

# STARSHIP CATAN

## 3. Mission: THE DIPLOMATIC STATION

### Starship Catan – 3<sup>rd</sup> Mission: The Diplomatic Station

#### New Game Components:

- 12 "Diplomatic Station" Adventure Cards
- 5 Module cards:
  - Moon player: 1 Manufacturing Module card, 1 Entertainment Module card (1)
  - Sun player: 1 Manufacturing Module card, 1 Entertainment Module card (1)
  - Level II Entertainment Module card (1,2)
- 2 Manufacturing Markers
- 2 Crest Tokens (Moon and Sun)

#### The Story Thus Far

The next Galactic Advisory Council meeting to celebrate Catan's membership in the Council is to be organized by the newly appointed councilors. They have chosen to establish a Diplomatic Space Station

The players will build this station together. The station consists of 12 modules. The new Adventure Cards depict the individual station modules that must be built. When you build a station module, take the corresponding Adventure Card. The first player to build six modules wins this mission

#### Setting Up the Game

Except as noted below set up the game as normal.

##### 1. New adventure cards

The 12 "Galactic Council Meeting" Adventure Cards are not used; return them to the game box. The 12 "Diplomatic Station" Adventure Cards are used instead. Start with 3 Adventure Cards face-up.

##### 2. The Manufacturing and Entertainment Modules

Each player receives an Entertainment Module card and a Manufacturing Module card matching his crest. The Level II Entertainment Module card is placed with the other Level II Module cards. Since there are 8 Module cards altogether, each player must decide at the beginning of the game which 2 Module card he will not use for this mission. You must use your Manufacturing Module cards, however!

Return the unselected Module cards to the game box. Each player starts with his Manufacturing Module face up on his Starship. Place a Manufacturing Marker crest-side up in the center of the Manufacturing Module card.

Place all of your chosen Module cards in the appropriate spaces of your Starship. Only the Manufacturing Module card begins the game face up.

#### Building the Diplomatic Station

Each Space Station module is built in 4 stages. Each Adventure Card shows the construction costs for each stage of that module. The player who spends the Resources and/or Science Points required by the Adventure card places his Crest Token on the card. He flips over his Manufacturing Marker and points the arrow at the side with one Manufacturing symbol. The first stage of the module is built. Only one player may begin building any given Adventure Card module.

The player continues to build stages 2, 3, and 4 by spending Resources and Science Points and advancing the marker on the Manufacturing Module. Several stages can be built in a single turn if the player has sufficient Resources and Science Points.

When the fourth stage is built, the module is completed. The player places the Adventure Card in front of him and a new Adventure Card is revealed.

**Note:** When a player completes a module, he cannot begin working on a new module until his next turn.

### **Level I Entertainment Module:**

An Entertainment Module increases morale, and thus production efficiency. Each Entertainment Module has a "1" production number ("1" and "2" for the level II Entertainment Module); if that number is rolled, the player may claim 2 additional Resources from his colonies that share the production number. These two Resources can come from a single colony or can be one Resource each from two different colonies with the same production number.

If a player builds the **Level II Entertainment Module**, he also receives the bonus Resources if a "2" is rolled.

### **Victory over a Pirate:**

A victory over a Pirate increases morale. When a player defeats a Pirate, he immediately receives an additional Resource of his choice, i.e. a total of two Resources.

### **Winning the Game:**

The first player to complete a sixth station module wins the mission.

### **Rule Changes:**

Except for the following change, all normal rules apply.

1. Victory points for colonies or modules, Fame points, and Special Victory Point Cards do not matter in this mission.

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## **Instructions for game component assembly:**

