

CATAN

—5-6 PLAYER EXTENSION—

STARFARERS



Rules

Introduction

The *CATAN®-Starfarers™: 5-6 Player Extension* allows 2 more starfarers to explore the Catanian universe. It contains additional game pieces in new colors as well as other game elements like: new planetary systems for the game board, new artifacts when you explore planets, etc. Even the Travelers influence in the game is expanded. If you can find their outpost, you can earn new abilities from their friendship cards. With all of these new additions, some of the game rules needed to be modified. This rules booklet details all of those changes.

In order to keep game play speedy and smooth for a larger number of players, this extension introduces a new turn order rule. Every turn, 2 players will share space exploration duties. These, and all other modifications to the *Starfarers* base game rules, are detailed here.

Note: Most of the die-cut parts and the large cards are marked with this symbol: It will help you easily separate the game components of the different sets when needed.

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GAME COMPONENTS

2 Die-cut Cardboard Sheets

3 Sectors



10 Number Discs



4 Special Tokens



59 Cards



46 Player Pieces (in 2 colors)



Mothership and Upgrades



More Material



PREPARATION

GAME BOARD PREPARATION

Assemble the 6 game board sections as described in the base game. The board is the same size as the base game – what changes is the mix of number discs on the *Catanian Colonies* and the mix of sectors used.

Catanian Colonies

The 4 new number discs with the Greek letters **α, β, γ, δ** on their back each replace 1 number disc per *Catanian Colonies* planetary system. Exchange the number discs as shown in the following chart. Put the replaced number discs back into the box.

	α	β	γ	δ
5-6 Player Extension	10/11	9/12	3/4	2/5
	↔	↔	↔	↔
3-4 Player Base Game	11	3/12	3	2/11

To familiarize yourself with the game more quickly, we recommend the following distribution of number discs on the *Catanian Colonies* for your first game.



You can also follow the variable set-up rules and place the number discs randomly on the starting colonies. Shuffle the number discs face down and randomly assign them to the planets with the matching Greek letters, then reveal the discs.

Variable Set-up of the Sectors

You can use all of the variable set-ups described in the *Starfarers Almanac* with this extension.

To use the *Strategic Variant* and the *Explorer Variant*: First replace the 4 empty sectors from the base game with the 3 new sectors from the extension. Next, shuffle these new sectors into the base game sectors using the stars as described in the base game. Last, sort the new number discs by the icons on their back and shuffle them together with the base game number discs as described in the base game.

SETTING UP THE GAME

Game Pieces

Take all of the player pieces in a color of your choice and place your victory point marker on space "4" of the victory point track. In addition, take 1 mothership and equip it with 5 balls, as described in the base game.

Overview Cards

You only need the 4 Building Costs cards from the *CATAN–Starfarers* base game. All remaining base game overview cards stay in the box.

Each player takes one set of the 3 overview cards (*Turn Overview*, *Building Costs*, and *Victory Points*). Place the cards in front of you as shown.

OVERVIEW PILOT 1	BUILDING COSTS	VICTORY POINTS
1. Use the 4 building cost cards from the base game. Add the 4 new building cost cards from this extension. Use additional building cost cards from the base game after you play 10 cards from the extension. After you play 10 cards from the extension, add the 4 new building cost cards from this extension. If you have 10 cards from the base game and 4 cards from this extension, you can use both building cost cards.	Build Ship Colony Ship Spaceport Knight Pod Cassan Blaster	Friendship Marker 1 Victory Point Cobalt 2 Victory Points Space 1 Victory Point Ice Planet Token 1 Victory Point Pirate Planet Token 1 Victory Point Artist Planet Token 1 Victory Point 3 Farse Model Pieces 1 Victory Point
2. After you play 10 cards from the extension, add the 4 new building cost cards from this extension. If you have 10 cards from the base game and 4 cards from this extension, you can use both building cost cards.		
3. After you play 10 cards from the extension, add the 4 new building cost cards from this extension. If you have 10 cards from the base game and 4 cards from this extension, you can use both building cost cards.		
4. After you play 10 cards from the extension, add the 4 new building cost cards from this extension. If you have 10 cards from the base game and 4 cards from this extension, you can use both building cost cards.		
OVERVIEW PILOT 2	BUILDING COSTS	VICTORY POINTS
1. Use the 4 building cost cards from the base game. Add the 4 new building cost cards from this extension. Use additional building cost cards from the base game after you play 10 cards from the extension. After you play 10 cards from the extension, add the 4 new building cost cards from this extension. If you have 10 cards from the base game and 4 cards from this extension, you can use both building cost cards.	Build Ship Colony Ship Spaceport Knight Pod Cassan Blaster	Friendship Marker 1 Victory Point Cobalt 2 Victory Points Space 1 Victory Point Ice Planet Token 1 Victory Point Pirate Planet Token 1 Victory Point Artist Planet Token 1 Victory Point 3 Farse Model Pieces 1 Victory Point
2. After you play 10 cards from the extension, add the 4 new building cost cards from this extension. If you have 10 cards from the base game and 4 cards from this extension, you can use both building cost cards.		
3. After you play 10 cards from the extension, add the 4 new building cost cards from this extension. If you have 10 cards from the base game and 4 cards from this extension, you can use both building cost cards.		
4. After you play 10 cards from the extension, add the 4 new building cost cards from this extension. If you have 10 cards from the base game and 4 cards from this extension, you can use both building cost cards.		

Turn Overview

Building Costs

Victory Points

Important: The *Overview Pilot 1* side of your *Turn Overview* starts face up. When you are Pilot 2, flip it over to the *Overview Pilot 2* side.

Resource Cards

The Supply: Sort the additional resource cards by type and place them into the matching compartments of the card tray.

The Reserve Pile: Take 12 cards from each of the 5 resource card stacks. Shuffle them and place them face down into the "?" compartment.

Upgrades & Fame Medal Pieces

Upgrades: Put the additional ship upgrade pieces into their compartments in the upgrades tray.

Fame Medal Pieces: Add the 20 additional fame medal pieces to the supply in the upgrades tray.

Friendship Cards & Markers

Insert the Traveler friendship marker into a base. Arrange the Traveler friendship cards into a stack and place it beside the other 4 alien civilization card stacks. Place the friendship marker on the top card of the stack.



Special Tokens & Cockpit Markers

Artifacts: Place these 2 tokens face up beside the ice planet and pirate base tokens.



Reserve Number Discs: Shuffle the 2 additional reserve number discs with the 5 matching discs from the base game and place them face down beside the game board.

Cockpit Markers: Insert the 2 markers into a base and place them beside the game board. You assign them in the *Starting Set-Up* phase.



STARTING SET-UP

The 5-6 player set-up phase differs slightly from a 3-4 player set-up phase. The complete set-up phase is described below:

Each player, in turn, rolls the dice to determine the starting player. If you roll highest, you are the starting player. Take the "Pilot 1" cockpit marker and place it in front of you so that the cockpit faces you.

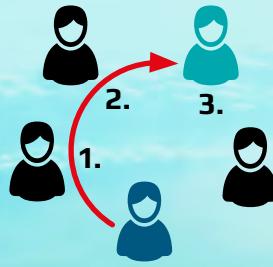


Give the "Pilot 2" cockpit marker to the 3rd player to your left (in clockwise direction). They place it in front of themselves so that the cockpit faces them.



5 PLAYERS

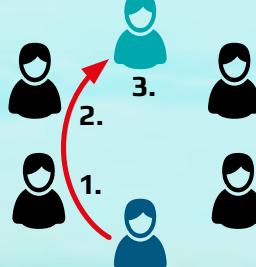
Third player to the left of the starting player = Pilot 2



Starting Player = Pilot 1

6 PLAYERS

Third player to the left of the starting player = Pilot 2



Starting Player = Pilot 1

The starting player begins the set-up phase and then the game. The other players follow in clockwise order.

Placement of Starting Pieces

This set-up phase has 4 rounds:

Round 1

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



Round 2

Once all players have placed their first colony, the player who went last in round 1 starts round 2. That player is now the first to place their **second colony**. The other players follow in **countrerclockwise** order.



Round 3

Once all players have placed their second colony, the player who went last in round 2 places a shipyard around one of their colonies, creating a **spaceport**. After placing your spaceport, place **1 colony ship or trade ship** (your choice) on one of your spaceport sites. Then the other players follow in **clockwise** order.



Round 4

Once all players have placed their ship, you choose upgrades. Place 2 boosters, 2 freight pods, and 2 cannons on the game board. The player who went last in round 3 takes **1 of these upgrades** and adds it to their mothership. Then, in **countrerclockwise** order, the other players each take 1 of the remaining upgrades and add it to their own mothership.



Each player draws 3 resource cards from the face-down reserve pile. Keep the cards hidden in your hand. Then **each player takes 3 fame medal pieces** from the upgrades tray and places them in front of themselves.



Note 1: Before the turn begins, Pilot 2 must flip their *Turn Overview* card so "Pilot 2" faces up.

Note 2: Pilot 1 takes their turn following the actions described on the "Pilot 1" *Turn Overview* card. When Pilot 1 is finished, Pilot 2 follows the actions described on the "Pilot 2" *Turn Overview* card.

Note 3: For 5-player games, place colonies of the 6th player color on the unoccupied colony sites. They have no other function in the game besides blocking those colony sites.

GAME PLAY AT A GLANCE

There are always 2 players who participate in a turn (Pilot 1 and Pilot 2), which is a substantial change to the *CATAN–Starfarers* 3–4 player rules. Unlike other 5–6 player extensions in the *CATAN* range, there is no "special build phase."

Pilot 1 and Pilot 2 take the following actions in the order listed below. The actions are summarized on the Pilot 1 and Pilot 2 *Turn Overview* cards.

1. Production Phase

- Pilot 1 rolls both dice to determine the resource production for all players.
- All players receive resources produced by the production roll.
- Pilot 1 draws any resource cards from the reserve pile that they are entitled to.
- Pilot 2 draws any resource cards from the reserve pile that they are entitled to.

2. Trade & Build Phase

- Pilot 1 can trade and build (in any order) as usual.
- Pilot 2 can trade with the supply (*but not with other players*) and build (in any order).

3. Flight Phase

- Pilot 1 shakes their mothership to determine the base speed of both pilots' ships.
- Pilot 1 moves all their ships (if they wish).
- Pilot 2 moves all their ships (if they wish).

After all actions are completed, Pilot 1 passes the "Pilot 1" marker and the dice to the player on their left. Pilot 2 passes the "Pilot 2" marker to the player on their left. The new Pilot 1 continues the game with the Production Phase.

GAME PLAY IN DETAIL

The phases of the base game remain the same. Keep in mind, however, that in certain phases both Pilot 1 and Pilot 2 take actions. Pilot 1 must always complete their actions before Pilot 2 takes the same actions.

PRODUCTION PHASE

Production From the Reserve Pile

Number: As in the base game, on your turn you must take 0-2 resource cards from the reserve pile, depending on your current number of victory points. Pilot 1 draws first, then Pilot 2.

Reserve pile depleted: When the reserve pile is depleted, immediately form a new reserve pile with **10 cards** of each resource type.

TRADE & BUILD PHASE

Pilot 1 can trade with all players and with the supply and can build as usual. After Pilot 1 completes their trade & build phase, Pilot 2 can also trade and build in any order. **Pilot 2 can only trade with the supply** (3:1 or 2:1 goods) but **not** with the other players. However, Pilot 2 can build as much as desired and in any order.

FLIGHT PHASE

If neither of the pilots have ships on the game board, they skip the flight phase and pass the pilot markers to the players on their left.

Determine Your Speed

Pilot 1 shakes their mothership. The result determines the base speed of **both pilot's ships**. If Pilot 1 doesn't have any ships on the game board, Pilot 1 still shakes their mothership to determine the speed of Pilot 2's ships.

Move Your Ships

Pilot 1 moves their own ships. After Pilot 1 is done, Pilot 2 can move their own ships.

Artifacts

Exploring planetary systems can now reveal artifacts. When you reveal an artifact, replace it with the corresponding special token.

Just like the rules for pirate bases and ice planets, you cannot build colonies on colony sites if an artifact special token is on one of the adjacent planets.

To find the artifact and remove it from the planet, you must satisfy two requirements:

- Have friendship cards from any **2 or 3 different alien civilizations** (the number required is depicted on each artifact marker)
- One of your ships must either **stop on** an intersection adjacent to the planet (*circled in green here*), **or pass through** an intersection adjacent to the planet as your ship flies by.



If you meet these requirements, **take the special token**, turn it over, and place it in front of you. **It is worth 1 victory point.** Then place one of the reserve number discs face up on the planet.

SPECIAL CASES

Resolve an Encounter Card

If a black ball is revealed when Pilot 1 determines the speed, Pilot 1 and Pilot 2 have an encounter. After both pilots have resolved the encounter, they move their ships.

Someone else reads the card aloud: The player to the left of Pilot 1 draws the topmost encounter card and reads the text in the first text box aloud.

Important: This encounter card applies to **both** Pilot 1 and Pilot 2! If one of the two pilots does not have a ship on the game board, that player cannot join the encounter. The pilot with at least one ship deals with the encounter alone.

Make a decision: Pilot 1 makes their choice first, followed by Pilot 2. The pilots can choose different answers. If both pilots choose the same answer, their result is the same. If both pilots' answers are different, the reader announces the result for Pilot 1 first, then the result for Pilot 2.

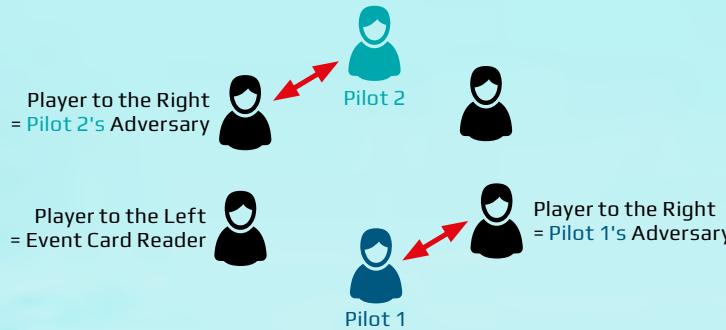
Resolve the result: If you need to "shake your mothership" to determine a result, Pilot 1 and Pilot 2 each shake **their own mothership**. To compare combat strengths, the neighbors of Pilot 1 and Pilot 2 specified on the encounter cards act as adversaries.

