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Expansion and Brinkmanship

All of Expansion Arc 1

With Jumpdrive's invention, humanity has expanded into the galaxy encountering alien races, some uplifted to sentience eons ago, as well as the mysterious artifacts of a powerful, long-vanished alien race. Factions seeking to establish a galactic imperium have provoked other worlds to rebel, leading to border conflicts which threaten to turn into war.

Can your faction become the most prosperous galactic empire in these challenging times?

Expansion and Brinkmanship is the first expansion arc for Race for the Galaxy. It collects the previously published expansions The Gathering Storm, Rebel vs Imperium, and The Brink of War into a single integrated package, updated to match the 2nd Edition base game.

CONTENTS

This arc gradually adds more cards and players to the game in 3 sets, plus 2 optional modules, solitaire and drafting variants, and some blank cards.

- 11 start worlds, numbered 5-15
- 104 game cards
- 18 action cards (for a 5th and 6th player)
- 16 VP chips: 10@1 (one spare), 4@5, 2@10
- 1 prestige lead tile
- 30 prestige chips: 25@1, 5@5
- 1 search sheet
- 6 prestige/search action cards
- 8 large goal tiles
- 12 small goal tiles
- 10 3-VP goal chips
- 1 takeover disk
- 6 Military slides to track Military
- 24 wooden cubes
- 16 special military counters
- 1 solitaire game play mat
- 21 solitaire game counters
- 2 solitaire game custom dice
- separate rules booklet
- 22 design-your-own custom "blank" cards

Carefully remove the VP chips from their frames. We recommend that you remove other tiles and chips in groups only as needed as you gradually add modules.

The 3 card decks include 3 presorted card sets, plus the custom design-your-own cards. Unpack each deck carefully as you add card sets to the base game.

Introduced gradually in 3 sets, see pages 2 and 8.

Required for set #3, see page 8.

Optional module, see page 3.

Optional module, see page 5.

Solitaire variant, see separate rules booklet.

For players who wish to do so; see page 15.

Drafting Variant, see page 11.

ABOUT THE CARDS

Start worlds and game cards have 1-3 marks below their card frames in the lower left indicating which set of expansion cards they belong to.



Set 1, from *The Gathering Storm* expansion



Set 2, from the *Rebel vs Imperium* expansion



Set 3, from *The Brink of War* expansion

Important. We strongly recommend that you add each set separately, playing a number of games with it before adding the next set, to avoid adding too many new rules and concepts at once. Some card powers involve prestige, which is not introduced until the 3rd set, so don't immediately add all the cards together!

ADDING THE GATHERING STORM CARDS

Add the Set 1 start worlds and game cards to the base set (22 cards).

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* is included for expansion play balance.

Most new card powers are variations on powers in the base set. Those that are not have a card text summary and are described starting on page 12.

The start world *Ancient Race* has a start 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 the game tempo considerably.

After becoming comfortable with this set, add either the optional goals (see page 3, right) or card Set 2 (below) as desired.

ADDING REBEL vs IMPERIUM CARDS



Add the Set 2 start worlds and game cards, **replacing** the base set's *Gambling World* with the revised one in this set (adding 44 net cards).

A third *Research Lab* is included for expansion play balance.

This set adds “Mix with Hand” *Explore* powers. See page 12.

With Set 2, it is recommended that players use start world choice (deal 2, choose 1), see 2nd Edition RFTG rules, page 8, sidebar.

Most new card powers are variations on powers in the base set. Those that are not have a card text summary and are described starting on page 12.

Ignore the symbols  and  next to the victory point hex on some cards; these are used with Set 3 cards.

A few symbols (see right) apply only when using the optional takeover rules. Ignore them otherwise. (Their text box descriptions have these symbols next to them.)

After becoming comfortable with this set, add either the optional takeovers (page 5) or card Set 3 (page 8) as desired.

Start Worlds 5-8, 18 game cards

Start Worlds 9-11, 42 game cards

Start Worlds 12-15, 44 game cards

This set adds enough cards, VP chips, and a set of action cards for up to 5 players to play.

Deck 1 contains both the Set 1 cards and the design-your-own custom cards. Set the custom cards aside. See page 15.

This set adds enough cards, VP chips, and a set of action cards for up to 6 players to play.

There is no preset hand for a 6th new player, as all players should be experienced.



for Set 3



for takeovers

GOALS (optional)

Goals add interaction and allow players to gather some victory points while searching for a winning strategy among their cards.

Before Play. 6 goal tiles have either 2 or 3 marks in their lower left corners. Use them only when playing with set 2 or 3 cards, respectively (as they won't work well or at all without these cards or rules).

Setup. Shuffle the available goal tiles face down. Select 2 “most” goals (the large tiles) and 4 “first” goals (the small tiles) to use. Return the other goals to the box. Place the goal tiles face up in the center 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 is worth 3 VPs and can be claimed *once per game* by all players who first meet its condition. They are never lost. If only one player first satisfies a goal's condition at the end of a phase, then they claim its tile, placing it in front of them to mark 3 VPs. 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 others each take a 3-VP goal chip.

“Most” goals. Each of these 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 they ever fail to satisfy its condition). If another player later exceeds the amount by which the player holding a goal currently satisfies it, then they take 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, the player *holding* each “Most” goal tile scores 5 VPs. Each player (satisfying its condition) who is *tied* for most and does not hold its tile — due to it either having been earlier claimed by another player or it being currently unclaimed (after several players satisfied or exceeded its condition by the same greatest amount on the same phase) — takes a 3-VP goal chip.

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

- 12 small “First” goal tiles
- 8 large “Most” goal tiles
- 10 3-VP goal chips

Carefully remove the goal tiles and VP chips from their frames before your first game using them.



While “Most” goals are claimed at the end of certain phases, a Most goal can be lost or transferred if its holder no longer satisfies its condition by the greatest amount at the end of any phase.

This mostly affects the Most developments or prestige goals, unless takeovers (see page 5) are on. If so, Most goals should be checked at the end of Settle after any successful takeover.

“First” goal conditions:



First to have 5 (or more) VPs in *chips* (*Galactic Standard of Living*).

Do not count any goal VP chips.



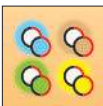
First to place a 6-cost development (*Galactic Status*).



First to have at least one power in each phase, plus *Trade*, among their tableau cards (*Innovation Leader*).



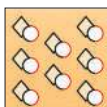
First to discard at least one card at round end (*Budget Surplus*).



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 3 **ALIEN** cards in tableau (*Overlord Discoveries*).



First to have at least 8 *cards* (developments or worlds) in tableau at the end of a phase (*Expansion Leader*).



First to have at least 4 goods in tableau at the end of a phase (*Galactic Riches*).



First to have at least 3 **UPLIFT** cards in tableau (*Uplift Knowledge*).

Requires Set 2.



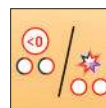
First to have at least either 3 **IMPERIUM** cards or 4 military worlds in tableau (*Military Influence*).

Requires Set 2.



First to have at least 2 prestige chips and at least 3 VP chips at the end of a phase (*Galactic Standing*).

Requires Set 3.



First to have either Military < 0, and at least 2 worlds, *or* a takeover power and at least 2 military worlds (*Peace/War Leader*).

If takeovers are off, the second condition cannot be met (as takeover powers are ignored).

Requires Set 3.

“Most” goal conditions:



At least 4 and the most *production* worlds, of any kind, in tableau (*Production Leader*).



At least 4 and the most developments in tableau (*Greatest Infrastructure*).

