Contrip ™

Collectible Card Game Companion

GALACTIC EMPIRES

The Destruction of Argon VIII

'95 Tournament Rules

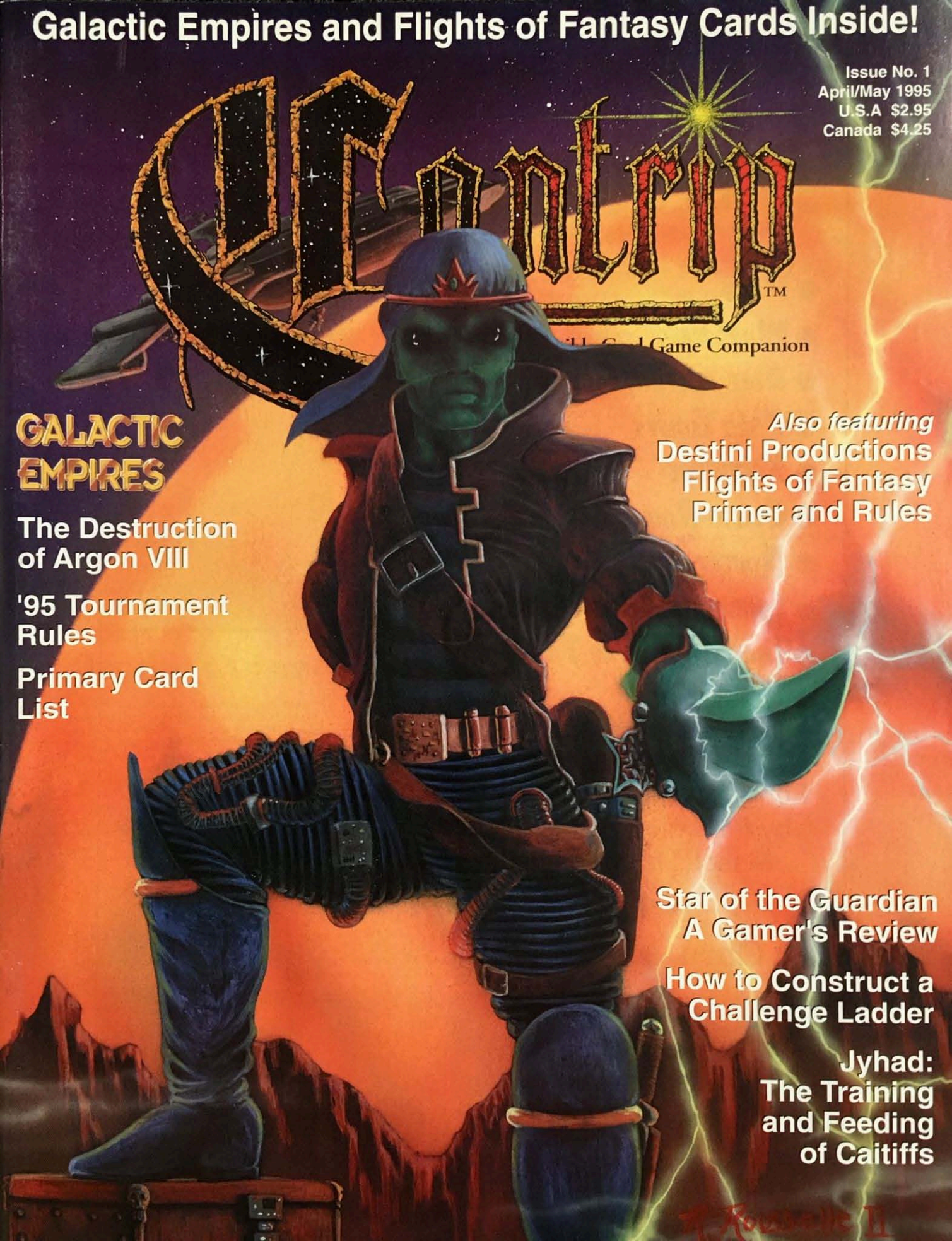Primary Card List

Also featuring
Destini Productions Flights of Fantasy Primer and Rules

Star of the Guardian A Gamer's Review

How to Construct a Challenge Ladder

Jyhad: The Training and Feeding of Caitiffs

Galactic Empires
The Destruction of Argon VIII

By C. Henry Schulte

Starbase Argon-1, Argonian Republic

The obnoxious feeling of the stimulator beam jarred Richard Storm from his gaseous rest state. His oblong rounded form slowly transformed into a more humanoid shape, finally taking on the resemblance of a tall muscular man as if viewed through a slightly out of focus pair of binoculars. His hazy features were completely normal for him, but he felt an abnormal aspect to solidity. History had taught him that Argonians were once exclusively gaseous and that...

His thought path was suddenly jerked back to reality by the flashing light on the intercom and a second jolt from the stimulator beam. His slightly luminescent arm extended to the com panel where he hit the interrupt button. "What is it?" he asked, his voice scratchy yet hollow with occasional whispering sounds.

"Admiral Storm, sorry to interrupt your rest, but we've got something urgent here," a woman's voice responded.

Storm verbally activated the monitor and asked "What is it, Vistra?" Her shadowy form appeared in the green light of Starbase Argon-1's flag bridge. Vistra's normal physical manifestation was one of the least distinct that Storm had ever seen. Her features were extremely sublime; there was no sharpness to her at all.

"Admiral, the freighter AFD-1173 reported recovering a log buoy at the Argon VIII asteroid belt in the Metron Sector," Vistra explained.

"Wake me when they get here," a hint of disappointment with her showing in his voice as he prepared to step back into his gaseous protection chamber.

She paused for the briefest moment, letting him know he had erred. That pause told him he'd be in trouble when they got off duty. "It just docked at bay seven. The log buoy is from the Overcast. Vistra out."

Storm groaned as he closed the door on his GP chamber. He concentrated a moment to materialize his uniform. He would have to apologize to Vistra, but later. Then shock struck him: The Overcast had been his ship more than ten years ago.

As Storm approached the portal to docking bay seven he was joined by three security officers. He ignored the salutes and stepped through the portal first. "An admiral! Quite the greeting for a lowly fleet freighter's master," the freighter's rotund captain bleated.

"Report, Captain," Storm ordered, not wanting to waste time dealing with some roguish fleethired freighter captain.

"Basically," the freighter captain began, taken aback by the admiral's abruptness, "we found this log buoy while mining the asteroids in the Argon VIII belt. We

THE DESTRUCTION OF ARGON VIII

By C. Henry Schulte

Illustration by Jeff N. Knutson

advised Argon-1 and they said return with it forthwith and don't disturb the contents," he explained. The freighter captain handed one of the security officers the meter long tube.

Vistra had suggested that Storm review the records on the ARS Overcast before viewing the files from the log buoy. He chose to ignore her advice and review the incident in his head. The Overcast's last transmission was from standard orbit around Argon VIII, a planet that no longer existed. Argon VIII had been undergoing a slight orbital shift when it could no longer handle the gravitational forces acting upon it. It broke down into an asteroid field that was only now stabilizing. The Overcast was sent to rescue a survey team stationed there and never returned. The asteroid field was scanned and minor debris was found but there was no trace of the Overcast. Admiral Storm's hand was unusually solid as he inserted the first disk into the conference room's computer terminal. The ARS Overcast had been his ship two months before her disappearance. Many of these people had been

"Affirmative," Storm replied, the apprehension showing in his voice. A wash of emotion came over him as the image appeared on the monitor before him.

The screen showed the well lit bridge of the Overcast. "Lieutenant Slilth, send a transmission to fleet headquarters: Commander Donovan Mistreau, Captain, Cumulus light scout cruiser ARS Overcast reporting on conditions at Argon VIII. Planet is becoming extremely unstable, believe break up will occur within fifteen minutes. Gravity waves emanating every one or two minutes. Entire survey team has been rescued. The Overcast is remaining to collect as much scientific data as possible. Current range from planet is 120,000 kilometers. End of message."

"Captain, our message is being jammed by an unidentified source," said the communications officer.

"Find the source," Mistreau commanded. "Could there be interference from the gravity waves?"

"Negative captain," Science Officer Samantha Wind interrupted. Her voice matched her name. "The gravity

his friends, still assigned to the Overcast. He did not personally know the captain who had replaced him, a Commander Mistreau. "Priority level 6 or higher access only!" Storm ordered the computer as he scratched at his shadowy beard. "Notify Fleetmaster Wind immediately."

"Access level 6 encoded information entered. Do you wish the data played back?" the computer responded.

wave is not the source of the jamming. I believe there is a cloaked vessel out there." Then she added, "Another gravity wave is being emitted now, captain."

Mistreau fired a volley of commands. "Go to yellow alert. Arm phasers and reinforce the shields. Sam, bring offensive electronics up one third; let's see if we can flush out that cloaked ship. If that fails use reserve power to

bring it to full." Mistreau turned to the navigation console just in front of the center seat. "Navigator, take us to 200,000 kilometers. I want some distance between us and that planet."

As the crew bent to their tasks the gentle hum of the Overcast slowly increased in volume; it was a sound of strength and speed. Mistreau peered at the view screen, past the center engine that had just rotated into position in front of him, searching for signs of a cloaked ship.

The greenish-blue haze of the gravity wave approached at high speed, and roughly halfway between the wave and the Overcast the ominous form of a pirate cruiser appeared. Mistreau was the first to see the pirate ship decloaking ahead. "Fire forward and port phasers," he ordered. "Hull rotation starboard 60 degrees, begin evasive maneuvers. Raise defensive electronics as soon as possible." The phaser fire caused minimal damage to the pirate vessel as its angular form began to fade in.

"I detect three variable plasma mounts, classification level 6. That's a raider class ship," tactical officer Oxoger offered.

