




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
- 90 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).

OBJECTIVES (OPTIONAL)

Setup. As part of step 1, 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 not be used to Dictate dice. Talent counters need not be assigned; keep any unassigned counters separate from assigned Talent workers.

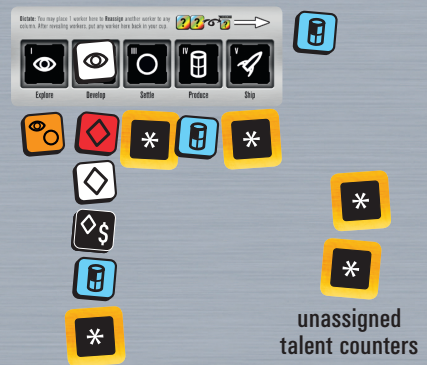
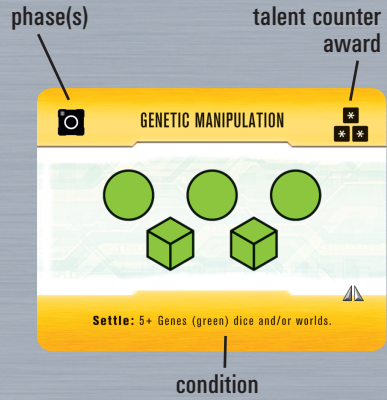
During Reveal, any Talent workers assigned to phases that didn't occur are returned to a player's unused Talent counters.

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.

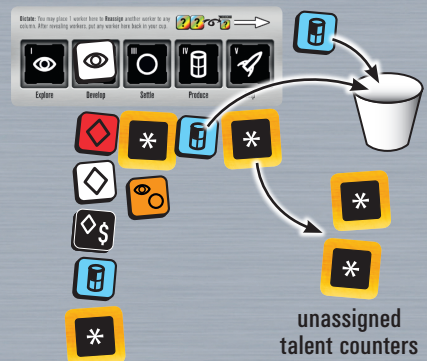
Talent counters used as either goods or shippers during Consume always match the color of the world the good is being shipped from.

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, recall all Talent counters. Unused Talent counters are worth 1 VP apiece and do not count as dice for tie-breaking purposes (or as VP chips for *Galactic Renaissance*).



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.

CREDITS

Design and rules: Wei-Hwa Huang and Tom Lehmann

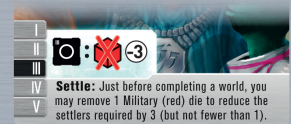
Original graphics: Wei-Hwa Huang

Illustrations: Martin Hoffmann and Claus Stephan

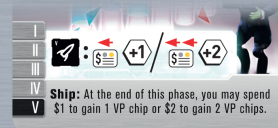
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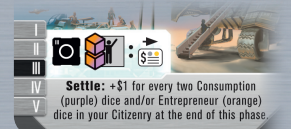
Special Thanks: Ken Chaney



Contact Specialist



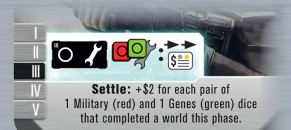
Deficit Spending



Market Pioneers



Psi-Crystal Forecasters



Uplift Mercenaries

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

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