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RACE FOR THE Galaxy

Expansion #1:
The Gathering Storm

As knowledge of JumpDrive spreads, an ancient race stirs, while another flees a world doomed by a dying sun. The Imperium grows in strength, provoking further resistance and the hiring of mercenaries. Can you build the most prosperous and powerful space empire in a galaxy edging towards war?

OVERVIEW

This expansion adds new start worlds and game cards, action cards and VP chips for a fifth player, and goals to *Race for the Galaxy*. A separate solitaire game, drafting variant, and some blank game cards – so players can design their own worlds and developments – are also provided.

CONTENTS

Some cards have been presorted for your first game (see Adding Cards*).*
Unpack the card deck carefully.

1	**replacement** *Gambling World*	9	victory point (VP) chips:
4	start world cards (numbered 5-8)		7 @ 1, 1 @ 5, and 1 @ 10
7	action cards (for a fifth player)	4	"most" goals (large tiles)
18	game cards	6	"first" goals (small tiles)
2	2-player action cards (with ⟨⬡⬡⟩)	8	@ 3 VP goal chips
17	blank game cards (see page 10)	1	play mat (for solitaire game)
1	contest entry card (see page 10)	14	counters (for solitaire game)
		2	custom dice (for solitaire game)

Carefully remove the VP chips, goal tiles, solitaire mat, and counters from their frames before your first game.

ADDING CARDS

Add the new game cards to the base set, replacing its **Gambling World** with the *Gambling World* in this expansion (with an updated table that lists the number of developments and worlds for each cost or defense).

Use the fifth preset hand (start world number 5 and the four game cards with 5 in their corners) when playing with five new players.

A third *Contact Specialist* has been added for expansion play balance.

Most new card powers are variations on powers in the base set. Those that aren't have short text descriptions and are described in detail on page 11.

The start world *Ancient Race* has a *setup power*, requiring its owner to discard down to three, not four, cards before selecting a first round action. This power applies only when it is a start world.

Note that *Improved Logistics* can alter game tempo considerably.

Cards in this expansion have a mark below their card frames in the lower left corner.

GOALS

Setup: shuffle the goal tiles face down. Select two of the "most" goals (the large tiles) and four of the "first" goals (the small tiles). Remove the remaining goals from the game. Place the selected goals face up in the center of the table to be claimed during play, next to the 3 VP goal chips. Then, continue setup normally.

Play: each goal's upper left corner lists the phase(s) at the *end* of which it can be claimed (or the end of a round in the case of *Budget Surplus*).

"First" goals: each of these tiles is worth 3 VPs and can be claimed *once per game* by all players who first meet its condition. They can never be lost. If only one player first satisfies a goal's condition at the end of a phase, then he claims its tile, placing it in front of him to mark 3 VPs earned. If more than one player first satisfies a goal in the *same* phase (even if by differing amounts), then any one of these players takes the tile, while the rest each take a 3 VP goal chip.

	First to have 5 (or more) VPs in *chips (Galactic Standard of Living)*. *Do* not *count any goal VP chips*.		First to place a 6-cost ⟨?⟩ development *(Galactic Status)*.
	First to have at least one power in each phase, plus *Trade*, among his tableau cards *(Innovation Leader)*.		First to discard at least one card at round end *(Budget Surplus)*.
	First to have at least one production or windfall world of each *kind*: Novelty, Rare, Genes, and Alien in tableau *(System Diversity)*.		First to have at least three **ALIEN** *cards* in tableau *(Overlord Discoveries)*.
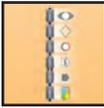
"Most" goals: each of these tiles is worth 5 VPs and is held by the player who satisfies its condition by the greatest amount. They can be lost. The first player to satisfy (or exceed by the greatest amount) a goal's listed condition at the *end* of a phase claims its tile (returning it to the center if he ever fails to satisfy its condition). If another player later *exceeds* the amount by which a player holding a goal *currently* satisfies it, then he takes the tile.

Example: Alan plays a card that brings his Military in tableau to 6, which satisfies the *Greatest Military* goal's condition, so he claims its tile. (If Alan later placed a -1 Military card, reducing his Military below 6, he would return it.) Betty later obtains 6 Military, but since this doesn't exceed Alan's total of 6, Alan retains this goal. Carol then reaches 7 Military and takes this goal tile from Alan.