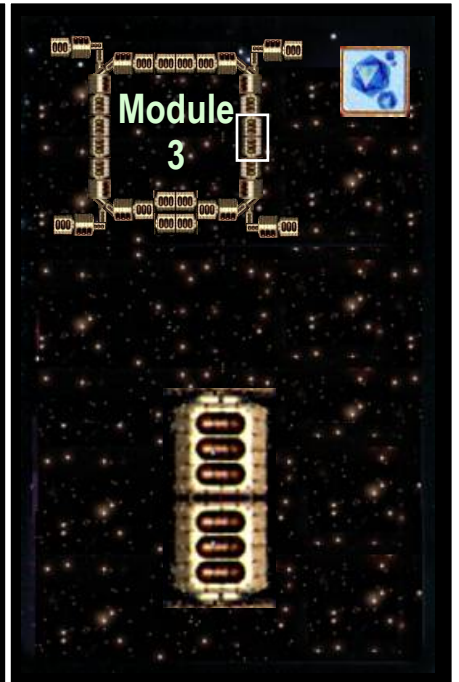
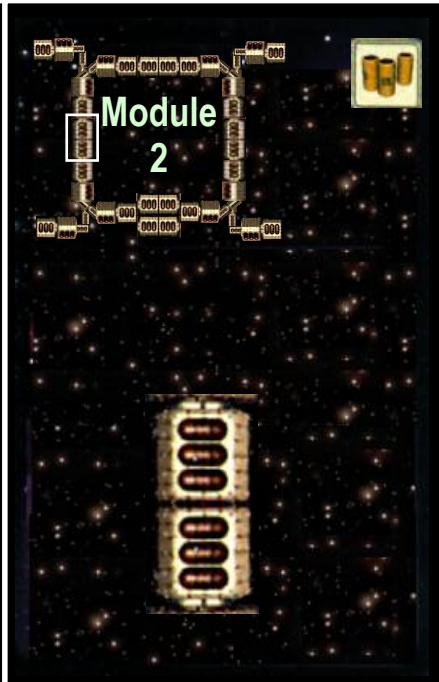
Please print out all four pages on separate sheets.

Please note that according to your version of the Adobe Acrobat Reader, the pages may print in different sizes. To guarantee the same page size, please check options before printing. When printing make sure that the options **"Fit to page"** (Acrobat Reader 4) or **"Shrink oversized pages to paper size"** and **"Expand small pages to paper size"** (Acrobat Reader 5) are **unchecked**, or else the fronts and backs may be printed at different sizes.

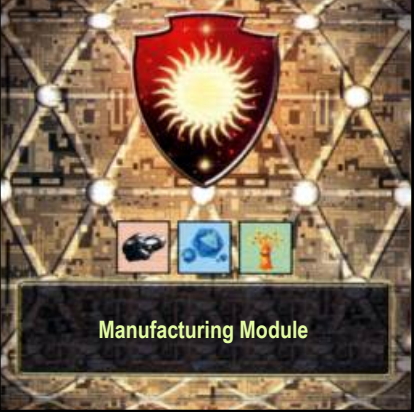
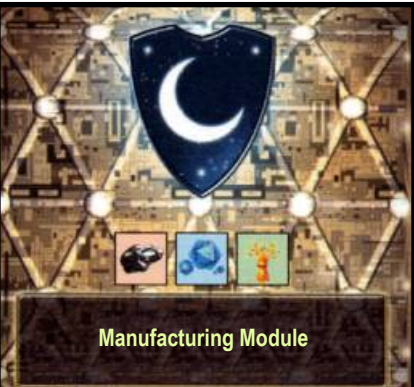
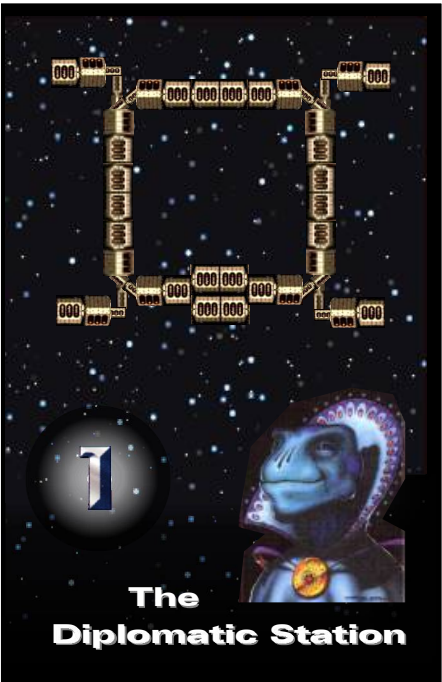
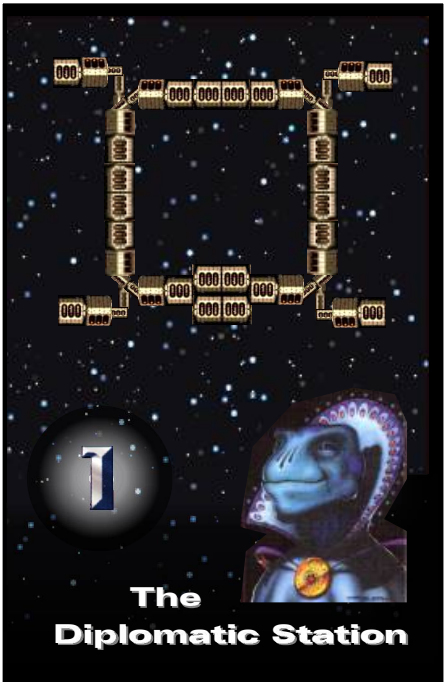
Do not cut out each card yet. Cut apart the large black-bordered areas first. Cut as carefully as possible.

