KLAUS TEUBER

CATAN®

STARFARERS™

Rules

"If an advanced civilization were to arrive in our solar system, there would be nothing whatever we could do about it. Their science and technology would be far beyond ours. It is pointless to worry about the possible malevolent intentions of an advanced civilization with whom we might make contact. It is more likely that the mere fact they have survived so long means they have learned to live with themselves and others."

— Carl Sagan, Cosmos

By the middle of the third millennium, humanity has colonized the uninhabited planets and moons of its solar system. Shortly after the discovery of a hitherto unknown crystalline substance deep beneath the surface of one of Saturn's moons, scientists succeed in utilizing this crystal to build a drive that allows traveling at several times the speed of light, thus enabling Starfarers to leave their solar system.

Before long, the Starfarers encounter intelligent, friendly alien civilizations: the Green Folk, the Scientists, the Merchants, the Diplomats, and the Travelers. These civilizations also possess the technology to travel in space at several times the speed of light.

You can learn more about the story of the Starfarers in the Almanac.

Introduction

To make learning this game as easy as possible, we use the multi-part CATAN® rules system:

- After setting up the game board, read the short introductory game overview on page 2. Then, familiarize yourself with the other preparations and the game play (starting on page 3) and start the game.
- These rules contain all the basic information you need to play. If any specific questions arise, consult the Almanac. The Almanac contains further explanations for all keywords marked with the "✹" icon. It also contains explorer variants. All of the individual game components are also listed in the Almanac on pages 4-5. Please review that list to ensure that your game is complete before you play.

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PREPARATION

GAME BOARD PREPARATION

The game board shows a small section of space. 4 settled planetary systems called *Catanian Colonies* occupy one end of the board. That's where your voyage into deep space begins.

For Beginners

We recommend that fledgling Starfarers set up the game board as shown in the picture on pages 2-3. Join the 6 game board sections together using numbered connections as a guide. Place 15 space sectors✹ face up into the vacant areas. Put the remaining sector back into the box.

Place the number discs✹ face up on the *Catanian Colonies* as shown. Randomly place the face-down number discs on the unexplored planets. **Important:** The icons on the backs of the number discs must match the icons on the planets.

For Experienced Players

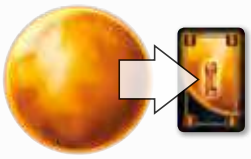
Once you are familiar with *Catan: Starfarers*, you may wish to play on a more variable game board. The instructions and rules for the optional method are in the Almanac under **Set-up, Variable**✹.

GAME OVERVIEW

- Outer space stretches out before you. You can explore 8 planetary systems and 4 alien outposts beyond the *Catanian Colonies*.
- There are 5 different types of planets in this region of the galaxy. Each planet produces a different kind of resource. These resources are represented by cards. The planets produce the following resources:



Red planets produce **ore**.



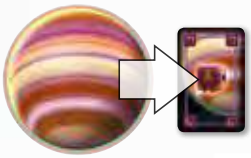
Orange planets produce **fuel**.



Blue planets produce **carbon**.



Green planets produce **food**.



Multicolor planets produce **goods**.

- You start the game with 2 colonies and 1 spaceport, so you already have 4 victory points (because each of your colonies earns you 1 victory point and each spaceport earns you 2 victory points). **The first player to reach 15 victory points wins the game.**
- To earn victory points, you must build new colonies and spaceports on other planets, and trade stations on outposts. To accomplish this you need to build ships to travel there. In order to build anything, you need resources. **Note:** *Ship(s)* is a generic term to refer to colony ships and/or trade ships in these rules.
- How do you get resources? Each turn, you roll 2 dice to determine which planets produce resources. If, for example, you roll a "5", all planets bearing a "5" number disc produce resources. In the picture on the right, the red planet (ore) has a "5" number disc (lower right center of the board).
- To receive resources, one of your colonies or spaceports must be adjacent to a planet that produces a resource. In the picture on the right, a yellow colony (A) and a white spaceport (B) are adjacent to the red planet with a "5" number disc. So, whenever a "5" is rolled, both Yellow and White receive 1 ore each.
- Colonies and spaceports are always adjacent to 2 planets, thus producing 2 different resources, depending on the number rolled. In our example, the yellow colony (A) borders a red planet and a green planet.
- You need very specific combinations of resources to build things. As much as you may wish to, it is extremely unlikely that you will be able to build colonies that give you ready access to every resource. So, you may receive some resources very rarely, if at all.
- You can trade with the supply or trade with other players to get resources you need. Make players an offer and listen to needs. Remember: "*Success in trading leads to success in building.*"
- Using your ships, you can establish new colonies and trade stations on unoccupied building sites. To do so, your ships must travel through space and reach new planetary systems and outposts. Varied encounters can occur along the way.
- Carefully consider where to build your colonies. The numbers on the discs vary in font size. The larger the font size, the higher the probability that it will be rolled. The red numbers "6" and "8" (the largest ones) are more likely to be rolled than "2" or "12" (the smallest ones). While there is no guarantee how often any given number is rolled during a game, you must do what you can to set yourself up for success. Try to build in a way that provides you with a steady supply of resources.