Example: Encounter card "16" is read aloud to both pilots.

Pilot 1 decides to flee, Pilot 2 chooses not to flee. Pilot 1 compares their number of boosters with those of the player to their right. Since that player has more boosters, both Pilot 1 and Pilot 2 must fight.

Both pilots compete against their respective right neighbors, who take the role of the pirates.

Pilot 1 loses to their "pirate" and must remove 1 upgrade from their mothership. Pilot 2 defeats their "pirate" and earns 1 upgrade and 1 fame medal piece.



Note: In a 5-player game, it can happen that Pilot 1 is the adversary of Pilot 2 or vice versa. In this case, the player shakes their mothership twice: once for their own result and once to determine the result in their role as the adversary.

No Blockade

In this extension, both Pilots 1 and 2 move their ships during the same turn. If you have occupied a colony site without building on it, you must observe the base game rule to vacate the site on the next "turn" if possible. This means you must leave it when you next move your ships as either pilot.

END OF THE GAME

If you reach and/or have at least 15 victory points on your turn, the game ends and you are the winner. "Your turn" refers to both Pilot 1 and Pilot 2. If Pilot 1 and Pilot 2 reach 15 points during the same turn, the order of phases must be taken into account. For example, if Pilot 1 reaches 15 victory points during their own build phase or flight phase (e.g., by obtaining a fame medal piece), Pilot 1 immediately wins the game. In this case, Pilot 2 can no longer take their turn.

FRIENDSHIP CARD DESCRIPTIONS

Both Pilot 1 and Pilot 2 can use their friendship cards during their respective turns.

The Travelers

Space Jump (2 x)

If you have this card, thanks to the abilities of the Travelers, you can use a wormhole to perform a space jump with one of your ships during your flight phase. The space jump **replaces** the normal movement of the ship for the turn. After a space jump, you cannot move that ship any farther on this turn.

To perform this space jump, you must have at least 3 boosters. This includes boosters on your mothership plus any boosters granted by the Scientists' friendship cards.

You cannot perform this space jump if a black ball was revealed in the mothership used to determine ship-speed this turn.

If you have both of the "Space Jump" friendship cards, 2 of your ships can perform one space jump each on your turn. You may not perform 2 space jumps with 1 ship.



Targeted Encounter (1 x)

If you have this card, you can choose whether or not to have an encounter in your flight phase. You must make the decision before the encounter is read aloud.

If the mothership used to determine ship speed **produces a black ball**, you can choose to skip the encounter and continue flying as usual. Your base speed is "3."

Note: You are **not allowed** to use the "Space Jump" card (if you have one) in this case.

If the mothership used to determine ship speed **produces no black ball**, you can choose to have an encounter. The player to your left reads the topmost encounter card aloud. After the encounter, you move your ship(s) with the base speed determined by the mothership.

Note: You are **allowed** to use the "Space Jump" card (if you have one) in this case.

In a 5-6 player game, the choice to have an encounter (or not) only applies to the pilot that has this card. The other pilot must apply the mothership result.



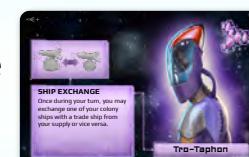
Glorious Donation (1 x)

If you have this card, on your turn (as either pilot) you can ask any one of the other players for a specific resource (e.g., "carbon"). If you receive the resource, you and the player that gave you the resource each receive 1 fame medal piece from the supply. If that player cannot (or does not) want to give you the resource, nothing happens.



Ship Exchange (1 x)

If you have this card, on your turn (as either pilot) you can convert one of your trade ships into a colony ship or vice versa.



Remove your transport ship from the game board, exchange the colony or trade station for a game piece from your supply, and return the transport ship with the exchanged game piece to its original intersection on the game board. You are **not allowed** to swap the positions of 2 of your ships on the game board.

You can convert a ship at any time during your turn, including before the *Trade & Build Phase*.

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CATAN®

STARFARERS™

Rules

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

— Carl Sagan, *Cosmos*

By the middle of the third millennium, humanity has colonized the uninhabited planets and moons of its solar system. Shortly after the discovery of a hitherto unknown crystalline substance deep beneath the surface of one of Saturn's moons, scientists succeed in utilizing this crystal to build a drive that allows traveling at several times the speed of light, thus enabling Starfarers to leave their solar system. Before long, the Starfarers encounter intelligent, friendly alien civilizations: the Green Folk, the Scientists, the Merchants, the Diplomats, and the Travelers. These civilizations also possess the technology to travel in space at several times the speed of light.

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

Introduction

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

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

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PREPARATION

GAME BOARD PREPARATION

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

For Beginners

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

Place the number discs ★ face up on the *Catanian Colonies* as shown. Randomly place the face-down number discs on the unexplored planets.

Important: The icons on the backs of the number discs must match the icons on the planets.

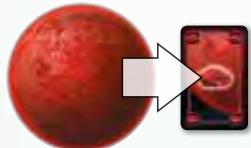
For Experienced Players

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

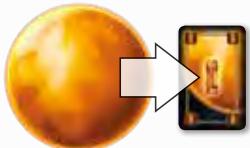


GAME OVERVIEW

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



Red planets produce ore.



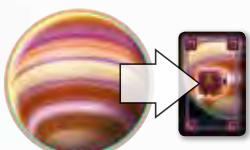
Orange planets produce fuel.



Blue planets produce carbon.



Green planets produce food.



Multicolor planets produce goods.

- You start the game with 2 colonies and 1 spaceport, so you already have 4 victory points (because each of your colonies earns you 1 victory point and each spaceport earns you 2 victory points).

The first player to reach 15 victory points wins the game.

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

SET-UP FOR BEGINNERS





PREPARATION

SETTING UP THE GAME

Game Pieces

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



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

Combine your pieces to create new pieces:



Mothership: Each player takes their mothership .

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

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



Overview Cards

Each player takes a set of the following

3 cards: Turn Overview ,

Building Costs, and Victory Points .

Place them in front of you.



Turn Overview Building Costs Victory Points

Resource Cards

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

The Reserve Pile Take 8 cards from each of the 5 resource stacks.

Shuffle them and place this reserve pile face down into the "?" compartment.

Place the card tray beside the game board.



Upgrades & Fame Medal Pieces

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



20 Freight Pods*



24 Cannons*



24 Boosters*

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



Encounter Cards

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



Friendship Cards & Markers

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



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

Special Tokens & Dice

Ice planet and pirate base tokens*:

Place these 5 tokens face up beside the game board.



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



Trade ship tokens: Place these tokens beside the board.

You may need them for certain encounter cards*.



Dice: Place the 2 dice beside the game board.



STARTING SET-UP

For Beginners

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

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

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

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

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

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

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

For Advanced Players

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

GAME PLAY AT A GLANCE

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

1. Production Phase

- You roll both dice to determine the turn's resource production.
- All players receive resources produced by the production roll.
- You draw as many resource cards as you are entitled to from the reserve pile (just the player who rolled the dice).

2. Trade & Build Phase

You can trade* and build* as much as you like in any order.

3. Flight Phase

- Shake your mothership* to determine your ship(s) base speed* and occasionally deal with an encounter*.
- Move your ships*.

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

GAME PLAY IN DETAIL

PRODUCTION PHASE

Roll the Dice

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

Production From Planets

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

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



Production From the Reserve Pile

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

4-7 Victory Points: Take 2 resource cards.

8-9 Victory Points: Take 1 resource card.

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

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

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

TRADE & BUILD PHASE

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

Trade *

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

Trade With Players *

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

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

Trade With the Supply *

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

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

Example:



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

Example:



Build

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

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

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

Spaceport *: Requires 3 carbon + 2 food



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

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

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

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

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



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

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

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



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

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



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

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

Mothership Upgrades:

Cannon : Requires 2 carbon



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

Freight Pod : Requires 2 ore

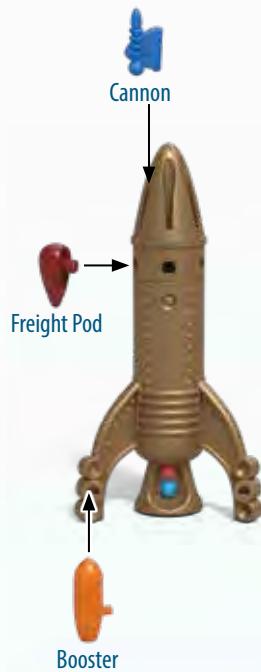


Each freight pod increases the freight capacity of each of your ships by 1. Attach the freight pods to the side of your mothership. You can add up to 5 freight pods to your mothership.

Booster : Requires 2 fuel



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



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

1. Neither of the 2 Balls Is Black

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

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



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

2. One of the 2 Balls Is Black

Base Speed: In this case, your base speed is always "3".

The black ball triggers an encounter (see: *encounters* ). The color of the second ball is irrelevant.



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

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

Move Your Ships

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

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



General Flight Rules

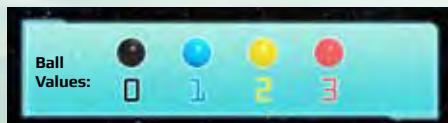
When you move your ships, you must observe the following rules:

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

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

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

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



Explore a Planetary System*

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

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

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

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

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

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



Establish a Trade Station

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

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

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

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



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



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

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

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



Pirate Bases and Ice Planets

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

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

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

Establish a Colony

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

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

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

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



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

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

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

Continues on page 8.

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

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

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

Example: White moves her starship on an intersection adjacent to the pirate base. Her mothership has 4 cannons. The pirate base is immediately defeated.

White is rewarded with the planet's pirate base token and places it in front of her (fame-medal-side-up). She draws a random reserve number disc, flips it face-up (here it's a "3"), and places it on the empty planet.



Afterwards, White builds her colony on the colony site by removing her transport ship.

SPECIAL CASES

You Roll a "7" During Your Production Phase

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

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

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

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

Resolve an Encounter Card*

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

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

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

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

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



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

- "Yes," the player reading the card follows the arrows marked with ✓ and reads the corresponding text aloud.

- "No," the player reading the card follows the arrows marked with ✗ and reads the corresponding text aloud.

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

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

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

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

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

No Blockade

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

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

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

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

GAME END

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



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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*.

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Klaus Teuber was born in 1952 and resides near Darmstadt, Germany.

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.

CATAN

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.)

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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.

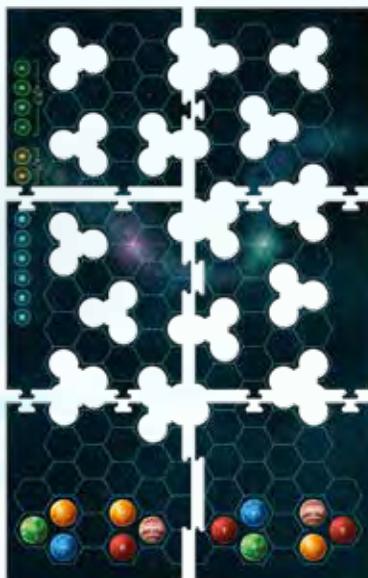


Important! Before you recycle anything in this game:
Please be sure to carefully inventory all of the game components. Pay close attention to the die-cut cardboard pieces. All of the components listed here are required to play a complete game.

GAME COMPONENTS

8 Die-Cut Sheets

6 Game Board Pieces



4 Friendship
Markers
on 4 Stands



Fame Medal Pieces



36 Number Discs



16 Sectors



16 Special Tokens



164 Cards

100 Resource Cards



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)



More Material



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



1 Rule Book



1 Almanac



11 Storage Bags



DETAILED EXPLANATIONS OF RULES, KEYWORDS, AND EXAMPLES

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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

Shipyard

Trade Ship

2. Mothership Upgrades

Boosters

Cannons

Freight Pods



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 .

Continued on page 8.

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.

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.



E

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.



D

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.

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 ✗ 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 ✗ 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.



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 .

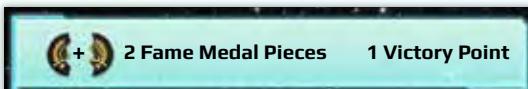
FAME MEDAL PIECES

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.

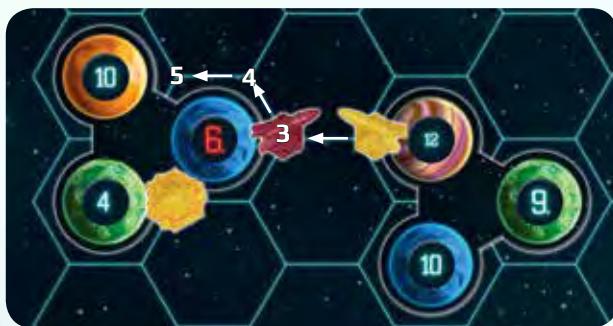


Your speed indicates the number of intersections you can move each of your ships. You must adhere to the flight rules when moving your ships.

- 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.

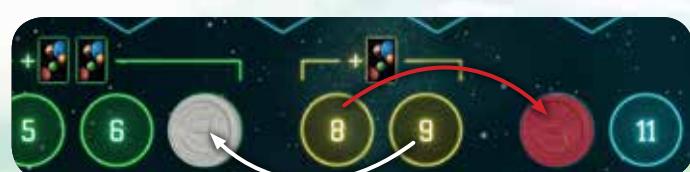
As soon as another player has more trade stations* at this outpost, you lose the friendship marker to that player.

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.



G

GAME END

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

INTERSECTIONS

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



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 its 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.



