STARSHIP CATAN

Game Rules

Dear players, if you are playing "Starship Catan" for the first time, there are two ways that you can learn the game:

1. Follow the steps in the Prof. Easy pamphlet. This pamphlet is designed to guide you through your first game and teach you all the rules you need to start playing. Then, if you have any questions, you may refer to these rules.

OR

2. Read these rules before your first game. When you play, you can refer to pages 25-26 of the Prof. Easy pamphlet, where you will find a description of the phases of a turn



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Game Components

70 Sector Cards
12 Adventure Cards
18 Module Cards
2 Game Boards (Starships)
1 Blue Die (1, 2, 2, 3,3, 4)
1 Yellow Die (1, 1, 2, 2, 3, 3)
18 Coins
(Astro, each valued "1")
14 Coins
(Astro, each valued "5")
6 Cannons
6 Boosters
4 Colony Ships
4 Trade Ships
10 Resource Markers
2 Science Markers
2 Special Victory Point Cards

Before you can play Starship Catan for the first time, you will need to carefully remove all of the game pieces from the cardboard frames.

The Story Thus Far

Two Starfarers from the Catan space fleet have been drawn through a mysterious wormhole. Lost and confused, they find themselves in an unknown galaxy. The Starfarers do not know how to find their way back home, and their engines are not powerful enough to make such a long journey. Even worse, except for some Trade Goods, their supplies have reached a critical level.

Their situation appears to be hopeless, until the Starfarers encounter 4 peaceful Alien Races:



The Scientists donate a stately sum of Astro (the currency in this alien galaxy) to the Starfarers.



The Green Folk grant each Starfarer a colony planet. This donation will help the Starfarers overcome their shortage of resources.



The Merchants introduce the Starfarers to the commercial customs of the galaxy.



The Diplomats offer their help in guiding the Starfarers back to their own galaxy. But first the Starfarers must meet the high standards required to earn membership in the Galactic Advisory Council.

Now you can take on the role of a Starfarer! Navigate your Starship through the depths of an alien galaxy! Establish colonies and trading posts! Combat marauding Pirates! If you are successful, you will earn the prestigious membership in the Galactic Advisory Council.

Setting Up the Game

Each player takes one of the 2 Starships, consisting of 2 puzzle-cut board pieces. The Starship is placed in front of the player. Each Starship has 5 Cargo Bays. Each Cargo Bay holds 1 type of resource.


Ore


Fuel


Food


Carbon


Trade Good

The quantity of resources in each Cargo Bay is shown with the Resource Markers. Each player begins the game with 2 Trade Goods.



Place one of the Resource Markers in the Trade Good Cargo Bay with the arrow pointing to the illustration of 2 Trade Goods.

The remaining Resource Markers are placed face down (so no arrow is showing) in the other Cargo Bays. Each Cargo Bay should have a Resource Marker. The face down Resource Marker indicates that the player has none of that resource.



Each player also takes one of the science markers and places it in his Science Lab. The arrow should be pointing to the icon with 1 Science Point.

