STAR TREK™ CATAN

Game Overview

First time players should start here:
Game Overview and
Starting Set-up for Beginners

To make it as easy as possible for you to become familiar with the game, we are using the award-winning, 3-part *Catan*® game rules system. If you are already familiar with *Catan*®, skip ahead to the "Preparation," "Build," and "Support Cards" section of the rules to save some time. If you don't know *Catan*®:

A. First read this Game Overview.
B. Afterwards, read the Game Rules and start the game.
C. Should questions arise during play, consult the *Star Trek Catan*™ Almanac.

1. The Federation territory lies in front of you. It consists of 19 sectors containing planets and asteroids surrounded by open space. It is your task to provide the Federation territory with outposts and starbases.

2. The Federation territory contains 5 different types of planets and one asteroid field. Each planet produces a different resource.

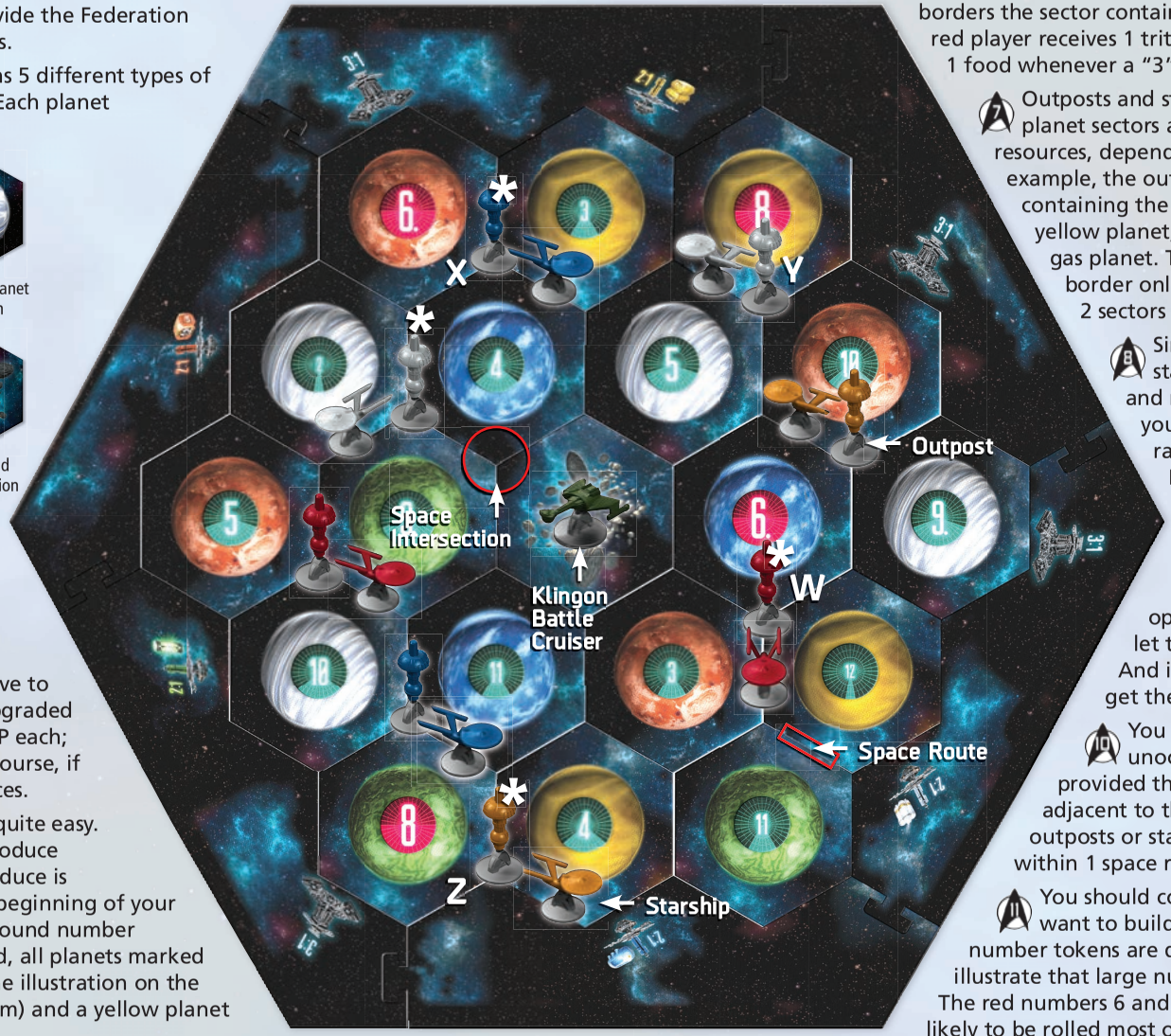


3. You start the game with 2 outposts and 2 starships. The 2 outposts already provide you with 2 victory points (VPs). If you have, or reach, 10 VPs on your turn, you win the game.

4. To obtain victory points, you have to build outposts, which can be upgraded to starbases. Outposts are worth 1VP each; starbases are worth 2 VPs each. Of course, if you want to build, you need resources.

5. How do you get resources? It's quite easy. Every turn, some planets will produce resources. Exactly which planets produce is determined by rolling 2 dice at the beginning of your turn. Each planet is marked with a round number token. If, for example, a "3" is rolled, all planets marked with a "3" produce resources – in the illustration on the right, they are a red planet (tritanium) and a yellow planet (food).

6. However, only players whose outposts or starbases border these producing planet sectors can receive resources. In the illustration, the red outpost (W) borders the sector containing the red "3" planet and a blue outpost (X) borders the sector containing the yellow "3" planet. So, the red player receives 1 tritanium and the blue player receives 1 food whenever a "3" is rolled.



