WEI-HWA HUANG & TOM LEHMANN

ROLL FOR THE GALAXY RIVALRY

As new factions arise and the Alien Orb is explored, rival empires turn to predictive technologies and trade deals to gain advantages. Can you expand your faction into the most successful galactic empire?

INTRODUCTION

Rivalry is the second expansion to *Roll for the Galaxy*. It adds new faction, home world, and game tiles, three dice types, and two optional games: the Deal and the Orb Technology Games. New players should play without them for their first few games.

Rivalry is compatible with the first *Roll for the Galaxy* expansion, *Ambition*, but does not require it.

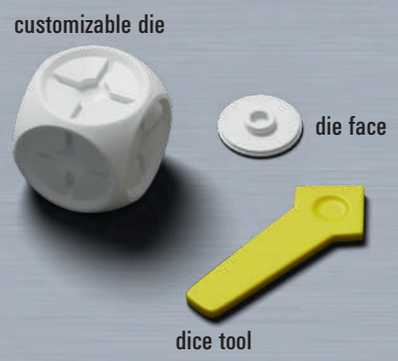
Tiles in this expansion have ▨ on them.

CONTENTS

5 replacement game screens
8 double-sized faction tiles, numbered 24-31
10 home world tiles
13 game tiles (double-sided)
62 dice (see right)
these rules

The following items are used only in the Deal or Orb Technology games:
5 replacement phase strips
5 reference sheets
1 phase tile (with large $ symbol)
44 talent counters
1 Deal mat (Deal)
8 "generic" tiles with gold corners, double-sided (Deal)
12 substitute counters, if needed, for "generic" tiles (Deal)
10 treasury limit strips (Deal)
1 priority track (Deal)
5 player disks (Deal)
7 customizable dice, 1 black and 6 white (Deal)
42 die faces (Deal)
10 dice tools (Orb)
5 yellow customizable dice (Orb)
180 die faces (Orb)
3 medium 5 VP chips (Orb)

■	Leader die	(black, 10)
■	Entrepreneur die	(orange, 10)
■	Home die	(white, 5)
■	Military die	(red, 6)
■	Consumption die	(purple, 2)
■	Pioneer die	(dark blue, 14)
■	Novelty die	(cyan, 5)
■	Rare Elements die	(brown, 4)
■	Genes die	(green, 4)
■	Alien Technology die	(yellow, 2)



Before your first game, carefully remove the screens and tiles from their frames.

Set aside the material for the Deal and Orb Technology games until later. Before playing those games, carefully remove the phase strips, tiles, board, treasury limit strips, priority track, and chips from their frames. Assemble the customizable dice as described on page 4.

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OVERVIEW

To get started, play the base game adding the new factions, home worlds, tiles, dice and Leaders. If you already own the *Ambition* expansion, you can also include it.

To vary play more, add either the Deal Game or the Orb Technology Game. Assemble the customizable dice (page 4) and read the common concepts (page 5) before reading each game's rules. Once you are comfortable with them, you may combine either game with *Ambition's* optional Objectives or merge both games together.

ADDING NEW FACTIONS, HOME WORLDS, AND DICE

Setup. Add the new dice, factions, and home worlds to those in the base game. Add the 13 new game tiles to the bag.

> *Do not add the 8 "generic" tiles with gold corners to the bag. These are used only in the Deal game and never put in the bag.*

Perform setup normally except for step **4a**: each player puts 2 Home (white) dice and 1 Leader (black) die in the cup (not 3 Home dice).

Play. Play proceeds normally with the following new rules:

Die Removal. If a faction or home world instructs you to remove a die, you may choose any of your starting dice or dice granted by other tiles. (Typically, you will choose to remove a Home (white) die from your Citizenry.)

Two Phase Faces. During the Assign step, if a die face shows two phase icons (for example, Explore and Produce), assign it to either of these columns. **Reassign** powers may then be applied to this worker, based on the column it is assigned to. During the Reveal step, if this worker is assigned to either of its two displayed phases and that phase does *not* occur, immediately shift it to the other displayed phase — if it occurred — instead of the cup.

$ Faces. During the Assign and Reveal steps, the $ symbol on a worker face has no effect. During the Phases step, if a die shows a $ symbol (for example,) and finishes a task *matching* its displayed face, return it to the cup, *not* the Citizenry.