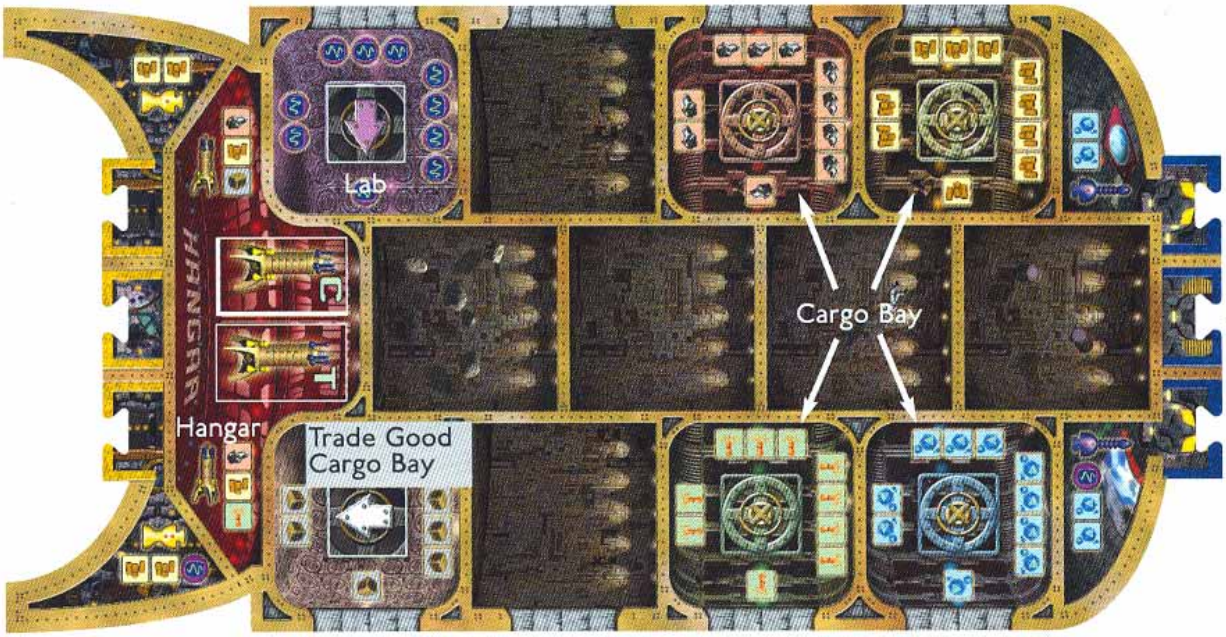


Each Starship also has a Hangar. Each Hanger has room for 2 Space Ships. At the beginning of the game, each player takes one Colony Ship (C) and one Trade Ship (T) and places them in his Hangar. Each player also takes an additional Colony and Trade Ship, and places them to the right of the Starship.





The Starship



Separate all of the Sector Cards from the other cards. Find the two Sector Cards with the Sun and the Moon icons. These will be the starting colonies given to the Starfarers by the Green Folk.



One player takes the 2 colony cards, and hides 1 in each hand. His opponent chooses one randomly and takes it as his starting colony. The other player takes the remaining colony as his starting colony.
Each player places their new colony face up in front of them, beneath their Starship. ❶

Next, separate the Sector Cards that have the colored borders with the Roman numerals from the Sector Cards without borders. Shuffle all 40 of the cards without borders together. Separate them into 4 stacks of 10 cards each, and place these between the 2 Starships. These stacks are the Space Sectors, and the Starfarers will be exploring them during the game.



The cards with the borders are the Reserve Cards. They should now be separated into 4 sets by the Roman numerals. Each of these four sets is shuffled separately. Then, create 1 stack from these 4 sets by stacking one on top of each other. Do not shuffle these stacks together! Start by placing the cards with the IV face down. Then, place the III cards on top of them, followed by the II cards. Lastly, place the I cards on top. Place this Reserve Stack to one side of the game area. ❸

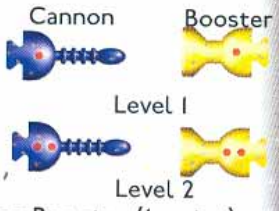
Now you must sort the Adventure Cards. Each Adventure Card has a number on the back, from 1 to 4. Separate the cards by number. Shuffle each group, then stack them together in the same way as the Reserve Stack above. The cards with the number "4" should be on the bottom, and the cards with the number "1" should be on the top. Place this stack near the Reserve Stack. Then, turn over the top 3 Adventure Cards face up. These are Missions that the Starfarers may undertake during the game. ❹



