WEI-HWA HUANG & TOM LEHMANN

ROLL FOR THE Galaxy AMBITION

As the invention of Jumpdrive spreads through the galaxy, new factions arise. Charismatic leaders and entrepreneurs vie to complete objectives and recruit the best minds. Can you expand your faction into the most successful galactic empire?

OVERVIEW

Ambition is the first expansion to *Roll for the Galaxy*. It adds new faction, home world, and game tiles, two new dice types, and optional objectives to the base game. Newer players should play without objectives for their first few games.

Tiles in this expansion have ◭◺ on them.

CONTENTS

14 double-size faction tiles, numbered 10-23
7 home world tiles
5 game tiles (double-sided)
20 objective tiles
80 talent counters
38 dice (see right)
1 label sheet
these rules

Before your first game, carefully remove the tiles and counters from their frames. Peel off and attach the replacement setup and dice chart labels to the 5 screens.

■	Leader die	(black, 5)
■	Entrepreneur die	(orange, 9)
■	Military die	(red, 10)
■	Consumption die	(purple, 2)
■	Novelty die	(cyan, 3)
■	Rare Elements die	(brown, 3)
■	Genes die	(green, 3)
■	Alien technology die	(yellow, 3)

SETUP

Add the new dice and the faction and home world tiles to those in the base game. Add the 5 new game tiles to the bag.

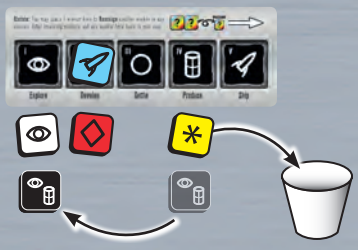
Perform setup normally except for step **4a**: each player puts 2 Home (white) dice and 1 Leader (black) die in the cup (not 3 Home dice).

PLAY

Play proceeds normally, with the following new rules:

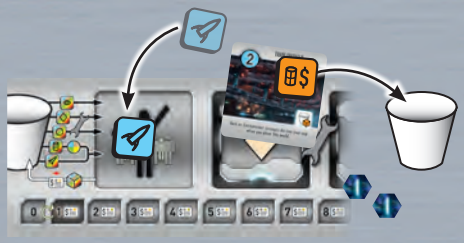
Die Removal. If a faction or home world instructs you to remove a die, you may choose any of your starting dice or dice granted by other tiles. (Typically, you will choose to remove a Home (white) die from your Citizenry.)

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, Produce and $) 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.



New Die Colors. When used in Consume, a Leader die (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.



Leader



Entrepreneur

A Leader (black) die is treated as a Home (white) die when checking *Diverse Workforce's* condition or scoring *Galactic Exchange*. Having at least one Entrepreneur (orange) die scores +1 VP at game end for *Galactic Exchange*, despite this color die not being shown.

Reaching Zero Credits (rule change). If an effect 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, such as when completing several tiles with Terraforming Specialists*, then a player's credits could be reset multiple times. This can happen between multiple uses of a power or between different powers.*

Resetting a player's credits to 1 occurs before any effects triggered by completing a tile (such as Galactic Recycling*).*



OBJECTIVES (OPTIONAL)

Setup. Shuffle the objective tiles face down. Select 6 to use and flip them face up. Put the rest away. Put the talent counters nearby to form a supply.

Claiming Objectives. Each objective lists a condition that a player's empire must meet and the phase or step during a round when it may be achieved. During a round, check each objective at the end of the listed phases (or as indicated during a step). If its condition has been met, give the player(s) who achieved it the listed number of Talent counters from the supply, worker side face up, and flip the objective tile face down to show it has been claimed and is no longer available.

For some conditions, the graphics show an example that satisfies the condition. You do not have to match the illustrated example exactly, just the condition itself. Some conditions (e.g. *System Diversity*) are worded to allow for possible future expansions. For conditions that require you to own dice, these dice may be anywhere in your empire, among your tiles, construction zone, phase strip, cup, Citizenry, etc.