If more than one player satisfies or exceeds a goal (possibly held by another player) by the *same* greatest amount, then that goal remains unclaimed (or is returned to the center).

Example: Alan and Betty both reach 6 Military during the *same* phase. Neither can claim the *Greatest Military* goal. Carol then reaches 7 Military and claims it. Alan and Betty later both achieve 8 Military on the same phase, so Carol then returns this goal to the center.

At game end, for each "Most" goal, award a 3VP goal chip to each player (satisfying the goal's condition) who is *tied* for most and who does not currently hold its tile, due to it either having been earlier claimed by another player or being currently unclaimed (after several players satisfied or exceeded its condition by the same greatest amount on the same phase).

At least four and the most *production* worlds, of any *kind*, in tableau *(Production Leader)*.

At least four and the most developments in tableau *(Greatest Infrastructure)*.

At least six and the most total military in tableau *(Greatest Military)*.

Count negative but not temporary or specialized military (as for New Galactic Order).

At least three and the most Novelty and/or Rare production or windfall worlds in tableau *(Largest Industry)*.

Scoring: each player adds any goal tile VPs (3 or 5) and 3 VP goal chips earned to their VP total. Goal VPs do *not* count towards *Galactic Renaissance*.

SOLITAIRE GAME

Use the experienced 2-player rules, without goals. You play against an "adaptable robot" opponent, whose actions are abstracted, and whose choices are determined by rolling custom dice. The robot's start world determines how the two *robot faces* (on one of the dice) are read during play and which *special mat counters* modify or replace the robot's standard *actions* and *responses*, which are printed on the solitaire *play mat*.

The robot's *tableau* is a stack of cards, without any goods, where only the *number* of cards and their VPs matter. The robot's tableau can contain *6-cost development counters* , representing additional developments placed during play. The robot's "hand" is a *draw stack*, from which cards are flipped over during play and either added to the robot's tableau or discarded. The robot's *credit* , used to acquire tableau cards in certain cases, and *economy size* , used to gain VP chips during Consume phases, are tracked on the play mat.

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Setup: Set out 24 VP chips. Pick a difficulty (see chart) and set the appropriate number of 6-cost development counters to use nearby. Shuffle and deal one start world each to you and the robot. Shuffle the other start worlds into the deck.

difficulty	6-cost ⬧ counters
easy	1 @ 6 VPs
medium	2 @ 6 VPs
hard	3 @ 9 VPs

Use the black-edged credit, economy size, and (two) player action markers. Find the special mat and "robot =" counters to use (possibly on the reverse side of other counters) based on the robot's start world, as shown on the back of the play mat. Remove the other counters from play. Flip the mat face up.

Place any special mat counters used on top of the corresponding mat areas, matching them by color. Place the grey "robot =" counter on its space (set the x2 "robot =" counter nearby if the robot's start world is *Old Earth*). Place the credit marker on 1 (0 if the robot's start world is *Ancient Race*; 2 if it is *Alpha Centauri*); the economy size marker on 0 (1 if its start world is *Earth's Lost Colony* or *Epsilon Eridani*), and deal four cards (three if its start world is *Ancient Race*) face down to form the robot's initial draw stack (see diagram below).

After setting up the robot mat, deal six cards to yourself. Choose four of them and discard the other two. Begin play.

robot draw stack — credit track — 6-cost counters — economy size track — tableau stack (with start world)

"robot =" counter — robot *actions* — player action markers

robot *responses* to player actions — robot *dice* row — military *Settle* special mat counter — play mat
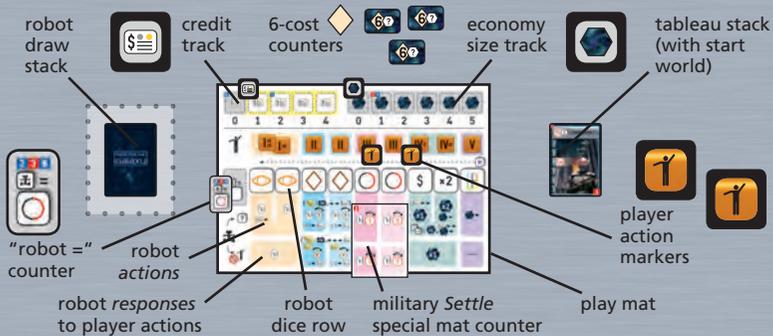
Play: each round consists of the following steps:

1. Select your two player actions normally, but mark them with the *player action markers* 🔼 🔼 on the play mat (instead of using action cards).