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:

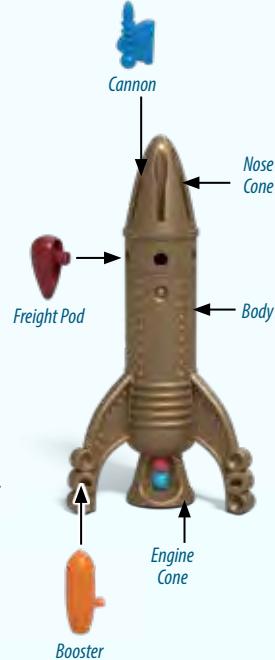
2 yellow, 1 red, 1 blue, and 1 black ball.



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.

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.



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.

BUILDING COSTS	VICTORY POINTS
Trade Ship	Friendship Marker 2 Victory Points
Colony Ship	1 Victory Point
Spaceport	2 Victory Points
Freight Pod	1 Victory Point
Cannon	1 Victory Point
Banner	1 Victory Point
None	2 Fame Medal Pieces

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 face 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 \star . A planetary system consists of 3 different planets. There is a colony site \star 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 \star).

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 \star . Each planet with a number disc \star that matches the dice roll produces resources. Any or all players can receive resources with any given dice roll.

Each colony \star and each spaceport \star 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 \star .**

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

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 \star , 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" \star 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 \star , through trade \star with other players, and from encounters \star .

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 \star on the planets when building colonies. Planets with production numbers close to 7 have a higher probability of being rolled.

R

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*.



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.

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, VARIABLE—CONTINUED

2. 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.
3. Turn all sectors face up.
4. 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.
5. 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:

1. 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.
2. 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.

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.

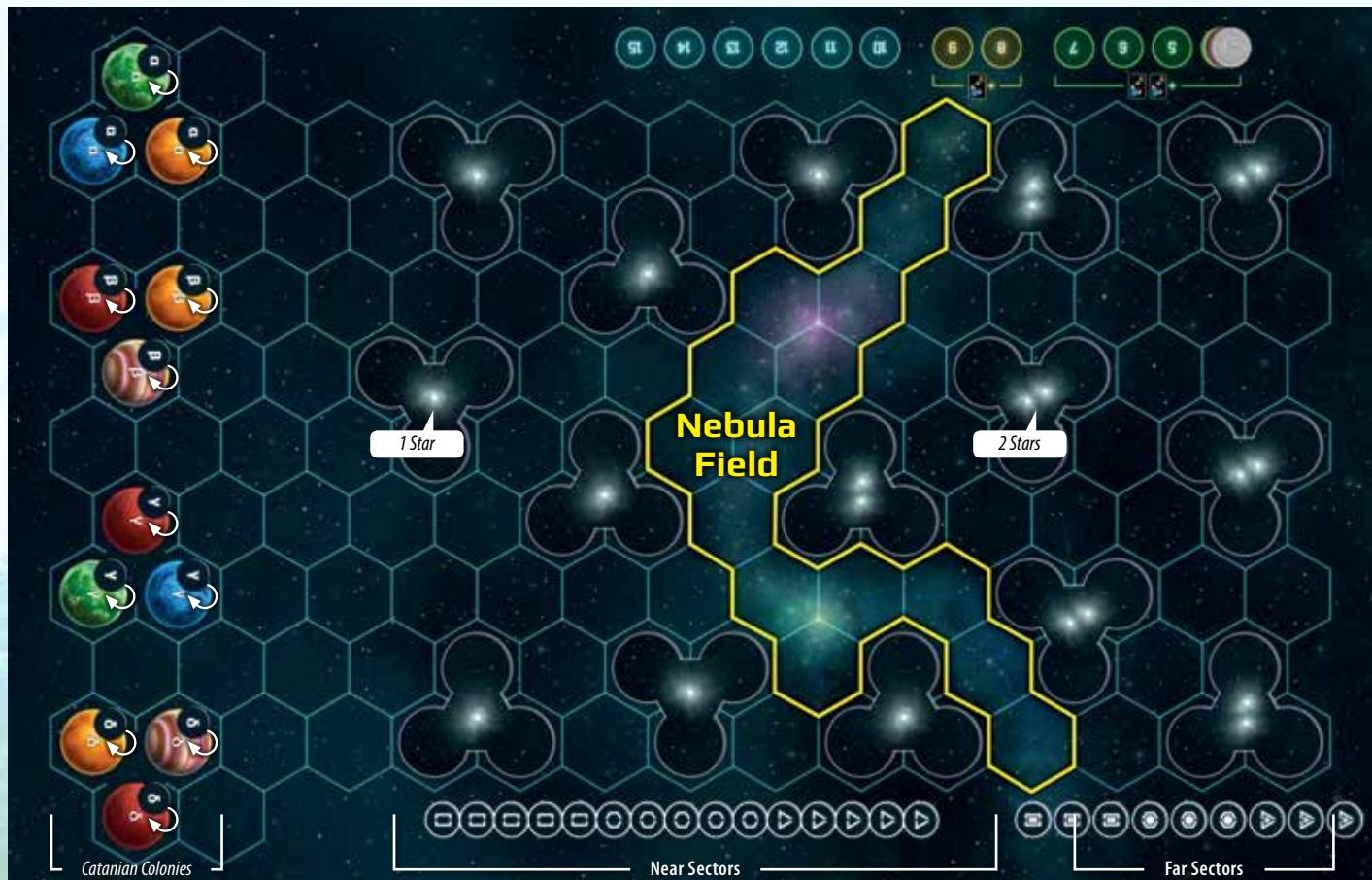
Wild Space Variant:

1. Shuffle all sectors face down and form a stack.
2. 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.
3. Put the remaining sector face down into the box. Do not look at it.
4. 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.



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.

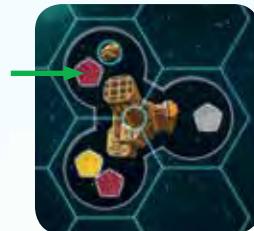
Choose 1 of the friendship cards and place it face up in front of you. You can use the advantage described on that card immediately.

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.



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.



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 \star , you lose half your resource cards \star 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 \star 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 \star 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 \star 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 Zuzzo'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 \star and combat strength \star 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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- SCENARIO FOR STARFARERS -
NEW ENCOUNTERS™

RULES

After befriending the many alien races of the galaxy, it is time to prove yourself ready to join the Galactic Council. The council has given you three missions. First you must stop the notorious pirate Hog Kahn, who is causing fear and terror throughout the galaxy. Next, you must research a group of huge, destructive space amoebas and convince them to leave the quadrant. Finally, you must find the mysterious Lost People and the mysterious artifacts they have scattered across the galaxy. Are you ready to prove your mettle?

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COMPONENTS

45 Die Cut Pieces



72 Cards



These cards are marked with this symbol for easy identification.

31 Game Pieces



1 Research Board



1 Rule Book



EXPANSION RULES

CATAN – Starfarers: New Encounters (aka “New Encounters”) brings new missions and variety to your galaxy. To play the scenarios in *New Encounters*, you need the components from a copy of *CATAN – Starfarers* (aka “Starfarers”).

New Encounters uses the *Starfarers* rules with a few additions. In this section you will find some general rules and information that apply to all three scenarios. Rules and components unique to a given scenario are presented in each section.

MISSION SHIPS

Stand a transport ship upright to indicate it is a mission ship.



The mission ship is new. It has a **different cost, function, and name** depending on the scenario.

Build a mission ship:

- ◆ You may only build a mission ship on 1 of your unoccupied spaceport sites (just like trade and colony ships).
- ◆ Each player may only have 1 mission ship on the board at a time.
- ◆ You may remove a mission ship from the game board and use it to build another ship, following all the rules for building the new ship.

Mission ship speed

A mission ship’s speed is your base speed + boosters + 2.

Flight rules for a mission ship

A mission ship follows the same flight rules as trade and colony ships. It may be used to explore planetary systems. It may not blockade other players by ending its movement on a spaceport site, a colony site, or a docking point.

SHIP TOKENS

Some encounter cards allow you to move or build a ship for free. If you cannot move or build a ship on that turn, take 1 ship token of the appropriate type from the supply. You **must** exchange it for that type of ship as soon as one of your transport ships becomes available.

If you have multiple ship tokens, you may choose the order in which you exchange them.

ENCOUNTER CARDS

Scenario-specific cards

Each scenario combines some of the *Starfarers* encounter cards with a set of 13 new, scenario-specific encounter cards. Identify the new cards by the abbreviation in their lower right corner:

HOG1-HOG13: Encounter card set for Scenario 1

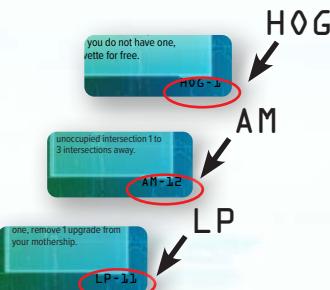
“The Pirate Hog Kahm”

AM1-AM13: Encounter card set for Scenario 2

“The Space Amoebas”

LP1-LP13: Encounter card set for Scenario 3

“The Lost People”



Remove the following 13 *Starfarers* encounter cards from the game:

- ◆ Cards 1, 2, 3 (You encounter a Merchant)
- ◆ Cards 12, 13 (You encounter a pirate who offers to trade you resources)
- ◆ Cards 14, 15 (You encounter a pirate who offers to rob other players)
- ◆ Cards 25, 26, 27 (You approach a wormhole)
- ◆ Cards 28, 29, 30 (You encounter the Travelers)

Replace them with the scenario set you are playing. Shuffle the deck and place it facedown in the appropriate compartment in the upgrades tray.

NEW ENCOUNTER CARD RESULTS

Some of the scenario-specific encounter cards have results not found in the *Starfarers* encounter cards. Below, you can find more detail about how those results are resolved.

General scenario card clarifications

Make a Space Jump with your mission ship. If you do not have one, build 1 mission ship for free.

- ◆ If you have a mission ship, you may immediately make a space jump with it.
- ◆ Otherwise, you may build a mission ship on 1 of your unoccupied spaceport sites.
- ◆ If you cannot build a mission ship, either because all 3 of your transport ships are in use or because all your spaceport sites are occupied, take 1 mission ship token. You must exchange it for a mission ship as soon as possible.

Ignore boosters when determining speed.

- ◆ The speed of colony and trade ships is your base speed. The speed of mission ships is your base speed + 2.
- ◆ Do not include booster benefits from upgrades or the Scientists friendship cards when determining speed.

The Pirate Hog Kahlm cards

Take 1 escape pod from the supply and place it next to one of your colonies. If you fly over this colony with your corvette, you may pick it up.

- ◆ Place 1 escape pod next to 1 of your colonies. It does not occupy an intersection on the board.
- ◆ You may not pick up escape pods from other players' colonies.
- ◆ When you move over the colony with your corvette, you may pick up the escape pod if you have enough freight pods on your mother ship.
- ◆ Your corvette may continue its movement after picking up escape pods.

Take a 2-pip/4-pip reinforcement token.

- ◆ Place the reinforcement token under the combat die. It does not matter if the combat die is in use or not.

The Space Amoeba cards

You may move an amoeba.

- ◆ You may not choose to move an amoeba to an intersection outside the amoeba zone. If you place an amoeba on an amoeba starting point occupied by a ship, the ship is destroyed.

An amoeba moves to an intersection next to one of your colonies, spaceports, or colony ships.

- ◆ If there aren't any of your player pieces in the amoeba zone, do not move an amoeba.

The Lost People cards

The player with the fewest VPs receives 1 trade ship. In the event of a tie, the (youngest, oldest, etc.) tied player gets it.

- ◆ The indicated player may build 1 trade ship on one of their unoccupied spaceport sites.
- ◆ If they cannot build a trade ship, either because all their transport ships are in use or because all their spaceport sites are occupied, they take 1 trade ship token. They must exchange it for a trade ship as soon as possible.

Make a Space Jump with your trade ship. If you do not have one, build 1 trade ship for free.

- ◆ If you have a trade ship, you may immediately make a space jump with it.
- ◆ Otherwise, you may build a trade ship on 1 of your unoccupied spaceport sites.
- ◆ If you cannot build a trade ship, either because all 3 of your transport ships are in use or because all your spaceport sites are occupied, take 1 trade ship token. You must exchange it for a trade ship as soon as possible.

SCENARIO 1: THE PIRATE HOG KAHM



In Sector Alpha-324, the pirate Hog Kahm, terror of the galaxy, is up to mischief. The Galactic Council has tasked you with the mission of tracking the pirate down and driving him out of the quadrant. Hog Kahm's base is constantly moving, so he is not easy to find. Some of Hog Kahm's crew were left behind in escape pods. If you transport these stranded pirates to the Council for questioning, you may learn more about Hog Kahm's current location.



Hog Kahm is clever, but his crew is a cowardly lot. Each time you locate him and attack him, he flees with his base to a different location while some of his crew attempt to take off in escape pods. Capture as many stranded pirates as possible, follow the pirate's trail, and drive Hog Kahm out of the quadrant for good!



