

THE STARFARERS OF CATAN ALMANAC

A Detailed Explanation of the Rules and Examples
from the Starfarers of Catan



These are not the Game Rules!

This "Starfarers' Almanac" contains detailed examples and rules clarifications for *The Starfarers of Catan*. These are not the game rules. You do not have to read this material prior to your first game. Instead, use the Game Rules. Then you can refer to this booklet if any questions arise during a game. This almanac is organized alphabetically by topic.



By the middle of the third millennium, humanity has colonized the moon and the planets of our solar system. Shortly after the discovery of a hitherto unknown crystal deep beneath the surface of Saturn, scientists manage to harness the new discovery to construct a faster than light drive.

The first Catanian colonies outside of our solar system were founded in 2600 AD.

Before long, humanity encountered friendly alien races; the Green Folk, the Scientists, the Merchants, the Diplomats and the Travelers. Humanity discovers that all the races who have mastered interstellar travel are peaceful. They also discover the existence of an Intergalactic Council responsible for maintaining harmony in the galaxy.

Humanity is admitted into the galactic council in 2700 AD. The growing population of the Catanian colonies, however, has forced humanity to seek new colonies in other planetary systems.

Four Starfarers (the players) are entrusted with the task.

In addition to this task, the Starfarers have also been commissioned to expand commercial ties with the various races who are members of the Galactic Council; this is no easy task. At the start of the venture, the colonists can still obtain resources from earth, but as time and distances increase, the Catanian colonists must rely on resources from newly colonized planets. They must also build new starships to accomplish their mission.

The Galactic Confederation of pirates is a dangerous obstacle to this important mission. Lawless members of all the races have united under the black pirate banner to harry the starfaring vessels of the peaceful races of the Galactic Council.

The Starfarers must see to it that when expanding their starships, that they not only improve the ships' speed and increase freight capacity, but that they also increase the ship's firepower.

It is now the end of the third millennia. For the first time a human will be selected to head the Galactic Council. This human must win the support of humanity, and that of the other races. To do so, he will require diplomacy, a firm stance against piracy, and bold support of colonizing the distant planetary systems. Do you have these attributes? Can you claim the leadership of humanity and the Galactic Council?

Note: For readability purposes, this material uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/his, etc.

GAME COMPONENTS

- 1 Game Board
- 4 Mother Ships
- Expansion pieces for the mother ship:
 - 24 Cannons
 - 24 Boosters
 - 20 Freight Rings
 - 40 Fame Rings
- 100 Resource Cards consisting of:
 - 20 Food Cards
 - 20 Trade Goods Cards
 - 20 Fuel Cards
 - 20 Carbon Cards
 - 20 Ore Cards
- 32 Encounter Cards
- 20 Friendship Cards
- Game pieces in each of 4 colors:
 - 9 Colonies
 - 7 Trading Outposts
 - 3 Spaceport Rings
 - 3 Transporters
- 38 Resource Chips
- 4 Friendship Chips
- 4 Game Overview Cards
- 4 Victory Point Markers
- 2 Dice

TOPIC INDEX (WITH PAGE NUMBER)

Alien Races.....4	Flight Rules.....10	Resource Production
The Diplomats.....4	Freight Rings.....12	Probability.....18
The Green Folk.....4	Friendship Cards.....12	Rolling a Seven.....18
The Merchants.....4	The Diplomats.....12	Rolling the
The Scientists.....4	The Green Folk.....13	Mother Ship.....19
The Travelers.....4	The Merchants.....13	Space Intersections...19
Boosters.....5	The Scientists.....13	Space Jumps.....19
Building.....5	Friendship Chips.....14	Space Pirates.....19
Cannons.....5	Galactic Bank.....14	Spaceport
Catanian Colonies.....5	Game End.....14	Intersections.....19
Colonies.....5	Game Turn.....14	Spaceports.....20
Colony	Home Bases, Alien.....15	Starships.....20
Intersections.....6	Ice Planet Chips.....15	Starting Set Up for
Colony Ships.....6	Mother Ships.....15	Advanced Players...20
Combat Strength	Outpost (Trading)	Trade.....21
Determination.....6	Intersections.....16	Trade and
Determining Speed.....7	Pirate Lair Chips.....16	Building Phase.....22
Encounter Cards.....7	Planetary Systems.....16	Trade Ships.....22
Exploration.....9	Production Phase.....17	Trading Outposts.....22
Fame Rings.....9	Reserve Pile.....17	Transporters.....23
First Starship.....9	Resource Chips.....18	Victory Points.....23
Flight Phase.....10		Worm Holes.....24

ALIEN RACES

There are five alien races. The Merchants, the Scientists, The Green Folk, and the Diplomats have home bases in the vicinity of Catanian space. Players can build trading outposts adjacent to these bases. The Travelers have no home base. A player can only contact this race by having an encounter.

ALIEN RACES, THE DIPLOMATS

The Diplomats are a friendly and charismatic race. They maintain good relations with all of the races in the galaxy. Diplomats can increase an ally's fame, reduce tribute demands, and persuade rich colonies to send resources to poor colonies.



ALIEN RACES, THE GREEN FOLK

The Green Folk live in complete harmony with the natural world. Under their leadership, farms produce more food, mines more ore, and the search for precious fuel is simplified.



ALIEN RACES, THE MERCHANTS

The Merchants are a proud and vigorous race. Their huge trade ships control most of the interstellar trade in the galaxy.

