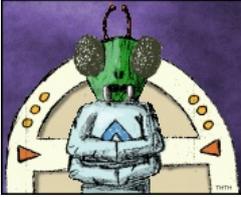
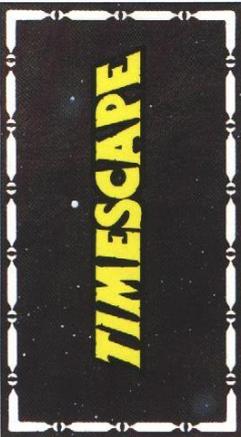
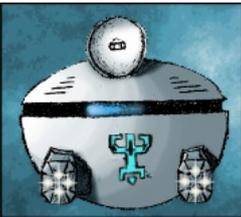


<p>STRANGER 4 STRANGER</p> <p>B.E.M. TOURISTS</p>  <p>"Oh XR-37y9Z! Take a look at that beautiful asteroid!" (*CLICK*) A travellers group of "Galactic Voyages" is hanging around here and you're not sure who is worse, the soldiers or this guys ... Anyway, if you have something you want to sell, the aliens will happily buy the "souvenir" for twice the money you would have to pay in the city or 6 gold if you can't buy it there.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>EVENT 1 EVENT</p> <p>B.E.M. SNIPER</p>  <p>An evil sniper lurks here for bypassing victims. Roll a die: 1 = You are hit! Lose one life and discard any worn body armour (disintegrated); 2-4 = You are hit! Lose one life; 5 = The sniper misses you; 6 = The sniper's gun explodes (crappy alien technology!) Put this card on the discard pile.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>STRANGER 4 STRANGER</p> <p>B.E.M. HUNTER</p>  <p>"Only a dead B.E.M. is a good B.E.M.!" shouts the hunter and maniacly swings his laser gun. If you know of any B.E.M.s around here, you may teleport with him to the alien's space where the two will fight it to the death (put both cards on the discard pile).</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>STRANGER 4 STRANGER</p> <p>B.E.M. CLERIC</p>  <p>"Retreat from this most holy ground!" the creature hisses at you. Roll a die: 1 = You are transformed into a toad! 2 = You are teleported to the Rad Zone; 3 = You are teleported to the Warp Gate; 4,5 = A guard (Strength 5) rushes in and attacks you; 6 = But nothing else happens ...</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>ENEMY-Alien 2 Alien-ENEMY</p> <p>B.E.M. MUTANT</p>  <p>CRAFT 6</p> <p>Slowly hissing this terrible creature approaches you with bloodlust in its facet eyes. If you are defeated by the mutant, additionally to losing a life roll a die. If the result is greater than your remaining lifes, the poisonous bite of the monster transforms you into a toad!</p> <p><small>Copyright (c) Thorsten Thielen</small></p>
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<p>STRANGER 4 STRANGER</p> <p>"TAKE ME TO YOUR LEADER"</p>  <p>Exactly this is what this little guy demands of you. If you like you may fly with him directly to the King's castle in the city. Otherwise he will wait here until someone fulfills his wish.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>BATTLE DRONE</p>  <p>STRENGTH 7</p> <p>You may leave the drone on any field where you end your turn. The drone will wait there and attack any player that enters this field, except its owner. When you re-visit the drone's field, you may take it with you again. Any player that defeats the drone may, instead of destroying it, try to become accepted as its owner. Roll two dice; if you roll less than your craft, you are the drone's owner from now on.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>PSI DRONE</p>  <p>CRAFT 7</p> <p>You may leave the drone on any field where you end your turn. The drone will wait there and attack any player that enters this field, except its owner. When you re-visit the drone's field, you may take it with you again. Any player that defeats the drone may, instead of destroying it, try to become accepted as its owner. Roll two dice; if you roll less than your craft, you are the drone's owner from now on.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>OBJECT 5 OBJECT</p> <p>REMOTE CONTROL</p>  <p>When you own the remote control, you may control the drones you own from anywhere in the game: In any of your turns, you may move the drones one field in any direction. The drones may cross water, but can not enter or leave the inner region, the city, the dungeon, etc. on their own.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>OBJECT 5 OBJECT</p> <p>PARALYZER STICK</p>  <p>When you use the stick as your weapon in battle against another player and defeat your enemy, instead of losing one life or gold or whatever (s)he will be paralyzed and lose half as many turns (round up) as your score was higher in the fight.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>
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