TOM LEHMANN

New Frontiers

The RACE FOR THE GALAXY board game

After the invention of Jump Drive, every colony could expand to new worlds and dream of empire...

In *New Frontiers*, players build space empires by developing technologies, exploring and settling worlds, producing goods, and trading these goods for credits or victory points.

Can *you* build the most successful galactic empire?

CONTENTS

- 8 empire mats, numbered 1-8
- 60 goods cubes in four colors:
  19 cyan, 17 brown, 13 green, 11 yellow
- 60 colonist pieces
- 2 development mats
- 56 development tiles
- 60 world tiles
- 7 action tiles (gray)
- 8 goal tiles (gold; optional, see page 11)
- 5 stockpile mats (gold; optional, see page 11)
- 1 setup summary/colonists mat
- 1 world summary tile
- 40 victory point chips (hexagons): 8 @ 10, 7 @ 5, 25 @ 1
- 56 credit chips (rectangles): 8 @ 10, 8 @ 5, 40 @ 1
- 1 priority track
- 10 player disks, 2 each in 5 colors
- 1 bag
- these rules

Before your first game, carefully remove the empire mats, developments, worlds, action tiles, summary and setup tiles, priority track, goals, stockpile mats, credit chips, and victory point chips from their frames.

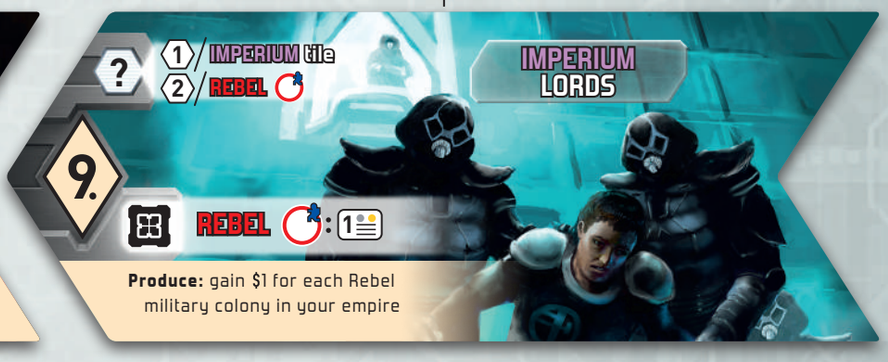
After doing this, thoroughly mix all the (round) world tiles in the bag.

Each good consists of two plastic parts that fit together. If any came apart during shipping, press their two halves back together.

world

"small" development

"large" development



SETUP

Put the two development mats in the center of the table and place the developments on them:

First game: place the 8 large development tiles on their mat in their indicated spaces with their white square (□) sides face up. Then, place 1, 2, or 3 each of the small development tiles, depending on whether 2, 3-4, or 5 players are playing, respectively, on their mat in their indicated spaces with their white square (□) sides face up. Return any unused developments to the box.

Later games: set out the developments as above. Then, flip a coin for each large development and each stack of the small developments in the right two columns on their mat: on a "heads" result, leave that tile/stack as is; on a "tails" result, flip that large development or entire stack of small developments over to its reverse side.

Place the 7 action tiles in a row between the two development mats. Leave some extra space so that each action tile can be slid down about halfway when it is selected during play.

First game: use the *Retreat into Isolation* action tile side (marked with □). Return the Goal tiles and stockpile mats to the box.

The action tile order is not important. A useful teaching order for new players is: *Retreat into Isolation, Develop, Explore, Settle, Produce, Trade-Consume,* and *Send Diplomatic Envoys.*

Later games, if using the optional goals (see page 11): Flip the *Retreat into Isolation* action tile over to its *Chart Galactic Goals* side. Shuffle the 8 Goal tiles face down and stack them below it. Give each player a stockpile mat.

Use 12 victory points (VPs) per player in 1-VP and 5-VP chips to form a *common* supply. Return any remaining 1-VP and 5-VP chips to the box. Put the 10-VP chips off to one side (for use in the final round of play).

Put 12 colonist pieces per player on the colonists mat to form the colonists supply. Return any remaining colonist pieces to the box.

Set the goods cubes and credit chips nearby to form a supply. Place the world tiles in the bag and mix them *thoroughly*.

