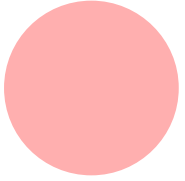


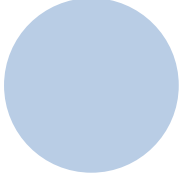
Barsoom

100



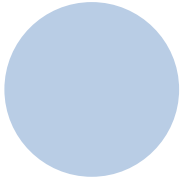
Apeworld

100



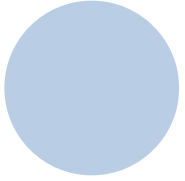
Vulcan

150



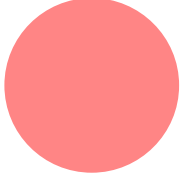
Trainus 6

150



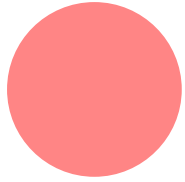
Tribbleheim

150



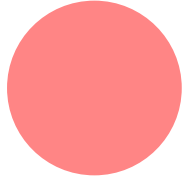
Zonk

200



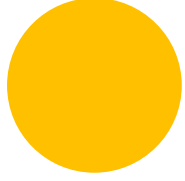
Mung

200



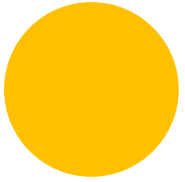
Fugg

200



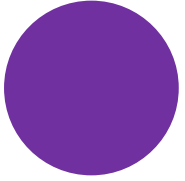
Utopia

250



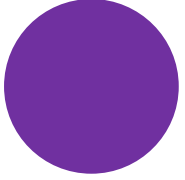
Fledermaus

250



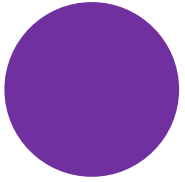
Zart I

300



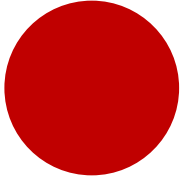
Zart II

300



Zart III

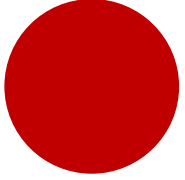
300



Arena of

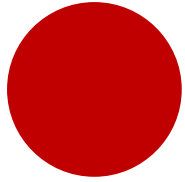
Blood

350



Painworld

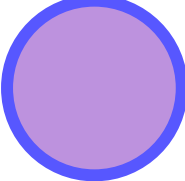
350



Planet of

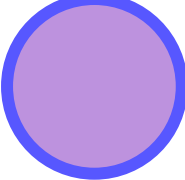
Death

350



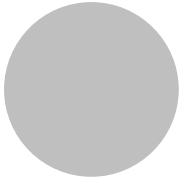
Trotsky

400



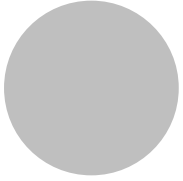
Schitzki

400



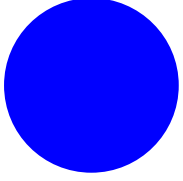
Floor

300



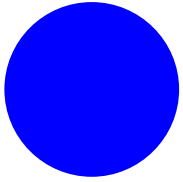
Arisia

300



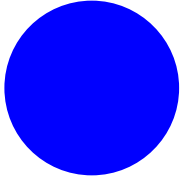
Urmland

450



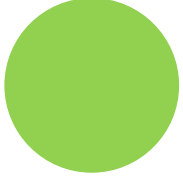
Tongmari

450



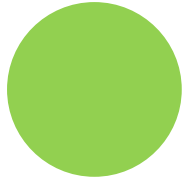
Cerberus

450



Excelsior

100



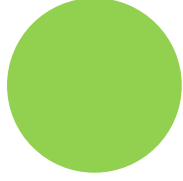
Putridor

100



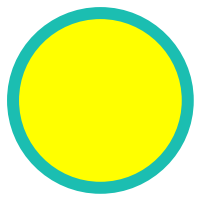
Double
Cross

100



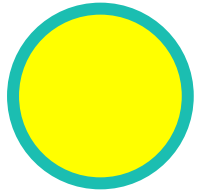
Green Slime

100



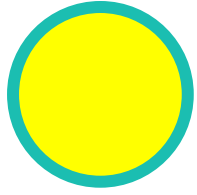
Fagoon

500



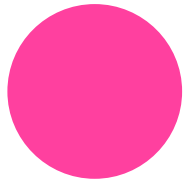
Fazool

500



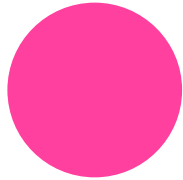
Feghoot

500



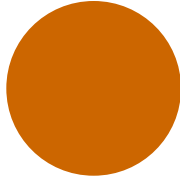
The Invisible Planet

550



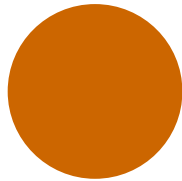
Trafamador

550



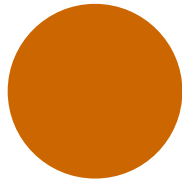
Planet of the Sex Maniacs

200



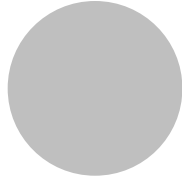
Planet Ahead

200



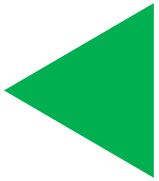
~~∅~~ Serious

200



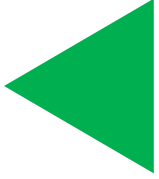
Eddore

300



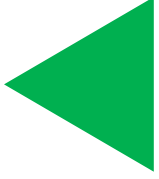
Teleport 1

200



Teleport 2

200



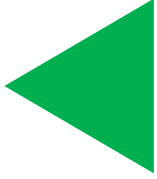
Teleport 3

200



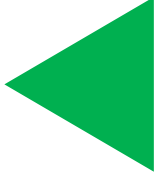
Teleport 4

200



Teleport 5

200



Teleport 6

200



Power
Station 1

200



Power
Station 2



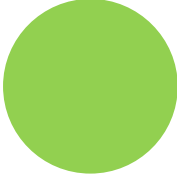
200



Power
Station 3

200

Green Slime Trail	Green Slime Trail	Green Slime Trail
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 Power Station 4 200	 Power Station 5 200	 Melvin 100
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**IMPERIAL
