

TOM LEHMANN

New Frontiers

The RACE FOR THE GALAXY board game

The Starry Rift

Expansion

As empires expand into the Starry Rift, they encounter the Xenos, a violent xenophobic race.

Historians scour the Alien Archives for information on how to defeat them. Meanwhile, on a ravaged Uplift world, a flexible uplift race develops Bio-Terraforming technology.

CONTENTS

- 8 empire mats, numbered 9-16
- 2 “large” development tiles
- 12 “small” development tiles
- 2 extended development mats (to hold new and old developments)
- 13 world tiles
 - 1 replacement *Galactic Trendsetters* tile (see note at right)
 - 2 expansion action tiles (gray)
 - 8 goal tiles (gold)
 - 8 penalty chips (red hexagons): 2 @ -8, 2 @ -6, 6 @ -3
 - 12 credit chips (rectangles): 2 @ 10, 2 @ 5, 8 @ 1
 - 1 solo mat and So Close chip
- these rules

Before your first game, carefully remove the mats, developments, worlds, action tiles, goals, credits, and penalty chips from their frames.

Replace the development mats and the Explore and Chart Galactic Goals action tiles with the new versions. Add the 13 world tiles to the bag.


First printing owners: *replace the misprinted Galactic Trendsetters tile (whose Consume icon did not match its text) with the corrected tile.*

All owners: use only 1 Galactic Trendsetters tile.

SETUP & PLAY

Set up the game normally, replacing action tiles and adding the new goals (if used), large development tiles, and the appropriate number of small development tiles. Set the penalty chips aside with the 10 VP chips for use in final scoring


Play the game normally, except as noted below:

Xeno worlds . Xeno military worlds are antagonistic to all empires. Xeno worlds can *not* be settled with pay-for-military powers, such as those provided by the *Contact Specialist*, *Uplift Researchers*, or *Rebel Cantina*.

A player who draws or selects a Xeno world need not place it in their empire but, instead, at the end of that *Explore* or *Settle* action, may return it to the bag. Once a player places an explored Xeno world in their empire, they may *not* discard or return it in any future action. If goals are being used, Xeno worlds may *not* be stockpiled via the *Exploration* goal.

If a player places a Xeno world in their empire and does not conquer it by the end of the game, that player takes a penalty chip, as shown on the world's explored side, before discarding it. Penalty chips are negative victory points, subtracted from a player's total VPs.

XENO counts as a keyword for the *Faction Tolerance* goal. There is no additional bonus for having all 6 different keywords.

Military vs. Xeno worlds . Some tiles provide specific Military versus Xeno Worlds. Add this to the player's Military when attempting to conquer a Xeno world.

Explore. 8, not 7, tiles are now drawn from the bag when using this expansion (due to the increased number of tiles in the bag). See the replacement *Explore* action tile.

Chart Galactic Goals. 5, not 3, goals are drawn and 4, not 2, goals are returned when using this expansion (due to the increased number of goals). See the replacement *Chart Galactic Goals* action tile.

SOLO PLAY

6 solo campaigns are provided, each consisting of 4 games with different win conditions. You must win all 4 games in a row, satisfying a *different* condition each time, but you may do so in any order.

During each game, you play one empire attempting to satisfy a win condition before running out of time. Two “dummy” players select action tiles on their turns, removing VP chips or colonists from the common supply, but they do not build empires or score.

Campaign Setup. Pick a campaign to attempt. They are listed in increasing difficulty. Choose to play either “Short” 10 round or “Long” 12 round games and put the solo mat with that side showing nearby.

Short games tend to produce empires similar to those at the end of multi-player games, while long games have tougher win conditions for the player who enjoys “running their engine” after building it.

Game Setup. Set up a 2-player *Starry Rift* game, modified as follows:

- Use goals and the *Chart Galactic Goals* action tile.
- Put one of your disks on the second space of the priority track. Use your other disk to mark the current round on the solo mat.
- Choose colors for the dummy players and place one disk of each color on the priority track's third and fourth spaces.
- Randomly select an empire mat. Choose which side to use. It will start with 1 of the 24 colonists in the supply.
- Begin the first round as first player with 3 credits.

Play. Do 10 (short game) or 12 (long game) rounds, unless any normal game end condition results in the game ending after an earlier round.

