


## ALTERNATE UNIVERSE™ Rules Supplement

This first expansion set for the *Star Trek: The Next Generation® Customizable Card Game™* (ST: TNG CCG) contains some new terms and concepts. This sheet is a supplement to the rules contained in the premiere starter sets.

### ABOUT THE ALTERNATE UNIVERSE™ SET

The complete 122-card set contains 40 common, 40 uncommon and 41 rare cards plus 1 ultra-rare card assorted randomly. Forty-nine of these cards contain subject matter related to alternate realities or universes: time travelers, alternate timelines, parallel universes, illusory or visionary experiences, surreal worlds and different “phases” of existence. These cards are identified by a special Alternate Universe icon  on the card. The remaining 73 cards expand upon existing elements of ST:TNG CCG, deepening the gameplay in various ways. Alternate Universe™ expansions are sold only in 15-card packs containing a ratio of 11 common, 3 uncommon and 1 rare.

The First Ultra-Rare Card — Issued by popular demand, an “ultra-rare” card can be found in the Alternate Universe expansion set. The *Future Enterprise*, seen in the episode “All Good Things...” is three times as rare as a normal rare card. Since so many fans requested that ultra-rares be distributed this way, we have honored that request.

### HOW TO USE YOUR ALTERNATE UNIVERSE CARDS

This expansion set introduces a new category of cards called “doorways.” These cards “link” elements of Star Trek™ that would ordinarily be separate so that those elements can logically mix with the “normal” ST:TNG CCG cards. In this case, we are linking cards from an “alternate universe” to the normal ST:TNG™ universe.

**Alternate Universe™ Doorway** — This is a common card played during the seed phase to ensure that it is brought into play easily. While this doorway is “open,” you can seed and play cards containing Alternate Universe icons. If this doorway is “closed” (i.e., by a Revolving Door card), you cannot bring in additional Alternate Universe cards until it is re-opened; cards already in play (or already seeded) are unaffected by closed doorways. In addition to their function as a linking card, doorways may have other uses (as indicated on the card). In all such cases a Doorway card is normally playable at any time during your own turn.

## NEW TERMINOLOGY

The Alternate Universe™ expansion set introduces a few new terms and concepts:

**“Unique”** — Personnel or ships that are not “universal” (i.e., have no universal icon) are considered “unique.” For example, Jean-Luc Picard is an example of a unique personnel; Ensign McKnight is universal.

**“Not Duplicatable”** — A card that says it is “not duplicatable” means that only one of that particular card can be in use at a time. For example, if one Ressikan Flute is already in play, neither you nor your opponent may bring another one into play.

**“Stasis”** — A personnel card placed in stasis is both stopped and unconscious (unable to defend itself if attacked) for the duration of time specified by the card. A ship can also be placed in stasis.

**“Captive”** — This set introduces various ways to capture opposing personnel. When this occurs, captured personnel are placed on the table by your draw deck. You cannot normally use such personnel as your own, but you can interrogate them. (The Brainwash card in Q-Continuum allows you to use a captive as your own; additional options for treatment of captured personnel will appear in future expansions.) An opponent can rescue captured personnel using cards designed for that purpose. Captured cards are returned to their owner at the end of the game. You cannot capture your own personnel. Captives are considered “in play” and therefore vulnerable to effects such as the Anti-Time Anomaly.

**“Side Game”** — A quick “game within a game,” activated by a card. The Royale Casino: Blackjack card is the first such card to be introduced.

**“Dual-Affiliation” Personnel** — Personnel that have two affiliation icons are considered “dual-affiliation” to reflect their split personality. The skills they have may differ according to which affiliation is being used, as stated on the card. Major Rakal and Stefan DeSeve are the first two dual affiliation cards; there will be others in future sets. They can be used for either affiliation, but both affiliations cannot be used at the same time. (The affiliations can, however, change from one to the other during the course of the game whenever appropriate, between other game actions.)

**The “Colon Rule”** — A simple method to interpret, by glancing at the name of a card, whether or not it is grouped with other cards that portray the same character. For example: can the mission that requires Data to complete it also be done by an “alternate universe” version of Data? The answer is as follows: if two similar cards have the exact same name, or the same name differentiated by a colon (like “Kevin Uxbridge” and “Kevin Uxbridge: Convergence”) then they are grouped together in terms of how they relate to other cards. If two similar cards have a different name (even a slight difference, such as “Tasha Yar” and “Tasha Yar-Alternate” or “Amanda Rogers” and “Countermanda”) and there is no colon, then they are NOT grouped together.

**(\*) Asterisks** — Some cards introduce unusual features that require more detailed explanations than room allows in the box. This is indicated by an asterisk (“\*”) or sometimes an “X.” Elsewhere on the card the asterisk is explained. (For example, the Gomtuu ship has a special weapon so an asterisk can be found in its Weapons box.)

**“Special” Skills and Classifications** — Some Alternate Universe personnel have special abilities or effects. These are described in their skills box in addition to any “normal” skills. Some new ships also have special features. In addition, this set introduces a new personnel classification called “ANIMAL.” Treat animal personnel like normal personnel cards. (This is one way animals will be used in ST:CCG; they usually have a symbolic “skill.”)

**“Special” Missions** — There are several new missions that have unusual skill requirements or other instructions of importance stated on the card. Some use X's or asterisks as outlined above, or they may have other “weird” features (i.e., one mission has different span numbers on its two ends and another has differing affiliation icons). These are not misprints!

