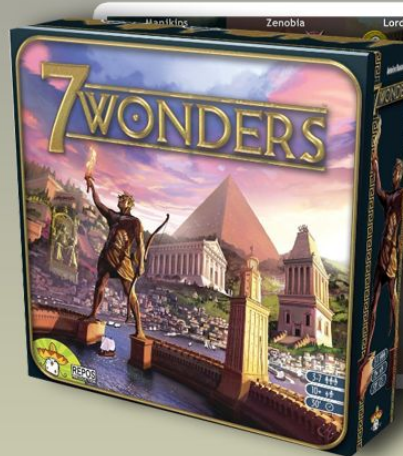
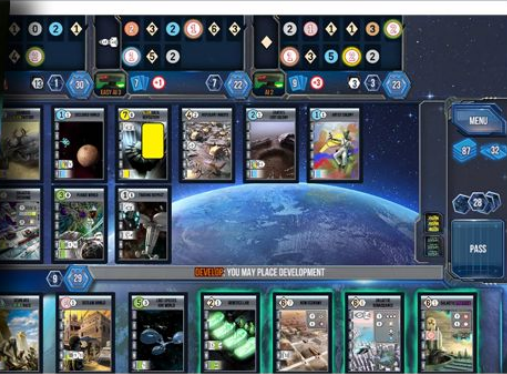
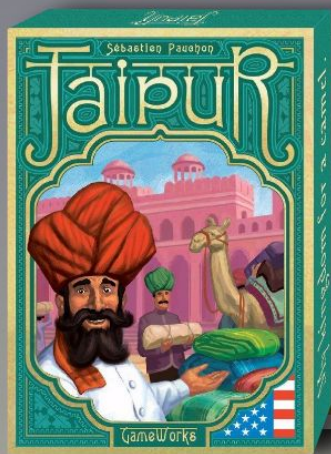