The entire crew stared at the view screen for what seemed like hours. The same thought entered everyone's mind: They were a science ship, not equipped to combat a warship. The silence was broken by a snapped command from Mistreau. "Everyone get back to your stations. There will be torpedoes headed this way in seconds. Fire plasma phasers at optimum range."

"Captain, I have managed to raise the reinforcement on the aft shield by 75%." Samantha Wind kept her cool. She took after her father Kyle Wind.

"Good. Change heading, get us away from them." Mistreau realized that they were outmatched. "Begin strobe activation sequence."

"She is firing torpedoes, 3 of them, current range is 50,000 kilometers," Weapons Officer Noelle exclaimed. A second after his exclamation the plasma phasers did their best to weaken the leader of the plasma formation. An instant later the Overcast was rocked with a force that could devastate entire cities. The crew was thrown about the bridge with such magnitude that the communications officer was knocked unconscious before he could temporarily assume gaseous form. The com panel exploded from the blast.

Mistreau picked himself up from the floor and returned to his seat only to be shook by the powerful punch of two incoming phasers firing on a down shield. "Damn!" he thought out loud. The Overcast had been severely damaged; she would barely withstand the impact of the gravity wave on one of her few intact shields. As the Captain ran his fingers through his beard his hand

felt insignificant. Mistreau glanced down at his hand to find it returning to gaseous form. He hit a button on his command panel. "Captain to sick bay, what is your status down there?"

The scratchy voice of Brutus Bhaatt came over the intercom. "Misty, there are 28 dead and 7 in serious condition. I am just stabilizing them now."

"Send a medic to the bridge, we have some injuries here," Mistreau ordered. "Captain out." He scanned the viewer's virtual horizon for signs of the pirate.

"Captain, the pirate vessel has cloaked," Samantha Wind said as the medic resolidified her vaporized lower leg. "She has suffered minor damage. Our condition is much worse. Power is down to 30%, the two left side phasers and two sensors are destroyed. In addition, all hull and cargo is destroyed and battery power is nearly gone."

Richard Storm verbally paused the playback, unsure if he wanted to continue. The looks on his friends' faces disturbed him. If only he could have been there to... That was it, he felt guilty that he wasn't there. That he had accepted promotion. He shrugged off the feeling and returned to the monitor. "Continue playback."

"Ship's log, Commander Mistreau, Captain, Cumulus light scout cruiser ARS Overcast. The situation at Argon VIII is critical. We have been attacked by a pirate cruiser and have been crippled. I had hoped to disengage, but that is no longer possible. The raider class pirate ship is decloaking now. As a last hope I am jettisoning the warp engines and attempting to evade detection by adopting silent running with a low energy signature. Argon VIII is about to explode and I'm hoping the shock wave will carry us along, hiding our presence from the pirate. End entry."

"End of record," the computer blurted in its slightly inhuman voice, startling Storm as the screen went green.

"Storm to Vistra." Her Image appeared on the screen. "Contact the Corona. Advise them we'll be coming aboard within the hour. Also, have them plot a course to the Argon VIII belt. Storm out." He didn't wait for a reply.

The Corona had been in space dock receiving a refit. The refit was complete, but the test routines had not been performed. They were usually an unnecessary precaution and Storm chose to skip them.

The transporter room of the Corona formed before them. "Welcome aboard, Admiral," Captain Percival Wind offered.

"Captain," Storm nodded in acknowledgement. "How is your father?"

"The Fleetmaster is doing well, thank you." As they

moved into the corridor Wind raised his voice to activate a com panel. "Captain to Helm, get us going, maximum warp." Wind turned to Storm and said, "Admiral, I've scheduled a briefing ten hours from now to give you time to settle in."

Vistra and Storm gazed out the view portal of the Corona's emissary lounge. Captain Wind was running some test routines as they cruised towards the Metron Sector. The starscape slowly changed as the hull rotated in the continuous test sequence.

"I really owe you an apology, Vistra," Storm offered as the portal once again presented the forward view.

"You certainly do," she replied, "but you've had so much on your mind. With the Overcast and all." She suddenly jumped forward, placing herself in his arms. Her hazy hair seemed more distinct as it flitted through the air from the sudden motion.

As the pair walked toward the GP chamber in the next room both began to dematerialize, their particles mingling and glowing ever more luminous as their passion for each other waxed brighter.

Ten hours later, Storm and Vistra entered the conference room where Wind and his senior officers waited. The admiral verbally reviewed the information found on the log buoy and handed copies of the files to the Corona's science officer. "Percy, I think there's a chance they might be alive," he concluded. "It wouldn't have been hard for that pirate ship to lose tracking when Argon VIII exploded. They might have crash landed on a larger asteroid."

Admiral Richard Storm took position on the flag bridge early the next morning. He had enjoyed a needed sonic shower and absorbed some ozone. Refreshed and replenished, he was ready to receive the reports from the Corona's science staff.

"Admiral, I think we've got something interesting for you," Gasperrin offered. "My staff found two sound bits which help define the Overcast's situation. The first is this," he said as he activated the computer manually.

The sound began. Amidst all the static and feedback Storm distinctly heard a scratchy voice say, "It's blowing now!" He cringed as he recognized the voice of Samantha Wind.

"I thought so too," Percival Wind replied, seeing the pained expression on Storm's face. He too longed to see his sister alive.

After a momentary pause, Storm managed to regain his decorum. "What's the other sound?"

The next recording was obviously a background noise. It was the slow, methodical, shuddering sound of metal

Vistra stared at him. Storm felt her looking right through him, deep inside his mind, down into his heart, and he realized that he could not hide his true emotions from her. "Why?" she cried.

Storm managed to collect himself. "Vistra!" he yelled, trying to pull her back from the hysteria that had seized control of her. "I cannot deny that I loved Samantha. But it doesn't change my love for you. I love you."

Vistra pulled herself away from Storm. "You know if she's still alive, you're going to have to make a choice," she said bluntly, with a cold look in her vague eyes.

The Corona approached the Argon VIII belt. The violence of the planet's explosion showed in the structure of the asteroids. They were extremely jagged, splintery and treacherous. Eons of smoothing by impact with other debris had not yet touched these rocks.

"Helm, establish a search path spiraling outward from the best computer estimate of the location of the Overcast based on all available data," Captain Wind said, roughness in his voice. "Keep monitoring for ships in the area. I don't want any surprises."

The crew sensed his uneasiness. They were searching for his sister or, perhaps, evidence of her death.

"Science station, maximum scanner sweeps on each partition of the search path. Concentrate on duridium signatures, strong sensor reflections from smooth surfaces and traces of ozone." They knew this, but no one dared mention it.

"Admiral on the bridge," a yeoman offered as Storm stepped off the transport chute.

"Stop that, yeoman," Storm ordered with an unmistakable edge to his voice. He was getting annoyed hearing it every time he set foot in the Corona's control center. "It just interrupts everyone," he added gently, controlling his temper.

After a quick look over the shoulder of each officer, Storm gazed at the view screen. A particularly jagged asteroid occupied most of the screen. He stared at it intently. The rough edges of that asteroid were nothing compared to the dagger he would be plunging into Vistra's heart if he allowed his love for Samantha to surface again. But he couldn't shake her from his mind; he craved to see her.

"Ric, we have just begun the search," Captain Wind offered. He began to explaining the details of the procedure.

Storm nodded his head, letting the explanation go the way of the wind. He could not concentrate.

"Captain, I think we've got something here," Gasperrin called.

"Helm, full stop," Wind ordered. "What is it, Gasp."

grating against metal in a test of wills. It seemed to go on for minutes but then came to a sudden end as if someone had opened a space dock and let the vacuum of space suck the sound out.

"That's the warp engines being blown. I'm sure of it!" Gasperrin exclaimed excitedly as he replayed the clip.

As the two entered their chamber, Vistra asked, "What if she's alive, Ric?" Concern showed in her misty eyes. "Why didn't you tell me? You knew there was a chance that she was alive! And you didn't tell me. Do you still love her?" She broke down, collapsing in his arms.

"Yes, I knew there was the possibility when I ordered this mission, but I owe it to every person on that ship to check it out. It has nothing to do with Samantha..." Storm choked on her name. He did love her. How could he not? He was thrilled, yet frightened, at the possibility that Samantha Wind might be alive.

"The scanners have detected a piece of duridium on the asteroid," he said, pointing at the view screen. "I'm trying to get a visual on it."

As the viewer closed on the piece of metal, resolution increasing by the second, everyone on the bridge came to the same conclusion. After moments of silence, Percival Wind spoke. "It's an emergency GP chamber," he said. "Perhaps from one of the Overcast's shuttles. Get a transporter lock on it and beam it to the lab. Do it now!"

Storm, Wind, and Gasperrin entered the lab as the GP chamber materialized on the research deck. The two meter long cylindrical chamber seemed much larger here, especially when it was just a speck of metal on the large irregular asteroid. Two technicians used hand scanners to probe the gray hunk of equipment nearly one meter in circumference.

"The chamber's integrity has been breached," one of the technicians offered, closing the lid on her hand scanner. "Whoever was in there was sucked into space a few particles at a time." The tech shook her head. "It must have been agonizing."

The second technician pointed at a small hairline crack at the base of the GP chamber. "This is the main breach, and there's a smaller one on the other side as well," he explained.

"I want the serial number on this unit sent to fleet headquarters and a search of construction records conducted. I want to make sure this is from the Overcast," Storm ordered.

"Gasperrin, any way to determine who was in here, if anyone was?" Wind asked his science officer.

"It's not likely, but we'll give it a shot."

"Its been three days since we found that GP chamber and nothing since," Storm said. "Not only that, but Vistra has been extremely distant," he confided in his old friend. "Percy, I don't know what to do."