Starting Setup for Beginners

7. Outposts and starbases can border either 1, 2, or 3 planet sectors and thus produce different resources, depending on the number rolled. In our example, the outpost (Y) borders 3 sectors: a sector containing the red planet, a sector containing the yellow planet, and a sector containing the white gas planet. The outpost (Z) at the Federation border only receives resource production from 2 sectors (yellow and green planets).

8. Since you can't have outposts and starbases next to all planet sectors and number tokens, it may occur that you receive certain resources only on rare occasions – or not at all. However, you need very specific combinations of resources to build all the things you need to win.

9. For this reason, you are allowed to trade with your opponents. You make trade offers or let them make trade offers with you. And if the trade goes through, you might get the resource(s) you need to build.

10. You may build new outposts on any unoccupied space intersection – provided that one of your own starships is adjacent to that intersection **and** no other outposts or starbases occupy an intersection within 1 space route.

11. You should consider carefully, though, where you want to build your outposts. The numbers on the number tokens are depicted in different sizes to illustrate that large numbers are more likely to be rolled. The red numbers 6 and 8 are the largest in size; they are likely to be rolled most often. Remember, the more often a number is rolled, the more often you receive resource production.

CATAN

STAR TREK CATAN

Game Rules

Before your first game, carefully insert the starships and outposts into their bases.

These game rules contain all of the important information you need to play the game! If you need more information during play, please refer to the *Star Trek Catan*™ Almanac under the respective key word as indicated by this symbol .

GAME BOARD SET-UP

Starting Set-up for Beginners: For your first few games, we suggest that you assemble the game board according to the illustration in the Game Overview. First assemble and place the 6 frame pieces, making sure that the trading posts on the frame are in the correct positions as shown. Then fill the frame with the hexagonal planet sectors and place the number tokens on top of the sectors exactly as shown in the Game Overview.

Starting Set-up for Experienced Players: After two or three games, you should use the variable set-up. You can find all pertinent information in the Almanac under Set-up, Variable .

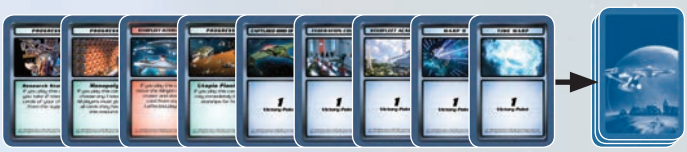
PREPARATION

Starting Set-up for Beginners

- Give each player 1 building costs card.
- Place 2 outposts of each color beside the game board as a reserve.
- Give each player the remaining game pieces of their color: 5 outposts, 4 habitat rings to upgrade outposts to starbases, and 15 starships. Then place your 2 starships and 2 outposts on the game board (see Game Overview illustration). Keep the remaining game pieces in front of you. If there are only 3 players, do not use the red pieces or the red set-up.
- Place the support cards side by side beside the game board, "A-Side" up, to form a display. Each player starts with 1 support card. In a 4-player game, the oldest player receives the A4 card (Sulu), the player on their left receives the A3 card (Spock), etc. In a 3-player game, the oldest player receives the A3 card (Spock), etc. Therefore, the cards in play at the beginning of the game are the cards A1 – A4 and A1 – A3, respectively.
- Place the "Longest Supply Route" and "Largest Starfleet" special cards beside the game board, along with the 2 dice.
- Sort the resource cards into 5 stacks and put them face up next to the board to form the supply.



- Shuffle the development cards and put them face down in a stack beside the board.



- Lastly, take your first resource income for the outpost marked with a star (see Game Overview): for each planet sector bordering this outpost, take 1 corresponding resource card from the stack. Example: The blue player receives 1 food, 1 water, and 1 tritanium for his outpost at the top.
- Always keep your resource cards hidden in your hand.

TURN OVERVIEW

The oldest player goes first. On your turn, you can do the following in the order listed:

1. You must **roll** for **resource production** (the result applies to all players).
2. You may **trade** resources – with your opponents or as a border trade (see: Trade below)
3. You may **build**: starships, outposts, starbases and/or buy development cards.

In addition: At any time during your turn (including before rolling the dice), you may play **1** of your development cards and/or support cards.

After you're done, pass the dice to the player to your left, who then continues the game with step 1.

THE TURN IN DETAIL

1. Roll for Resource Production

- You begin your turn by rolling both dice: the sum of the dice determines which planets produce resources!
- Each player who has an outpost that borders a planet sector marked with the number rolled takes 1 resource card of the planet's type.

If you have 2 or 3 outposts bordering a planet sector whose number was rolled, you receive 1 resource card for each outpost. If you have a starbase bordering a planet sector whose number was rolled, you receive 2 resource cards for that starbase.

Example: *If an "8" is rolled, the red player receives 2 water for his two outposts, yellow receives 2 water for his one starbase. If a "10" is rolled, the yellow player receives 3 food: 1 from the outpost, 2 from the starbase.*



2. Trade

After everyone has received their resources, you may trade to gain other resource cards! There are two kinds of trade:

a) Federation Trade (Trade with Opponents)

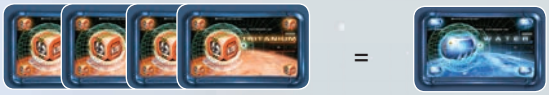
You can trade resource cards with any of your opponents. You can announce which resources you need and what you are willing to trade for them. You can also listen to your opponents' offers and make counteroffers.

