

STAR TREK™

CUSTOMIZABLE CARD GAME™

ENHANCED PREMIERE PREMIUM CARDS

Each individual box of Enhanced Premiere contains four 15-card unlimited Premiere expansion packs plus five black-border premium cards, and provides everything you need to play in the new streamlined [Warp Speed](#) sealed deck tournament format.

The premium cards all follow a “two cards in one” design, and each group of five includes the following: one Dual-Personnel card (visible through the package cut-out window), one space-oriented Mission II with a built-in outpost, and a randomized selection of three additional premium cards, usually consisting of two Combo Dilemmas plus one planet-oriented Mission II with a built-in wormhole.



DUAL-PERSONNEL CARDS — Two powerful main characters on one Personnel card provide strong and unique skill combinations. These cards function according to the rules for dual-personnel cards in the current [Glossary](#).

COMBO DILEMMAS — A two-dilemma combination in one Dilemma card! Encountering the combo is like encountering two separate dilemmas: if you get past the first half, you continue on to face the second half; if not, you place the card back under the mission and will have to face the first half again. However, some Combo Dilemmas say “not repeatable” in the first half; this phrase takes the place of “discard dilemma” and means that the first half is **conceptually** discarded after you face it; when you re-encounter that same exact card on another attempt, you skip the first half of the combo.

Things that specifically affect the first half of a Combo Dilemma do **not** automatically affect the second half. For example, if Male’s Love Interest is replaced by Beware of Q, overridden by Jealous Amanda, or nullified by Karen Brianon or Adapt: Negate Obstruction, you still encounter the Tarellian Plague Ship half of the card. Similarly, if you fail to overcome Alien Parasites and your opponent uses your personnel to re-attempt the mission, they will begin by facing REM Fatigue Hallucinations.



You may not legally seed a Combo Dilemma at the same location as either of the original dilemma cards on which it is based; the second one encountered would be a mis-seed.



MISSION IIs — Each of these double-sided Mission cards has a built-in wormhole or outpost! They seed normally, and you may choose which side to have face-up initially. However, when you are using one or more double-sided missions, you must notify your opponent, and after you shuffle your mission stack he or she is allowed to see whether a double-sided card is on top and choose whether or not to cut the stack.

Each Mission II represents the same location as the corresponding original mission. For example, Secret Salvage and Secret Salvage II both occur at Wolf 359. Thus, you may not include both versions in your mission selection and, in normal play, if one player seeds Secret Salvage and the other seeds Secret Salvage II, they must overlap each other because they are duplicates of Wolf 359. (Mission II outposts do not prevent you from seeding other outposts of the same affiliation. For example, in regular play you could seed one Secret Salvage II, one Explore Black Cluster II, and one Klingon Outpost card.)



Cards that work with regular outposts work normally with built-in Mission II outposts. Cards that specifically work with the original mission also work with the corresponding Mission II; for example, Timicin scores 10 points if he helps solve either Test Mission or Test Mission II.

DUAL PERSONNEL (all fixed)

Beverly and Will	1 P
Data and Geordi	2 P
Data and Picard	3 P
Jean-Luc and Beverly	4 P
Sons of Mogh	5 P
The Trois	6 P

COMBO DILEMMAS (all randomized)

Alien Parasites & REM Fatigue	7 P
Anaphasic Organism & Nagilum	8 P
Ancient Computer & Microvirus	9 P
Computer Weapon & Hyper-Aging	10 P
Female’s Love Interest & Garbage Scow	11 P
Male’s Love Interest & Plague Ship	12 P

MISSION IIs

Covert Installation II	(randomized)	13 P
Excavation II	(randomized)	14 P
Explore Black Cluster II	(fixed with Beverly and Will)	15 P
Explore Typhon Expanse II	(fixed with Data and Picard)	16 P
Investigate Anomaly II	(fixed with Jean-Luc and Beverly)	17 P
Investigate Sighting II	(fixed with The Trois)	18 P
Relief Mission II	(randomized)	19 P
Secret Salvage II	(fixed with Sons of Mogh)	20 P
Test Mission II	(fixed with Data and Geordi)	21 P

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WARP SPEED!