After players have selected their colors, randomly determine the initial player order, placing one of each player's disks on the priority track to mark this, keeping the first space of the track clear.

2-player game: place the second disks for both players on this track, after their first disks in the same order.

Give each player 3 credits. Give the last player +1 credit (4 credits total). In a 4 or 5 player game, also give the second-to-last player +1 credit.

Randomly shuffle the 8 empire mats and deal one to each player:

First game: all players use the sides with numbers in white squares.

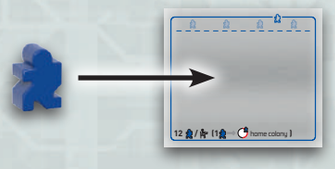
Later games: in player order, each player chooses their home colony from the two colonies located on either side of their empire mat.

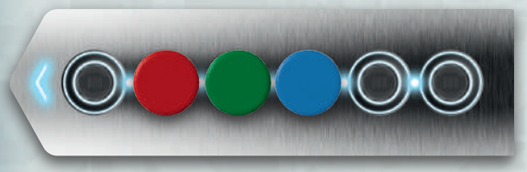
In games with 3 or more players, players mark their colors by placing their second disk on the numbered circle of their empire mat. (In 2 player games, the second disks are used to mark the players' second actions.)

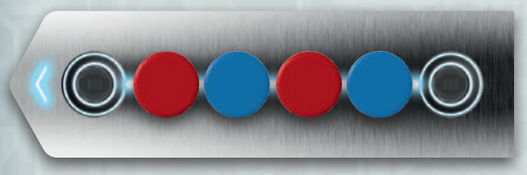
Give each player 1 colonist (from the supply) to place on the preprinted home colony in their empire mat. If any player's home colony has a colored "halo", they put a good matching that color on it. Begin play.

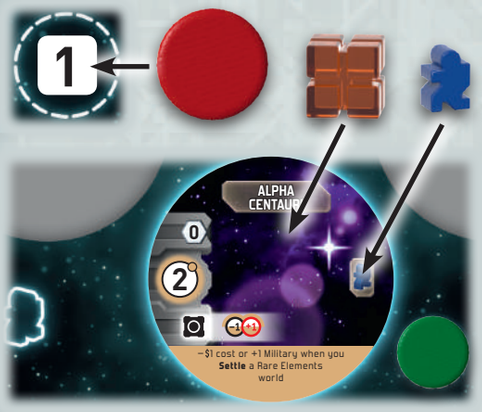
First game sides (□)

players	each small development	colonists and VPs in chips
2	1	24
3	2	36
4	2	48
5	3	60









PLAY

A game typically consists of 12 to 15 rounds.

In each round, the first player selects an action tile in the center, shifting it part way down in its "slot" and sliding their turn order disk halfway to the priority track's first space. Then, each player — in order as shown on the priority track — does that **action**, with the first player receiving its **bonus**.

> *Example*: the first player selects the *Develop* action tile. Starting with this player, each player in order may buy one development tile — the *Develop* action — adding it to their empire mat. The first player buys their development at –1 cost, the *Develop* bonus.

After this action has been done by all players, the first player shifts their disk the remaining way to occupy the first space of the priority track.

The next player in order selects an action tile which has *not* been selected this round and shifts their turn order disk forward halfway to the next vacant space. Each player, starting with this player and in priority track order — "wrapping around" the track to include players who have already selected actions this round — does this action, with the selecting player receiving its bonus. After all players are done, the selecting player shifts their turn order disk forward fully into the next vacant space.

Continue this action selection process until every player has selected an action (and all players have done these tiles' actions).

> **2-player game**: continue until each player has selected two actions.

If the *Produce* action was not selected this round, add 1 credit to its tile. Then, shift all the selected action tiles upward, slide all turn order disks back 1 space on the priority track, and begin a new round.

> **Notes.** Some action tiles have no associated action; they only grant a bonus to the selecting player. Actions are resolved in order from the current player, wrapping around the priority track, *not* in clockwise order. Priority order does not change from round to round unless a player selects an action (either *Send Diplomatic Envoys* or, if goals are used, *Chart Galactic Goals*) that alters the priority order.