> *Explore and Ship tasks are finished upon the die being used. Develop and Settle tasks are finished after that die has been used to complete a tile in the construction stack. A Produce task is finished after that good is shipped.*

> *$ Faces are treated differently in the Deal and Orb Technology Games; the rules above apply only when not playing those games.*

New Die Colors. When used in Consume, a Leader (black) die always matches the world's color, as either the good or the shipper. An Entrepreneur (orange) die does *not* match any world colors during Consume. A Pioneer (dark blue) die matches only Novelty (cyan) worlds, as either the good or the shipper, during Consume.

A Leader (black) die is treated as a Home (white) die and a Pioneer (dark blue) die is treated as a Novelty (cyan) die when scoring *Galactic Exchange* or satisfying the *Ambition* objective *Diverse Workforce*. For other purposes, a Leader (black) die is *not* considered a Home (white) die and a Pioneer (dark blue) is *not* considered a Novelty (cyan) die.

Having at least one Entrepreneur (orange) die scores +1 VP at game end for *Galactic Exchange*, despite this color die not being shown.

Leader

Pioneer

Entrepreneur

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Bonus Scoring. A few worlds now list "+" after their cost. These worlds provide bonus VPs at the end of the game, similar to 6-cost developments.

Running Out of a Die Type (very rare). Should a player ever gain a die that has run out in the supply (for example, due to *Alien Refining Technology* having taken them), the player instead gains any non-Leader die in the supply.

FINE POINTS

Colony Ship. This power can be used to settle *Rebel Stronghold* (from *Ambition*).

Galactic Forecasters. This power is a **Reassign** power, despite occuring during the Reveal step. See below for timing details.

Habitat Terraforming. If a player has *Galactic Reserves* in tableau, then *Habitat Terraforming*'s one or two created goods may be second goods on non-gray worlds with one good.

Planetary Homesteading. If the VP chips run out during Settle, add the set-aside 10 VP chips to the VP pool, continue awarding VPs as needed, and end the game after completing this *round*.

Predictive Modeling. This power is a phase power, not a **Reassign** power. At any time during Explore, you may shift one or two unused explorers to other phases selected this round. These workers stop being explorers and become workers for those phases instead. This power may not be used to shift "virtual" explorers, such as those provided by *Alien Research Ship* or some faces in the Orb Technology Game.

R&D Crash Program. Like most Develop powers, this tile's power may be used in the same phase that this tile is completed (see page 11 in the *Roll for the Galaxy* rules).

Social Fine-Tuning. This power is a **Reassign** power, despite occuring during the Reveal step. See below for timing details.

Terraforming Guild. Other than gaining $1, this Settle power has no effect when settling a world that already provides a die on the tile as a good.

HABITAT TERRAFORMING

GALACTIC RESERVES

Habitat Terraforming and Galactic Reserves

TERRAFORMING GUILD

REVEAL TIMING

Two powers in this expansion (plus one in *Ambition*) take place during the **Reveal** step, as does shifting dice with two phase symbols (assigned to a displayed phase that did not occur). Here is the step order:

a. Lift Screens
   - 2-player game: roll die to determine if another phase will occur
   - may then use *Psi-Crystal Forecasters* (*Ambition* tile)

b. Flip Phase Tiles
   - shift two phase dice (assigned to a displayed phase that did not occur)
   - may then use *Galactic Forecasters*

c. Return Workers to Cup (if assigned to phases that did not occur)
   - may then use *Social Fine-Tuning*

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TILE COMPLETION

Two faction powers, *Genetic Psychics* and *Terraforming Program*, involve reducing the number of workers needed to complete a tile in the construction zone when a Genes or Rare Elements worker is used. Do the worker tasks one at a time, as the order in which workers do tasks can affect what happens.

> *Example: a player with* Terraforming Program *in tableau has 3 tiles in the Settle construction zone: a 6 cost world on top, followed by a 1 cost world, and then a 2 cost world. There are 3 settlers, one of them a Rare Elements settler, on top of this tile stack and 2 settlers, including one Rare Elements settler, assigned to Settle.*
>
> *This player could use the two non–Rare Elements settlers first to complete the top 6 cost world (it now has 5 settlers, one of which is a Rare Elements settler). The player then uses the remaining Rare Elements settler to complete the 1 cost world.*
>
> *If, instead, this player uses the Rare Elements settler to complete the top 6 cost world, it has one previous non–Rare Elements settler left over (as it has 4 settlers, two of which are Rare Elements settlers). This settler then immediately completes the 1 cost world below it. The other assigned settler is then put on the 2 cost world below this, which isn't completed.*

