

# STARSHIP CATAN



## SETUP

### Each player takes:

- ▶ Starship
- ▶ 1 Colony [C] and Trade [T] Ship
- ▶ 6 Resource Arrows (1 pink) turned down
- ▶ 2 Booster and 3 Cannon tiles
- ▶ 2 Trade Goods
- ▶ 1 Science point
- ▶ 25 Astro
- ▶ Colony card and 6 corresponding Modules
- ▶ Select 1 Module to be face up

▶ Separate Sector cards by their border color and number, and create a Reserved deck in order (#1 on top). Shuffle all Sector cards without border and create 4 Sector stacks of 10 and place them between the players.

▶ Sort the Galactic Council Meeting cards by number. Shuffle each group then stack them (#1 on top). Turn over the top 3.

▶ Place the 6 Advanced level II Modules, 'Friend of the People', and 'Hero of the People' to the side.

## PHASES

### PRODUCTION

Roll the Yellow Die. Both players receive production from the die roll if the die matches any Colony cards, or Modules they have. **Production Limit: only 1 Colony can produce each die roll for each player.** Use Resource Arrows to indicate the quantity you have for each resource. Base storage limit is 2. The Logistics Module increases resource storage. Science Lab is always a max storage of 4.

### FLIGHT

Choose 1 of the 4 Sectors, and add the value of the Yellow Die to your Booster value, this is your speed. Your opponent takes the entire stack of the chosen Sector and will turn over a card one at a time for you to decide which cards you would like to explore. You may explore as many cards as your Command Module lets you (base Command Module is 2 actions). Any explored cards are turn 45°.

The flight ends when either you use your last explore action, get to the last card based on your speed, fight a pirate and lose, or decide to end the flight early. At the end of the flight, your opponent shuffles the Sector cards and returns them.

▶ **Buy/Sell Resources:** At a Trade Planet you may buy or sell the displayed resource. Indicate any change to resources due to trading in the corresponding resource area. You must have space available to buy, and conversely have the resource(s) to sell to take the action. **Diplomat Outpost: you may only buy 1 resource, no selling.**

▶ **Found a Trading Post:** You may trade with these planets normally. You may also found a Trading Post at that planet instead, you cannot do both. If you found a Trading Post remove a Trade Ship from your Hanger, and take the card and place it next to your Ship. Now once per turn you may use the Trading Post during your Trading and Building Phase.

▶ **Found Colony:** You may establish a colony. Remove a Colony Ship from your Hanger, and take the card and place it next to your Ship. Now that colony will be able to produce resources.

▶ **Buy/Sell Science points:** At the Galactic Library you may buy or sell Science points for 3 Astro each.

▶ **Complete a Mission for the Galactic Council:** There are 4 Adventure Planets in the galaxy. If a player arrives at one of these planets and they may fulfill the requirements of a mission card shown at that planet then they may claim the rewards shown. Draw a new adventure card to replace it.

▶ **Pirates:** Don't reveal the Pirate to the active player. Read the card aloud, and wait for the active player to decide to pay or fight. **Fighting a Pirate is not an option.** If you decide to pay then continue the flight. If you choose to fight (or can't pay) roll the Blue Die and add it to the total value of your Cannons. This is your combat value. If your combat value is  $\geq$  the Pirates value you win. If you win gain the rewards as indicated by the Pirate card, and continue the flight. If the Pirate wins the flight ends, and apply any penalties indicated on the Pirate card.

**Note:** A Sector stack must always have 10 cards. Whenever a card is removed take a card from the top of the Reserve deck and place it face up 45° from the place of the removed card in the flight sequence.

### TRADING AND BUILDING

▶ **Colony Ship:** 1 1 1 . Must have an available space in a Hanger.

▶ **Trade Ship:** 1 1 1 . Must have an available space in a Hanger.

▶ **Boosters:** Level I - 2 Level II - 2 1 . Use the single red dot side 1<sup>st</sup>.

▶ **Cannons:** Level I - 2 Level II - 2 1 . Use the single red dot side 1<sup>st</sup>.

▶ **Level I Modules:** 1 1 1 . Flip the module over, to gain the benefit.

▶ **Level II Modules:** 1 1 2 . You must have the Level I Module built to build the corresponding Level II Module. Place it on top of the Level I Module. You also gain 1 Victory Point.

▶ **Trading:** You may use up to 2 of your Trading Posts. When you use a Trading Post, you may buy as many resources as your storage capacity allows, or sell as many that you have. You must do all of your trading with one Trading Post at the same time. You may also attempt to trade with your opponent. You may trade resources or Astro. Your opponent may not refuse a trade if you have a Trade Module Level I, or II.

### SPECIAL VICTORY POINT CARDS

▶ **Friend of the People:** When either player first earns 3 Friendship Points, they take this card. It is worth 1 Victory Point. It always belongs to the player with the most Friendship Points. If both players have equal Friendship Points, place it back to the side.

▶ **Hero of the People:** When either player first earns 3 Fame Points, they take this card. It is worth 1 Victory Point. It always belongs to the player with the most Fame Points. If both players have equal Fame Points, place it back to the side.

## GAME END

The game ends when either player has 10 Victory Points.