2. Roll and place the dice (the robot's action selections) on the play mat.

3. Resolve actions for each selected phase, from left to right, player first.

Round end: discard down to 10 cards (the robot has no hand limit) and check for game end. If the game has not ended, repeat steps 1-3.

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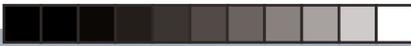
Place dice: put them on their matching spaces in the dice row of the play mat; placing any single Explore, Develop, or Settle die face rolled on the *left-most* of these respective pairs of spaces on the play mat. Note that the grey Settle and Produce die faces match the colored Settle and Produce mat spaces.

If a [⚏] face is rolled, read it as the face shown on the "robot =" counter.

Each [✳] "match" face rolled indicates a robot action that will match a player action this round. If [✳] "match" faces are rolled on both dice, put the dice on the spaces below the two player action markers. If only one [✳] face is rolled, put that die in the space below the *right-most* player action marker (unless this space already has a die in it, in which case this die goes below the other player marker). If both player action markers occupy a pair of Explore, Develop, or Settle spaces, then shift the [✳] die left so that it is below the first of this pair of spaces (unless the other die is already in that space).

> *Example:* After you choose Consume x2 and Produce, the robot rolls Develop and [✳]; put the first die on the left-most Develop space and the second die on Produce (the right-most unoccupied space below a player action). If, instead, you chose Explore twice and the robot rolled Produce and [✳], put the first die on Produce and the second die on the left-most (first) Explore space.

Resolving Robot Actions / Responses
Resolve what the robot does for each selected phase according to the steps listed on the mat (and any special mat counters placed during setup) in two rows below the dice row. Use the top row if a die [?] is present (a robot *action*). Use the bottom row if no die is present *and* the action [1] was selected by you (a robot *response*).

[◉] Explore *action*: draw 1 card and increase the robot's credit by 1 (draw 3 cards total and increase the robot's credit by 1 if the robot selected both Explore actions).

[!] Explore *response*: draw 1 card (even if the player chose both Explore actions).

Card Draws and **Tracks**: *draw* for the robot (in *all* phases) means shift the specified number of cards from the draw pile to the robot's draw stack, without looking at them. The robot's credit and economy size are marked by tracks; its maximum credit is 4 and its maximum economy size is 5 – increases beyond these numbers have no effect.

Separatist Colony ([5]) draws more cards on Explore as shown on its special mat counter (which overlays the mat).

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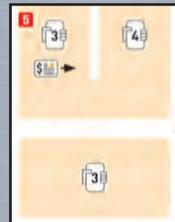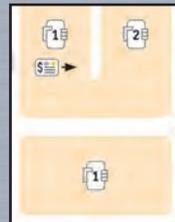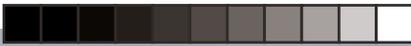
◇ ▮▮ Develop *action or response* (for *each* selected Develop phase):

First, check to see if the robot has an unplaced ⟨6 7⟩ chip and 2 or more credit (3 or more credit on response). If so, place this chip next to the robot's tableau stack (where this chip will count as a card for determining end of game); decrease the robot's credit by 2 (3 on response); and then skip the robot's regular Develop action or response. Otherwise, perform the robot's regular Develop action or response:

action

on response

◇ Develop *action*: draw 1 card and then *flip to find* a development ◇ . If a 6-cost development ⟨6⟩ is found and the robot has positive credit, decrease its credit by 1 and place it; otherwise discard it and continue flipping cards.
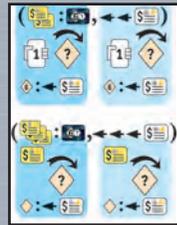
▮▮ Develop *response*: if the robot has no credit, do nothing. Otherwise, *flip to find* a development ◇ . If one is found, whether or not it is a 6-cost development, decrease the robot's credit by 1 and place it.

Flip to Find: means to flip over cards one at a time from the robot's draw stack, discarding all non-matching cards, until either the desired type of card is found or the robot's draw stack is exhausted. *Place* means to put the matching card in the robot's tableau stack.