There are four different ways the game can end (see page 9). If any of these occur, players finish the round. They then score their empires' tiles, VP chips, and bonuses. **The player with the most VPs wins!**

Each action tile is described in detail below.

First Action

Third Action, selected by Green and done in order by Green, Yellow, Red, and Blue.

RETREAT INTO ISOLATION

Action: none.

Bonus: gain 2 credits.

This tile has no action, just a bonus for the selecting player, who gains 2 credits.

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DEVELOP

Action: buy 1 development.

Bonus: –1 cost.

Each player in order may buy one development, paying credits equal to its cost, the number (1-9) in the diamond of the development. The selecting player pays 1 fewer credit.

If powers or the *Develop* bonus reduce a development's cost below 0, it remains 0.

A player may *not* buy a development already in that player's empire.

Players place development tiles in the central area of their empire mats. The larger 9-cost developments occupy two spaces. Players may freely rearrange their developments to make them fit more efficiently, but may not place any tiles in the "reddish" portion of their mats until all ten other spaces are (or would become) occupied.

If any player has covered more than 10 mat spaces of developments after a *Develop* action, then the game will end after that round is complete.

Most developments provide a *power* which modifies the rules, see below.

Each development built will score victory points at game end equal to the number in its hexagon. The "?" on the 9-cost developments indicates a variable number of victory points that will be scored at game end, as detailed on that tile.

POWERS

Most developments and many worlds provide a power which modifies the rules. The symbol in the black "beam emitter" that leads to the power's icon indicates which *action* it modifies. This action is also listed in bold text in the power's text description.

A power cannot be used in the action in which its tile is placed. Powers, unless they say "may", must be used if applicable. Power effects are cumulative in the action they modify. If powers ever reduce a cost below 0, that cost remains 0.

A power that modifies a rule (e.g. by reducing the cost needed to settle a world) modifies it only as listed; other rules pertaining to that action (such as needing colonists to settle a world) still apply.

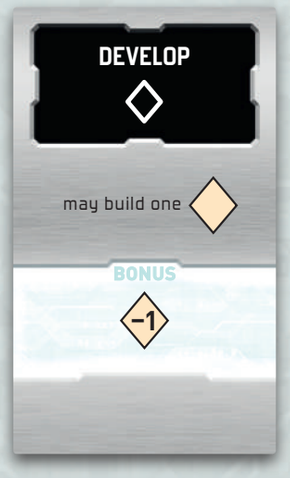
Some powers are conditional, based on whether a given game event, such as producing a good on a world or settling a world, occurs. These powers do not produce effects if their corresponding game event (or "trigger") does not occur while resolving that action.

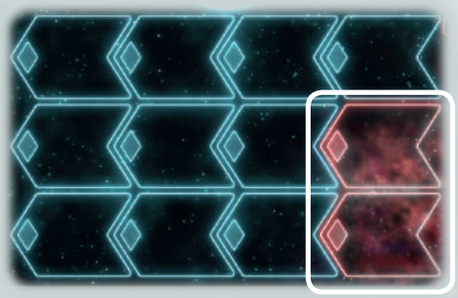
> If a given game event, such as settling two worlds in one *Settle* action (via *Improved Logistics'* power) does occur twice, then effects based on this, such as *Terraforming Robots'* power, take effect twice.

Home colonies are considered colonies for all rules, powers, and effects.

Powers are described in text on their tiles. See the notes section under the power's action for any additional details about specific powers.

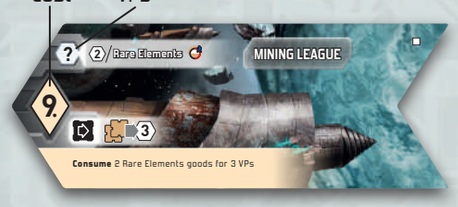
The *Alien Oort Cloud Factory*'s ability is not a power and may affect its own placement. Its owner sets its *kind* — Novelty (cyan), Rare Elements (brown), Genes (green), or Alien Technology (yellow) — once each action for that action. This has no effect on a good already on it.



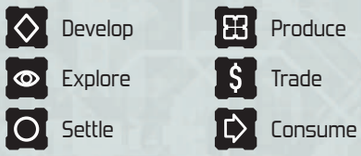


development end-of-game area

cost VPs



powers



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EXPLORE

Action: pick 1 world from the 7 worlds drawn from the bag.