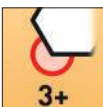


At least 6 and the most total Military in tableau (*Greatest Military*).

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



At least 3 and the most Novelty and/or Rare production or windfall worlds in tableau (*Largest Industry*).



At least 3 and the most Rebel Military worlds (○) in tableau (*Propaganda Edge*).



At least 3 and the most prestige chips (*Galactic Prestige*).

Requires Set 3.



At least 3 and the most cards with *Consume* (Phase IV) powers in tableau (*Prosperity Lead*).

Ignore *Trade* powers.



At least 3 and the most cards with *Explore* (Phase I) powers in tableau (*Research Leader*).

Requires Set 2.

TAKEOVERS (optional, requires Set 2)

Takeovers enable players, under certain conditions, to conquer military worlds in other players' tableaus, adding risk to low Military strategies. Set 2 has a few takeover powers, with more added in Set 3.





For players who play mostly 2-player games, the *Rebel vs Imperium* takeover scenario (page 7) starts each player with a powerful 6-cost development in hand which has a takeover power, so that takeovers are always a possibility, despite seeing just part of the deck.

Before Play. Takeover games use start world choice (deal 2, choose 1); see base game rules, page 8, sidebar. If you will play several games in a single session, decide whether you wish to always use takeovers or to alternate games with takeovers on or off, using the takeover disk to mark this.

Setup. Give each player a Military slide and four cubes (red, purple, and two light red cubes). Set the special military counters nearby for later use. Then, continue setup normally.

Play. To do a *takeover*, a player uses a takeover power as a *Settle* action against a *previously settled* military world in an empire it can target.

Takeover powers are labeled to show which empires they can target:

-  an empire with at least one Rebel military world (○).
-  an empire with at least one **IMPERIUM** card.
-  an empire with a *total* Military of at least 1. Total military is calculated as for *New Galactic Order*.
-  (Set 3 only) any empire.

In Set 2, an empire with either no military worlds or with only non-Rebel military worlds, no Imperium cards, and only temporary and/or specialized Military, cannot be targeted by takeover powers. Set 3 alters this.

Thematically, takeovers represent border conflicts in a galaxy mostly at peace. By not entering the "arms race" (positive Military) or siding with the Rebels or Imperium, an empire is safe from conquest. Set 3, The Brink of War, has two Cassus Belli cards that can violate safety.

Takeover Declarations. Make these when resolving *Settle* powers after placing and revealing worlds. There is no separate takeover declaration step, though takeovers are *resolved* in a separate step. As takeover powers involve a *Settle* action, they must be done either by players who didn't place a world or by a player with a power that allows them to place a second world during *Settle* (such as *Improved Logistics*).

A player who didn't place a world and has powers to place two worlds can use two *different* takeover powers to attempt two takeovers.

If needed, do *Settle* powers, world payments, and takeover declarations in clockwise order starting with the lowest-numbered start world.

A declaring player announces the takeover power being used, the target world, and any temporary Military being used. The takeover target cannot be a newly placed world (in that *Settle* phase). All powers and attributes of a newly placed world (being a Rebel military world, an Imperium card, or providing Military or defense) have no effect on takeovers.

A given world can be the target of takeover attempts by several players in a given *Settle* phase. A later declaration can succeed only if all the earlier declared attempts fail during resolution; it does not "follow" its target.

- 1 takeover disk
- 6 Military slides
- 24 cubes
- 16 special military counters

Carefully remove the disk, slides, and counters from their frames before your first game using them.



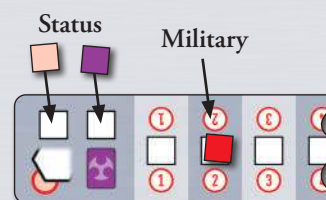
Takeover Disk (on)



Special Military Counters

Can Target Empires with:

-  1+ ○
-  **IMPERIUM** card
-  1+ Military
-  all



Use the Military slide and cubes to track your total Military (red cube) and vulnerabilities as a target.

Place a light-red or purple cube once you place a Rebel military world or Imperium card in your tableau.

Use the other light-red cube to track any additional Military versus Rebel worlds.

If needed, flip over and about a second, unused slide to track Military greater than 10.

Players should place newly settled worlds at a slight angle as a reminder and update their military slides only after *Settle* is done.

Resolving Takeovers. After all players have paid for their worlds and invoked any other *Settle* powers, resolve takeovers in clockwise order, starting with the player with the lowest-numbered start world.

A takeover succeeds in conquering its target if the total Military of the conquering player is *greater than or equal* to the total Military of the defending player *plus* the defense of the target world. Ties go to the *attacker* (as in the normal *RFTG* conquest rules).

Example: a player with 4 Military discards *Imperium Cloaking Technology* to successfully take over a 2 defense military world from a player with 2 Military (4 Military is \geq 2 Military + 2 Defense).

Any temporary Military being used, negative, or specialized Military, such as against Rebel military worlds or based on the target's *kind* of world (Rare, Alien, etc.), do apply when calculating each player's total Military.

When resolving a takeover, if the *defender* has any unused temporary Military, they may boost their Military by using these powers. (The *attacker* must declare temporary Military when declaring the takeover.)

If the defender had earlier partially used a temporary Military power (such as discarding 1 card to boost their Military with *Space Mercenaries*), they may now use the rest of that power (by discarding a second card). This is an exception to the rule that one power cannot interrupt another power.

Transferring Worlds. If a takeover succeeds, transfer the world — and any good on it — to the conquering player's tableau and draw any cards for placing that world (due to a *Settle* bonus or Draw After powers).

If the conquered world was a windfall world without a good, it does not receive a good. Its attributes and any effects from its previously invoked powers persist until the end of *Settle*, benefiting its previous empire.

Fine Points. Typically, since takeovers are never affected by newly placed worlds, they can be declared and resolved without regard to timing. Players need to be careful when multiple takeover declarations have been made or when temporary Military can affect the outcome.

Increasing Military on defense can affect resolving that player's own already declared but not yet resolved takeover attempts.

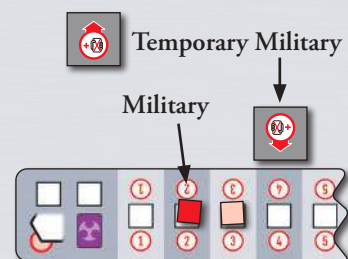
If a player with *Improved Logistics* declares two takeover attempts (using different takeover powers) and the first attempt fails, then the second attempt automatically fails (since no first world was placed).

Takeover examples:

1. Alan, Betty, and Carol are playing; Alan has the lowest-numbered start world. Betty has 4 Military and *Rebel Colony* (a 4 defense Rebel military world). Alan has *Imperium Seat*, *Imperium Troops*, and 6 Military (+2 versus Rebel military worlds). Alan calls *Settle*, doesn't place a world, and declares a takeover against *Rebel Colony*. After Betty and Carol, who didn't call *Settle*, have used their powers, Alan takes over *Rebel Colony* ($6+2 \geq 4+4$), places it in his tableau, and draws a card, his *Settle* bonus.
2. Same as above, except that Betty's 4 Military includes *Space Mercenaries* (discard up to 2 cards for +1 Military apiece), she has *Terraforming Robots* (draw 1 card after placing a world), and no cards in hand (after settling a military world). After Alan declares his takeover, Betty draws a card from *Terraforming Robots* (for the world she settled). During takeover resolution, Betty discards the card to gain a temporary +1 Military from *Space Mercenaries*. Alan's takeover attempt now fails.

Resolve Takeovers after placing and paying for worlds.

Takeover succeeds if Attacker's Military is \geq Defender's Military + target world's defense.