> *Example:* Suppose you select Develop as one of your actions and the robot, with 1 credit and 2 cards in its draw stack, rolls Develop (plus some other action). After resolving your Develop, transfer 1 card to the robot's draw stack and flip over cards from it, one at a time. On your second flip, you find a non-6 development and place it in the robot's tableau stack. The robot ends with 1 credit and 1 card in its draw stack.
>
> Later, you select Develop for both your actions and the robot matches your first Develop (and rolls some other action). The robot has 4 credit, 5 cards in its draw stack, and two unplaced 6-development counters. After resolving your first Develop, place one of its 6-development counters next to its tableau stack and decrease the robot's credit by 2. Since it placed a 6-cost development counter, skip the robot's normal Develop action and do not draw or flip any cards. After resolving your second Develop, resolve the robot's response. Since it now has only 2 credit, do not place its other 6-development counter (this costs 3 credit on response), but instead begin flipping over cards (since the robot has positive credit). After finding a 2 cost development on its third flip, place it in the robot's tableau stack and decrease its credit by 1. The robot ends with 1 credit and 2 cards in its draw stack.

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⊙ Settle *action* (for *each* robot-selected Settle phase): draw 3 cards and flip to find a *non-military* world ⊙ , placing it if one is found.

▥ Settle *response* (for *each* player-selected Settle phase): if the robot has no credit, do nothing. Otherwise, draw 2 cards and flip to find a *non-military world* ⊙ . If one is found, decrease the robot's credit by 1 and place it.

> *Example:* You select Settle and the robot, with 0 credit, rolls two other actions. It does nothing.

> Later, you select both Settle actions and the robot matches the first Settle action (and rolls some other action). The robot has credit 2 and a draw stack of 2 cards. After you perform your first Settle action, transfer 3 cards to robot's draw stack and begin to flip them over. On its fourth flip, the robot finds a non-military world. Place it in its tableau. After you resolve your second Settle, transfer 2 more cards to the robot's draw stack and, because the robot has positive credit on response, flip to find a non-military world. If it fails to find one after 3 cards, exhausting its draw stack, do nothing (the robot ends with 2 credit). If it does find a non-military world, place it and decrease its credit to 1 (since the robot is performing this Settle in response to your action choice).

Epsilon Eridani (**1**), *New Sparta* (**3**), and *Separatist Colony* (**5**), as indicated on their special mat counters, flip to find *military* worlds ⊙ instead and do *not* need positive credit to Settle on response. *New Sparta* also receives extra Settle draws.
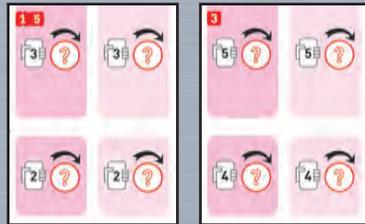
Doomed World's (**8**) first Settle *action*: flip from the *draw pile* (not its draw stack) until a 3 or more VP non-military world is found, place it, and increase its credit by 2 and its economy size by 1. Discard this mat counter and the *Doomed World* start world from its tableau.

Alpha Centauri (**2**) receives extra draws on its Settle actions and does *not* need positive credit to Settle on response.
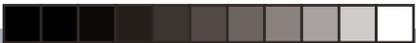
$ Consume: Trade *action*: increase the robot's credit by 2 and give it VP chips equal to its current economy size.

×2 Consume: 2x VPs *action*: give the robot VP chips equal to *twice* its current economy size and then increase the robot's economy size by 1.

$ **×2** *both* Consume actions selected by robot: give the robot VP chips equal to *twice* its current economy size and then increase its credit by 2 and its economy size by 1.

IV **IV** Consume *response* (if all Consumes chosen were selected *only* by the player): give the robot VP chips equal to its current economy size.

> *Example:* You select Consume 2x VPs as one action and the robot rolls Consume:Trade **$** as one of its actions. The robot has 3 credit and economy size 1. Increase the robot's credit to 4 (its maximum) and give it a VP chip. The robot does nothing in response to your Consume 2x action, since it rolled a Consume action.

> Later, you select both Consume actions and the robot rolls two other actions. The robot has economy size 3. Give it three VP chips. (Do so only once, despite the fact that you selected both Consume actions.)