Bonus: pick a second world (after everyone has picked a world).

Draw seven world tiles from the bag and arrange them *gray-side-up* in the center area. In player order, starting with the selecting player, each player picks one world and adds it to their explored worlds in their empire. After all players have done this, the selecting player picks a second world and adds it to their empire. Then, return the unpicked world tiles to the bag.

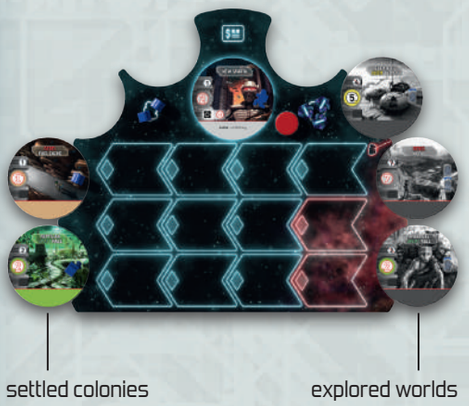
Important. Explored *worlds* are different from settled *colonies*.

> *To keep your explored worlds separate from your settled colonies, add them to your empire starting from the right end of your empire mat. Then, as you settle these worlds, flip them over to their colored sides and add them to your empire starting from the mat's left end.*

Explore powers that grant an extra world draw from the bag, such as *Survey Team*'s power, occur *after* a player picks their world from the center (or, if they are the selecting player, after they pick *both* of their worlds), but *before* returning any unpicked tiles to the bag.

Your total number of explored worlds and settled colonies, *including* your home colony, at the *end* of an *Explore* action may not exceed nine. If you have more than nine, return any excess explored worlds to the bag, freely choosing among all your explored worlds which to keep and which to return.

> **Note**. An explored world's powers, victory points, and properties are inactive until that world is *settled*, becoming a colony (see below).



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SETTLE

Bonus: gain 1 colonist.

Action: either gain 2 colonists *or* settle 1 world.

The selecting player gains one colonist and then each player, in order starting with the selecting player, either gains two colonists *or* settles one explored world in their empire, converting it into a colony.

> *The selecting player gains their bonus colonist* first *and may use that colonist to immediately settle a world.*

Players who can settle a world are not required to do so; they may gain two colonists instead. However, each player *must* either gain two colonists or settle a world; they cannot "pass".

Place new colonists in the colonist area of your empire mat, shifting them to worlds as you settle them.

To settle an explored world, a player must have *both* its listed number of colonists — one or two — and either sufficient credits or military strength to place it, depending on the world's *type*: non-military or military.

A non-military world has a black circle and a solid black number, its *cost*, which must be paid in credits to settle that world.

A military world has a red circle and an outlined red number, its *defense*, which the empire's total Military must equal or exceed to settle (conquer) that world. Military is provided by *Settle* powers on home colonies, developments, and previously settled colonies.

You may *not* combine Military and payments to place a world.

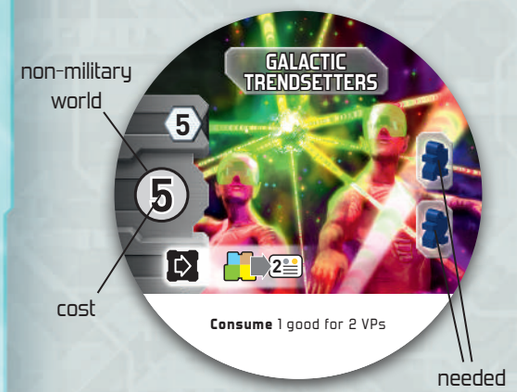
After settling a world, flip its tile over to its colony side, put its colonists on it, and add it to your empire, starting from the left end of your mat. If it has a colored "halo" — cyan, brown, green, or yellow — it provides a *windfall* good when settled. Put a matching good on the colony.

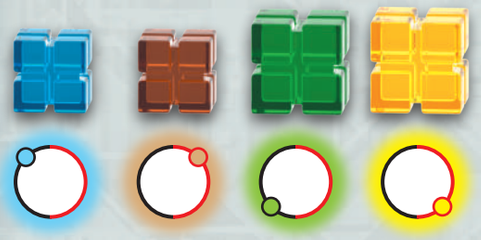
After a *Settle* action, if any player has more than seven *colonies* in their empire (*including* their home colony) **or** if there are four or fewer colonists left on the colonists mat, then the game will end after that round.