A player with 2 Military, plus up to 2 temporary Military, plus 1 Military vs Rebel military worlds, would mark this as shown.

This lets other players know that their military worlds could possibly be attacked in a takeover by Military 4 (or 5 for Rebel military worlds).

The Set 3 card *Imperium Planet Buster* instead destroys a world it takes over, discarding it from play.

The Set 3 *Galactic Scavengers'* saved cards do transfer if it is ever taken over.

In Set 3, a world that provides a prestige when placed does not provide a prestige when taken over.

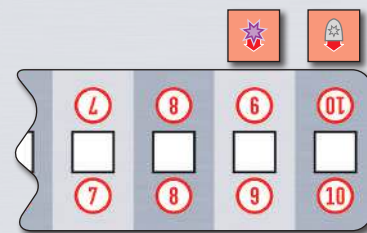
(Even if Alan had some unused temporary Military among his powers, as the attacker, he couldn't use it to further increase his Military while resolving this takeover.)

3. Same as above, except that Betty also has *Imperium Lords* in her tableau and Carol has *Contact Specialist*, *Rebel Alliance*, *Rebel Pact*, five Rebel military worlds, and one non-Rebel military world in her tableau. Carol's military is -1 (from the *Contact Specialist*), but she has 9 net Military, due to *Rebel Alliance*, only for takeovers against military worlds in Imperium tableaus and she defends her own worlds with 10 Military (plus their defense), due to *Rebel Pact*. Carol also declares a takeover against *Rebel Colony*. If Betty chooses to spend a card to increase her military, Alan's takeover will fail and Carol's takeover will succeed. If Betty doesn't spend the card, Alan's takeover succeeds and Carol's takeover automatically fails (since *Rebel Colony* is not in Betty's tableau when it is time to resolve it).

Set 3 Takeover Notes:

If *Interstellar Casus Belli*'s takeover power (to attack a military world in any tableau) is invoked with the *Imperium Invasion Fleet*'s power to conquer a non-military world, then potentially any world in play can be taken over (if the owning player has sufficient Military to do so).

Pan-Galactic Security Council's defense power can be used at the start of the takeover resolution step to defeat any one declared takeover attempt (against a world in *any* player's tableau). Players may not give or trade prestige with other players to fund or defend against takeovers.



Carol's attack and defense bonuses, based on her tableau at the start of *Settle*, would not change even if she were to somehow lose a Rebel military world during that phase.

Adjustments to Military for newly placed, or lost, worlds take place after *Settle*.



A counter is supplied for Pan-Galactic Security Council's takeover defense power. Put it before its owner's military slide, in front of the status section.

REBEL vs IMPERIUM TAKEOVER SCENARIO

For 2 experienced players.

Setup. Separate the *Rebel Cantina* and *Imperium Warlord* start worlds and the *Rebel Alliance* and *Imperium Seat* 6-cost developments from the other cards. Choose sides, taking either the Rebel or Imperium cards. If desired, set out goals. Shuffle and deal 6 game cards to each player and choose 4 of them normally. Then, each player adds their *Rebel Alliance* or *Imperium Seat* card to their starting hand, so they begin with 5 cards in hand.

Play. Takeovers are on. Good luck!

ADDING *THE BRINK OF WAR* and PRESTIGE

*Set 3 adds rules for **prestige**, a new resource worth VPs, and **search**. Many Set 3 card powers gain or expend prestige. Each player begins with a **prestige/search** action card that can be used once per game.*

Add the Set 3 start worlds, game cards, and action cards (54 cards).


Note that the start world *Galactic Scavengers* has a start power.

Setup. Place the search sheet, prestige chips, and *Prestige Lead* tile, “>” side face up, in the center. Give each player a **prestige/search** action card. Add an *extra* 5 VPs to the total number of VPs in play (e.g., for 3 players, use 41 VPs). Continue with the rest of setup normally.

Powers. Most new card powers are variations on previous powers. Those that are not have text descriptions and are described starting on page 12.

Some powers refer to Rebel developments. These have a red diamond next to their victory point values.

This expansion adds *Draw then Discard* powers, where a player draws the indicated number of cards, adds them to their hand, and then discards 1 card. A player with two or more such powers in the same phase draws all the indicated cards before discarding 1 card for each power. (This is an exception to one power not interrupting another.)

Powers, such as Uplift Mercenary Force’s power that provides Military equal to its owner’s number of  worlds, refer to cards in your tableau. This includes only cards in it at the *start* of that power’s phase.

Similarly, the powers and attributes of a card removed from a player’s tableau (due to it being discarded, replaced, or taken over) persist (for its owner at the start of that phase) until the end of that phase.

Prestige, goods, or cards gained from a card’s placement *can* be used in the phase it is placed (*after* paying for it or conquering it militarily).

The multi-kind world attribute of the *Alien Oort Cloud Refinery* is described after the Card Powers section (see page 15).

Prestige. Various cards and card powers provide galactic prestige, marked by prestige chips. The player(s) with the most prestige at the start of each round receive a bonus. Various powers allow players to spend prestige for different effects. Each player has a **prestige/search** action card that can be used once per game. If any player has 15 or more prestige at the end of a round, the game ends. At game end, each prestige is worth 1 VP.

Gaining Prestige. Some cards, with a prestige symbol next to their victory point values, provide 1 prestige to their owner when they are first placed in a player’s tableau.

A world that provides 1 prestige when placed does not provide another prestige when taken over.

Various powers gain prestige, including *Consume* powers that consume goods for prestige. The *Consume: 2x VPs* action bonus only doubles victory points. It does *not* double prestige gained using *Consume* powers.

Gaining the Prestige Lead. Check prestige totals at the end of every phase. If one player has more prestige than anyone else, then they take the Prestige Lead tile, “>” side face up, and put it in front of them, placing any (unspent) prestige they earned that phase on it and returning any prestige already on it to its previous holder. Whenever a sole Prestige Leader earns prestige, put those chips on top of the Prestige Lead tile.

- 1 prestige lead tile
- 30 prestige chips: 25@1, 5@5
- 1 search sheet
- 6 prestige/search action cards

Carefully remove the tile and chips from their frames before your first game using them.



Prestige Lead Tile



Setup: +5 VPs



Rebel Development



Draw then Discard powers



prestige chips

1 and 5 prestige chips are supplied. Players may make change among them at any time. The number of prestige chips supplied is not a limit (make up more if needed).



If two or more players, each with at least one prestige, tie for most prestige at the end of a phase, place the Prestige Lead tile, “=” side face up, in the center (returning any prestige on it to its previous holder).

Prestige Lead Bonus. At the start of each round, before selecting action cards, if there is a sole Prestige Leader *with prestige on top of this tile*, then that player gains 1 VP chip, draws 1 card, and removes the prestige from this tile (adding it to any other prestige the player has).

If, instead, the Prestige Leader has no prestige on this tile or two or more players tie for the prestige lead, then each such player gains 1 VP chip.

Goals involving VP chips *can* be claimed as a result of gaining VP chips during this step (even though this isn't the end of a game phase).

Spending Prestige. Some powers allow a player to spend prestige to gain play advantages (such as drawing cards, additional Military for a Settle phase, gaining VP chips, etc.), as described starting on page 12.



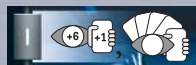
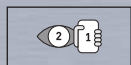
Prestige Card. Each player has a prestige/search action card to use once per game either for *search* (see below) or, by playing it with an action card and spending 1 prestige after actions are revealed, to gain a *prestige bonus* for the phase they selected. A prestige bonus is *in addition* to the normal bonus for selecting a phase. Return a used prestige/search card to the box.

