

<b>Game</b>	Race for the Galaxy
<b>Players &amp; Time</b>	2-4. Best with 2,4. Recommended 2,3,4. 60 minutes.
<b>Preparation</b>	Place 12 victory point chips per player in 1 and 5 VP chips nearby. Set aside the 10 VP chips (and any leftover chips) for use during the last round. Each player takes a set of seven action cards. Find and shuffle the five start worlds (red square, bottom-left). Give one to each player as their initial tableau (face up in front of them). If it's a first game for anybody: for 2 players, use start worlds 1-2. 3 players: 1-3. 4 players: 1-4.
<b>Rules Summary</b>	<p>Each player's tableau is in front of them. Players try to build up their tableaus by building developments, discovering worlds, and conquering worlds. The game is played in several rounds; each round a number of phases are executed.</p> <p>At the start of a round, players choose an action card and place it face-down. Then they are revealed simultaneously. Each phase only occurs if someone chose it; they phases occur in order but actions in the phase are resolved by players simultaneously. The player who chose the action card gets the bonus from that action card at the start of the phase.</p> <p><b>Phase I - Explore:</b> each player draws 2 cards. Each player throws 1 of these 2 to the discard pile, face-down. Bonus +5: lets the player draw 7 and discard 1. +1/+1 draws 3 and keeps 2 of the three.</p> <p><b>Phase II – Develop:</b> A development is a card with a diamond in the top-left corner. The cost is the number inside the diamond; the value in victory points is the number in the hexagon. To add a development to their tableau, a player pays the cost in cards discarded from their hand. Players may only add one development per turn. Bonus: player who chooses the develop action can spend 1 card less to develop.</p> <p><b>Phase III – Settle:</b> A world is a card with a circle in the top-left corner. The cost/defense for a world is the number inside the circle; the victory points value is in the hexagon. There are two types of worlds: military worlds (font and border in red) and non-military worlds (font and border in black). Conquering a military world is done by having a large enough military large enough to conquer the world (at least as large as the defense) from cards in the tableau. Discovering a non-military world is done by paying the cost as with developments. Each world is also either a windfall (colored halo around circle) or production worlds (full colored circle). Windfall worlds immediately come with a good on them, which is a face-down card taken from the top of the stack. However, windfall worlds cannot produce new goods. Production worlds can produce goods (phase V). The color of the good indicates what type of good it is. The bonus for taking the settle action is drawing one card after placing a world this phase.</p> <p><b>Phase IV – Consume:</b> All players <i>must</i> use their consume powers to discard goods for victory points chips and/or card draws. The consume powers are indicated on the developments/worlds in the tableau on Phase IV. Each consume power is used once, and the player chooses which good is used up by it (which may not be on the same world/development). Players can choose to consume in any order they wish. Bonuses: Players who choose Consume/Trade can sell a good for the indicated price, x2 victory points will give double the amount of victory points for all consume powers.</p> <p><b>Phase V – Produce:</b> Place a good (face-down card from top of stack) on each production world that does not already have a good. A production world is one with a full colored circle (not a halo). No world may have more than one good at any time. Bonus: produce a good on a windfall world as well.</p> <p>End of the round: players must discard down to 10 cards before starting the next round.</p>
<b>End &amp; Winner</b>	The game ends at the end of a round where one player has 12 or more cards in their tableau <i>or</i> the last victory point chip is given out. If VPs run out, add the 10 VP chips and make change so the last round still gives out VPs when necessary. Add up each player's development + world VPs, VP chips, and any end-of-the game VPs on the ? Developments (see page 12). Highest VP wins.
<b>Notes</b>	

