

KLAUS TEUBER

# CATAN

STARFARERS™



## Almanac

**These are not the *Game Rules*.** This *Almanac* contains detailed rule explanations and specific rules examples. Before your first game, read the *Game Rules*. If any questions arise during play, you can find answers in this *Almanac*. Topics are listed alphabetically by keyword. Keywords are marked with the “✱” icon throughout the *Game Rules* and the *Almanac*.

### CONTENTS

Background and Credits .....	02
Galactic Background .....	03 – 04
Game Components (complete list) .....	04 – 05
Index .....	06
Keywords and Examples .....	06 – 19
Friendship Cards in Detail .....	20



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He is one of the most successful game designers in the world.

Four of his game designs are *Spiel des Jahres* (Game of the Year) award winners.

His greatest success, *Catan*® (formerly *The Settlers of Catan*™), has been published in over 40 languages worldwide.



## NOTES

*Catan - Starfarers*™ is a completely revised new edition of the original *The Starfarers of Catan*™ (published in 1999).



*The Starfarers of Catan*™ (1st Ed.)

## THANKS

Many thanks to all of the play testers, rules readers, and supporters who helped us redevelop this new edition of *Starfarers*!

The following people spent a particularly long time traveling through space: Maria Fischer-Witzmann, Martine Frimpong, Wolfgang Lüdtke, Peter Neugebauer, Claudia Teuber, Leif Teuber, and the crew in attendance at the *Catan Weekend* in Bergneustadt, Germany!

Special thanks to the Kosmos Realization Team: Caroline Fischer, Lilli Kirschmann, Alexandra Kunz, and Tatyana Momot.

Finally, a friendly greeting goes out to all of the alien civilizations in the universe. We hope to get to know you all someday!

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## GALACTIC BACKGROUND

By the middle of the third millennium, humanity has colonized the uninhabited planets and moons of its own 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 humans to travel at several times the speed of light, thus enabling Starfarers to leave their solar system.

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

The Starfarers discover that all the alien civilizations who travel beyond their own solar system are peaceful. A Galactic Council—an overseeing body with representatives of all civilizations engaging in interstellar travel—watches over their peaceful coexistence.

To be admitted to the community of galactic civilizations by the Galactic Council, humanity must accept the council's code of conduct.

Among other things, this code forbids the establishment of colonies within a solar system that already harbors life, protecting the natural development of lifeforms from outside interference. Humanity signs the Galactic Council's code of conduct and is cordially admitted by the council members.

Humans found their first colonies during the 26th century. They are named *Catanian Colonies*, after an island in the Atlantic Ocean.

Due to the growing population in the *Catanian Colonies*, Earth's government decides to establish further colonies in planetary systems with uninhabited planets.

Select Starfarers are entrusted with this mission. That's you, dear players. In addition to your task of founding new colonies, you must also create thriving trade links with the civilizations of the Galactic Council.

That's not an easy task. At the start of this venture, you still obtain resources from Earth. To build new ships to complete your tasks, you must increasingly rely on resources from the *Catanian Colonies* and the newly colonized planetary systems.

The Galactic Confederation of Pirates is another obstacle on your way into the depths of the galaxy. Lawless members of all the galactic civilizations have united under the black pirate banner. From secret bases, their often heavily-armed ships attack the trade ships of all peace-loving civilizations.

Therefore, you must see to it that, when upgrading your ships, you not only improve their speed and freight capacity, but also increase their firepower.

A human is finally selected to head the Galactic Council at the end of the third millennium. The diverse galactic civilizations voted that way because that human candidate established many trade relations with other cultures, bravely repelled the galactic pirates, and lived an exemplary life in accordance with the Galactic Council's code of conduct.

Are you this Starfarer?

## The Green Folk



Like no other civilization, the Green Folk live in complete harmony with the natural world. Under their leadership, farms produce more food, mines give more ore, and the search for precious fuel is more efficient. If you befriend this civilization, you will increase your resource production.

## The Scientists



This reserved civilization has mastered advanced starship technology. If you obtain one of the Scientists friendship cards, you can considerably increase the speed and strength of your ships.

## The Diplomats



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

## The Merchants



The Merchants are a proud and vigorous civilization. Their huge trade ships carry out most of the interstellar trade in the galaxy. The Merchants do have one unusual quirk. Before making trades, they expect a gift from the trader. If they consider a gift worthy, they respond with a gift of equal value. If they consider the gift inferior, it can have unpleasant repercussions for you. In extreme cases, an insulted Merchant prince may even sabotage the ship of an unworthy trading partner, bringing its flight to an abrupt halt.

Unfortunately, the Merchants' reactions to gifts can be unpredictable. Still, if you become friends with this civilization, you can trade resources at a more advantageous rate.

## The Travelers

This mysterious civilization of unknown origin is rumored to have supernatural powers. Aside from telepathic abilities, the Travelers are said to be able to move large objects great distances using thought alone. Space jumps of thousands of light years are no problem for their starships. Despite their great powers, the Travelers are completely peaceful and will not even defend themselves against pirates. The Travelers are revered by all the galactic civilizations. Fortunate Starfarers who meet the Travelers and express their admiration in the form of a proper gift are usually rewarded with a blessing.



## Space Pirates

The space pirates are not an independent civilization—they are a confederation of outcasts from all the civilizations of the galaxy. Their heavily-armed ships roam the known part of the galaxy in search of easy pickings. Space pirates prey on trade ships and colony ships.



**Important!** Before you recycle anything in this game: Please be sure to carefully inventory all of the game components. Pay close attention to the die-cut cardboard pieces. All of the components listed here are required to play a complete game.

## GAME COMPONENTS

### 8 Die-Cut Sheets

6 Game Board Pieces



4 Friendship Markers on 4 Stands



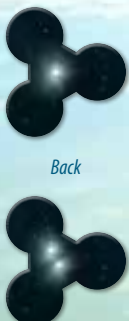
Fame Medal Pieces



36 Number Discs



16 Sectors



8 Planetary Systems



4 Outposts



4 Empty Sectors





## 16 Special Tokens

3 Pirate Base Tokens



2 Ice Planet Tokens



Spare Tokens



5 Reserve Number Discs



6 Trade Ship Markers  
(for use with Encounter Cards)



## 164 Cards

### 100 Resource Cards

Ore



20x

Fuel



20x

Carbon



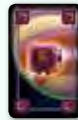
20x

Food



20x

Goods



20x

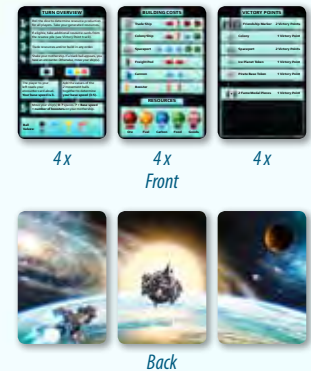


Back

### 32 Encounter Cards (numbered 1–32)



### 12 Overview Cards



### 20 Friendship Cards (5 per civilization, described on page 20 of this Almanac)



## 92 Player Pieces (in 4 Colors)

Colony



9x per color

Trade Station



7x per color

Transport Ship



3x per color

Shipyards



3x per color

Victory Point  
Marker



1x per color

## Mothership and Upgrades

Mothership



4x

Balls (2 extra per color for replacements)



10x 6x 6x 6x

Freight Pod



20x

Cannon



24x

Booster



24x

## More Material

Card Tray



Upgrades Tray



2 Dice



1 Sheet of Player Color Stickers  
(1 extra per color for replacements)



(Affix a different color to the bottom of each mothership)