Set the phase action card next to the prestige/search card to see the effect:

- **Explore:** draw +6, keep +1, combine draws with your hand, then discard.

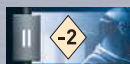
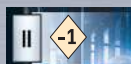


With *Explore*: +5 (and no other powers), this becomes draw 13 cards, combine them with your hand, and then discard 11 (keeping 2).



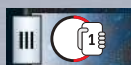
With *Explore*: +1, +1 (and no other powers), this becomes draw 9 cards, combine them with your hand, and then discard 6 (keeping 3).

- **Develop**



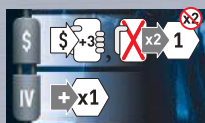
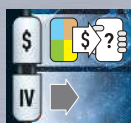
Discard 3 fewer cards (total) to pay for a development.

- **Settle**



Discard 3 fewer cards when paying for worlds *and/or* gain +2 Military until the end of this *Settle* phase. Draw 1 card normally after paying for or conquering the world you reveal.

- **Consume: Trade**



Sell a good, drawing 3 extra cards; then consume any remaining goods *doubling* the number of VP chips gained (as the *Consume* +x1 bonus applies). Optionally, discard up to 2 cards from hand for 1 VP apiece.



As a reminder that a sole Prestige Leader has taken their bonus, put their new VP chip on top of Prestige Lead tile, taking it after actions are revealed.

(Players tied for the prestige lead tend to remind each other to take a VP chip, so no reminder is needed for them.)

5 extra VPs are added in prestige games (see Setup) so these bonuses don't shorten the game too much.

If a player spends prestige and loses the prestige lead, put the Prestige Lead tile in the center if there isn't a new Prestige Leader to give it to.

A player who doesn't wish to reveal they are using their prestige bonus by playing 2 action cards can instead play just the prestige/search card and then name the phase they are selecting as players flip over and reveal their action selections.

In 2-player experienced games, play the prestige/search card and the action card for the other phase you are selecting and then name the phase the prestige bonus applies to as both players reveal their action selections.

- *Consume: 2x*



Triple (not double) the number of VP chips (only) that you receive.

- *Produce*



Draw 3 cards and produce up to *two* windfall goods (if possible).



Search. Once per game, a player may play their prestige/search action card as their action, declaring “search” as action cards are flipped over and revealed, to search the card supply for a card matching a search category and take it. Unlike playing the prestige/search card for a prestige bonus, search does not expend a prestige: thus, a player can search on the first round.

Procedure. If any player declares search, then a search step occurs before any phase is resolved. Unlike phases, search occurs only for players who declare it. If more than one player declares search during the same round, resolve each search separately, starting from the player with the lowest-numbered start world and proceeding clockwise.

The searching player names one of the nine search categories depicted on the search sheet and then reveals (to all players) cards from the supply one at a time, setting them aside. When a card matching the named category is found, the player may either stop, taking that card in hand, or continue searching. If they continue, when a second card matching the named category is found, the player must stop and take that card in hand.

If the card supply is exhausted, shuffle the current discard pile to form a new supply and continue searching. If this new supply is exhausted, the search fails: the player takes no card in hand but does retain their prestige/search action card for later use.

Discard all revealed and set aside cards face down. If the search was successful, the player returns their prestige/search card to the box.

Search Categories. The nine categories depicted on the search sheet are:

- Developments that provide +1 or +2 Military. Ignore any temporary or specialized Military produced on these cards.




- 1 or 2 defense military windfall worlds.





- 1 or 2 (printed) cost windfall worlds.



- Worlds (of any type) with a  symbol.



- Windfall or production worlds that come with or produce *Alien* goods  . Ignore other **ALIEN** cards. The searching player may choose to have *Alien Oort Cloud Refinery* match this category.



- Cards with Consume powers that consume two or more goods. *Pilgrimage World* and cards with powers consuming two or more goods of a given *kind* do match this category.



- Military worlds with 5 or more defense.



- 6-cost  developments.



- Cards with *Settle* takeover powers (including defense powers). This category can be chosen only if playing with takeovers *on*.



Search: as an action, search the deck for a card and put it in hand.

Game End. In addition to the ways a game can possibly end, it ends if a player has 15 or more prestige at the *end* of a round.

Scoring. Each prestige chip held by a player at game end scores 1 VP.

Several cards score 1 VP for each prestige chip, including *Federation Capital*, as indicated by a prestige symbol in its VP “hex”.

Prestige chips do not count towards *Galactic Renaissance’s* VP chip scoring.

If a player has 15+ Prestige at the end of a round, the game ends.

Each prestige is worth 1 VP.



Federation Capital

DRAFT VARIANT

Players draft and then play using separate decks. Set 1 supports up to 4 players, with Sets 2 and 3 adding a 5th and 6th player, respectively.

Setup. Shuffle the odd and even start worlds separately and deal one of each, face down, to each player. Shuffle the unused start worlds with the game cards.

After examining their start world choices, each player draws 5 cards and simultaneously selects 1, passing the rest to their left. From these cards, they each select 1, and pass the rest left, until all drawn cards have been taken. Repeat, drawing 5 cards, selecting 1, and passing the rest to the right. Continue, alternating directions, until players are unable to draw 5 cards apiece.

Deal the remaining cards evenly to the players. Return any cards left over to the box face down. Draft the dealt cards (in the opposite direction than the last set of 5 cards).

Each player then shuffles their drafted cards to form their own private deck and draws 6 cards, discarding 2 of them plus 1 of their 2 start world choices, and then reveals their start world.

Play. Play normally, except that each player draws from their own deck of cards and discards to their own discard pile, reshuffling whenever their draw deck is exhausted.

Power changes:

Retrofit and Salvage, Inc.’s power to gain discards instead gives its owner draws from that player’s card supply equal to the number of cards discarded by other players exceeding their hand limits.

Discard a world (and any good on it) destroyed by *Imperium Planet Buster* to its former owner’s discard pile.

		# of players					
Sets		2	3	4	5	6	
1	#drafts	13	9	6	-	-	
	deck	70	46	34	-	-	
1,2	#drafts	18	12	8	7	-	
	deck	92	61	45	36	-	
1-3	#drafts	23	15	11	8	7	
	deck	116	77	57	45	38	

CARD POWERS (by phase)

ROUND START

See Other Players' Actions



The player selects their action after other players' actions are revealed.

In the 2-player game for experienced players, the player selects their second action after both their opponent's actions are revealed.

I: EXPLORE

Mix with Hand



The player combines *all* exploration draws with their cards in hand before discarding during Explore.

Thus, an Explore +5 becomes draw 7 cards, combine them with cards in hand, and then discard any 6 cards.

Discard for Prestige

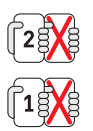


At the start of *Explore* (before drawing any cards), the player may discard 1 card to gain 1 prestige.

This power does count for the Research Leader goal

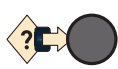
II: DEVELOP

Draw, then Discard



At the start of *Develop*, the player draws the indicated number of cards, adds them to their hand, and discards 1 card.

Save Card from Payment



After applying discounts, put 1 card from a development payment under this world (●).

Develop and Gain Prestige



The player gains 1 prestige after placing the indicated (any, 6-cost, or *Rebel*) development.

Discard to Reduce Cost



The player may *discard* this card from tableau to reduce the cost of placing a development by 3 cards.

Spend Good to Reduce Cost



May discard a Rare elements good (■) to reduce the cost to place a development by 2.

