Here is the **"How to Play"** section extracted and cleaned from the *Roll for the Galaxy* rulebook you provided. All setup, components, and fine-print material have been omitted. The text below contains only the gameplay sequence and phase rules, presented in clear English and following the original structure.

# How to Play

### Overview

*Roll for the Galaxy* is played over a series of rounds (usually 11–14).
Each round consists of five steps, performed simultaneously by all players:

1. **Roll**
2. **Assign**
3. **Reveal**
4. **Do Phases** (I–V, in numerical order)
5. **Manage Empire**

The game ends after the round in which either:

- All initial victory point (VP) chips have been earned, or
- At least one player has 12 or more tile squares in their tableau.

## 1. Roll

Each player simultaneously rolls all dice from their cup behind their screen.
These dice represent workers.

## 2. Assign

Players assign their rolled workers to the five possible phases by placing each die below the matching column on their phase strip.
Each die face determines its initial assigned phase.

- **Wild faces (★)** may be assigned to any phase.
- Multiple wild dice can be placed in the same or different columns.
- Each player then **selects one phase** by taking one worker and placing it on that phase space of the strip.
    - Only selected phases will occur this round.
    - The die used to select a phase ignores its rolled face and instead counts as belonging to the chosen phase.

**Reassigning Workers**

Some developments or powers allow a player to reassign workers to different phases.
Each player also has a built-in **Dictate** ability:

- Place one worker in the dictate area (to the right of the strip).
- Reassign one other worker to a different column.
- The die in the dictate area will be returned to the cup during Reveal.

Each reassign ability can be used once per round.

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## 3. Reveal

When all players finish assigning, everyone lifts their screens to reveal their assignments and announce the phase they selected.
Flip the corresponding **phase tile** to its active (black) side.

In a **two-player game**, roll one white die as a "virtual player."
If it shows a phase that neither player selected, that phase will also occur this round.

Return to players' cups any workers assigned to non-selected phases and any dice in the dictate area.

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## 4. Do Phases

All selected phases occur simultaneously in numerical order (I → V).
For each phase, players use all workers assigned to it, one at a time, in any order.
Used workers are returned to the **citizenry**.
If a worker cannot perform its task, it is also returned to the cup.

**Phase I – Explore**

Each explorer may either:

- **Scout:** Optionally discard any tiles from your construction zone, then draw one or more new tiles from the bag (one extra for each tile you abandoned).
  Choose whether each new tile will be a **development** or a **world** and place it on the appropriate construction stack.
- **Stock:** Gain 2 galactic credits.

**Phase II – Develop**

Each developer is placed on the top tile of the **development construction stack**.
When the number of developers equals that tile's cost, it is completed and moved into your tableau.

Developers who completed it go to the citizenry.
Any leftover developers continue to the next tile or return to the cup if none remain.

Most developments grant permanent powers; some have immediate effects.

**Phase III – Settle**

Each settler is placed on the top tile of the **world construction stack**.
When settlers equal its cost, the world is completed and moved into your tableau.
Settlers who completed it go to the citizenry.
Worlds provide immediate effects such as galactic credits or new dice.
Unused settlers after all worlds are complete return to the cup.

**Phase IV – Produce**

Each producer creates a **good** on a non-gray world in your tableau.
The producer die itself becomes the good and is placed on that world.
A world can hold only one good (unless you have a power allowing more).
Return unused producers to the cup.

**Phase V – Ship**

Each shipper takes a good from a world and either **trades** or **consumes** it.
After either action, place both dice (the good and the shipper) into your citizenry.

- **Trade:** Earn galactic credits based on the world's color:
  - Novelty (cyan): $3
  - Rare Elements (brown): $4
  - Genes (green): $5
  - Alien Technology (yellow): $6
- **Consume:** Earn victory point chips.
  - 1 VP always
  - +1 VP if the good matches the world's color
  - +1 VP if the shipper matches the world's color

A purple (Consumption) die counts as all colors for VP purposes and always gives +1 VP.
When the initial VP chip supply runs out, add the set-aside 10-VP chips and continue.
If this occurs, it triggers the game end after the current round.

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## 5. Manage Empire

After all phases are resolved:

1. **Recruit Workers:**
   Spend 1 credit per die to move dice from your citizenry into your cup.
   If you reach $0, move your marker to $1.
   You may choose which dice to recruit if you cannot afford them all.

2. **Recall Dice:**
   You may freely recall any developers, settlers, or goods into your cup.
   This does not cost credits.
   If your cup is empty after recruiting, you must recall at least one die.
3. **Reset Phases:**
   Flip all phase tiles back to their inactive side.
4. **Check Game End:**
   The game ends if the VP supply is empty or any player has 12+ tile squares in their tableau.

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## Winning the Game

At the end of the final round, total each player's score:

- VP chips earned during the game
- Cost values of all developments and worlds in the tableau
- Bonuses from 6-cost developments
  - Round up any fractions when calculating bonuses

The player with the most total victory points wins.
In case of a tie, compare:

- Number of dice in cup + current galactic credits
  The higher total wins; if still tied, all tied players share victory.

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Would you like me to condense this further into a **1-page quick reference sheet** (e.g., bullet form per phase, ideal for table use)?