"Look, Ric. You've been with Vistra for five years; nothing's going to change that. Samantha is probably dead, and even if she's not your feelings for her are. Of course you still love her, but it won't be the same. You've changed, she will have changed - you have a completely new life now. I know Samantha would never expect anything from you given the circumstances. I think you have to make this more clear to Vistra."

Storm could only nod agreement. He closed his eyes and took a long drink from his ale-eanated carbon.

"Captain Wind and Admiral Storm to the bridge," the com panel in Storm's GP chamber toned. He slipped out of the chamber before resolidifying so as not to wake

Vistra. She seemed in better spirits after their discussion last night, but he knew she needed to rest. She had barely slept in three days.

As the lift doors opened he could see a flurry of activity on the bridge. Then he gazed at the view screen where he could plainly see the circular disc of the Overcast's core hull resting on the side of a large asteroid.

The ship's hull was ravaged by both weapons fire and asteroid damage. It was plain to see that it had been to hell and back. Perhaps it was still there.

"My guess is that after he jettisoned the warp engines, Mistreau used battery power to dock to that asteroid," Gasperrin explained.

"Medical landing team to the transport chamber," barked Percival Wind. He turned to the science station. "What's the status of that ship?"

"Captain, I'm detecting a faint power signature from the hull. Life support is not active nor are any other systems." Gasperrin rechecked his systems. "Wait, I'm detecting a small pocket where life support seems to be functioning. It's in several of the larger chambers in the center hull."

"I'm going over, Percival," Storm said, turning towards the transport shaft.

"Gasperrin, get some portable life support generators ready to beam over." Captain Wind ordered. "The admiral and I are going to board her."

It took several moments for their eyes to adjust to the utter blackness in which they stood. Wind activated the light on his hand scanner, illuminating the room. The sight initially seemed frightful. There were dozens of GP chambers laid out through the room, each set to minimum.

Wind gasped for air, realizing that life support was also set to minimum. As they peered through the murkiness a shadowy form drifted toward them. "I knew you'd come," gasped the indistinct form as it collapsed in Storm's arms.

The first medical team beamed in with a life support generator already operating. As more light was added to the room Storm realized he was in one of the two main mess halls on the Overcast. He eased the limp form in his arms to the ground as a medic began a restabilizing procedure.

"What's his condition?" Storm asked the medic treating the man lying at his feet.

"He's barely alive, sir. He is extremely dehydrated, severely malnourished and partially dematerialized. Additionally, he has gone into anti-matter distention." The medic checked her instruments. "A lot of the damage appears to be from chronic abuse, but his current condition is a result of shock."

"All these GP chambers are running," Captain Wind exclaimed in disbelief. "They're set at the minimum cryogenic setting and they're occupied. Get an engineer down here and see if they can be transferred to the Corona. It'll be easier to get the survivors out of there in the Corona's sick bay. If they're even alive. Until then get life support back to normal."

Storm staggered through the wrecked hull of the Overcast. Each step was a struggle, not from the lack of life support, but from his horror at the living conditions which he viewed.

29 GP chambers were recovered from the Overcast. 21 of those had occupants who were still alive. None of those had regained consciousness or solidity yet. Storm waited impatiently for medical to do its job.

The Overcast was searched thoroughly for other survivors but none were found. No logs were found either.

It was determined that minimal power had been generated by cannibalized parts.

"It seems that the Overcast's spare shuttle, while partially damaged, was used to retrieve parts from the jettisoned warp engines and then was itself dismantled to assemble the power supply. The shuttle's GP chamber had been jettisoned to make room for more parts," Gasperrin explained. "That poor bastard Mistreau sat watch over those GP chambers for ten years, barely able to breath, eating just enough to prevent permanent dematerialization. And that makeshift warp generator he built would likely have run for ten more years."

"Any word yet from sick bay?" Storm asked as Wind entered the conference room.

"Sick bay to Captain," the com panel interrupted as if hearing his inquiry. "You and the admiral might want to come down here."

The two men entered sick bay and the slightly rotund Dr. Whispad greeted them. "We have our first conscious survivor, gentlemen," he said, grinning hazily. "Unfortunately, I don't think you're going to get much information out of her."

As Wind and Storm approached they heard the whispering cry of an infant. "The child is about one month old," Whispad offered. Seeing their blank faces he explained further. "We managed to revitalize the life form in this GP chamber. At first we were confused, thinking that only an adult was in there, but then we realized that mother and child were in the same canister. It seemed that the mother was not going to make it so we concentrated on stabilizing the infant."

The overweight medic paused for effect and lifted the infant container. "Gentlemen, I present to you Illicia

Wind Mistreau. At least that's what it says on the infant bottle inside the GP chamber."

"But, how?" Wind asked, unsure of where to go with this new revelation. "There were no children on that ship."

"That's the thing. This GP chamber was not activated until nearly three years after the crash. It seems Mistreau was not alone with those canisters all that time, but that Samantha Wind was his companion and, eventually, lover."

Storm reflected to himself. In the devastating horror of her situation Samantha managed to turn it into something positive. She could not have chosen a better man, either, he thought. Mistreau had found ways to save his crew no other captain would have thought of, much less thought possible. He sacrificed himself to watch over his crew, his lover, and his daughter. Storm was finally able to put himself at ease with the situation.

"Doctor, what's Mistreau's status?" Wind asked.

"Not good," he paused. "He'll fade out within days. I can't even mechanically sustain him since he had a non-support clause in his medical services file."

"How are the rest of the patients doing? Any chance of further recoveries?" Storm quarried.

"Based on what happened with this one, I think we'll be able to bring around eight survivors from the remaining canisters. The rest are lost." The doctor drifted back to the treatment area as the two officers returned to their duties.

A memorial service was held in the Argon VIII asteroid belt prior to the departure of the Corona. It honored the crew of the Overcast and especially the valiant efforts of her captain, Donovan Mistreau.

Storm ordered Wind to conduct the interviews of the survivors and to make the closing log on the investigation of the Overcast's disappearance. He just didn't have it in him. But, deep inside there was a sense of final resolution.

The Corona began its cruise back to Starbase Argon-1. Storm chose to spend the time with Vistra solidifying the bond which had recently been tested.

Admiral Richard Storm, Vistra, and the eight survivors assumed places on the transporter pad. Percival Wind bid farewell to the admiral, holding his newly adopted daughter Illicia in his sturdy, but not quite focused, arms.

Life seemed somewhat dull to Storm over the next six months, but his activities increased as he and Vistra planned for their unification. With time he managed to put his pain to rest.

CONJURE
MAGAZINE

THE ULTIMATE CARD GAME PRICE GUIDE

Inside...

New Features...
Conjure Hall of Fame
Top Ten Card Games
Personals are Back

Reviews...
Ultimate Combat
Star of the Guardians
Blood Wars

Standards...
Top Ten
Combo's to Die For

7 25274 87086 8   0 5>

Flights of Fantasy

D ESTINI PRODUCTIONS presents the first collector card game to bridge the gap between fantasy art collectors, literary enthusiasts and gamers. All this in one product called, Flights of Fantasy. The core set will consist of 90 cards decided into three subsets: Science Fiction, Fantasy and Horror. Each subset of 30 cards will bring forth an intense storyline on the backs of these cards. Corresponding with the storyline will be a specially designed game concept never seen in this format before. All the artwork for the core set of 90 cards has been exclusively produced by Internationally known game illustrator, Ed Beard Jr. Ed began in May 1992.

All work on the 90 card core set has been painstakingly created to the exact specifications of the storyline. This is the first and only Flights of Fantasy collector card set and game of its kind.

The Flights of Fantasy Game

This concept which has never been seen before will appeal to the traditional roleplaying gamer, due to the highly realistic and detailed fantasy artwork, as well as the graphic novel-like backs of the cards. In addition, the game has a fresh new approach that allows the player to engage in a quick and fierce battle, based on the storyline concept. There are a variety of alternative ways to play depending on which you prefer. Uniquely designed random elements decide the game's fate to assure fair play. Some of the characteristics of the game consist of:

1. The Game (a) Each game section theme consists of 15 diabolically evil playing characters and 15 virtuously good playing characters. This is the minimum amount of cards per section that a player needs in order to conduct a game.

(b) The five realms of battle are where the evil character card is challenged by the good character card to engage in battle. One of the necessary weapons the players must have is an eight-sided die and a score sheet. The score sheet is needed to keep an accurate record of each of the five realms of battle to determine a winner of that round of play. The five realms of battle are

as follows: Sorcery, Strength, Stamina, Intellect and Agility. Once the two players have completed battling each character card in all five realms of play a winner is determined based on the highest score.

2. Alternative Ways of Play. (a) A

player can opt to stay within one genre of battle or choose to play in two or a maximum of all three: Science Fiction, Fantasy and Horror genres at one time.

(b) Special randomly inserted game enhancement cards can add to the game play by the following: alter a character's powers, prevent an opponent from obtaining certain bonus points or deciding the fate of a tie.

3. Custom making your Flights of Fantasy deck arsenal (a) Two players agree to create their own combinations of the Flights of Fantasy characters by incorporating selections from the Science Fiction, Fantasy and Horror themes. The players need only to add up each of the individual character card bonus points to insure that each player has the exact total prior to beginning the game play.

The advantage of creating your own deck is a personal matter based on whether you prefer to play predominantly Science Fiction characters, Fantasy characters or Horror characters and based on the preferred realms of bonus points.

4. The Flights of Fantasy collectors card set and game expansion sets (a) In addition to the randomly inserted, game altering bonus cards of the first series, the second series will include a continuation of all three storylines and predominantly concentrate on special character enhancement cards. These cards can increase or decrease points, as well as provide options for the individual player when playing one of these

enhancement cards in conjunction with the character card in battle at that time.