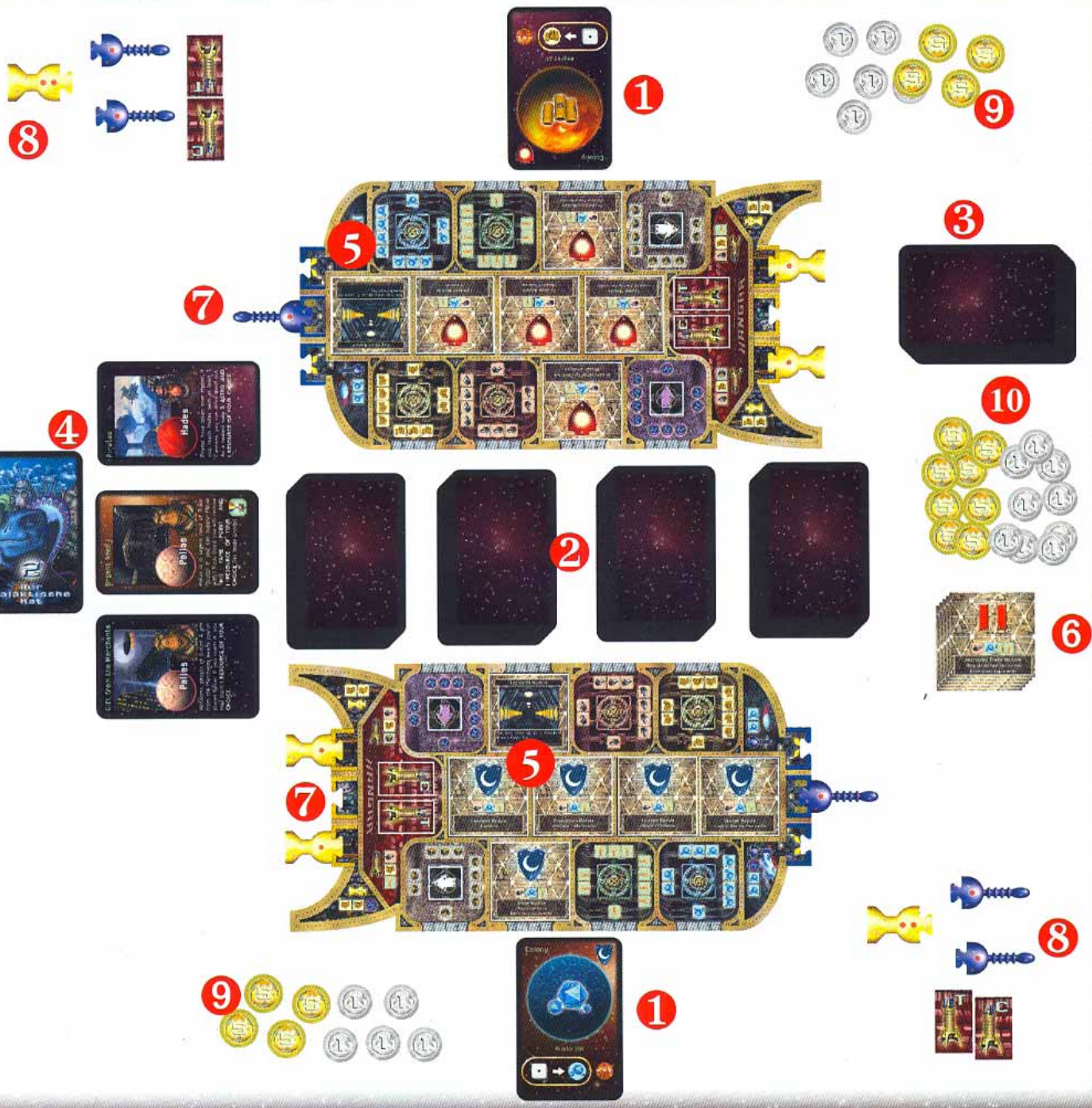
Throughout the game, players will be able to improve their Starships by building Module Cards..

Each player should take the set of 6 Level 1 Module cards with his crest on the back. Both players should place the Module cards face down (crest showing) in the 6 Module spaces on their Starship. Each player will begin the game with 1 Module of his choice. Select the Module you wish to start with and turn it face up.
HINT: For your first few games, you should take the Logistics Module as your starting Module. It is the most useful Module for starting players. ❺

Place the 6 Level II Module cards to one side of the game area. These are more advanced versions of the Level 1 Modules that players can build during the game. ❻



Each player takes 3 Cannon tiles and 3 Booster tiles and places them near his Starship. These tiles are double sided. One side shows a level 1 Cannon or Booster (1 point), and the other side shows the level 2 version (2 points). At the beginning of the game, each player has 2 Boosters and 1 Cannon, all level 1. Attach 1 of your cannons to the front of your Starship, and 2 of your Boosters to the back. ❼ Place the remaining Cannons and the Booster to the right of your Starship. ❽
Each player takes his starting sum of 25 Astro. Place your money to the left of your Starship in plain view of both players ❾. The remaining Astro should all be placed in a "bank" on one side of the playing area. ❿.
Place both dice and the special victory cards ("Friend of the People" and "Hero of the People") to one side of the game area..


1
2
3
4
5
6
7
8
9
10
Hades
Pallas
Pallas

At this point we recommend that you stop reading these rules and instead read the Prof. Easy pamphlet. If you choose to do so, please go to page 1 of the Prof. Easy pamphlet now, and begin playing your introductory game.

Object of the Game

The first player to have 10 Victory Points during his turn wins the game! Each player has one Victory Point at the beginning, indicated by the Victory Point symbol on his Colony Planet.



Game Play

Turn Sequence

The player with the Moon Crest starts the game.
A player's turn is divided into 3 phases:

1. **Production Phase**
2. **Flight Phase**
3. **Trading and Building Phase**

Once a player completes his Trading and Building Phase his turn is over

1. The Production Phase

At the beginning of your turn, you must determine which planets will produce resources. Roll the yellow production die. Both players will receive production from this die roll. If the production number on any colony matches the number on the yellow die, than that colony produces the resource pictured (see Production Limitation on this page). In addition, players may also receive Science Points and Trade Goods, if they have built the Modules that produce them. If the number on the yellow die matches the number on any of the Science Modules or Production Modules, they will produce as well. When a player gains a resource or Science Point, he rotates the Resource Marker (or Science Marker) 90 degrees clockwise. This will point the arrow towards the next higher picture in the Cargo Bay. If the Cargo Bay is empty, then simply turn the marker over and point the arrow towards the picture showing 1 resource. There are 2 limits on resource production:

1) Storage Capacity:
If you have not built the Logistics Module, you may only store 2 resources in each Cargo Bay. The Level I Logistics Module allows you to store 3 resources in each Cargo Bay, and the Level II Enhanced Logistics Module enables you to store up to 4 resources. You must forfeit any production that cannot immediately be stored in the correct Cargo Bay. A Science Lab may always hold up to 4 Science Points.