SET-UP FOR BEGINNERS





PREPARATION

SETTING UP THE GAME

Game Pieces

Player pieces: Take all of the player pieces in a color of your choice.



9 Colonies ✹ | 7 Trade Stations ✹ | 3 Transport Ships ✹ | 3 Shipyards ✹ | 1 Victory Point Marker ✹

Each player places their victory point marker on space "4" of the victory point track. The player order of victory point markers that occupy the same space doesn't matter.

Combine your pieces to create new pieces:



Mothership: Each player takes their mothership ✹.

Note: *The first time you play, you have to do 2 things:*

- *Affix a sticker of your player color to the bottom of you mothership's engine cone.*
- *Carefully remove the mothership's nose cone and place the 5 balls depicted below inside the ship's hull. Then carefully reattach the nose cone to the hull.*



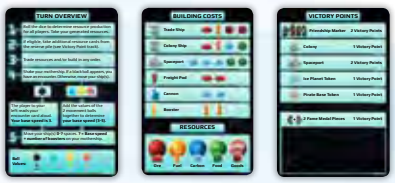
yellow | red | blue | black



Mothership ✹

Overview Cards ✹

Each player takes a set of the following 3 cards: Turn Overview ✹, Building Costs, and Victory Points ✹. Place them in front of you.



Turn Overview | Building Costs | Victory Points

Resource Cards

The Supply: Sort the resource cards ✹ by type. Place the goods cards into the "**2:1**" compartment and the remaining resources into the "**3:1**" compartments in the card tray as shown below (these go face up).

The Reserve Pile ✹: Take 8 cards from each of the 5 resource stacks. Shuffle them and place this reserve pile face down into the "**?**" compartment. Place the card tray beside the game board.



Upgrades & Fame Medal Pieces

Upgrades✹: Put the upgrades into the corresponding compartments of the upgrades tray (see below).


20 Freight Pods✹


24 Cannons✹


24 Boosters✹

Fame Medal Pieces✹: Place the 40 fame medal pieces into their compartment in the upgrades tray. Place the upgrades tray beside the game board.



Encounter Cards

Shuffle the 32 encounter cards✹ and place them face down into their compartment in the upgrades tray.



Friendship Cards & Markers

Sort the 20 friendship cards by the 4 different alien civilizations. Arrange the 5 cards of each alien civilization in a stack and place these stacks face up beside the game board. Place the friendship markers on top of their corresponding card stacks.



Note: *Before your first game, insert the 4 friendship markers into the 4 bases.*

Special Tokens & Dice



Ice planet and pirate base tokens✹: Place these 5 tokens face up beside the game board.



Reserve number discs✹: Gather the 5 number discs with the blue and tan circular icon on the back. Shuffle them face down and place them beside the pirate base and ice planet tokens.



Trade ship tokens: Place these tokens beside the board. You may need them for certain encounter cards✹.



Dice: Place the 2 dice beside the game board.

STARTING SET-UP

For Beginners

Starting Colonies: Place 2 colonies and 1 spaceport on the *Catanian Colonies* as shown in the picture on pages 2-3.

Important: *When playing with 3 players, set up the 2 colonies and the 1 spaceport of the 4th player color as shown in the picture. They are meant to block the colony sites and won't play a role in the remainder of the game.*

Starting Ship: Each player places 1 colony ship on the specified spaceport site shown in the picture (pages 2-3).

First Production: Each player draws 3 resource cards from the face-down reserve pile. Keep the resource cards in your hand hidden from the other players.

Fame Medal Piece: Take 1 fame medal piece from the upgrades tray and place it in front of you.

Upgrade: Take 1 booster from the upgrades tray and add it to your mothership.

