




## 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 development to draw.*

## III SETTLE



### Reduce Cost

 -2 cost to place non-military world (O).


### Military

 Contribute towards conquering military world (O). More military means easier time conquering.  
 -1 is not optional.


### Specific Military/Reduce Cost

 Based on the good type (■ ■ ■ ■),  
 either reduce the cost to place non-military world or add Military for that world type.


### Specific Reduce Cost

 -1 cost to place non-military rare elements production/windfall world (O ●).


### Specific Military

 +4 military towards conquering only rebel military Worlds (O ●).


### Temporary Military

 Player may discard this card from their tableau for +3 military for this Settle phase only.

### Draw After


 Draw 1 card after placing a world.

### Reduce Cost to 0

 Player may discard this card from tableau to place non-military world for free.

*Cannot be used for Alien Production/Windfall Worlds (O ●). Can use to place Alien Rosetta Stone World.*



















### Pay for Military

 For the Settle action, player may place a military world (O) like a non-military world (O) by paying using cards from hand rather than checking military power.

*Cannot be used for Alien Production/Windfall Worlds (O ●) nor combined with other pay-for-military powers.*




## \$ TRADE

### Any Good Draw Extra Specific Good Draw This World's Goods

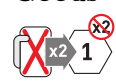
 Draw 1/2 more goods when selling any good.  
   
 When trading the indicated good (■ ■ ■ ■), draw 1/2/3 applicable extra cards.  
   
   
   
   
   
   
   
   
   
   
   
   
   
   


## IV CONSUME

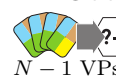
### Any 1 Good

 Discard any 1 good to gain victory points (VP) and/or draw cards.  
   



### Discard Cards, Not Goods

 You may discard up to 2 cards in hand. For each discarded card, gain 1 VP.  
*"Consume: 2x VPs" bonus action does not affect this power. This Power is optional. Player does not need to fully use it.*

### All Goods


 Discard N goods in tableau to gain N - 1 VPs.  
*The player may use other consume powers before triggering this one.*

### Draw


 Draw 1 card.

## V PRODUCE


### Produce Good

 If this world does not have a good on it, produce the specified type of good.


### Draw

 Draw 1/2 card(s).



### Draw for Kind

 For each good produced of the specified kind (■ ■ ■ ■), draw 1 card.





### Draw for Worlds

 For each Genes production/windfall world in the player's tableau, draw 1 card.


### Fixed Number of Goods Consume at Trade

 Discard any 2 goods to gain 3 VPs.  
 Discard 3 different types of goods (■ ■ ■ ■) to gain 3 VPs.



### Specific Kinds of Good(s)

 Discard the specific good type and amount to gain VP, draw cards, or both.  
   
   



### Discarding "Up To"

 Discard up to the indicated number of goods in the arrow. For each discarded good, gain the specified VPs, cards, or both.  
*The player may use other consume powers before this one. Once the player invokes this power, they must use the power to the fullest extent possible.*


### Prices

 Discard 1 good to draw cards equal to its trade price.  
*Do not trigger trade powers.*  
 Discard 1 good to draw cards equal to its trade price.  
*Do trigger trade powers.*


### Draw if Lucky

 Name a number from 1-7. Turn the top card from the card supply face up. If its cost or defense matches the number, keep it. Otherwise, discard it.  
*No good is discarded when activating gambling power.*  
*Gambling World card also has a standard consume power in addition to this one. Both powers may be used in a single Consume phase.*

### Produce Windfall Good Produce Specific


 Produce good a windfall world that does not already have a good.

### Produce Good and Draw

 If this world does not already have a good on it, produce a good on this world then draw 1/2 cards.


*Do not draw any cards if no good was produced.*

### Draw for Most of a Kind


 If player produced the most rare elements (no ties), draw 2 cards.

### Discard to Produce Windfall


 May discard 1 card from hand to produce a good on a windfall world.

 Produce good on windfall world of the specified type that does not already have

### Draw on Produced Windfall

 After producing a good on this world (●), draw 1 card.

### Draw for Different Kinds

 For each different kind of good produced, draw 1 card.