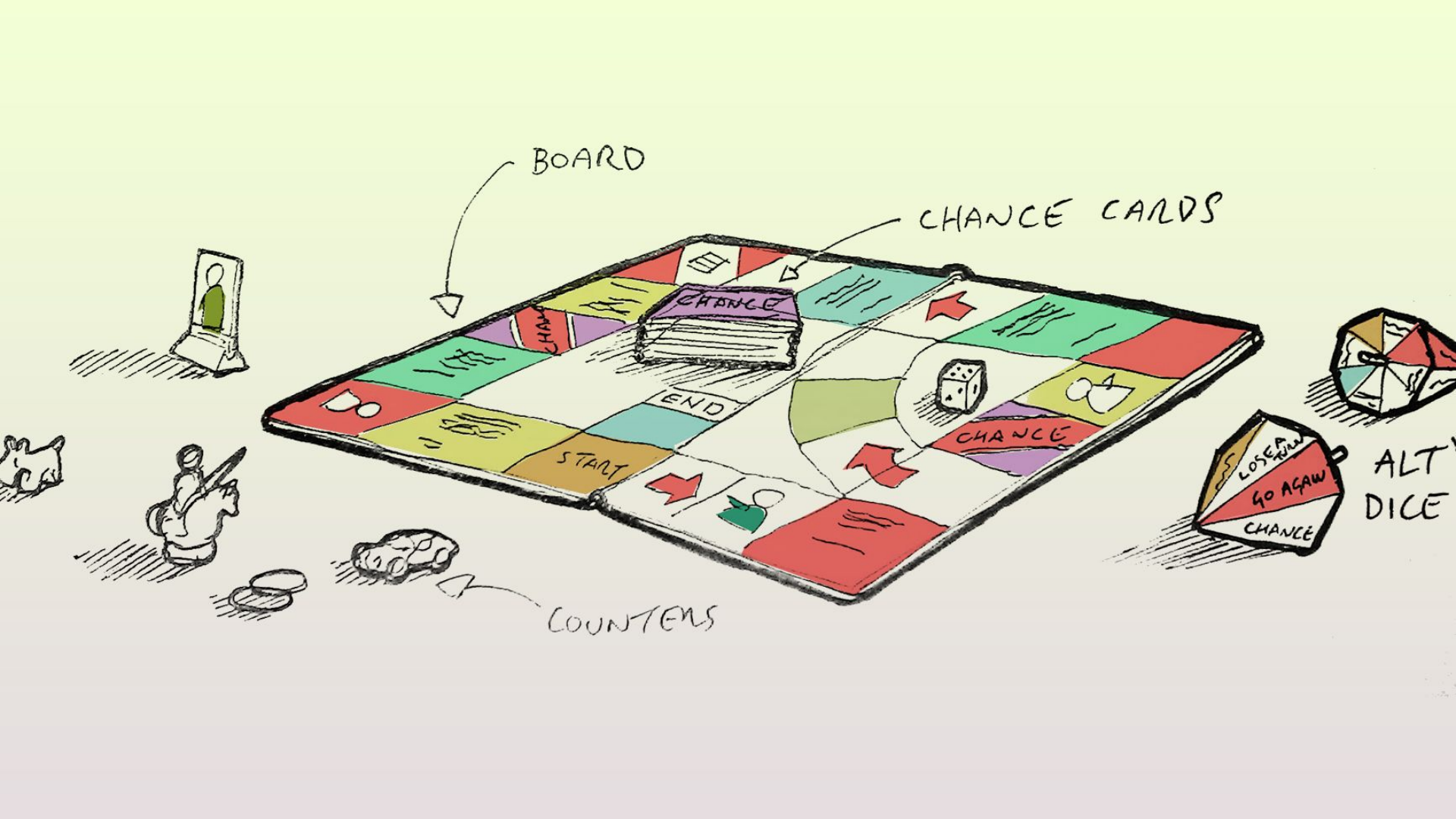
Race for the Galaxy's

Digital Design Gems



GDC 18 **TEMPLE GATES**







6 6

IMPERIUM
CAPITAL



III: gain 1 prestige (star icon) after conquering a Rebel military

IV: discard 2 goods (gold icon) to gain 2 prestige (star icon)

4 2

GALACTIC
MARKETS



III: draw 1 card after placing a world

IV: discard up to 3 goods (gold icon) to gain 1 VP each

V: draw 1 card

EXPLORE: DRAG 1 CARD TO DISCARD

2 1

REBEL SNEAK
ATTACK



2 1

SPACE PORT



RACE FOR THE Galaxy



SOURCE

QUALITY

DELIVERY

SOURCE

QUALITY

DELIVERY



all boardgames

Category	Color	Approximate Percentage
all boardgames	Cyan	85%
games still fun digital	Lime Green	15%

games still fun digital

WHATS FUN?



expert
tabletalk
tactility
Broken Token

mechanics
mastery

AI
immediacy
async
stats





IV

V



6

+1

3

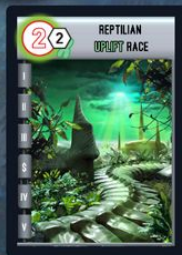
12

3

37

EXPLORE: PRESS OK TO CONFIRM DISCARDS

OK





SOURCE

QUALITY

DELIVERY

21

INTERSTELLAR
BANK

I

II



III

\$

IV

V



2

+2

1

1

6

1

+1

2

6

+1

2

1

4

2

1

ANCIENT RACE

3

2

IMPROVED LOGISTICS

0

1

ALIEN DOOR

CLOUD REFINERY

4

4

DEVELOP: YOU MAY PLACE A DEVELOPMENT

1

0

THE LAST OF THE GUNARSH

2

1

REBEL

CONVICT MINES

1

1

EXPORT DUTIES

3

2

IMPROVED LOGISTICS

MENU

177

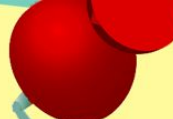
29

50

4+

3+

PASS



Server
status



Notifications



Timers



Stats



Log



Not



ELO



NEXT GAME



124

A badge with a blue background and a yellow border. It features a small image of a robot head at the top and the text "HARD AI 1" in bold yellow letters.