III: SETTLE

Discard for Temporary Military



The player may discard up to 2 cards from their 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.

Pay for Military (○ ○)



As an action, the player may place a non-Alien military world (○) as a non-military world (○). The cost is the world's defense, with any other applicable discounts.



As an action, the player may place a Rebel military world (○) as a non-military world (○). The cost is the world's defense -2, with any other applicable discounts.

Temporary Military



May spend 1 prestige to gain +3 Military until the end of this phase.



May discard a Rare elements good (■) to gain +2 Military until the end of this phase.

Settle Extra Military World



May discard from tableau to place a military world (○) after first successfully placing another world (○).

This cannot be used with *takeover* (★) or *pay for military* (○ ○) powers, but can be used with a *conquer non-military world* power.

This extra world is placed as part of executing Settle powers (after fully resolving settling a world). It can be used after Improved Logistics. No powers from a world settled earlier in this phase can be used to settle this extra world. If the player chose Settle, they do not draw a Settle bonus for this extra world.

Reduce Pay for Military Cost



-2 cost when using a *pay for military* (○ ○) power.

This power does not give the player the ability to pay for military worlds; another power must be used to do so.

Conquer Non-military World



As an action, the player may discard this card from their tableau to place a non-military world (○) as a military world (○).

Its defense is equal to its printed cost -2. This cannot be combined with *takeover* (★) or *pay for military* (○ ○) powers.

Military



+1 Military for each world in tableau.



+1 Military. This becomes -1 Military (total), if this player has an **IMPERIUM** card in their tableau.

III: SETTLE (continued)

Spend Good to Reduce Cost



May discard a Genes good (G) to reduce the cost to place a world by 3.

Save Card from Payment



After applying discounts, put 1 card from a world payment (but not discards to increase Military) under this world (W).

Receive Good After



Put a good on top of a production world (P) after placing it.

Draw After, then Discard



After placing a world (W), the player draws 2 cards, adds them to their hand, and discards 1 card.

Military for Military Worlds



Contributes +1 Military for each military world (M) in the player's tableau.

Take Over a World (★)

As an action, the player may *conquer* a military world (M) in another player's tableau (see pages 5–7).



Take over a Rebel military world (R).



Take over from a tableau with at least one IMPERIUM card, adding 2 Military for each Rebel military world (R) in your tableau (at start of *Settle*).



Discard from your tableau to take over from a tableau with total Military of at least 1.

Replace a World



May replace a non-military world (N) with a 0-3 higher cost world of the same *kind* (C, G, P, M), at no cost, to gain 1 prestige. *Exception:* for this power, a gray world (G) is considered a *kind* of world.

This is in *addition* to any *Settle* action its owner might take. If the replacement is a windfall world or provides prestige, place its good or gain 1 prestige. Its powers cannot be used this phase. Any good on the old world is lost. This power cannot target a newly placed world nor be combined with *any* other *Settle* powers (or bonuses).

Terraforming Engineers *also* has a -1 cost power, affecting normal *Settle* actions.

Take Over a World (★)

As an action, the player may *conquer* a military world (M) in another player's tableau.



Spend 1 prestige to take over from *any* player's tableau. If successful, gain 2 prestige.



Discard from tableau to take over from a tableau with at least one IMPERIUM card, adding 2 Military for each Rebel military world (R) in your tableau.



Take over from a tableau with total Military of at least 1. If successful, discard that world (and any good on it) and gain 2 prestige.

Takeover Defense (★)



The player's worlds defend against takeover attempts at +2 for each Rebel military world (R) and +1 for each non-Rebel military world (M) in their tableau (at start of *Settle*).

Pay for Military (M)



As an action, the player may place an Alien military world (M) as a non-military world. The cost is its defense, with any other applicable *discounts* (including the *Alien Research Team's* own discount for placing *Alien* worlds).



As an action, the player may place a military world as a non-military world. The cost is its defense, with any other applicable *discounts*.

Prestige for Pay for Military



Gain 1 prestige after using a *pay for military* (M) power.

This power does not give the player the ability to pay for military worlds; another power must be used to do so.

Settle and Gain Prestige



The player gains 1 prestige after placing the indicated *Rebel* military world (R) or any production world.

Conquer Non-military World



As an action, the player may discard this card from their tableau to place a non-military world (N) as a military world (M) and gain 2 prestige. Its defense is equal to its printed cost.

This can be combined with takeover (★) but not pay for military (M) powers.

Defeat a Takeover (★)



Before resolving any takeovers, the player may spend 1 prestige to defeat one takeover attempt against *any* player's tableau.

\$: TRADE

Specific Good and Worlds



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

The Clandestine Uplift Lab is itself a G world.

Cannot Sell Good



A good on this world cannot be sold (using the *Trade* bonus).

Consume *powers*, such as the *Trade League's* power, can be used. *Trade League* does score for this power.

IV: CONSUME

This World's Good



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

Ante and Draw if Lucky



The player may ante a card from hand of cost or defense 1-6 to flip over that number of cards from the supply. If any of them has a larger cost/defense than the ante card has, choose any one of the cards flipped over to keep, plus the ante card. If not, discard the ante card.

Example: Alan antes a cost 5 card and flips over five cards, one of which is defense 7. Alan keeps his ante and any one flipped over card. If none of them had a cost or defense of 6 or more, Alan would lose his ante card.

"up to" Four Different Kinds



Discard up to 4 different kinds of goods (●●●●) to gain 1 VP and a card draw apiece.

Gain 1 VP



Gain 1 VP.
This can be doubled with the Consume: 2x bonus.

Discard to Draw



The player may discard 1 card from hand to draw 1 card.

Discard Cards for Prestige



May discard 2 cards from hand to gain 1 prestige.

Goods for Prestige



Discard the indicated good(s) to gain the specified prestige, VPs, and card draws.

Prestige is not doubled by Consume: 2x.

Spend Prestige



May spend 1 prestige to draw 3 cards.



May spend 1 prestige to gain 3 VPs.

This can be doubled with Consume: 2x.

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 Most Goods



At the *end of Produce*, draw 1 card if the player produced *more* goods during this phase than any other player.

Draw Saved Cards



Draw all cards saved under this world (●●).

If this world is ever discarded from tableau, discard any saved cards.

Draw for Worlds



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



Draw 2 cards for each Uplift world with ● in the player's tableau.



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

The Rebel Cantina itself is a Rebel (non-military) world.

Discard to Produce Windfall



Discard a card from hand to produce a good on a windfall world of the specified *kind* that has no good.



These powers are separate from a production world's produce good power.



Produce Windfall on Other



The player produces a good on one of their *other* windfall worlds of the specified *kind* without a good on it.



This power is separate from Interstellar Prospectors' normal ● Produce power and can be used when it already has a good.

Produce Good and Gain Prestige



Produce a good on this world, if it has none, and only *then*, gain a prestige.

The production reminder for this world shows only its prestige icon.

Gain Prestige for Most ●



Gain 1 prestige if the player has more ● worlds than any other player.

ROUND END

Larger Hand Limit



Discard down to 12, not 10, cards at the end of the round.

Gain Other Players' Discards



After discarding as needed to satisfy their hand limit, the player draws *other* players' hand limit discards (if any exist) into their hand.

The player, after doing so, can exceed their hand limit.

GAME END

Trigger on Tableau of 14

14

This player triggers the game end with a tableau of 14 or more cards (instead of 12 or more).

Multi-Kind World Attribute



The *Alien Oort Cloud Refinery*'s kind is chosen when placed, can be changed by its owner at any time, and is chosen (once) before scoring.