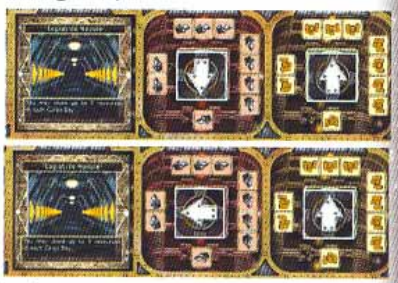
2) Production Limitation:
If a player has more than 1 Colony Planet whose number matches the production die roll, he may choose only 1 of them to produce.

Production Phase Example:
A player owns the illustrated Colony Planets, and has rolled a "2" on the yellow die.





The player may choose one Colony Planet to produce resources this turn, either the Ore or the Carbon Colony. He decides in favor of the Ore Colony, and turns the Resource Marker in his Ore Cargo Bay from 1 unit of Ore to 2 units.



If the player had rolled a "1" on the yellow die, he would have lost the Fuel production because his Fuel Cargo Bay is already full (since he has the Level I Logistics Module, he may only store up to 3 units of Fuel in his Fuel Cargo Bay.

The die roll also determines the speed of the players Starship. Without changing the number rolled, place the yellow die next to the Boosters at the rear of your Starship.

2] The Flight Phase

The 4 stacks of Sector Cards between the two Starships represent the 4 Sectors of the galaxy. At the beginning of your Flight Phase, you must choose which Space Sector you are going to explore that turn. You may only explore 1 Sector each turn, but you may choose any 1 of the 4 Sectors each turn. After you decide which Sector you are going to explore, your opponent takes the entire stack. He will turn over cards from the stack, one after another, in the area between the 2 Starships. When a card is turned over, you fly into that area of the Sector.

THE FLIGHT SPEED

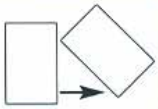
The number of Sector Cards you may fly to during your turn depends on the speed of your Starship. The base speed is equal to the value of the Boosters on the Starship. Each level 1 Booster adds one to the base speed, and each level 2 Booster adds 2. To find the speed of the ship, add this base speed to the number rolled on the yellow die.



Example: A player with two level 1 Boosters and one level 2 Booster rolls a "2" at the beginning of his turn. The speed of his Starship is 6, so the player may fly to 6 Sector Cards this turn.

The Flight

You choose which of the 4 Space Sectors you want to explore this turn. The other player takes the entire Sector Stack and turns over the top card between the 2 Starships, beside the remaining Sector Stacks (Exception: Pirates. See "The Pirates").



You then decide if you want to take an action while flying through that card (see p 8). If you take an action, the card should be turned 45 degrees to indicate that an action was taken. Whether you take an action or not, your opponent will then turn over the next card in the stack and place it face up to the right of the previously revealed card. This will create a row of Sector Cards, called the "Flight Sequence".

ENDING THE FLIGHT

Your flight ends when your opponent has revealed a number of cards equal to your Flight Speed for the turn. However, the flight will end before this if:

- You have taken 2 actions (The Command Module allows you to take 3 actions each turn, the level II Integrated Command Module allows 4 actions).
- If you fight a Pirate and lose, your flight ends immediately.
- If you choose, you can end your flight early. You must choose to do this before the next card in the stack is revealed.

Shuffling the Sector Cards

When the flight is finished, your opponent should collect all of the cards from that Sector and shuffle them back together. The stack is then returned to its place between the Starships.

Example: A player's Starship has a speed of "5" this turn. So, he may fly through up to 5 Sector Cards. He chooses to fly through the second Sector Stack from his left. His opponent takes the Sector Stack and turns over the first card. The player uses this card for an action, and turns it 45 degrees. His opponent than lays down the second card, which the player elects not to use, so, the third card is placed down.



Then the player decides to use the third card for another action. By using his second action, his Flight Phase is ended early. His opponent picks up all 10 cards and reshuffles the Sector Stack.

ACTIONS DURING THE FLIGHT PHASE



Depending on the Sector Cards revealed, the following actions are possible:

A. Buy or Sell Resources
B. Found a Trading Post
C. Found a Colony
D. Buy or sell Science Points
E. Complete a Mission for the Galactic Council

A. Buy or Sell Resources

When a Trade Planet is turned over, you may buy or sell the resource shown on that Trade Planet (note the double arrow). In order to buy resources, you must pay to the bank the number of Astro indicated on the card. This sum must be paid for each resource you wish to purchase.