The Merchants do have one unusual quirk. Before initiating a trade, they expect a gift from their prospective trading partner. If they consider the gift worthy, then the merchants respond with a gift of equal value and the trade is concluded. If the Merchants consider a gift inferior, then it can have unpleasant repercussions for their trading partners.



In extreme cases, the offended merchant prince will even sabotage the starship of an unworthy trade partner, bringing its flight to an abrupt halt. Unfortunately, the merchants reactions to gifts can be unpredictable.

A player who has the friendship of the Merchants can trade resources with the Galactic Bank at a more advantageous rate.

ALIEN RACES, THE SCIENTISTS

This reserved but peaceful race are the masters of advanced starship technology.

A player who obtains one of this race's friendship cards can increase the speed and combat ability of his starships.



ALIEN RACES, THE TRAVELERS

This mysterious race of unknown origins is rumored to have supernatural powers. Aside from telepathic abilities, the Travelers are rumored to be able to move large objects great distances using thought alone. Space jumps of thousands of light years are child's play to them. In spite of their great



powers, the Travelers are completely peaceful and will not even defend themselves against pirates. The Travelers are revered by all the races of the galaxy. When those fortunate enough to encounter the Travelers express their admiration in the form of gifts, they are usually rewarded with a blessing from the Travelers.

BOOSTERS

A booster costs two Fuel and is attached just above the stern fins on the mother ship. Each Booster increases the speed of a player's starship by one. A mother ship can carry a maximum of six booster expansions.



BUILDING

During his turn, a player can build during the Trading and Building phase. The player returns resource cards to the resource piles in exchange for the item being constructed. A player can build the following:

1. General Construction:

- Colony Ships
- Trade Ships
- Spaceports

2. Mother Ship Expansions:

- Freight Rings
- Boosters
- Cannons

When building, a player is limited only by the resources he has at his disposal and the playing pieces he has remaining. The resource costs for each item is listed on the game overview card under "Building Costs."

CANNONS

A cannon costs two Carbon and is placed in an opening near the top of the mother ship. Each cannon increases the combat strength of the player's starships by one. A mother ship can carry a maximum of 6 cannons.

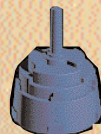


CATANIAN COLONIES

The four Catanian planetary systems are marked with Greek letters. Players use these locations to set their starting colonies and spaceports. These starting colonies can be placed using the starting or the advanced set up rules. It is recommended that you use the starting set up for your first few games.

COLONIES

A colony is worth one victory point. Whenever a planet's number is rolled, each player with a colony adjacent to that planet receives one resource card corresponding to the resource that the planet produces.



A player who wishes to found a new colony does the following:

- The player builds a colony ship and places it on an open spaceport intersection next to any one of his spaceports.
- If a player ends the flight of a colony ship on an open colony intersection, the player first explores the two adjacent planets. (See Exploration.)
- If neither planet contains a pirate lair chip or an ice planet chip then the player can found a colony. The player removes the transporter from the colony module and returns the transporter to his reserves—leaving the colony piece on the colony intersection.
- The player then turns the adjacent resource chips face up.
- Once a colony has been founded, it cannot be converted back into a colony ship.

Special Three-player Rule:

Each planetary system has three colony intersections. In the four-player game, players can found colonies on all of these intersections. In a three-player game, only two of the colony intersections in a planetary system may contain colonies. One of the colony intersections must remain vacant.

COLONY INTERSECTIONS

A colony intersection is an intersection between two planets. Every planetary system has three colony intersections—each is marked with a circle.

- A colony can only be founded on a colony intersection.
- A trade ship cannot end its move on a colony intersection.
- If a player's colony ship ends its move on a colony intersection and the player does not wish to found a colony, the colony ship must vacate the intersection during its next move. (If possible.)

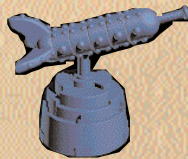
COLONY SHIPS

A colony ship is used to found a new colony on an open colony intersection. A colony ship costs 1 Ore, 1 Carbon, 1 Fuel, and 1 Food to build.

After paying the required resources, the player takes a colony module and a transporter from his reserves. Then, he places the transporter on the colony module to complete the colony ship. If the player has no available transporters or colony modules then he may not build a colony ship.

A new colony ship is placed on one of the player's open spaceport intersections. The colony ship can move during its player's Flight Phase.

The movement rules for colony ships can be found in the Flight Rules.



COMBAT STRENGTH DETERMINATION

To determine the combat strength of one of his trade ships or colony ships, a player rolls his mother ship and adds the result to the number of cannons on his mother ship and any additional increases from Scientist friendship cards.

A high combat strength is vital when encountering pirates or when conquering pirate lairs.

DETERMINING SPEED

To determine the *total speed* of each of his trade ships and colony ships, a player first rolls his mother ship to determine his *base speed*. He then adds this base speed to the number of boosters on his mother ship and any additional speed increase from any Scientist friendship cards he has. The result is the total speed for each of his starships for that round.

The higher the total speed, the further the player may move his trade ships and colony ships. When moving ships, the player must obey the Flight Rules.

ENCOUNTER CARDS

A player who rolls a black ball at the beginning of his flight phase has an encounter with his first ship.