TERRAFORMING PROGRAM

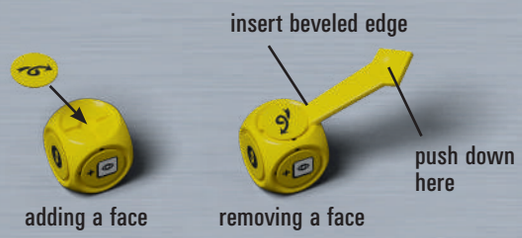
before Settle

after Settle

ABOUT CUSTOMIZABLE DICE

Customizable dice have swappable faces. To add a face to a die, center it "plug side" down and press firmly on it, so that the new face is level with the die's rim.

To remove a face, slide the beveled end of the dice tool (opposite its arrow end), flat side down, under a face and gently "pop" it out.

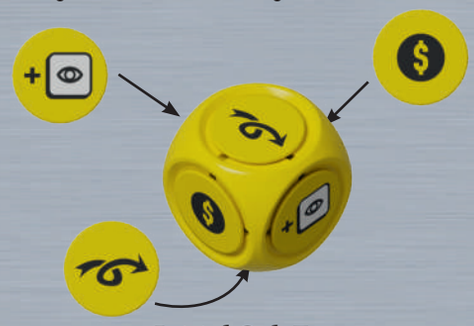


Pre-Game Dice Assembly

Orb Technology Game. Each player begins with one yellow customizable die with three pairs of yellow faces placed on opposite sides of the die, as shown to the right. During play, players may customize their dice, using the remaining 150 Orb faces.

> *At the end of each Orb game, if each player restores their die to its initial faces, then less setup will be needed for the next game.*

Deal Game. The 1 black and 6 white customizable dice are used by all players. Their faces are not customized during play, but always remain the same. Extra icons appear on these faces and the screen dice chart to help distinguish dice types during play. Before the first Deal game, assemble the dice as shown below.



Initial Orb Faces

The Deal game uses customizable dice for production reasons (given the Orb game).

Deal Game Die Faces

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DEAL / ORB GAME COMMON RULES

While the Deal and Orb games are distinct, they share some common rules.

New $ Phase. Each game adds a phase VI that workers can be assigned to. In the Deal game, this phase is called "Deal" and workers assigned to it are "dealers"; while in the Orb game, it is called "Research" and workers assigned to it are "researchers".

Use the replacement phase strips for these games, flipped to either their Deal or Research sides. Add the phase tile to the other phase tiles in the center.

$ phase tile

replacement phase strip

$ Faces. In the Deal and Orb games, dice faces with $ act differently — they *no longer return to the cup* after a worker assigned to its displayed phase performs a task. Instead, $ faces become *two phase faces*, for the $ phase and the phase that matches its other symbol (see Two Phase Faces on page 2).

New Reassign power. In the Deal and Orb games, every player gains an additional **Reassign** power — to **Reassign** one worker to the $ phase — printed on the replacement phase strips.

> *Between phase selection, Dictate, and this new power, a player without any $ faces showing or other Reassign powers could still assign three workers to the $ phase (assuming the player rolled at least 4 dice and used one to Dictate).*

New 2-Player Rule (for only the Deal and Orb games). Roll a Leader (black) die instead of a Home (white) die. If a wild symbol appears, no additional phase occurs this round. If a two-phase face appears, both phases shown (including Deal or Research if "$") will occur this round.

Talent Counters. These games both use Talent counters, introduced in *Ambition*. The number supplied should be enough for most games; if you ever run out, use substitute markers. The rules for using Talent counters are unchanged and reprinted below:

Using Talent Counters. During the Assign step, players keep any Talent counters owned behind their screens. A Talent counter is considered a die, except as specified below, and can be returned to the supply to satisfy immediate effects. A player may assign Talent counters to any phase(s); they then become workers. Talent workers may be reassigned (in the rare cases where this is useful). Talent workers may *not* be used to Dictate dice. Talent counters need not be assigned; keep any unassigned counters separate from assigned Talent workers.

During Reveal, any Talent workers assigned to phases that didn't occur are returned to a player's unused Talent counters.

During Phases, each Talent worker assigned to a phase does work normally. When a Talent worker finishes a task, remove it (returning the counter to the supply). If a Talent worker did not do a task, return it to its owner's unassigned Talent counters.

