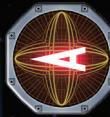


STAR TREK CATAN

Game Overview



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

Game Overview

To make it as easy as possible for you to become familiar with the game, we are using the award-winning, 3-part *The Settlers of Catan®* game rules system. If you are already familiar with *The Settlers of Catan®*, skip ahead to the "Preparation," "Build," and "Support Cards" section of the rules to save some time. If you don't know *The Settlers of Catan®* A. Please first read this Game Overview. B. Afterwards, read the Game Rules and start the game. C. Should questions arise during play, consult the *Star Trek Catan™* Almanac.

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

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



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

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

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

However, only players whose outposts or starbases border these producing planet sectors can receive

resources. In the illustration, the red outpost (W) borders the sector containing the red "3" planet and a blue outpost (X) borders the sector containing the yellow "3" planet. So, the red player receives 1 tritium and the blue player receives 1 food whenever a "3" is rolled.

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

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

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

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

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





STAR TREK® CATAN

Game Rules

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

Please note: The plug/socket combinations of the starships and the outposts differ slightly from each other.



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

Game Board Set-up

Starting Set-up for Beginners

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

Starting Set-up for Experienced Players

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

Preparation



Starting Set-up for Beginners

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



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



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

Turn Overview



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

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

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

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

The Turn in Detail



1. Roll for Resource Production

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

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

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



2. Trade ☰

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

a) Federation Trade (Trade with Opponents) ☰

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

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

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

You can also trade without your opponents!

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



4:1 border trade without trading post

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



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



2:1 border trade with special trading post

3. Build

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

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

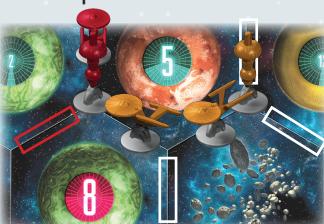
a) Starship

requires: 1 dilithium + 1 tritium



- ◎ Starships are built on the **space route** between two **space intersections**. Only 1 starship may occupy each space route.

- ◎ You may only place a starship adjacent to a space intersection that borders one of your own starships or is occupied by one of your outposts or starbases. A foreign outpost or starbase will block further placement.



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

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



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

b) Outpost

requires: 1 food + 1 dilithium + 1 tritium + 1 oxygen



- ◎ You must build the outpost on a space intersection that is adjacent to at least one of your own starships. You must observe the distance rule when building.

- ◎ **Distance rule:** You may only build an outpost if all adjacent space intersections are NOT occupied by outposts or starbases – even if they are yours.



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

- ◎ For each new outpost, you have the potential to receive resources produced from the adjacent planet sectors: 1 resource card per each sector when the corresponding planet's number is rolled.

- ◎ Each outpost is worth **1 VP**.

- ◎ If you have used up your supply of outposts, you either can no longer build outposts or must first upgrade one of your outposts to a starbase (see below).

c) Starbase

requires: 3 water + 2 oxygen



- ◎ You build a starbase by upgrading an outpost: attach the habitat ring to the top of the outpost.

- ◎ For a starbase, you receive 2 resource cards from each adjacent planet sector whose number is rolled.

- ◎ Each starbase is worth **2 VPs**.

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

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



● When you buy a development card, draw the top card from the stack.

● There are 3 different types of these cards, all of which have different effects:



Victory point (VP) cards

"Starfleet Intervenes"

Progress cards.

● Keep your development cards hidden until you use them.

4. Special Cases

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

● If you roll a "7" on your turn, no one receives any resources.

● All players who have **more** than 7 resource cards must select half of their resource cards and return them to the supply. If a player has an odd number of cards, the number of cards to be discarded is rounded down (e.g., a player who has 9 cards must discard 4 of them).

● Then you **must** move the **Klingon battle cruiser** ●:

- 1) You must move the Klingon battle cruiser to another planet sector (or to the asteroid sector).
- 2) Then you steal **1 resource card** from **1 opponent** who has an outpost or starbase adjacent to the sector where you placed the Klingon battle cruiser. You steal the resource card at random, without looking at the cards.
- 3) You then continue your turn and proceed to the trade phase.

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

b) Playing Development Cards ●

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

Victory Point Cards: ●

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

"Starfleet Intervenes" ● cards:

- If you play a "Starfleet Intervenes" card, you must move the Klingon battle cruiser (see point 1 and 2 above).
- Once played, "Starfleet Intervenes" cards remain face up in front of you.



● The first player to have 3 "Starfleet Intervenes" cards in front of him receives the "Largest Starfleet" special card, which is worth 2 VPs.

● If another player has more "Starfleet Intervenes" cards in front of him than the current holder of the "Largest Starfleet" card, he immediately takes the special card and its 2 VPs.



Progress Cards ●:



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

5. Support Cards ●



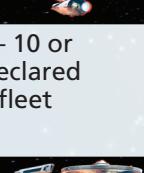
Your support card ● gives you a specific advantage as described on the card. The first time you use its advantage, you have two choices: either you return it to the support cards display and take any 1 other support card of your choice, placing this new card "A-side" up in front of you; or turn it over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

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

End of the Game ●

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

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