I. EXPLORE

Draw Extra
Draw 1 or 2 more cards to select from. This does not alter the number of cards the player keeps.

Keep Extra
Keep 1 more card.

Draw & Keep Extra
Draw 2 more cards to select from and keep 1 more card

II. DEVELOP

Reduce Cost
Reduce the cost to place a development by 1 or 2 cards.

Draw Before
Draw 1 card at the start of the **Develop** phase.

Player does not need to place a development to receive this benefit.

Draw After
Draw a card after placing a development.

Player must place a development to receive this benefit.

III. SETTLE

Reduce Cost
Cost to place non-military world is reduced by 2 cards.

Military
Contribute towards conquering a military world.

The **-1** is not optional. This reduces a player's Military, making military worlds harder to conquer.

Temporary Military
The player may discard this card from tableau to gain +3 Military until the end of the **Settle** phase.

Specific Reduce Cost
Cost to place non-military **Rare elements** worlds (production or windfall) are reduced by 1 card.

Specific Military
Contributes +4 towards conquering **Rebel** military worlds only.

Specific Reduce Cost / Military
Reduces the card cost of placing a non-military world and adds to the player's Military when conquering a military world only for the kind of world indicated.

Draw After
Draw a card after placing a world.

Reduce Cost to 0
The player may discard this card from tableau to reduce the cost of placing a non-military world to 0. This cannot be used to place an Alien production or windfall world. It may be used to place the **Alien Rosetta Stone World**.

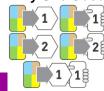### Pay for Military
As the **Settle** action, the player may place a Military world as if it were a Non-military world. The card cost is the world's defense minus 1. Other applicable card cost discounts also apply.

This cannot be used to place an **Alien** production or windfall world.

$. TRADE

Draw Extra for Any Good
Draw 1 or 2 extra cards when trading any good.

Draw Extra for Specific Good
Draw 1, 2 or 3 more cards when trading the indicated kind of good.

This World's Good
Draw 1 or 3 more cards (plus any other applicable **Trade** powers) when trading the good from this world

IV. CONSUME

Any One Good
Discard 1 good of any kind to receive the specified VP chips and/or cards.

Discard up to 'X' Goods
Discard up to the indicated number of good to gain the specified VP chips and/or cards.

The player may use the consume powers of other worlds first, but once this world's power is invoked, it must be used to the fullest extent possible.

Discard Cards, Not Goods
The player may discard up to 2 cards from hand to gain 1 VP chip apiece. These VPs are not doubled by the **Consume: 2x** bonus.

Fixed Number of Goods
Discard 2 goods of any kind (may be the same kind) to gain 3 VP chips.

Discard exactly three goods, each of a different kind to gain 3 VP chips.

Specific Kind of Good(s)
Discard the indicated number of goods of the specified kind to gain VP chips and/or cards

All Goods
Discard all goods in tableau to gain VP chips equal to the number of goods discarded minus one. The player may use other consume powers before using this one.

Consume at Trade Prices
Discard 1 good to gain cards equal to its trade price. **Trade** powers do not affect this power.

Discard 1 good to gain cards equal to its trade price plus all applicable **Trade** powers (including its own).

Draw if Lucky
The player names a number between 1-7. Turn the top card from the draw deck face up. If the card's cost or defense matches the number, the player keeps it. Otherwise, discard it. No good is discarded to activate the gambling power.

The **Gambling World** also has a standard consume power in addition to this one. Both powers may be used in a single **Consume** phase.

Draw Card
Draw 1 card.

V. PRODUCE

Produce Good
Produce a good on this world if it does not already have a good on it.

Draw
Draw 1 or 2 cards.

Draw for Kind
Draw 1 card for each good of the specified kind that the player produced during this **Produce** phase.

Draw for Worlds
Draw 1 card for each **Genes** world (production or windfall) in the tableau.

Produce Windfall Good
Produce a good on a windfall world which does not already have a good on it.

Produce Good & Draw
Produce a good on this world and then draw 1 or 2 cards. Do not draw if no good was produced during this **Produce** phase on this world..

Draw for Most of a Kind
At the end of the **Produce** phase, draw 2 cards if the player that owns this world produced more **Rare** goods during this phase than any other player.

Produce Specific Windfall
Produce a good on a windfall world of the specified kind which does not already have a good on it

Draw If Produced
Draw a card after producing a good on this world.

Draw for Different Kinds
Draw 1 card for each different kind of good the player produced during this **Produce** phase.