Take your turns normally, *except* if you choose *Send Diplomatic Envoys* as either the second or third player in a round, you also gain 1 credit (put one on this tile as a reminder). Dummy players do nothing on your turns.

A dummy player on their turn chooses an action tile as follows:

- If the Produce tile has 2 credits, the dummy player chooses *Produce*;
- if the dummy player is last, it chooses *Send Diplomatic Envoys* (if that tile is available);
- otherwise, you choose any available action tile for the dummy player.

Tip: Picking dummy actions that benefit our empire is a major part of the solo game.

A dummy player does only the *bonus* of the action tile it selects and only the adjust priority, take 1 VP chip, take 1 colonist, or remove credits from the Produce tile parts of that bonus. It does nothing else. Then, you do that tile's action (without a bonus) for your empire, resolving the rest of the tile normally (check remaining colonists, return explored tiles, etc.).

Thus, the only things a dummy player does on the actions it selects are:

- *Settle*: remove 1 colonist from the supply.
- *Trade, Consume*: remove 1 VP chip from the supply.
- *Produce*: return any credits on the Produce tile to the supply.
- *Send Diplomatic Envoys*: remove 1 VP chip from the supply and gain top priority on the priority track.
- *Chart Galactic Goals*: increase its priority by 1 position.
- *Develop* or *Explore*: nothing.

VPs (short)

VPs (long)

55 Great Victory

70

40 Colonizer
7+ colonies

50

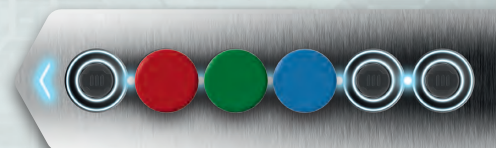
40 Builder
2 9-cost developments

50

40 Satisfied Populac
7+ colonies

50

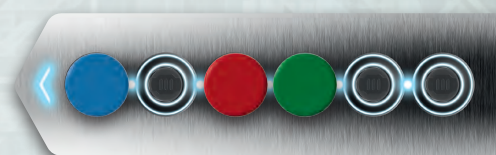
The first campaign, saving its VP thresholds for short versus long games. In later campaigns, a few win conditions will also differ.



Priority Track Setup (the player is red)

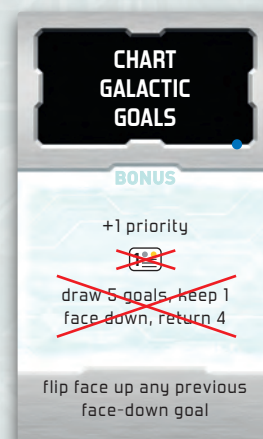
Campaign Setup Changes

- **Prestige (#5)**: begin each game with the *Exploration* goal already in play.
- **Mastery (#6)**: after doing all other game setup steps, choose to use either *Improved Logistics* or *Terraforming Robots* on the development mat.



Example: At the start of this round, the Produce tile had 1 credit on it, so the player could choose any action for the blue dummy and chose Explore. If the player (red) doesn't choose Produce or Send Diplomatic Envoys, then the green dummy will choose Send Diplomatic Envoys, removing a VP chip from the supply and becoming first player for next round.

The Produce tile will then have 2 credits on it, so green must choose Produce, returning those credits to the supply.



No goals are drawn if Chart Galactic Goals is selected by a dummy player.

Scoring. At the end of the round in which the game ends, score and mark any *one* campaign win condition that you haven't previously claimed. If you can't, you *lose* the campaign.

Some win conditions (Great, Triumphant, and Epic) require only that your score equal or exceed the listed number of VPs. Other conditions require you to equal or exceed a VP threshold *and* to meet or exceed various listed requirements: # of colonies, developments, goals, or VP chips, # of tiles with certain keywords, having the listed Military, etc.

Mark off a condition by placing a *spare* VP chip beside it. If you do a campaign over several play sessions, write down which conditions you have marked off before putting the game away.

