



**The Green Folk**

***Instant Benefit***

**Wood +**

You may take two wood resources this turn for each of your buildings adjacent to a wood hex.

---

**or Alien Advice:**  
***Production***



**The Green Folk**

***Instant Benefit***

**Wood +**

You may take two wood resources this turn for each of your buildings adjacent to a wood hex.

---

**or Alien Advice:**  
***Production***



**The Green Folk**

***Instant Benefit***

**Sheep +**

You may take two sheep resources this turn for each of your buildings adjacent to a sheep hex.

---

**or Alien Advice:**  
***Production***



**The Green Folk**

***Instant Benefit***

**Brick +**

You may take two brick resources this turn for each of your buildings adjacent to a brick hex.

---

**or Alien Advice:**  
***Production***



**The Green Folk**

***Instant Benefit***

**Brick +**

You may take two brick resources this turn for each of your buildings adjacent to a brick hex.

---

**or Alien Advice:**  
***Production***



**The Green Folk**

***Instant Benefit***

**Sheep +**

You may take two sheep resources this turn for each of your buildings adjacent to a sheep hex.

---

**or Alien Advice:**  
***Production***



**The Green Folk**

***Instant Benefit***

**Grain +**

You may take two grain resources this turn for each of your buildings adjacent to a grain hex.

---

**or Alien Advice:**  
***Production***



**The Green Folk**

***Instant Benefit***

**Grain +**

You may take two grain resources this turn for each of your buildings adjacent to a grain hex.

---

**or Alien Advice:**  
***Production***



**The Green Folk**

***Instant Benefit***

**Ore +**

You may take two ore resources this turn for each of your buildings adjacent to an ore hex.

---

**or Alien Advice:**  
***Production***



### **The Green Folk**

#### ***Instant Benefit***

#### **Ore +**

You may take two ore resources this turn for each of your buildings adjacent to an ore hex.

---

**or Alien Advice:**  
***Production***



### **The Merchants**

#### ***Instant Benefit***

#### **Wood 1:1**

You may trade one wood resource for one resource of any type this turn (up to four times).

---

**or Alien Advice:**  
***Trade***



### **The Merchants**

#### ***Instant Benefit***

#### **Wood 1:1**

You may trade one wood resource for one resource of any type this turn (up to four times).

---

**or Alien Advice:**  
***Trade***



### **The Merchants**

#### ***Instant Benefit***

#### **Sheep 1:1**

You may trade one sheep resource for one resource of any type this turn (up to four times).

---

**or Alien Advice:**  
***Trade***



### **The Merchants**

#### ***Instant Benefit***

#### **Sheep 1:1**

You may trade one sheep resource for one resource of any type this turn (up to four times).

---

**or Alien Advice:**  
***Trade***



### **The Merchants**

#### ***Instant Benefit***

#### **Brick 1:1**

You may trade one brick resource for one resource of any type this turn (up to four times).

---

**or Alien Advice:**  
***Trade***



### **The Merchants**

#### ***Instant Benefit***

#### **Grain 1:1**

You may trade one grain resource for one resource of any type this turn (up to four times).

---

**or Alien Advice:**  
***Trade***



### **The Merchants**

#### ***Instant Benefit***

#### **Grain 1:1**

You may trade one grain resource for one resource of any type this turn (up to four times).

---

**or Alien Advice:**  
***Trade***



### **The Merchants**

#### ***Instant Benefit***

#### **Brick 1:1**

You may trade one brick resource for one resource of any type this turn (up to four times).

---

**or Alien Advice:**  
***Trade***



### The Merchants

#### Instant Benefit

#### Ore 1:1

You may trade one ore resource for one resource of any type this turn (up to four times).

---

or Alien Advice:  
*Trade*



### The Merchants

#### Instant Benefit

#### Ore 1:1

You may trade one ore resource for one resource of any type this turn (up to four times).

---

or Alien Advice:  
*Trade*



### The Scientists

#### Instant Benefit

#### Free Roads

You may build up to two roads for free this turn.