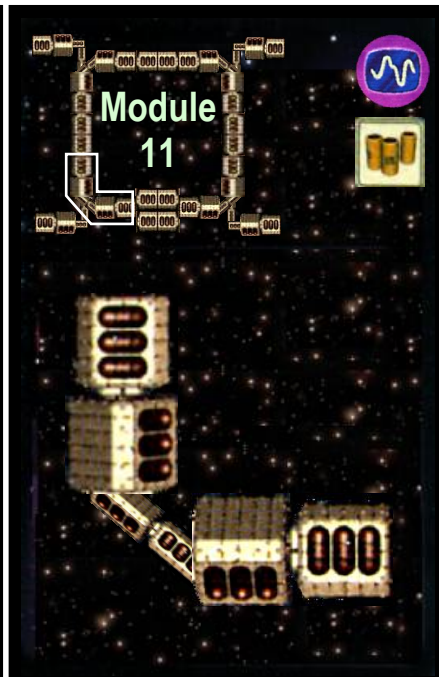
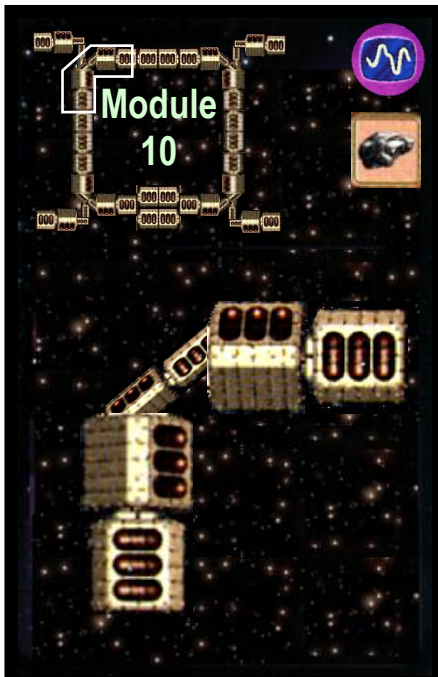
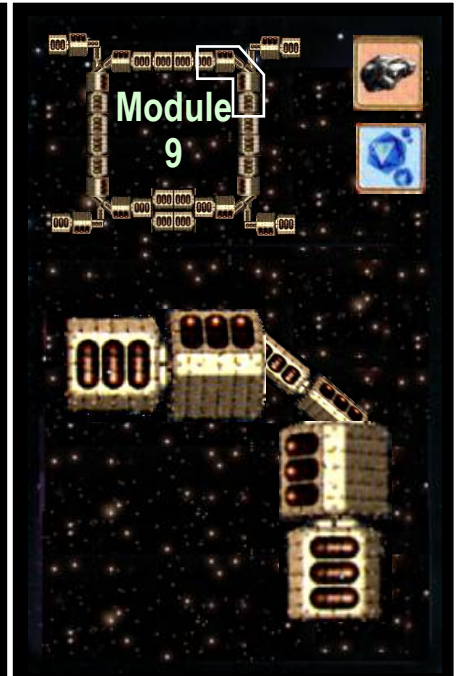
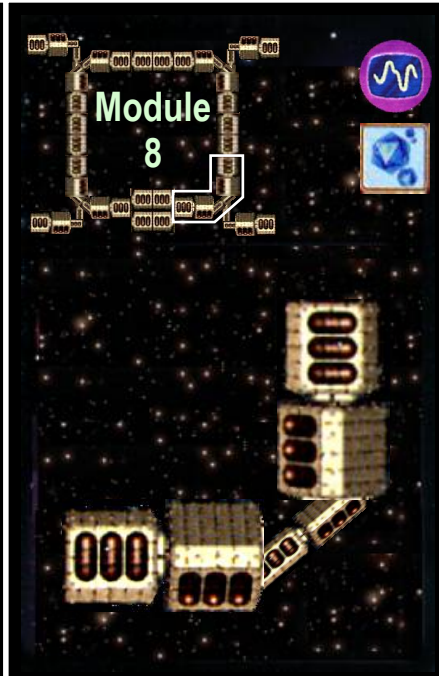
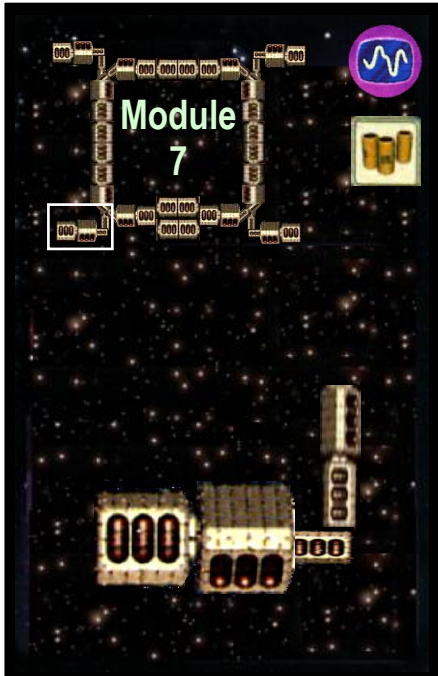
Glue the appropriate sides back-to-back as carefully as possible. If desired you can laminate the finished sets (many copy centers can do this for you). This will protect the ink jet printouts.

