prevent those ships from entering the warp.

Q: Can the Vacuum, with their Super flare, remove a Zombie colony? If Zombie has 4 foreign colonies with 1 ship each, and vacuum loses 4 ships, can the Super remove all 4 of those colonies?

A: Yes, and yes. All losses that occur because of a single effect (such as Vacuum Super flare) happen at the same instant, so Zombie could not save one of their ships and send it to another colony that he is losing at the same moment.

Q: Is there an official ruling on Zombie vs. Void?

A: Void trumps Zombie. Zombie's power kicks in when it should go to the warp, however the intent for Void is that it never sends its opponent's to the warp at all.

Q: Can Zombie free Masochist's ships when Zombie is making a deal with a different alien (like Void, for instance)?

A: No. Zombie could only free Void's ships in that deal.