

## Starship Catan - 1. Mission: The Space Amoeba

### New game components

- One Analysis Module for each player
- 12 Adventure Cards for "Space Amoeba"

#### Set Up

Remove the 12 Adventure Cards "The Galactic Advisory Council" for this game and substitute them with the 12 Adventure Cards for the "Space Amoeba" scenario. Then set up the game as usual.

#### Please remove following Reserve Cards:

Stack "I": Pirate with strength "2", Diplomat Outpost, Green Folk Outpost

Stack "II": Scientists Outpost Merchant Outpost

Stack "IV": Median

In total, there are 7 modules in this mission. Therefore, each player will need to forfeit one module for game play. Players may remove any module but the analysis module for this purpose.

As in the case of the basis Starship Game, each player may activate one module of his choice at the beginning of the game.

### What is it all about?

A gigantic Space Amoeba is threatening the planets of the alien people. Players attempt to solve the mystery of the space amoeba, which is located in the areas of the lost planets and the adventure planets (Hades, Pallas, etc.). In order to solve a mystery a player must reach a planet that is indicated on an adventure card. The player solves the mystery, if he matches the amount of science points that are indicated on an adventure card. He positions the card in front of him and discards the indicated amount of science points in his science module. A player may not position more than 5 adventure cards in front of him.

#### The Analysis Module

A player with an analysis module receives a science point each time he reaches a lost planet. The collection of a science point counts as an action. Therefore, a player may decide not to take an action. Obviously, in such case the player will not receive a science point.

#### **Object of the Game**

The amoeba will be destroyed as soon as the adventure card "Amoeba detected at Pallas!" is uncovered. The player, who reaches Pallas first and who has at least 5 adventure cards as well as 5 cannons wins this mission.

#### Rule changes

With the exception of following points, game play follows the usual guidelines:

- Victory Points, trade points and medals have no significance in this game.
- The card "Scientists Outpost" may not be used as a trade post.
- The "Science Module II" may not be built.
- Only one action is allowed on Kopernikus, i.e. either to buy/sell science points or to fulfill a task of the face up adventure card "Amoeba traces at Kopernikus".

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# Manual for game component assembly:

Please print out all four pages that show the card illustrations.

Please note that according to your version of Adobe Acrobat Reader, the pages may print in different sizes. To guarantee the same page size, please check options before printing.

First, cut out the areas that are surrounded by black frames (and *not the single cards*).

Attach the matching front and back pages with glue. If you wish, you can laminate the cards (i.e. to coat them in plastic cover, which can be done in copy shops for instance). This is recommended, as it will prolong the life of the cards.

Proceed by cutting out the individual double-sided cards.







