A player could produce on it with Mining Robots and then change its kind (and its good's kind) to Genes for Pan-Galactic League (and later phases). The good was Rare elements for powers referring to its production during that Produce phase, such as Mining Conglomerate.

DESIGN-YOUR-OWN-CARDS

22 custom “blank” start world and game cards, of various types, are provided so players can add cards of their own design to the game. The proportions supplied should yield a balanced mix of card types.

Use black and red medium point markers to mark costs, whether worlds are non-military or military, draw power icons, and add card titles. Use a fine black marker to add any needed power text. Enjoy!

CONTEST WINNERS

During the first arc development, we held two contests in which fans submitted card ideas, some of which we adapted for cards that appeared in later expansions.

Contest #1. The winners were adapted from entries submitted by Rüdiger Dorn (*Hidden Fortress*) and Tom Liles and James Self (*Re&D Crash Program*).

Honorable Mentions. Kester Jarvis, Dave and Meredith Mattingly, and Gary Riley correctly anticipated already designed cards.

Contest #2. The winners, plus those who submitted cards somewhat similar in nature, were:

- Michael Brough for inspiring *Alien Oort Cloud Refinery*. Honorable Mentions: Gilles and Nydhyana Brischoux, Lionel Coignard, Christopher Guild, Dimitri Polzin, and Charlie Schoegje
- Kester Jarvis for inspiring *Golden Age of Terraforming*. Honorable Mentions: Pierre Dahl and Christopher Guild
- Ville Halonen and Raine Rönnholm for inspiring *Universal Peace Institute*. Honorable Mention: Anthony Rubbo

Honorable Mentions. Andrey Belikov, Rus Belikov, Stephane Berthelot, Dan Blum, Christophe Capel, David Dal Zot, Michael Fraser, Jérémy Goutin, Daniel Kotlewski, J. Chris Lorton, Jesse Mundis, Bill Reeves Jr., R. Eric Reuss, Justin Rodger, Anthony Rubbo, Mark Saya, Ralf Schemmann, Lotte Schüler, Ian Scrivins, Kevin Shiue, Dave Thorby, and Nicholas Vacek correctly anticipated already designed cards or powers.

CREDITS

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Special Thanks: Wei-Hwa Huang and Larry Rosenberg and Don Woods

6-COST DEVELOPMENTS ? POWERS

For each of 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

TERRAFORMING GUILD

- 2/ windfall world
- 2/ TERRAFORMING card (including this one)

GALACTIC BANKERS

- 2/ INTERSTELLAR BANK,
- INVESTMENT CREDITS,
- GAMBLING WORLD
- 1/ other developments (including this one)

GALACTIC EXCHANGE

1, 3, 6, 10 1-4 different kinds of worlds

- 3/ DIVERSIFIED ECONOMY

Example: a tableau with Diversified Economy and three different kinds of worlds would score 9 for this card.

PROSPECTING GUILD

- 2/ Rare elements world
- 1/ other world
- 1/ TERRAFORMING card

IMPERIUM SEAT

- 2/ IMPERIUM card (including this one)
- 2/ Rebel military world

REBEL ALLIANCE

- 2/ REBEL card (including this one)
- 1/ other military world

UPLIFT CODE

- 3/ Uplift world with
- 2/ other UPLIFT card (including this one)

ALIEN CORNUCOPIA

- 2/ ALIEN card (including this one)
- 1/ other (non-ALIEN) production world

GOLDEN AGE OF TERRAFORMING

- 2/ TERRAFORMING card (including this one)
- 1/ other 6-cost development
- 1/ production world

PAN-GALACTIC HOLOGRID

- 2/ Novelty world
- EXPANDING COLONY
- 1/ other world

PAN-GALACTIC AFFLUENCE

- 1/ (additional)
- 2/ EXPORT DUTIES,
- GALACTIC RENAISSANCE,
- TERRAFORMED WORLD

UNIVERSAL PEACE INSTITUTE

- total negative Military (count negative Military as positive victory points)
- 1/ military world
- 2/ PAN-GALACTIC MEDIATOR

Pan-Galactic Research is a 6-cost development worth 4, not , VPs. Placing it does not satisfy the Galactic Status goal, but it does count as 2 VPs for Galactic Federation.

Imperium Planet Buster is a cost 9 development. It is not considered a 6-cost development for any purpose.

If you have any comments, questions, or suggestions, please write to us at:

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TOM LEHMANN

Expansion and Brinkmanship


All of Expansion Arc 1

Solitaire Game Rules

OVERVIEW

This game uses the RFTG experienced 2-player rules, without goals or takeovers. When using Set 3 cards and start worlds 12-15, the Prestige and Search rules are required. The 2nd Edition start worlds -6 to -1, added a decade after the solitaire game was developed, are not used.

The player plays against an “adaptable robot” opponent, using one of start worlds 0-15, whose actions are abstracted. Its choices are determined by rolling two custom dice whose placement on the mat is often affected by the player’s action selections.

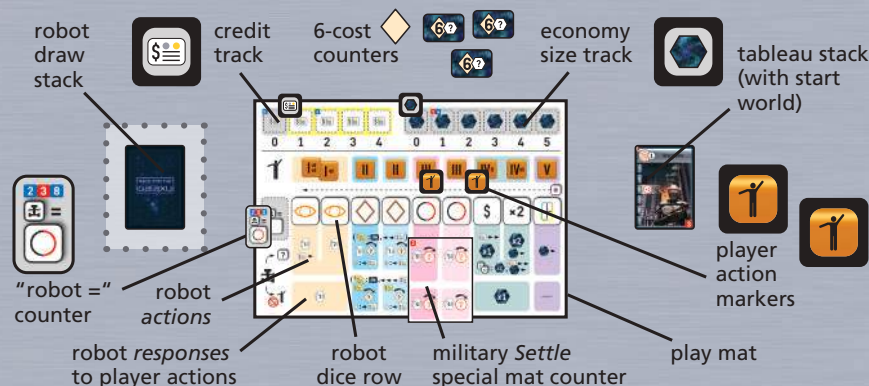
The robot’s start world determines how the robot faces (two  faces on one custom dice) behave during play. It also determines if any special mat tiles replace the robot’s preprinted actions and responses on the play mat.

SETUP

Set out 24 VP chips. Pick a difficulty (see chart). Put the indicated number of 6-cost development counters nearby. Shuffle and deal a start world to you and the robot. Shuffle the other start worlds into the deck.

Use the black-edged credit, economy size, and (2) player action markers. Find any mat and “robot =” tiles (possibly on the reverse of other tiles) to use based on the robot’s start world, as shown on the back of the play or search mats. Return the other robot tiles to the box. Flip the mat face up.

Place any special mat tiles used on top of their corresponding mat areas, matching them by color. Place the grey “robot =” tile on its space (set the x2 “robot =” tile nearby if the robot start world is *Old Earth*). Place the credit marker on 1 (0 if the robot start world is *Ancient Race*; 2 if it is *Alpha Centauri* or *Galactic Scavengers*); the economy size marker on 0 (1 if the robot start world is *Earth’s Lost Colony* or *Epsilon Eridani*), and deal 4 cards (3 if the robot start world is *Ancient Race* or *Galactic Scavengers*) face down to form the robot’s initial draw stack (see diagram below).



- 1 game play mat
- 21 game counters and tiles
- 2 custom dice

Carefully remove the counters and tiles from their frames before your first game.

The robot’s actions depend on your action selections.

Different robot start worlds play differently.

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

The robot as a RFTG player:

The robot’s hand of cards is represented by a facedown stack of cards, from which cards are flipped over during play and either added to its tableau stack or discarded.