Starting Player: Each player rolls the dice. The highest roller goes first.

For Advanced Players

If you have experience with the *Catan* base game and *Catan: Starfarers*, we recommend that you build your *Catanian Colonies* according to the variable set-up rules for *Catanian Colonies* in the set-up phase✹ in the Almanac.

GAME PLAY AT A GLANCE

On your turn, take the following actions in the order listed below:

1. **Production Phase**
   a. You roll both dice to determine the turn's resource production.
   b. All players receive resources produced by the production roll.
   c. You draw as many resource cards as you are entitled to from the reserve pile (just the player who rolled the dice).
2. **Trade & Build Phase**
   You can trade✹ and build✹ as much as you like in any order.
3. **Flight Phase**
   a. Shake your mothership✹ to determine your ship(s) base speed✹ and occationally deal with an encounter✹.
   b. Move your ships✹.

After you complete your actions, pass the dice to the player on your left. That player begins their turn with the Production Phase.

GAME PLAY IN DETAIL

PRODUCTION PHASE

Roll the Dice

On your turn, roll both dice. The sum of the dice determines which planets produce resources.

Production From Planets



For each colony and each spaceport a player has adjacent to a planet with the number rolled, that player takes 1 resource card from the supply.

Example: *If a "6" is rolled, Blue receives 1 carbon for their colony, while White receives 1 carbon for her spaceport. If a "5" is rolled, Yellow and White each receive 1 ore.*

Production From the Reserve Pile

If it is your turn, you must take resource cards from the reserve pile, depending on your current number of victory points. To determine the number of resource cards you take—just check the position of your victory point marker on the victory point track.

4-7 Victory Points: Take 2 resource cards.

8-9 Victory Points: Take 1 resource card.

10+ Victory Points: You no longer receive free cards from the reserve pile.

Important: If you forget to take your resource card(s) from the reserve pile, you may still take the card(s) during your trade & build phase. However, once shaking your mothership during the flight phase you are no longer allowed to take your free resource card(s) from the reserve pile.

Reserve pile depleted: When the reserve pile is depleted, form a new reserve pile with 8 cards of each resource type as described on page 3.

TRADE & BUILD PHASE

On your turn, after completing the production phase, you may trade and build in any order (for example, you can trade, then build, then trade, and build again).

Trade✹

On your turn, you may trade resource cards. You may trade as many times as you like (and your resource cards allow). There are 2 types of trade; these can be performed in any order.

Trade With Players✹

During your turn, you can trade resources with all players. You declare what resources you need and what resources you offer in exchange. Counteroffers might follow. You and the other players decide at which rate the resources are traded, but only you can finalize a deal.

Important: When it is **not** your turn, you can only trade with the player that rolled the dice. You cannot trade with the supply or another player.

Trade With the Supply✹

During your turn, you may trade directly with the supply. This allows you to get resources that other players either don't have, or won't trade.

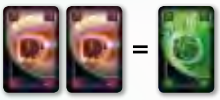
3:1 Resources with the supply: Return 3 identical resource cards to the supply and take 1 different resource card of your choice from the supply.

Example:



2:1 Goods with the supply: The *goods* resource has a special role when trading with the supply: you may exchange 2 goods for any 1 other resource of your choice.

Example:



Build

Colonies✹ and spaceports✹ earn you victory points✹ and increase your probability of resource production. You need ships (**again:** *ship*[*s*] is a generic term for colony ships and/or trade ships) to reach new planets and outposts✹. You can buy useful upgrades for your mothership✹ that will give you advantages as you travel through space.

In order to build, you must return the correct resource card combinations to the supply (look at your *Building Costs* overview card). Take the respective player piece from your personal supply and place it on the game board or attach the upgrade to your mothership.

If your personal supply or the upgrades tray no longer contains an item, you cannot build it. For example, if you already have 3 ships on the game board, you cannot build a ship until your personal supply again contains a transport ship.

Spaceport✹: Requires 3 carbon + 2 food



Build a spaceport: You build a spaceport by upgrading 1 of your existing colonies. Place a shipyard around the colony you want to upgrade.

Spaceport Sites✹: At the beginning of the game, each player has only 1 spaceport. Ships can only start from the 2 intersections adjacent to a spaceport. As the game progresses and the distance to new planets increases, you will likely want to build a second or third spaceport.

