




I EXPLORE


Draw Extra

 Draw 1/2 cards to select from.
 *Powers don't alter the number of cards player keeps.*

Keep Extra


 Keep 1 more card.

Draw & Keep Extra



 Draw 2 more cards to select from; keep 1 more card.

II DEVELOP


Draw Before

 Draw 1 card at the beginning of this phase.
Player will still gain the benefit even if they do not place.

Reduce Cost

 Reduce development placement cost by 1/2 cards.


Draw After

 Draw 1 card after placing a development.
Player must place developement to draw.

III SETTLE

IV CONSUME

V PRODUCE