Turn the appropriate Resource Marker clockwise (90 degrees for one new resource, 180 degrees for two, etc.). You may buy as many resources as your Cargo Bay will hold, if you have enough money.

On the other hand, you may also choose to sell 1 or more resources. Record this transaction by turning the appropriate Resource Marker counter-clockwise (or flip it if you sell all of your resources). Then, take the number of Astro indicated on the card for each resource sold.

Important Hint: Clever trading at the Trade Planets is the key to this game. Wise players will buy resources at a low price, and sell them at a planet that offers lucrative selling prices. That way, the wise player will earn enough Astro to master the game!



If the Diplomat Outpost is discovered, you may buy 1 resource of your choice for 3 credits. You may only purchase 1 resource from the Diplomats each time you visit, and you may never sell any resources at the Diplomat Outpost.

B. Found a Trading Post



Some Trade Planets and alien Outposts have a large (T) in the upper corner and a Friendship Symbol (the shaking hands). Players may trade with these planets normally. However, if you wish to, you may found a Trading Post at that planet instead, if you have a Trade Ship in your Hangar. If you choose to found a Trading Post, you may not also buy or sell resources at that planet during your Flight Phase.

If a player wants to establish a Trading Post:
- He removes the Trade Ship from his Hangar and adds it to the reserve ship markers.
- He takes the Trade Planet or alien Outpost card and places it below his Starship next to his other colonies.

From now on, the player may use this Trading Post once each turn during his Trading and Building Phase to purchase or sell the resource illustrated on the card.

C. Found a Colony



If a Colony Planet (C) is revealed during the Flight Phase, you may choose to establish a Colony on the planet, provided you have a Colony Ship in your Hangar. If the player has a Colony Ship available and decides to establish the colony:
- He removes the Colony Ship from his Hangar and adds it to the reserve ship makers.
- He takes the Colony Planet from the Flight Sequence and places it below his Starship next to his other colonies. From now on, that colony will be able to

produce resources for the player (See "I. The Production Phase" on page 6)..

NOTE: A Sector Stack must always have exactly 10 cards! Therefore, whenever a card is removed from the Flight Sequence, the Sector Stack must be refilled back to 10 cards with a card from the Reserve Stack (the cards with the Roman numerals). (See "The Reserve Cards") The new Reserve Card should be placed face up in the place of the Trade or Colony Planet that was removed. Turn the Reserve Card 45 degrees to indicate that an action was used to found the Trading Post or Colony.



D. Buy or Sell Science Points

If you visit the Galactic Library at Kopernikus II, you may buy as many Science Points as you wish, if you can store them in your Science Lab (maximum of 4).

For each Science Point you buy, turn the Science Marker 90 degrees. You must pay 3 Astro to the bank for each Science Point. You may also choose to sell Science Points to the Library for 3 Astro each.

E. Complete a Mission for the Galactic Council



There are 4 Adventure Planets in the galaxy: Pallas, Hades, Picasso, and Poseidon (see p 5). You may have Adventures at these planets, represented by the Adventure Cards. The Adventure Cards describe certain missions and indicate where the Starfarers can fulfill them. If you arrive at the planet indicated, and can fulfill the requirements of the mission, then you receive a reward. There are many rewards possible, including Fame Points, resources, Astro, and even Victory Points. If a player completes the mission, the card is set aside and a replacement Adventure Card is drawn from the stack. If the Adventure reward includes a Fame Point or Victory Point, the player takes that card and places it next to his Starship. If there is no Fame Point or Victory Point awarded, then the Adventure card should be placed next to the Adventure card stack.



Example: The Adventure Planet Pallas is revealed. The Starfarer pays the Trade Good by rotating the Resource Marker counter-clockwise. As a reward, he is allowed to take any other resource of his choice and the Fame Point. He takes the Adventure Card and places it next to his Starship.

After the Adventure is completed, draw a new card from the Adventure card stack and place it face up next to the other two Adventure Cards. If the newly drawn card shows an Adventure Planet identical to the one just removed, you may not attempt to complete this mission unless you return to the planet on a future turn. If there are two missions to the same Adventure Planet at the beginning of your flight phase, you may choose to complete either mission or even both (which would use up 2 actions).