- The player to the left of the player whose turn it is takes the top encounter card from the pile. Then, he reads the text in the first box without showing the card to anyone.
- Two encounter cards begin with the title “Wear and Tear.” The instructions on these cards affect all players in the game, not just the current player.
- All other encounter cards begin with a question that the player whose turn it is must answer.
- Once the player makes his decision, then his neighbor reads the text in the next box.
- Encounters with pirates can result in combat. In this case, the player must determine his combat strength. Pirate encounter cards will specify which player must take on the role of the pirates. This indicated player uses his own mother ship to determine the combat strength for the pirates. He includes any cannons on his mother ship. If the combat strength of the pirates is greater than the combat strength of the player who encountered them, the player loses the battle.
- The player who takes on the role of the pirates does so only for the purpose of determining their combat strength and/or total speed. The player does not receive any advantages or disadvantages for doing so. For example, if the pirates gain a resource card from a player who encounters them, then the resource card is returned to the Galactic Bank. The player representing the pirates does not receive this resource.
- In some encounters, the player and another specified player must determine their ship speeds. If the player having the encounter has the lower speed, then he loses the encounter.
- In some encounters, a player must decide how many resources he is willing to donate to the encounter (such as Merchants or Travelers). After the player decides how many resources to donate, he must return them to the Galactic Bank. Then, the player reading the encounter card reads the result text aloud.

- If a player has no resources to donate (for example, to a pirate), then the player has no choice in the encounter. He must declare that he has no resource cards to give.

Hint: Try not to spend all of your resources during the building phase. Keep at least one or two resource cards in reserve.

- The encounter card is discarded when the encounter is concluded. The player may then move his starships normally, unless the encounter card specified otherwise.

Note: After an encounter (black ball), the base speed for starships is always 3.

- Depending on a player's actions, the results of an encounter can be favorable or unfavorable.

Unfavorable Results:

1. Your First Ship cannot move this round:

This result affects only the player's first ship. The player may move the first ship again during the flight phase of his next turn.

2. Your mother ship loses an expansion of your choice:

The player removes an expansion of his choice from his mother ship and returns it to his reserve. If the player has no expansions on his mother ship, then the player is unaffected. Fame Rings are not considered expansions and may not be removed in place of freight rings, cannons, or boosters.

3. You lose a fame ring:

The player removes the specified number of fame rings from the tip of his mother ship and returns the rings to the Galactic Bank.

If the mother ship has no fame rings then the player is unaffected.

Favorable Results:

1. You receive x resource cards.

You receive either resource cards of your choice or specific resources.

The Resources are taken from the resource piles.

2. You may move your starship to an intersection of your choice.

The player may make a "space jump" with his first ship. The jump is executed during the flight phase and counts as that ship's move.

3. You receive a FR.

The player takes a fame ring from his reserves and places it on the tip of his mother ship.

4. You may add an expansion of your choice to your mother ship.

The player may add a cannon, freight ring, or booster to his mother ship free of charge.

5. Place a Trade Ship next to your spaceport as soon as possible.

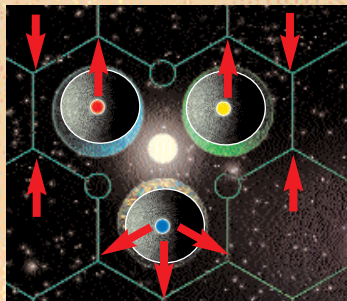
The player builds a trade ship free of charge. If the player has no open spaceport intersections or no transporters available, then the player builds

the trade ship as soon as these become available. This can also occur in the middle of the flight phase, if the player finds a colony or trading outpost and frees up a transporter.

EXPLORATION

If, during the flight phase, a trade ship or colony ship reaches an intersection adjacent to a planet with a face down resource chip, then the ship's player may examine that planet's resource chip. The player then replaces the chip face down on the planet without revealing any information to the other players. The player may continue moving his starship provided that he has the movement points.

- If the resource chip is a pirate lair chip, the player can defeat the pirates if his mother ship is equipped with enough cannons. (See Pirate Lair Chips).
- If the resource chip is an ice planet chip, the player can replace the chip if his mother ship has enough freight rings (see Ice Planet Chips).



The red arrows indicate which intersections a ship must move to in order to explore the planet. A starship at a colony intersection may explore both adjacent planets.

FAME RINGS

A player who negotiates an encounter successfully and honorably sometimes gains a fame ring. A player sometimes loses a fame ring during an encounter. In addition, a player that has the "Fame for Sale" Diplomat friendship card may purchase fame rings.



A fame ring is placed on the tip of the player's mother ship and must remain visible at all times. Every two fame rings are worth one victory point. There are no half points—for example, if a player has three fame rings, they are worth only one victory point. A mother ship may have a maximum of eleven fame rings. Therefore, a player may earn a maximum of five victory points from fame rings.

Fame rings do *not* count as expansions to the mother ship. If a player is forced to remove an expansion from his mother ship (as a result of an encounter), the player may *not* remove a fame ring in place of a booster, a cannon, or a freight ring.

FIRST STARSHIP

The starship transporter pieces have one, two, or three rings at their tips. If a player has multiple starships on the board, the starship with the fewest rings on the tip is considered that player's *first starship*. If a player only has one starship on the board, that ship is his first starship.

All encounters effect a player's first starship.

FLIGHT PHASE

Once a player has concluded his Trade and Building Phase, the player may move his starships during the Flight Phase.

If a player has no starships on the board, his Flight Phase is omitted.

The player *rolls his mother ship* at the beginning of the Flight Phase (see Rolling the Mother Ship) to determine the base speed for his starships.

The Flight Phase proceeds based upon whether or not the player rolls a black ball.

1. If the Player does NOT Roll a Black Ball

The result of the roll is the base speed for each of his starships. The player adds the number of boosters on his mother ship to the base speed. If applicable, he also adds the number of additional boosters from friendship cards to the base speed. This final result is the player's *total ship speed* for the turn.

