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Confirmation Warning This article relies too much on references to primary sources. Please improve this by adding secondary or tertiary sources. (January 2020) (Learn how and when to delete this template message) Race for the GalaxyCover ArtDesigner(s)Tom LehmanIllustrator(s)Claus StephanMartin HoffmannMirko SuzukiPublisher(s)Rio Grande GamesPlayers2 to 4Setup time2 minutesPlaying time30–60 minutesRandom chanceMediumSkill(s) requiredEconomic management, Strategic thought Race for the Galaxy (abbreviated RfG or just Race) is a card game designed by Thomas Lehmann. It was released in 2007 by Rio Grande Games. The theme is to build galactic civilizations through game maps that represent worlds or technical and social developments. It accommodates 2-4 players by default, although extensions allow up to 6 players, as well as solo play. The game uses iconography instead of language in some places, with complex privileges also with a text description. Although appreciated by experienced players for being concise, some new players find the icons difficult to learn and decipher. [1] The game won Boardgamegeek's Golden Geek Award for best card game.[2] Fairplay Magazine's À la carte award for best card game of 2008.[3] and was described by Tric Trac magazine as LE jeu de cartes de cette année 2008 (2008 card game). [4] Gameplay Like many other Euro-style games, players win Race by having the most victory points at the end of the game. VP's come from three sources: worlds and developments on a player's tableau, and VP chips earned by consuming goods from worlds. To place a world or development, players pay a price in their hand cards. Keeping a steady income of new cards in the game is important to victory. Phase selection At the beginning of each round, all players choose one of five phases simultaneously and secretly: Explore, develop, settle, consume or produce. Selections are revealed simultaneously. The only stages that actually occur in a round are those selected by players. In addition, players who have chosen a particular stage will receive a special bonus at that stage, such as the ability to view more cards during the Explore phase. Each card in the game has forces that are active in different stages. For example, Development Investment Credits has a Develop power which makes placing developments a card cheaper. A possible starting world of the basic game, Epsilon Eridani. This world is worth 1 victory point and has powers during the settling and consuming phases (III and IV). Round play Within a round, phases (selected by players) take place in the following order: Explore – Draw two cards and one. Develop – Play a development. Settle - Play a world either by paying to take it peacefully or by military conquest. Consumers - Ship resources for cards and VIPs. As a bonus activity, players can trade a source to earn lots of cards, but not VIPs. Produce - Put a good (a face-down card from the deck) on all production production who don't have one. After all phases are completed, players throw up a hand limit of 10 cards. Unusually among card games, cards discarded due to the hand limit or when paying a fee are placed face-down (in a messy pile to distinguish them from the draw deck), hiding information that can be used to distract upcoming draws. Play continues until, at the end of a round, at least one player has 12 or more cards in his tableau, or the full starting pool of victory points tokens has been claimed by the players. At that time, the player with the highest total of victory points from tokens and cards in their tableau is the winner. [5] Race vs. other titles The playing style of the game is similar to that of another Rio Grande game, San Juan,[6] which is the card game version of the puerto rico board game. Lehmann, the designer of Race, developed his own card game version of Puerto Rico at the request of the publisher. Some of her ideas were incorporated in San Juan. Later, Lehmann used those ideas to create another game, one of space exploration, settlement and conquest rather than development in the colonial Caribbean. [7] The main difference in the order of play between Race and Puerto Rico/San Juan is that in the latter games, a given phase can only be chosen by one player each round, and the order of activity is based on player order and the phases each player in succession chooses; Race allows multiple players to choose the same stage and determine the order of execution of the activity. Wei-Hwa Huang, who is credited as a development assistant for Race, became the primary designer of Roll for the Galaxy (assisted by Tom Lehmann). In this adjustment six-sided dice represent the workers of a player, with roles that determine in which phases the workers are placed. [8] Expansions Gameplay with the basic set. 10 cards have been played in