## ADDITIONAL EXPLANATIONS OF SELECTED CARDS

**Engage Shuttle Operations** — This card provides a mechanism for carrying shuttles aboard ships, launching shuttles from ships and using them to ferry personnel down to a planet. If the “mother ship” is destroyed, any shuttle it carries is also destroyed. If the shuttle on board is destroyed, the “mother ship” is damaged. Both are affected by a dilemma being faced by the crew on the mother ship. Missions cannot be attempted from a carried shuttle. If the 2 ENGINEER capability aboard the mother ship is lost, shuttles cannot be launched or recovered. Launching the shuttle from the ship uses no Range of the shuttle. To land the shuttle on a planet, or to take off from the planet, requires the use of the full normal movement Range of the shuttle. It must start with all of its Range intact and it expends all its Range during the landing process. Therefore, landing and taking off would normally be a two-turn operation. Landing a shuttle is a good way to avoid blocks or hazards to beaming. See Rule FAQs for additional details.

**Wartime Conditions** — This allows the Federation to declare war if it is attacked first. Thereafter it can freely attack the affiliation that initiated the conflict. Note that the card has an Alternate Universe icon. It applies to both players when in play. When played, it destroys a corresponding treaty if one exists. If destroyed by Kevin Uxbridge, its effects no longer apply. You cannot attack yourself in order to use this card.

**Intruder Force Field** — When Telepathic Alien Kidnappers are “reversed,” the players switch roles so that the one who played the Kidnappers is now the victim of the guessing.

**Tama, the Tamarian Ship** — The lore on this card is written in Tamarian. The phrase “Dathon, speaking first” means that Dathon is the captain, which is important to know if you use the Captain's Log card.

**Echo Papa 607 Killer Drone** — The effects of this card accumulate as described for each separate battle in which it is involved. (The STRENGTH increases by 10 each time.)

**Coalescent Organism** — The idea behind this dilemma is that it can be passed on. The affected personnel can be used normally until it dies at the end of owner's subsequent turn. At that time, if it is present with any other personnel (including opposing personnel), the Coalescent Organism is transferred to one of them via random selection. Keep the Dilemma card with the personnel card to show who is affected. If the affected personnel is alone when it dies, the dilemma is discarded.

**The Higher ... The Fewer** — Designed to discourage “overloading,” you are penalized one point for each personnel present (indicated by the variable “X” on the card) when this card is encountered. You will need to remember this amount and subtract it from your score. (There are also several new cards in the set that discourage “red-shirting” missions with just one or two personnel.)

**Cryosatellite** — If it is somehow destroyed before it is earned by completing the mission, all the artifacts and personnel aboard it are also discarded. If you earn your opponent's Cryosatellite, you immediately take the opponent's personnel aboard it captive.

**Gomtuu** — When in battle with Gomtuu, both sides get to use their weapons regardless of whether Gomtuu fired first. When you enhance Gomtuu's weapons (e.g., using Bynars or Captain's Log), you change the “shield threshold” of the opposing ships you can hurl, but the maximum distance remains 9 span.

**Rishon Uxbridge** — The “Not cumulative” here means you cannot put more than one of these cards at a time on the same Event, nor can you use a Rishon to protect another Rishon.

**Diplomatic Conference** — Because the planet Parliament is a special “neutral” meeting place, you do not have to have a three-way treaty to arrange the conference. You just need to bring the VIPs to this planet in the normal manner, then they can mix together into a single Away Team.

**Qualor II Rendezvous** — A mission for non-aligned personnel because affiliated personnel are in stasis here (as stated on the card), requiring non-aligned personnel to handle the entire job themselves!

**Royale Casino: Blackjack** — The players show their hands and count up the total CUNNING numbers on their personnel to determine their numbers for a blackjack match.

**Barclay Transporter Phobia** — The affected personnel refuses transporting as described, including when it is first affected. If necessary, keep the card with the personnel to remind you of this limitation until cured.

**Alternate Universe Ships** — Several of the Alternate Universe ships have one or more Alternate Universe icons in the staffing requirements box. This means you must have an Alternate Universe personnel present for each such icon to staff the ship. Also, one personnel cannot meet more than one staffing requirement. (i.e., Alternate Universe personnel with command ability can meet either a command requirement or an Alternate Universe requirement, but not both.)

**Receptacle Stones** — If this card is used, and both players are affected by a dilemma, the player whose turn it is will be affected first. When finished, the opponent is affected as if encountering that dilemma separately at his own spaceline location.

**Federation Battle Rules** — A few cards in this set provide logical ways for the Federation to initiate battles in ways that occurred in the series. These cards supersede the “house rules” that have been published in FAQs for allowing Federation attacks in certain circumstances.

**Devidian Door** — A link between the present and the future, it is supposed to create the “flavor” of suddenly having someone appear NOW — out of the blue — from the future. Its effect comes before its cause! When you use it by announcing “Devidian Door” and bringing someone into play, you **MUST** play the card on your next turn or lose the game. (Because if you did not play the card, you could not have caused the effect that happened, and have thus ruined the space-time continuum!) It is a very strong card, but using it can be risky. If you are prevented from playing it on your very next turn, you automatically lose the game. It is possible to not have the card in hand and yet still attempt to play it. However, you are gambling that you can get it into your hand by the next turn (e.g., by using a Betazoid Gift Box). If you use it but the game ends before your next turn, you still must show that you had the Devidian Door in hand, or lose the game. To prove that you have the Devidian Door, you simply show it to your opponent and place it out of play. Thus, it is not affected by the Energy Vortex or Revolving Door cards. Note that the card can be used “at any time” which means that it can be used during an opponent’s turn (like an Interrupt card is played). The Devidian Door is not nullified by Amanda Rogers because it is not an Interrupt card.

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