Important: During your turn, your opponents may only trade with you. They may not trade among themselves.

b) Border Trade (Trade with the "Bank")

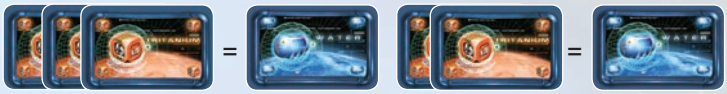
You can also trade without your opponents!

- During your turn, you can always trade at 4:1 by putting 4 identical resource cards back in their respective stack and taking any 1 resource card of your choice from another stack. **Note:** The 1 resource you take must be different from the 4 you traded in.



4:1 border trade without trading post

- If you have an outpost or starbase that borders a trading post, you can trade more favorably. At a 3:1 trading post, you can trade 3 resource cards of the same type for 1 different resource card of your choice. At a special trading post, you can trade 2 resource cards of the indicated type for 1 different resource card of your choice.



3:1 border trade with a 3:1 trading post

2:1 border trade with special trading post

3. Build

Now you can build to increase your resource income and number of victory points (VPs)!

- To build, you must pay specific combinations of resource cards (see your building costs card). After you have paid, take the corresponding number of starships or outposts from your supply and place them on the game board, or upgrade already existing outposts to starbases. Return the resource cards you spent for building to their respective supply stacks.

a) Starship; requires: 1 dilithium + 1 tritanium



- Starships are built on the space route between two space intersections. Only 1 starship may occupy each space route.
- You may only place a starship adjacent to a space intersection that borders one of your own starships or is occupied by one of your outposts or starbases. A foreign outpost or starbase will block further placement.



Example: *The orange player may build a starship on the space routes marked with white frames – not, however, on the space route marked with a red frame, because the red outpost prevents it.*

- As soon as you have a continuous supply route (branches do not count) of at least 5 space ships that is not interrupted by foreign outposts or starbases, you receive the "Longest Supply Route" special victory point card. If another player succeeds in building a longer supply route than you, they immediately take this card. The "Longest Supply Route" is worth 2 VPs.





Example: *The red player has a continuous supply route consisting of 6 starships (the branch below the Blue 8 planet doesn't count) and thus is the owner of the "Longest Supply Route." The red outpost splits the orange player's continuous supply route of 7 starships into one supply route of 2 starships and one supply route of 5 starships.*

b) Outpost;
requires: 1 food + 1 dilithium + 1 tritanium + 1 oxygen



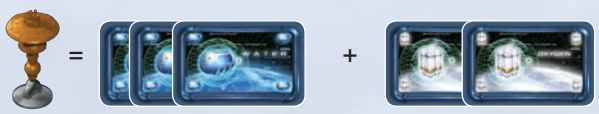
- You must build the outpost on a space intersection that is adjacent to at least one of your own starships. You must observe the distance rule when building.
- **Distance rule:** You may only build an outpost if all adjacent space intersections are NOT occupied by outposts or starbases – even if they are yours.



Example: *The orange player may build an outpost on the space intersection marked with a white circle – because of the distance rule, however, he may not build an outpost on the space intersections marked with red circles.*

- For each new outpost, you have the potential to recieve resources produced from the adjacent planet sectors: 1 resource card per each sector when the corresponding planet's number is rolled.
- Each outpost is worth **1 VP.**
- If you have used up your supply of outposts, you either can no longer build outposts or must first upgrade one of your outposts to a starbase (see below).

c) Starbase; requires: 3 water + 2 oxygen



- You build a starbase by upgrading an outpost: attach the habitat ring to the top of the outpost.
- For a starbase, you receive 2 resource cards from each adjacent planet sector whose number is rolled.
- Each starbase is worth **2 VPs.**

Important: As you build your first 2 starbases, you must remember to take an outpost of your color from the reserve and add it to your supply.

d) Buying Development Cards;
requires: 1 water + 1 food + 1 oxygen



- When you buy a development card, draw the top card from the stack.
- There are 3 different types of these cards, all of which have different effects:



Victory point (VP) cards



"Starfleet Intervenes" cards



Progress cards.

- Keep your development cards hidden until you use them.

4. Special Cases

a) Rolling a "7" and Activating the Klingon Battle Cruiser

- If you roll a "7" on your turn, no one receives any resources.
- **All players** who have **more** than 7 resource cards must select half of their resource cards and return them to the supply. If a player has an odd number of cards, the number of cards to be discarded is rounded down (e.g., a player who has 9 cards must discard 4 of them).
- Then you **must** move the Klingon battle cruiser:
  1) You must move the Klingon battle cruiser to **another** planet sector (or to the asteroid sector).
  2) Then you steal **1 resource card** from **1** opponent who has an outpost or starbase adjacent to the sector where you placed the Klingon battle cruiser. You steal the resource card at random, without looking at the cards.
  3) You then continue your turn and proceed to the trade phase.

Important: The Klingon battle cruiser prevents any resource production while it remains in a sector. If the number is rolled that matches the occupied sector, the owners of adjacent outposts or starbases **do NOT receive resources** from that sector.

b) Playing Development Cards

Any time during your turn – even before you roll the dice if you wish – you may play a development card. You may only play one development card per turn, and that card may NOT be a card you bought during the same turn!

Victory Point Cards:



You must keep VP cards hidden. You may only reveal them when you have – or reach – a total of 10 VPs on your turn. **Note:** You may play ALL your VP cards on the turn you win the game.

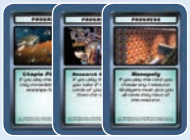
"Starfleet Intervenes" cards:



- If you play a "Starfleet Intervenes" card, you must move the Klingon battle cruiser (see point 1 and 2 above).
- Once played, "Starfleet Intervenes" cards remain face up in front of you.
- The first player to have 3 "Starfleet Intervenes" cards in front of him receives the "Largest Starfleet" special card, which is worth 2 VPs.
- If another players has more "Starfleet Intervenes" cards in front of him than the current holder of the "Largest Starfleet" card, he immediately takes the special card and its 2 VPs.