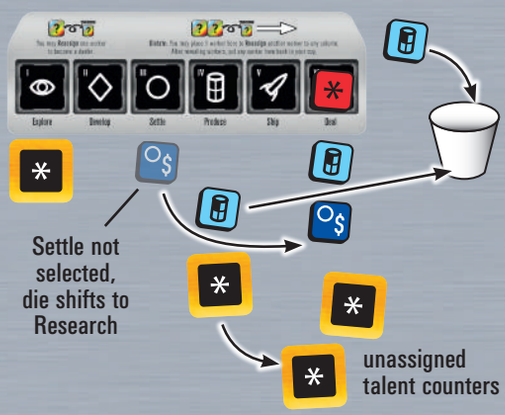
Talent counters used as either goods or shippers during Consume always match the color of the world the good is being shipped from.

During the Manage Empire step, Talent workers can be recalled normally. If recalled, return them to their owners' unused Talent counters.

Talent Counter Scoring. At game end, recall all Talent counters. Unused Talent counters are worth 1 VP apiece and do not count as dice for tiebreaking purposes (or as VP chips for *Galactic Renaissance*).

talent counter

After Assign, before Reveal



After Reveal, only Explore and Research selected

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DEAL GAME

In this game, players open and close deals, exchanging less useful assets (such as dice, Galactic Credits, tiles, etc.) for more useful ones, gaining Galactic Credits and Talent counters.

After a deal is opened, it gradually matures, until it either expires or is closed. Players may close their own deals, by reversing earlier asset swaps, thus gaining both temporary loans of assets and profits from closing deals.

The Deal game is compatible with the Orb Technology game and with *Ambition's* optional Objectives. We recommend playing the Deal game by itself until you are comfortable with it.

This game adds a new phase, Deal. It provides a different meaning to the "$" symbol found on Leader, Entrepreneur, and Pioneer dice (see page 5). Workers assigned to the Deal phase are dealers.

Before your first Deal game, assemble the deal dice (see page 4).

Setup. Put the deal mat in the center and place the seven deal dice in its central Open Market area (any side up). Add the "$" phase tile to the other phase tiles. Set out the Priority track and randomly put the player disks on it to form the initial player deal order. Give each player a replacement phase strip, Deal-side up. Set the reference sheets, treasury limit strips, generic world and development tiles, and Talent counters nearby. Continue with game setup normally.

Play. Proceed normally, except as modified below:

Roll. Each round, roll all deal dice in the Open Market and place them in that area.

Assign and Reveal. Treat a "$" on a die face as the symbol for the Deal phase, using the "Two Phase Faces" rules on page 2. Do *not* use the "$ Faces" rules.

Reveal. If any player selects the Deal phase, that phase occurs. A worker assigned to the Deal phase is a **dealer**.

Deal Phase. Players, in order, use all their dealers, one at a time, typically placing them in deal areas of the deal mat. After all players have used their dealers, there is a clean-up step.

Each dealer may *open a new deal, join an existing deal, or refuse to deal.*

To **open a new deal**:

a. Move your player disk to the last space on the priority track, sliding the other tokens forward if needed.

b. Put your dealer on the side of a vacant deal area with the "1." label, on top of your player color.

c. Establish the terms of a deal by choosing two deal dice from the Open Market area, maintaining their faces, and place one on each of the two bottom spots of the deal area (with the "1." label and arrows).

d. Exchange this deal's assets (see next page).

To **join an existing deal**:

a. Place a dealer on top of your player color in an occupied deal area (with deal dice).

b. Exchange the assets shown on these deal dice (see below).

Joining a deal does not alter your position on the priority track. You may join a deal that you previously opened or joined, on either side.

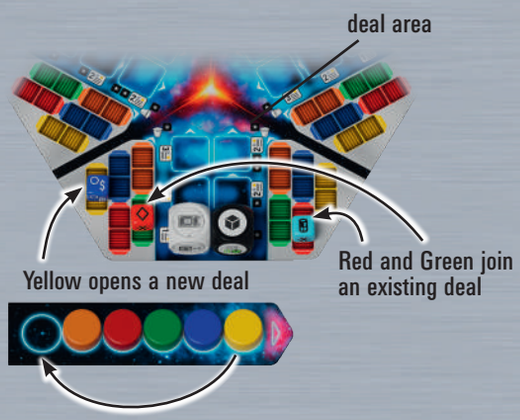
To **refuse to deal**: Put your dealer in your Citizenry and gain $1.

treasury limit strip

generic development (two sides)

generic world (two sides)

substitute counters for generic tiles (if needed)



Opening and Joining a Deal

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Exchange Assets. *Give* the asset(s) shown on the deal die on the side of the deal area with your dealer and *take* the asset(s) shown on the deal die on the other side.