COMPONENTS

18 Escape Pods (Capsules)



4 Mission Ship Tokens



6 Location Markers



3 4-pip Reinforcement Tokens



7 2-pip Reinforcement Tokens



2 Pirate Base Number Discs ('2' and '3')



2 Pirate Base Special Tokens ('2' and '3')



2 VP Track Extension Discs



7 Location Cards



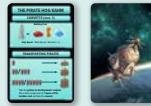
4 Combat Dice (1 in each player color)



4 Full Damage Tokens (1 in each player color)



4 Hog Kahn Overview Cards



1 Hog Kahn Base
3-player 4-player



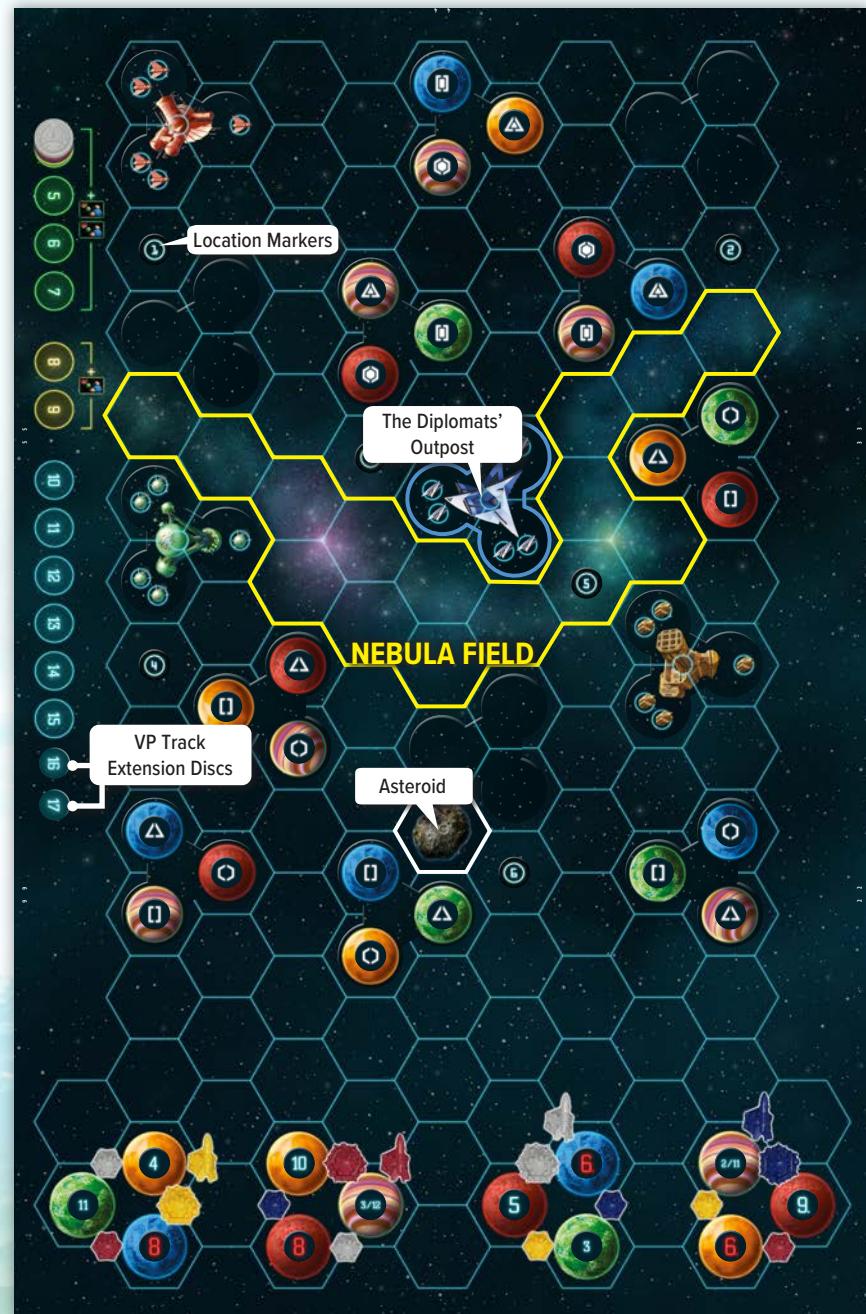
1 Asteroid



13 Hog Kahn Encounter Cards (labeled HOG1-HOG13)



PREPARATION



First:

- Replace the 2 ice planet number discs with the 2 new pirate base number discs.
- Replace the 2 ice planet tokens with the 2 new pirate base tokens.

Set up the board as shown on page 6. If you are playing with the Strategic, Explorer, or Wild Space variant from *Starfarers*, first place the Diplomats' outpost in the vacant area above the nebula field as shown. Second, fill the remaining areas with sectors according to the variant rules.

Finally, follow the steps below to complete set-up.

- Shuffle and distribute the number discs and tokens using your preferred set-up variant.
- Place the VP track extension discs ('16' and '17') by the VP track on the game board.
- Place the 6 location markers on the game board hexes as shown.
- Place the asteroid on the game board as shown.
- Place 2 escape pods per player on the asteroid. These pirates begin the game stranded.
- Place the remaining escape pods beside the game board.
- Place the location card with the picture of the asteroid faceup. Shuffle the remaining 6 location cards and place the deck facedown beside the asteroid location card.
- Place the Hog Kahm base beside the game board. For a 3-player game, use the base with two combat die locations. For a 4-player game, use the base with three combat die locations.
- Place the reinforcement tokens beside the game board.
- Place the mission ship tokens beside the game board.
- Build the encounter deck according to the instructions on page 3.
- Take 1 combat die and 1 full damage token in your player color. Take 1 Hog Kahm overview card. Place them in front of you.

GAME PLAY

New Encounters uses the *Starfarers* rules with a few additions. Rules unique to this scenario are presented below.

SCENARIO RULES

Corvette (Mission Ship): Requires 1 ore + 1 fuel + 1 carbon



Corvettes follow the rules described on page 2 under **Mission Ships**. Escape pods may **only** be transported on a corvette.

Encounter cards in detail

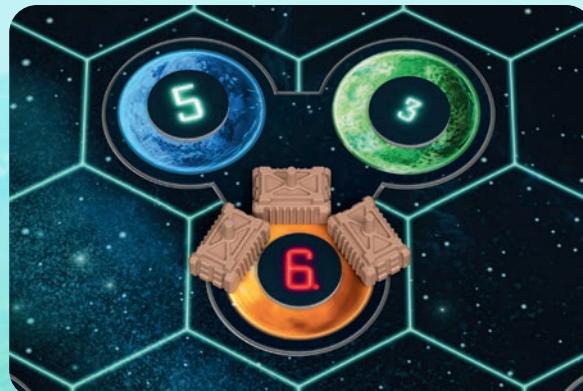
Additional detail for resolving encounter cards can be found on page 3.

Defeat a pirate base

After you defeat a pirate base using one of your ships (including a corvette), **lose 1 cannon**.

Then, place as many escape pods on the planet as there are players in the game.

Example: With 3 players, you place 3 escape pods on the planet.



Pick up and transport defeated pirates

Defeated pirates flee in escape pods that may be picked up by corvettes. To pick up 1 or more escape pods, move your corvette onto or over an intersection that borders the planet or asteroid with escape pods. Then attach your corvette to the top of the escape pod. You may pick up more escape pods, stacking them underneath each other, if you have the required number of freight pods (shown below).



1 freight pod



2 or 3 freight pods



1 escape pod



2 escape pods



4 or 5 freight pods



3 escape pods



Important: If you remove a freight pod from your mother ship and the number of freight pods is no longer sufficient to transport all the escape pods on your corvette, you must return the surplus escape pods to the supply.

Deliver captured pirates

During your flight phase, move your corvette over the docking point of the Diplomats' outpost to deliver captured pirates. Place the escape pods you have collected on any of the unoccupied reward spaces on the current location card. For each space you cover, take the pictured reward **or** a fame medal piece.

When all reward spaces are occupied by escape pods, remove the location card, return the escape pods to the supply, and reveal the top card of the location card draw pile. Then, if you still have more escape pods to deliver, place them on the newly revealed card.

Example: Blue delivers a pirate to the Diplomats. Blue may now choose to take either 1 cannon or 1 fame medal piece. After that, remove the location card from the game and reveal a new card.



HOG KAHM APPEARS



Hog Kahm's base enters play as soon as you reveal the first location card with a number. Place the base on the hex with the location marker that shares a number with the revealed location card. Then remove the location marker from the game.

Attack Hog Kahm's base

During your flight phase, if you move a ship onto or over an intersection next to Hog Kahm's base, you may attack it. If you choose to attack:

- Count your cannons, including any cannons you have from friendship cards, and set your combat die to that number.
- If you have more than 6 cannons, place your full damage token under the die to indicate 6 cannons. Then set your combat die to indicate the remaining number of cannons. **Example:** If you have 8 cannons, set your die to '2.'
- Place the combat die with any full damage tokens and reinforcement tokens (see **Reinforcements**) on an unoccupied space on Hog Kahm's base.
- A player may only attack Hog Kahm once in each location. You may attack again after Hog Kahm's base moves.

Important: Once you have placed a combat die on Hog Kahm's base at a particular location, you may not change that number— even if you acquire more cannons and fly past the base at this location again.

Reinforcements

Alien civilizations can provide you with combat reinforcements. Immediately place reinforcement tokens under your combat die no matter where your die is located (in front of you or on Hog Kahm's base). The 2 or 4 pips of the token are added to your attack strength.

Example: Red shoots at Hog Kahm's base, placing their die and a previously received reinforcement token on any unoccupied space on the base.



HOG KAHM FLEES

If Hog Kahm feels threatened, he flees and makes a space jump. Remove Hog Kahm's base from the board when either of the following occurs:

- A new location card is revealed.
- All fields of his base are occupied by dice.

In both cases, everyone who placed a die on the base receives a reward as follows:

- ◆ Determine the attack strength for each player on Hog Kahm's base by adding the number on their combat die and any full damage and reinforcement tokens.
- ◆ **In a 3-player game:** The player with the highest attack strength receives 2 fame medal pieces. If there is a second player on the base, they receive 1 fame medal piece. If the 2 players tie, both players receive 1 fame medal piece instead.
- ◆ **In a 4-player game:** The player with the highest attack strength receives 2 fame medal pieces. If there is a two-way tie for highest attack strength, both of those players receive 2 fame medal pieces. Everyone else who attacked Hog Kahm's base receives 1 fame medal piece. If there is a three-way tie for highest attack strength, each player receives 1 fame medal piece instead.

If Hog Kahm's escape is triggered by case b), the player(s) with the greatest attack strength may also take any 1 resource from the supply.

Take back your combat die and full damage token. Return all reinforcement tokens to the supply.

In case a), place Hog Kahm's base at the new location. In case b), place his base beside the game board. As soon as you reveal a new location card, place his base on the new location indicated. In both cases, remove the location marker from the game.

Hog Kahm is driven off

Congratulations! You drove the evil space pirate and his gang out of the quadrant, and your mission is complete... for now.

GAME END

If you have at least 17 VPs on your turn, the game ends and you are the winner. If you didn't manage to drive off Hog Kahm, he is gone but not defeated. Don't worry, you'll get another chance to eliminate that scourge from the galaxy someday.



CATAN

DAWN OF HUMANKIND™



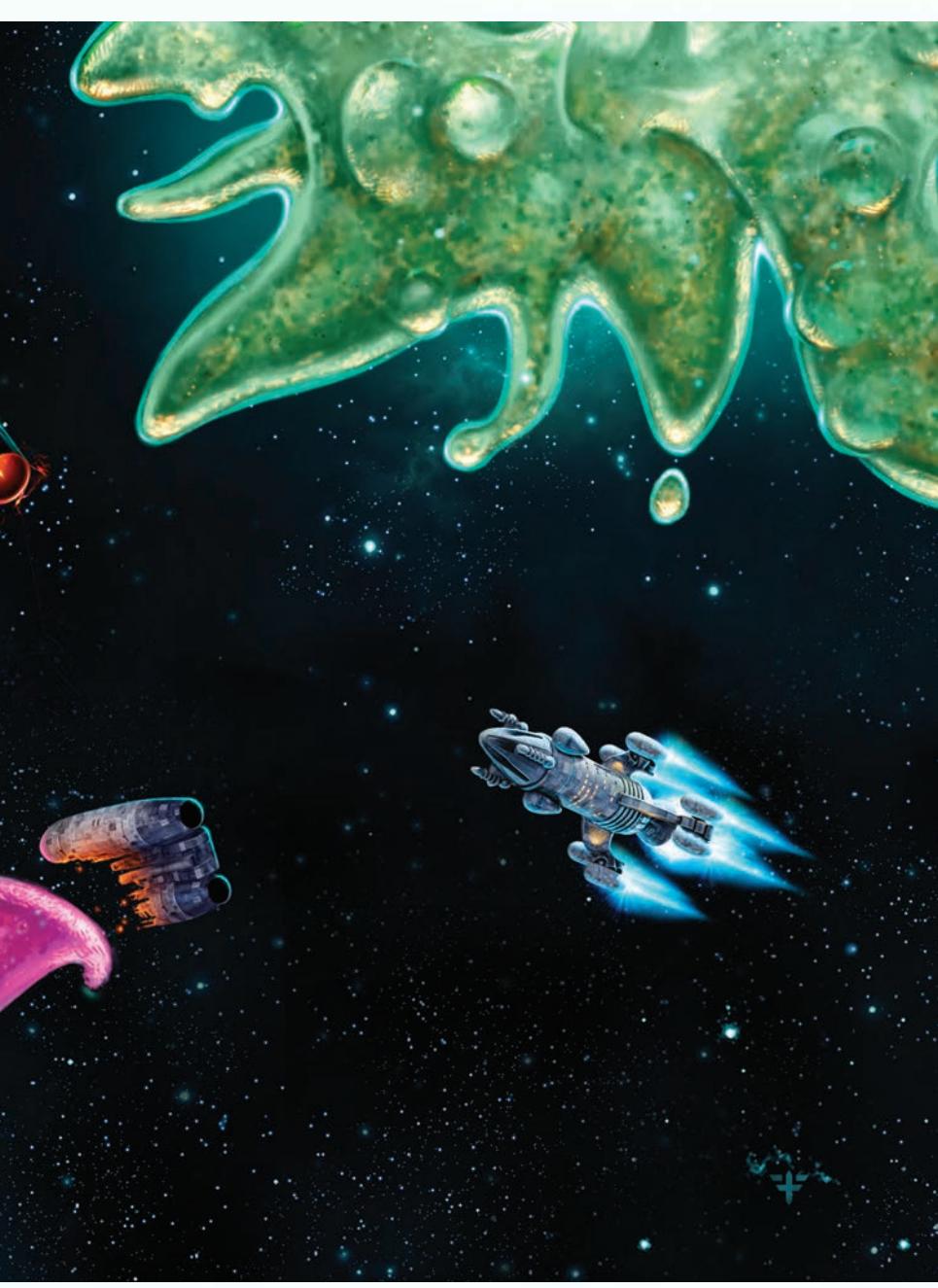
**Discover the adventures
of our human ancestors.**

Guide the first humans on their journey as they migrate throughout the world while developing their technology and culture. This fresh and vibrant reboot of the original game **Settlers of the Stone Age** is rooted in the classic **CATAN** gameplay system with plenty of new mechanics, strategies, and adventures to discover.