Using Talent Counters. During the Assign step, players keep any Talent counters owned behind their screens. A Talent counter is considered a die 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.

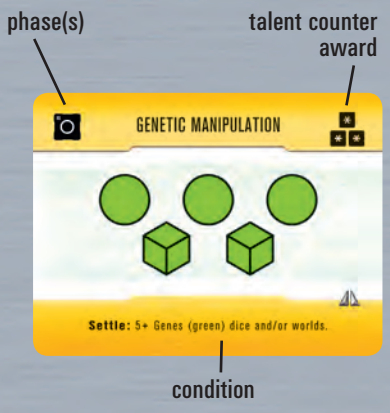
During Reveal, any Talent workers assigned to phases that didn't occur are returned to a player's unused Talent counters.

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.

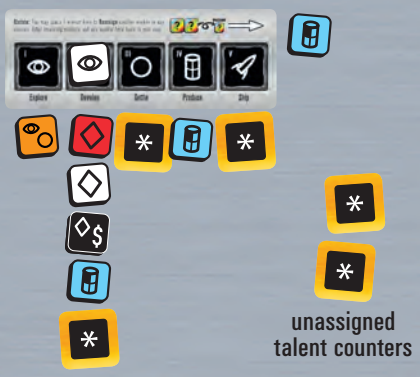
Talent counters used as either goods or shippers during Consume always match the color of the world the good is being shipped from.

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

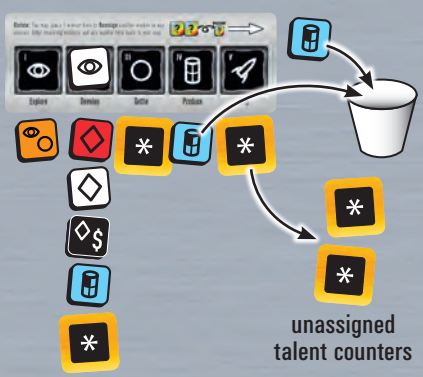
Scoring. At game end, each Talent counter held by a player is worth 1 VP.







After Assign, before Reveal



After Reveal, only Develop and Settle selected

FINE POINTS

Contact Specialist: The Military die removed may be from anywhere in your empire. If it is removed from the world you are completing, it does not count as a settler towards completing that world.

Deficit Spending: This power may be used only once per phase. If you have only $1, you may not spend $1 twice for 2 VPs. If you have *Free Trade Association*, you choose the order to do these powers.

Market Pioneers: These dice need not be in "pairs" in any way. Round up an odd total. For example, you would get $3 for having one Entrepreneur and four Consumption dice in your Citizenry.

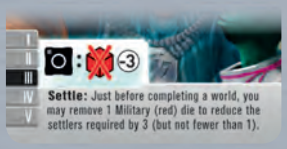
Psi-Crystal Forecasters: During the Assign step, you must still put a die on your phase strip. During the Reveal step, moving your die changes which phase you select, as if you had selected that phase before Reveal, and occurs before any phase tiles are flipped over.

2-Player Game (rule change): Roll the spare Home (white) die before the owner of *Psi-Crystal Forecasters* decides whether to use its power.

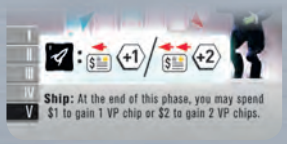
Tip*: Once this tile has been built, all players should take care not to immediately put dice for unselected phases into cups.*

This power is neither a **Reassign** nor a phase power.

Uplift Mercenaries: To earn this bonus, each pair of Military and Genes dice must be used to complete a *single* world. Several such pairs can complete the same world or different worlds.



Contact Specialist



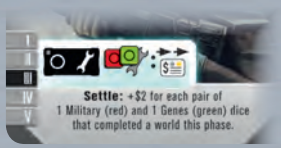
Deficit Spending



Market Pioneers



Psi-Crystal Forecasters



Uplift Mercenaries

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