The number of intersections that a player may move each of his starships is equal to this total ship speed. The player must obey all of the Flight Rules when moving his ship.

2. If the Player Rolls a Black Ball

- The player has an encounter prior to moving. The player to his left reads the encounter card (see Encounter Cards).
- The player's base speed for all of his starships is 3, regardless of the color of the second ball rolled. His total ship speed is then calculated as outlined above.

Important:

During a player's Flight Phase, he may only move his starships. He cannot trade or build.

Once a player has rolled his mother ship, then they may no longer draw a resource card from the reserve pile if he forgot to do so during the earlier phases.

A player's turn ends once he has finished moving his ships.

FLIGHT RULES

Once a player has determined his total ship speed (see Flight Phase), he may move each of his colony ships and trade ships (i.e., his starships). The following rules apply:

- A starship may only move from one intersection to another if the two are connected. For example, a starship cannot jump over a planetary system.
- A starship's maximum movement is equal to its player's total ship speed. A speed of 7, for example means that a ship can move up to 7 intersections.
- A player does not have to move a starship. If he chooses, his starships do not have to move at all.

Exception: *If a player's colony ship begins the turn on a colony intersection, then the colony ship must leave the intersection. Players*

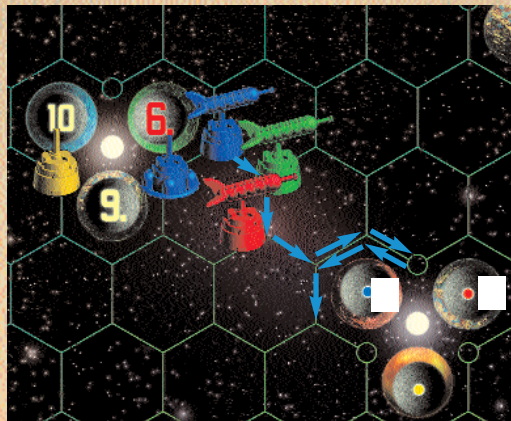
cannot blockade colony intersections. A colony ship may only remain in place if it cannot be moved as a result of an encounter.

- Starships may be moved back along routes they have already traveled during the same turn.

Exception: *If a colony ship begins on a colony intersection, then the ship may only be moved back to the colony intersection if a colony is founded. (No blockading!)*

- A starship can move through intersections containing starships, colonies, spaceports, and trade outposts belonging to any player. The moving starship must count this intersection as part of its movement allowance.
- A starship may not end its movement on an intersection occupied by another starship, a spaceport, a colony, or a trading outpost.
- If a player moves one of his starships adjacent to an unexplored planet, the player may explore the planet (i.e., look at the resource chip) and then continue moving the starship.
- Colony intersections, outpost intersections, and spaceport intersections may not be blockaded!
- A colony ship's movement cannot end on an outpost intersection.
- A colony ship's movement can end on a colony intersection without founding a colony. However, the starship must clear the intersection during its next move (unless it cannot do so as a result of an encounter).
- A trade ship's movement cannot end on a colony intersection. A trade ship's movement can only end on an outpost intersection if the number of freight rings on the mother ship is equal to or exceeds the number of freight rings required to build a trading outpost.

Example: *The blue player has rolled a 5 with his mother ship. With the addition of the three boosters on his mother ship, his total ship speed is 8. The player moves his starship from intersection to intersection (blue arrows), jumping over two starships and investigating the resource chips on the ore and commerce planets. The player decides not to found a colony between these two planets. The player then continues his move by moving back 3 spaces, so that he can investigate the resource chip on the fuel planet during his next move.*



FREIGHT RINGS

A freight ring costs two ore, and is attached to the main body of the mother ship. A player must purchase freight rings if he intends to build any trade outposts at alien bases.

Freight rings are also required to remove ice planet chips (see Ice Planet Chips). A mother ship can carry no more than five freight rings.



FRIENDSHIP CARDS

Every time a player erects a trading outpost at an alien base, the player receives a friendship card from that race. The player may examine the friendship card pile and select the card of his choice. Once the player has made his choice, the card is placed face up in front of the player. The card takes effect immediately.

The friendship cards of each race mirror that race's characteristics and unique abilities. Friendship cards grant their owners a variety of benefits.

Friendship Card types:

- The Diplomat Friendship Cards
- The Merchant Friendship Cards
- The Green Folk Friendship Cards
- The Scientist Friendship Cards

Each race has five friendship cards—one for each trading outpost intersection. Friendship cards remain in effect until the end of the game.

FRIENDSHIP CARDS, THE DIPLOMATS

Diplomat friendship cards have a variety of advantages.

1. A Helping Hand (1x)

The player that holds this card may draw resources from other players every turn. Each turn, during his trade and building phase, the player may select up to two other players. Only players with more victory points may be chosen. The holder of the Helping Hand may randomly draw one resource card from each selected player. This ability may be used only once each turn. If the holder of this card has the most victory points, he may not use this ability at all.

2. Reduced Tribute (1x)

Whenever a 7 is rolled, the player that has this card only loses half of his resources if he has more than 12 resource cards.

3. Fame for Sale (2x)

If a player has this card and his mother ship has less than 6 fame rings, the player may purchase a fame ring for one trade goods card.

Such a fame ring may only be purchased during the player's trade and building phase.

A player may buy as many fame rings as he wishes during his trading and building phase, so long as he pays one trade good per fame ring purchased,

and so long as the total number of rings bought does not bring his total above six.