Finally cut apart the individual double-sided cards.

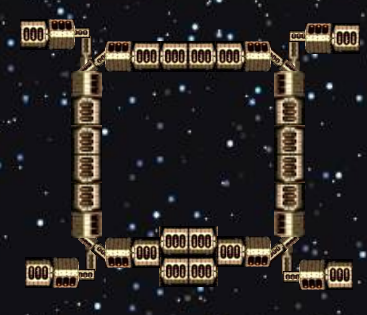








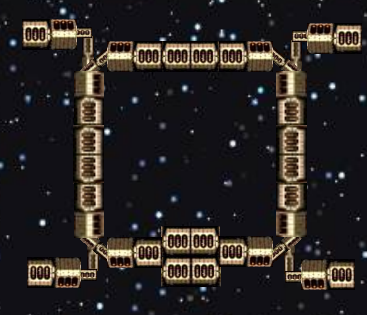




**2**



**The  
Diplomatic Station**



**2**



**The  
Diplomatic Station**



**2**



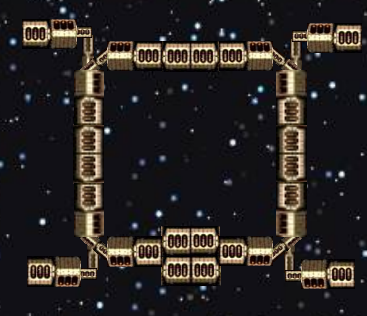
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**The  
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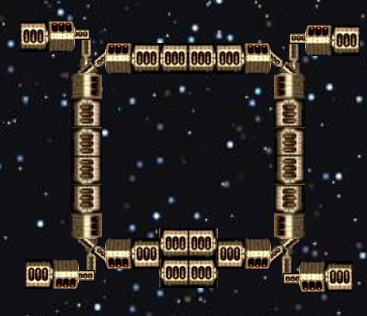
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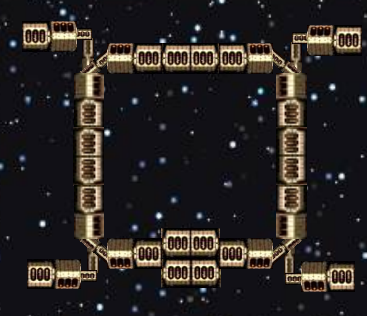
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**4**



**The  
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**4**



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**4**



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