Many colonies provide a *power* which modifies the rules.

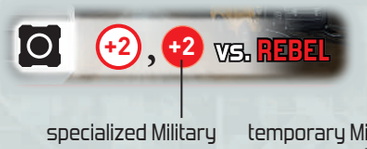
Each colony will score victory points at game end equal to the number in its hexagon. The "?" on a few colonies indicates a variable number of victory points that will be scored at game end, as detailed on that tile.

> **Notes**. Some *Settle* powers provide *specialized* Military against certain types of military worlds, such as those with the *Rebel* keyword or Rare Elements military worlds. Other *Settle* powers allow a player to remove a good to provide *temporary* Military for that action. That good can be removed from any colony in your empire.
>
> When using *Improved Logistics* to settle two worlds in one *Settle* action, any temporary military used to settle the first world *may* be used to settle the second world, but any powers of the first world *cannot* be used to settle the second world. Powers "triggered" by settling a world, such as *Terraforming Robots'* power, do occur twice.
>
> *Contact Specialist* allows its owner to settle a non-Alien military world as if it was a non-military world at –1 cost (with any applicable discounts).
>
> *Terraforming Robots* provides a world draw from the bag after its owner settles a world. If a player has more than 9 explored worlds and





Windfall Colonies and Goods



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colonies (*including* their home colony) at the end of a *Settle* action, they return any excess explored worlds to the bag, freely choosing among all their explored worlds which to keep and which to return.

Terraforming Engineers allows a player to replace a non-military colony with another non-military world of the same *kind*, either Novelty (cyan), Rare Elements (brown), Genes (green), Alien Technology (yellow), or — for this power only — gray, whose cost is 0-3 credits higher. Using this power is not a *Settle* action. It cannot be combined with *any* Settle powers or used on a colony settled that action. The *Alien Oort Cloud Factory*'s owner cannot set its *kind* to "gray" when using this power. Compare *printed* costs (ignore all discounts) when using this power. Return the replaced world to the bag at the end of *Settle*. Return any good on the replaced colony to the supply. If the new colony is a windfall world, place its good on it.

For this power and *Doomed Colony*'s power, if the new world requires more colonists than the existing colony has, then its owner must supply that colonist to use the power. After replacing a world, return any surplus colonist to the colonist area of its owner's empire mat.

The game end condition of four or fewer colonists is checked only at the end of a *Settle* action. If it occurs in other actions, continue play normally. Very rarely, there will not be enough colonists for all players to gain during a *Settle* action. Players late in the *Settle* order gain as many colonists as present (possibly none); they are not required to settle a world.

PRODUCE

Action: produce a good on all production colonies (without goods).

Bonus: collect any credits on this tile *and* produce a good on one windfall colony (without a good).

If *Produce* was not selected during previous round(s), this tile will have one or more credits on it. The player selecting this action collects all credits on it.

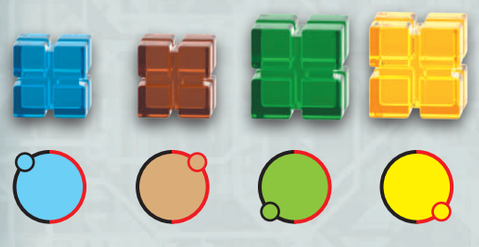
Then, every *production* colony — with a solid cyan, brown, green, or yellow colored circle — that does not have a good receives a matching good. Gray colonies never have goods. A colony cannot have more than one good.

The selecting player then, if possible, selects one of their windfall colonies without a good and produces a good on it.

At the end of every round, if the *Produce* action was *not* selected that round, add 1 credit to it (*before* shifting all the action tiles selected that round upwards).

Notes. Some colonies, such as *Comet Zone*, provide credits when a good is produced on them. If a good is already present, then no credit(s) are provided. Similarly, *Mining Industries*' power compares only Rare Element goods actually produced that action.