Progress Cards:



If you play a progress card, follow its instructions. Then the card is discarded and thus removed from the game.

5. Support Cards



Your support card gives you a specific advantage as described on the card. The first time you use its advantage, you have two choices: either you return it to the support cards display and take any 1 other support card of your choice, placing this new card "A-side" up in front of you; or turn it over to its "B-side," granting the ability to use your card's advantage again at the next opportunity. After you have used the support card a second time, you must return it to the support cards display ("A-side" up) and take a new support card.

Important: You are not allowed to use a support card during the same turn you have received it.

END OF THE GAME

The game ends when a player has – or reaches – 10 or more victory points on his turn. That player is declared the winner, and is acknowledged by all as "Starfleet Admiral of Catan."

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You have purchased a game of the highest quality. However, if you find any components defective or missing, we'd be happy to replace them. Please use our customer support portal at: **https://asmodee.us/en/support/**

For all other inquiries, contact us at: **info@catanstudio.com**

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CATAN STUDIO
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STAR TREK™ CATAN®

ALMANAC

A Detailed Explanation of the Game Rules and Examples.
These are not Game Rules.

This Almanac contains detailed alphabetical explanations and examples for *Star Trek Catan*. Game terms marked with a ⓘ in the Game Rules are explained in more detail here.

You do not have to read this material prior to your first game. Instead, use the Game Rules. This almanac includes advanced rules and clarifications. Refer to it if any questions arise during a game.



CATAN STUDIO

Game Components

2 Dice

19 Sector Tiles
Red planet (4)
Yellow planet (4)
White gas planet (4)
Green planet (3)
Blue planet (3)
Asteroid field (1)



6 Frame Pieces
with 9 trading posts



95 Resource Cards (19 of each resource)
Tritanium = from the red planets
Food = from the yellow planets
Oxygen = from the white gas planets
Dilithium = from the green planets
Water = from the blue planets



25 Development Cards
"Starfleet Intervenes" (14)
Progress Cards (6)
Victory Point Cards (5)



10 Support Cards



4 "Building Costs" Cards



2 Special Cards

Longest Supply Route



Largest Starfleet



Game Pieces (in 4 player colors)



4 Starbase Expansions
(Habitat Rings for Outposts)



7 Outposts



15 Starships



1 Klingon battle cruiser
(green non-player)

18 Number Tokens



Detailed Explanation of the Game Rules and Examples for *Star Trek Catan*

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A

Asteroid Field

The asteroid field is the only sector that doesn't produce resources. The Klingon battle cruiser starts the game here. If you build an outpost or starbase adjacent to the asteroid field, it will not add anything to your resource production.

B

Border Trade

During the trade phase of your turn, you can also trade resource cards without your opponents being involved—the border trade makes this possible.

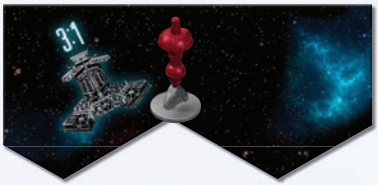
- Without a trading post:
  The most simple (and unfavorable) option is the 4:1 trade: you return 4 resource cards of the same type to the corresponding supply stack and, in exchange, take 1 desired card from another stack.
- For the 4:1 trade:
  You don't need a trading post (i.e., an outpost or starbase at a trading post).

Example: *William returns 4 water cards to the supply stack and takes 1 tritanium card. Of course, it would be wiser if he first tried to trade more favorably with his opponents (Federation Trade).*

With a trading post:
Your trading options are better if you build an outpost or a starbase at a trading post.

There are two different kinds of trading posts:

1. Generic Trading Posts (3:1):
During the trade phase of your turn, you may return 3 resource cards of the same type to the corresponding supply stack and take any 1 different resource card of your choice.



Example: *Mark places 3 tritanium cards on the tritanium supply stack and takes 1 water card.*

2. Special Trading Posts (2:1):
For each resource type, there is one special trading post. The favorable 2:1 trade applies only to the resource depicted on the special trading post.
Note: *A special trading post does not entitle you to trade the other resource types at 3:1!*



Example: *Bruce has built an outpost at the tritanium trading post. When trading, he may return 2 tritanium cards to the supply stack and take any 1 different resource card in exchange. He can also trade 4 tritanium cards for any 2 cards, etc.*

Important: *Only the active player may perform border trades.*

Build (Building)

You may build on your turn after you roll for resource production and finish trading. To build, you must pay certain combinations of resource cards (see Building Costs Cards). Return the resource cards to the supply stacks. You can build multiple starships and outposts, upgrade numerous outposts, and buy as many development cards as you desire—as long as you have enough resources to "pay" for them and they are still available in the supply. (See development cards, outposts, starbases, and starships.)

Each player has a supply of 15 starships, 7 outposts, and 4 starbase expansions. At the beginning of the game, 2 outposts per player are set aside as a reserve. No player may have more than 5 outposts on the game board. When you upgrade an outpost to a starbase, add 1 outpost from your reserve to your supply. Once built, all game pieces remain on the board until the end of the game.

Your turn is over after building. The player to your left continues the game. For a rule variant see Combined Trade/Build Phase below.

C

Combined Trade/Build Phase

The separation of the trade and build phases was introduced to make the sequence easier for beginners to learn the game. We recommend that experienced players ignore this separation between trade and build phases.

After rolling for resource production, you can trade and build in any order.