INTELLIGENCE**

The beartrap you set to catch the person who is stealing your silver spoons triggers off but is empty. Next day, an imperial summons arrives requesting your immediate presence in the torture chamber. It is signed with a bloodstained X. Ponder whether these two events are related.

**IMPERIAL
INTELLIGENCE**

You must marry Vulcharella. If she isn't activated, go to her father's place of business. If she is elsewhere on the board, go to her side and abduct her. You are responsible for her safety until after you take her to the concert on Fledermaus. Then you can return her to her father —and keep her dowry.

**IMPERIAL
INTELLIGENCE**

The rain in Spain... Well, you may know it, but still it's news to the Emperor.

**IMPERIAL
INTELLIGENCE**

One of the planets is invisible. Go there immediately.

**IMPERIAL
INTELLIGENCE**

Two plus two equals four.

**IMPERIAL
INTELLIGENCE**

The butler did it.

**IMPERIAL
INTELLIGENCE**

To keep his pants up!

**IMPERIAL
INTELLIGENCE**

It's "I" before "E" except after "C".

**IMPERIAL
INTELLIGENCE**

To get to the other side.

IMPERIAL INTELLIGENCE

The Imperial Intelligence wants the Cloak of Invisibility. Go directly to the Invisible Planet and then by normal travel to the Laboratory.

IMPERIAL INTELLIGENCE

Travel brochures convince you – and you teleport to Zonk.

IMPERIAL INTELLIGENCE

For information that may lead to the capture of Prince Putrid, the Emperor awards you 1,000

IMPERIAL INTELLIGENCE

You were invite to the opera on Fledermaus and sneezed at an inappropriate time during the finale of “Dottore Givago” – donate on planet to the Imperial Treasury.

IMPERIAL INTELLIGENCE

The Emperor invites you to a concert given on Fledermaus. Move there by the shortest route clockwise. If that takes you past Go or the Diamond Asteroid, you collect. Arrive immediately.

IMPERIAL INTELLIGENCE

For your aid in forging a document proving that the Emperor has a valid claim to the throne, you get an anonymous gift of 1,000.
(Paid by the Emperor if in play, otherwise the bank.)

IMPERIAL INTELLIGENCE

You barf all over the Imperial banquet table. The Emperor, a practical man, remembers that Uranium salts work wonders for an uneasy stomach. Report immediately to the Uranium Mines.

IMPERIAL INTELLIGENCE

You criticized the wallpaper on the Arena of Blood. Too bad. The Emperor hung it himself. The player who has the piece nearest to you challenges you to a fight there immediately.

IMPERIAL INTELLIGENCE

While watching the opera, you forget you are on Fledermaus, and you drunkenly challenge the lead baritone to a duel. He turns out to be a better swordsman than you. Lose one planet to the Emperor.