Enough goods are provided for all worlds in the game. However, if goals are being used and the *Stockpile Resources* goal is in play, this may not be true. In that case, players produce their goods, including any windfall goods, in order, starting with the selecting player. Players late in the order might not receive all (or any) of their goods. If a player has several more production colonies of a kind than goods are available for, then the player chooses which of them produce goods.



Production Colonies and Goods

Worlds have "moons" and goods have different sizes to provide quadrant, size, and hue cues to enable most color-blind players to distinguish among the different kinds of worlds and goods.

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$ ⇨ TRADE, CONSUME

Bonus: gain 1 VP chip.

The bonus is listed first on this tile as, otherwise, the selecting player often forgets to collect their bonus victory point. Take it immediately!

Action: may sell 1 good before using *Consume* powers to convert goods into VP chips and/or credits, returning spent goods to the supply.

This action has two parts, both done together by each player in order, starting with the selecting player.

Trade. Each player may sell one good, returning it to the supply for 1-4 credits, depending on its *kind*: Novelty (cyan), Rare Elements (brown), Genes (green), or Alien Technology (yellow). No power is needed to sell a good. *Trade* powers increase the credits received when a player sells a good. If a player does not trade a good, then these powers have no effect.

Consume. Then, if the player has some *Consume* powers and goods, that player must use each power — in any order — until that player either has used all their applicable consumption powers or has no goods left that can be consumed. Each power can be used only once. A player without consumption powers cannot consume any goods.

If the initial common pool of victory point chips runs out, add the 10-VP chips (set aside during setup) and make change until all players receive all the victory point chips that they are entitled to. The game will then end after this round is complete.

Notes. *Trade* prices in this game are one value smaller than in the game *Race for the Galaxy*. Some powers, such as *Spice World*'s power, apply only when trading a specific *kind* of good. A good on the *Alien Oort Cloud Factory* cannot be sold.

Many consumption powers return 1 good to the supply for victory point chips and/or credits; others consume 2 goods for 3 victory point chips, or a specific *kind* of good, such as *Galactic News Hub*'s power, etc. A few consumption powers, such as *Imperium Arms Factories*' or *Consumer Markets*' powers, consume "up to" two or three goods, receiving victory point chips and credits for each good actually consumed. Once used, these powers must be fully used if possible.

Trade League has both a *Trade* and a *Consume* power; its *Consume* power is *optional*.

Prosperous Economy's power does not consume goods. Instead, it grants 1 extra VP for each good its owner consumes, plus 1 VP if its owner also owns the development *Galactic Salon* (if it is in play, instead of *Drop Ships*).

Example: if a player with both *Prosperous Economy* and *Galactic Salon* uses *New Vinland* to consume 1 good for 2 credits, *Old Earth* to consume 2 goods for 3 VPs, and *Galactic Salon* to gain 1 VP (its power), then *Prosperous Economy* would add 4 VPs, for a total of 2 credits and 8 VPs.

A player may use their consumption powers in *any* order, even if a given order results in some goods being left in their empire that could have been consumed with a different order.

Trade Prices

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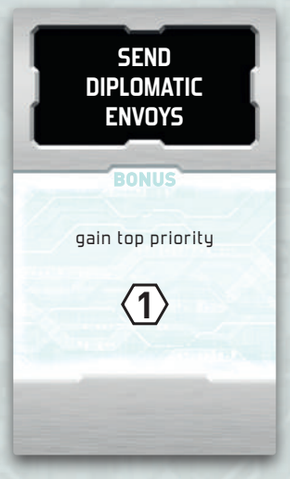
SEND DIPLOMATIC ENVOYS

Action: none.

Bonus: gain 1 VP chip and shift your priority disk to the first position of the priority track.

This tile has no action; just two bonuses for the selecting player, who gains one victory point chip and shifts their priority disk from its current position to the first position of the priority track (shifting all the disks previously in front of this disk back one space).

> **Notes**. The new player order applies when doing all remaining actions in this round. In a 2-player game, this action can result in players selecting two actions in a row in future rounds. If the initial VP chip pool is emptied by this action, then the game will end after this round is complete.