1 Rule Book



1 Almanac



11 Storage Bags



## DETAILED EXPLANATIONS OF RULES, KEYWORDS, AND EXAMPLES

### INDEX

Alien Civilizations .....	6
Boosters .....	6
Build .....	7
Cannons .....	7
<i>Catanian Colonies</i> .....	7
Colonies .....	7
Colony Ships .....	7
Colony Sites .....	7-8
Combat Strength .....	8
Discover .....	8
Docking Points .....	8
Encounters .....	8-9
Explore .....	9-10
Fame Medal Pieces .....	10
Flight Phase .....	10
Flight Rules .....	10-11
Freight Pod .....	11
Friendship Cards (general rules) .....	11
Friendship Cards (detailed descriptions) .....	20
Friendship Markers .....	11
Game End .....	12
Ice Planets .....	12
Intersections .....	12
Motherships .....	12
Number Discs .....	13
Outposts .....	13
Overview Cards .....	13
Pirate Bases .....	13-14
Planetary System .....	14
Production Phase .....	14
Reserve Pile .....	14
Resource Cards .....	14
Resource Production Probability .....	14
Rolling a Seven .....	15
Sectors .....	15
Set-up Phase .....	15
Set-up, Variable .....	15-16
Seven is rolled .....	<i>See: Rolling a Seven</i>
Shake Your Mothership .....	17

Ship(s) .....	17
Space Jump .....	17
Spaceports .....	17
Spaceport Sites .....	17
Speed .....	17
Three-Player Game .....	17-18
Trade & Build Phase .....	18
Trade .....	18
Trade With Players .....	18
Trade With the Supply .....	18
Trade Ships .....	18
Trade Station .....	18-19
Transport Ships .....	19
Turn .....	19
Upgrade(s) .....	<i>See: Boosters, Cannons, and Freight Pods</i>
Victory Point .....	19
Wormhole .....	19

### KEYWORDS AND EXAMPLES

#### A

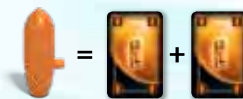
#### ALIEN CIVILIZATIONS

There are 5 alien civilizations. You can find descriptions of these civilizations on pages 3 and 4 of this Almanac. Each alien civilization has an outpost\* where they make contact with the Starfarers. The Travelers are the exception; you can only meet them in encounters\*.

#### B

#### BOOSTERS

To build a booster, you must pay 2 fuel resource cards\* to the supply. Attach the booster to one of the fins of your mothership.



Each booster increases the speed\* of each of your ships\*, and thus the distance your ships can travel, by 1. You can add up to 6 boosters to your mothership\*. The game includes a total of 24 boosters.



## BUILD

You can only build on your turn. You cannot build until the production phase is finished. To build, you must turn in the required resource cards specified on the *Building Costs* overview card to the supply.

You can build as often as you wish, as long as you have the required resource cards and as long as there are pieces available in your personal supply or the upgrades tray.

You can build the following items:

### 1. General Items

Colony Ship

Shipyards

Trade Ship

### 2. Mothership Upgrades

Boosters

Cannons

Freight Pods

BUILDING COSTS	
Trade Ship	
Colony Ship	
Spaceport	
Freight Pod	
Cannon	
Booster	
RESOURCES	
Ore	
Fuel	
Carbon	
Food	
Goods	

**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.



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

Once you have established a colony, it stays there the rest of the game. You are not allowed to move it by attaching it to a transport ship.

A colony is worth 1 victory point .

## COLONY SHIPS



To build a colony ship, you must pay 1 ore, 1 fuel, 1 carbon, and 1 food to the supply.

A colony ship is used to build a colony on a colony site of a planetary system .

After you have paid the resource cards to the supply, take a colony and a transport ship from your personal supply and attach the transport ship on top of the colony. The 2 pieces together form a colony ship.

If your personal supply no longer contains transport ships or you have already built all of your colonies, you cannot build a colony ship.



Place your colony ship on one of your unoccupied spaceport sites . Subsequently, during your flight phase , you may move the colony ship according to the flight rules .

## COLONY SITES

A colony site is an intersection between 2 planets. Each planetary system has 3 colony sites. You may only build a colony on a colony site.

If your colony ship ends its movement on a colony site and you don't want to build a colony there this turn, you must either vacate that colony site or establish a colony there on your next turn (unless an encounter forbids it).

**Important:** Your trade ship can never end its movement on a colony site.



## CANNONS

To build a cannon, you must pay 2 carbon resource cards to the supply. Attach the cannon to the nose cone of your mothership .



Each cannon increases the combat strength of your ships by 1. You can add up to 6 cannons to your mothership. The game includes a total of 24 cannons.

## CATANIAN COLONIES

The 4 planetary systems of the *Catanian Colonies* are marked with Greek letters. The number discs with Greek letters on their backs are assigned to these planetary systems.

At the beginning of the game, you each build 2 starting colonies and 1 spaceport on these planets. Build either according to the starting set-up for beginners or during the set-up phase for advanced players (see page 4 of the *Game Rules*).

## COLONIES

To establish a colony, one of your colony ships must end its flight on an unoccupied colony site . Remove the transport ship from the colony and return the ship to your personal supply. Place the colony on the colony site.



You cannot establish a colony on a colony site adjacent to a planet with a pirate base or adjacent to an ice planet .

## COLONY SITES—CONTINUED

### Special colony site 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 3 sites. In a 3-player game, no more than 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 colony site.

## COMBAT STRENGTH

To determine the combat strength of your ships✳, shake your mothership✳. This reveals 2 balls in your engine cone. Add the values of those balls, plus the number of cannons✳ on your mothership, plus any number of cannons depicted on *Scientists* friendship cards✳ you possess.

To come away unscathed from encounters✳ and defeat pirate bases✳, you need to have high combat strength.

## DISCOVER

If you are playing the *Explorer Variant* or the *Wild Space Variant* (see *Set-up, Variable*✳), all of the sectors✳ on the board begin star-side up. You will discover what's in these unexplored sectors.

If one of your trade ships✳ or colony ships✳ reaches an intersection✳ adjacent to an undiscovered sector, immediately turn that sector over. Then do this as follows: Each sector has 3 lobes. Grasp the sector by 1 of its lobes, turn the sector over, and place the lobe on exactly the same spot it occupied while face-down.

If you discover a planetary system, immediately take 3 face-down number discs✳ and place them face up on the planets, so that the icons printed on the number discs match the icons on the planets. If it turns out that a planet harbors a pirate base✳ or is an ice planet✳, you must first defeat the pirates or terraform the planet before you can place a reserve number disc✳ on the planet.

After discovering the sector, you may continue your ship's flight if your speed✳ allows it.



## DOCKING POINTS

There is a circular docking point in the center of each outpost✳. You can only establish a trade station✳ at an outpost if the movement of your trade ship✳ ends on the docking point of this outpost. If your ship moves through the docking point, treat the docking point as a regular intersection.



## ENCOUNTERS

At the beginning of your turn's flight phase✳, shake your mothership✳ to determine your base speed. If a black ball falls into view, you have an encounter.

### Read the encounter card aloud:

The player on your left draws the top encounter card from the face-down pile and reads the first text box aloud. The card reader must keep the text hidden from all other players.

### Make a decision:

Generally encounter, cards fall into 2 categories—both offer a choice:

Choose a number, or

Answer a yes/no question.

After you make your choice, the card reader reads the corresponding text box aloud.

If you are asked a yes/no question, the card reader follows the corresponding marked arrow (either ✓ for yes or ✗ for no) and reads the corresponding text box aloud.

