



How to Play Teaching Guides: #27 Race for the Galaxy

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #27 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Welcome to Race for the Galaxy. In this game you are attempting to build the greatest galactic empire in the galaxy. You score points in this game by developing technologies, by settling new worlds and by supplying your worlds with resources.

Race for the Galaxy has an interesting structure in that the players get to decide what happens on a turn. There are five possible phases that can occur on each turn;

- *Explore: to draw more cards*
- *Develop: to play development cards*
- *Settle: to play world cards*
- *Consume: to cash in resources for cards or points*
- *Produce: to produce resources.*

On each turn, the players will simultaneously choose an action card to select which of these phases they want to occur in the following turn by choosing the appropriate card. All players will reveal their card simultaneously. Then the selected phases will occur in that turn. For example, if three players chose explore, develop, produce, those phases would occur for all three players. All players would get to explore, then develop then produce resources. If the three players chose explore, develop and develop. Then players would only explore and develop on that turn. Players would a select a new action card for the next turn and the game continues in this way.

So what are you trying to do? There are only really two major ways to score points. One way is to play development and world cards in front of you as these are worth points at the end of the game. The other way to earn points is to supply your worlds with resources. The person who does one or both of these things the most by the end of the game will score the most points and will be the ruler of the galaxy!"

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The Meat - How to Play the Game

Game Conventions

1. “Action Cards” vs “Game Cards”
2. The Five Phases - Order is fixed and are represented by numerals I-V
3. Cards in hand - “Money” discarded to play cards OR played to tableau
4. Tableau - You will play worlds and developments to your in front of you
 - 4.1 Worth victory points (hexagon symbol)
 - 4.2 Most give special abilities - indicated in a specific phase on the card
 - 4.3 A card played to tableau is usually there for the whole game
5. Goods
 - 5.1 Face down cards are placed on worlds to represent “goods”
 - 5.2 Consumed by “selling” to draw cards OR to “supplying” to get VPs
 - 5.3 “Color” of good is represented by the world it is on

The Two ways to Score Points

1. Playing Development or World Cards;
 - 1.1 Cards cost money: Discard # of cards = to cost
 - 1.2 Get Cards from Explore or Consume: Trade Action
 - 1.3 Play Cards from Develop and Settle phases
 - 1.4 Bonus 6 Developments - Bonus VPs for having particular cards
2. Supplying Planets
 - 2.1 Settle worlds that produce and consume goods
 - 2.2 Produce and use consume to get Supply VP chips

Flow of the Game

1. Select Action Cards
2. Reveal Action Cards
3. Play Selected Phases in Numerical Order
4. For each phase all players participate in that phase simultaneously
5. Bonus for player who selected the action card in that phase
6. Discard down to 10 cards in hand and start a new turn.

🕒 **The Five Phases of the Game**

1. Explore - All players draw more cards
 - 1.1 All players will get to draw 2 and keep one, discard other face down
 - 1.2 Bonus: either draw 5 more OR draw 1 more keep one more
2. Develop - All players may play 1 development card
 - 2.1 All Diamond symbols, usually special abilities
 - 2.2 Bonus: pay 1 less card
3. Settle - All players may play 1 world card
 - 3.1 Colonizing vs. Conquering - Nonmilitary and Military worlds
 - 3.2 Bonus: draw 1 card AFTER settling a world
 - 3.3 Windfall worlds, Production Worlds and Grey Worlds
4. Consume - All players may supply worlds with goods for supply VP's
 - 4.1 Mandatory: must use all IV abilities possible, in any order
 - 4.2 Bonus: Double all supply points OR Sell one good for cards
5. Produce - All players get goods on all production worlds
 - 5.1 Each world can only have one good at a time
 - 5.2 Bonus: Produce on one windfall world

🕒 **End of Game**

1. Game End - at the end of a complete round when a player has 12 or more cards in tableau or the supply VPs run out (add extras to finish round)
2. Scoring = Tableau pts + Bonus pts (from 6 Devs.) + Supply VPs

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The Hamster - How to Win the Game

Some strategic considerations as you learn this game:

1. You could focus on playing lots of cards to your tableau
 - 1.1 A Military World strategy
 - 1.2 Trying to getting discounts on future cards
 - 1.3 Selling expensive goods (Green genes/Yellow Alien) to pay for cards
2. You could focus on earning a lot of Supply VPs
 - 2.1 Playing a lot of Production and Consumption Worlds
 - 2.2 Getting multiple Goods/Supplies out of each phase
 - 2.3 Using the Consume: 2x “Supply” Action Card
3. Building towards the 6 Development Bonus Cards
4. Choose actions that benefit you more than the other players
5. Try to predict opponents actions by looking at their tableau
6. Be aware of the endgame triggers, consider pushing the endgame
7. Good luck and Have fun!

Credits:

Game Design: Tom Lehmann

Game Publisher: Rio Grande Games

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Teaching outline based upon How to Play Podcast Episode #27

Podcast Website: www.howtoplaypodcast.com

Email: howtoplaypodcast@msn.com

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