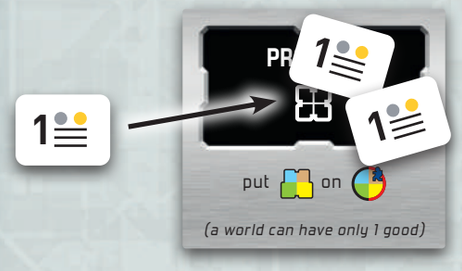


ROUND END

If the game has not ended, then:

- If *Produce* was *not* selected this round, *add* one credit to its tile.
- Slide all selected action tiles upwards for the next round.
- Slide all player disks back one space for the next round.

Continue play with the first player selecting an action.



GAME END

The game can end in one (or more) of the following ways:

- Any player's developments cover more than 10 empire mat spaces.
- Any player has more than 7 *colonies* (including their home colony).
- The number of colonists left in the supply — after completing a *Settle* action (only) — is fewer than 5.
- The initial pool of VP chips is emptied (in any action).

In all cases, finish all the current round's actions before scoring.

empire mat settled colonies end-of-game indicator

WINNING

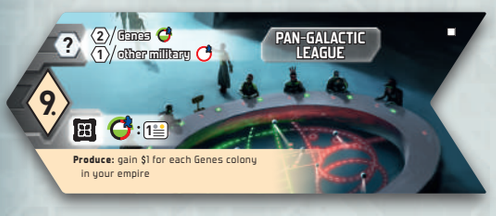
Before scoring, remove all explored worlds from players' empires. The *Alien Oort Cloud Factory* owner chooses its *kind* for scoring purposes. When scoring, remember to include your home colony. If using goals (see page 11), flip up any face down goal held by a player.

Each player's score is the sum of the:

- victory point *chips* they gained during play,
- victory point *values* of their empire's developments and colonies,
- victory point "?" *bonuses* of their empire's 9-cost developments (and a few colonies), and
- (when using goals) any victory point *bonuses* for each goal in play.

The player who scores the most wins!

If a tie exists, the tied player with the most credits and goods in their empire wins (do not include any credits or goods on stockpile tiles). If there is still a tie, all these tied players jointly win.



Bonus scoring example: gain 2 VPs for each Genes colony (military or non-military) in your empire, plus 1 VP for each other *military colony in your empire. For a given bonus, no colony or tile may score for more than one of its conditions. Many bonuses — although not this one — score VPs for their own tile.*

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Limits, Etiquette, and Timing

A player may have any number of credit chips. Unlike colonists, goods, and tiles, the number of credit chips provided is not a game limit. If they ever run out (unlikely), make up some substitute counters.

The number of credits and victory points in chips that each player has is public information.

Players may not give away or exchange tiles, goods, colonists, credits, or victory points with each other.

While the *Explore* and *Develop* (due to the limited number of tiles) actions should be performed in player order, the *Settle*, *Produce*, and *Trade-Consume* actions can often be done simultaneously by players. When a game end condition might be met (that could result in different decisions by the later players), then do these actions in player order.

About the Worlds

The bag has 60 worlds: 26 military and 34 non-military worlds.

defense	1	2	3	4	5	6	7	8	9
# of worlds (26)	**5**	**6**	**3**	**3**	**2**	**2**	**1**	**2**	**2**

cost	0	1	2	3	4	5	6	7
# of worlds (34)	**1**	**3**	**12**	**5**	**4**	**6**	**2**	**1**

	colonists		goods			kinds				
types	1	2	WF	Prod.	"gray"	N	R	G	A	any
military	**18**	**8**	**12**	**6**	**8**	**3**	**4**	**6**	**5**	**-**
non-military	**21**	**13**	**11**	**20**	**3***	**12**	**9**	**5**	**4**	**1**

**1 gray world has the Alien keyword*

keywords	Imperium	Rebel	Uplift	VP range	"?" bonuses
military	**3**	**11***	**6**	**0-9**	**Rebel, Uplift**
non-military	**4**	**-**	**5**	**0-6**	**Imperium, Uplift**

**1 Rebel world also has the Uplift keyword*

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GOALS (optional)

Setup. Replace the action *Retreat into Isolation* by *Chart Galactic Goals* by flipping its action tile over. Give each player a stockpile mat. Shuffle the goal tiles face down. Stack them under the *Chart Galactic Goals* tile.

Chart Galactic Goals

Action: none.

Bonus: Gain +1 priority and 1 credit. Draw 3 goals, keep 1 face down, and return the other 2 face down to the bottom of the goal stack.