SCENARIO 2: THE SPACE AMOEBA



In Sector A-89, two giant space amoebas threaten the Catanians. The amoebas' path through space appears random as they devour everything they encounter—asteroids, spaceships, and even colonies. The Galactic Council has asked you to take a closer look at the situation and develop a plan to stop their activities.



At first you tried attacking the amoebas, but your cannon fire only enraged and strengthened them. You will need to research them before making your next attempt. Given the amoeba response to your earlier attacks, perhaps using unmanned drone ships to collect data from a distance would be best. Early studies revealed the amoebas react to a certain frequency of radio signals by moving toward the signal source. This insight gives you the ability to direct the creatures' movement and learn more about their nature. Will you be able to decode the nature of these powerful beings in time to save the quadrant?

COMPONENTS

13 Space Amoeba
Encounter Cards
(numbered AM1-AM13)



Front Back

7-10 Research Cards
(depending on the number
of players)



Front

Back

4 Space Amoeba
Overview Cards



Front Back

4 Colony Ship Tokens



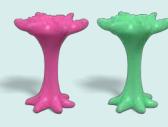
4 Mission Ship Tokens



2 VP Track
Extension Discs



2 Amoeba Figures



2 Boundary Markers

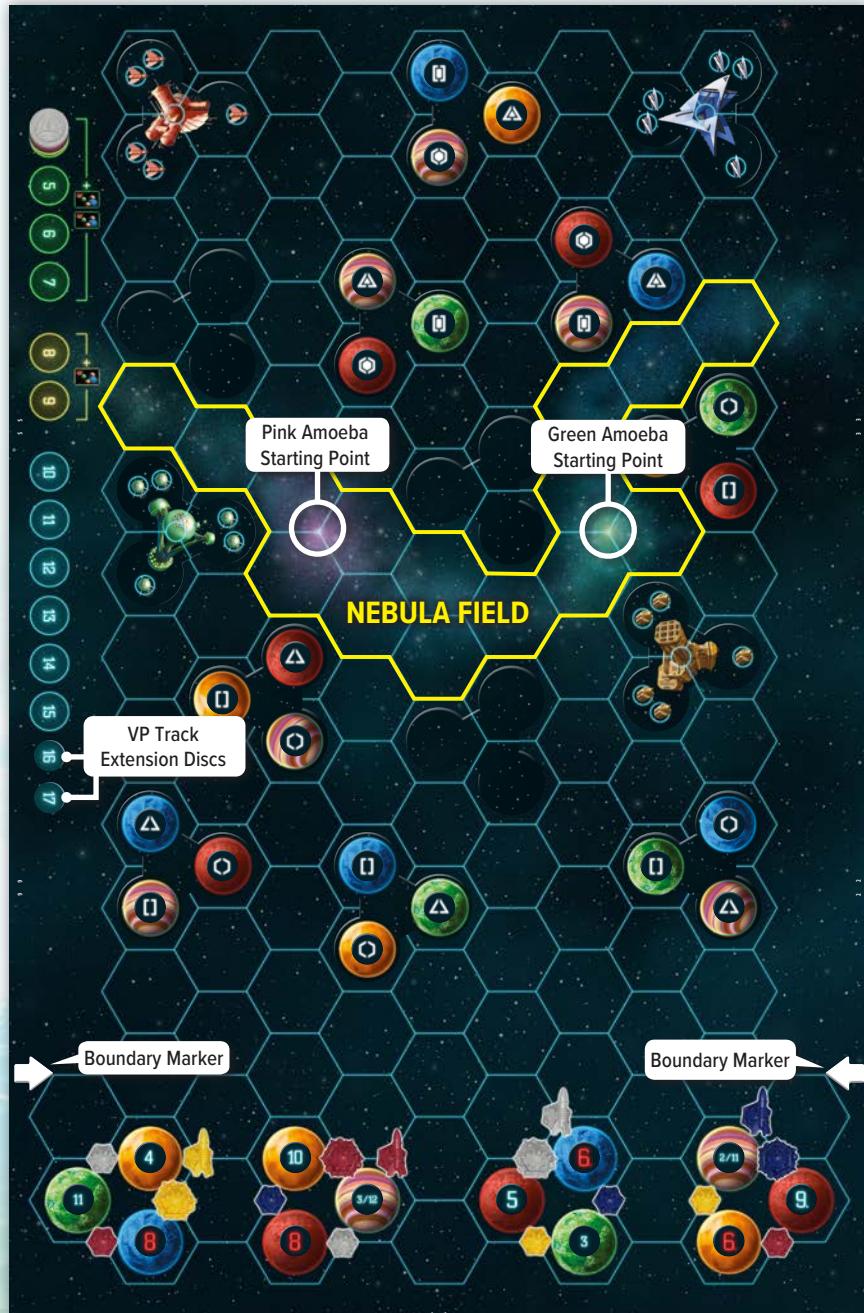


1 Yellow Die



PREPARATION

Set up the board as shown or using your preferred set-up variant from *Starfarers*. Then follow the steps on the next page to complete set-up.



- Place the amoebas on their respective starting points in the nebula field as shown. The '1' on the pink amoeba should point to the **top right** of the line, away from the Catanian Colonies. The '1' on the green amoeba should be pointing to the **bottom left** of the line, in the direction of the Catanian Colonies.
- Place the boundary markers on the board as shown in the set-up diagram. These mark a boundary in space called the “amoeba zone.” The amoebas may not leave the amoeba zone (see **Moving Amoebas** on page 16).
- Place the VP track extension discs ('16' and '17') by the VP track on the game board.
- Prepare the research deck:** Sort the research cards by the number of ships on their backs. For a 3-player game, only use the cards with 3 ships. With 4 players, use all the cards. Next, divide the cards into 3 piles based on the number of stars on the back. Shuffle each pile and stack them with the 3-star card(s) on the bottom, the 2-star cards in the middle, and the 1-star cards on top. Place the deck beside the board. Finally, reveal the top 2 cards and place them faceup next to the deck.
- Build the encounter deck according to the instructions on page 3.
- Place the yellow die beside the board.
- Take 1 space amoeba overview card and place it in front of you.



GAME PLAY

New Encounters uses the *Starfarers* rules with a few additions. Rules unique to this scenario are presented below.

SCENARIO RULES

Drone Ship (Mission Ship): Requires 1 ore + 1 fuel



Drone ships follow the rules described on page 2 under **Mission Ships**.

Drone ships **may not** capture pirate bases or terraform ice planets. You may research the amoeba by positioning your drone ship within 3 intersections of an amoeba and shouting **“Scan!”** The amoeba then moves to the intersection with your drone ship.

You may not move ANY ship onto or over the intersection at the center of an amoeba.

Establish a trade station

In this scenario, trade stations must be placed on outpost docks in a specific order. The first trade station must go on the hex with only one dock. Subsequent trade stations must be placed on unoccupied docks, going in a clockwise direction.

Example: Blue has already placed 1 trade station at the Green Folk’s outpost, on the hex with a single dock. Red also wants to have a trade station on the Green Folk’s outpost. They must have at least 2 freight pods as normal. Then Red must place their trade station on the next free dock in clockwise order from Blue’s station.



Encounter cards in detail

Additional detail for resolving encounter cards can be found on page 3.

THE AMOEBA ZONE

The amoeba zone is defined by the side and top edges of the board **and** the boundary markers. If an amoeba would move outside of the amoeba zone, the amoeba immediately moves to 1 of the 2 amoeba starting points instead. Randomly determine which starting point by rolling the yellow die.

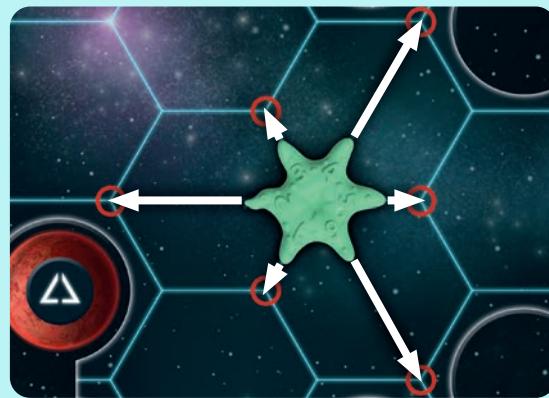
On a 1 to 3, the amoeba returns to the pink starting point. On a 4 to 6, the amoeba returns to the green starting point.

Amoeba movement

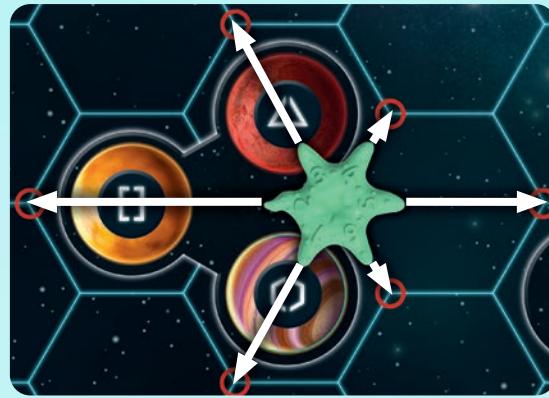
An amoeba's movement is similar to a space jump. When it moves, it is placed directly on the indicated intersection, even if that intersection is occupied. It does not move through intersections and only affects pieces in its final landing spot.

When movement is based on the production dice roll, the direction of movement is indicated on the top of the amoeba figure.

This diagram shows the six possible directions of movement. The amoeba moves to the closest intersection in the indicated direction.



Planets and planetary systems do not block amoeba movement. The amoeba will move across them to the closest intersection.



An amoeba moves to a **specific intersection** when:

- ◆ It moves within the amoeba zone during the Production Phase.
- ◆ It is researched (see **Research the Amoebas** on page 18).
- ◆ It is indicated by an encounter card result.

Important: You **may not** choose to move the amoeba to a specific intersection outside the amoeba zone when researching or as the result of an encounter card.

An amoeba moves to a **starting point** when:

- ◆ It would move out of the amoeba zone during the Production Phase (randomly determine which starting point).
- ◆ It collides with another amoeba (both amoebas go back to their original starting points).
- ◆ It destroys a spaceport (randomly determine which starting point).

PRODUCTION PHASE

Roll both dice. Move the pink amoeba 1 intersection based on the result of the black die. Move the green amoeba 1 intersection based on the result of the white die.

Always resolve amoeba movement and consequences **before** using the results to resolve production.

In the wake of amoeba destruction

An amoeba deals damage when it occupies the same intersection as a player piece or an outpost's docking point. The results of the damage vary as follows:

- ◆ Drone ship: Destroy the ship. Return it to that player's supply. Then, resolve the **Destruction of a Drone Ship** (see page 18).
- ◆ Colony ship or trade ship: Destroy the ship. Return it to its owner's supply.
- ◆ Colony: Destroy the colony. Return it to that player's supply.
- ◆ Spaceport: Destroy the colony's shipyard and return it to that player's supply. The colony remains undamaged. The amoeba moves to one of the two starting points, as described under **Amoeba Movement** (see page 16).
- ◆ Docking point of an alien race's outpost:
 - ◊ If present, the trade station located on the single dock is destroyed. Return it to that player's supply. That player also returns one of that alien race's friendship cards to its corresponding stack.
 - ◊ If someone else now has the majority of trading posts at that outpost, give the friendship marker to that player.
 - ◊ Move any remaining trade stations counterclockwise by one space so that the single dock is occupied again.

Failing infrastructure

If any piece other than a drone ship is destroyed by an amoeba, **all players** must discard 1 resource card to the supply. Players who don't have a resource card must remove an upgrade of their choice from their mothership and return it to the supply.

Receive help from the Galactic Council

- ◆ If an amoeba destroyed a colony ship, colony, or shipyard, immediately build 1 colony ship for free. Place it on one of your unoccupied spaceport sites.
- ◆ If an amoeba destroyed a trade ship or trade station, immediately build 1 trade ship for free. Place it on one of your unoccupied spaceport sites.
- ◆ If you cannot build a colony or trade ship, take a colony or trade ship token.



Even more space to explore.

This extension not only adds new player pieces, motherships, and additional space sectors, it also introduces the mysterious alien civilization - The Travelers.

Additionally, the new paired players turn-taking system ensures that players stay more engaged by allowing building and moving in between active turns.

RESEARCH THE AMOEBA

When you end your drone ship movement on an intersection within the amoeba zone that is three or fewer intersections away from an amoeba, you **may** announce “Scan!” Then move the amoeba directly to your drone ship’s intersection. Your drone ship is destroyed and returned to your supply.

Example: Red’s drone ship is three intersections away from the amoeba. Red shouts “Scan!”. The amoeba moves to the intersection of Red’s drone ship, and the ship is returned to their supply.



If a drone ship is within range of BOTH amoebas when you announce “Scan!”, move both to the drone ship’s location and destroy it. Then move both amoebas to their starting points. In this case, you still only receive one reward (see **Destruction of a Drone Ship** below).

Destruction of a drone ship

A drone ship may be destroyed in one of two ways:

- ◆ A space amoeba moves onto a drone ship after rolling its die, before the Production Phase.
- ◆ A space amoeba jumps to a drone ship’s location after a “Scan!” announcement or encounter card result.