Catbeast (Horror section): This was once an innocent alley cat who was in the wrong place at the wrong time. An act of violence magnetizes the evil forces from Earth's own Hades to transform this feline to a beast. The Catbeast then sucks out the soul of the perpetrator and relinquishes it to the anti-Gogh.

The Catbeast possesses additional bonus points in the (Strength) realm of play. Illustrated by Edward Beard Jr.

The Hester (Horror section): This was once a small toy that brought joy and comfort to a young boy. However, when possessed by the mists of l'eufel, the toy takes revenge on the boy's father. In turn, pulls the drunken, abusive man's soul. The Jester possesses additional bonus points in the (Stamina) realm of play. Illustrated by Edward Beard Jr.

Artimedos (Fantasy section): A lioness centaur with the ability to psychokinetically control the destination of her bows. She was sent by Castor to retrieve a healing crystal held by an enormous bat-like creature, Lostomatid. Artimedos possesses additional bonus points in the (Stamina) realm of play. Illustrated by Edward Beard Jr.

Pollux (Fantasy section): The evil twin to the good Castor, Pollux schemes to escape from his imprisonment on a barren planet. Once released from the planet he would wreak havoc on the entire universe.

Pollux possesses additional bonus points in the (Intellect) realm of play. Illustrated by Edward Beard Jr.

Other cards featured in the Science Fiction genre storyline depict Galactic Battle scenes and a wide variety of alien races. On the characters in this section is the evil Dr. M.E. Phistopheles, who commands and instructs a race of cybernetic beings, the M-6 Sentries. These Sentries have

Pollux Contemplates

been instructed to alter other alien races' brain functions by a controlling device they ruthlessly attach to their alien victims.

In the Fantasy section, characters include hulking cyclope-like beasts, enchanted dragons, Druid Priests, underwater battle scenes, seductive mystical fairies and faraway lands that span from Prehistoric time to the future.

The Flights of Fantasy collectors card set and game storyline and illustration work throughout the entire set has been meticulously coordinated to graphic novel quality.

In addition to the Flights of Fantasy 90 card core set there will be a special Gallery set comprised of works that Ed Beard Jr. has created in the past for other publisher commissions. Also, a sneak peek at some of Mr. Beard's top students and associates, such as: Ron Rousselle II, Melissa Benson, and Ralph Pecchia. All three have illustrated for Companion Games' product Galactic Empires (Primary Edition) under the direction of Ed Beard Jr. Melissa Benson has achieved world recognition for her works from the Wizards of the Coast product line.

The Gallery set will feature a variety of special cards, including the 9 puzzle cards which when assembled create the Dragons of Space which are comprised of 9 space dragons created for Companion Games Galactic Empires (Primary Edition). Note: A bonus card can be found inserted into the Galactic Empires starter decks regarding the puzzle.

Other special cards are as follows:
♥ 1000 autographed cards by the writer Kelly D. Grassetto/Beard.
♥ 1000 autographed cards by Ed Beard Jr.
♥ Bio and prize cards to win original artwork from the set, valued up to $10,000.
♥ 9 original paintings will be given away — 3 from each section.

Flights of Fantasy collector card set and game will be available in retail stores everywhere in mid-December. A box consists of 36 packs, 10 cards per pack — retails for $49.95.

Questions regarding the Flights of Fantasy product can be answered by writing to:

GALACTIC EMPIRES

The Science Fiction Trading Card Game

PRIMARY EDITION Designer' Notes by Carl H. Schulte, Richard J. Rausch and John M. Hammer

The Introductory Edition of Galactic Empires sparked the gamers' interest at GEN CON 94, where it made its debut. Since that time, Galactic Empires' space conquest format has quickly generated a very positive response from players. The Primary Edition of Galactic Empires will ship starting December 1st 1994. Primary Edition features 430 different cards, 85 of which existed in the Beta print run of Introductory Edition. Primary Edition is the basic format in which Galactic Empires was designed and tested. We at Companion Games have been playing with primary for some time and can't wait to get it out to you the players.

The step from Introductory Edition to Primary Edition was a big one in every respect. Not only do the number of different cards increase more than 5 fold, but the number of empires available for representation jumps from four to eight. Luck cards

(missing from Introductory Edition) are presented, along with two other new card types: Dragon cards and Ability cards.

On the artistic end, Companion Games signed many of the galaxy's top illustrators for Primary Edition (see 'Artists' side bar). Familiar names now grace every card. Additionally, the processing of this outstanding art was improved: Scanning was increased from 24 bit to 48 bit, print resolution went from 150lpi to 175lpi and the card backgrounds went from 8 bit to 32 bit. These enhancements dramatically improve the artistic quality of Galactic Empires.

Production and packaging too had its shakeups. The Beta run of Introductory Edition was delayed by nearly 5 weeks due to several glitches, the worst of which was a set of rare cards finding their way onto the common print sheet. The Betas didn't make it out the door until the middle of November with Primary Edition hot on their heels. However, Primary Edition came together nicely. It will have shipped on or before December 1st.

The average strength of the cards sees an increase with Primary Edition. The larger card set found in Primary Edition allows for more powerful cards. Cards range in strength from 1 to 10, with 10 being the strongest. Introductory Edition had few cards over strength 7. These more powerful cards enhance play-speed games and allow for the balance of power to shift more quickly. This leads to lots of exciting action. Don't worry about balance though; these cards were in our original playtest decks and were always a part of Galactic Empires.

How the products work: Galactic Empires has two different Basic Decks (starters if you will). These Basic Decks are truly 'starters' since they are structured in a way to guarantee that two players can play the Basic Game with just that Basic Deck, no expansions or extra decks needed. Why this structure? Simple - it allows players to try Galactic Empires before spending lots of hard-earned money on lots of boosters.

Each Basic Deck contains 55 cards and a rules booklet in a full color card box. 5 of the cards are ran-

C9 Admiral ✦✦✦

Illustration © 1994 Melissa Benson

Admiral:

Illustration: A Vektrean Admiral.

An admiral provides the following benefits:
- 3 points less damage each opponent volley (at his location).
- 3 less supply points required (anywhere in the fleet).

O8 Planetary Revolt

Illustration © 1994 Ted Beargeon

Planetary Revolt:

- An opponent cannot generate points from the terrain card on which this card is played for 4 turns.

- Discarded after use.

B5 ✦✦ ✦✦✦✦
Administrative Facility ✪

Illustration © 1994 Lawrence Allen Williams

Administrative Facility:

An administrative facility is established wherever added command facilities are needed.

✦✦: Phasers

R/L4 Monster Healing ◆◆◆◆

Illustration © 1996 Sungir Von Comp

Monster Healing:

- Heals up to 4 points of damage or applied research points to the monster or dragon on which it is played.

- Discarded after use.

D3 ●● ◆◆◆◆
Quark Dragoness

Illustration © 1994 Edward P. Beard Jr.

Quark Dragoness:

The healers of dragonkind, quark dragons are born within gas giants.
- Healing (repair points) can only be used on dragons or monsters.
- Their scales are dense enough to diminish heavy weapons fire to 1/2 damage (drop fractions).
●●: Breath Weapon
X: Physical Damage

R/C7 Doctor ☐☐☐

Illustration © 1996 Ron Rousselle II

Doctor:

Illustration: An Argonian Chief Medical Officer.

- A doctor causes any illness or injury cards at his location to be discarded.
- No illness or injury cards may be played to a location with a doctor.
- Generates three research points per turn. Points are lost if not used on the turn generated.

---

dom; the other 50 are a carefully selected set. The two galactic empires represented in these Basic Decks are either the Krebiz Capitalist Alliance and the Argonian First Republic (Deck A) or the Corporate Aggressors and the Mechad Holdfast (Deck B). In addition, you might find Bolaar Pirates, Vektrean Mercenaries, Indirigan Nomads, and Space Dragons among your 5 random cards.

Expansion Packs add new empires, more pirates and mercenaries, ships, bases, terrain, and other types of cards. While more and different cards make the game more interesting and fun, it is not necessary to have a large or varied collection to be able to play competitively. Multiplayer games are possible with only a single Basic Deck of cards using the Basic Game rules.

Primary Edition Pricing:
Basic Decks cost $8.95 each and boosters cost $2.45 each.

THE EMPIRES

On the far side of the galaxy, a number of galactic empires are fighting for supremacy and survival. These empires include numerous races from many different star systems. Each has developed faster-than-light space flight and starships with which to explore and conquer the galaxy and defend their territory. Galactic Empires is your chance to represent the empire of your choice in a battle of wills and wits with representatives of the other empires.

ARGONIANS:

The Argonians are a race of gaseous beings; they can assume semi-solid form. Their ships conform to the standard rules without exception. This is the best empire for beginners to represent as it is the most straightforward. A more in-depth history of the Argonians appeared in Scrye #2.

KREBIZ:

The Krebiz appear similar to man-size hermit crabs.

Krebiz ship cards are of of two types - capsules and cruisers. A Krebiz cruiser with a capsule played on it counts as one ship. If a capsule or cruiser is played by itself then it counts as 1 ship all by itself.

Neither component of a Krebiz ship which consists of a combined cruiser and capsule is destroyed until it absorbs an amount of damage sufficient to destroy the entire combination - - - at which time both components are destroyed simultaneously.

A player may play a cruiser and capsule at the same time as a single ship. This counts as the play of only one card for purposes of the three card per turn limit, even though this one ship actually consists of two cards.