The Prestige (black) deal die has more valuable faces than the other deal dice. A player who gives the assets shown on the Prestige deal die receives an additional $1 when taking the assets shown on the other die; a player who takes assets shown on the Prestige deal die must pay an extra $1 when giving the assets shown on the other die (and cannot open or join a deal if this player does not have the extra $1).

Exchange asset rules for each individual deal face are described on the next page (and the reference sheets).

You may not open a new deal or join an existing deal if you are unable to *give* all the assets shown.

> *It is possible for both deal dice to show the same face; however, you must give assets — and have them — before you take those same assets back.*

You may participate in a deal even if you cannot *take* the indicated assets fully (for example, gaining credits in excess of your credit limit); just take as much as possible.

Several deal faces allow a tile from tableau to be given away as an asset. A faction tile may be given up but it counts only as a single development or world; you do not receive anything for its other half. When giving away a tile that provided dice upon its placement, you do not return those dice.

Several deal faces allow a generic tile to be gained as an asset. Generic worlds do not provide dice (but can have goods placed on them).

Several deal faces allow dice to be given away as assets. You may choose any dice that you own for this purpose, including dealers on the deal mat (even the one triggering the current asset exchange) and dealers yet to be used.

Several deal faces allow tiles of a specific kind to be drawn from the bag. If there are not enough tiles of that kind left in the bag, for each missing tile, you gain a non-Leader die of your choice from the supply.

Reaching Zero Credits (rule change, same as in *Ambition*). If an effect, such as exchanging assets, reduces a player's credits to 0 during a phase, then *after* that effect is done, reset a player's credits to 1 (instead of waiting until after Recruiting to do this).

> *If such an effect is triggered multiple times in a phase, then a player's credits could be reset multiple times. Exchanging assets is considered a single effect and should be fully resolved before applying this rule.*

Deal Timing. Player order can matter during the Deal phase. If needed, do the Deal phase in the order shown on the priority track at the start of Deal. (Resolve any timing issues outside the Deal phase normally: clockwise from the lowest number faction tile.)

Deal Clean-Up. Examine each deal area. Close every deal with an *equal* number of dealers on both sides of its area (which player(s) these dealers belong to doesn't matter, just the number of dealers on each side).

To close a deal:

a. The owner of each dealer involved receives money and/or talent counters as shown by the icons beside the spaces the deal dice are currently on. A player with multiple dealers in a deal receives the amount shown for each dealer.

b. Return the deal dice to the Open Market.

c. Return the dealers involved to their players' Citizenries (as they have now finished their tasks).

After closing all deals, return any tiles under the Deal phase tile (due to asset exchanges) to the bag.

Exchanging Assets

Yellow and Green each give $1 and lower treasury limit by 3 in exchange for a Leader die