Naturally you can trade, build, trade again, and build again. You can even use a trading post on the same turn you build an outpost there. This also speeds up the game.

D

Development Cards

There are 3 different kinds of development cards: "Starfleet Intervenes", Progress, and Victory Points (VPs). When you buy a development card, take the top card of the draw stack into your hand. Keep your development cards hidden until you play them.
You may only play 1 development card during your turn (either 1 "Starfleet Intervenes" card or 1 progress card.) You may play the card at any time, even **before you roll the dice.** You may not, however, play a card during the turn that you bought it.

Exception: *If you buy a card and it is a VP card that brings you to 10 points, you may immediately reveal this card and all other VP cards to win the game.*

You only reveal VP cards when the game is over—once you or an opponent reaches 10 VP and declares victory.

Purchased development cards never change hands. You can't trade or give away development cards, nor can they be stolen by the Klingon battle cruiser. Keep these cards separate when resources are about to be stolen from you.

E

End of the Game

If you have, or reach, 10 victory points on your turn, the game ends immediately and you win! You can only win during your turn. If you find you have 10 victory points during another player's turn you must wait until your next turn to claim victory.

Example: *A player has 2 outposts (2 VPs), the Longest Supply Route special card (2 VPs), 2 starbases (4 VPs), and 2 VP cards (2 VPs). He reveals his two VP cards, giving him the 10 VPs needed to win.*

F

Federation Border

When a planet borders the frame, a "Federation border" is formed. You can build a starship along the Federation border.

You can build outposts on the space intersections bordering the frame. However, you only receive resource production from 1 or 2 planets.

Along the Federation border there are trading posts that allow improved border trade. Here you can trade resources more favorably. However, outposts or starbases on space intersections without trading posts do not give you any trade advantages.

Federation Trade (Trade with Opponents)

On your turn, after resource production, you may trade resource cards with your opponents. You and the other players negotiate the "terms of trade"(how many cards of which type you offer and want to receive, respectively.) You may trade as many times as you can using single or multiple cards.

Note: You may **never** give away cards. Federation trade must always result in an exchange of resource cards between players.

Example: *Nichelle has 8 cards in her hand and wants to get rid of one of them. So she offers Walter 1 dilithium for free. Since this is not allowed, Nichelle offers Walter 2 dilithium for 1 dilithium. This isn't allowed either, though, because Nichelle would actually be giving 1 dilithium away. Therefore, Nichelle and Walter agree to trade 2 dilithium for 1 tritanium.*

Important: *You may trade with another player between your turns, but only if it is their turn and they choose to trade with you. Players who are between turns may not trade with each other.*

Example: *It is William's turn. He needs 1 dilithium to build a starship. He has 2 tritanium and 3 water. William asks aloud, "I need 1 dilithium. I'm offering 1 water." "I'll give you 1 dilithium if you give me 3 water." replies Leonard. "I'll give you 1 dilithium for 1 tritanium and 1 water," interjects DeForest. William opts for DeForest's offer and trades 1 tritanium and 1 water for 1 dilithium.*

Important: *Because it was William's turn, Leonard was not allowed to trade with DeForest.*

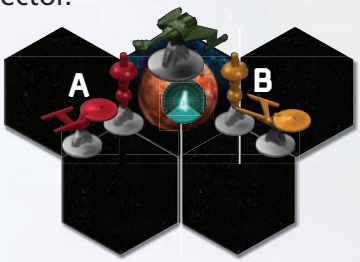
K

Klingon Battle Cruiser

The Klingon battle cruiser begins the game on the asteroid field. It is moved only by rolling a "7", by playing a "Starfleet Intervenes" card, or by activating the "Pavel Chekov" support card.



If the Klingon battle cruiser is moved to a planet, it prevents that sector from producing resources as long as the Klingon battle cruiser remains in this sector.



Example: *It is Gene's turn, and he rolls a "4." The owners of outposts "A" and "B" do not receive a tritanium card. This lasts until the Klingon battle cruiser is moved again by another "7," or when a player uses a "Starfleet Intervenes" card, or activates "Chekov."*

L

Largest Starfleet



If you are the first player to have 3 "Starship Intervenes" cards face up in front of you, you receive the "Largest Starfleet" special card. This special card is worth 2 VPs.

Longest Supply Route



If you are the first player to build a continuous route of at least 5 individual starships, you take this special card. Place it face up in front of you. This card is worth 2 VPs. If your network branches, you may only count the single longest route.

If you hold this special card and another player builds a longer route, they immediately take this special card from you and now they have those 2 VPs.

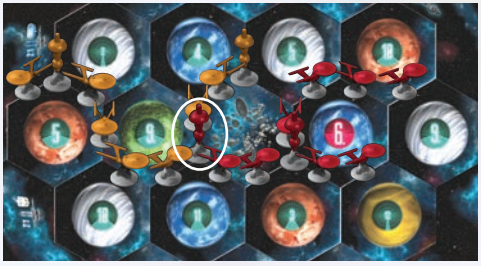
You can break an opponent's route by building an outpost on a free space intersection along this route (as long as you observe the distance rule)!

Note: Your own outposts or starbases do not interrupt your supply route!

If the "Longest Supply Route" is broken and several players tie for the special card, then the following may occur:

1. If the tie includes the player who has the "Longest Supply Route" special card, he keeps the card.
2. If the tie does not include the player who has the "Longest Supply Route" special card, set the card aside. It only comes into play again when only one player has the "Longest Supply Route."

Set the "Longest Supply Route" aside when none of the players have a continuous supply route of 5+ starships. The special card comes back in play when 1 player qualifies for it again.