### Resolve the result:

In some encounters, you are asked how many resources you want to offer. Once you decide, return any offered resource(s) to the supply. Once you have done so, the card reader reads the text box that corresponds to your offer. If you don't have resources to offer, you must choose "0."

**Example:** Maria has an encounter. Martin is to her left. Martin draws an encounter card and reads the introductory text aloud. Maria decides to offer a gift of 2 resources. She immediately returns them to the supply.

Martin reads the text corresponding with "2" aloud. Maria has encountered a friendly Merchant. She can take any 2 resources of her choice from the supply and also take 1 fame medal piece.

**Encounters with pirates** can result in combat. In this case, you must determine your combat strength✳. A player specified on the encounter card then takes the role of the pirate. That player determines their own combat strength with their mothership. If the pirate's combat strength is greater than yours, you lose the battle and the encounter ends





unfavorably. The “pirate” player receives no advantages or disadvantages. For example, if the pirate receives resources, they are returned to the supply. They don’t go to the pirate player.

**Example:** Caro has an encounter. Maria is to her left. Maria reads the introductory text aloud. “A space pirate demands 2 of your resources. Do you surrender them?”

Caro says “no” to the pirate, so Maria follows the **X** to the next text box and reads it aloud. “You fight! ...” Caro must fight the pirate. Martin is the second player to Caro’s right. He takes the role of the pirate. Caro and Martin determine their respective ships’ combat strength.

Martin, “the pirate,” achieves a combat strength of “6.” Caro achieves a “4.” Maria repeats the question. “Is your combat strength greater than or equal to the other player’s?” Caro replies, “no.” Maria follows the **X** to the next corresponding box and reads it aloud. “Defeat! ...” Caro cannot move 1 of her ships this turn, but she still receives 1 fame medal piece.

In some encounters, you and a specified player must each determine ship speed. If the speed determined by the other player is higher than yours, the encounter ends unfavorably.

**Hint:** Try not to spend all of your resources during your *Trade & Build Phase*. Keep at least 1 or 2 resources for potential encounters.

Depending on your actions, the results of an encounter can be favorable or unfavorable.

### Unfavorable results:

#### ● Choose 1 of your ships. It cannot move this turn.

This result affects the chosen ship during the current flight phase. If you have only 1 ship, that ship can’t move. During the flight phase of your next turn, you may move the ship again.

#### ● Remove any 1 upgrade from your mothership.

You remove 1 upgrade of your choice from your mothership and return it to the upgrades tray. If your mothership has no upgrades, your mothership is not affected.

#### ● You lose fame medal pieces.

You return the specified number of fame medal pieces to the upgrades tray. If you don’t have any fame medal pieces, you are not affected.

### Favorable results:

#### ● You receive X resource(s).

You either receive resources of your choice or specific resources. Take the appropriate resource(s) from the supply.

#### ● You are rewarded with a space jump.

Choose 1 of your ships on the game board. You may make a space jump with it. You execute the space jump during your flight phase. The space jump counts as the ship’s move.

#### ● You receive 1 fame medal piece.

Take 1 fame medal piece from the supply and place it in front of you.



#### ● Add any 1 upgrade to your mothership.

Add 1 booster or 1 cannon or 1 freight pod to your mothership for free.

#### ● Take 1 resource card at random from each opponent’s hand.

You take 1 resource card from the face-down hand of each of your opponents. Add the cards to your hand.

#### ● Place 1 trade ship adjacent to 1 of your spaceports as soon as possible.

You immediately build a trade ship for free. You may immediately move that ship during your turn’s flight phase. If all of your spaceport sites are occupied, or you don’t have a transport ship available, build the trade ship as soon as possible. This may occur during your flight phase—for example, when you establish a colony or trade station, thus freeing up a transport ship. You may move your newly-built trade ship on that same turn.

If you can’t build the trade ship on the same turn, take a trade ship marker from the supply. Place it in front of you as a reminder that you can still build a trade ship. You must build this trade ship at your first available opportunity.

Once you do, return the marker to the supply.

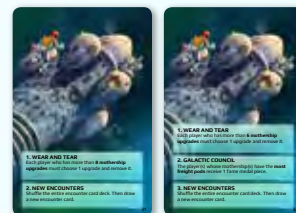
### Wear and Tear cards:

These 2 cards always apply to ALL players. Resolve the instructions in successive order. It is not possible to decide between different options.

### After the encounter:

After you have resolved the encounter, place the encounter card on the discard pile beside the upgrades tray.

Now you may move your ships, provided that the encounter card didn’t stipulate something different for your ships. After an encounter, the base speed of all of your ships is always “3.”



## EXPLORE

In both the *Variant for Beginners* and the *Strategic Variant* (see *Set-up, Variable*), the sectors are placed face-up into the vacant areas. They are already discovered, but you must still explore the production numbers of the planets.

If one of your trade ships or colony ships reaches an intersection adjacent to a planetary system with unexplored number discs, immediately turn all those number discs face up. If it turns out that a planet harbors a pirate base or is an ice planet, you must first defeat the pirates or terraform the planet before you can place a reserve number disc on the planet.

After exploring the sector, you can continue your ship’s flight if your speed allows it.

*Example on page 10.*

## EXPLORE—CONTINUED

**Example:** All intersections marked with green circles are adjacent to the planetary system. As soon as one of your ships moves there, immediately reveal all 3 of the system's number discs.



## FAME MEDAL PIECES

If you complete an encounter fearlessly and honorably, you might earn fame medal pieces. You might also lose fame medal pieces during an encounter.

If you have a *Diplomats* friendship card called *Fame for Sale*, you may buy 1 fame medal piece (once per turn).

You must place your fame medal pieces in front of you, clearly visible to the other players.



2 fame medal pieces make 1 complete fame medal, worth 1 victory point . There are no half victory points. For example, if you have 3 fame medal pieces, they are worth only 1 victory point. If your number of victory points changes, you must move your victory point marker on the victory point track accordingly.

## FLIGHT PHASE

Once you have concluded your *Trade & Build Phase* , you may move your ships during the flight phase.

If you have no ships on the game board, you omit the flight phase. If you have at least 1 ship on the game board, you must determine your speed . To do so, first you shake your mothership (see *Shake Your Mothership* ).

### If neither of the 2 balls are black:

Take the sum of the values of the 2 balls revealed in the engine cone, plus the number of boosters on your mothership , plus the number of boosters depicted on any *Scientists* friendship cards you have. This is the speed for **each** of your ships this turn.

Your speed indicates the number of intersections you can move each of your ships. You must adhere to the flight rules when moving your ships.



### If one of the balls is black:

In this case, you do not add the values of the 2 balls. Your base speed is always “3.” The color of the second ball is irrelevant.



The black ball triggers an encounter . Before you move your ships, you must first resolve the encounter. Afterward, determine the speed of your ships: take your base speed (3) and add the number of boosters on your mothership and the number of boosters depicted on any *Scientists* friendship cards you have to determine the speed for all your ships this turn. Your speed indicates the maximum number of intersections you can move each of your ships. You must adhere to the flight rules when moving your ships.

After you have moved your ships, your turn ends and the next player takes their turn.

## FLIGHT RULES

At the beginning of your flight phase , determine your speed . Afterwards, you may move each of your ships .

### The following flight rules apply:

- You may only move your ship from one intersection to another if the intersections are connected. Therefore, your ship cannot move through the center of a planetary system .

- The maximum number of intersections you can move a ship is determined by your speed. For example, if your speed is “7,” you may move each of your ships a distance of up to 7 intersections.