Red gives a Leader die in exchange for $1 and raising treasury limit by 3

Exchanging Assets with the Prestige Deal Die

Green and Blue each receive $2

Red receives $4 and 2 Talent Counters

Yellow receives $4 and 1 Talent Counter

Closing a Deal

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Type	Icon	Give	Take
Dice and/or money		Remove one of your dice of the type shown from anywhere to the supply.	Gain a die of the type shown into your Citizenry.
		Spend $1 and remove one of your dice of the type shown from anywhere to the supply.	Gain $1 and one die of the type shown into your Citizenry.
		Remove two of your dice of the types shown from anywhere to the supply.	Gain two dice of the types shown into your Citizenry.
		Spend $3.	Gain $3.
Construction zone tiles		Take a tile with a 6-cost development from (either side of) your construction zone and show it to the other players. Put it under the Deal phase tile.	Draw tiles from the bag (showing their development sides to the other players) until you draw a 6-cost development. Add it as a development or world to the bottom of its matching construction zone. Return the other tiles to the bag.
		Take two tiles from (either side of) your construction zone with developments that have the same bold-faced word in their power text, show them to the other players, and put them under the Deal phase tile.	Name one of **Explore**, **Develop**, **Settle**, **Produce**, **Ship**, **Reassign**. Draw tiles from the bag (showing their development sides to the other players) until you draw two developments with that word in their power text. Add them, in either order, as developments or worlds to the bottom of their matching construction zone(s). Return the other tiles to the bag.
		Take two tiles from (either side of) your construction zone with worlds of the same color, show them to the other players, and put them under the Deal phase tile.	Name a color, possibly gray. Draw tiles from the bag (showing their world sides to other players) until you draw two worlds of the color you named. Add them, in either order, as worlds or developments, to the bottom of their matching construction zone(s). Return the other tiles to the bag.
		Take 3/2/1 tiles from your construction zone and put them under the Deal phase tile. Spend $0/$1/$2.	Draw 3/2/1 tiles from the bag and add them, in any order, to the bottom of either (or both) of your construction zones. Gain $0/$1/$2.
		Return a Talent counter to the supply. Take 1 tile from your construction zone and put it under the Deal phase tile.	Take a Talent counter from the supply. Draw 1 tile from the bag and add it to the bottom of either of your construction zones.
Workers	×3 ×2	Shift, without doing a task, 3 (or 2) developers, settlers, or goods to your Citizenry. Spend $0 (or $1).	Take up to 3 (or 2) dice that you own and put each of them either on a world as a good or in your construction zone as a developer or settler. Gain $0 (or $1).
Treasury		Reduce your credit limit by 3, by placing a credit limit strip. Any excess credits are lost. You may not do this if your credit limit would go below 1. (If you run out of credit limit strips, slide the credit limit strips to the left instead of placing a new one.)	Increase your credit limit by 3, by extending your credit track with the expansion side of a credit limit strip. You may not do this if your credit limit would go above 16.
Tiles in tableau		Return a world (or development) from your tableau to where it came from: bag, box (setup tiles), or supply (generic tiles). If returning a world, recall any good on it (do not return any dice provided by it).	Take a generic world (or development) tile from the supply and put it in your tableau. Choose either side of the tile to be face up. (Enough generic tiles are supplied for most games; smaller substitute counters are provided if you ever run out of actual tiles.)
Counters		Return a Talent counter to the supply. Spend $1.	Take a Talent counter from the supply. Gain $1.
		Return 2 VPs in chips to the VP pool.	Take 2 VPs in chips from the VP pool. If there are not enough VP chips in the pool, use the 10 VP chips set aside during setup and end the game after this round.

Exchange Asset Rules

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If playing with Objectives (from *Ambition*), check each objective at the end of the Deal phase (even though "Deal" does not appear on objective tiles) to see if its condition has been met. If so, award the objective.

Manage Empire. Before the Recruit step, do the "Mature Deals" step (whether or not the Deal phase occurred this round).

Mature Deals. Advance both deal dice in each occupied deal area one space.

If deal dice enter the Open Market, then that deal has *expired*.
Do the following:

a. Give each player with dealers in that deal area 1 talent counter per dealer.

b. Return all dealers in that deal area to their owners' cups (as they did not finish their tasks).

Assets are not *exchanged back when a deal expires.*

Recall. A player may *not* recall any dealers in deal areas. Dealers can be removed normally due to die removal; see page 2.

Game End. Return any dealers on (non-expired) deals to their owners' cups (to serve as tie-breakers).

Talent counters serving as dealers return to their owner's unused talent counters at game end.

An Expired Deal

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ORB TECHNOLOGY GAME

In this game, players each roll and customize an Alien orb die, representing Alien technology found in and gradually deciphered from a mysterious Alien orb found floating in deep space.

The Orb Technology game is compatible with the Deal game and *Ambition*'s optional Objectives. We recommend playing the Orb Technology game by itself until you are comfortable with it.

This game adds a new phase, Research. It provides a different meaning to the "$" symbol found on Leader, Entrepreneur, and Pioneer dice (see page 5). Workers assigned to the Research phase are researchers.

This game typically lasts more rounds than normal games, due to a larger initial VP pool (which takes longer to exhaust) and requiring at least 15 (not 12) tiles in tableau to trigger game end by tableau size.

Before your first game, read about customizable dice on page 4.

Setup. Add the VI $ phase tile to the other phase tiles in the center. Give each player a die tool and a yellow Alien Orb die with six yellow faces, each pair on opposite sides of the die: two , two , and two faces. Give each player a replacement phase strip, Research-side up. Set the other die faces, Talent counters, and reference sheets nearby. Continue with game setup normally, except put 15, not 12, VPs per player in the initial VP pool.

Play. Proceed normally, except as modified below:

Roll. Each player rolls their Alien orb die in front of their screen. A rolled die face either has an immediate effect or affects a specific phase (if that phase is selected). See facing page for the detailed rules for each icon.