Example: *Majel owns the "Longest Supply Route," consisting of 7 starships. Then James builds the red outpost marked with a white circle. This interrupts Majel's supply route. Now James owns the "Longest Supply Route" and its 2 victory points.*

N

Number Tokens

The 18 number tokens are marked with the numerals "2" through "12." There is only one "2" and "12" and no "7." Note that the physical size of each number on a token indicates the relative frequency of that number being rolled and thus producing resources). Consider, a planet with a "6" or an "8" (indicated by a field of red) is far more productive than a planet with a "2" or a "12."

O

Outposts

Each outpost is worth 1 VP. You receive resource production from each planet adjacent to your outposts.

When purchased, an outpost must:

- Be built on a space intersection connected to 1 or more of your starships.
- Observe the **DISTANCE RULE**—no neighboring space intersections may contain any outposts or starbases.

Please note: Even though a player's supply includes 7 outposts, each player may only have 5 outposts at a time on the game board. After you build 5 outposts, you must first upgrade one of them to a starbase to build another. Take one of the outposts from your reserve at the beginning of the game and place it in front of you. You can then build a 6th or 7th outpost.

You can have up to 7 outpost pieces and starbases on the game board (if you have upgraded at least 2 of these outposts to starbases).

P

Planets, Planet Sectors

Planet, planet sector, and sector are collective terms for all hexagons in *Star Trek Catan*—even if not all planet hexes contain planets as such (asteroid field).

Progress Cards

Progress cards are a type of development card. **Remember, you may play only 1 development card during your turn.**

There are 2 each of the following progress cards:



Monopoly: If you play this card, you must name 1 type of resource. All other players must give you *all* their resource cards of this type. Players who don't have that resource in hand don't have to give you anything.



Research Station: If you play this card, you may take any 2 resource cards from the supply stacks. You may use these resource cards to build on the same turn.



Utopia Planitia: If you play this card, you may immediately place 2 new free starships on the game board. You must observe the normal rules for starship building.

R

Resource Production

At the beginning of your turn, roll 2 dice to determine the "resource production" for all players. All outposts or starbases on the sectors indicated by the roll receive the resource cards that those sectors produce. **If there are not enough resource cards** in the supply to give ALL players the production they earn, then **no player receives any** of that resource this turn. This does not affect production of other resources.

The roll and the resource distribution are inseparable. Support and development cards may be played only before the dice roll (if applicable) or after the resource distribution. Exception: only the "James T. Kirk" support card is allowed to break this rule.

Rolling a "7" & Activating the Klingon Battle Cruiser

If you roll a "7" for resource production, none of the players receive resources. Instead:

- Each player counts their resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must choose and discard half of them (unless a player activates the "Kirk" support card). Return the discards to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, you discard 4).

Example: *Majel rolls a "7." She has only 6 resource cards in her hand. George has 8 cards and James has 11. George must discard 4 cards and James 5 (rounding down).*

- Then you (the player who rolled the "7") must move the Klingon battle cruiser to any other sector of your choice (including the asteroid field). This blocks any resource production in this sector.
- Afterwards, you steal 1 random resource card from the hand of the player who has an outpost

or starbase adjacent to this new sector. If 2 or more players have outposts or starbases there, choose which one to steal from (see also "Starfleet Intervenes"). Afterwards, your turn continues as usual.

S

Set-up Phase

Begin the "set-up phase" after you assemble the variable game board.

- Each player chooses a color and takes the corresponding game pieces: 7 outposts, 4 starbase expansions (habitat rings), and 15 starships. Each player also takes 1 building costs card. Create an outpost reserve by setting 2 of the 7 outposts aside. As you upgrade each of your first 2 outposts to starbases, add 1 of the outposts from the reserve to your supply.
- Sort the resource cards (oxygen, food, tritanium, dilithium, and water) into 5 stacks and put them face up face up next to the board.
- Shuffle the development cards and place them face down, forming a stack.
- Place the support cards with their A-sides face up as a display beside the gameboard.
- Place the 2 special cards "Largest Starfleet" & "Longest Trade Route" and the dice beside the game board.
- Place the Klingon battle cruiser on the asteroid field.

The set-up phase has 2 rounds. Each player places 1 starship and 1 outpost per round.

Round One

Each player rolls both dice. If you roll highest, you are the starting player. Place 1 of your outposts on a free space intersection, and 1 of your starships on an adjacent space route. The facing of the starship is irrelevant. The other players then follow clockwise. Each of them places 1 outpost and 1 starship similarly.

Important: *When placing the outposts, the distance rule always applies!*



Round Two

Once all players build their first outpost and starship, the player who went last in the first round begins round two and places a second outpost with an adjacent starship as before. Look for helpful hints for set-up in the Tactics section.

Please note: After the build, the other players follow counter-clockwise. So, as the starting player in round one you place your second outpost and starship last.

The second outpost can be placed on any space intersection, as long as the distance rule is observed.

Each player receives their first resource income immediately after building the second outpost. For each planet adjacent to this second outpost, they take a corresponding resource card from the supply.

In addition, after building his second outpost and starship, each player takes a support card.

The first player to take a card receives the A1 support card (Uhura), the next player the A2 support card (Scott), etc. As the starting player, you now begin the game. Roll both dice for resource production.

Set-up, Variable

1. First join the 6 frame pieces in a random order. Please note that one side of the frame pieces does not depict trading posts. Only use the side that depicts the trading posts.

