

Games for Friends and Lovers Presents:

Race for the Galaxy: A Two-Player Cooperative Adaptation



Dragon Phoenix Games



Game: [Race for the Galaxy](#)

Developer: [Thomas Lehmann](#)



Publisher: [Rio Grande Games](#), [ABACUSSPIELE](#), [Albi](#), [Gabinete Lúdico](#)

Year: 2007

Variant Developer: Harvey and Carlie Cornell

Status: Released

Version: 2.0

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Overview: The game will be played against an “overlord” hand, which will be called the Thomann. Both players must work together to defeat the Thomanns in a tug-of-war for victory points.

What You Need: You only need a copy of Race for the Galaxy (there was only one edition at the time of this writing).

Setup:

- 1) Remove all nine alien worlds from the card deck. They are: [Alien Robot Scout Ship](#), [Alien Robot Sentry](#), [Alien Robotic Factory](#), [Deserted Alien Outpost](#), [Lost Alien Warship](#), [Deserted Alien Colony](#), [Deserted Alien Library](#), [Alien Rosetta Stone World](#), and [Lost Alien Battle Fleet](#). Also remove the development card [Alien Tech Institute](#). Set these aside for now.
- 2) Remove the [Galactic Renaissance](#) card and return it to the box. It will not be used.

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- 3) Setup for a two-player game by having each player select one of the four main home worlds, and the corresponding starting cards. Each player starts the game with two built cards, their homeworld and one other one as follows:
 - a. Alpha Centauri also has built Rebel Miners.
 - b. Earth's Lost Colony has also built Avian Uplift Race.
 - c. New Sparta has also built Former Penal Colony.
 - d. Epsilon Eridani has also built Gem World.
- 4) Give the aliens Old Earth as their starting world, plus they have already built Alien Tech Institute and Alien Robot Sentry.
- 5) Divide the remainder of the card deck into three approximately even piles (no need to count it out exactly). Add the alien cards from step 1 to one of these piles and shuffle. This will form the alien's draw deck and should be placed on the table near where the players will display the alien's cards.
- 6) Give the aliens four random cards from their deck to form their starting hand cards. Place these cards face up on the table representing the aliens' hand of cards.
- 7) Add the other two card piles from step 5 together to create the player's draw pile. Place this deck within easy reach of the players.
- 8) Give the players each one random card from their draw pile to go with the three cards they have remaining from their starter set.
- 9) Have each of the two human players take a set of the standard seven action cards.
- 10) Give the alien a set of the seven standard action cards, plus the extra Develop (II) and Settle (III) action cards from the special two player cards. Remove the Consume 2x VP card (IV) and return it to the box. Shuffle the eight cards, then remove two and put them facedown on the table. They will not be used until the alien needs to reshuffle his action deck. Place the other six cards face down on the table to form the alien's action card draw pile, making sure not confuse them with the other two cards just placed in the alien area.
- 11) Take the fourth set of action cards and take one explore card (it doesn't matter which one) and one develop card and put the rest of the set back in the box. Put these cards near the alien action card draw pile. They will be used if necessary to determine which player the alien will attack. Designate one player as player I and the other as player II, represented by the cards.
- 12) Give the alien 60 points worth of victory tokens.
- 13) Give the human players the remaining 28 points worth of victory tokens. This is a shared pile. The two players do not have separate piles.

Course of Play: The two human players play as normal except that the players select one action card each (and they can discuss their choices between themselves) and then an action card is chosen randomly for the aliens by drawing one from his action card draw pile. If the alien cannot perform this action, keep drawing until you get an action he can perform. If necessary, pick up all his action cards (including the two set aside) and reshuffle. Then set two aside again and keep drawing until you have one that he can perform.

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For each of the actions, the player's take their actions as normal when it is their turn. The player's go first, even if the alien is the one that chose the action. Always perform the alien's action last. The following describes the aliens' action for each of the possible action types (both when the aliens did not select the action and also when they did select the action):

I (Explore +6 Viewed) Take one card. (Whether the aliens selected this action or not)

I (Explore +1 Viewed, +1 Kept) Not selected by alien – take one card. Selected – take two cards.

II (Develop) Attack – see below.

III (Settle) Same as for human players (see details below).

IV (Trade) Same as for human players (see details below).

IV (Consume) Same as for human players (see details below).

V (Produce) Same as for human players (see details below).

Attacks for the Aliens

The aliens never use the Develop action to build development cards. They get one built development card at the beginning of the game (Alien Tech Institute) but will not develop for the rest of the game. Instead, they will attack one of the players for their develop action. They will only attack worlds, not developments.

If the aliens selected the Develop action (attack for the aliens), then start with one point of attack. If they did not select the action and are taking the action because one of the players selected Develop, then do not give the aliens a bonus point to attack.

Regardless of whether the alien's target player world is military or not (red outline) treat it as if it were and use the purchase cost as a military number. Any military points the player has (both general and specific military points such as with a non-white fill in the red outlined circle) will increase the cost for the alien to conquer a world. Add up all of a player's build military points as their base defense. To attack a world, the aliens must match or exceed this number plus the purchase cost of the world.

