## I EXPLORE

## Draw Extra

Keep Extra





Keep 1 more card.



Draw 2 more cards to select from; keep 1 more

Draw & Keep Extra

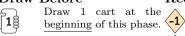
Powers don't alter the number of cards player keeps.

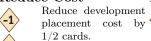
# II DEVELOP

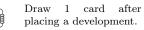
#### **Draw Before**

#### Reduce Cost

### Draw After







Player will still gain the benefit even if they do not place.

Player must placedevelopement to draw.

## III SETTLE

IV CONSUME

PRODUCE