- You do not have to move your ships. You may elect not to move a given ship (or all of them).

**Exception:** If one of your colony ships begins its turn on a colony site and you don't want to establish a colony, that colony ship must leave the colony site (you are not allowed to block the site). Your colony ship only remains on the colony site if you cannot move it due to an encounter .

- During your turn, you can also return your ships to intersections they have previously occupied (i.e., you can “backtrack”).

**Exception:** If your colony ship begins the flight phase on a colony site, you may only return it to this colony site if you establish a colony there (you are not allowed to block the site).

- Only 1 ship can occupy a given intersection.
- Your ships can move through intersections occupied by your own or other players' ships, colonies, and spaceports. However, you must include these intersections in your movement count.
- If you move your ship to an intersection adjacent to an unexplored sector, you **may** discover the sector and then continue the ship's flight (if your speed allows it).

### You are not allowed to block colony sites, docking points, and spaceport sites!

- Your trade ship or colony ship cannot end its movement on another player's spaceport site .
- Your colony ship cannot end its movement on a docking point .



- Your colony ship may end its movement on a colony site\* without establishing a colony. If so, your colony ship must vacate that colony site during your next turn.
- Your trade ship cannot end its movement on a colony site. Your trade ship can only end its movement on a docking point if your mothership has the required number of freight pods\* and you immediately establish a trade station\*.



**Example:** Yellow shakes her mothership and obtains a base speed of “3.” Yellow has 1 booster and the “Improved Upgrades: Boosters” (2 boosters) friendship card. Her speed is “6.” Yellow moves her colony ship a distance of only 2 intersections, to the undiscovered sector, passing Red’s colony ship in the process.



**Example continued:** Yellow discovered a new planetary system and placed number discs on the planets. She chooses to continue moving her ship. She still has 4 moves remaining from her “6” speed. The colony site between the carbon planet and the fuel planet seems ideal. Yellow turns back, passes the red ship again and flies to the colony site to establish a colony there. She forfeits the ship’s remaining movement point.

## FREIGHT PODS

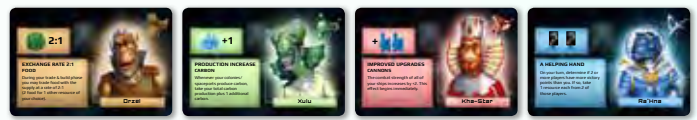
To build a freight pod, pay 2 ore resource cards\* to the supply. Attach a freight pod to the side of your mothership\*.



Each freight pod increases the freight capacity of your ships by 1. You can attach up to 5 freight pods to your mothership. The game includes a total of 20 freight pods.

To establish trade stations\* at outposts\*, you must upgrade your mothership with freight pods. You also need freight pods to terraform ice planets\*.

## FRIENDSHIP CARDS



Every time you establish a trade station\* at an outpost\*, you receive 1 friendship card from that alien civilization. You may look at all the cards in that civilization’s friendship card pile, select 1 of those cards, and place it face up in front of you.

You can use the advantages described on the card immediately. The friendship cards of each alien civilization reflect that civilization’s character and provide important advantages during the game. You can use these advantages until the game end\*. You cannot lose a friendship card.

Each alien civilization has 5 friendship cards—1 for each possible trade station at the civilization’s outpost.

Friendship cards are described in detail on page 20 of this Almanac.

## FRIENDSHIP MARKERS



Each alien civilization\* awards 1 friendship marker. If you are the first player to establish a trade station\* at an outpost, in addition to 1 friendship card\*, you receive the corresponding friendship marker.

As soon as another player has more trade stations\* at this outpost, you lose the friendship marker to that player.

Each friendship marker is worth 2 victory points\*.

**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, Red’s mothership must have at least 4 freight pods. Red now has the most trade stations at this outpost, so White must give Red the Merchants friendship marker.

White moves her victory point marker back 2 spaces and Red moves his victory point marker forward 2 spaces.



White loses the  
Friendship Marker



Red wins the  
Friendship Marker



## GAME END

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

## ICE PLANETS



Ice Planet Tokens



Number Discs with Ice Planet Symbols

The front of 2 number discs depict a number beside a freight pod on a blue and white background. If you reveal such a number disc, remove it from play and place the larger **ice planet token** with the same image on the planet. Planets with these tokens are covered with a thick layer of ice.



You are not allowed to establish a colony on a colony site adjacent to an ice planet—you must terraform it first.

To terraform an ice planet, you must meet 2 requirements:

1. One of your ships is on an intersection adjacent to the ice planet.
2. The number of freight pods on your mothership is equal to or greater than the number depicted on the ice planet token.

If you meet these requirements, you immediately remove the ice planet token from the planet, turn it fame medal side up, and place it in front of you. This medal is worth **1 victory point**. You cannot lose this medal due to encounters.

Replace the ice planet token with a randomly drawn reserve number disc and turn it face up.



Flip the reserve token

If one of your colony ships is on a colony site, immediately after removing the ice planet token you may build a colony on that site. Alternatively, if your speed allows it, you may also choose to continue your colony ship's flight.

**Example:** White's speed is "5." She moves her colony ship a distance of 2 intersections, to an intersection adjacent to the ice planet. Her mothership is equipped with 4 freight pods. She immediately terraforms the ice planet. White is rewarded with the planet's ice planet token and places it fame medal side up in front of her. She draws a random reserve number disc (here a "3") and places it face up on the empty (now fuel) planet. Afterwards, White may either continue her ship's movement or establish a colony on the now unoccupied colony site.



## INTERSECTIONS

Intersections are the vertexes of the space hexes. There are 3 special intersections: Colony sites, docking points, and spaceport sites.



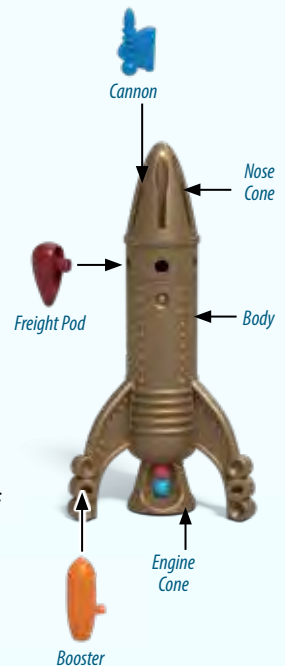
## M

## MOTHERSHIPS

At the beginning of the game, each player receives a mothership. Your mothership indicates the characteristics of all of your ships.

The colored balls falling into your mothership's engine cone determine the base speed of your ships or the base value of their combat strength.

Whenever you upgrade your mothership with boosters, cannons, or freight pods, you increase the speed, combat strength, or freight capacity of your small ships. The attributes of your mothership always apply to all of your ships on the game board.



### Indications for the use of mothership and balls:

Before your first game, affix 1 of the 4 included stickers in the player colors to the bottom of each of the motherships' engine cone. The box contains another 4 replacement stickers.

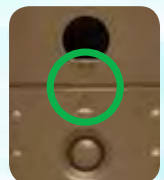
To remove the nose cone from the body of your mothership, turn the nose cone slightly and pull it upward. Put the colored balls into the body: 2 yellow, 1 red, 1 blue, and 1 black ball.



When reattaching the nose cone to the body, turn it so that it snaps into place. The markers on the body and nose cone must point toward each other.

The box includes 8 replacement balls.

If you change the number and/or colors of the balls in your mothership, you can change the probability of the balls falling into the engine cone when you shake your mothership. If, for example, you would like to have more encounters, you could remove 1 yellow ball. This would increase the probability of the black ball falling into view. We recommend that you use the specified, tested combination of 5 balls.