IMPERIAL INTELLIGENCE

Because you graciously emptied out the catbox for the Emperor, you are awarded ten armies.

IMPERIAL INTELLIGENCE

You catch the emperor businly groping a scullery maid. The Emperor explains he is training an elite spy. You agree, and thereafter you collect 2 extra armies every time that you pass the Imperial Palace.

IMPERIAL INTELLIGENCE

You agree with the Emperor that puce really is his color and are awarded any one unpurchased planet under 400.

IMPERIAL INTELLIGENCE

Denounce any player as a secret supporter of Prince Putrid. He goes to the torture chamber and you are awarded your choice of one of his many planets and its armies, if any.

IMPERIAL INTELLIGENCE

The Emperor approves of your petition to purchase a teleport, and you may buy one that is unowned. If all are owned, you may buy one from another player at face value.

IMPERIAL INTELLIGENCE

Incredibly Secret Code: A is 1, B is 2, etc.

IMPERIAL INTELLIGENCE

Fortunate one, the Emperor, after much coaxing, has agreed to let you into the Elite Corps. Rejoice and be proud.

IMPERIAL INTELLIGENCE

In an heroic attempt to destroy the Green Slime once and for all, drop a bomb on it. If you don't have a bomb, you must buy one from another player (at face value), or obtain one from the Uranium Mines.

IMPERIAL INTELLIGENCE

Hearing a rumor that there is a plot against the throne, you do a noble deed and donate all the non-based armies you have as an anonymous gift to the Emperor.

IMPERIAL INTELLIGENCE

Your spies report that Prince Putrid has terrible table manners. This is of immediate value to the Emperor, who is compiling a list of reasons to criticize the Prince.

IMPERIAL INTELLIGENCE

The Emperor you love and obey has heard that the Torture Chamber is dusty. He ships out there incognito immediately, and the usual rules apply. Afterwards, report to an intelligence center, if you are able, draw the top card, and play it on any player of your choice.

IMPERIAL INTELLIGENCE

You are authorized to recruit any player of your choice into the Elite Corps. Collect your usual bonus when you play this.

IMPERIAL INTELLIGENCE

Because the Secret Police have determined you were the person who yelled "The Emperor is a fink," you are sentenced immediately to the Uranium Mines.

IMPERIAL INTELLIGENCE

Visit the Utopians – go to either Utopia or Tongmari.

IMPERIAL INTELLIGENCE

You wind up in the Tralfamadorian zoo. Go there immediately and miss one turn in suspended animation.

IMPERIAL INTELLIGENCE

The Green Slime sucks!

IMPERIAL INTELLIGENCE

Don't tell the peasants how good the pears are with the cheese.

IMPERIAL INTELLIGENCE

Candy is dandy, but liquor is quicker.

**IMPERIAL
INTELLIGENCE**

Always keep beer in a dark place.

**IMPERIAL
INTELLIGENCE**

**IMPERIAL
INTELLIGENCE**

**IMPERIAL
INTELLIGENCE**

**IMPERIAL
INTELLIGENCE**

**IMPERIAL
INTELLIGENCE**

**IMPERIAL
INTELLIGENCE**

**IMPERIAL
INTELLIGENCE**

**IMPERIAL
INTELLIGENCE**

FATE

It is your fate to attempt to marry Vulchurella. If you *are* Vulchurella, go visit Pastor Fazool to marry yourself. (Go by two dice to torture chamber – pick up your bride as you pass. If you land there, no torture.)

FATE

The tribbles are eating you out of house and home. With no more grain on one of the planets you own, the armies stationed there have quietly disappeared.

FATE

God, you're horny! Move immediately to the Planet of the Sex Maniacs, planning to lose a turn while you make friends with the natives.

FATE

Your recruitment schemes succeed. Take ten armies, free, from the bank.

FATE

You have been brainwashed by a semi-human being. Go immediately to Tongmari. If unowned, you may buy it at a discount of 150 below its face price.

FATE

Advance to the nearest power station. If unowned, you may buy it. If owned, no rent need be paid.

FATE

Three of your armies have reported sick, and cannot be counted on for battle. Return them to the bank.

FATE

It is reliably reported that the Uranium Mines are in full bloom. Move there immediately to see if the rumor is true.

FATE

Report to the laboratory immediately. Your latest concoction smells terrible and the technicians are complaining!

FATE

Is Nothing Sirius any more? Go there immediately and find out.

FATE

You are kidnapped by the Tralfamadorians for the display they have there. Move there immediately.