CORPORATE AGGRESSORS:

The Corporation was a mega-corporation performing many operations for the Indirigans before the latter became space nomads. When the Indirigans abandoned their planets, the Corporation seized control of several planetary systems within this newly formed Free Trade Zone. It was the first time that a business operated as a galactic government. Many different humanoid and alien beings work for the Corporation.

Corporate ships use variable plasma as their heavy weapon. Variable plasma requires 1 ammo point to function and will do a number of damage points equal to the number of energy points allocated to that armed variable plasma.

MECHAD HOLDFAST:

The Mechad originate from a solitary planet orbiting a double star near the edge of the galaxy. Their homeworld is an extremely mechanized society where machines control every process.

Mechad ships use an electromagnetic field (EMF) defense instead of shields. The EMF has a strength equal to the number of nodes (a point symbol on the ship) multiplied by the number of energy points allocated to the EMF. Note that most Mechad ships have only one node, and so the field strength will usually be equal to the number of energy points applied to the node each turn.

Some Mechad ships have a distortion cannon as a heavy weapon in addition to or in place of their more common TRAM (trans-warp missile) heavy weapons. Each distortion cannon will do 1 point of damage to every ship, base, dragon, and free-flying shuttle or fighter in the fleet of

one opponent, and will also score 1 point of damage against all monsters controlled by that opponent. The distortion cannon does not affect terrain cards, hazard cards, or the Sector HQ.

BOLAAR PIRATES AND VEKTREAN MERCENARIES:

Bolaar Pirates and Vektrean Mercenaries are lesser empires which hire out their ships for use by the other empires. They are known for adapting all kinds of equipment and technology for their own use. The Bolaar or Vektreans could be used as a major empire by simply stocking a deck with either Bolaar or Vektrean ships.

Bolaar and Vektrean ships

The Destruction of Argon VIII
Illus. © 1994 Mark Poole

PRIMARY EDITION ARTISTS: Edward P. Beard Jr, Melissa Benson, Lawrence Allen Williams, Ron Rousselle, Paul "Prof" Herbert, Alex Keating, Ralph Pecchia, Ben Peck, Ted Beargeon, Doug Savage, Nivard, Christina Wald, Mark Poole, April Lee, Gary A. Kalin, Ne'ne' Tina A. Thomas, Robert A. Kraus, Gregg Glymph, Doug Chaffee, Mitchell Davidson Bentley, Cline A. Siegenthaler, Susan VanCamp, Douglas Shuler, Michael Trapp, Ryan Gable, Leslie Rigley, Josepha Haveman, Cynthia Maninno, John D. Matson, Randy Hoar, Jay Muchhala and Shawn Parrack.

(but not other pirate and mercenary ships) may use foreign technology cards without any restrictions. In addition, an exclusive technology card may be used on a Bolaar or Vektrean ship if that ship possesses a card that would otherwise provide the ability to use a foreign technology card.

INDIRIGAN NOMADS:

The Indirigan Nomads are wandering tribes of spacefarers. They live exclusively on their starships. These ships represent a wandering tribe which has temporarily aligned itself with an empire. All Indirigan ships in a player's deck are a single tribe. Each player who has Indirigan ships in his deck represents a different tribe.

Most Indirigan ship cards state that during a player's Fire Phase, Indirigan ships in all opponent fleets must be destroyed before that Indirigan ship may fire at bases or non-Indirigan ships. This card rule does not apply to a player who is using the Indirigans as the major empire of his deck.

THE SPACE DRAGON EMPIRE:

Space dragons are gigantic entities often exceeding the size of most starships. They come in two varieties. The first is M monster cards and the second is D dragon cards. The M dragons are marginally intelligent males and are not treated as part of the Dragon Empire. The D dragons are highly evolved and social females. D dragons are a minor empire and may be used as the major empire of a deck if desired, just as may any other minor empire.

D dragons are treated exactly the same as ships, except no equipment cards, crew cards, or occurrence cards may be played on them or to them. Any other card or effect that applies to ships may apply to dragons. D dragons may damage an opponent's Sector HQ, and they prevent other players from firing on their Sector HQ.

Dragons do not have shields and usually do not have any similar defenses. They are destroyed when they absorb damage equal to their strength. Unlike M dragons, D dragons cannot be damaged by research points.

A D dragon can have both

S4 ● ◆◆◆◆
Corporate Minesweeper

Corporate Minesweeper:
Minesweepers were used to clear space minefields.
- As a reaction, the minesweeper can negate one mine explosion per complete turn.
▦(*-***): Variable Plasma
◆◆◆: Phasers

R/M9 Luck Demon

Luck Demon:
A luck demon alters luck.
- All positive luck cards played must be played on the player possessing the most recently played luck demon in play.
- A negative luck card has no effect on the luck demon's fleet unless the demon player wants it to do so.
- Destroyed by research equal to its strength.

R/C6 ◆◆
Damage Control Team

Damage Control Team:
Damage control teams are responsible for handling battle damage.
- When played in reaction, prevents damage from destroying a ship or base, leaving it with one point.
- Generates 2 repair points per turn for use only at own location.

S6 ⬤⬤✳ ◆
Mechad Command Cruiser ✪

Illustration © 1994 Mark Poole

Mechad Command Cruiser:

- A distortion cannon does one point of damage to every ship and base in the fleet of one opponent.

■: Distortion Cannon
+++: Subspace Whips
■: Tram

L4 Cursed Alien Artifact

Illustration © 1994 Randy/Tomas

Cursed Alien Artifact:

- Causes the player on which it is played to draw two fewer cards during that player's next draw cards phase.
- Discarded after use.

R/O8 Alien Love Interest

Illustration © 1994 Ne'ne' Tina A. Thomas

Alien Love Interest:

- Affects one crew card of equal or lesser strength.
- Crew card provides no benefits.
- Crew card may only take actions if approved by owner of this card.
- Negated by research points equal to its strength.

---

breath weapons and the ability to score physical damage. Breath weapon damage is treated like heavy weapon damage, and so requires ammo points to operate just like any other heavy weapon. Physical damage points are treated exactly the same as phasers, and may be used as long as the dragon has received all the points needed to Engage it.

THE CARDS

TERRAIN CARDS: Without terrain cards, bases and ships cannot (usually) operate. All terrain cards have a "T" in the top left corner with a number representing their strength. A terrain card is destroyed by a number of points of damage equal to its strength. Thus a 'T5' planet can be destroyed by 5 points of damage. The only cards which can cause damage to terrain cards are those cards that specifically state they can cause damage to terrain. Phasers cannot cause damage to terrain cards; heavy weapons CAN cause damage to terrain cards. Terrain cards do not block damage to the Sector HQ.

The function of terrain cards is to provide any of the following: Economy points, supply points, energy points, ammunition points or research points. The symbols at the top of the card represent the amount of points (of each type) the card provides each turn. These points are used to operate ships and equipment throughout that turn. A player can only operate a number of ships and systems that he has points to pay for.

SHIP CARDS: Ship cards have an 'S' in the upper left corner next to the strength of the ship. They also have a title at the top and a number of shield points at the top. A ship is destroyed by a number of points of damage equaling the shield points plus its strength.

Ship cards also have several supply and energy (and sometimes other) symbols at the top left. This is the amount of supply and energy required to operate the ship, its weapons, and equipment for one turn. If these points are not available from terrain or other sources the ship can only operate its shields and conduct repairs by use of repair points. Crew cards played on that ship card can only perform duties which do not

require equipment cards or weapons fire.

Weapons are listed at the bottom of the ship card. Generally, they cause 1 point of damage each. Some have damage ranges of several points.

DRAGON CARDS: Dragon cards are designated with a 'D'. Please note that these are completely different than M dragon cards. D dragon cards are exactly the same as ship cards except no equipment cards, crew cards, or occurrence cards may be played on them or to them, nor do effects produced by such cards affect them. They may protect and damage Sector HQs.

BASE CARDS: Base cards are designated with a 'B'. They are similar to ship cards except they must be played on top of a terrain card; they cannot exist independent of terrain. Just as do ship cards, they almost always require some points in order to fully function. A base card counts against a player's command limits, just as do ships.

The terrain card on which a base is placed may not be damaged by weapons fire until the base is destroyed. Cards which score damage directly on terrain may be used to score damage on a base instead, at the attacking player's option; and note that a base will not protect a terrain card from such damage unless the attacking player chooses to attack the base instead (one exception is the B1 Planetary Shield, which prevents all damage to the terrain card on which it is played until the base is destroyed).

EQUIPMENT CARDS: Equipment cards represent various types of equipment including transporters, shuttles, tractor beams, etc. They are designated with an 'E'. Some equipment cards require extra energy or other points to operate. Essentially, these cards increase the functionality of your ships and bases.

EMPIRE EQUIPMENT: Some equipment cards can only be used by one empire. This is defined on the card itself. Generally it is a good idea to remove these cards if they cannot be used by the empire with which you

have stocked your deck.

Foreign Technology is defined as equipment cards which can only be used by one or several empires; other empires must have a special card, such as an engineer, which specifically permits the use of foreign technology (exception - Bolaar and Vektrean). Exclusive Technology is defined as equipment cards which can only be used by one or several empires; other empires may never use these equipment cards (exception - Bolaar and Vektrean with a card that states it permits the use of foreign technology).

CREW CARDS: Crew cards are designated with a 'C'. They can be played on base, ship or terrain cards. They usually require no points to operate, but may need specific equipment cards to perform some functions. Crew cards may be moved from location to location by means of cards like shuttles or transporters.

ABILITY CARDS: New to Primary Edition, ability cards are designated with an 'A'. Ability cards modify the characteristics or abilities of dragon cards, equipment cards, crew cards, and monster cards. Usually, a particular ability card may only be played on one of the four permitted card types; the ability card will specify this when necessary.