---

or Alien Advice:  
*Science*



### The Scientists

#### Instant Benefit

#### Free Development

You may buy up to three development cards for a special price this turn. The first two cards cost one ore or two sheep each. The third costs two ore or three sheep. [*Module: Development*]: You can buy only one card in this way for each alien race.

---

or Alien Advice:  
*Science*



### The Scientists

#### Instant Benefit

#### Free Development

You may buy up to three development cards for a special price this turn. The first two cards cost one ore or two sheep each. The third costs two ore or three sheep. [*Module: Development*]: You can buy only one card in this way for each alien race.

---

or Alien Advice:  
*Science*



### The Scientists

#### Instant Benefit

#### Free Roads

You may build up to two roads for free this turn.

---

or Alien Advice:  
*Science*



### The Scientists

#### Instant Benefit

#### Free Settlements

You may build one *free settlement* for free this turn. The standard rules for Alien Benefit *Free Settlements* apply.

---

or Alien Advice:  
*Science*



### The Scientists

#### Instant Benefit

#### Free Settlements

You may build one *free settlement* for free this turn. The standard rules for Alien Benefit *Free Settlements* apply.

---

or Alien Advice:  
*Science*



### The Scientists

#### Instant Benefit

#### Short Distance

If you build one or more settlements this turn you may build one of these only one intersection away from other buildings for no additional cost. The standard rules for Alien Benefit *Short Distance* apply.

---

or Alien Advice:  
*Science*



### The Scientists

#### *Instant Benefit* **Anti-Pirate**

You may move the robber *and/ or* the infiltrator to a new location this turn. You may take a resource from an opponent for each such movement, if possible in accordance with the standard rules.

---

**or Alien Advice:**  
*Science*



### The Scientists

#### *Instant Benefit* **Anti-Pirate**

You may move the robber *and/ or* the infiltrator to a new location on the board this turn. You may draw a resource from a player for each such movement, if possible in accordance with the standard rules.

---

**or Alien Advice:**  
*Science*



### The Scientists

#### *Instant Benefit* **Short Distance**

If you build one or more settlements this turn you may build one of these only one intersection away from other buildings for no additional cost. The standard rules for Alien Benefit *Short Distance* apply.

---

**or Alien Advice:**  
*Science*



### The Diplomats

#### *Instant Benefit* **Immunity**

You may select one resource hex that is not occupied by the robber. The robber cannot be placed on this hex for the remainder of the game.

---

**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Benefit* **Immunity**

You may select one resource hex that is not occupied by the robber. The robber cannot be placed on this hex for the remainder of the game.

---

**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Benefit* **A Helping Hand**

You may select up to two opponents this turn that have more Victory Points than you. You may take two resources at random from each of these opponents.

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**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Benefit* **Relief Fund**

You may take up to two resources this turn, each of which can be of any type.

---

**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Benefit* **Relief Fund**

You may take up to two resources this turn, each of which can be of any type.

---

**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Benefit* **A Helping Hand**

You may select up to two opponents this turn that have more Victory Points than you. You may take two resources at random from each of these opponents.

---

**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Benefit Points for Sale*

If you pay two sheep this turn, you get one Victory Point to keep for the remainder of the game. Or, if you instead pay six sheep this turn, you get one VP and may also take any two resources. Any action that makes you win this turn is illegal. You may not take a special Victory Point card of The Diplomats.

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**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Benefit Points for Sale*

If you pay two sheep this turn, you get one Victory Point to keep for the remainder of the game. Or, if you instead pay six sheep this turn, you get one VP and may also take any two resources. Any action that makes you win this turn is illegal. You may not take a special Victory Point card of The Diplomats.

---

**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Benefit Persuasion*

You may select up to three opponents this turn and then expose each of these to the power of persuasion in accordance with the standard rule for Alien Benefit *Persuasion*.

---

**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Benefit Persuasion*

You may select up to three opponents this turn and then expose each of these to the power of persuasion in accordance with the standard rule for Alien Benefit *Persuasion*.

---

**or Alien Advice:**  
*Diplomacy*



### The Diplomats

#### *Instant Privilege Special Tribute*

Each opponent who has more than seven resources on his hand must give resources of his choice to you until he has seven resources on his hand.