Victory Points: A spaceport is worth 2 victory points. Because a spaceport expands an existing colony (worth 1 victory point), your victory point marker only advances 1 space on the victory point track when you build a spaceport.

Important: Like a colony, a spaceport **only produces 1 resource** when the number of an adjacent planet is rolled. ***Note:*** *This is different than other Catan games you might be familliar with.*

Trade Ship✹: Requires 1 ore + 1 fuel + 2 goods



Build a trade ship: You can only build a trade ship on 1 of your unoccupied spaceport sites✹. Spaceport sites are the 2 intersections directly adjacent to a spaceport. If no unoccupied spaceport site is available, you cannot build a trade ship.

Example: *1 spaceport site at the white spaceport is occupied, so White could place 1 trade ship on the other spaceport site if she pays the corresponding resource combination to the supply.*

Yellow and Blue don't have spaceports in this planetary system; therefore, they cannot place ships there.



Move a trade ship: You can move a trade ship in the flight phase of the same turn you build it.

Colony Ship✹: Requires 1 ore + 1 fuel + 1 carbon + 1 food



Build a colony ship: A colony ship can only be built on an unoccupied spaceport site. Spaceport sites are the 2 intersections directly adjacent to a spaceport. If no unoccupied spaceport site is available to you, you can't build a colony ship.

Move a colony ship: You move a colony ship in the flight phase of the same turn you built it.

Mothership Upgrades:

Cannon✹: Requires 2 carbon



Each cannon increases the combat strength✹ of each of your ships by 1. Attach the cannons to the nose cone of your mothership. You can add up to 6 cannons to your mothership.



Freight Pod✹: Requires 2 ore



Each freight pod increases the freight capacity of each of your ships by 1. Attach the freight pods to the side of your mothership. You can add up to 5 freight pods to your mothership.

Booster✹: Requires 2 fuel



Each booster increases the speed of each of your ships by 1. Attach the boosters to the fins of your mothership. You can add up to 6 boosters to your mothership.

FLIGHT PHASE

If you do not have a ship on the game board, you skip the flight phase and the next player takes their turn.

If you have 1, 2, or 3 ships on the board, you first determine their **speed**. Then, one by one, you **move** each of your ships on the game board according to the **flight rules**.

Important: The attributes of your mothership always apply to all of your ships. This includes the upgrades and the determined speed.

Determine Your Speed

Your speed✹ determines the maximum distance your ship(s) can travel this turn. Your speed is composed of your **base speed plus** any **boosters** and/or **certain friendship cards** you may possess. The speed during your turn applies to all of your ships✹.

To determine your base speed:

First, shake your mothership: Turn it upside down, shake it, then turn it upright again. 2 balls fall into the engine cone at the tail of your mothership. The *Turn Overview* card shows the value of each colored ball as shown here:



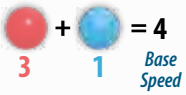
Depending on which balls fall into the engine cone, there are 2 possible ways to determine the base speed.

1. Neither of the 2 Balls Is Black



Calculate your base speed: Add the values of the two balls in the engine cone together.

Example: *If a blue ball and a red ball fall into the engine cone, your base speed is "4".*



Add any speed boosters: To determine the speed✹ of your ships, take your base speed, then add the number of boosters on your mothership and the number of boosters depicted on any *Scientists* friendship cards (if you have them).

2. One of the 2 Balls Is Black



Base Speed: In this case, your base speed is always "3". The black ball triggers an encounter (see: *encounters*✹). The color of the second ball is irrelevant.

Add any speed boosters: To determine the speed of your ships, take your base speed (3), then add the number of boosters on your mothership and the number of boosters depicted on any *Scientists* friendship cards (if you have them).

Important: Before you move your ships, you must resolve the encounter. You can find the encounter rules on page 8 in the *Special Cases* section.

Move Your Ships

The determined speed applies to all your ships on the game board. You may move each of your ships a distance of as many intersections as the determined speed allows, provided that you adhere to the flight rules.

Example: *White shakes her mothership and obtains a base speed of "4" (blue & red ball). In addition, her mothership has 1 booster. Therefore, she can move each of her ships a distance of 5 intersections.*
She has only 1 ship and moves it a distance of 5 intersections.



General Flight Rules✹

When you move your ships, you must observe the following rules:

Use your speed: You can move any or all your ships fewer intersections then allowed. You may elect not to move a given ship.

Turn back: During your turn, you can also return your ships to intersections they have previously occupied.