MONSTER CARDS: Monster cards are designated with an 'M'. There are many new and unique monsters in Primary Edition. Each card defines how the monster works, what damage (if any) it causes and how it is killed or negated.

HAZARD CARDS: Hazard cards are designated with an 'H'. They are navigational hazards, usually terrain, that have varying effects on ships and bases.

OCCURRENCE CARDS: Occurrence cards are designated with an 'O'. An occurrence is simply an event which may be good or bad and may cause damage or not. Occurrence cards can be played on yourself or an opponent. Each card defines how the occurrence works, what damage it causes and how it is negated (if that is possible).

LUCK CARDS: Luck cards make their first appearance in primary Edition. These cards dictate fate within Galactic Empires.

REACTION CARDS: Reaction cards have an 'R' in the top left corner of the card with the strength and type designations. Thus an R/E2 is a strength two reaction equipment card. A reaction card is considered to be a card of the type designated by the other letter on the card for all purposes, including deck stocking. Reaction cards can be played during another player's turn at any moment, but only in valid reaction to that other player's action. Any player can play a reaction card to your reaction card and you can play another reaction card to his, etc.

C8 ✱✱ Mechad Overlord

Mechad Overlord:

A Mechad Overlord is responsible for protecting Mechad organics and eliminating all other organics. May only be played to a terrain card in your fleet.

- Instantly kills opponent crew cards (of lesser strength) at its location before that crew card can perform any function.
- Cannot kill automatons.
- Exclusive Mechad crew.

R/L4 Miscommunications

Miscommunications:

Dictate the weapons fire of one opponent ship or base.
- Fire may not be on the unit's own fleet unless there are only two players remaining.
- Cannot be played at a location with a communications officer.
- Discarded after use.

Illustration of a Krebiz dreadnought with dreadnought capsule.
Illus. by Gary A. Kalin

S2 ○✱ ◇◇◇
Independent Freighter

Independent Freighter: +○○○

Independent freighters were often hired by the empires for transport and trade activities.
+ If operating, an independent freighter improves the economy of the terrain card on which it is played by 3 points.
++: Phasers

IMPORTANT:

No published card is barred from tournament play. Even the strength 10 entity cards are now allowed in tournament decks.

RULES CHANGES:

Companion Games will not change any rule found on any card. All cards will be used as published. However, misprints will be corrected and clarifications and explanations of interactions will be defined in Galactic Intercom and used as written there.

JUDGES:

The judge(s) is the sole person in charge. What he says goes. We encourage judges to stick with these guidelines (at least at first) but a judge may modify any or all of what follows.

WINNING PLAYERS:

Judges and players of Companion Games sanctioned tournaments give Companion Games the authorization to reprint their names, deck structures, tactics and other facts and information regarding themselves and the tournament in which they played. Compensation may be given under Companion Games' standard rates in situations where a player or judge is an author of written material (beyond a simple tournament report).

TOURNAMENT DECK CONSTRUCTION:

Each player will play with his own deck, and must stock that deck with cards based on the rules given below. During the game, each player draws only from his own deck and maintains his own discard pile.

EMPIRE:

Players may stock their decks with ship cards for only one major empire. (Note that a minor empire may be used as the main empire of a deck if desired.) The empire you represent is announced to all the other players before decks are stocked for a round. When you sign in, be prepared to tell the judge which empire you will represent.

OPPONENT DECKS:

Each player selects which cards he wishes to use after learning the empire(s) of his opponent(s). A maximum of 1/2 hour will be allowed to do this. It is highly recommended that players have their decks close to ready, allowing for some minor

R/C5 Mutineer

Illustration © 1994 Nivord

Mutineer:
- A mutineer seizes control of an opponent ship or base, disengaging it.
- The mutineer is discarded when the total strength of the opponent's crew played on that ship or base equals or exceeds the strength of the mutineer.
- A ship or base under the effect of a mutineer cannot self destruct.

swapping of cards which have a specific use against 1 or 2 empires, but are not needed against the others. Many players prepare a list of cards to remove /insert vs each opponent empire.

NUMBER OF CARDS:

The total deck must consist of between 80 and 120 cards.

CARD TYPES:

1- There are 11 different card types: T, S, D, B, E, C, M, A, H, O, L.

There must be at least five cards of each of 8 different card types.

2- More than 8 different card types may be used, and the 9th, 10th, and 11th card types are not restricted by the minimum 5 cards per type rule (therefore, as few as one card (or even zero cards) of each of the last three card types may be used).

3- For each card type in the deck there must be a card of each strength up to the highest strength card of that type in the deck.

Example: If a player wishes to place one or two S6 heavy cruisers in his deck he must also have at least five other ship cards, one each of strength 1-5. One each of strength 1-5 is sufficient even if two S6 ships were to be used.

4- Players are allowed three exceptions to rule #3.

Example: A player has an M9 he wishes to use but does not have an M8 or an M7. He can use the M9 as one of the three exceptions to rule #3. Each such card is an exception.

5-Only one strength 10 is allowed in a tournament deck. This strength 10 card can be an exception to rule #3.

6- No more than two exactly identical cards of strength 9, 8, 7, or 6 may be used.

7- No more than four exactly identical cards of strength 1 to 5 may be used.

8- For purposes of stocking a deck, two cards are defined as being exactly identical if they have the same card name, card strength, points needed, and points generated. The pictured image and precise text is not necessarily the same for exactly identical cards due to possible changes between print runs and editions of the game.

MAJOR EMPIRES:

For tournament purposes, the following are considered major empires: Krebiz, Argonian, Mechad, Corporation, Scorpead, Tufor, Clydon and P.O.T.

MINOR EMPIRES:

The following are considered minor empires and may be used as the main empire in a tournament deck: Vektrean, Bolaar, Indirigan and Dragon. Players may not use major empire ships in a minor empire tournament deck. Nagiridni Pirates may not be used as the main empire of a deck, but are considered a minor empire for use in all decks (regardless of the deck's main empire) and for all other purposes.

USING MINOR EMPIRE SHIPS:

Players may use a number of minor empire ships (Bolaar Pirate, Vektrean Mercenary, Indirigan Nomad and Dragon Empire) determined by one of the following two formulas. The player must use the formula which generates the SMALLER number of permitted minor empire ship cards.

a- A maximum of two minor empire ship cards per player who begins the game may be stocked in each player's deck. For this purpose, Indirigan ships count as only 1/2 a ship.

b- A maximum of one minor empire ship card per 4 major empire ship cards (rounded down) in the deck may be stocked in the player's deck. For this purpose, Indirigan ships count as only 1/2 a ship.

THE RESERVE FLEET:

Standard reserve fleet rules are used except that any card restricted by these rules (not by player choice) to one per deck may not be placed into the re-serve fleet at the start of the round.

ALPHA, BETA, PRIMARY...:

Players are allowed to use older edition cards in their tournament decks. If different editions are used in a single tournament deck the following restrictions apply:

a- If Introductory Edition Alpha cards are being used, at least 15 alpha cards must be used and at least 5 card types must be present in those 15 cards.

b - If Introductory Edition Beta cards are being used, at least 15 beta cards must be used and at least 5 card types must be present in those 15 cards.

c - If Primary and/or New Empires cards are being used, at least 30 Primary and/or New Empires cards must be used and at least 5 card types must be present in those 30 cards. This 30 card minimum is not for Primary or New Empires individually, but for any mix of both combined.

d - Players may use decks consisting exclusively of Alpha, Beta, Primary or New Empires. Players are not required to mix editions.

RESTRICTED CARDS

(Some additions or deletions may occur prior to the Nationals):
The following cards are restricted to a maximum of one per deck:
D1 Scintillating Dragoness (4 allowed in a Dragon deck)
E7 Argonian Strobe
M8 Ship Collector

T9 Vektrean Asteroid Starbase (2 allowed in a Vektrean deck)

OTHER CARD RESTRICTIONS AND CLARIFICATIONS

(mostly type corrections):
C1 Bar Tender - Cannot use its second function in a tournament.
E1 Shield Refit - Only provides 1

Wandering Desire:
- Causes the Indirigan ship on which it is played (and all accompanying cards) to be discarded
- If the Indirigans are the major fleet in that deck, stack is placed back into the owner's hand instead of being discarded
- Cannot be played on Indirigan ships with a crew card of strength 4 or greater
- Strengths of multiple wandering desire cards can be combined vs ships with stronger crew.

shield point (not 2).
R/E2 Transporter (top) Nuclear Mine (bottom) (misprint card) - Functions as a nuclear mine, not a transporter; is not a reaction card.
E4 Heavy Phaser Refit - Provides two additional phasers (not 1).
E7 Argonian Strobe (Alpha version) - Cannot be used on the same opponent on two consecutive turns.

O3, O5, O7 Forced Retreat - Discarded after use.
O3 Wandering Desire - Discarded after use.
O5 Wandering Desire - Discarded after use. Negated with a crew card of strength 6 or greater (not 4).
M4 Space dragon - Destroyed by damage or research points.
T6 Black Hole - A maximum of 2 black holes may be played on any one player at any one time.

ANTE:

Ante will not be kept by the winner. Ante will be drawn anyway to determine who goes first. The ante card will become the first card on each player's discard pile. Judges should record the first player at this time.

SEQUENCE OF PLAY MARKER:

All players will use a die (or other counter) to indicate which step in the player turn sequence they are on. This is needed for steps 1-6, but step seven will simply consist of drawing cards.

ROUNDS:

1a- In the first and subsequent rounds, each game will consist of four to six players. The last two surviving players will go on to the next round. Play immediately stops when only two players remain.

1b- A short round, consisting of 3 players, is allowed. In this case, only one player will advance to the next round.

2- Semi-final rounds will consist of four players. Only one player will go on to the next round.