This tile has no action; just three bonuses that the selecting player gains:

- 1 *position* on the priority track, inserting their disk in front of the disk immediately before it,
- 1 credit, and
- draw and inspect the top three goal tiles (or all of them if fewer than three are available), choosing one to keep face down in front of them and returning the other two tiles face down to the bottom of the goal stack (in whichever order that player chooses).

Then, flip over any previous face down goal tile held by any player to be face up. (No more than one goal tile is ever face down at a time.)

Three goals score for the number of goods, credits, or exploration tiles on a player's stockpile mat at game end. If a stockpile goal is face up when doing the listed action, any player may stockpile the item(s) shown on it. A player may *not* stockpile more than the maximum number of items listed. Stockpiled items may not be removed. A player may stockpile only one world tile per *Explore* or *Settle* action on the *Exploration* goal.

During play, after an action tile has been selected but before any player does its action, a player with a face down stockpile goal may choose to flip it face up (so that all players have the option to stockpile that item).

At game end, players score *every* goal tile in play. Flip over any face down goal to its face up side before scoring:

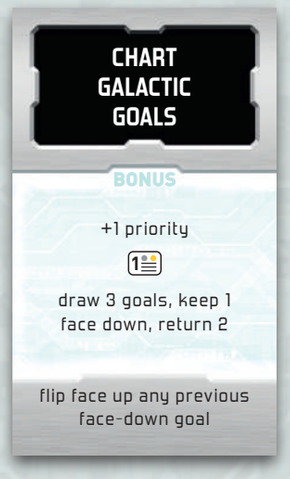
- Players score goals with vertical lines for the number of listed categories that at least one development or colony in their empire matches at game end. Score the listed VPs for the number of categories, ignoring the *order* that categories are listed in.

  Example: a player with four of the six *different* power types listed on the *Skilled Workforce* goal in their empire at game end scores 2 VPs. Having more than one of a given type does not increase this.
- Players score goals with listed quantities for the *number* of matching items in their empire or, for stockpile goals, on their stockpile mat. Each player indexes the quantity they have into the ranges provided to determine the victory points they score.

  Example: a player with six unused colonists on their empire mat at game end scores 5 VPs for the *Conscription* goal.

Notes. If the *Exploration* goal is face up and a player owns the development *Terraforming Robots*, that player might gain and discard a tenth world during *Settle*, which may be stockpiled. When *Stockpile Resources* or *Exploration* is in play, either goods or worlds in the bag may run out. When doing an action where a shortage might matter, do that action in player order, with players late in the order receiving fewer (or no) goods or tiles to choose from or draw from the bag.

Trade League has a *Consume* power for the *Citizen Services* goal and both *Trade* and *Consume* powers for the *Skilled Workforce* goal.



Stockpile Mat

Sample Goal
(Goal tiles are listed on the next page.)

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GOAL TILES

CITIZEN SERVICES

2 → 2
5 → 4
8 → 6+

VPs for **Consume** powers

FACTION TOLERANCE

0 ALIEN
0 IMPERIUM
2 REBEL
5 TERRAFORMING
8 UPLIFT

2, 5, or 8 VPs for 3, 4, or 5 different keywords

SKILLED WORKFORCE

0
0
0
2
5
8

2, 5, or 8 VPs for 4, 5, or 6 different types of powers

DIVERSIFICATION

0
0
3
8

3 or 8 VPs for 3 or 4 different colony *kinds*

STOCKPILE RESOURCES

may stockpile some or all of your goods *after* **Produce**

2 → 2
5 → 4
8 → 6

VPs for stockpiled goods

EXPLORATION

may stockpile 1 *discarded* world after **Explore** (or **Settle**)

>9 →

2 → 1
5 → 2
8 → 4

VPs for stockpiled worlds

TAX ON TRADE

may stockpile some or all credits from a **Trade**

2 → 3
5 → 5
8 → 7

VPs for stockpiled credits

CONSCRIPTION

2 → 3
5 → 5
8 → 7+

VPs for *unused* Colonists on empire mat

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My apologies to anyone I forgot!

Galactic Credit: Jay Tummelson, Wei-Hwa Huang, and Rob Shankly

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