THE PIRATES

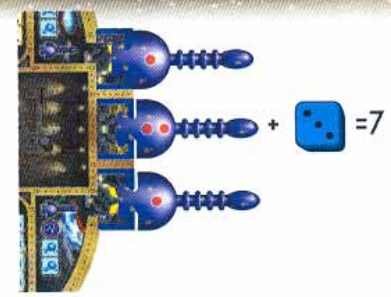


If you turn over a Pirate Card during the Flight Phase, you should not reveal the card to your opponent. Instead, you read the first paragraph on the card aloud and wait for a decision from your opponent. After that choice is made, the Pirate Card is placed face up in the Flight Sequence. If your opponent agrees to pay the Pirate, the Pirate will be content, and allow him to continue his voyage. If, however, he refuses (or is unable) to pay the demanded amount, a fight will ensue.

Fighting the Pirate

When you fight a Pirate, roll the blue combat die and add the number you rolled to the Cannons on your Starship. Each Level I Cannon is worth one point, and each Level 2 Cannon is worth 2 points.

Example:
The combat strength of the player is "7"



Your opponent now rolls the blue combat die for the Pirate. He adds the result of the roll to the number of Cannons indicated on the Pirate card. If the total strength of the Pirate is less than or equal to your strength, you defeat the Pirate. If the Pirate's strength is higher, than the Pirate wins.

If the Pirate Wins

If you are defeated by a Pirate, your Flight Phase for the turn ends immediately. Stronger Pirates may also inflict other losses. The Pirate Card will indicate if Cannons, Boosters, or even Modules are lost during the fight. If the Pirate destroys a Booster or Cannon, you must remove a level I Booster or Cannon if you have one. If not, then you must reduce a level 2 Booster or Cannon to level I. If a Module is destroyed, then the player who has just been beaten by the Pirate chooses which Module to remove. If you choose to remove a Level II Module with a Victory Point, the Level I Module underneath stays on your Starship.

If the Pirate Loses

If you defeat a Pirate, you will earn a reward. Depending on the Pirate you defeat, you will gain either Astro or a resource of your choice. In addition, you will receive I Fame Point. Take the Pirate card and place it next to your Starship with any other Fame Point cards you may have earned. A replacement card is taken from the Reserve Stack and placed in the space where the Pirate was taken from.

IMPORTANT: Fighting a Pirate does not count as an action! The Reserve Card is not turned 45 degrees when it replaces the defeated Pirate..

3. The Trading and Building Phase

A) BUILDING

On your turn (after completing the Flight Phase) you may add Modules, Boosters, and Cannon to your Starship. You may also build Colony and Trade Ships.
To build, you must have the correct resources in your Cargo Bays. The building costs for Modules and Ships are shown on the Starship and the backs of the Module Cards. Remember to rotate the correct Resource Markers counter-clockwise as resources are expended for building. If you spend the last of a resource, flip the Resource Marker to the blank side.

I. COLONY SHIP

To purchase a new Colony Ship, you must spend I unit each of Ore, Fuel, and Food.



In order to build a Colony Ship, you must have at least one empty space in your Hangar. When you build a Colony Ship, take one from the reserve and place it in the Hangar of your Starship and pay the appropriate amount of resources to the bank.

2.TRADE SHIPS

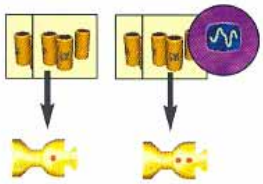
To build a Trade Ship, you must pay I unit each of Ore, Fuel, and Trade Goods.



In order to build a Trade ship, you must have at least one empty space in your Hangar. When you build a Trade Ship, take I from the reserve and place in the Hangar of your Starship and pay the appropriate amount of resources.

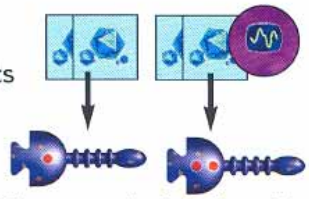
You may have any combination of 2 ships in your Hangar. They may be Colony Ships, Trade Ships, or both. You may never, however, have more than 2 ships in your Hangar.

3. BOOSTERS



A level I Booster costs 2 units of Fuel to build. Upgrading to a level 2 Booster costs 2 units of Fuel and one Science Point. When you build a level I Booster, attach the Booster tile to one of the openings at the rear of your Starship. Once your Starship has 3 level I Boosters, you may begin upgrading them to level 2 Boosters. When you upgrade a Booster, flip the tile over to its level 2 side.

4. CANNON



A level I Cannon costs 2 units of Carbon to build. Upgrading to a level 2 Cannon costs 2 units of Carbon and I Science Point. When you build a level I Cannon, attach the Cannon tile to one of the openings at the front of your Starship. Once your Starship has 3 level I Cannons, you may begin upgrading them to level 2 Cannons. When you upgrade a Cannon, flip the tile over to its level 2 side.

5. LEVEL I MODULES



A Level I Module costs I unit each of Ore, Carbon, and Food. After paying the required resources, you may turn over any Level I Module of your choice. From then on, you may use the benefits of the Module Card.