3- The final round consists of from three to six finalists. Play continues until one player remains.

4- The judge will make calls on any unresolved card interactions.

5- Winning decks will be examined by a judge to ensure that they were legal decks.

6- Players are allowed a

Illustration © 1994 Paul 'Prof' Herbert

Tactical Retreat:
- Causes the friendly ship it is played on to be returned to the owner's hand along with all accompanying cards.
- Can be played in reaction to a ship about to be destroyed.
- Can be used on a ship of any strength.

maximum of 30 minutes before the game starts to stock their decks after finding out their opponents' empires. Players should arrive 1/2 hour early as play will begin at the designated time of the event. A player who arrives unprepared is subject to rule 7 below.

7- A player who is more than five minutes late for the start of a scheduled round will lose one card (drawn at random) from his deck per minute after five minutes. After fifteen minutes and ten lost cards, the player is eliminated.

8- The following starting procedure will be used: Announce empires; stock decks; select and display reserve fleet cards simultaneously; shuffle decks; opponent's option to shuffle decks; opponent to the left cuts the deck; ante; position according to strength of ante cards; highest ante goes first, second highest second, etc; draw 9 cards, begin play.

9- Judges may modify these rules as they see fit, as long as all modifications are posted in writing in advance of the event.

10- A judge may look through any player's hand or deck before, during (care should be used not to disturb the order of the cards), or at the end of any game. All winning decks will be completely checked by the judge to ensure that the decks were in fact legal decks. Do not remove your deck from the table at the end of the

game.

11- Time Limits:
Round Time Limit:
All rounds have a 2 1/2 hour time limit. The final round has a 4 hour time limit! When the time limit is called, finish that complete turn and play one more complete turn. Play will only stop at the end of a complete turn unless someone has won outright. If no one has won by that time then the player with the least amount of damage to his Sector HQ wins. If that results in a tie, tally the total unmodified strength points of the ship cards in the active fleet of each player involved in the first place tie - the highest total wins. Judges should be consistent and timely in calling time limits so as not to hold up players who may have other event commitments or force them to bow out of a round.

Player Turn Time Limit:
To complete his turn, each player has a maximum of one minute times the number of players currently in the game. When this time limit expires, the player ceases his turn but is allowed to draw cards from his deck. This only needs to be enforced in cases of obvious stalling.

12- Player Withdrawals:
Withdrawals should be rare. Courteous players will withdraw at the end of a complete turn without prior announcement. Players who withdraw (with the exception of emergencies or illness) will not be selected for re-entry unless no other players are available. A judge must be called whenever a player withdraws.

WITHDRAWAL BY DEPARTURE:
If a player withdraws by simply stating he or she must leave, the last player (if any) who scored Sector HQ damage to that player may immediately draw 2 cards.

WITHDRAWAL BY WEAPONS FIRE:
If a player withdraws immediately after he has fired all of his weapons at the other players

and that damage consists of 10 or more points of damage, the player fired at is allowed to immediately draw 1 card from his own deck for every 10 points of damage sustained.

Additionally, the last player who scored Sector HQ damage to that player may immediately draw 2 cards. A maximum of two cards may be drawn by any one player under these circumstances.

Cards Played on Opponents:
When a player withdraws or is removed from play, cards which that player has played against opponent fleets remain in play until eliminated by the standard means. Since the owning player will want to remove these, a substitute card or note may be required.

13- Playing advice, strategy, suggestions, threats, promises, and other such discussions are barred except among players who are not currently taking their turns.

BETWEEN EACH ROUND:
Between rounds, a player may change any or all the cards in his deck. He may not, however, change the empire he represents. Players who are eliminated in the first round may re-enter the tournament only if all the slots are not taken. Players are reminded to have their decks ready to go by the starting time of their next round. (Note there is usually at least half an hour between rounds).

DAMAGED CARDS, PROTECTORS ETC:
Players may use cards of any condition, however, a judge can rule out any cards which seem excessively marked, creased or damaged. Plastic card protectors may be used as long as each one is identical in style and condition. A judge can rule out any or all protectors at his discretion.

1995 NATIONAL CHAMPIONSHIPS:
National championships will be held at GENCON and ORIGINS each year. Winners will receive the following prizes:

FIRST PRIZE:
- An autographed C4 War Veteran and a non-autographed C4 War Veteran.
- An autographed art original from an upcoming release.
- The Galactic Cup (trophy).
- A $1000.00 cash prize.
- A player who wins both these events in the same year will receive an additional $3000.00. That's a total of $5000.00 in cash!

SECOND PRIZE:
- A non-autographed C4 War Veteran.
- A $250.00 gift certificate.

FINAL ROUND PLAYERS:
- All other players who make the final round will receive a $100.00 gift certificate.

Prizes may change from year to year and will be formally announced months in advance of the actual events.

SCRYE

GUIDE TO COLLECTIBLE CARD GAMES
#7

Spring/Summer Preview Edition!
Exclusive Coverage of:

CHRYSALIS™

ECHELONS OF FIRE/FURY™

GALACTIC EMPIRES™

HERESY™

HYBORIAN GATES™

RAGE™

REDEMPTION™

SHADOWFIST™

SimCity™

STAR OF THE GUARDIANS™

ULTIMATE COMBAT™

WYVERN™

GALACTIC EMPIRES GAME VARIANTS

Galactic Empires is a versatile game that can be modified easily using play variations. These variations may cause a subtle change in game mechanics or might drastically alter the format and tactics of the game in question. Companion Games regularly publishes its own variants and those submitted by players.

ECONOMY GAME:

- Players are allowed the following card types in their decks: T, A, M, H, O, & L.
- All other cards are kept to the side for use later.
- There is no reserve fleet.
- Players shuffle, ante and draw 9 cards as usual.
- During the Allocate Points Phase of any turn a player may pay a number of economy points toward 'construction'. Ships, bases and equipment can be constructed for the strength of the card. When all points have been paid, the card is placed into the player's hand for immediate use.
- Crew cards are paid for as follows:
    1 economy to move a strength 1-5 crew card into your hand.
    2 economy to move a strength 5-7 crew card into your hand.
    3 economy to move a strength 8-10 crew card into your hand.

- All other rules are used as written.

PARTY STYLE:

This fast-paced variant game is designed for a large number of players. A minimum of 10 is recommended. Several 8 foot tables are needed and occasionally one table is deleted as the number of players decreases.
- Players can only attack or defend against players to their immediate left or right.
- For every 5 players in the game one player will be taking a turn. This means that more than one player will be playing at a time. These players are as far apart as possible at the start of the game. Example: There are 15 players, players #1, #6, #11 will all start playing their first turn simultaneously. These are the players with the three highest strength ante cards.
- If you are playing a turn, and the neighbor to your right begins his next turn, your current turn ceases immediately (except for drawing cards). Your current turn is not passed on to the opponent to your left, but is eliminated. Additionally, when the player to your right is finished, you are skipped and the opponent to your left begins his next turn.

CREW EMPHASIS GAME:

This variant game increases crew card usage.
- Build one deck of crew cards only.
- Build a second deck by the normal rules, but no crew cards are allowed.
- Each time a ship or base is played to the active fleet, flip the top card on your crew deck and place it on the ship or base. This does not count as a card play. Note that crew cards, which only function on a specific card type, may have to be transported by standard rules before they can function. Crew cards meant to be played against opponents are placed in the hand and not on the ship or base.
- The same can be done for equipment cards in a second sub-deck. Equipment cards which would be illegal for the ship or base must be placed

NEW E[

GALATIC

into the hand instead.

ONE DECK GAME:

This game is played from one main deck. All the cards should belong to one player.

- Each player selects an empire (except dragons) to represent and takes 75 points worth of ships for that empire.

- Each player shuffles his ship cards into a mini deck and sets it in front of himself.

- The main deck consists of 1 copy of every card available except for empire ships. Generic ships and dragons are also placed into this deck.

- Deal 9 cards to each player from the main deck.

- At any point when a player is to draw cards, he may draw then from the main deck or draw them from the ship deck. To draw one card from the ship deck two-card draws are expended.

- As an additional variant, allow any crew card that is killed to be captured instead, and then brainwashed and used as if owned by the capturing player.

TEAM EVENT:

Teams of 2 or three players can be an interesting variation.

- If there are two teams, alternate players. If there are three or more, space the teammates as equidistantly as possible.

- Each player selects the empire of his choice. Teams may, but do not have to be of the same empire.

- Players on the same team may loan points to each other at a cost of 2 for 1, i.e. to loan a teammate a point it costs you two. The teammate can use these points when his turn comes around.

- Players may play crew cards to any fleet on their team.

EMPIRES

EMPIRES
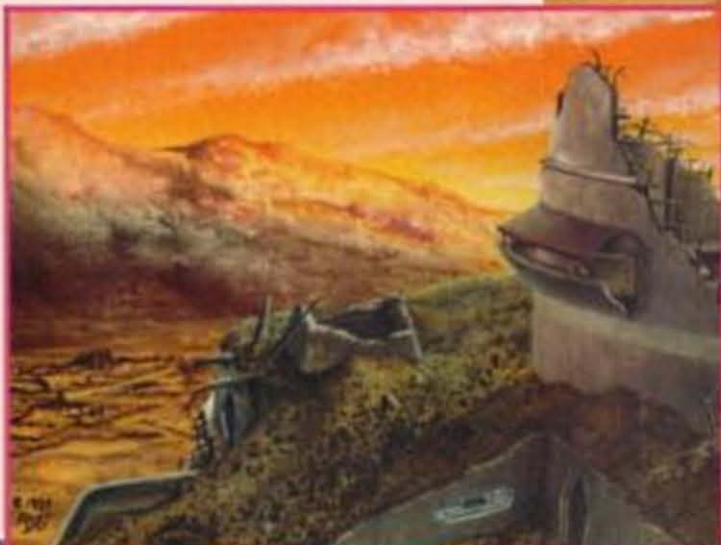
Sysop:
A systems operator administrates a computer network.
- Increases the strength of any one cyber-mage in play at his location by 1 point.
- Allows one equipment card at his location to function as if it were also played on one other location of the same card type.