FATE

The Emperor has granted your request, and gives you an atomic bomb.

FATE

The Emperor has personally requested you to bring him a sample of the Green Slime, so move to the planet now, and then travel by normal means to the lab.

FATE

Advance to go and collect 1,000 from the bank.

FATE

You have this scheme, see, and so you must move over to Pournelle's Point in order to test out your idea. **????**

Go by die/dice. Take companions following Elite Corps rules. Bon Voyage!

FATE

You are feeling rather Zonked out. Proceed to it by the fastest means. If you overshoot, keep trying to land on it.

FATE

Move to Painworld and study the fascinating native customs. You may fight a duel if you wish.

FATE

There is a residual effect of dislocation from teleporting. Lose one turn.

FATE

That drunken spaceman that you met in the bar had the coordinates of the Diamond Asteroid tattooed on his arm. Move there and collect the standard option(s).

FATE

In your travels across the space lanes, you happen to land on the Invisible Planet. Move there now.

FATE

Advance to the nearest unowned planet and buy it.

FATE

Advance immediately to the best Utopia on the Board. Tongmari doesn't count.

FATE

A gypsy fortune teller has convinced you that the Emperor's life is in danger. You there appoint yourself, nobly, as an Elite Corps. Follow the Elite Corps rules.

FATE

You are feeling rather Zonked out. Move to Zonk. If it is owned, pay rent.

FATE

Keep this card.

You've convinced the torturer you can get a cure for Vulchurella's warts. Get out of the torture chamber free.

FATE

Five of your armies turn out to be optical illusions. To cut your loss, you turn them in to the bank for 50 cash total – buy you wonder who made the illusion.

FATE

Move to the nearest blood-red planet and challenge a player to a duel to the first blood.

FATE

It is your fate that you challenge someone to go to the Arena???. And fight to the death.

FATE

Advance to the nearest power station. If it isn't already owned, you may not buy it. If it is owned, you must pay double rent.

FATE

You have been mortally offended. Move to the Planet of Death and arrange to fight a duel. ???

FATE

Vulchurella thinks you're cute. Keep this card and use it later to get a free escape from the torture chamber.

FATE

Move immediately to the Laboratory and see whether the technicians have completed the werewolf serum yet.

FATE

Due to a threatened strike by the power men, you deem it wise to unload all your teleport and power station properties to the bank.

FATE

Due to a slight miscalculation on your part, you find you must retrace your steps. Move backwards 2 squares.

FATE

Retain this card.

The next time you receive a challenge, reply that Ye Olde Assassin's Guild will repent you instead. The challenger turns pale and hastily mutters apologies.

FATE

You are cordially invited to attend the concert season on Fledermaus. Move your token there now, and lose one turn in a vain attempt to find a pair of earplugs.

FATE

The Emperor's accountants have determined that your tax statement is a lie. Go immediately to the Uranium Mines under heavy escort.

FATE

Your recruitment schemes succeed: 500 Cr worth.

FATE

This nutty friend of yours thinks you are Julius Caesar. He has proclaimed to everyone that you are really the Emperor and you decide to humor him. Go to the Imperial Palace and set up shop. ????

FATE

FATE

FATE

FATE

FATE

FATE

FATE

FATE

FATE

Plus One	Plus One	Plus One	Plus One	Plus One	Plus One
Plus One	Plus One	Plus One	Plus One	Plus One	Plus One
Plus One	Plus Two	Plus Two	Plus Two	Plus Two	Plus Two
Plus Two	Plus Two	Plus Two	Plus Three	Plus Three	Plus Three
Plus Three	Plus Three	Plus Three	KILL KILL	KILL KILL	KILL KILL

Plus Four	Plus Four	Plus Four	Plus Four	Plus Four	Plus Four
Plus Five	Plus Five	Plus Five	Plus Six	Plus Six	Plus Six
Plus Seven	Plus Seven	Plus Seven	Minus Three	Minus Three	Minus Three
Minus One	Minus One	Minus One	Minus One	Minus One	Minus Two
Minus Two	Minus Two	Minus Two	Minus Two	NULL	NULL
NULL	NULL	NULL	NULL	NULL	NULL

Plus/Minus One/Two	Plus/Minus One/Two	Plus/Minus One/Two	Plus/Minus One/Two	Plus/Minus One/Two	Plus/Minus Two/Three
Plus/Minus Two/Three	Plus/Minus Two/Three	Plus One/Two	Plus One/Two	Plus One/Two	Plus One/Two
Plus/Minus One to Eight	Plus One	Plus One	Plus Two	Plus Four	Null