14

6



31



MENU

YOUR GAMES



YOUR TURN
THERESA **CRONNOX**



YOUR TURN
ALEXIS **THERESA**



WAITING
THERESA **DEFTONES**



WAITING
THERESA **FISHNET**



MORE GAMES



FORMING
BRIAN



GAME STARTED
IPAD GIMP **TIMBEAUX**



COMPLETE
IPAD GIMP **CALVIN**



COMPLETE
IPAD GIMP **MA!!C**



Asynchronous/turn duration options! Notifications!
App badge! Buddy list! Replay/log! Game end
display! Handling of player drop-out! ELO!
Filter by expansion! Chat! Stats! Undo

keldon.net/rftg



SOURCE

QUALITY

DELIVERY









FAVORITES

ALL

WEAPONS

APPAREL

POTIONS

FOOD

INGREDIENTS

BOOKS

MISC

Apprentice Hood of Magicka

Apprentice Robes of Conjunction

▶ Banded Iron Shield

Elven Armor ^Δ

Elven Boots

Elven Gauntlets

Elven Helmet

◇ Iron Armor

◇ Iron Boots ^Δ

◇ Iron Gauntlets ^Δ

Iron Helmet ^Δ

◇ Iron Helmet

Iron Shield



Light Armor

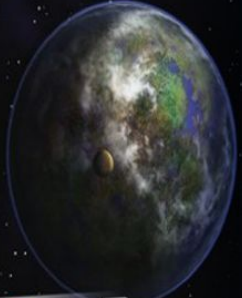
ELVEN HELMET

ARMOR **16** WEIGHT **2** VALUE **110**

(A) Equip (X) Drop (Y) Favorite

Armor Rating **69** Carry Weight **191/300** Gold **140** **999/999**

53 NEW EARTH



I

II

III

IV

V

11

21 NEW SPARTAN



I

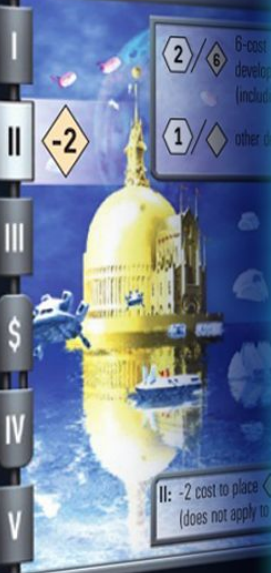
II

III **+2**

IV

V

6? GALACTIC FEDERATION



I

II **-2**

III

IV

V

2/6 6-cost development (including)

1/1 other dev

II: -2 cost to place (does not apply to)

6? NEW GALA ORDER



I

II

III **+2**

IV

V

+?

total MIA negative but do no specialize

22 REPTILIAN UPLIFT



I

II

III

IV

V

21 SPACE MARINES



I

II

III **+2**

IV

V

1 1 CONTACT SPECIALIST



III: -1 Military

III: may place a military world  as non-military  at a cost equal to defense -1 (cannot be used on Alien worlds  

CHOOSE ACTION

MENU

201

12

53

OK

About This Macintosh

 **Macintosh Plus**

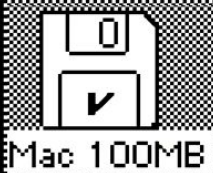
System Software 7.0.1
© Apple Computer, Inc. 1983-1991

Total Memory :	4,096K	Largest Unused Block :	3,021K
 System Software	1,066K		

↑

↓

□



ToolTip Sample



Click here to find out more.