C4 Teamster

Teamster: 2x●
- If played on terrain (planets, moons or systems only), doubles the supply output of that terrain.
- If played on a ship or base, decreases the supply requirements of that ship or base by 1 point.

A3 Deviant

Deviant:
Played on an opponent crew card of equal or lesser strength, that crew becomes unruly:
- Cannot perform normal abilities.
- Causes 1 point of sabotage (structural) damage to location each turn.
- A bar tender played in reaction to location discards this card.

GALACTIC

TOURNAMENT

by Alan Gopin with John Hammer

This article will discuss over-the-table strategy for winning a game of Galactic Empires. It will not discuss deck construction strategy since that is a whole article (or several) in its own right. It assumes you are playing a multiple player Galactic Empires game under the tournament rules.

The most important thing you can do to win a game of Galactic Empires is to know and focus on the victory conditions. This is even more important in a tournament game with a time limit. To win, you must be the only player left. If time runs out, the player with the fewest points against his Sector Headquarters wins. If there is a tie for fewest points on the Sector Headquarters, the player with the highest total ship points on the table wins. You should keep all of these things in mind when playing a tournament game. Since it is often the case that a tournament game will not go to completion, you need to position yourself so that you can win based on the tie-breakers.

The first thing you should do is try to insure that some damage is scored against the Sector Headquarters of each of the other players early in the game. There are often opportunities to score a couple of points against someone's Sector Headquarters during the first few turns - before everyone gets out several ships. You should take advantage of

these opportunities to damage the other players' Sector Headquarters early. An H1 Divergent Anomaly card can be put to good use to do this on the third turn where some players will only have one ship in their fleet. Then, if you are the only player without Sector Headquarters damage at the end of the game, you will win.

You should also keep an eye on how long complete turns are taking and the size of everyone's fleets. If you are tied for Sector Headquarters damage and it looks like time is running out, you should concentrate on insuring that your fleet is the largest. You should start targeting the player or players you are tied with on Sector Headquarters damage to reduce their fleets. Remember that the most important thing is to focus on the victory conditions.

A key question at any point in the game is to decide who to attack and what cards to play. To decide who to attack, you have to decide whether you have the strongest fleet, the weakest fleet, or something in between. To do that, count up how many points of damage each fleet can take. If a fleet can take more damage than an opponent's fleet, it is stronger. If one of the situations directly related to the victory conditions doesn't apply, then who you should attack depends on whether you are the player with the strongest fleet on the table. If you have the strongest fleet, you should attack the player with the weakest fleet,

EMPIRES

STRATEGIES

with the goal of driving that player out of the game. That will leave you with one less opponent to worry about and one step closer to winning the game. If you are the player being attacked by the strongest player, you should attack the strongest player and encourage all of the other players to do the same. It is important to impress on the other players that if you go, they will be next. Remember that, while there are no formal diplomacy rules in the game, diplomacy can play an important role. If you are one of the other players (neither the strongest nor the weakest), you need to decide whether to support the strongest player or the weakest player.

The key question to ask yourself here is what will happen to you if the weakest player is eliminated. If you think that you will be the next victim, support the weakest player. If you are playing a game where two players will advance and there are three players left, support the strongest player so you can advance with him. If you think you can handle the strongest player, then support the strongest player, particularly if you can arrange to be the player who eliminates the weakest player and get the two card draw bonus.

Knowing when to play which cards is also important. Coming out too strong, too early, will cause all the other players to band against you, so don't appear too strong at the beginning of the game. Playing "possum" can be a successful

strategy if you don't make yourself so weak that you are eliminated. If you are short of terrain, it is often better to play no terrain than to play so little that it can be killed in one turn. Playing a lot of big terrain cards early in the game tends to make a player look dangerous and draw fire. A player with a large fleet and no terrain will often be ignored by the other players because that fleet can't cause any damage. If that player waits until he has a handful of terrain cards and the other players have beaten each other down, that player can break out by playing three terrain cards and will often be able to win. If you see someone who appears to be doing this, point it out to the other players and use diplomacy to form an alliance to whittle that player down to size.

In conclusion, there are several things you can do to maximize your chances of winning a tournament game of Galactic Empires. First, focus on the victory conditions at all times and try to be in position to win the game on tie-breakers when time runs out. Also, know your position relative to the other players in the game and make your attacks accordingly. Finally, time your card plays for maximum effect and to minimize your perceived strength at the beginning of the game.

Readers may contact Alan Gopin at amg@cmprime.att.com; John Hammer may be contacted at HammerJohn@aol.com.

GALACTIC EMPIRES™

The Science Fiction Trading Card Game!
PRIMARY EDITION!

Basic Decks A&B will be in stores by December 18th, 1994!
Deck A consists of the Krebiz vs. Argonians.
Deck B consists of the Mechad vs. the Corporation.
Expansion Packs will be in Stores by February 1995!

GALACTIC EMPIRES™
PRIMARY EDITION

A 430 Card Set (Includes 85 cards reprinted from
Introductory Edition and 345 All New Cards)

CGE111	Primary Basic Decks Display (6 each A&B)	55 Cards per Deck.
CGE411	Primary Expansion Pack Display (36 'Boosters')	12 Cards per Expansion.

Contact your Dealer or Distributor Now! This first printing will sell out fast!

Galactic Empires !!!

R/S1 ●
Clydon Scout Craft ◆ ◻

Illustration © 1995 Douglas Chaffee

Clydon Scout Craft:
- Generates one research point per turn or allows the owning player to look at one randomly selected card in an opponent's hand each turn.
- Must be played independently when played in reaction mode.
+: Phaser

Galactic Empires is a science fiction trading card game. While in command of Sector Headquarters you conquer terrain; deploy bases, ships, crew and special equipment; and cautiously avoid space monsters, hazards and other occurrences. The objective: Eliminate your opponents' Sector HQs, conquering the sector and eventually the galaxy.

Players choose which empire they will represent: Krebiz, Argonian, Corporation, Mechad, Bolaar, Vektrean, Indirigan, Dragon, Scorpead, Clydon, Tufor, or P.O.T. More empires will be added to the game on a regular basis through additional expansion sets.

Game Mechanics: Each player uses his own deck of cards (Basic Game allows two players to use one deck). There can be as many or as few cards in the deck as you wish. Each turn consists of applying the output from your terrain to your bases & ships, playing cards from your hand and firing weapons.

The Cards Themselves. Each card is in dazzling full color from an assortment of different artists and illustrators. Each card has the rules needed to operate that ship, system, crew person, etc.

This card game is deceptively simple to learn. Even non-gamers pick it up quickly. More importantly, the game has the strategy of spaceship combat and a fantastic science fiction flair.

Galactic Empires lets you live the science fiction, control events in outerspace and experience the Far Side of the galaxy. Every science fiction enthusiast should get this game.

C4 Lieutenant ★

Illustration © 1995 Lawrence Allen Williams

Lieutenant:

Illustration: A human lieutenant in Corporate service.

- Causes one crew card of lesser strength at his location to function as if that crew were strength 8.

NEW EMPIRES™

An All New

GALACTIC EMPIRES™

Expansion Set!!!

GALACTIC EMPIRES™ Primary Edition:
The 430 card major release! First print run going, going...
Graphics and illustrations greatly improved since Introductory Edition!
Eight different empires!
Plus 9 Entity (ultra rare) cards found only in the first print run!
Basic Deck C - CGE1110 (55 cards, 50 nonrandom) $6.95ea. 12/display
Expansion Packs - CGE4110 (12 random cards) $2.45 ea. 36/Display

Limited Edition Prints (500 signed & numbered) Coming Soon!
CLP0001 - 'Assault on a Clydon Bridge' (this illustration 20x24) $39.95
Illustration © 1995 Douglas Chaffee.

NEW EMPIRES™
A 200 card expansion set for Galactic Empires!
Four All New Empires!
Plus 10 Entity (ultra rare) cards found only in the first print run!
Basic Deck C - CGE1120 (50 nonrandom) $6.95 ea. 12/display
Expansion Packs - CGE5110 (12 random) $2.45 ea. 36/Display

Call Companion Games for Details: 1-800-49-GAMES or 607-652-9038

TIME GATES

GALACTIC EMPIRES™

THE FIRST SCIENCE FICTION TRADING CARD GAME!

TIME GATES

An All-New Galactic Empires Expansion Set!
A Limited Edition 152 card set of pure excitement that will turn your Galactic Empires
game inside out and upside down. Immediately out of print! Contact your Dealer now
or call Companion Games at 1-800-49-GAMES! Ships in August.
CGE5131 $2.45 each.

GALACTIC EMPIRES ™

THE COLLECTIBLE SCIENCE FICTION TRADING CARD GAME!

EACH STARTER DECK CONTAIN 1 HOLOGRAM SPECIAL EFFECT CARD.

GLOW IN THE DARK SPECIAL EFFECTS RANDOMLY PACKAGED IN BOOSTER PACKS

100 CARD RANDOMIZED STARTER DECKS

EACH STARTER DECK IS EMPIRE SPECIFIC AND READY TO PLAY.

BOOSTERS CONTAIN 14 ADD ON CARDS TO HELP YOU DOMINATE THE UNIVERSE!

EXPLORE THE UNIVERSE WITH GALACTIC EMPIRES

UNIVERSE EDITION