The robot’s tableau is a stack of faceup cards, initially containing just its start world, where only the number of cards in the stack and their VPs matter. 6 or 9 cost development counters (depending on game difficulty) gained during play also count as “cards” in this stack.

The robot’s tableau never holds any goods; instead its credit and economy size tracks are used to abstractly model the robot’s Trade and Consume actions.

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

PLAY


Sequence of Play. Each round consists of three steps:





1. The player selects their 2 actions normally, but marks them with 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, 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.

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 *leftmost* space of these respective pairs of spaces on the play mat.

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 both player action markers. If only one  face is rolled, put that die in the space below the *rightmost* player action marker (unless that 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, shift the  die left so that it is below the first of this pair of spaces (unless the other die is in that space).

Examples. After the player selects Consume x2 and Produce and 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, the player 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.

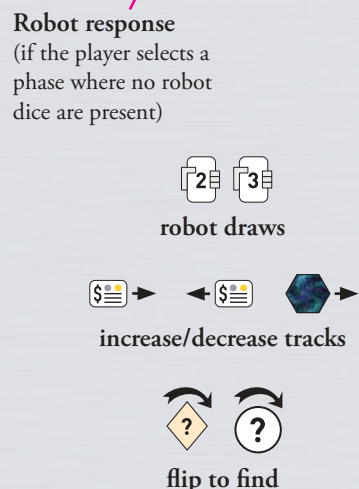
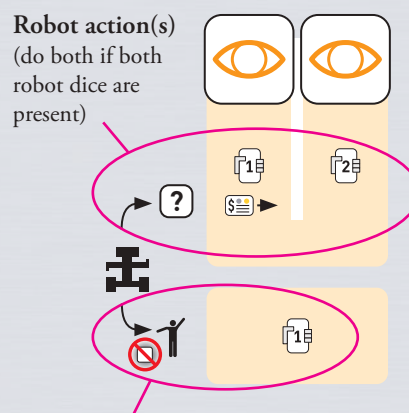
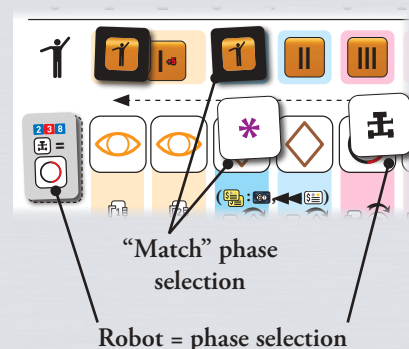
Resolve Selected Phases. Do each phase selected either by a robot die or the player, from left to right. Skip all unselected phases. In each phase, resolve the player before the robot. As normal, the player does both the phase's action and bonus if they selected it or just the action if only the robot selected it. Resolve what the robot does for each selected phase as listed on the mat in the two rows below the dice row. Use the *top* row if a robot die is present (a robot *action*). Use the *bottom* row if no die is present and the action was selected by the player (a robot *response*). Do *not* combine the rows when both the robot and player select the same phase.

Robot Draws. *Draw* for the robot (in all phases) means to shift the specified number of cards from the draw pile to the robot's draw stack without looking at them.

Tracks. 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.

Flip to Find. 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. Put the matching card on top of the robot's tableau stack.

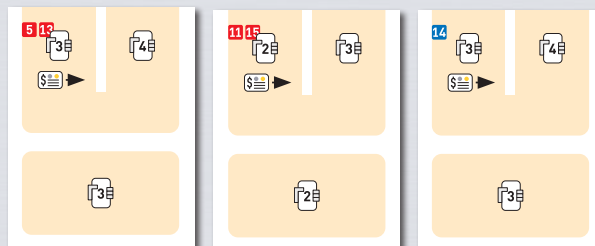


ROBOT ACTIONS / RESPONSES

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).

Separatist Colony (5) and Uplift Mercenary Force (13); Imperium Warlord (11) and Rebel Freedom Fighters (15); and Alien Research Team (14) draw more cards on Explore, as shown on their special mat tiles (which overlay the mat).



Develop action or response (for each selected Develop phase):

First, check to see if the robot has an unplaced **6** counter and 2 or more credit (3 or more credit on response). If so, place this counter next to the robot's tableau stack (where it will count as 1 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:

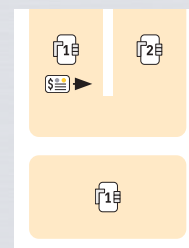
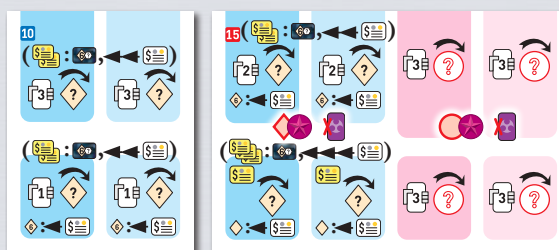
Develop action: draw 1 card and then flip to find a development **♦**. If a non-6 development is found, place it. If a 6-cost development card is found and the robot has 1+ credit, decrease its credit by 1 and place it; otherwise discard it and continue flipping cards.

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.

Examples: The robot, with 1 credit and 2 cards in its draw stack, rolls Develop. Transfer 1 card to the robot's draw stack and flip over cards from it, one at a time. The second flip finds a non-6 development. Place it in the robot's tableau stack. The robot ends with 1 credit and 1 card in its draw stack.

Later, the player selects Develop with both actions. The robot, with 4 credit, a 5 card draw stack, and 2 unplaced 6-development counters matches the first Develop (and rolls some other action). After the player resolves their first Develop, put a 6-development counter next to the robot's tableau stack and decrease its 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 the player resolves their second Develop, resolve the robot's response. Since it now has 2 credit, do not place its other 6-development chip (this costs 3 credit on response), but instead start flipping cards (since the robot has positive credit). After it finds a 2 cost development on its third flip, put it in the robot's tableau stack and decrease its credit by 1. The robot ends with 1 credit and a 2 card draw stack.

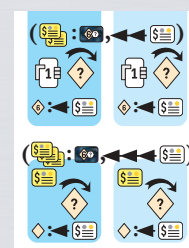
Galactic Developers (10) develops more efficiently and does not require credits on response to flip to find developments. Rebel Freedom Fighters (15) gains 1 prestige each time it places a Rebel development but can never place (or match on) any IMPERIUM cards.



on robot action



on robot response

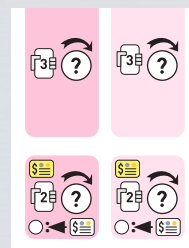


Settle action (for each robot-selected Settle phase): draw 3 cards and flip to find a *non-military* world , placing it if one is found.

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.

Examples: The player selects Settle and the robot, with 0 credits, rolls two other actions. It cannot respond to the player so it does nothing during Settle.

Later, the player selects both Settle actions and the robot matches the first one (and rolls some other action). The robot has credit 2 and a 2 card draw stack. After the player does their first Settle action, transfer 3 cards to robot's draw stack and then begin to flip them over. On its fourth flip, the robot finds a non-military world. Place it in its tableau. After the player does their 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 the player's action choice).



Epsilon Eridani (1), New Sparta (3), Separatist Colony (5), Imperium Warlord (11), Uplift Mercenary Force (13), and Rebel Freedom Fighters (15) flip to find military worlds instead and, except Uplift Mercenary Force, do not need positive credit to Settle on response.

Uplift Mercenary Force (13) receives draws based on the number of worlds in its tableau.

