

TRIBBLES™

CUSTOMIZABLE CARD GAME

Contents

- 112 Tribble cards • 8 reference cards • scorepad • pencil • rulesheet

How to Win

Tribbles are breeding like crazy: 1 ... 10 ... 100 ... 1,000 ... 10,000! You score points by getting all your tribbles out of your hand. If you have the highest score at the end of five rounds of play, you win!

Setup

Give each player a set of reference cards, and separate the Tribble cards into four decks of slightly differing sizes according to their colored squares:

- Blue square – “Rescue” deck 26 cards
- Green square – “Go” deck 27 cards
- Red square – “Poison” deck 29 cards
- Yellow square – “Discard” deck 30 cards

Each player takes one deck, shuffles, and cuts it. Whoever cuts the highest card will take the first turn. (In case of a tie, the tied players cut again.) Each player then re-shuffles their deck and draws a hand of 7 cards.

As the game progresses, each player will have their own draw deck, play pile, and discard pile, as shown below. (You may not look through any deck or pile except when the rules specifically allow it.)



How to Play

If you are the player who takes the first turn, start by playing a **1 Tribble** card from your hand to your play pile. Play goes clockwise around the table. The next player plays a **10 Tribbles** card, then the next player plays a **100 Tribbles** card, and so on in sequence. Each player must announce the number of tribbles they are playing.

On your turn, if you do not have a card in your hand with the next number in the sequence, you must draw a card. If that card has the proper number, you may immediately play it. If it does not, you must put it in your hand and say “pass,” followed by the last number of tribbles played (e.g., “pass on 100”).

If the player just before you “passes,” you have the opportunity to *restart* the sequence (by playing **1 Tribble**) or to *continue* it. For example, if the player just before you says “pass on 100,” you may play either **1 Tribble** or **1,000 Tribbles**.

Tribble Icons

Each Tribble card has a special icon in the upper left corner. Whenever you play a card, you may choose to use or ignore the icon.

- REVERSE** Reverse the direction of play from clockwise to counter-clockwise, or vice versa.
- SKIP** Skip the next player.
- GO** Take another turn (e.g., play the next tribble number in sequence).
- DISCARD** Choose one card in your hand to place in your discard pile.

If you ever have to draw a card from your draw deck but your draw deck is empty, you are “decked.” Immediately discard your hand and sit out the rest of the current round; you may not score any more points that round.

You may choose to pass even if you hold or draw a card of the proper number. However, you can’t draw a card and then decide to play one from your hand.

POISON Choose any opponent who still has card(s) in their draw deck. That opponent must discard the top card, and you immediately score points equal to the number of tribbles on that card.

RESCUE Look through your discard pile and recover a card. Place it face-down on top of your draw deck – or, if it has the proper number of tribbles, you may play it now.

Once you begin a rescue, you must recover a card even if you don’t find the one you want. Regardless, you don’t have to tell your opponents which card you’re rescuing.

CLONE A card with this icon may be played even when it has the same number of tribbles as the last card played. (For example, a **10,000 Clone** is playable if the previous number of tribbles played was **1,000 or 10,000.**)

If you want to use one of these tribble icons, announce the icon name right after you’ve announced the number of tribbles (e.g., “**100 REVERSE**”). If you want to ignore the icon, then only announce the card’s number.

Ending the Round

Play until one player “goes out” by playing (or discarding) the last card in their hand. (That player may use the tribble icon on the last card they play.)

If all of your opponents get “decked,” you immediately go out by placing your entire hand into your play pile.

- All players discard the cards remaining in their hands.
- The player who goes out (and *only* that player) scores points equal to the total number of Tribbles in their play pile.
- Each player then shuffles their play pile back into their draw deck in preparation for the next round. (Discard piles are *not* shuffled back in.)

The player who went out this round will take the first turn in the next round. Each new round begins with **1 Tribble** and play goes clockwise (even if it had been reversed in the previous round).

If all of your opponents are “decked” at the start of a round, you still get to play out the remaining rounds by drawing 7 cards and “going out” each time.

Ending the Game

After five rounds of play, the player with the highest total score wins!

Customizing Tribble Decks

Most card games have just one deck of cards that never changes. But The Tribbles Game is a *Customizable Card Game*™. It offers you creative flexibility to build bigger, better decks with various themes – just the way you want them. There are no limits to the type and number of Tribble cards you can use in each of your decks. (In general, the more cards you include, the less likely you will be to get “decked.”)

There are lots of ways to customize different Tribbles decks. You can choose from among the 112 cards in this box; combine them with cards from additional boxed sets; and trade cards with your friends. Also, you can add in advanced cards from packs of *The Trouble With Tribbles*™ expansion set for the *Star Trek*™ Customizable Card Game™ – a full-featured, richly detailed universe of highly collectible cards that let you play out themes from virtually any *Star Trek* story you can imagine. Ask for it at your favorite game store, hobby shop, bookstore, comic book shop, etc.



Adding More Tribble Cards to Your Collection

This boxed set includes many different combinations of tribble numbers and icons. But even more powerful “advanced cards” are available in expansion packs of *The Trouble With Tribbles*. These cards take The Tribbles Game “up a notch” and provide strategies for scoring into the several hundred thousands!

- 1 – 10 – 100 – 1,000 Tribbles (BONUS)
- 10,000 Tribbles (Go, POISON, and RESCUE)
- 100,000 Tribbles (CLONE, DISCARD, and RESCUE)



Rules For Advanced Cards

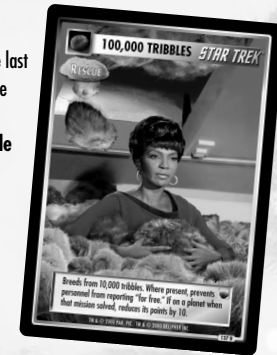
BONUS

Bonus icons – At the end of each round, if you avoided getting “decked” and your play pile includes a run of all four **BONUS** cards (1 – 10 – 100 – 1,000), you score an extra 100,000 points – even if you weren’t the player who went out!

Each time you play a card with a **BONUS** icon, you may briefly look through your play pile to see which Bonus cards you still need for your run. You may score the 100,000 bonus only once per round, no matter how many runs you have in your play pile.



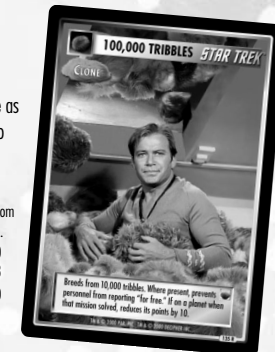
Overpopulation – On your turn, if the last card played was **100,000 Tribbles**, the population has “peaked” and you may *restart* the sequence by playing **1 Tribble** even if there has not been a pass. (Of course, an even better option would be to play a **100,000 CLONE** card!)




Explore the
Star Trek Customizable Card Game
Universe!
www.decipher.com

We encourage you to visit Decipher’s web site as your first source of information. Other ways to contact Decipher:

For gameplay questions email mot@decipher.com
For other information email cccustomerservice@decipher.com
You may also call, mail or fax us with questions or concerns.
Telephone.....757-623-3600
Address.....P.O. Box 56, Norfolk, VA 23501-1813
Facsimile.....757-623-3630



 **DECIPHER**®
The Art of Great Games®

TM, © & © 2000 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Decipher Inc. Authorized User. TM, © & © 2000 Decipher Inc., P.O. Box 56, Norfolk, Virginia U.S.A. 23501-0056. All rights reserved. Customizable Card Game, The Art of Great Games, and  are trademarks of Decipher Inc.