# N

## NUMBER DISCS

Each planet is marked with a number disc. The front of each number disc shows a number. The font size of the number printed on the disc indicates the resource production probability of the corresponding planet. The larger the font size, the more likely that the number will be rolled. A planet with a "6" or "8" is more productive than a planet with a "2" or "12."

If a number disc has 2 numbers, the corresponding planet produces when you roll either number.

The backs of the number discs depict different icons that correspond to the icons on the planets. Place the number discs according to the icon on the planets, then turn the number discs over. Depending on the game variant, do this either when setting up the game or as the planetary systems are discovered.

Some number discs depict a freight pod or a cannon. These discs indicate that the planet is an ice planet or has a pirate base. These discs get replaced by the 5 reserve number discs after you terraform the ice planets or defeat the pirate bases.



## Building Costs and Victory Points:

The Building Costs card shows you which resources you need to build the different items. The Victory Points card lists items that earn you victory points. For example, you can become friends with alien civilizations by establishing trade stations. If you have most of the trade stations at an outpost, you receive the friendship marker of the respective alien civilization and thus 2 victory points.



# O

## OUTPOSTS



The Green Folk The Diplomats The Merchants The Scientists

4 of the 5 alien civilizations have outposts in this part of the galaxy. Each outpost has 1 docking point in the center and 5 docks you can place trade stations on. It is not possible to establish more than 5 trade stations at an outpost.

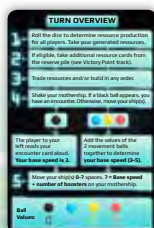
In the *Starting Set-up for Beginners*, place the outposts face up on the game board, as shown in the picture on pages 2-3 of the *Game Rules*. In other variants, place the outposts face down into the vacant areas of the game board (as described under *Set-up, Variable*), so that the Starfarers must first discover them.

## OVERVIEW CARDS

The 3 overview cards give you succinct information regarding the turn, building costs, and victory points.

### Turn:

The Turn Overview card summarizes the 5 actions you can take during your turn. If you follow the steps, you won't forget any of the actions (particularly not forgetting to draw resource cards from the reserve pile). The card also shows the values assigned to the colored balls.



# P

## PIRATE BASES

The front of 3 number discs depict a number beside a cannon on a tan and white background. If you reveal such a number disc, remove it from play and place the larger pirate base token with the same image on the planet. Planets with these tokens are occupied by a pirate base.



**Example:** White discovers a planetary system and reveals its 3 number discs. The number disc on the fuel planet indicates that the planet is occupied by a "4" pirate base. She replaces the disc with the corresponding pirate base token. This planet does not receive a production number disc until the pirate base is defeated.



You are not allowed to establish a colony on a colony site adjacent to a pirate base—you must defeat the base first.

To defeat a pirate base, you must meet 2 requirements:

1. One of your ships is on an intersection adjacent to the pirate base planet.
2. The number of cannons on your mothership is equal to or greater than the number depicted on the pirate base token.

If you meet these requirements, you immediately remove the pirate base token from the planet, turn it fame medal side up, and place it in front of you. This medal is worth 1 victory point. You cannot lose this medal due to encounters.

Replace the pirate base token with a randomly drawn reserve number disc and turn it face-up.



Flip the reserve token

If one of your colony ships is on a colony site, after removing the pirate base token, you may immediately build a colony on that site. If your speed allows it, you may also choose to continue your colony ship's flight.

Example on page 14.

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



## PLANETARY SYSTEMS

Planetary systems are a type of sector. A planetary system consists of 3 different planets. There is a colony site between each pair of planets; thus, each planetary system has 3 colony sites. You may establish colonies on these sites.



**Note:** In a 3-player game, you may only establish colonies on 2 out of the 3 colony sites of any given planetary system (see: *Colony*).

## PRODUCTION PHASE

Your production phase starts as soon as the previous player hands you the dice. Roll the dice to determine which planets produce resources. Each planet with a number disc that matches the dice roll produces resources. Any or all players can receive resources with any given dice roll.

Each colony and each spaceport of yours that are adjacent to planets marked with the number rolled, produce you 1 resource card of the type produced by that planet. This applies to all players, even if it's not their turn. **Exception:** Rolling a Seven.

Afterwards, if certain requirements are met, you (the player whose turn it is) may take 1 or 2 resource cards from the reserve pile.

**Example:** With a roll of "6," Blue receives 1 carbon for their colony, while White receives 1 carbon for her spaceport.

With a roll of "5," Yellow and White each receive 1 ore.



If it is your turn, at the end of the production phase, you take resource cards from the reserve pile, according to your current number of victory points, and as indicated on the victory point track.



**4-7 Victory Points:** Take 2 resource cards from the reserve pile.

**8-9 Victory Points:** Take 1 resource card from the reserve pile.

**10+ Victory Points:** Take 0 resource cards from the reserve pile.

In addition, if you roll a "7" on your turn, your opponents each take 1 resource card from the reserve pile (you get nothing from the roll).

## RESOURCE CARDS

There are 5 different types of resources, represented by the following cards:



You can obtain these cards during the production phase, through trade with other players, and from encounters.

If there are not enough resource cards of a particular type in the supply to give every player their full production, no player receives any cards of that type.

You must keep your resource cards hidden from the other players. However, the other players must be able to know the total number of cards in your hand at any time.

Your hand may contain any number of resource cards. However, if your hand contains more than 7 cards, you must discard half of them when any player (including you) rolls a "7."

## RESOURCE PRODUCTION PROBABILITY

Rolling 2 six-sided dice can produce 36 possible combinations of pips shown on the sides of the dice, resulting in numbers between 2 and 12. If you roll the dice 36 times, the average frequency of rolling these numbers is as follows: 2 (1x), 3 (2x), 4 (3x), 5 (4x), 6 (5x), 7 (6x), 8 (5x), 9 (4x), 10 (3x), 11 (2x), 12 (1x). Hence, the probability of rolling a "7" is the highest and that of rolling a "2" or a "12" is the lowest. That is why it's important for you to consider the number discs on the planets when building colonies. Planets with production numbers close to 7 have a higher probability of being rolled.

## RESERVE PILE

At the beginning of the game, take 8 cards from each of the resource stacks. Shuffle them and place this reserve pile face down into the "?" compartment of the card tray.

When the reserve pile is depleted, create a new reserve pile with 8 cards of each of the 5 resource types.

At the beginning of the game, each player draws 3 resource cards from the reserve pile to start their hand.



## ROLLING A SEVEN

If you roll a "7" during your production phase\*, no player receives any production from the planets. Perform the following actions in this order:



1. Each player counts the resource cards\* in their hands. Any player with more than 7 resource cards (i.e., 8 or more) must choose and return half of them to the supply. If you hold an odd number of cards, round down. For example, if you have 9 cards, you must discard 4 of them.
2. You (the player who rolled a "7") choose 1 of your opponents and draw 1 resource card from that player's face-down hand.
3. All of your opponents draw 1 free resource card from the reserve pile, starting with the player on your left.
4. You draw 1 or 2 additional resource cards from the reserve pile if you are entitled to them.
5. Afterwards, continue your turn with your *Trade & Build Phase*.

## SECTORS

In the part of the galaxy that the Starfarers are exploring, you can discover 3 types of sectors:

**Empty sectors** are just more open space to traverse. They have an intersection in their center which your ships can move through. There are 4 empty sectors.



**Planetary systems**\* always consist of 3 planets. They promise you new resource production. There are 8 planetary systems.