A player who has both "Fame for Sale" cards receives no additional benefits.

4. Galactic Relief Fund (1x)

If the player that has this card would normally receive no resources from a resource production die roll, the player may take a resource card of his choice from the resource piles. This advantage does not apply if a seven is rolled.

FRIENDSHIP CARD, THE GREEN FOLK

Each of the five "production increase" friendship cards for the Green Folk can give a player additional resources.

If, due to a production die roll, a player receives at least one of the type of resource shown on his friendship card, the player gains one additional resource of that type.

Example: As the result of the die roll the player receives two Ore. The player has the production increase card: "Ore." So, the player receives one additional ore—for a total of three ore.

FRIENDSHIP CARD, THE MERCHANTS

These cards give a player an advantageous exchange rate when trading with the Galactic Bank.

- There is one such card for each of: Carbon, Ore, Fuel, and Food. Each of these cards enables a player to trade two of the resource indicated to the bank in exchange for one resource of the player's choice. He may use this ability as often as he wishes during his Trade and Building Phase. For example, a player that has the "Carbon, exchange rate 2:1" card can trade two Carbons for the resource of his choice during his trade and building phase.
- The "Trade Goods 1:1" card is a special case. If a player has this card, he may exchange one trade goods resource for one resource of his choice. He may only do so once during each of his trade and building phases.

FRIENDSHIP CARDS, THE SCIENTISTS

Scientist friendship cards increase ship speed and combat strength.

1. Combat Strength Increase (1x)

This card increases the combat strength of the player's starships by 2.

2. Speed Increase (1x)

This card increases the speed of the player's starships by 2.

3. Combined Increase (3x)

This card increases the speed and combat strength of the player's starships by one each.

The increases indicated by these cards have the same effect as if the mother ship were equipped with additional boosters and/or cannons. However, these increases do not count as mother ship expansions. If a player is forced to remove boosters or cannons from his mother ship as a result of an encounter, the increases indicated by these cards are **not** affected. This applies even if the player has one of these cards and his mother ship has no expansions.

FRIENDSHIP CHIP

Each alien race has one friendship chip. Each friendship chip is worth two victory points. The first player to build a trading outpost for the given alien race (space 1) receives the friendship chip for that race in addition to a friendship card.



As more trading outposts are built for a given race:

- The player with the most trading outposts for a given alien race receives the friendship chip for that race.
- If multiple players have an equal number of trading outposts for a given race (i.e., they are tied), the tied player with the oldest outpost (lowest number) wins the tie and receives the friendship chip for that race.

GALACTIC BANK

The Galactic Bank is composed of the five stacks of resource cards. Whenever any player expends resources, they are placed into these stacks. Whenever a player produces resources from a colony or spaceport, he draws those resources from them. Players may also trade with the Galactic Bank.

GAME END

As soon as a player reaches 15 victory points during his turn, the game ends immediately and that player wins.

GAME TURN

A player's turn is divided into three phases:

1. *Production Phase*: The player rolls the dice and colonies produce resources unless a "7" is rolled. If a "7" is rolled, tribute is collected. If the player has fewer than 9 victory points, he may draw one card from the reserve pile.
2. *Trade and Building Phase*: The player trades and builds.
3. *Flight Phase*: The player determines the speed of his starships.
 - a. Black Ball: There is an encounter prior to moving his starships
 - b. No black ball: The player moves his starships.

Once a player has concluded his Flight Phase, the next player begins his turn. The various phases of a game turn are described on the game overview cards.

HOME BASES, ALIEN

Except for the Travelers, each alien race has a home base. Each home base has five adjacent outpost intersections. Players can build trading outposts on these intersections.

ICE PLANET CHIPS

The front of two resource chips show a white background with a freight ring and a number. These are ice planet chips. Planets containing ice planet chips are covered with a thick layer of ice.



Colonies may not be founded on colony intersections adjacent to ice planets.

If while exploring, a player discovers a planet containing an ice planet chip, the chip is returned to the planet face down just like any other resource chip.

A player can make an ice planet habitable by meeting the following conditions:

1. The player must end his turn with one of his starships on an intersection adjacent to the planet containing the ice planet chip.
2. The player's mother ship must have at least as many freight rings as the number on the ice planet chip.
3. If the player meets these conditions, he removes the ice planet chip from the board and places it face up in front of him. An ice planet chip is worth one victory point.

The player replaces the ice planet chip with a resource chip from the reserve pile (white dot face up.)

Since the player still has a ship adjacent to the planet, the player may look at the number side of the resource chip (exploration). If the player's ship is on a colony intersection, the player may found a colony as soon as the ice planet chip is removed.

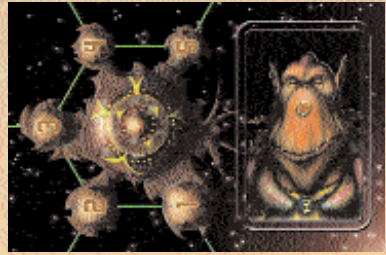
MOTHER SHIPS

Each player receives a large mother ship at the beginning of the game. A mother ship determines the characteristics of its player's starships. The colored balls in the transparent cylinder at the stern of a mother ship determine the base speed and base combat strength for its player's starships. (See Rolling the mother Ship)

Whenever a player adds a booster, cannon, or freight ring to his mother ship, it increases the speed, combat value, or freight capacity of his starships by one. Any fame rings earned during the game are attached to the tip of the mother ship. Fame rings are not considered expansions.