OK

1 1 CONTACT SPECIALIST



III: -1 Military

III: may place a military world  as non-military  at a cost equal to defense -1 (cannot be used on Alien worlds  )

CHOOSE ACTION

MENU

201

12

53

OK



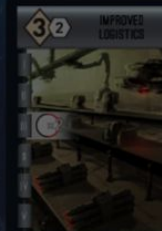
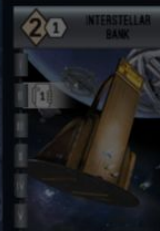
Goal: Production Leader

- 2 YOU
- 2 EASY AI 3
- 2 HARD AI 1
- 2 AI 2

Most production worlds
(4+, any mix of kinds)



CHOOSE ACTION



MENU

38

50

40

6+

OK

V



PRODUCE

Place a good per production world



Bonus: Produce on one windfall world



★: Draw 3 cards & Produce on one windfall world

MENU

11

170

38

OK

PRESS OK TO CONFIRM ACTION

Daggerback Basilisk

2



Creature — Basilisk



Deathtouch *(Any amount of damage this deals to a creature is enough to destroy it.)*

“Petrifying gaze, deadly fangs, knifelike dorsal spines, venomous saliva . . . Am I missing anything? . . . Toxic bones? Seriously?”

—Samila, Murasa Expeditionary House

2/2

011/080 C
DDP • EN

JESPER EJSING

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Daggerback Basilisk

2



Creature — Basilisk



Deathtouch

“Petrifying gaze, deadly fangs, knifelike dorsal spines, venomous saliva . . . Am I missing anything? . . . Toxic bones? Seriously?”

—Samila, Murasa Expeditionary House

2/2

Jesper Ejsing

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```
OkButtonSet(OKBTN_HIDDEN);
```

```
ButtonSet(OKBTN_OK, true);
```

```
ui.gameState == RFTG_CHOOSSE_EXPLORE  
ui.discardAny)
```

```
pguiGui()->paginationPos = -1;
```

```
int i = 0; i < pgui.numCurrentDiscard
```

```
RFTGgfx &gfx = RFTGgfxGet(pgui.current  
anGuiLocation(gfx);
```

```
(gfx.type == RFTGgfx_0000)
```

```
DiscardSelectionToPlay(gfx);
```

```
se
```

```
DiscardSelectionToHand(gfx);
```

```
umCurrentDiscards = 0;
```

```
ui.gameState == RFTG_CHOOSSE_TAKEOVER
```

```
(int i = 0; i < pgui.numListSpecia
```

```
RFTGgfx &gfx = RFTGgfxGet(pgui.l  
ClearGuiLocation(gfx);
```

```
ui.numCurrentSpecials = 0;
```

```
reoverWide();  
ButtonSet(OKBTN_PASS);
```

```
ui.gameState == RFTG_CHOOSSE_STARTIN
```

```
(int i = 0; i < pgui.numListSpecia
```

```
RFTGgfx &gfx = RFTGgfxGet(pgui.l  
if (gfx.locCurrent.location == R
```

```
{  
DiscardSelectionToPlay(gfx);
```

```
}  
else
```

```
{  
//EmpireToPlay
```

```
}  
ClearGuiLocation(gfx);
```

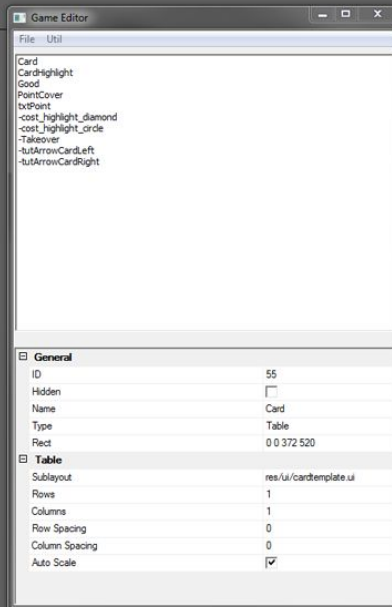
```
ui.numCurrentSpecials = 0;
```