When your drone ship is destroyed, choose 1 of the 2 faceup research cards.

- ◆ Receive all items shown on the card.
- ◆ Read the card result aloud, then remove it from the game.
- ◆ Reveal the top card of the research deck and place it next to the other faceup research card.

Note: The text on the research cards is part of the story and does not impact game play.

Used research cards

If there are no more faceup research cards, the space amoebas have been fully researched and are removed from the board. Your mission is complete. Continue the game without them.

GAME END

If you have at least 17 VPs on your turn, the game ends and you are the winner.



CATAN – 3D EDITION

Immerse yourself in the world of CATAN.

The island of Catan rises off the table for an experience you can lose yourself in. Your settlements grow up from fertile grain fields and your cities nestle into the sides of majestic mountains. CATAN 3D – Edition is a must-have for any collector or CATAN devotee.

The long-awaited 3D edition is based on terrain tiles hand-sculpted by Klaus Teuber himself. All of the terrain is hand-painted for stunning color. The intricately designed player pieces are antiqued for a look that's full of history and character.



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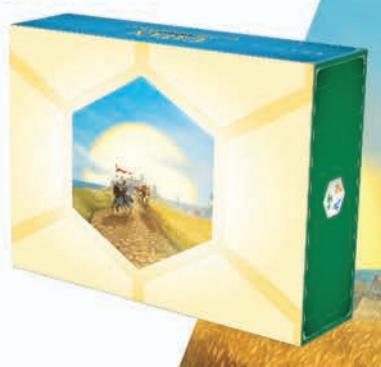
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Continue your three-dimensional adventures on Catan.

Now you can add the two most popular CATAN expansions to your CATAN – 3D Edition. Play the expansions separately, together, or combined for even more variety. Immerse yourself in the story with detailed and hand-painted terrain and antiqued player pieces.



SCENARIO 3: THE LOST PEOPLE



Legends tell of a great war that took place thousands of years ago between the ancestors of the Travelers and the Lost People. The Travelers' order of priests were the only survivors. Their descendants now voyage through space advocating for peace and tolerance. The Lost People, however, were lost to the vastness of the galaxy.

Rumors have trickled into the Galactic Council. Some new evidence suggests the Lost People once lived in Sector B-36. During the war, the last of their people may have retreated to a hidden base, and there may be invaluable artifacts scattered on surrounding planets. The Council believes that by researching these artifacts, the location and history of the Lost People may finally be revealed.



Send out research ships to find any remaining artifacts and bring them to the Scientists for evaluation. Transporting and storing them won't be easy. The artifacts are radioactive and can only be collected one at a time in special capsules. Fortunately, every alien civilization is supporting this momentous endeavor. Collecting artifacts and friendship cards will provide you with the knowledge and support you need to find the Lost People!

COMPONENTS

1 Lost People Outpost



25 Artifacts (Capsules)



2 VP Track Extension Discs



4 Research Markers (1 of each player color)



1 Research Board



4 Lost People Overview Cards



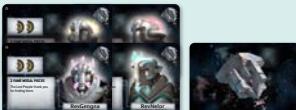
Front

Back

5 Artifact Number Discs



4 Lost People Friendship Cards



Front

Back

4 Mission Ship Tokens



13 Lost People

Encounter Cards (labeled LP1-LP13)

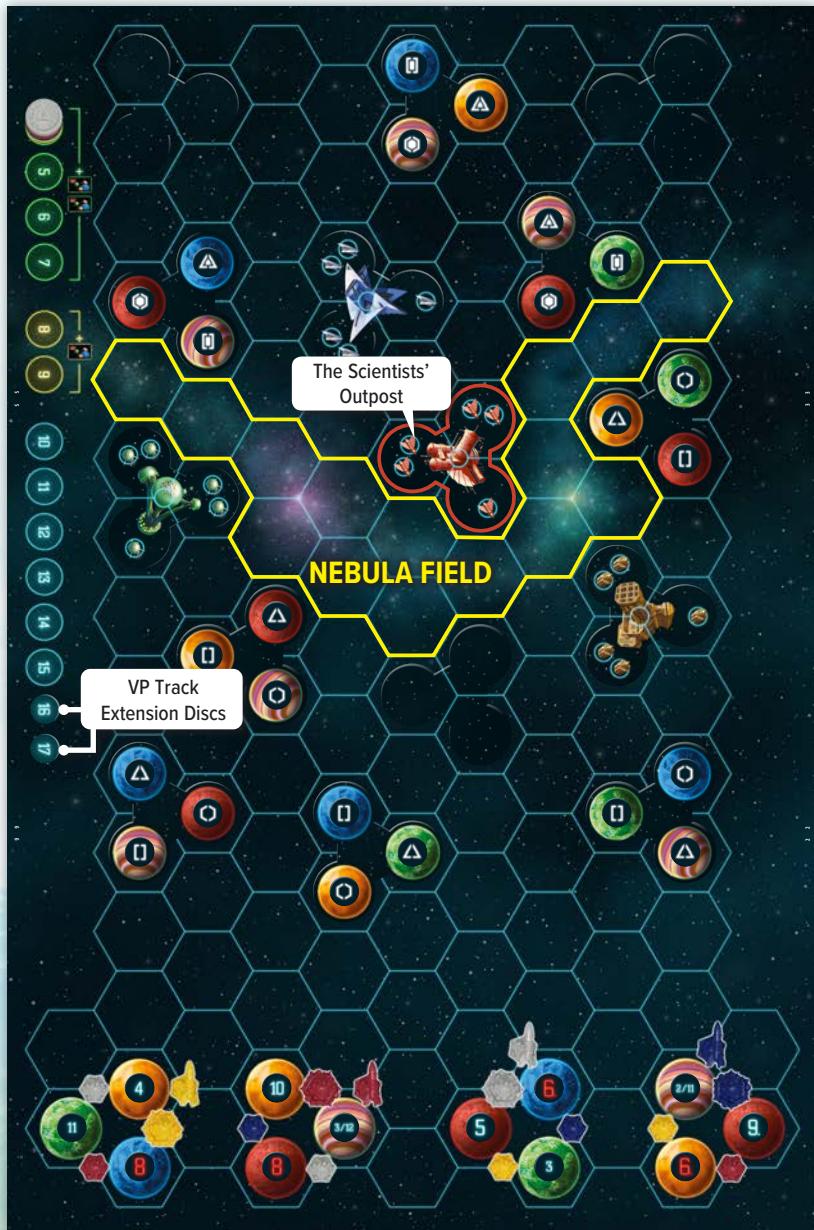


Front

Back

PREPARATION

Set up the board as shown below. If you are playing with the Strategic, Explorer, or Wild Space variant from *Starfarers*, first place the Scientists' outpost faceup in the vacant area above the nebula field, as shown. Then fill the remaining areas with sectors according to the variant rules.



Finally, follow the steps below to complete set-up.

- ◆ Replace the ice planet and pirate base number discs with artifact number discs.
- ◆ Shuffle and distribute the number discs and tokens using your preferred set-up variant.
- ◆ Place the VP track extension discs ('16' and '17') by the VP track on the game board.
- ◆ Place the artifacts beside the game board.
- ◆ Place the mission ship tokens beside the game board.
- ◆ Place the Lost People's outpost and friendship cards beside the game board.
- ◆ Place the research board beside the game board.
- ◆ Build the encounter deck according to the instructions on page 3.
- ◆ Take 1 Lost People overview card and place it in front of you.

GAME PLAY

New Encounters uses the *Starfarers* rules with a few additions. Rules unique to this scenario are presented below.

SCENARIO RULES

Research Vessel (Mission Ship): Requires 1 ore + 1 fuel + 1 carbon



Research vessels follow the rules described on page 2 under **Mission Ships**. Each research vessel may only transport **1 artifact** at a time.

Encounter cards in detail

Additional detail for resolving encounter cards can be found on page 3.

Friendship markers

For this scenario, each friendship marker is worth **only 1 VP**.

DISCOVER ARTIFACTS

When you discover a planet and the flipped number disc shows an artifact symbol, replace that disc with a randomly drawn reserve number disc and turn it faceup. Then place artifacts on the planet equal to the number of players. You may now establish colonies on that planet's building sites.

Example: You reveal an artifact disc on the ore planet. Remove it. The game has 4 players, so place 4 artifacts on the planet. Then randomly select a reserve number disc and place it faceup onto the planet.



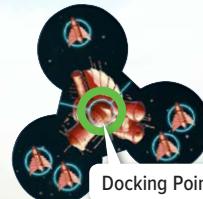
Recover artifacts

To recover an artifact, move your research vessel onto or over an intersection that borders a planet with artifacts. Then attach your research vessel to the top of an artifact. A research vessel may only recover and transport **1 artifact at a time**.



Deliver artifacts

To deliver an artifact, move your research vessel over the docking point of the Scientists' outpost. Place the artifact you recovered onto the research board in the storage locker in your color (yellow and blue storage locker pictured below).



Important: You may store **more than 1 artifact** in each space by stacking them on top of each other.



Advance your mission markers on the research track

Each time you store an artifact or receive a friendship card, multiply the number of friendship cards you have by the artifacts in your storage. Advance your research marker to **that space** on the research track.

If your marker moves onto or over a depicted reward, take that item.

Example: Blue has 2 friendship cards and places their third artifact in storage (circled in red). They move their research marker from space four to space six and take 1 fame medal piece as a reward.



Hint: You cannot advance on the research track without a friendship card!

THE LOST PEOPLE'S OUTPOST

The first player to move onto or past space 12 of the research track has found the Lost People.

The outpost appears in a faraway sector. Replace the empty sector furthest from the Catanian Colonies with the Lost People's outpost. If several empty sectors are equally distant, replace the empty sector that is furthest to the **right** as viewed from the Catanian Colonies.

The following rules apply for the rest of the game:

- The first player to reach space 16 on the research track receives the 4 fame medal pieces shown there. This player may no longer collect artifacts.
- Everyone else may continue to collect artifacts and move up the research track, gaining rewards as normal. Any subsequent players to reach space 16 will only receive 2 fame medal pieces and may no longer collect artifacts.

Each player may only build **1 trade station** on the Lost People's outpost. When you do so, take a friendship card worth 1 VP. The friendship cards all provide the same benefit and there is no friendship marker for these aliens.

Example: Red has already established a trade station on the Lost People's outpost, so they cannot end their movement on the docking point or establish another trade station.



GAME END

If you have at least 17 VPs on your turn, the game ends and you are the winner.

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CATAN

STARFARERS DUEL™



INTRODUCTION

A mysterious wormhole has drawn you and your fellow Starfarer into an unknown quadrant of space. You assess your starship to find that your drives are damaged and resources are critically low. Your situation appears hopeless until you encounter four alien races willing to help.

The Scientists pay handsomely for access to tech from your home quadrant.

The Green Folk allow each of you to colonize a planet and begin rebuilding your resource pool.

The Merchants guide you through local trade negotiations.

The Diplomats will help you return to your home quadrant, but only if you prove your worthiness to the Galactic Council.

Which of you will be the first to fulfill your missions and earn a seat on the Galactic Council?

RULEBOOK

New to *CATAN – Starfarers Duel*? We have several ways for you to learn this exciting game of space exploration.

The Training Missions Guide teaches the rules through a series of five scenarios designed to introduce new rules at a digestible pace. Each scenario builds on the previous one until you know all the rules.

The Rulebook presents all the rules in one place for those players who would like to jump into the full game from the start.

The Overview sheet summarizes the cards, modules, and icons in the game.

OBJECTIVE

Cleverly navigate your starship through the depths of alien space. Establish colonies and trading posts and defy pirates to reach 10 victory points (VPs) and win the game.

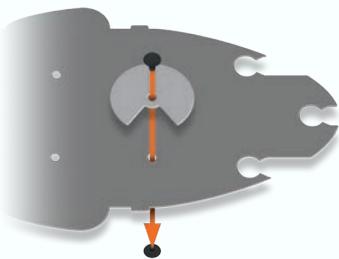


SETUP

BEFORE YOUR FIRST GAME

Assemble Your Starship

Assemble the 6 dials using the plastic rivets, as shown. Make sure that you put the dials in the matching, colored spaces on the starship (see illustration). You may choose to display the icon on the dial or not; it does not impact game play.



BEFORE EACH GAME

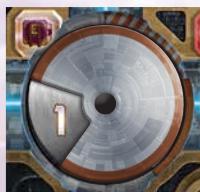
Your Starship

Assemble the 4 sections of your starship as shown at the top of page 3 and place it in front of you. Section 1 contains cargo bays for your resources.



Ore, fuel, carbon, food, and trade goods are all considered resources.

- Set the trade goods dial to one to show that you start the game with 1 trade good. You do not have any other resources at the beginning of the game, so set the remaining resource dials to zero.



- The second section of your starship contains the lab. Set the dial to one to show that you start the game with 1 tech. Tech is not considered a resource.



Note: When you buy or receive resources or tech during the game, rotate the appropriate dial to the right (clockwise) by that amount.

When you sell or lose resources or tech, rotate the appropriate dial to the left (counterclockwise) by that amount.

- Take 2 colony ships and 2 trade ships.

You start the game with 1 colony ship and 1 trade ship, so place one of each type of ship in your hangar. Place the two remaining ships, cost side up, next to your starship.



Colony Ship

Trade Ship

- Each player takes one set of level 1 modules of their player symbol.

Secretly choose two of the 6 modules and place them active side up on two of the free spaces in your starship. These are your active modules at the start of the game.



- Place the other 4 modules, cost side up, on the remaining empty spaces in your starship. You must build them before you may use their functions.

Take 3 level 1 boosters and 3 level 2 boosters. Each of you starts the game with 2 active level 1 boosters. Insert them into the engine of your starship as shown in the picture. Place the remaining boosters next to your starship.



Level 1 booster



Level 2 booster



Level 1 cannon



Level 2 cannon

- Take 3 level 1 cannons and 3 level 2 cannons. Each of you starts the game with 2 active level 1 cannons. Insert them in the nose cone of your starship as shown. Place the remaining cannons with the set-aside boosters.