Old Earth (**0**), after its *first* Trade *action*: replace its "robot =" counter **$** with **×2** and discard its mat counter.

Damaged Alien Factory (**7**): after every Trade *action*, if its "robot =" counter is currently **$** , flip it over to **⊞** .

⊞ Produce *action*: increase the robot's current economy size by 1.

II Produce *response*: the robot does nothing.

> *Example:* The robot rolls Produce as one of its actions. The robot has economy size 0. Increase its economy size to 1.

> Later, you select Produce as one of your actions and the robot rolls two other actions. The robot does nothing.

> Still later, you select Produce and the robot rolls Produce. The robot has economy size 2. Increase its economy size to 3.

Damaged Alien Factory (**7**): after every Produce *action*, if its "robot =" counter is currently **⊞** , flip it over to **$** .

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Round end: discard down to 10 cards (the robot has no hand limit) and then check to see if the game has ended. If not, select actions for the next round.

Game end: the game ends normally, at the round end in which either the player's or robot's tableau is 12 or more cards (counting any placed 6-cost development counters as one card apiece towards the robot's tableau total), or the 24 VP chips are exhausted (use extra VP chips to finish out the round).

Add the robot's VP chips and tableau VPs, scoring each 6-cost development card or counter as 6 or 9 VPs, depending on the selected game difficulty. If a tie occurs, the robot's final credit plus its economy size is its tie-breaker value (the player's tie-breaker value remains cards in hand plus goods).

DRAFTING VARIANT (2-3 players)

After setting out the goals to be used, shuffle the odd and even start worlds separately and deal one of each, face down, to each player. Shuffle the unused start worlds into the game cards.

After looking at their start world choices, each player simultaneously draws five cards, selects one, and passes the rest to the left. From these cards, they each select one, and pass the rest left, until all cards drawn are taken. Repeat, drawing five cards, selecting one and passing the rest *right*. Continue, alternating directions, until players are unable to draw five cards apiece. Remove the remaining cards from play.

Each player shuffles his selected cards to form his own *private* deck and draws six, discards two of them and one of his start world choices, and then reveals his start world. Play normally, except that each player draws from his own deck of cards and discards to his own discard pile, reshuffling whenever his own draw deck is exhausted.

BLANK CARDS / CONTEST ENTRY

Blank game cards, of various types, are provided to allow players to add cards of their own design to the game. A black and a red marker (to mark costs, military, and powers) are needed to use them.

Use the contest entry card to send your best card idea to us for possible use in future expansions. See the entry card for further details.

CARD POWERS (by phase)

III: SETTLE

Discard for Temporary Military

The player may discard up to 2 cards from his hand to gain +1 Military apiece until the end of this *Settle* phase.

As an optional power, this power need not be used fully.

Space Mercenaries *also has a standard +1 Military power.*

Settle a Second World

The player may place a second world (○ ○) in a Settle phase.

The second world is placed as part of executing Settle powers *(after fully resolving settling the first world).*

No powers from the first world placed may be used to settle the second one.

If the player chose Settle, *do not draw a* Settle *bonus for the second world.*

$: TRADE

Specific Good and Worlds

Draw +1 card when selling a Genes good for each ⚛ world in the tableau.

The Clandestine Uplift Lab *is itself a* ⚛ *world.*

IV: CONSUME

This World's Good

Discard 1 Alien good from the world (●) with *this* power to gain 2 VPs.

V: PRODUCE

Discard to Produce Good

May discard 1 card to produce an Alien good on *this* world.

A player can discard a card gained from Diversified Economy *to produce this good, but can not then gain a card for doing so (as one power can not interrupt another power).*

Draw for Worlds

Draw 1 card for each military world (○) in the player's tableau.

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6-COST DEVELOPMENT ? POWERS

For these developments, score end of game VPs for every card in its owner's tableau that satisfies one of the conditions listed on it, where a CARD TITLE refers to that card's presence in the tableau.

GALACTIC GENOME PROJECT

2 / ◉ , ◉ Genes world

3 / ◇ GENETICS LAB

IMPERIUM LORDS

2 / IMPERIUM card (including this one)

1 / ◯ other military world

Note: there are no IMPERIUM military worlds in this expansion (or the base set); this wording is for fututre expansions.

TERRAFORMING GUILD

2 / ◉ windfall world

2 / TERRAFORMING card (including this one)

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