one player's tableau, so the game will probably end soon During play plans were made for two extensions[7][9] to add more variety to gameplay, customize up certain strategies, and more players. The success of the game prompted the publisher to request a third expansion, as well as new extensions that did not require the original trio. [10] Currently there are five extensions for Race. The first three expansions, Gathering Storm, Rebel vs. Imperium and The Brink of War, include the first expansion arch. These expansions focus thematically on a battle for galactic control between the militarily powerful Empire and a rebel insurgency. [11] [12] [13] The second arch, which is designed to be played separately from the first, includes only the expansion Alien Artifacts, about the resurgence of the long dead overseer technology. [14] In the third arc the Xeno Invasion set chronicles a catastrophic invasion by monstrous Xenos from a distant world. [15] All expansions offer new game cards, fledgling worlds, and support for at least five players. Many new mechanics also interact with basic set basic set like Rebel or Uplift. The Gathering Storm The first expansion adds components for a fifth player, extra cards, goals (opportunities to achieve additional victory points randomly chosen at the start of the game) and rules and components for solo play (against a robot player). [11] [16] Rebel vs. Imperium The second expansion is intended for use with the first expansion. It adds components for a sixth player, more cards and goals, and direct interaction of players in takeovers of other players' military worlds; Players who refrain from playing certain cards are immune to conquest. Acquisitions are optional and the rules for this expansion encourage the game to try, both with and without them. [17] This set also introduces many new Rebel and Imperium Cards and introduces a special 2-player scenario where one player takes on the role of The Imperium, while the other begins with a Rebel homeworld. In this variant the starting hands consist partly of imperium/rebel cards and takeovers are allowed. [12] The Edge of War The third expansion adds even more maps, and goals, as well as a new mechanic called galactic prestige. Each round, the player(s) with the most prestige earns an extra victory point and possibly a card. Each prestige is worth a victory point at the end of the game, and many of the new cards can be prestige spent (for victory points, cards, or other effects). In addition, a new once-per-game action is introduced that allows the user to search the deck for a card that meets a specific requirement, or to improve the bonus the user earns in a round (at the expense of one prestige). [18] The series expands further takeover options: the development of Interstellar Casus Belli can allow attacks against anyone, and planet imperium Breaker can outright destroy enemy worlds. [13] Alien Artifacts The fourth expansion is used with only the basic game and was released in 2013. It includes new exploring powers and an optional orb game in which players explore for victory points and new powers. [19] Some players have criticized the gameplay of the orb game while praising the game cards in the set, saying that the orb makes the total game play non-simultaneous and last too long. [14] [20] [21] Xeno Invasion The fifth expansion, published in 2015, is for use only with the basic game. [22] According to Lehmann, XI is aimed at intermediate players and has the most new basic maps of an expansion to date. [23] It allows up to 5 players, and in addition to new world and development maps it contains an optional Invasion game, in which players must defeat three waves of Xeno foreign invaders. Players can earn by contributing to the war effort, but the game can also end in two new ways: repelling the Xeno threat or losing the invaders. [15] References ^ Joshua Kosman (December 9, 2007). Ranking the new board games for the holidays. San Francisco Chronicle. ^ Weitere Auszeichnung für Agricola. Spielbox. November 26, 2008. Archived from the original on 19 19 2011. Retrieved 2008-12-07. ^ W. Eric Martin (October 18, 2008). Race for the Galaxy Wins Fairplay's Card Game Award. Board game News. Archived from the original on October 25, 2008. ^ Jouez à Race for the Galaxy sur votre ordi. Tric Trac. October 19, 2008. Retrieved 2008-12-07. ^ Race for the Galaxy. Rio Grande Games. Retrieved 2016-02-20. ^ Race for the Galaxy. Board game Geek. ^ a b Race for The Galaxy Designer's #1: Archived copy. 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The most recent version can be found on github. A Race for the Galaxy app was released in 2017, on Steam/iOS/Android, for PC/mobile/tablets. Starting in early 2018, the first arc of expansions will be available as in-app purchases. Retrieved from

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