OUTPOST (TRADING) INTERSECTIONS

Each alien home base is surrounded by 5 outpost intersections. A trading outpost can only be built on an outpost intersection. The number on the outpost intersection is equal to the minimum number of freight rings that a player's mother ship must have for that player to build a trading outpost on that intersection..



A trade ship can only end its movement on an outpost intersection if the player can and does build a trading outpost on that intersection.

A colony ship cannot end its flight on an outpost intersection.

PIRATE LAIR CHIPS



The three types of resource chips can conceal pirate lairs.

A colony may not be founded adjacent to a planet containing a pirate lair chip. If a player discovers a pirate lair while exploring a planet, the chip is once more placed face down just like any other resource chip.

A player can eliminate a pirate lair if he meets the following conditions:

1. The player must end the movement of one of his starships on an intersection adjacent to the planet containing the pirate lair chip. If the starship is a trade ship, it must be on an adjacent intersection that is not a colony intersection.
2. The total number of cannons on the player's mother ship and from any Scientist Friendship Cards he holds must be equal to or larger than the number shown on the pirate lair chip.

If the player meets these conditions then he removes the pirate lair chip and places it face up in front of them. Such a "captured" pirate lair chip is worth one victory point.

The player replaces the pirate lair chip with a reserve resource chip. This replacement chip is placed face down (white dot face up).

Since the player's ship is still adjacent to the planet, the player may now examine the reserve chip. (See Exploration) If a player has a colony ship in place on a colony intersection, he may found a colony once the pirates have been defeated.

Note: *Since the mother ship can only carry a maximum of 6 cannons, a player wishing to defeat pirates with a strength of 7 must have at least one Scientist friendship card.*

PLANETARY SYSTEMS

A planetary system consists of three planets, each of a different type. There is a colony intersection between each pair of planets; thus, each planetary system has three colony intersections. A colony may be founded on each of these intersections.

Note: *In the three player game, colonies may only occupy two out of the three colony intersections in a given planetary system.*

PRODUCTION PHASE

The first thing a player does during his turn is roll for resource production.

- Each planet with a resource chip that matches the dice roll produces resources.
- Each player who has a colony and/or a spaceport adjacent to planets producing the resources rolled now receive the appropriate resources. Each colony or spaceport adjacent to such a planet produces one of that resource.
- If a seven is rolled, then the Earth demands tribute:
 - Each player with more than 7 resource cards selects half (round down) of his resource cards and returns them to the resource piles.
 - The player who rolled the dice then receives a reward for delivering the tribute. That player may randomly draw one resource card from the hand of any other player, and add it to his own.
- If there are not enough resources available in the Galactic Bank for all players to produce, the current player takes his production first, then the other players take theirs in turn, until the supply runs out. Any remaining production is lost. As cards are played, they will again become available to the bank, and normal production can resume.

Example: *The yellow player has rolled an "11." He and the red player each receive one fuel resource card since they have colonies and/or spaceports adjacent to the fuel producing planet that matches the die roll. The blue player receives no resource card.*



RESERVE PILE

The reserve pile consists of 12 resource cards of each type.

The pile is shuffled and placed face down at the beginning of the game. At the start of the game, each player draws three resource cards from this pile.

At the conclusion of his Production Phase or during his Trade and Building Phase, a player with less than 9 victory points may draw a card from the reserve pile. Once his Flight Phase begins (after the player rolls his mother ship), a player may no longer draw a card from the reserve pile.

If the reserve pile is exhausted, then a new reserve pile is formed using 6 resource cards of each type.

RESOURCE CHIPS

Each planet has a resource chip. The front of each resource chip has a number.



- When the dice are rolled during the Production Phase, every planet with a resource chip that matches the number rolled produces resources. Each colony and spaceport adjacent to a producing planet provides one card of the appropriate type (determined by the type of planet).
- The phase of the moon behind the number indicates the resource production probability.
- The resource chips on the Catanian colonial planets (marked with Greek letters) are placed face up at the beginning of the game.
- The resource chips on all other planets are placed face down (color dot face up).
- Planets with face down resource chips are considered unexplored. They can be explored during the course of the game. (See Exploration.)

Resource chips with white dots on their reverse sides are reserve chips. At the beginning of the game, they are placed next to the game board with their white dot side up. These chips will later replace pirate lair chips and ice planet chips as the game progresses.

RESOURCE PRODUCTION PROBABILITY

A die roll can produce a result between 2 and 12. Of the 36 possible die rolls, the probability of rolling the various results are as follows: 2 (1x), 3 (2x), 4 (3x), 5 (4x), 6 (5x), 7 (6x), 8 (5x), 9 (4x), 10 (3x), 11 (2x), 12 (1x).

The probability of rolling a 7 is the highest and that of rolling a 2 or a 12 is the lowest.

Players should therefore select their colony locations with care. Planets containing the 2 or 12 resource chips are hardly worth the effort, while planets containing numbers closer to the 7 can be very profitable.

The resource probability is related to the phase of the moon on the chip; the fuller the moon the greater the resource probability. The best resource probabilities, the 8 and the 6 are printed in red.

ROLLING A SEVEN

If a player rolls a 7 during the Production Phase, each player holding more than 7 resource cards owes tribute to the Earth. Each player with less than 8 cards is not affected.

Each affected player counts his resource cards and must return half of his resource cards to the appropriate resource pile. Round down in cases of odd numbers. Then, as a reward for bringing in tribute, the player who rolled the seven may draw one resource card from the player of his choice.