If, after 4 games, you have marked all 4 different campaign conditions, you win the campaign. *Congratulations!*

Campaign #1 Emergence (easy)


50 VP

50 VP

50 VP

Great Victory

Colonizer
7+ colonies

Builder
2+ 9-cost developments

Satisfied Populace
20+ VPs in chips

SOLO VARIANTS

Make it Easier: "So Close"

Setup. Add the -3VPs / -1# *So Close* chip to the VP chips used to mark a campaign's win conditions.



So Close chip

Once per campaign if you fail a VP threshold, VP chip requirement, or a requirement measured in VPs by 3 or fewer VPs *or* if you have exactly 1 fewer than the listed number of a required item (such as worlds with a specific keyword), instead of losing the campaign you may use the *So Close* chip to mark that condition as a win. Once used, the *So Close* chip is not available for any remaining games in that campaign.

Examples: In Long Campaign #2, you end with 62 VPs and 4 UPLIFT colonies and use the So Close chip's -1# side to mark Uplift Emissary as a success by reducing its 5+ UPLIFT colonies requirement to 4.

Instead, if you had ended at 57 VPs and 5 UPLIFT colonies,

you could use its -3VPs side to meet Uplift Emissary's 60 VP threshold.

The *So Close* chip cannot be spent to reduce non-numeric or non-VP requirements such as *Peace Envoy's Contact Specialist* or No Military requirements. For requirements listing multiple items, such as *Domination's* various keywords, it can reduce any *one* of them by 1.

The *So Close* chip cannot reduce a listed number requirement involving VPs, such as 2+ goal tiles that each need to score 8 VPs to just 1 goal tile, but it could reduce how many VPs one of these goals would need to score.

Make it Harder: "Gauntlet"

Do all 6 campaigns in order without ever failing. To help deal with a single instance of bad luck, you get 1 *So Close* chip (see above) for the entire 6 campaign series. If you can succeed without it, you have truly mastered the galaxy. *Good Luck!*

About the Worlds

The bag has 73 worlds: 34 military and 39 non-military worlds.

defense	1	2	3	4	5	6	7	8	9
# of worlds (34)	5	7	4	4	3	3	2	3	3

cost	0	1	2	3	4	5	6	7
# of worlds (39)	1	4	13	5	6	7	2	1

types	colonists		goods			kinds				
	1	2	WF	Prod.	"gray"	N	R	G	A	any
military	23	11	15	8	11	4	5	8	6	-
non-military	24	15	12 [†]	24	3 [*]	13	11	6	5	1

^{*}1 gray world has the Alien keyword

[†]1 Rare Elements production world gains a good when settled

keywords	Imperium	Rebel	Uplift	Xeno	VP range	"?" bonuses
military	4	13 [*]	7	8 [†]	0-9	Rebel, Uplift
non-military	5	-	7	-	0-6	Alien, Imperium, Uplift

^{*}2 Rebel worlds also have the Uplift keyword

[†]1 each of Xeno worlds has Alien, Uplift, or Imperium keywords; 2 have Rebel

GOAL TILES

<p>GALACTIC PRESTIGE</p> <p>2 1 9 5 2 9 8 3+ 9</p> <p>VPs for 9-cost developments</p>	<p>MILITARY DOMINANCE</p> <p>3 6+ 8 9+</p> <p>VPs for (not temporary or specialized) Military</p>	<p>CONSUMER ECONOMY</p> <p>3 7 1 8 12+ 1</p> <p>VPs for VP chips (not stockpiled VP chips)</p>	<p>COLONIES</p> <p>3 6 5 7 8 8+</p> <p>VPs for colonies (including home colony)</p>
<p>INDUSTRY</p> <p>2 3 5 5 8 6+</p> <p>VPs for Novelty and/or Rare Elements colonies (including home colony)</p>	<p>UPLIFT RACES</p> <p>3 2 UPLIFT 5 3 UPLIFT 8 4+ UPLIFT</p> <p>VPs for Uplift colonies (including home colony)</p>	<p>CONTENTED CITIZENS</p> <p>may stockpile some or all VP chips gained from Consume powers</p> <p>2 3 5 5 8 7</p> <p>VPs for stockpiled VP chips (which score)</p>	<p>ALIEN TECHNOLOGY</p> <p>2 2 ALIEN tiles 5 4 ALIEN tiles 8 5+ ALIEN tiles</p> <p>VPs for Alien tiles (including home colony)</p>

CREDITS

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