

GARDENING

Gain 1 . If you have a in play, you MAY return a . If you have a in play, you MAY return a .

1 VP per /

3CIV14/18

NUNAVUT

Choose: gain 1 OR gain 1 . You MAY garrison a card. Passive: counts as 2 .

/

3INU2/25

INDIAN ELEPHANTS

Each other player recalls a . You MAY choose: discard a card to break through for a OR pay 3 to break through for a .

2MAU12X/24

INDIAN ELEPHANTS

Each other player recalls a . You MAY choose: discard a card to break through for a OR pay 3 to break through for a .

2MAU13X/24

CHANDRAGUPTA

Choose: acquire a / and free play it OR find an *Indian Elephants* and place it on the top of your deck. Put this card into your history.

2MAU18X/24

ENRIQUILLO

Look at the top 3 cards of the deck. Take one of those cards. Put this card into your history.

Development cost: x5

1 VP per

3TAI3/24

8 TWISTED GROVE 8

You **MAY** garrison a card.
Exhaust: place a on the top of your deck to return a to your state card.
Solstice: you **MAY** garrison a card here.

3CUL20/30

UNREST

Choose: pay 1 OR discard 2 cards
OR pay 3 . If you do, return this card to the unrest pile.

3MRT13/29

UNREST

Choose: pay 1 OR discard 2 cards
OR pay 3 . If you do, return this card to the unrest pile.

3MRT26/29

UNREST

Setup: add to the unrest pile if the Martians are in play.
Choose: pay 1 OR discard 2 cards
OR pay 3 . If you do, return this card to the unrest pile.

3MRT27/29

UNREST

Setup: add to the unrest pile if the Martians are in play.
Choose: pay 1 OR discard 2 cards
OR pay 3 . If you do, return this card to the unrest pile.

3MRT28/29

8 RAPA NUI (EASTER ISLAND) 8

Exile a card from the market.
Exhaust: gain 1 mana to gain 1 .
Solstice: you **MAY** pay 1 and put 1 mana into legends to gain 1 .

Development cost: Discard 3 mana, **Rarotonga** must be in play

3POL5/29

1 VP per 3 cards in legends

IMPERIUM HORIZONS

CORRECTED CARDS
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