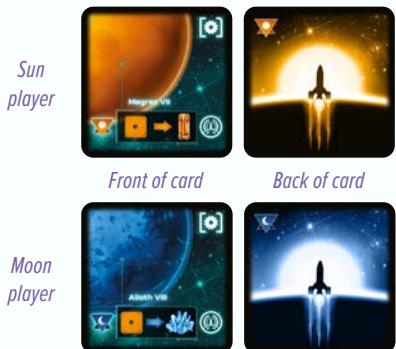


Here is an example assembled starship. The faceup modules may be different depending on which ones you have chosen.

The Cards

Sort the cards by the card back.

- 1** The cards with the player symbols on the back are starting colonies. Take the card with your player symbol and place it face up in your player area below your starship.



- 2** Place the sector board in the middle of the table between the two starships. Leave enough space between the sector board and each starship for a row of cards.



The other cards with the starship on the back are sector cards. Turn these cards over and separate them into five stacks according to the symbol in the lower left corner (I, II, III, IV, no symbol). Shuffle each stack separately.



- 3** Create the reserve deck: Place stacks I, II, III, and IV face down on top of each other, in order, with the IV cards on the bottom and the I cards on the top. Place the reserve deck face down next to the sector board.

Create the starting sectors: Take the final stack. Divide it into 4 facedown stacks of 9 cards each. Place these stacks on the four spaces of the sector board.

- 4** The cards with the Starfarer on the back are the mission cards. Take cards 1-15. Shuffle them and place the deck face down next to the sector board. Reveal the top 3 cards and place them face up as shown on page 4. Place any remaining mission cards back in the box.



- 5** Place the 2 special point cards, "Friend of the People" and "Hero of the People," within reach.

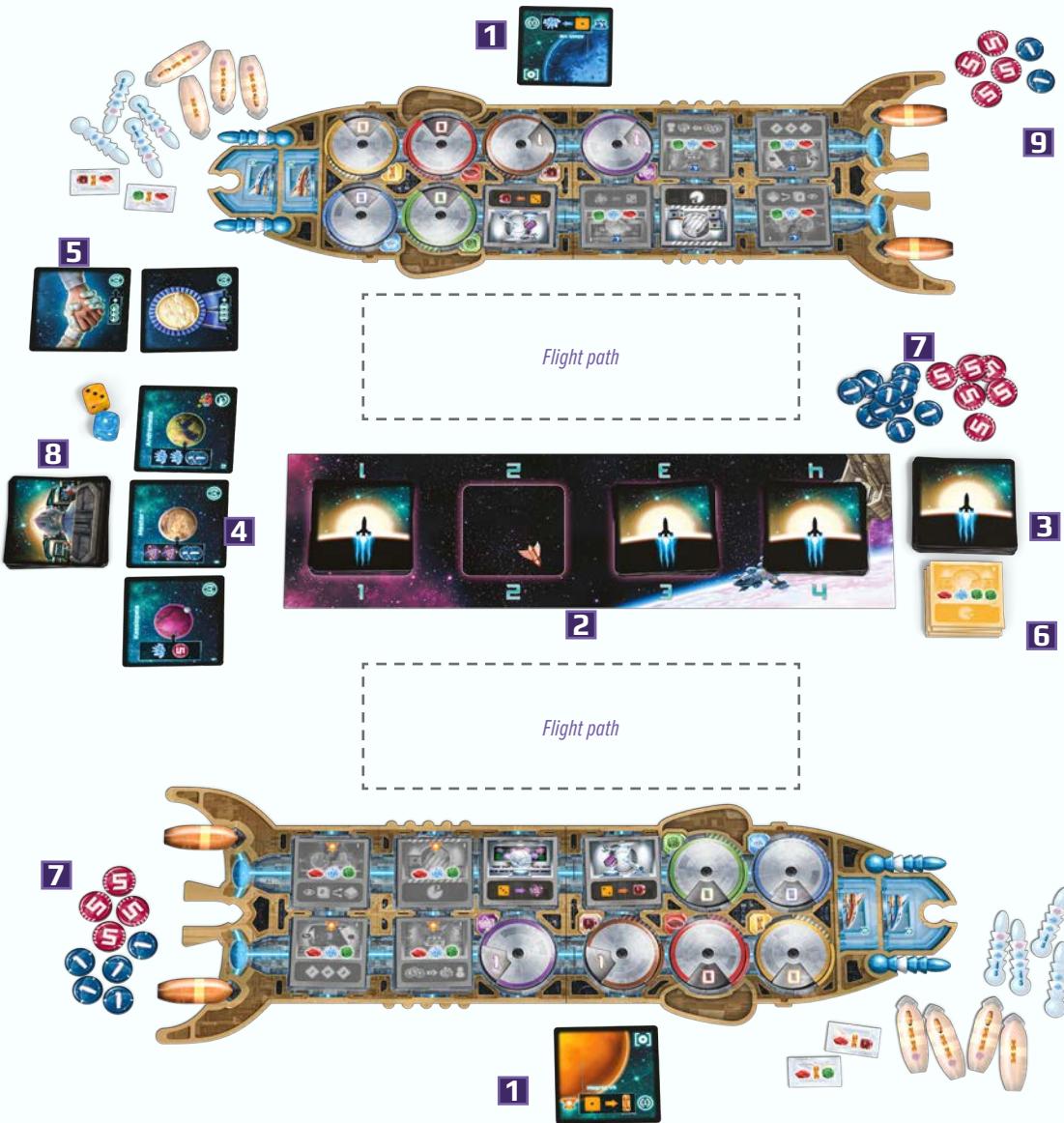


Remaining Game Pieces

Place the remaining pieces within easy reach of both players:

- 6** The 6 level 2 modules;
7 The orange and blue dice;
8 The supply of astro coins;

Decide who will be the starting player. The starting player receives **22 astro**, and the other player receives **25 astro**.



TURN OVERVIEW

On your turn, complete the following phases, in order.

1. Start of Turn

Roll the orange die to determine production and flight speed.

2. Production phase

Colony planets produce resources this turn based on the orange die result.

3. Flight phase

Choose a space sector to visit and explore a number of sector cards based on your flight speed.

4. Trade and Build phase

Trade with your established trade stations and expand your starship.

5. End of Turn

At the end of your turn, pass the orange die to your opponent. It is now their turn.

START OF TURN

Roll Dice

On your turn, roll the orange die. The result determines which of each player's colony planets produce. It also determines how far your starship may travel this turn.

PRODUCTION PHASE

Colonies

The colonies in front of **each player** that match the number rolled are eligible to produce a resource. **Only one of your colonies may produce each turn.** If you have multiple colonies with the same die number, choose **one** of them to generate a resource. Add the selected resource by rotating the appropriate dial. Each turn, you may change which eligible colony produces resources.

Storage capacity

Normally you may only store 2 resources in each cargo bay. The **level 1** Storage module allows you to store 3 resources. The **level 2** Storage module allows you to store 4 resources. Any extra resources may not be stored.



Example: You own the colonies shown and roll a 2. Now you must decide whether your ore or carbon colony will produce. You choose the ore colony and rotate the ore dial from 1 to 2. If you had rolled a 1, the fuel produced in your fuel

colony would have been ignored. To store the additional fuel, you would need to upgrade your Storage module to level 2.



Production Module

Each player with an active Production module that matches the number rolled produces 1 trade good. Rotate your dial to add 1 trade good.

Trade goods are also limited by your storage capacity, as described in "Colonies – Storage capacity" above.

Science Module

Each player with an active Science module that shows the number rolled receives 1 tech. Rotate your dial to add 1 tech. The lab may always hold up to 4 tech.

FLIGHT PHASE

The 4 stacks of cards on the sector board represent 4 different space sectors. At the beginning of your Flight phase, you must choose one sector to explore.

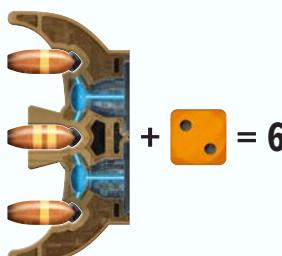
When you explore a sector, your opponent takes that stack and reveals cards one by one. Based on the card, you either keep flying, take a flight action, or encounter a pirate.

Calculate Flight Speed

Your flight speed determines the maximum number of sector cards you may visit during your turn.

Flight speed = base speed + orange die.

Your base speed is equal to the power of your boosters. Level 1 boosters add +1 to your base speed. Level 2 boosters add +2.



Example: You have two level 1 boosters and one level 2 booster, so your base speed is four. You rolled a two at the Start of Turn giving you a flight speed of six ($4+2=6$). So, you may explore up to 6 sector cards.

Explore a Sector

Choose a sector stack to explore. Your opponent picks up that stack and secretly looks at the top card. If it's a pirate, they keep the card secret (see "Pirates" on page 8).

If it is not a pirate, they place the card face up in the empty area between the sector board and your starship.

Now you may choose to take an action or move on to the next card. If you take an action, rotate the card slightly. This way, the number of actions you have taken may be easily tracked. The actions you may perform are described later (see "Flight Phase Actions" on page 6). If you move on, you may not take an action on that card this turn.



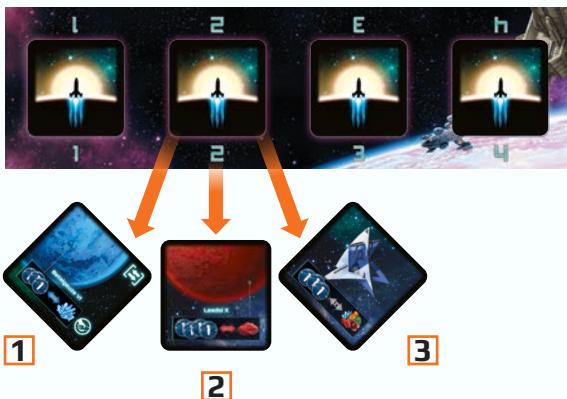
Until your Flight phase ends, your opponent will continue to look at the next card, resolving pirates or placing the card face up on the table. Each new card is placed next to the previous card to form a row that shows your flight path.

Ending the Flight Phase

Your flight ends when:

- Your opponent reveals a number of cards equal to your flight speed; OR
- You perform **two actions** (or three actions with the level 1 Command module or four actions with the level 2 Command module); OR
- You **lose a battle** against a pirate; OR
- You **voluntarily end** your flight.

When your flight is over, your opponent collects all the cards in your flight path and shuffles them together with any remaining cards of this sector stack. They then put the stack, face down, back in its place on the sector board.



Example: Your flight speed is six. So, you may explore up to 6 cards. You decide to explore the second sector stack. Your opponent takes the cards in hand and reveals the first one. You decide to take a flight action and rotate the card. After you complete the action, your opponent reveals the second card. Here you decide not to take any action. Then your opponent reveals the third card, and you decide to take another flight action. Since this is your second action and you haven't built the Command module, your Flight phase ends.

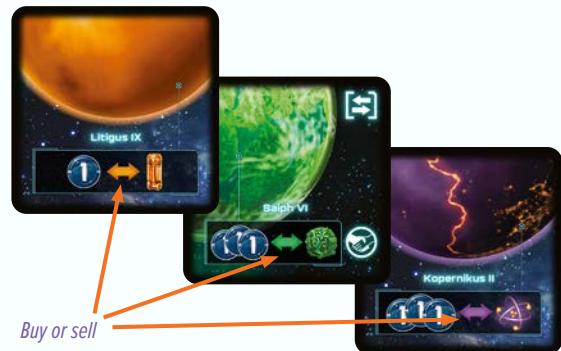
Flight Phase Actions

Depending on the card, the following actions are possible:

- Buy or sell resources and tech (at trade planets and outposts with \leftrightarrow & \rightarrow).
- Establish a trade station (at trade planets and outposts with a \rightarrow icon).
- Establish a colony (at planets with a [gear] icon).
- Complete a mission (at target planets).

Buy or sell resources and tech (\leftrightarrow & \rightarrow)

At trade planets



When you explore a trade planet (with a \leftrightarrow icon), you may buy or sell the resource or tech shown.

When you buy 1 resource or 1 tech, return the number of astro indicated to the supply. You may buy as many resources or tech as you may store and that you can afford.

When you sell 1 resource or 1 tech, you receive the number of astro indicated from the supply. You may sell up to the number of resources or tech you have stored.

Buying and selling from trade planets always counts as **one action**, regardless of how many resources you buy or sell when you explore the card.

At outposts



Buy OR sell any 1 resource for 3 Astro

Sell any 1 resource for 3 Astro
up to two times

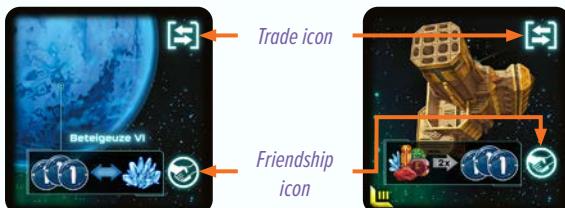


Sell 1 tech for 4 Astro

Outposts with the \leftrightarrow icon allow you to buy or sell tech or any resource of your choice as indicated. Outposts with the \rightarrow icon only allow you to buy as indicated.

Finally, outposts restrict the number of times you may perform that trade (1x or 2x). Trading at an outpost always counts as **one action**, regardless of whether you trade 1x or 2x when you explore the card.

Establish a trade station [➡]



You may establish a trade station on planets or outposts with a [➡] if you have a trade ship in your hangar.

Spend your trade ship by removing it from the hangar and returning it to your supply. Then take the planet or outpost card you have just discovered from your flight path and place it in your player area. You may use the card's ability starting in your next Trade and Build phase.

Every trade stations displays 1 Friendship icon (握手), which can be gathered for a VP.