Logistics Module
This Module allows its owner to store up to 3 resources in each Cargo Bay.

Command Module



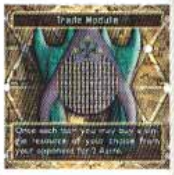
With this Module, you may take up to 3 actions during your Flight Phase.

Sensor Module



This Module allows you to look at the first 2 Sector Cards before beginning your flight into one of the Sector Stacks. After choosing a stack, you draw the top 2 cards and examine them. Then, you may choose to put each card on the bottom or the top of the stack, in any order. Then, you return the stack to your opponent and begin your flight.

Trade Module



A player with this Module may buy I resource of his choice from his opponent for 2 Astro. Pay the Astro to your opponent, and select any resource on your opponent's Starship. You rotate the appropriate Resource Marker clockwise, while your opponent rotates his counter-clockwise.

Science Module



If the yellow die roll matches the number on the Science Module, you receive I Science Point (provided there is room for the Science Point in your Science Lab). Rotate the Science Marker clockwise.

Production Module



If the Production die roll matches the number on the Production Module, you receive one Trade Good (provided there is room for the Trade Good in your Cargo Bay). Rotate the Resource Marker clockwise.

6. LEVEL II MODULES



Each Level I Module can be upgraded to a Level II Module. When you upgrade to a Level II Module, you receive a Victory Point, as well as more powerful advantages.

NOTE: You must have the Level I Module in order to upgrade to a Level II Module! A Level II Module costs 1 unit each of Ore and Carbon, and 2 units of Food. After paying the required resources, you may examine the stack of Level II Modules and select 1 to place on your Starship. Select a Level II Module and place it on the matching Level I Module.

Example:

A player has built the Science Module on his Starship. He pays 1 Ore, 1 Carbon, and 2 Food. He then takes the "Advanced Scientific Research Module" from the stack of Level II Modules. He places the new Module on top of his Science Module card. From now on, he earns a Science Point whenever the production die roll is a "2" or a "3".



IMPORTANT: Players must compete for the Level II Module cards. There is only 1 of each type of Level II Module!

B) TRADING

Often, you will want to build something, but will not have the required resources. To solve this problem, you may use your Trading Posts to gain the needed resources.

During your Trading and Building Phase, you may use up to 2 of your Trading Posts to buy or sell resources or Science Points. When you use a Trading Post, you may buy as many resources as your storage capacity allows. Or, you may sell as many resources as you have on hand in your Cargo Bay. You must do all of your trading with your Trading Posts at one time. So, you could not buy a resource, use them to build, then buy more of that same resource (i.e. You cannot buy-build-buy-build....)

Example:

A player has 2 units of Carbon in his Cargo Bay and needs 1 unit of Ore. He owns 3 Trading Posts: Ore, Fuel, and Carbon (1). He could choose to use the Ore Trading Post to buy 1 Ore for 3 Astro. Unfortunately, he has run out of money. Therefore, he first sells his 2 Carbon to the Carbon Trading Post for 6 Astro.



He flips the Resource Marker and takes 6 Astro from the bank (2). He can now use his Ore Trading Post to buy 1 Ore for 3 Astro. The other 3 Astro are left over for purchases on a future turn. Since he has used 2 of his Trading Posts already, he may not use his Fuel Trading Post this turn.

Also, you may attempt to get resources by trading with your opponent. You may offer resources, Science Points, and Astro in trade. If a trade occurs, both players record it by turning their Resource Markers and/or Science Markers.

The Level I Trade Module allows its owner to buy one resource per turn from his opponent for 2 Astro. The Level II Improved Trade Module allows you to make this special purchase twice each turn. Your opponent may not refuse this trade. Use of these Modules is optional.

A player may trade and build in any order during his Trading and Building Phase.

Special Victory Point Cards

a) "Friend of the People"



When either player first earns 3 Friendship Points (shaking hands), he receives this Special Victory Point Card. The card is worth one Victory Point. The Friend of the People card will always belong to the player with the most Friendship Points (if he has at least 3). If both players have an equal number of Friendship Points, the card is returned to the side of the game area.

b) "Hero of the People"



When either player first earns 3 Fame Points (medals), he receives this Special Victory Point Card. The card is worth 1 Victory Point. The Hero of the People card will always belong to the player with the most Fame Points (if he has at least 3). If both players have an equal number of Fame Points, the card is returned to the side of the game area.

The End of the Game

The game ends when either player has 10 Victory Points during his turn.

Appendix

The Reserve Cards

When players found colonies and Trading Posts, or when they defeat a Pirate, the card is removed from the Flight Sequence and awarded to the player. The Flight Sequence then must be refilled with a replacement card from the top of the Reserve Stack. The Reserve Cards include more Pirates, colony planets and Trading Post cards. These include:

Merchant Outpost



If this card is discovered during your Flight, you may sell any 2 resources for 3 Astro each. The Merchants will not sell resources, so you may not buy any resources while visiting here.