If you are "rolling ahead" of player(s) who are still doing the previous round, roll your Alien Orb die behind your screen. Shift it in front of your screen once everyone has finished the previous round.

Assign and Reveal. Treat a "$" on a die face as the symbol for the Research phase, using the "Two Phase Faces" rules on page 2. Do not use the "$ Faces" rules.

Reveal. If any player has selected the Research phase, that phase occurs. A worker assigned to the Research phase is a researcher.

Research. Use researchers, one at a time, to improve any faces on your Alien Orb die by swapping them for new faces.

There are six technologies that faces can be improved to: utility, develop, settle, produce, fleet, and talent. Each technology has a different color and several faces with related icons (see chart). There are four levels of faces: initial (no mark), first (•); second (••); and top (•••), as shown in the lower left of each face.

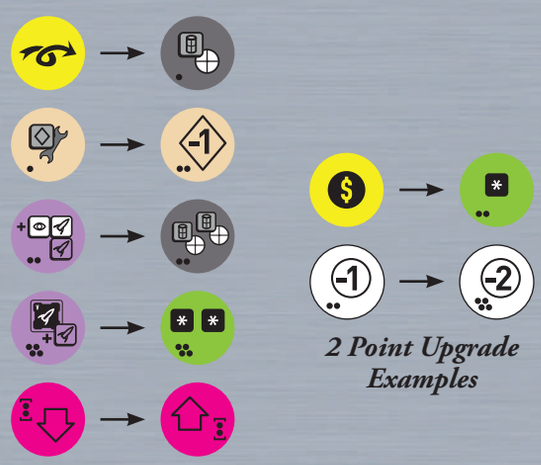
Utility technology has two first level faces and no top level face.

Each researcher provides 2 upgrade points that may be spent to improve either one or two faces as follows:

Points	Improvement
1	swap an initial face for a • face of any technology
2	swap an initial face for a •• face of any technology
1	swap a • face for a •• face in the same technology
2	swap a •• face for a ••• face in the same technology
1	"crossgrade" from a face to another face at the same level
1	alter the direction of a Utility •• arrow face
1	"downgrade" to a lower level face, possibly changing technology

Any unused upgrade points are lost.

An Immediate Effect *A Phase Effect*



1 Point Upgrade Examples *2 Point Upgrade Examples*

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Technology	Level	Icon	Count	Effect
(none)	N/A		10	**Immediate:** May improve your Alien Orb die, spending one point. Do not re-roll this die; place it in your cup until the start of next round. (If you have *Galactic Reserves*, you may shift it onto a world that already has one good.)
			10	**Assign:** You may **Reassign** one worker to any phase.
			10	**Explore:** Act as if you have an extra Home (white) explorer for use this phase.
			10	Clone. If a face runs out, a player with two adjacent copies of it replaces one with a clone face pointing to the other. When rolled, treat a clone face as the face it points to. A clone face can be upgraded (as the face it points to), but you cannot upgrade a face pointed to by a clone. Score a clone face as the face it points to for end game Alien Orb VPs.
Utility	1st		8	**Assign:** You may **Reassign** two workers to any phase.
	1st		8	**Immediate:** May improve your Alien Orb die, spending two points. Do not re-roll this die; place it in your cup until the start of next round.
	2nd		24	Make sure each arrow face points to one adjacent face. **Immediate:** Turn the Alien Orb die to the face the arrow points to, then resolve that face. (If your arrows loop, stop turning, nothing occurs.) Arrow faces do not count towards end game Alien Orb VPs.
Develop ◇	1st		9	**Immediate:** You may shift any one of your dice to your development construction zone stack (even if the stack is empty) to be a developer. (No developments will complete and no developers will return until the next Develop phase.)
	2nd		6	**Develop:** All your developments this phase require one fewer developer to complete (but not fewer than one).
	top		5	**Develop:** All your developments this phase require two fewer developers to complete (but not fewer than one).
Settle ○	1st		9	**Immediate:** You may shift any one of your dice to your world construction zone stack (even if the stack is empty) to be a settler. (No worlds will complete and no settlers will return until the next Settle phase.)
	2nd		6	**Settle:** All your worlds this phase require one fewer settler to complete (but not fewer than one).
	top		5	**Settle:** All your worlds this phase require two fewer settlers to complete (but not fewer than one).
Talent	1st		9	**Immediate:** Gain $2.
	2nd		6	**Immediate:** Gain a talent counter. You may assign it this round.
	top		5	**Immediate:** Gain two talent counters. You may assign them this round.
Ship	1st		9	**Explore:** Act as if you have one extra Home (white) explorer for use this phase. **Ship:** Act as if you have one extra Home (white) shipper for use this phase.
	2nd		6	**Explore:** Act as if you have one extra Home (white) explorer for use this phase. **Ship:** Act as if you have one extra Home (white) shipper and one extra Consumption (purple) shipper for use this phase.
	top		5	**Reveal:** The Ship phase occurs this round, as if a player had selected it. **Ship:** Act as if you have one extra Consumption (purple) shipper for use this phase.
Produce	1st		9	**Immediate:** You may shift any one of your dice to a non-gray, empty world in your tableau to be a good. (If you have *Galactic Reserves*, you may shift the die onto a world that already has one good.)
	2nd		6	**Immediate:** You may shift any one or two of your dice to (different) non-gray, empty worlds in your tableau to be goods. (If you have *Galactic Reserves*, you may shift both dice onto the same world or onto worlds with one good.)
	top		5	**Immediate:** You may shift any one, two, or three of your dice to (different) non-gray, empty worlds in your tableau to be goods. (If you have *Galactic Reserves*, you may shift them onto the same or non-empty worlds; max. two/world.)