**Outposts**\* invite you to communicate and build friendships with the aliens. There are 4 outposts.



**The backs** of all 16 sectors are marked with either 1 or 2 stars. Depending on the game variant and set-up\*, you must pay attention to the number of stars on the back of the sectors.



## SET-UP PHASE

If instead of the set-up for beginners (see *Game Rules*, page 2–3), you use the variable set-up\*, the set-up phase begins right after you assemble the game board.

Each player builds 2 colonies\* and 1 spaceport\* on the planets of the *Catanian Colonies*\*. In addition, each player receives 1 upgrade of their choice for their mothership.

To determine the starting player, each player rolls both dice. The player who rolls highest begins the set-up phase and, later, the game itself. The other players follow in clockwise order.

**The Set-up phase has 4 rounds:**

### Round 1: All players place their first colony

The starting player places 1 colony on any of the colony sites of the *Catanian Colonies*. Then the other players follow in **clockwise order**.

### Round 2: All players place their second colony

Once all players have placed their first colony, the player who went last in round 1 starts round 2. That player places 1 colony on any of the colony sites of the *Catanian Colonies*. The other players follow in **counter-clockwise order**.

### Round 3: All players place their third colony

Place your third colony exactly as in round 1 (**clockwise order**).

### Round 4: All players upgrade a colony and get a ship

Once all players have placed their third colony, prepare the bonus upgrades. Take 2 boosters, 1 cannon, and 1 freight pod from the supply and place them in the middle of the board.

Now the player who went last in round 3 starts round 4. This player does 3 things in the following order:

1. Convert 1 of your colonies to a spaceport by adding a shipyard.
2. Place 1 colony ship or trade ship (your choice) on a spaceport site beside your spaceport.
3. Take 1 of the bonus upgrades and attach it to your mothership.

The other players repeat this process in **counterclockwise order**.

Finally, each player draws 3 resource cards from the reserve pile to start their hands. Keep cards in your hand hidden from other players. Take 1 fame medal piece from the upgrades tray and place it in front of you.

The starting player begins the game by rolling both dice to begin their first *Production Phase*.

## SET-UP, VARIABLE

A variable set-up adds more variety for the Starfarers. First, assemble the game board. You can set up the sectors\* in various ways:

**Strategic Variant** (depicted on page 16):

1. Sort the sectors by type of back and return 1 empty sector showing 1 star on its back to the box. Shuffle the sectors showing 1 star separately from the sectors showing 2 stars.

*Continued on page 16.*

## SET-UP, VARIABLE—CONTINUED

- Place the sectors with 1 star face down into the 8 vacant areas (Near Sectors) before the nebula that extends across the game board (see below). Place the sectors with 2 stars face down into the 7 vacant areas (Far Sectors) beyond the nebula.
- Turn all sectors face up.
- Shuffle the number discs marked with Greek letters face down. Randomly assign them to the planets of the *Catanian Colonies* marked with the same letter. Turn the number discs face up.
- Shuffle the remaining number discs. Place them face down on the planets with matching icons. You must explore the planets to find out their production numbers.

### Explorer Variant:

- Assemble the board as described in the *Strategic Variant* but skip step "3." (do not turn the sectors face up). You must first discover the sectors to find out whether they contain planets, outposts, or empty space.
- Except for the number discs already assigned to the *Catanian Colonies*, sort the remaining number discs by icon type and place them face down beside the game board. You must discover sectors with planets before you can reveal and place these number discs.

### Wild Space Variant:

- Shuffle all sectors face down and form a stack.
- One by one, draw the sectors from the stack and place them face down into the vacant areas of the board. Start with the vacant area closest to the *Catanian Colonies*, on the victory point track side of the board. Work your way up from left to right and near to far. The stars on the sectors' backs do not matter in this setup.
- Put the remaining sector face down into the box. Do not look at it.
- Except for the number discs already assigned to the *Catanian Colonies*, sort the remaining number discs by icon type and place them face down beside the game board. You must first discover the sectors to find out whether they contain planets, outposts, or empty space. As in the explorer variant, when you discover sectors with planets you can reveal and place the number discs.

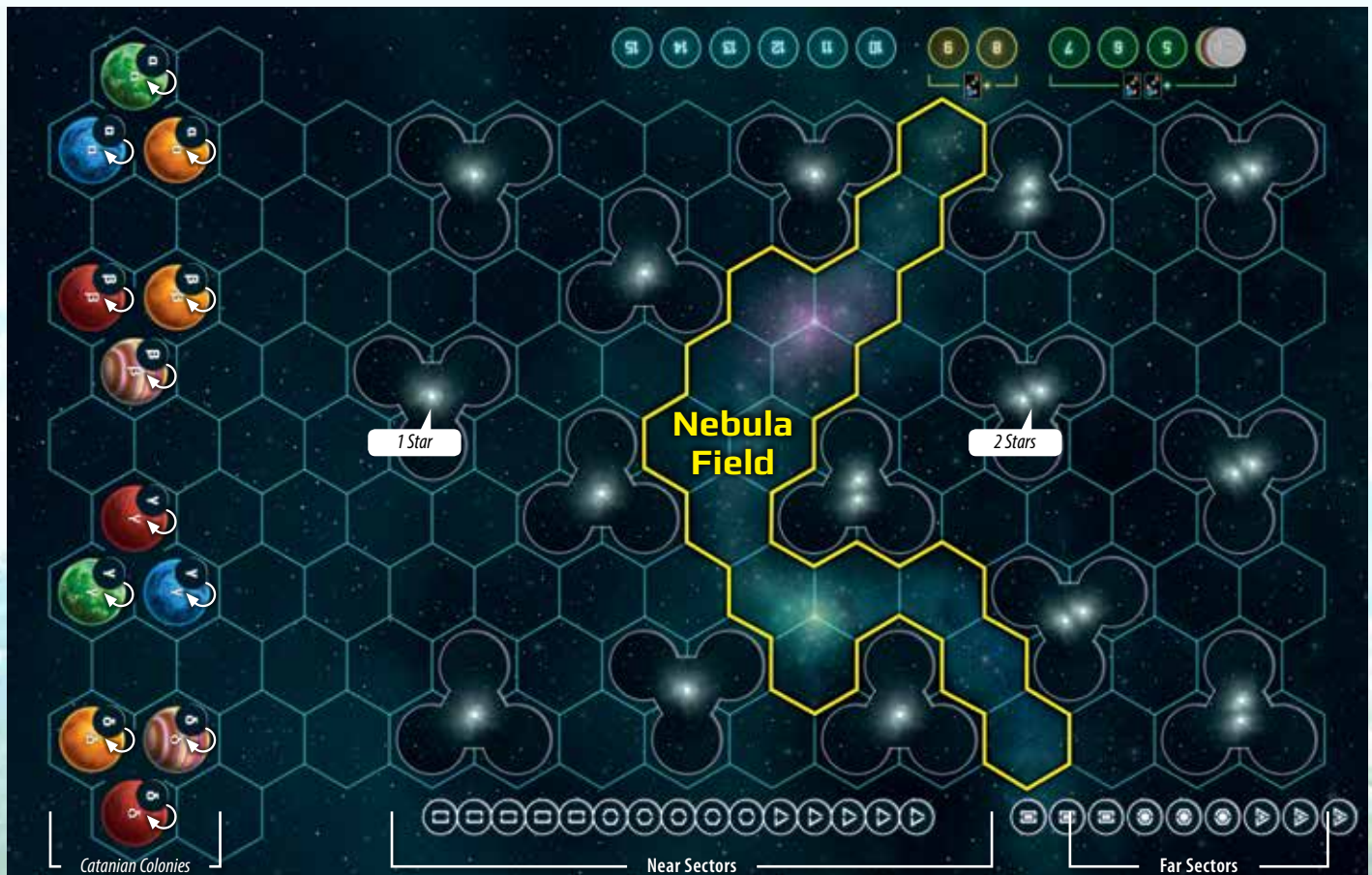
**Note:** In this variant, another empty sector may be in play (and thus, 1 outpost or planetary system fewer).