Green Folk Outpost



If you visit this card during your Flight, you may sell 1 Science Point for 4 Astro. The Green Folk will not sell any Science Points.

Scientist Outpost



If you find the Scientist Outpost, you will be able to purchase 1 Science Point from them for 2 Astro. However, they have no interest in purchasing Science Points.

Diplomat Outpost



When this card is revealed during the Flight Phase, you may purchase 1 of any resource for 3 Astro. The Diplomats are not interested in purchasing any resources.

NOTE: Each of the alien Outposts can be approached like a normal Trade Planet. If the Outpost has a large "T" on the card, than a Trading Post can be established there. If you establish a Trading Post on one of the Alien Outposts, you may take advantage of their trade in each of your Trading and Building Phases. However, as indicated on the text of these cards, you may only buy or sell 1 resource or Science Point per turn at each of these Outposts. (Exception: you may sell 2 resources to the Merchants)

Lost Planets



These uninhabitable planets can be found throughout the galaxy. There are no actions that may be taken here. They merely fill the Flight Sequence.

Median



If a player establishes a Trading Post here, he will be awarded with 2 Friendship Points. However, there is no exchange of resources here.

TIPS FROM THE DESIGN TEAM

Game time and Strategy

Experienced players will play the game "Starship Catan" in about 1 hour. For 2 beginners, the game may take up to 2 hours. The reason for such a delay is often due to a misperception of the Trade Planet's role. In the game "Starfarers of Catan", resources are mainly generated by colonies. However, in this game, colonies play only a subordinate role in the collection of resources (their main importance is vested in accumulating victory points).

In "Starship Catan" it is very important to always have a sufficient amount of Astro at your disposal. You can acquire Astro by flying to Trade Planets that buy resources or Science Points at a high price. You can make a good profit by selling resources (or Science Points) that you previously purchased at a low price.

Note that you can use this profit again to buy resources at other Trade Planets that sell them at a low price.

Of course, this "trade strategy" only works when players remember, in which Sector Stacks they can find advantageous buy/sell Trade Planets.

Forgot to complete the Flight Sequence with a Reserve Card?

In the excitement of the action it may happen that you forget to substitute a removed card from the Flight Sequence with a Reserve Card. It's not the end of the world. Every once in a while you may examine the Sector Card Stacks to make sure that they all contain 10 cards. If that should not be the case with a stack, fill it up with a Reserve Card (make sure both players get to see the card before adding to the stack!)

Balance Game Experience!

Chances are that an experienced player, playing against a beginner, may win with a very high score. To level the playing field, players could agree on the following terms:

- The beginner receives 30 Astro at the beginning of the game, whereas the experienced player starts with 20.
- The beginner may take notes, but the advanced player may not.
- The beginner may start with 2 Cannons and 3 Boosters.

Keep Your Cards in Order!

During the game, players will accumulate a variety of cards below their Starship, such as Colonies, Trading Posts, even Fame Points. In order to prevent confusion, it is suggested that players keep similar cards together. The cards may be stacked in a way that the bottom of each card (containing critical information) is exposed and visible to both players.



Variant

If you would like to increase the excitement of discovery, add a tad of capriciousness to the game: When replacing a removed card from a flight row with a card from the Reserve Stack, place the reserve card face down (instead of face up) in the Flight Sequence.

The cards of the Sector Stacks



5 Food- Trade Planets



5 Ore- Trade Planets



5 Carbon- Trade Planets



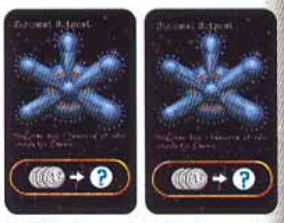
5 Fuel Trade Planets



5 Trade Good Trade Planets



2 Pirates



2 Diplomat Outpost



6 Colonies



4 Adventure Planets

Galactic Library

The cards of the Reserve Stack I



2 Lost Planets



3 Pirates



Diplomat Outpost



Green Folk Outpost

The cards of the Reserve Stack II



2 Lost Planets



2 Pirates



Scientist Outpost



2 Colonies

The cards of the Reserve Stack III



2 Lost Planets



2 Pirates



Merchant Outpost



2 Colonies

The cards of the Reserve Stack IV



4 Lost Planets



2 Pirates



Median

DESIGNED BY KLAUS TEUBER

Klaus Teuber is one of the most creative and successful game designers ouf our time. He has won the „Game of the Year" prize and the German "Game of the Year" (Spiel des Jahres) prize four times. His best known game is the "Settlers of Catan", a game for young and old alike

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