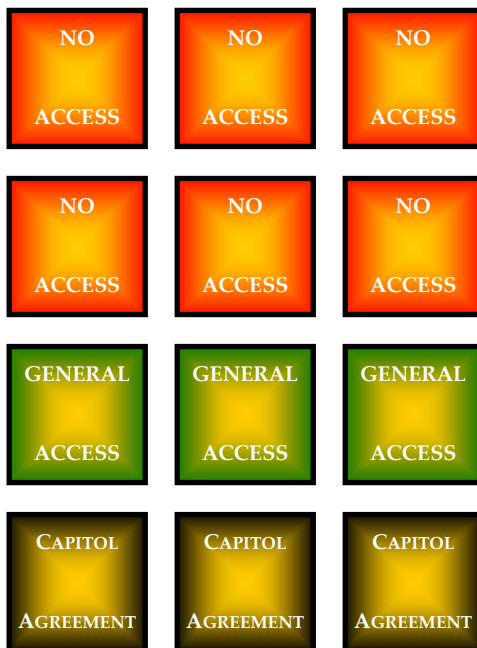
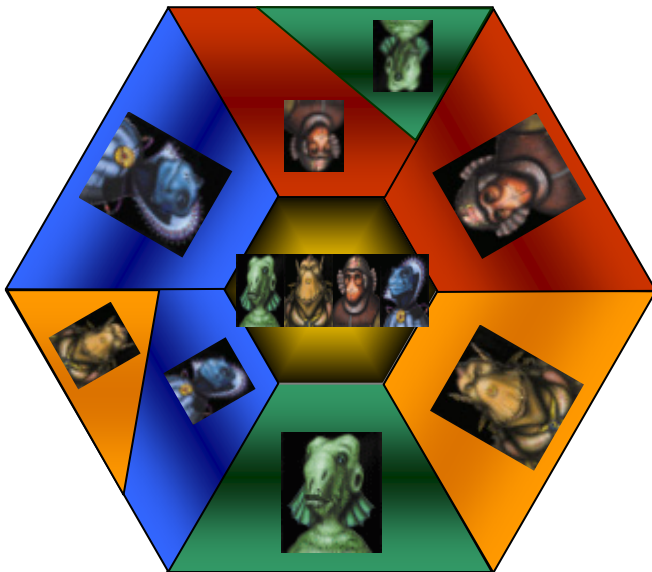




Development cards for use *only*
with *Module: Development*



The Green Folk

**Capitol
Enlarged Agreement**

If you announce an agreement at the Capitol this turn in accordance with the rules, you may activate both *General Access* and *No Access*.

You may also take any one resource this turn.

or Alien Advice:
C Production



The Merchants

**Capitol
Boycott**

You may select one alien race this turn that will not participate in any new agreement at the Capitol for the remainder of the game. No new access token may be placed on its outpost.

You may also trade up to any two of your resources for an equal amount of resources this turn.

or Alien Advice:
C Trade



The Scientists

**Capitol
No Access**

You may place an access token for *No Access* (if available in the supply) on any unoccupied alien intersection this turn.

You may also build a road for free this turn.

or Alien Advice:
C Science



The Diplomats

**Capitol
Veto**

If an opponent placed one or more access tokens on the board in the latest round, you may remove one of these tokens this turn. The opponent may, on his next turn, place the token in *another* legal location instead.

You may also take a card at random from a player this turn.

or Alien Advice:
C Diplomacy