Occupied intersections: Your ships can move through intersections occupied by any ships, colonies, or spaceports. However, you must include these intersections in your movement count. After movement, each intersection can be occupied by only 1 playing piece.

Blockades: You are not allowed to block certain intersections (see page 8, *Special Cases*).

Explore a Planetary System✹

If you move a ship to an intersection adjacent to a planetary system (see the green circles in the picture) that contains planets with face-down number discs, you immediately reveal all of those number discs.



Example: *White's ship has reached an intersection adjacent to an unexplored planetary system. She immediately reveals all 3 face-down number discs on the planets.*

If you reveal a pirate base or an ice planet, remove this disc from play and replace it with the corresponding, larger special token with the same image (a fame medal is depicted on the back of the special token).



Example: *Now the players know which numbers must be rolled for the planets to produce resources. The number disc on the fuel planet indicates that the planet is occupied by a "4" pirate base. Replace the disc with a pirate base token showing the same image. You can only place a number disc with a production number on the planet after the pirate base is defeated.*

After the exploration, your ship may continue its movement, provided that the ship's speed still allows it.

Important: If you are playing an explorer variant✹, read the corresponding rules in the Almanac.

Establish a Colony

If one of your colony ships✹ ends its flight on an unoccupied intersection between two planets, you may† establish a colony✹ there by removing the transport ship and returning it to your supply (†see *No Blockade* on page 8). Once you have established a colony, you cannot change it back to a colony ship.

Colony site✹: You can only establish a colony on an intersection between 2 planets. Therefore, each planetary system has 3 building sites. Your colony occupies 1 of these intersections.

Pirate base / ice planet✹: You cannot establish a colony on a building site adjacent to a planet with a pirate base or adjacent to an ice planet.



Example: *White moves her colony ship a distance of 3 intersections until it reaches the colony site. She places the colony on this intersection between the 2 adjacent planets. As long as the fuel planet is occupied by the pirate base, no one can build on the other 2 colony sites.*

Production: Starting with the next production roll, the planets adjacent to the new colony produce resources when the planets' numbers are rolled.

Victory point: The colony is worth 1 victory point. Advance 1 space on the victory point track.

Special rule for 3-player games: Each planetary system has 3 colony sites. In a 4-player game, you can establish a colony on each of these sites. In a 3-player game, however, only 2 colonies can be established in each planetary system. Once 2 colonies are established in a planetary system, no one can establish a colony on the third intersection.

Establish a Trade Station

If one of your trade ships✹ ends its flight on the docking point✹ of an outpost✹, you must establish a trade station✹ at the outpost. Once you have established a trade station, you cannot change it back to a trade ship.

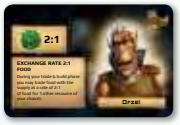
Docking Point✹: Your trade ship must land on the circular docking point in the center of the outpost. Place your trade station on 1 of the 5 free docks around the outpost. Return the transport ship to your supply.

Minimum Number of Freight Pods: To establish a trade station, the number of freight pods on your mothership must be greater than the number of trade stations already at the respective outpost.



Example: *White moves her trade ship past the red trade ship and lands on the docking point of the Merchants' outpost. There is no trade station at this outpost yet, so White's mothership must only have at least 1 freight pod for her to establish a trade station there (it does!). White returns the transport ship to her supply and places the trade station on 1 of the adjacent docks.*

Friendship card✹: After establishing a trade station, you may look at all of the available friendship cards from that alien's civilization. Choose 1 of the cards and place it face up in front of you. You can use the advantages described on that card immediately.



Victory points✹: If you are the first player to establish a trade station at an outpost, you receive the respective aliens' friendship marker✹. Stand the marker next to your supply of game components, clearly visible to everyone. A friendship marker is worth 2 victory points. Advance 2 spaces on the victory point track.



You lose a friendship marker (and the associated 2 victory points) if another player has more trade stations at this outpost.



Example: *On his turn, Red was able to dock his second trade station at the Merchants' outpost. Since 3 trade stations had already been established there, his mothership must have at least 4 freight pods. Red now has the most trade stations at this outpost, so White must give Red the friendship marker. White moves her victory point marker back 2 spaces and Red moves his victory point marker forward 2 spaces.*

Pirate Bases and Ice Planets

You are not allowed to establish colonies✹ on colony sites✹ if one of the adjacent planets is an ice planet✹ or harbors a pirate base✹. You must first terraform the ice planet or free the planet from pirates. If your speed allows it, you can continue your ship's flight after this action.