ROLLING THE MOTHER SHIP

The body of the mother ship contains four balls in the following colors: black, blue, yellow, and red. Two of these balls are always visible whenever the mother ship is placed upright on the playing surface.

Each ball has its own value. The value of each is described on the game overview card.

To roll the mother ship: pick the ship up, turn it upside down, shake the ship vigorously, and then place it upright on the table again. Two balls will be visible. To obtain the results of the mother ship roll, compare the colors of the balls to the corresponding numbers on the game overview card. For example, if a yellow and red ball are visible, the mother ship roll total is 5.

At the start of a player's flight phase, he must roll his mother ship to determine the base speed for his starships. In addition, certain encounter cards will require a player to roll his mother ship.

SPACE INTERSECTIONS

Space intersections are the corners of the hexes. There are three special types of space intersections:

- Colony Intersections
- Outpost Intersections
- Spaceport Intersections

SPACE JUMPS

Some alien races possess the technology to travel vast distances instantaneously. If a player successfully negotiates an encounter with such a race, he can make a space jump with his first starship. The player immediately moves the starship to the intersection of his choice. Such a jump counts as the starship's movement for that turn.

The player must adhere to the normal Flight Rules restrictions: a trade ship cannot end its movement on a colony intersection, a colony ship cannot end its move on an outpost intersection, etc.

A player can also attempt a space jump if one of his starships chances upon a worm hole (an encounter card)—see the Worm Hole encounter card.

SPACE PIRATES

The space pirates are not an independent race—they are a mixture of outcasts from all of the races of the galaxy. Their heavily armed starships roam the known galaxy in search of easy pickings. Space pirates prey on trade ships and colony ships. Space pirates can only be met through encounters.

SPACEPORT INTERSECTIONS

The two intersections adjacent to a spaceport are designated as spaceport intersections. If a player builds a trade ship or a colony ship, it must be placed on an open spaceport intersection. A player's starship may not end its movement on any other player's spaceport intersection. That is, you cannot blockade another player's spaceport.

SPACEPORTS

A spaceport is worth two victory points. The owner of a spaceport receives a resource from the adjacent planet whose number is rolled.



Colony + Spaceport Ring = Spaceport

A colony can be expanded to become a spaceport by purchasing a spaceport ring. A spaceport ring costs 3 Carbon and 2 Food. A player pays the resources, takes a spaceport ring from his reserves, and places it on one of his colonies. Spaceport rings do *not* have to be delivered to colonies with starships.

Hint: Starships can only start from spaceport intersections. It is therefore advantageous to add a spaceport to a deep space colony as soon as possible, making it easier for starships to reach distant goals.

STARSHIPS

In contrast to the mother ship that each player places in front of himself, each player moves his smaller *starships* on the board. There are two types of starships: trade ships and colony ships.

STARTING SET UP FOR ADVANCED PLAYERS

To start the game, the game components are sorted and organized as outlined in the Game Rules, with the following exceptions:

- The resource chips with Greek letters on their reverse sides are shuffled face down. The chips are then placed randomly on the planets with the matching Greek letters. The chips are then flipped so that the faces with the numbers are showing.
- Alternating placement as outlined below, each player places his two starting colonies and a spaceport on the colony intersections adjacent to the Catanian colonial planets. Each player can decide in which order he places his colonies and spaceport; i.e., he can place the spaceport in the first, second, or third round.

- Round One

Each player rolls the dice. The player with the highest roll goes first. That player places a colony/spaceport on the colony intersection of his choice. Each player in clockwise order then places a colony/spaceport in the same manner.

- Round Two

Once all of the players have placed their first colonies/spaceports, the last player of the first round begins round two. That player places his second colony/spaceport. Each player in counterclockwise order then places a colony/spaceport in the same manner.

- Round Three

Once all of the players have placed their second colonies/spaceports, the last player of the second round begins round three. That player

places his third colony/spaceport. Each player in clockwise order then places a colony/spaceport in the same manner.

- Once a player has placed his spaceport (either in round one, two, or three), he immediately places a free colony ship *or* trade ship on one of the adjacent spaceport intersections.

Setting Up the Three Player Game

When playing the three player game, normally only two colony intersections in a planetary system may be occupied. However, this rule does not apply to the Catanian colonial planetary systems. All three colony intersections may be occupied during the starting set up. The two colony rule takes effect after the game set up. Once this rule takes effect it applies to all of the systems on the board, including the Catanian colonial planetary systems.

TRADE

A player can trade (during his turn) during his Trade and Building Phase. The player can trade for resources with other players *and/or* with the Galactic Bank. A player may make as many trades as he wishes during his Trade and Building Phase. These trades may be with other players, or with the Galactic Bank, in any combination.

1. Trading With other Players

The player can trade with any or all of the other players during his Trade and Building Phase. The player can announce which resources he needs and which resources he is willing to trade. The player can also receive offers and make counter offers.

The players have complete freedom to set the exchange rate. For example, a player can trade 1 Food for 2 Ore, or 1 Food for 2 Ore and 1 Carbon. Resources may only be traded; they may not be given as gifts.

Note: *Players may only trade with the player whose turn it is; they may not trade among themselves.*

Example: *It's Pete's turn, and he needs one more trade good so he can build a trade ship. He has two food cards that he doesn't need. Pete asks: "Who'll give me a trade good for a food card?" Coleman replies: "If you give me a fuel card I'll give you a trade goods card." Since Pete is unwilling to trade his fuel cards and no other offers are forthcoming, he increases his offer: "I'll trade two food for one trade good." Sherri agrees to the deal and gives Pete the trade good card and he gives her the food cards. The trade is completed.*

2. Trading with the Galactic Bank

During his Trade and Building phase, a player can also trade resources at a 3:1 ratio (2:1 for trade goods) with the Galactic Bank. The player returns three resource cards of the same type to the resource pile and takes a resource card of his choice. For example, a player can trade 3 Food for 1 Carbon.