1



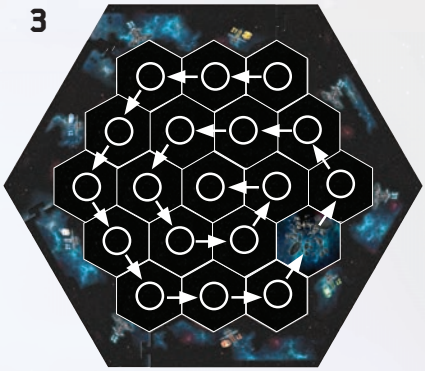
2. Shuffle the hexagons face down and place them face down in a stack. Beginning from the top of the stack, one by one place the hexagons **face up** inside the frame. Start at one side of the frame and continue until the frame is filled.

2



3. Place the number tokens:
   - Place the number tokens beside the game board with their letter sides face up.

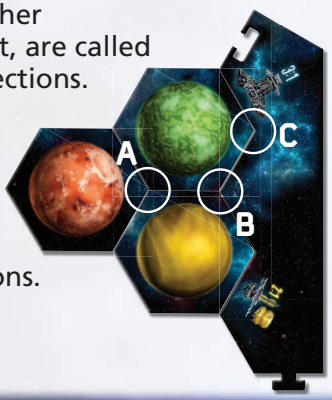
3



   - In alphabetical order, place the tokens on the planet hexes. Start with any corner hex and place the number tokens counterclockwise in alphabetical order. **Note:** The asteroid field does not receive a number token. Just skip over it.
   - When all number tokens are distributed, turn them over to their number sides and continue with the Set-up Phase

Space Intersections

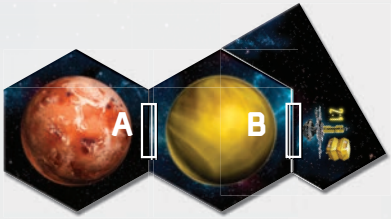
Each hex has 6 corners; each corner either touches 2 other hexes (A) or 1 other hex and the frame (B) or only the frame (C). These corners, whether next to another planet or not, are called space intersections.



- Outposts may only be built on space intersections.

Space Routes

Space routes are the edges where 2 sectors (A) or 1 sector and the frame (B) meet.You can only build 1 starship on each space route.



Each space route connects 2 space intersections, where you can build outposts.

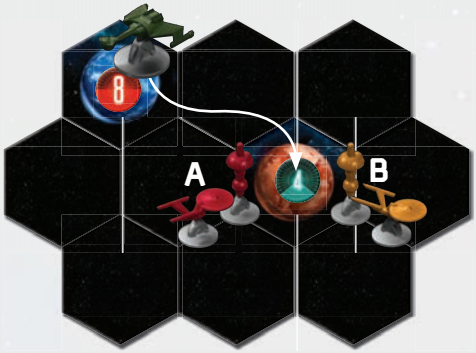
"Starfleet Intervenes"

If you play a "Starfleet Intervenes" development card during your turn you must immediately move the Klingon battle cruiser. You can also do this before production.

- Once played, place the "Starfleet Intervenes"card face up in front of you.
- You must now move the Klingon battle cruiser to any other sector of your choice.
- You then steal (and keep) 1 resource card from the player who has an outpost or starbase adjacent to this sector. If 2 or more players have outposts or starbases there, you may choose which one to steal from.
- The player you choose to steal from keeps their hand of resource cards face down while you randomly draw 1 of their cards. If they have no cards you get nothing. You may ask how many cards players have.

If another player ever has more "Starfleet Intervenes" cards than you, they take the special card from you (and the 2 VPs go with it).

Important: *When you play a "Starfleet Intervenes" card, no one need check whether anyone has more than 7 cards in hand. A player whose hand contains more than 7 cards need only discard the excess if a "7" was rolled.*

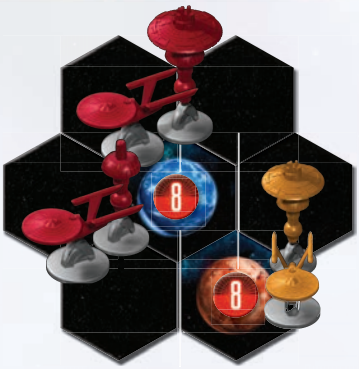


Example: *On her turn, Grace plays a "Starfleet Intervenes" card and moves the Klingon battle cruiser from the blue planet to the red planet marked with a "4." Grace may now steal a resource card from player A's or player B's face-down hand.*

Starbases

You can't directly build a starbase. You can only upgrade an existing outpost to a starbase. Each starbase is worth 2 VPs. You receive double resource production (2 resource cards) from adjacent planets when their numbers are rolled.





Example: *An "8" was rolled. Red receives 3 water cards—1 water for the outpost and 2 water for the starbase. Orange receives 2 tritanium for his starbase .*

Each player can have no more than 7 outposts and/or starbases on the game board (4 of which he may have upgraded to starbases).

Hint: It is extremely difficult to win the game without upgrading outposts. Since you can only have 5 outposts on the game board, you can only reach 5 VPs with the outposts alone.

Starships

Starships represent fixed routes between any outposts or starbases. You may only build 1 starship on each space route. When built, you must place a starship either adjacent to a space intersection containing one of your outposts or starbases, or adjacent to an unoccupied space intersection that borders one of your own starships.

You can't build new outposts without building new starships. Starships only earn you VPs by qualifying for the "Longest Supply Route" special card.

Support Cards

Throughout the game, each player always has 1 Support card in front of them.



Support cards have 2 sides (A and B) that are nearly identical. Having a support card provides you with a special advantage.

You can only use most of these advantages during your turn The "James T. Kirk" and the "Spock" support card can also have effects during an opponent's turn.

After you use the advantage of a support card whose A-side is face up, you decide whether you want to return the support card (A-side up) to the support cards display and take another one of the support cards exhibited there, **or** whether you want to turn the card over to its B-side and use it again on a subsequent turn. If you use a support card whose B-side is face up, you must return the card to the support card display, A-side face-up. Take a new, different support card.