### The Diplomats

#### *Instant Privilege Relative Development*

Select one opponent this turn. He must select one of his alien advice tokens and give it to you.



### The Diplomats

#### *Instant Privilege Galactic Summit*

You may select up to three opponents this turn. Each of these must give you two resources of his choice and may then take a resource of his choice from the general supply. If he has fewer resources than required, he must give you one resource if he can but may not take any resource.

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|  <p><b>The Green Folk</b></p> <p><i>Instant Privilege</i><br/><b>Production<br/>Re-Organisation</b></p> <p>You may change places of two number markers this turn. Neither of the markers must be numbered 2, 6, 8 or 12.</p>                                                                                                                       |  <p><b>The Green Folk</b></p> <p><i>Instant Privilege</i><br/><b>Resource<br/>Re-Organisation</b></p> <p>You may change places of two resource hexes this turn. The number markers remain at their present locations/ co-ordinates on the board. Neither of the hexes must have a number marker numbered 5, 6, 8 or 9.</p> |  <p><b>The Green Folk</b></p> <p><i>Instant Privilege</i><br/><b>Special Production</b></p> <p>You may take one identical resource this turn for each resource that you produced on your most recent production roll.</p>                                           |
|  <p><b>The Merchants</b></p> <p><i>Instant Privilege</i><br/><b>Benefit<br/>Re-Organisation</b></p> <p>You may change places of two unoccupied alien benefits of the same alien race this turn (benefit tokens are switched).</p>                                                                                                                  |  <p><b>The Merchants</b></p> <p><i>Instant Privilege</i><br/><b>Unequal Trade</b></p> <p>You may select one resource type this turn. Each of the first three opponents to your left must give you two resources of this type (if possible).</p>                                                                            |  <p><b>The Merchants</b></p> <p><i>Instant Privilege</i><br/><b>Special Trade</b></p> <p>You may trade resources (1+1):1 this turn, i.e. trade two resources, each of which can be of any type, for one resource of any type (up to as many times as you wish).</p> |
|  <p><b>The Scientists</b></p> <p><i>Instant Privilege</i><br/><b>Large Infiltration</b></p> <p>You may move the infiltrator to a new alien intersection at any alien outpost this turn and draw a resource from the owner of each building at this outpost. The infiltrator blocks all alien intersections at the outpost until it is moved.</p> |  <p><b>The Scientists</b></p> <p><i>Instant Privilege</i><br/><b>Road Building at Gap</b></p> <p>You may (if legal) build up to three roads for free this turn. All of the roads except for one must be built at a gap.</p>                                                                                              |  <p><b>The Scientists</b></p> <p><i>Instant Privilege</i><br/><b>Deconstruction</b></p> <p>You may remove up to three open-ended roads from the board this turn (max. one per player). The roads are returned to their owners' supplies.</p>                      |

### Alien Investment

Buy a development card of The Green Folk for one of the six resource combinations below.





### Alien Investment

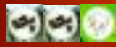
Buy a development card of The Merchants for one of the six resource combinations below.





### Alien Investment

Buy a development card of The Scientists for one of the six resource combinations below.





### Alien Investment

Buy a development card of The Diplomats for one of the six resource combinations below.





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|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| <br>Alien Advice:<br>Production | <br>Alien Advice:<br>Production | <br>Alien Advice:<br>Production | <br>Alien Advice:<br>Production |
| <br>Alien Advice:<br>Production | <br>Alien Advice:<br>Production | <br>Alien Advice:<br>Production | <br>Alien Advice:<br>Production |
| <br>Alien Advice:<br>Trade      | <br>Alien Advice:<br>Trade      | <br>Alien Advice:<br>Trade      | <br>Alien Advice:<br>Trade      |
| <br>Alien Advice:<br>Trade      | <br>Alien Advice:<br>Trade      | <br>Alien Advice:<br>Trade      | <br>Alien Advice:<br>Trade      |







*Certificate of*  
**Production**

**1 VICTORY POINT**



*Certificate of*  
**Trade**

**1 VICTORY POINT**



*Certificate of*  
**Science**

**1 VICTORY POINT**



*Certificate of*  
**Diplomacy**

**1 VICTORY POINT**