Refill the sector stack

A sector stack **must always have 9 cards**. Establishing a trade station removes a card from the sector stack so you must replace it. Take the top card of the reserve deck and place it face up in your flight path in place of the removed card. Rotate it slightly to indicate that you took an action at that point in your flight path.

If you do not establish a trade station, you may still buy or sell resources as normal (see “Buy or sell resources or tech” on page 6). Leave the planet or outpost in your flight path as usual so that it returns to the sector stack at the end of your Flight phase.



Friend of the People

The first player to collect three friendship icons (握手) receives this card. It is worth **1 VP**. The card is always given to the player with the most friendship icons (if they have at least three).

Important: If both players have the same number of friendship icons, the card is set aside and no VPs are awarded until one player has the most.

Establish a colony [⚙]



You may establish a colony on planets with a production icon [⚙] if you have a colony ship in your hangar.

Spend your colony ship by removing it from the hangar and returning it to your supply. Then take the planet card you have just discovered from your flight path and place it in your player area. You may use the card's ability starting in the next Production phase.

Colony planets are worth **1 VP** as shown by the VP icon (●).

Refill the sector stack

Place a card from the reserve deck at the point in your flight path where the colony planet was located and rotate it, as described under “Establish a trade station.”

Asteroid Fields

No actions may be taken on an asteroid field in the flight path. It does count toward the number of sectors you may explore with your flight speed.

Complete a mission

The planets Andromeda, Kassiopeia, Perseus and Mestor are the target planets for missions from the Galactic Council.



Mission cards show you the combination of resources, tech, and/or astro needed to complete the mission for that planet. They also show the reward(s) for completing the mission.



When your opponent reveals a target planet, and you can meet the mission requirements for that planet, you may choose to complete that mission. Spend the listed resources, tech, and/or astros (put them in the supply). Then receive the reward shown on the mission card. The reward might be one-time rewards (resources, tech, astros from the supply) and/or ongoing rewards (VP icons, friendship icons, fame icons). Take the completed mission card and place it in your player area so that the ongoing rewards are clearly visible.



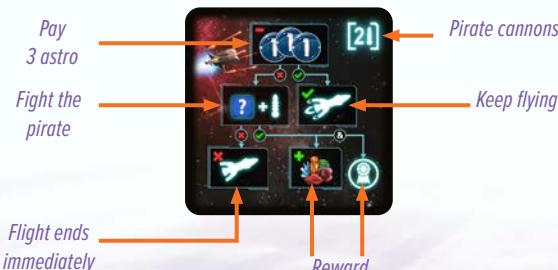
Example: Your flight path reveals the target planet Perseus. Mission card 13 is available showing that 2 ore and 1 tech must be delivered to Perseus. You have both and choose to complete the mission.

Reduce your ore supply by 2 and your tech by 1. Take your one-time reward of 7 astro from the supply and place the mission card face up in your player area with the fame icon clearly visible.

If there are multiple mission cards with the same target planet **at the beginning of your Flight phase**, you may choose to complete any number of these missions, in any order, with each one counting as a separate action.

Once you complete a mission, immediately turn over a new mission card from the deck so that there are always 3 missions available. If the new card shows the same planet as the mission card you just completed, you may NOT complete it in your current Flight phase.

Pirates



During your flight you might also encounter pirates! These unpopular troublemakers demand protection money to let you continue flying undisturbed.

If your opponent draws a pirate card during your Flight phase, they keep it secret and ask how you would like to respond to the pirate's request. You may pay 3 astro and continue your flight. Otherwise, you must fight the pirate.

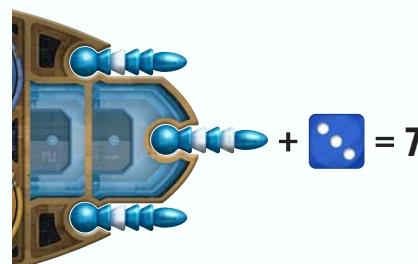
Once you decide, your opponent places the card face up in your flight path. Encountering a pirate **does not** count as an action.

Fight the pirate

To fight a pirate, you have to compare combat strengths by rolling the combat die. You roll first, then the pirate.

Combat strength = base strength + the result of your blue die roll.

Your base strength is equal to the power of your cannons. Level 1 cannons add +1 to your base strength. Level 2 cannons add +2.



Example: You have two level 1 cannons and one level 2 cannon, so your base strength is four. You rolled a three on the blue die giving you a combat strength of seven ($4+3=7$).

Your opponent takes the part of the pirate. They roll the blue die and add the pirate's cannons (shown on the upper right corner of the card) to calculate the pirate's combat strength.

If your result is greater than or equal to the pirate, you win the fight! Otherwise, the pirate wins.



Example: The pirate has a base strength of 2. You opponent rolled a one on the blue die giving the pirate a combat strength of three ($2+1=3$). Yours was 7 (above). You win the combat and earn the rewards shown on the pirate card.



You defeat the pirate

When you defeat a pirate, you receive one resource of your choice as an immediate, one-time, reward. You also gain the ongoing fame icon reward shown on the card. Place the pirate card in your player area so the fame icon(s) are visible.



Refill the sector stack

Place the top card from the reserve deck face up in your flight path. An encounter with a pirate does not count as an action. Therefore, do not rotate the new card from the reserve deck. **You may not take an action with the new card.**

Your flight continues with your opponent drawing the next card from the sector stack.

The pirate wins

If the pirate wins, your **Flight phase ends immediately**. You suffer the consequences shown on the card. Leave the pirate card in your flight path.

If the pirate destroys a booster, you must remove a level 1 booster or replace a level 2 booster with a level 1.

If the pirate destroys a cannon, you must remove a level 1 cannon or replace a level 2 cannon with a level 1.

If the pirate destroys a module, you must either remove a level 2 module (exposing the active level 1 module beneath) OR deactivate an active level 1 module. You may not deactivate the level 1 module under an active level 2 module.

Hero of the People



The first player to collect three fame icons (⌚) receives this card. It is worth **1 VP**. The card is always given to the player with the most fame (if they have at least three).

Important: If both players have the same number of fame icons, the card is set to the side and no VPs are awarded until one player has the most.

TRADE AND BUILD PHASE

On your turn, you may trade and build in any order as often as you want, as long as you have the resources to do so.

Trade

On your turn you may visit up to 2 of the trade stations in your play area to buy or sell resources and tech. You may not visit the same trade station twice in one turn.

► **Trade on your planets:** You may buy as many resources/tech as your cargo bays may hold. You may sell as many resources/tech as your cargo bays have in stock.

► **Trade on your outposts:** Trade stations may have additional restrictions, indicated by the direction of the arrow and number of uses (1x or 2x).



Example: You have 2 carbon in your cargo bay and need 1 ore. You have 3 trade stations in your player area (1 ore planet, 1 fuel planet, and 1 Merchant outpost).



Use your Merchant outpost two times. Rotate your carbon dial from two to zero and take 6 astro from the supply.



Use your ore trade station one time. Buy 1 ore for 3 astro, keeping 3 astro for future purchases.

Since you have visited 2 of your trade stations, you are not allowed to visit the fuel trade station.

Build

On your turn, pay the listed resources for the item you wish to build. The cost is shown on the back of the item.

Ships

Colony ship: 1x ore, 1x fuel, 1x food



Trade ship: 1x ore, 1x fuel, 1x trade good



To build a colony ship or a trade ship, at least one of the two slots in your hangar must be free. After paying the resources, take a colony or trade ship from your player area and place it in an empty slot in your hangar.

You may have 2 colony ships, 2 trade ships, or 1 of each in your hangar, but never more than 2 ships total.

Boosters

Level 1 booster: 2x fuel



To build a booster, at least one of the three booster slots must be free. After paying 2 fuel, take a level 1 booster and attach it to the engine of your starship.

Level 1 boosters may be upgraded to level 2 boosters.

Level 2 booster: 2x fuel, 1x tech, 1x level 1 booster



Pay 2 fuel and 1 tech. Remove a level 1 booster from your starship and replace it with a level 2 booster.

Cannons

Level 1 cannon: 2x carbon



To build a cannon, at least one of the three cannon slots must be free. After paying 2 carbon, take a level 1 cannon and attach it to the nose cone of your starship.

Level 1 cannons may be upgraded to level 2 cannons.

Level 2 cannon: 2x carbon, 1x tech, 1x level 1 cannon



Pay 2 carbon and 1 tech. Remove a level 1 cannon from your starship and replace it with a level 2 cannon.

Modules

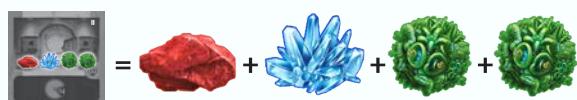
Level 1 module: 1x ore, 1x carbon, 1x food



After paying 1 ore, 1 carbon, and 1 food, you may activate (turn over) any facedown module on your starship. You may use this module's ability immediately.

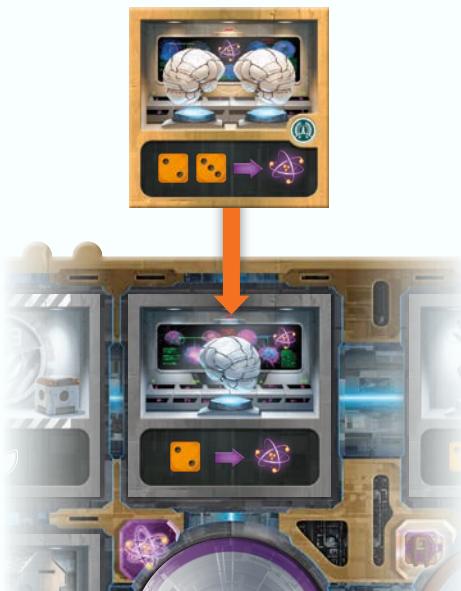
You can find a detailed description of the individual modules on the Overview sheet.

Level 2 module: 1x ore, 1x carbon, 2x food



Any active level 1 module may be upgraded to its level 2 version. Level 2 modules increase level 1 benefits and are also worth **1 VP**. There is only one of each level 2 module, so only **one player may upgrade to a particular level 2 module at a time**.

Pay 1 ore, 1 carbon, and 2 food. Take the module from the level 2 module stack and place it face up on top of your active level 1 module.



WINNING THE GAME

The game ends immediately if you have at least **10 VPs** during your turn. You win, impressing the Galactic Council and are offered a seat on the council!

ADVICE FROM THE GALACTIC COUNCIL

Forgot to replace a card in the flight path?

Before shuffling a sector stack, it is always best to check if it has 9 cards. If it does not, add card(s) from the top of the reserve deck. Both players may look at the added card(s) before shuffling the sector stack.

Balanced game experience

When an experienced player plays with a beginner for the first time, the experienced player will usually win. To give the newer player an improved chance, here are some suggestions for balancing the gameplay:

- ▶ The beginner receives 30 astro during setup; the experienced player only 20.
- ▶ The beginner starts the game with 3 level 1 boosters instead of 2.

Variant

If you want a greater sense of exploration in your game, try this variant. When you add cards to the flight path from the reserve deck, place these cards face down so that they may be discovered on the next flight through that sector.





Klaus, Benjamin, and Guido Teuber testing the first CATAN prototype.

Dear Starfarers,

At this moment, you are looking at the rulebook of a new game edition. The original game was released over 20 years ago and holds a very special place in my heart. Back then, my father Klaus Teuber included the following acknowledgement in that rulebook's afterword:

"The author thanks all testers of the game rules. He also thanks Claudia, Guido, and particularly Benni (the latter of whom the author could beat only six times in about 30 test-games) for their patience, critique, and suggestions."

During that period, I was a teenager who greatly enjoyed time spent at the game table with my father. My "critiques and tips" made me feel like my dad and I had contributed to the game development in equal parts. Throughout the years, I've come to learn that creating a game requires much more than just a few playtests. My father patiently shared his many insights on game development with me during the past 20 years.

Unfortunately, my dad passed away on April 1, 2023, after a short and serious illness. It is a small consolation that we were able to finalize the development of this new edition before his passing. I am grateful for the many delightful hours we spent together on this project.

My dad always said, with a twinkle in his eye, that game authors rarely win their own games during the development process. He reasoned that authors are too busy with finding flaws and rough edges, refining them, and thereby improving game play. In response, I would jokingly counter that one might always come up with reasons to excuse a poor game-play performance.

In the end, of course, my father was proven right. After our joint development of this new edition each of us had won about half of all the test games. I will always be grateful to my dad for everything he taught me.

Playing connects us as human beings. In this spirit, I wish all of you many wonderful moments on your shared journey through the world of CATAN.

Warm regards,
Benjamin Teuber

We dedicate this game to the warm memory of the late Klaus Teuber, who sadly passed over the bright horizon as we finished development. We all lost a kind and gifted pioneer who departed far too soon, leaving a great legacy of family, fellowship, and non-violent storytelling. Klaus left this world far better than he found it. His was a creative and giving life. His many and varied game designs—most especially CATAN—changed game culture and changed the way the broader world accepts gaming. He ignited a cultural evolution. We've been blessed to have shared Klaus' ever-curious road for a time. We'll miss him always. We'll celebrate him always. He'll be with us every time we share joy through a good game.

—Pete Fenlon, CEO of CATAN Studio

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MADE IN CHINA

You have purchased a game of the highest quality. However, if you find any components missing or damaged, please visit:
catanstudio.com/support

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

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CATAN

STARFARERS DUEL

ERRATA TEMPORARY FIX SHEET

The English edition of CATAN – Starfarers Duel contains **an incorrect die with the numbers 1-6 depicted**. The die **should have numbers 1, 1, 2, 2, 3, 3**.

The blue combat die is correct.

We are deeply sorry for this mistake and we are working as fast as we can to source replacement dice and will communicate a timeline as soon as we can via our social media channels and catan.com.

In the meantime, **the game can still be played with the orange die**.

When rolling, substitute the following results for a 4, 5, or 6.

You can print this page and cut out the two cards below to use as a player aid.