Important: *You are not allowed to use a support card during the same turn you receive it. If you have a support card you may not exchange it for another one without using it. You may only activate a support card by actually using its advantage. For example, you can't activate the "Janice Rand" support card without afterwards performing a trade.*

See the back page of this Almanac for details on individual support cards.

T

Tactics

Since you play *Star Trek Catan* with a variable game board, the tactical considerations for each game are different. There are, nevertheless, some common points you should consider.

- Dilithium and tritanium are the most important resources at the beginning of the game. You need both to build starships and outposts. You should try to place at least 1 of your first outposts adjacent to a good dilithium or tritanium planet.
- Do not underestimate the value of trading posts. A player with outposts or starbases with good oxygen production should consider building an outpost adjacent to the oxygen trading post as a goal.
- Leave enough room to expand when placing your first 2 outposts during the set-up phase. It is dangerous to build both outposts at the center of the Federation territory. The space routes are quickly occupied by your opponents! If you plan to build toward a trading post, building in the center means that you could be easily cut off from the Federation border.
- The more you trade, the better your chances of victory. Even if it is not your turn, you should offer trades to the active player!

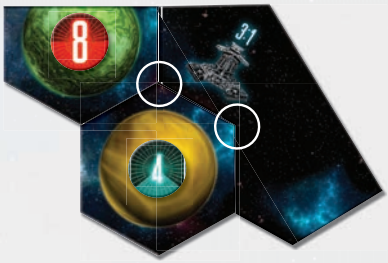
Trade

After you perform resource production, the trade phase begins. You may trade cards with your opponents (Federation Trade), or you may also trade without your opponents (Border Trade). In this case, you trade your own resource cards for cards from the supply stacks.

During your turn, you may trade as long as you have resource cards in your hand. You **may not** trade support or development cards. You **may not** trade identical resources (*e.g.*, 2 water for 1 water).

Trading Posts

Trading posts allow you to improve the results of your Border Trade. In order to use a particular trading post, you must build an outpost on one of its two space intersections at the Federation border.



Important: *You can't access the trade advantage from a trading post that you build this turn unless all players agree to play with the alternative rule Combined Trade/Build Phase.*

V

Victory Point Cards (VP Cards)

Victory point (VP) cards are development cards, so they can be "bought." These development cards represent important achievements and milestones of the Federation. Each VP card is worth 1 VP. When you buy a VP card, keep it hidden. If, together with your VP cards, you have 10 VPs during your turn,

reveal all of your VP cards so you can declare victory.

Victory Points (VPs)

The first player to have, or reach, 10 VPs on his turn wins the game. You receive VPs for the following:

Outpost: 1 VP

Starbase: 2 VPs

Longest Supply Route: 2 VPs

Largest Starfleet: 2 VPs

Victory Point card: 1 VP

Since each player begins with 2 outposts, each player begins the game with 2 VPs. Therefore, you only need 8 more VPs to win the game!

Credits

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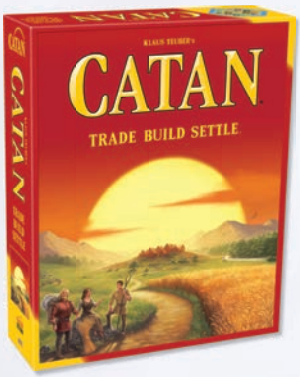

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SUPPORT CARD OVERVIEW



Uhura - *Forced Trade*: 1x on your turn you may demand 1 resource card each from up to 2 players. The cards must be the same resource type. For each resource card you receive, give the respective player 1 resource card of your choice in return.



Scott - *Help with Starship Building*: 1x on your turn, when building a starship you may replace 1 dilithium or 1 tritanium with any other 1 resource of your choice.



Spock - *Resource Compensation*: if any production roll is not a "7" and you receive no resources, take any 1 resource card of your choice (before any other support card is used).



Sulu - *New Heading*: 1x on your turn you may remove 1 of your starships from the board and place it at another legal location.
You can only move a starship where 1 of its ends is not adjacent to any of your other pieces.



Kirk - *Protection from the "7"*: When any "7" is rolled, you may immediately use this advantage. If you have more than 7 resources, you do not lose any; otherwise take any 1 resource of your choice.



McCoy - *Choose a Development Card*: 1x when buying a development card you may replace 1 of the 3 resources with any 1 other resource of your choice.
Choose your development card from the 3 top cards of the stack; then reshuffle the deck.



Chekov - *Klingons to the Asteroid Field*: 1x on your turn (before your production roll, or after resolving your production roll results), you may move the Klingon battle cruiser to the asteroid field. You receive 1 resource of the type produced by the planet that the Klingon battle cruiser left.



Rand - *Free Trading Outpost*: On your turn choose 1 resource type and perform border trades with that resource type at a 2:1 rate as often as you like during your turn.



Chapel - *Resource for the Poor*: 1x on your turn, after your production roll has been resolved, you may look at the hand of resource cards of 1 opponent who has more victory points than you and take 1 resource card of your choice.



Sarek - *Swords to Plowshares*: 1x on your turn you may discard 1 "Starfleet Intervenes" card then choose 1 of the following to reduce your building costs:

- Build 1 outpost for 1 tritanium plus 1 dilithium
- Upgrade a outpost to a starbase for 2 ore plus 1 grain.

The starfleet intervenes card that you discard can either be 1 that you have already played or 1 directly from your hand.

Note: *Sarek's ability has been updated since the 1st Edition of this game.*

Note: In the descriptions above, "1x" is short for "One Time."