## SHIPS

Unlike your large mothership, your small ships move around on the game board. There are 2 types of ships: colony ships and trade ships. The attributes of your mothership always apply to all of your ships on the game board.



Set-up of the strategic variant before flipping the sectors face up and assigning the number discs. This is also the finished set-up of the explorer variant.





## SHAKE YOUR MOTHERSHIP

You must shake your mothership to determine the base speed of your ships at the beginning of your flight phase. An encounter might also require you to shake your mothership.

Put colored balls into the body of your mothership: in a regular game, 2 yellow, 1 blue, 1 red, and 1 black ball. Two of these balls are always visible when the mothership is in an upright position.

A value is assigned to each ball color. The Turn Overview card shows which number is assigned to which color.



To shake your mothership, turn it upside down, shake it up and down a few times, then place it upright on the table. Two balls will be visible in the engine cone.



You determine the total value by adding their individual values together. For example, if a blue and a red ball are visible, their total value is "4."

When determining **combat strength**, the black ball's value is "0." When determining **speed**, the black ball triggers an encounter, you ignore all ball values, and your base speed is automatically "3."

## SPACE JUMP

The Travelers possess the technology to traverse vast distances instantaneously. If you successfully negotiate an encounter with them, or encounter a wormhole, one of your ships can make a space jump.

During a space jump, you may move any 1 of your ships on the game board to any unoccupied intersection. **Note:** You must respect the flight rules that prohibit blocking certain intersections.

In particular, you must observe the rules regarding colony sites, docking points, and spaceport sites. Your ship may end its space jump at an unexplored sector and explore or discover it.

Trade ships cannot space jump to an intersection that could become a colony site.

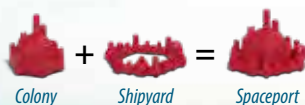
After the space jump is completed, the movement of your ship ends.



## SPACEPORTS

To build a spaceport, you must pay 3 carbon and 2 food.

After you have paid the resources, take a shipyard from your personal supply and place it around 1 of your colonies on the game board. The two pieces together form a spaceport. You don't have to use a transport ship to bring the shipyard to the colony.



If your personal supply no longer contains shipyards or you have already surrounded all your colonies on the game board with shipyards, you cannot build a spaceport.

Like a colony, a spaceport produces 1 resource card when the number of an adjacent planet is rolled.

Ships can only be built on spaceport sites. Therefore, it is advantageous to upgrade a strategically-placed colony to a spaceport as soon as possible. From there, it is easier for your ships to reach more remote destinations.

A spaceport is worth 2 victory points, but because a spaceport is an upgraded colony, your victory point marker only advances 1 space on the victory point track when you build a spaceport.

## SPACEPORT SITES

The 2 intersections adjacent to a spaceport are spaceport sites. If you build a ship, place it on one of your unoccupied spaceport sites.

Your ships cannot end their movement on other players' spaceport sites.

If you upgrade a colony to a spaceport and an opponent's ship blocks one of your newly-created spaceport sites, the opponent must move the ship away on their next turn if possible. If the opponent has multiple ships and cannot move one of their ships due to an encounter, the player must still move the ship blocking the spaceport site.



## SPEED

To determine how far your trade ships and colony ships travel on your turn, you first determine the base speed by shaking your mothership (see *Shake Your Mothership*). Add the number of boosters on your mothership and the number of boosters depicted on any *Scientists* friendship cards you have to determine your total speed.

The higher the speed, the farther you can move your ships during your flight phase. You must adhere to the flight rules when moving your ships.

## THREE-PLAYER GAME

When playing with 3 players, you must make the following adjustments:

- In the *Starting Set-up for Beginners*, you also set up the 2 colonies and the 1 spaceport of the 4th player color as shown in the picture on pages 2-3 of the *Game Rules*. They are meant to block the colony sites and won't play a role in the remainder of the game.

*Continued on page 18.*

## THREE-PLAYER GAME—CONTINUED

◆ In the set-up phase\* for advanced players, you may build on all 3 colony sites of the planetary systems of the *Catanian Colonies*. You cannot build on the 3 remaining *Catanian Colony* sites at the end of the set-up phase. Furthermore, one of the free mothership upgrades distributed during the set-up phase is not given out and stays in the upgrades tray.

◆ Colonies can only be established on 2 of the 3 colony sites of the planetary systems. **Exception:** *Set-up Phase for Advanced Players*.

**Hint:** Once you have established colonies on the 2 colony sites of a planetary system, place a colony or spaceport of the unused player color on the remaining colony site. Do the same with the remaining unoccupied *Catanian Colony* sites. This will prevent players from accidentally building a colony on these sites.

## TRADE & BUILD PHASE

During this phase of your turn, you may trade\* and build\* as many times as you wish, in any order. For example, you can trade with another player, then build a colony ship\*, trade again, then upgrade your mothership\*.

### TRADE

After the production phase\* of your turn, you may trade resource cards\* with other players (see *Trade with Players*) and/or trade directly with the supply (see *Trade with the Supply*).

On your turn, you may trade as often as you like (and your resource cards allow).

### TRADE WITH PLAYERS

On your turn, during your *Trade & Build Phase*\*, you may trade resource cards\* with any player. 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. For example, you can trade 1 food for 1 ore, or even for 2 ore and 1 carbon.

You cannot give away cards (e.g., you can't trade 0 cards for 1 or more cards).

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

**Example:** It is Peter's turn. He needs 1 goods card to build a trade ship. He has 2 food cards he doesn't need at the moment. Peter asks aloud, "Who will give me 1 goods for 1 food?" Reiner answers, "If you give me 1 fuel, I'll give you 1 goods card!" Since Peter doesn't want to trade fuel and no other player responds to the offer, he makes a new offer. "I'll trade 2 food for 1 goods!" Claudia accepts the offer and offers Peter 1 goods. Peter closes the deal. Peter takes 1 goods card from Claudia and gives Claudia 2 food cards in exchange.

## TRADE WITH THE SUPPLY

During the *Trade & Build Phase*\* of your turn, you may trade resource cards\* with the supply as often as you like and your resource cards allow.

**3:1 for matching resources:** Return 3 matching resource cards to the supply and take any 1 different resource card of your choice from the supply.

**Example:** Maria returns 3 carbon cards to the supply and takes 1 food card in exchange. Normally, she would try to ask for a more favorable trade with her opponents.



**2:1 for goods cards:** Goods resource cards have a special role when trading with the supply; you may trade them 2:1. Return 2 goods cards to the supply and take any 1 different resource card of your choice from the supply.

**Example:** Claudia returns 2 goods cards to the supply and takes 1 food card in exchange.



If you have *Merchants* friendship cards\*, you can trade with the supply at better rates. These cards allow you to trade goods 1:1 and all other resources 2:1.

## TRADE SHIPS



To build a trade ship, you must pay 1 ore, 1 fuel, and 2 goods to the supply.

A trade ship is used to establish a trade station\* at an outpost\*.

After you have paid the resource cards to the supply, attach a transport ship\* to a trade station\* from your personal supply. The two pieces together form a trade ship.