Pirate base: If you move your ship to an intersection adjacent to a pirate base and the number of cannons on your mothership (plus any cannons you have from Scientist friendship cards) is **equal to or greater than** the number on the pirate base token, you immediately defeat the pirate base.

Ice planet: If you move your ship to an intersection adjacent to an ice planet and the number of your freight pods on your mothership is **equal to or greater than** the number on the ice planet token, you immediately terraform the ice planet.

Continues on page 8.

Victory point: If you have terraformed a planet or freed it from pirates, you take the special token from that planet, flip it over, and place it in front of you. It is now a fame medal worth 1 victory point. Advance 1 space on the victory point track.

Important: Unlike fame medal pieces, you cannot lose this medal.

New number disc: Place one of the reserve number discs face up on the planet.

Example: *White moves her starship on an intersection adjacent to the pirate base. Her mothership has 4 cannons. The pirate base is immediately defeated. White is rewarded with the planet's pirate base token and places it in front of her (fame-medal-side-up). She draws a random reserve number disc, flips it face-up (here it's a "3"), and places it on the empty planet. Afterwards, White builds her colony on the colony site by removing her transport ship.*



SPECIAL CASES

You Roll a "7" During Your Production Phase

No production from the planets: When you roll a "7"✹, no players receive any production from the planets.

Discard cards: Any player who has **more than 7** resource cards in hand must choose half of these cards and return them to the supply. If you have an odd numbers of cards, round down. For example, if you have 9 cards, you must lose 4 of them. ***Note:*** *Some friendship cards protect against this.*

Draw cards: If you rolled the "7," choose 1 of the other players and draw 1 resource card at random from that player's face-down hand.

Special production from the reserve pile: All of your opponents receive a free card from the reserve pile. Starting with the player on your left, each opponent, in turn, draws their card.

Resolve an Encounter Card✹

When you shake your mothership to determine your base speed✹ and a black ball falls into the engine cone, you have an encounter. You cannot move your ships until you resolve the encounter.

Someone else reads the card aloud: The **player on your left** draws the topmost encounter card and reads the text in the first text box aloud.

Important: Only the card reader is allowed to see the text on the encounter card.



Make a decision: Generally, you are either asked to choose a number or to answer a yes or no question. In either case, you must choose your answer before the reader announces the results.

If you are asked to choose a number: the player reading the card reads the text in the box marked with that number aloud.

If you are asked a yes/no question and you answer:

- "**Yes**," the player reading the card follows the arrows marked with ✔ and reads the corresponding text aloud.
- "**No**," the player reading the card follows the arrows marked with ✖ and reads the corresponding text aloud.

Resolve the result: The encounters are quite varied and can have very different results. It is also possible that a result is determined by "shaking the mothership✹". As soon as you resolve the result, put the encounter card on a discard pile. Then you move your ships.

Fame medal pieces: If you successfully complete an encounter, you may receive fame medal pieces. On the other hand, you may lose fame medal pieces if the encounter doesn't turn out so well for you. Take awarded fame medal pieces from the upgrades tray and place them in front of you. Return lost fame medal pieces to the upgrades tray.

Important: You can never lose fame medals you receive for successfully freeing planets from pirates or terraforming ice planets.

Victory points: 2 fame medal pieces are worth 1 victory point. Every time you can make 1 complete medal out of 2 fame medal pieces, you advance 1 space on the victory point track. If you lose 1 fame medal piece and thus 1 victory point, you move your victory point marker back 1 space on the victory point track.

Important: The 2 *Wear and Tear* encounter cards always apply to all players. Resolve the instructions in successive order. You will find further references to the encounter cards in the Almanac.

No Blockade

In the vast expanses of space, blocking each other with ships is neither customary nor permitted.

Spaceport sites: Your **ship** cannot end its movement on **another player's spaceport site**.

Colony sites: Your **trade ship** can never end its movement on a **colony site**. If your **colony ship** ends its movement on a **colony site** without establishing a colony, you must either vacate that colony site or establish a colony there on your next turn.

Docking points: Your **colony ship** can never end its movement on a **docking point**. Your **trade ship** may only end its movement on a **docking point** when you immediately build a trade station.

GAME END

If you reach and/or have at least 15 victory points on your turn, the game ends and you are the winner.

CATAN

CATAN STUDIO

CREDITS

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