```
ui.gameState = RFTG_CHOOSSE_WORLD;
```

Race for the Galaxy



res/ui/card_layout.ui



Solution 'Race' (2 projects)

Engine

Game

External Dependencies

rftg

AutoBuildNumber.h

Bots.cpp

Bots.h

campaigns_bt.h

CardNet.cpp

CardNet.h

cards_bt.h

CardUtils.cpp

CardUtils.h

CCClient.cpp

CCClient.h

CGfx.cpp

CGfx.h

Coroutine.cpp

Coroutine.h

CreditsDlg.cpp

CreditsDlg.h

Game.ico

Game.rc

GameApp.cpp

GameApp.h

GameEnum.h

GameMenuDlg.cpp

GameMenuDlg.h

GameSetupDlg.cpp

GameSetupDlg.h

LoadingScreen.cpp

LoadingScreen.h

MultiplayerMenu.h

OptionsDlg.cpp

OptionsDlg.h

Precompile.cpp

ResAsset.cpp

ResAsset.h

RFTGClient.cpp

RFTGClient.h

RNGDatabase.cpp

RNGDatabase.h

RNGLayout.cpp

RNGLayout.h

RFTGServer.cpp

RFTGServer.h

RFTGShared.cpp

RFTGShared.h

RNGStats.cpp

RNGStats.h

RftgTitleScreen.cpp

RftgTitleScreen.h

RTFGNeuralNetImport.cpp

RTFGNeuralNetImport.h

RulesDlg.cpp

RulesDlg.h

SServer.cpp

SServer.h

StoreDlg.cpp

StoreDlg.h

SyncedState.cpp

SyncedState.h

TitleScreenHelpers.cpp

TitleScreenHelpers.h

UsernameSetupDlg.cpp

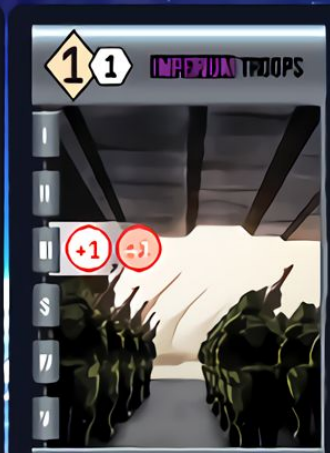
UsernameSetupDlg.h







- +3 ALIEN
- +2 GENES
- +3 RARE
- +1 NOVELTY
- +2 TEMPORARY
- +4 REBEL



CHOOSE ROLE



AI Player 1

12

1

0

14

0

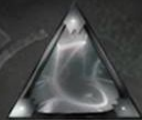
LOG



36
Round 8



For each faction among your control. (Factions: Sten, Mechana, d, and Void.)



Player



You Must Discard a Construct from Play



12
2



MENU





3 8

EASY AI 1

4 +5

3

HARD AI 3

2

4

2

18

CHOOSE ACTION

2 1 NEW SPARTA

+2

4 2 GALACTIC MARKETS

1 1 3 1 1

2 1 INTERSTELLAR BANK

1

1 1 IMPERIUM CLOAKING TECHNOLOGY

1 2 1 1

3 2 BLACK MARKET TRADING WORLD

1 1 1

1 1 IMPERIUM TROOPS

1 1 1

1 1 OUTLAW WORLD

2 1 ASTEROID BELT

3 2 TERRAFORMING ROBOTS

4 0 INTERSTELLAR CASUS BELLI





The background of the image is a vibrant space scene. On the left, a large, dark, blocky structure resembling a giant die is partially visible, with glowing yellow and orange patterns on its faces. In the upper center, a small, floating die shows the numbers 8, 0, and 4. The bottom half of the image is dominated by a bright, fiery orange and yellow nebula or star formation. On the right side, an astronaut in a blue and white suit is shown from the waist up, standing on a metallic surface and using a tool that emits a bright blue spark. Several small, dark spacecraft are scattered throughout the scene, particularly around the large die and the nebula.

ROLL FOR THE Galaxy

Art Credits

Zoe render – psychomilla

Tabletop Illustration – Gareth Sleightholme

Race for the Galaxy's Digital Design Gems



GDC 18 **TEMPLE GATES**