Top's unofficial two-player Roll for the Galaxy coop

1 Introduction

These are the rules to an unofficial two-player coop mode for Roll for the Galaxy. In it, you work together to beat an automa and get all six objectives before the game ends.

2 Materials needed

All you need is a copy of Roll for the Galaxy, as well as the objective tiles and talent counters from Roll for the Galaxy: Ambition. Additional Ambition, Rivalry, and promo tiles, home worlds, and factions can be added, but do NOT include the deal game or orb technology game from Rivalry.

3 Goal and game end

Like normally, the game ends at the end of the round where someone has built their 12th tile (including the automa), or when the VP pool runs out.

The human players win if and only if:

- Each of them individually has more points than the automa (which only gets points from its VPs and world/development costs, and nothing else).

- All objectives have been claimed.

If either of those conditions have not been met, then the humans lose.

4 Setup changes

Set up the game as normally for two players following the rules for Ambition (give each player 2 Home (white) dice and 1 Leader (black) die in the cup instead of 3 Home dice). Make sure you include six objective tiles and the talent counters from Ambition. Use the following setup changes:

- Set up the automa between both players, on either side. Give it ONLY:

    - A credit marker
    - A mat (put the marker on its 0 $\boxed{\$\equiv}$ space)
    - Two initial game tiles. Draw two tiles from the bag. Place the first one development-side up $\diamondsuit$ on the development construction zone (left) and the second one world-side $\bigcirc$ up on the world construction zone (right).
    - Do NOT give the automa a cup, screen, phase strip, or faction/home world tiles.
    - Do NOT give the automa any dice. The automa NEVER uses any dice.

- Use 36 VPs in the common pool of VPs.

- Instead of giving both human players one faction and one home world tile, give both players two each. Each player selects one faction and one home world, and returns the other to the box. Note that the six objectives are known BEFORE players have to choose.

- Set aside one Leader (black) die near the phase tiles.

5 Gameplay changes

5.1 Roll, Assign

Roll and Assign proceed normally, except that players do not have to hide their dice behind a screen.

Players can communicate freely.

5.2 Reveal

Do not roll the spare Home (white) die. Instead, roll a spare Leader (black) die. All phases shown on the spare Leader die will also occur. If you roll ∗ (wild), then **Produce** and **Ship** will also occur.

After the Reveal step, but before resolving Phases, the automa acts. What it does depends on the phases that have been selected, which can be found on the next page.

The automa DOES NOT receive benefits from ANY powers of worlds or developments in its tableau. It ONLY acts according to the table on the next page:

Always	+ 1 💲📋	First, the automa always gains one credit.
Explore	+ 1 💲📋, + 1 💲📋 per 3 ◇/◯ ↓	The automa gains one additional credit, plus one credit per three tiles in its tableau (rounded down).
Develop only	💲📋 : 🔧◇	The automa builds as many developments as it can, paying with credits instead of using dice. After building a development, immediately put a new development on its now-empty construction stack, from the bag. If it has less credits than the cost of the next development on its construction stack, it stops. Place developments on one side of its tableau, and worlds on the other. Sort worlds by whether they are gray or non-gray.
Settle only	💲📋 : 🔧◯	The automa builds as many worlds as it can, paying with credits instead of using dice. After building a world, immediately put a new world on its now-empty construction stack, from the bag. If it has less credits than the cost of the next world on its construction stack, it stops. Place developments on one side of its tableau, and worlds on the other. Sort worlds by whether they are gray or non-gray.
Both develop/settle	💲📋 : 🔧◇/🔧◯ <	Similar to above, the automa builds as many worlds/developments as it can, using the following priority order: - If it can only afford one of the two tiles in its construction stacks, it builds that one. - If it can afford both tiles and it has more worlds than developments, it builds a development first (and vice versa for worlds). - If it can afford both tiles has an equal number of worlds and developments, it always builds a world first.
Produce	+ 1 💲📋 per ◇❸ ↑	Sum up the cost of all developments in the automa's tableau. The automa gains 1 credit per 3 in total summed development cost (rounded up). *For example, if it has 2 developments costing 2 each, it gains (2+2)/3 = 1.333, rounded up is 2 credits)*
Ship	+ 1 VP per 🔵, + 1 VP per 2 ⚪ ↑	From the common VP pool, the automa gains 1 VP per coloured world and 1 VP per two gray worlds (rounded up) in its tableau.

5.3 Produce

For each *producer*, a player must choose whether to create a *good*, or whether to send it to the citizenry to *give a tile away*.

To *give a tile away*, take any one tile from either of your contruction zone stacks, and give it to the other player, who puts it at the bottom of either of their construction zone stacks (unless if their powers allow them to do otherwise with scouted tiles).

5.4 Game end and scoring

If either the VP chip pool was exhausted, or any player (including the automa) has 12 or more tile squares in their tableau, the game ends as usual.

Scoring proceeds as usual. The automa ONLY gets VPs for its VP chips, and VPs equal to the costs of all developments in its tableau. It does NOT get bonus VPs for 6-cost developments or certain worlds.

The humans win if they both have more points than the automa AND if all objectives have been claimed when the game ends. Otherwise, the automa wins.

6 Difficulty setting

To increase the difficulty, I recommend increasing the VPs the automa receives when shipping (for example, + 1 VP per 1 ⬜ instead of + 1 VP per 2 ⬜), and increasing the VPs it gets for its tableau (for example, by giving it + 1 VP for each 2 tiles in its tableau).

To decrease the difficulty, I recommend either allowing the players to decide on one objective to remove at the start of the game, or to decrease the automa's income (for example, + 1 [💲], + 1 [💲] per 4 ◇/◯ ↓ during Explore, or + 1 [💲] per ◆ ↑ during Produce).

7 Credit

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