Orb Face Chart

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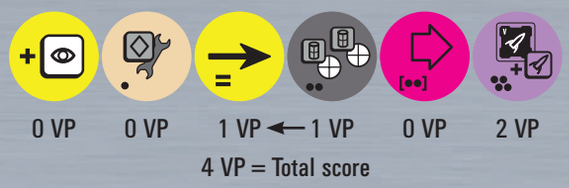
Running Out of Faces. Enough faces have been provided for most games; the number of faces in the supply is not a limit. Should a face type run out, have a player using several of that face replace one with a yellow "clone" face to free up the needed face. See Clone entry in chart for details.

Check Game End. To end the game based on tableau, a player needs at least 15, not 12, tile squares in tableau.

The VP pool is larger (see Setup, above), so that while the VP condition for ending the game is the same, it typically takes more rounds to achieve.

Scoring. At game end, players receive 1 VP for each second level face on their Alien Orb dice, except for Utility "arrow" faces. Players receive 2 VPs for each top level face on their Alien Orb dice. Initial, first level, and Utility "arrow" faces score nothing. Any "clone" faces score as the faces they point to.



COMBINED DEAL AND ORB GAME

The Deal and Orb games can be combined. Use both sets of rules, except as detailed below:

Setup. Do both games' setups, before continuing with the normal game setup. Use either side of the replacement phase strip. Put 15 VPs per player in the VP pool.

Play. Proceed according to both games' rules, except as modified below:

Roll. Roll the deal dice in the Open Market area before players publicly roll their Alien Orb die.

$ Phase. This is one combined Deal/Research phase. Each worker assigned to this phase does a task one at a time. Each assigned worker can be used, in any order, either as a dealer or as a researcher (but not both).

Researchers returned to the Citizenry after upgrading an orb die can then be used as assets in a Deal opened or joined later in the same round.

Check Game End (same as the Orb game). To end the game based on tableau, a player needs at least 15, not 12, tile squares in tableau.

CREDITS

Game design, development, and rules: Wei-Hwa Huang & Tom Lehmann
Original Graphics: Wei-Hwa Huang
Illustrations: Martin Hoffmann, Claus Stephan
Graphics: Mirko Suzuki

Playtesting: Anthony Alteri, Jeff Arbough, John Bauer, Stephanie Kelleher Bennett, Mark Bogdanoff, Ken Chaney, Solomon Chang, Erik Chen, Ting Chow, Ryan Davis, Chris Dawe, Abhilash Dighe, David Etherton, Chris and Kim Farrell, Brett Hardin, John Hart, Trisha Huang, Dave Humboldt, Chris Johnson, David Klempner, Michael Knight, Adam Kunsemiller, Jeremiah Lee, Nevin Li, Mike Moor, Mike Olson, Jeff Peck, Jon Perkins, Kevin Qi, Dan Rosart, Szymon Sidor, Daniel Simmons-Marengo, Nathan Squires, Bilige Suode, Steve Thomas, Greg Williams, Maciej Zenczykowski

Special Thanks: Jay Heyman, Ron Sapolsky, Brian and Lisa Modreski

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

Rio Grande Games
PO Box 1033 Placitas, NM 87043, USA
RioGames@aol.com
www.riograndegames.com

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