Trade Goods resources play a special role in trades with the Galactic Bank; they can be traded at a 2:1 ratio. (Two Trade Goods for the resource of the player's choice.)

A player can improve his exchange rate for specific resources if he has Merchant Friendship Cards. With such a card, specific resources can be traded at a 2:1 ratio (or trade goods at a 1:1 ratio).

TRADE AND BUILDING PHASE

A player can trade and build as much as he likes during this phase of his turn. The player can trade and build in any order. The player can trade, build a colony ship, trade again, and then expand his mother ship. (See also Trade).

TRADE SHIPS

A trade ship is used to build a trading outpost on an outpost intersection adjacent to the home base of an alien race. A trade ship costs 1 Ore, 1 Fuel, and 2 Trade Goods to build.



After paying the required resources, the player takes a transporter and trade module from his reserves. Then, he places the transporter on the module to complete the trade ship. If the player has no available transporters or trade modules, he may not build a trade ship.

A new trade ship is placed on one of the player's open spaceport intersections. The trade ship can move during its player's Flight Phase.

The Flight Rules for trade ships can be found in the Flight Rules.

TRADING OUTPOSTS

Trading outposts are built on the outpost intersections surrounding the alien bases. In order to build a trading outpost on an outpost intersection, the following conditions must be met:



- The first trading outpost for an alien race must be built on the outpost space with the number 1, the second on space 2, etc.
- The trade ship's mother ship must have at least the same number of freight rings as the number on the outpost intersection.
- The trade ship's movement must end on the outpost intersection.

If these conditions are not met, the trade ship cannot end its movement on the outpost intersection.

If these conditions are met, the transporter is removed from the trade module and is returned to the reserves—this leaves a trading outpost on the outpost intersection. In addition:

- When a player founds a trading outpost, he receives a friendship card for that alien race. The player chooses the friendship card. The player with the majority of trading outposts for a given alien race receives the friendship chip for that race.
- Once a trading outpost has been founded, it cannot be converted back into a trade ship.

- If a player's mother ship loses a freight ring, then the player retains the trading outpost even if the number of freight rings is now less than the number on the outpost intersection.

Example: *Three outpost intersections are occupied. The next player who wishes to build a trading outpost for this race must meet two conditions: he must move his trade ship onto the "4" outpost intersection and his mother ship must have at least four freight rings.*



TRANSPORTERS

Each player has three transporters at his disposal. The transporters are differentiated by the number of rings at their tips.

Transporters are necessary to bring colonies and trading outposts to their final destinations.



To build a trade ship, place a transporter on the tip of a trade module.

To build a colony ship, place a transporter on the tip of a colony module.

Transporters cannot be built or used independently. A transporter is removed from the board and returned to the player's reserves as soon as a player builds a colony or a trading outpost. The transporter can then be reused the next time that a player would like to build a colony ship or a trade ship.

If all of a player's transporters are in use, a player cannot build any additional starships.

The rings at the tip of a transporter are used to distinguish a player's starships. The starship whose transporter has the fewest rings is always considered to be that player's "first starship." When building a starship, a player may use the transporter of his choice—he is *not* required to use the transporter with the fewest number of rings at the tip.

VICTORY POINTS

A victory point is inscribed with the emblem of the Galactic Council. There are a variety of ways to gain victory points.

- *Colonies and Spaceports:* Each colony is worth 1 victory point; each spaceport is worth 2 victory points.
- *Friendship Chips:* Each friendship chip is worth 2 victory points.
- *Pirate Lair Chips and Ice Planet Chips:* Each pirate lair chip is worth 1 victory point; each ice planet chip is also worth 1 victory point.
- *Fame rings:* Every two fame rings are worth one victory point.



A mother ship may hold no more than 11 fame rings, so a player may earn a maximum of 5 victory points from fame rings.

- On the board is a chart which shows the different ways to earn victory points during the game.

A player's victory point marker is moved up or down on the victory point track each time the player gains or loses a victory point.

WORM HOLES

A Worm Hole can be discovered during an encounter. It enables a starship to attempt a space jump.

CREDITS

Designed by Klaus Teuber

Klaus Teuber is one of the most creative and successful game designers of 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.

Editing:

TM-Spiele

Graphics:

Franz Vorwinkel

Component Design:

Andreas Klober

Special Thanks:

The author and publisher would like to thank all of the play testers and rules readers.

Translation of German Rules:

Heike A. Kubasch

**English Rules & Component
Development, Production, and Proofing:**
Larry Roznai, Will Niebling, William Niebling,
Pete Fenlon, Coleman Charlton

Produced under license from Klaus Teuber and Reiner Müller.

© 2001 Mayfair Games, Inc.

5211 West 65th Street,

Bedford Park, IL 60638-5703 USA

The Starfarers of Catan is a trademark of Mayfair Games. All rights reserved.

The Starfarers of Catan was originally published in German by
Franckh-Kosmos Verlags-GmbH & Co. as *Die Sternenfahrer von Catan*.

Visit the Mayfair games website at: www.mayfairgames.com.

Visit The Settlers of Catan online at:
www.universityofcatan.com and www.die-siedler.com.