To attack, the aliens must use military points. The aliens will use any standing military they have on built worlds first, including both general and specific military points (and they will not be lost in the process). If that is not enough, then they can use any military points on development cards in their hand (but they will be discarded).

If the aliens have the New Military Tactics development card, they can discard it AND one other card in hand to get three extra points of military on a round. If the players have one, they can use it by the normal rules.

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Check to see if there are any worlds the alien can destroy on each player. The aliens CANNOT destroy a player's home world unless it is their last world.

If the aliens can only destroy a world on one player (because the other player is too well defended) then they will attack that player. If they can attack at least one world of each player's, then determine which player they will attack. Draw one of the cards from step 11) of the setup procedure. The aliens will attack the player whose card is drawn from a random draw. Replace the card and mix them up again.

If they are able to conquer a world, then remove it from the game and return good cards (if any) to the player's discard pile. Also discard any development cards the alien used to his discard pile.

To determine the **aliens attack target**, use the following **order of preference**:

- 1) Most victory points
- 2) Most valuable standard good
- 3) Most valuable windfall good
- 4) Has victory point consume ability
- 5) Has trade consume ability
- 6) Player may choose

When the aliens destroy a world, put it and any good it has in the player's discard pile. Take victory point chips equal to the victory point value of the world away from the player's pile and add it to the alien's victory point pile.

Settle Action for the Aliens

The aliens will only use development cards with no military points or world cards, starting with their least valuable world cards from their hands to settle other worlds.

Always keep the world cards in the alien's hand in order of most valuable to least valuable using the following rules to determine their value. Here is the order of value, highest to lowest:

- 1 Alien worlds (including Alien Rosetta Stone World)
 - a. Most total victory points plus military
 - b. Most military points
- 2 Most total victory points plus military
 - a. Non-Alien worlds with standard goods
 - 1 Genes good
 - 2 Rare good
 - 3 Novelty good
 - b. Non-Alien world with windfall goods
 - 1 Genes good
 - 2 Rare good
 - 3 Novelty good
 - c. Non-Alien worlds with NO goods

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Within any of the above categories, the next discriminating factor is:

- 1 Most total victory and military points
- 2 Most military points
- 3 Consume ability with VP
- 4 Consume ability Trade

The following is an example of ordering:

These are ordered with the top row left to right then bottom row left to right.

The first three are all alien worlds so take priority. The first two both have five combined VPs and military, but the first has more military. The Robot Scout Ship has a lower total.

The Rebel Warrior Race and New Sparta both have a VP plus military total of three, but New Sparta has no good and is thus lower in priority.

The Malevolent Lifeforms and Bio-Hazard world are tied with 2 VPs but the gene good is more valuable.



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When paying for something and giving up cards from their hand, they will first give up development cards with no military value, then world cards starting with their least valuable according to the ranking described above.

If the aliens cannot build the highest priority world they have in hand, then work down the list until you find one they can build, or you find that they cannot build any worlds.

Trade/Consume Action for the Aliens

They will choose the good that will give them the most cards in a trade situation except that they will not sacrifice the double victory point reward on the alien goods if they can avoid it. Otherwise if there are decisions to be made on which consume actions to use, they will favor victory points over cards, but will take the extra cards where all else is equal.

Produce Action for the Aliens

The aliens will produce regular goods as the human players do and will give preference to alien goods on windfall production, then Genes, Rare, and Novelty in that order.

Hand Limits

At the end of the round, if the alien has more than ten cards in hand, he must discard down to ten as per the standard rules. He will first discard non-military development cards. Next, he will discard worlds starting with his least valuable worlds as defined by the priorities defined in the section on the Settle action.

Victory Point Management

During the game, whenever a player builds a development card, settles a world, or gets victory points by a consume action or any other method, take the appropriate number of victory points from the alien VP pile and add it to the players' pile. Whenever the alien builds a world, conquers a player world, or gets victory points from a consume action, take the points from the players' VP pile and add it to the aliens pile.

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Picture of Co-operative game of Race for the Galaxy being played



[Link to overview video for Race for the Galaxy Co- operative adaptation.](#)

Victory Conditions: If any round ends with the players having all of the victory point chips, then players win. If any round ends with the aliens having all of the victory point chips, then they win.

If any round wins with someone having twelve or more built cards, then the team with the most victory points wins.

If either player loses their home world, the game ends immediately and the players lose.

Tips: Select development actions early in the game if you can avoid getting your worlds destroyed. Try to get your military built up early. Later in the game, be more careful how you use development and even settle actions as you may be giving the aliens a chance to defeat you.

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Difficulty Adjustment: If the players wish to increase the difficulty, they can give the aliens more than 60 victory points to start the game. Conversely, the players can make the game easier by decreasing the number of starting victory points for the aliens.

Acknowledgements: None

Dragon Phoenix Games is based in Mansfield Texas. Dragon Phoenix Games is designing a wide variety of board and card games as well as providing free mods for popular existing games under the guise of our "Games for Friends and Lovers" label. Visit our [website](#) for more details. Sign up for our [email](#) list to get updated information about our products and schedules.