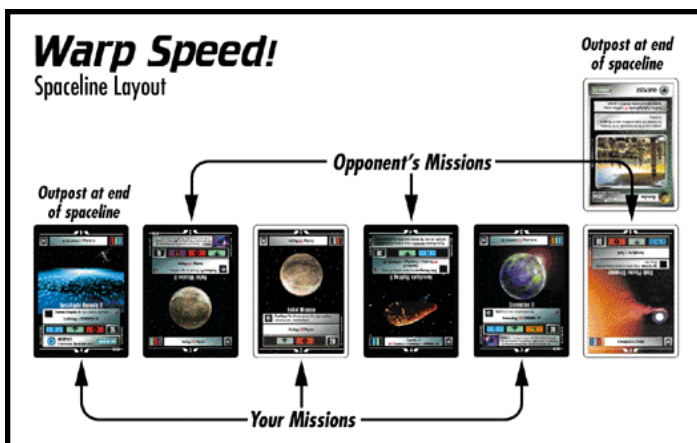


An easy, streamlined, and fun sealed deck format for playing Star Trek Customizable Card Game.

Deckbuilding — Each player has 30 minutes to customize a deck from the contents of one individual box of [Enhanced Premiere](#). Boxes must be distributed randomly and face down. (If a player brings their own box, to preserve randomness the Tournament Director should mix it in with the others before distribution.)

Each player may have up to three missions (mission selection will typically include at least one planet and one space mission; see [Winning](#), below). Decks must follow a **10/20** rule: no more than 10 cards in the seed deck (missions do not count against this limit), and no fewer than 20 cards in the draw deck. If you wish, your 10 seed cards may include **one** Personnel, Ship, or Equipment card (your choice), to be seeded face up aboard your outpost. Each player may seed only **one** outpost (of any kind); additional outposts may be built during the play phase by including Outpost cards in the draw deck and/or flipping over a “face-down” Mission II.

Seed Phase — Missions are not shuffled; instead, players choose the sequence. The first player seeds one mission at his or her own left end of the spaceline; this **must** be that player’s initial outpost location (in other words, either it must be a “face-up” Mission II with outpost or the player must seed an appropriate Outpost card there in the facility phase). Players then take turns alternating missions toward the other end of the spaceline. The second player **must** save their outpost location to seed last. The spaceline will thus have the outposts at opposite ends (except in the rare case that the second player seeds only two missions). In Warp Speed, duplication between players is allowed (in other words, do not overlap duplicated mission locations).



“Batch seeding” of artifacts and dilemmas is mandatory. For each location, take all of the cards you want to seed face down there and place them in a stack on your side of that mission (your opponent will be doing likewise at the same time). When all the stacks are ready, slide them underneath the appropriate missions (if both players have stacks for the same mission, the owner of the mission slides their stack underneath first).

Each player who chooses to seed a single Personnel, Ship, or Equipment card must seed it face-up on their outpost during the facility phase.

Play Phase — Warp Speed adds the following rules:

- Each player may make up to **two** normal card plays at the start of each turn.
- All affiliations are allowed to mix and cooperate as if there were a universal treaty in effect. (A matching personnel is still required for mission attempts, ship staffing, etc.)
- There are no affiliation attack restrictions.
- Holographic re-creations are treated as normal personnel — simply disregard the **[Holo]** icon.
- A player may not attempt their opponent’s missions.
- Red Alert! applies to both players.
- At the end of each of your turns, you must draw one card (or two if using The Traveler: Transcendence). Then, if you do not hold exactly seven cards in your hand, you must “even up” by drawing or discarding cards to bring your hand back to seven (if possible).
- If necessary, each player will “regenerate” their draw deck once per game. The first time you need to draw a card and cannot, take all the cards from your discard pile that **report for duty** (personnel, ships, and equipment) and reshuffle them to replenish your draw deck. (Leave the non-reporting cards in your discard pile.)

Winning — Each round of play lasts 30 minutes. If within that time limit you solve one of your planet missions and one of your space missions, you score a Full Win.

If no player achieves a Full Win (either because time runs out or because both players exhaust their draw decks again after regenerating), then a Modified Win is awarded to the player who solved the most missions. If the players have solved the same number of missions, then a Modified Win goes to the player with the most points. (If players are tied for both missions and points, this is a True Tie.)

Differential is calculated normally (as stated in the [Tournament Guide](#)). However, in Warp Speed format it is possible to achieve a Full Win with a lower score than your opponent; in this case your differential is +1 and your opponent’s is -1.

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