If your personal supply no longer contains transport ships or you have already established all of your trade stations, you cannot build a trade ship. Place your trade ship on one of your unoccupied spaceport sites\*. Subsequently, during your flight phase\*, you may move the trade ship according to the flight rules\*.

## TRADE STATION

In order to establish a trade station, your trade ship\* must end its flight on the circular docking point\* in the center of an outpost\*. Remove the transport ship\* from the trade station and return it to your personal supply. Place the trade station on 1 of the docks around the outpost. It doesn't matter on which unoccupied dock you place your trade station.



To establish a trade station, the number of freight pods\* on your



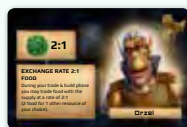
mothership\* must be greater than the cumulative number of trade stations already placed on the docks of the respective outpost. If you don't meet this requirement, your trade ship cannot end its flight on this docking point.

**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 only needs 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 an adjacent dock.



Each time you establish a trade station, you may look at all of the friendship cards\* of the corresponding alien civilization.

Choose 1 of the friendship cards and place it face up in front of you. You can use the advantage described on that card immediately.



If you are the first player to establish a trade station at an outpost, you receive that civilization's friendship marker\*. Stand the marker next to your supply, clearly visible to everyone. A friendship marker is worth 2 victory points\*.



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

**Example:** On his turn, Red was able to dock a second trade station at the Merchants' outpost. Since 3 trade stations had already been established there, Red's mothership needed 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.



Once you have established a trade station, it stays on the dock for the rest of the game. You are not allowed to change it back to a trade ship by attaching it to a transport ship.

## TRANSPORT SHIPS

Each player has 3 transport ships at their disposal. You need transport ships to carry trade stations\* and colonies\* to their destination.

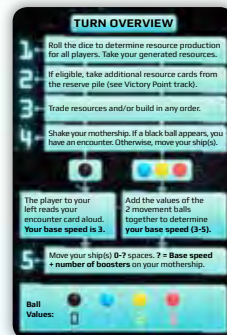


To build a trade ship\*, attach a transport ship to the tip of a trade station\*. To build a colony ship\*, attach a transport ship to the tip of a colony\*. You cannot build and use transport ships independently.

As soon as you establish a colony or trade station, return the transport ship to your personal supply. You can use it again the next time you want to build a trade ship or colony ship. If all your transport ships are on the game board, you cannot build new ships.

## TURN

A player's turn is divided into 3 phases, consisting of a total of 5 steps. A brief description of the 5 steps is given on the Turn Overview card.



### 1. Production Phase\*

**Step 1.** Roll both dice to determine the turn's resource production for all players.

**Step 2.** Draw as many resource cards\* as you are entitled to from the reserve pile\*.

### 2. Trade & Build Phase\*

**Step 3.** You can trade\* and build\* in any order.

### 3. Flight Phase\*

**Step 4.** Shake your mothership\* to determine the base speed\* of your ships\*.

**Step 5.** Move all of your ships: up to base speed plus any boosters.

After you complete your turn, pass the dice to the player on your left. That player begins their turn with the production phase.

## V

## VICTORY POINTS



At the beginning of the game, each player places their victory point marker on space "4" of the victory point track. When you earn or lose a victory point, you must immediately move your marker on the victory point track to indicate the change. The game ends\* as soon as a player places their marker on space "15."

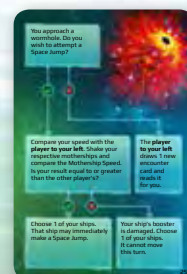
There are a variety of ways to earn victory points:

- Colonies\* are worth 1 victory point each.
- Spaceports\* are worth 2 victory points each.
- Friendship markers\* are worth 2 victory points each.
- Pirate base tokens and ice planet tokens are worth 1 victory point each.
- 2 fame medal pieces\* are worth 1 victory point.

## W

## WORMHOLE

This term appears on some encounter cards\*. Wormholes enable your ship to make a space jump\*.



## FRIENDSHIP CARDS IN DETAIL

### The Diplomats

The *Diplomats* friendship cards offer different advantages:

#### Reduced Tribute (1 x)

If you have this card and a "7" is rolled in the production phase 🌟, you lose half your resource cards 🌟 only if your hand contains more than 12 resource cards.



#### Fame for Sale (2 x)

If you have this card, you receive 1 fame medal piece after paying 1 goods 🌟 to the supply during your turn. You may buy the fame medal piece only in your *Trade & Build Phase*. You may use this card **only once per turn** to buy 1 fame medal piece.

**Note:** Even if you have both *Fame for Sale* cards, you can only buy 1 fame medal piece per turn.



#### A Helping Hand (1 x)

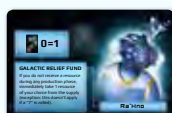
If you have this card, you may draw 1 resource card from the face-down hand of up to 2 opponents during your *Trade & Build Phase*.



To use this card, at least 2 of your opponents must have more victory points 🌟 than you. (You cannot be in first or second place.) You may perform this action only once during your turn. As long as you have the most or second-most victory points, this card is of no value to you.

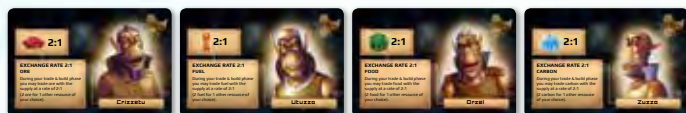
#### Galactic Relief Fund (1 x)

If you don't receive resources during any production phase and you have this card, you may take any 1 resource of your choice from the supply. This advantage doesn't apply if the roll for the production phase is a "7".



### The Merchants

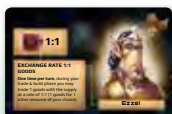
During your *Trade & Build Phase*, these friendship cards allow you to trade 🌟 resources with the supply at a better rate.



Four of the cards give you a 2:1 trade rate. Those are: carbon, ore, fuel or, food. You can perform this trade any number of times during your turn.

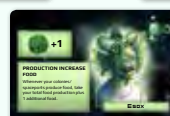
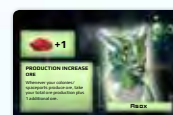
**Example:** If you have Zuzo's *Exchange Rate 2:1 Carbon* card, you may trade 2 carbon for any 1 other resource of your choice as often as you like during your *Trade & Build Phase*.

Ezzel's friendship card is exceptional. It allows you to exchange **goods** cards at a rate of 1:1. If you have this friendship card, you may trade 1 goods for any 1 other resource of your choice. However, you can only perform this trade **once per turn**.



### The Green Folk

These friendship cards increase the resource production by 1 resource. If the production dice are rolled and you receive resources of one type, you receive another 1 resource of that same type.



**Example:** You receive 2 ore from the production dice roll. You have the *Production Increase: Ore* card. You may take 1 extra ore resource card.

### The Scientists

The *Scientists* friendship cards improve the speed 🌟 and combat strength 🌟 of your ships.

Although these cards give the impression that your mothership has 1 or 2 cannons or boosters more, they do not physically add upgrades to your mothership. Therefore, the cannons or boosters depicted on the cards are not affected if you have to remove one of the upgrades on your mothership.

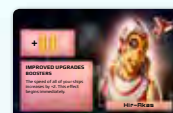
#### Improved Upgrades: Cannons (1 x)

This card increases the combat strength of your ships by 2.



#### Improved Upgrades: Boosters (1 x)

This card increases the speed of your ships by 2.



#### Improved Upgrades: Booster & Cannon (3 x)

These cards increase the speed and the combat strength of your ships by 1 each.



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