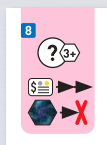
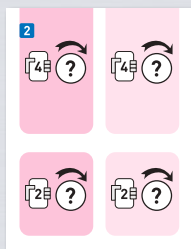
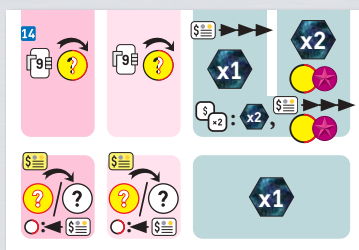
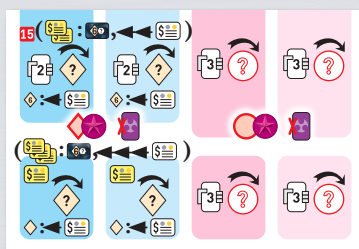
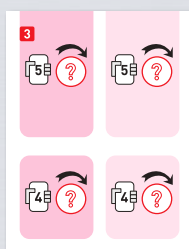
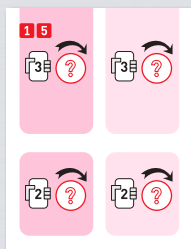
*Rebel Freedom Fighters (15) gains 1 prestige each time it places a Rebel world but can never place (or match on) any **IMPERIUM** cards.*

The Rebel Cantina (9) flips to find either non-military or military worlds (whichever it finds first) when it settles.

The Alien Research Team (14) places only Alien worlds, either military or non-military, on its Settle action; on response, it places either an Alien military world or any non-military world, whichever it finds first.

On response, Alpha Centauri (2) does not need positive credit to Settle.

On 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.



\$ 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 any Consumes chosen were selected only by the player): give the robot VP chips equal to its current economy size.

Examples: The player selects 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 the player's Consume 2x action (since it rolled a Consume action).

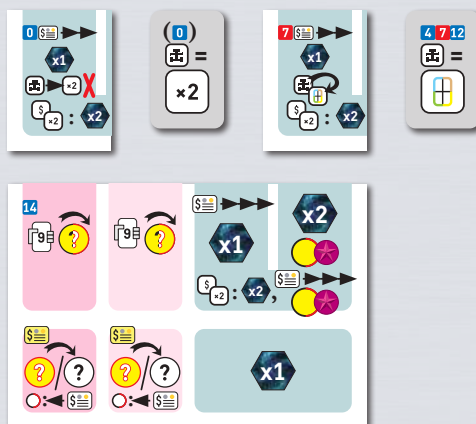
Later, the player selects both Consume actions and the robot rolls two other actions. The robot has economy size 3. Give it three VP chips. (Do this only once, despite the fact that the player selected both Consume actions.)



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 its **IV** side.

The Alien Research Team (**14**) gains +1 credit on Trade and, if it has at least one Alien **?** world in its tableau stack, 1 prestige on Consume 2x (but no increase to its economy size).



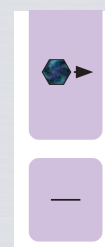
IV Produce *action*: increase the robot's current economy size by 1.

V Produce *response*: the robot does nothing.

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

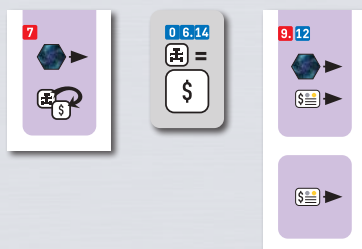
Later, the player selects Produce as one of their actions and the robot rolls two other actions. The robot does nothing.

Still later, the player selects 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 **IV**, flip it over to its **\$** side.

Rebel Cantina (**9**) and Galactic Scavengers (**12**) increase their credits by 1 on Produce.



ROUND / GAME END

Round End. The player discards down to 10 cards (the robot has no hand limit) and then checks 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 1 card apiece towards the robot's tableau total — or the 24 VP chips are exhausted (use extra VP chips to finish out the round) or, when using the *Brink of War* cards and prestige rules, if either the player or robot has 15 or more prestige.

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

SOLITAIRE GAME CREDITS

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Graphics: Mirko Suzuki
Illustrations: Martin Hoffmann and Claus Stephan
Special Thanks: Wei-Hwa Huang for his robot simulator

If you have any comments, questions,
or suggestions, please write to us at:

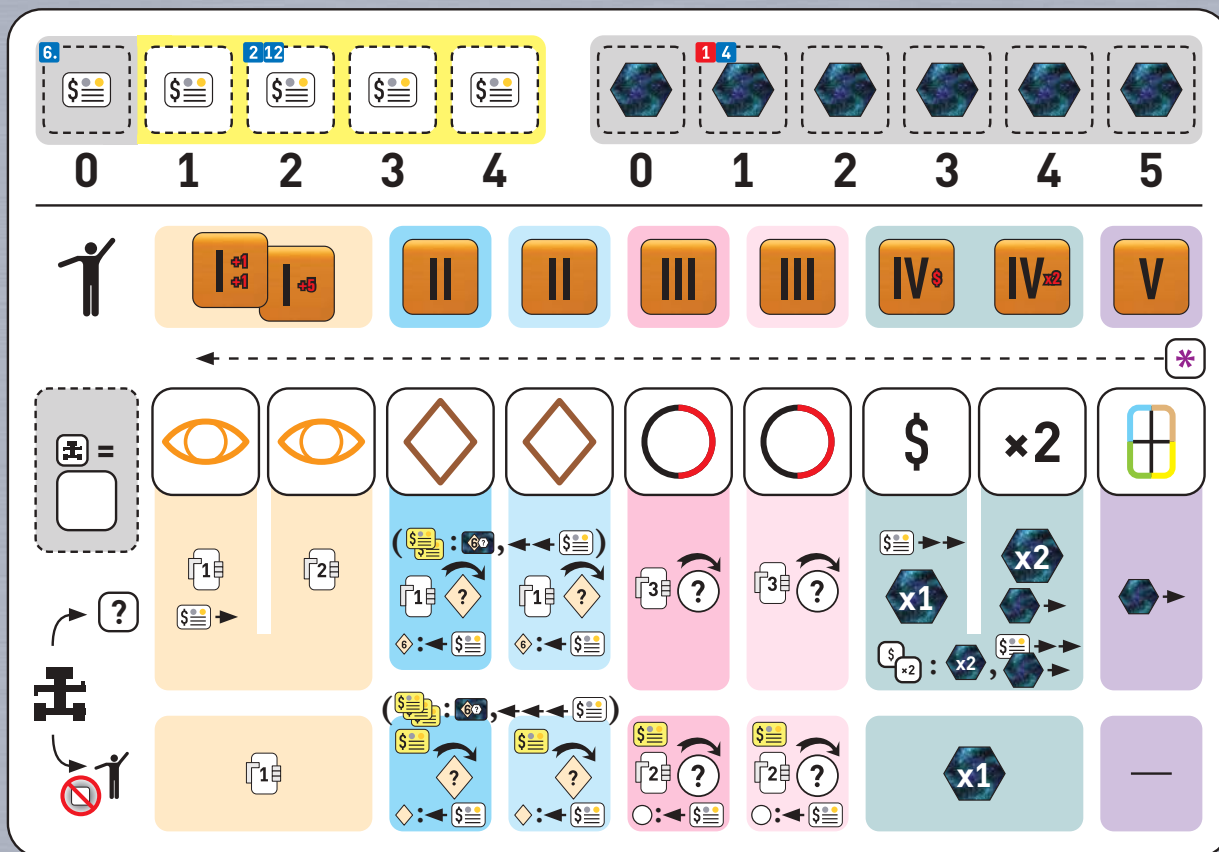
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