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# WELCOME!

## A GAME OF STRATEGY AND LUCK

In Stellar Settlers the players assume the role of intergalactic species racing to expand into an uncharted galaxy in deep space.

Roll the dice to produce resources and claim new planets and systems. Earn points peacefully or attack other players to conquer their worlds!

The player with most points at the end of the game wins.

## COMPONENTS



14 World Cards  
Belonging to 6 Systems



7 Resource  
Dice



20 Upgrade Cards  
(+1 Blank Upgrade)

# GAME SET UP

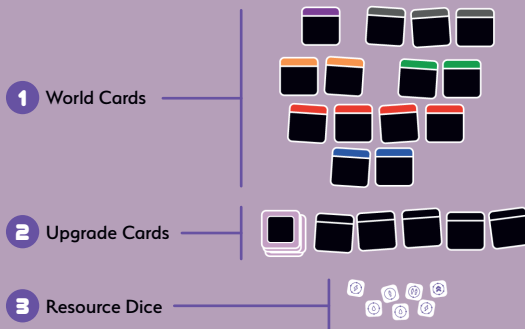
Before playing, set up the game as follows:

1. Place all the **World Cards** face up in the centre of the table grouped by their System so that each card is clearly visible to all players.
2. Shuffle the **Upgrade Cards**\* and place them in a pile facing down, at the centre of the table along with the world cards. Reveal 5 cards so they are facing up, visible to all players.

**\*For 2 Player Games:** Before shuffling the Upgrade Cards, find the 3 Defence Upgrades marked with a ♠ symbol, and remove one of them randomly. This card won't be used in the game. Then shuffle the 2 remaining Defence Upgrades with the rest of Upgrade Cards.

3. Place all the **Resource Dice** near the cards, where players can reach them.
4. The last player to have watched a Sci-Fi movie can be the starting player and begin the first turn.

## EXAMPLE GAME SET UP



# HOW TO PLAY YOUR TURN

During your turn try to obtain cards filling in the **Resource Packs** in them.

1. Start by rolling **all 7 Resource Dice**.
2. Decide which card you will be trying to claim. It can be a **World Card** or an **Upgrade Card**.

3. Choose a **Resource Pack** you want to complete in the chosen card. If the symbols on the rolled dice match all the symbols of a **Resource Pack**, you may fill them in. Place the matching dice on the allocated space in the card.

Once you fill in a first **Resource Pack** you can't change to a different card.

If you can't use or don't like the result of a roll, you can re-roll, even if you can fill in a **Resource Pack**. Every time you re-roll, you must lose a die and set it apart for the rest of the turn.

4. Continue rolling and filling the **Resource Packs** on the same card until you run out of dice, or you complete all the resources on it.

**Important:** You can only fill one **Resource Pack** per roll, but you are not required to fill them in any specific order.

If you complete all the required resources in the card you can take it! Place the card in front of you. If you have leftover dice you may attempt to take another card.

**Important:** You can only obtain one Upgrade Card per turn.

5. Your turn ends when you don't have any dice left, or when you have claimed one World and one Upgrade Card.



The dice match the Water and Energy Symbols



The Resource Pack can be filled in

## PARTS OF A WORLD CARD



## RESOURCE DICE SYMBOLS



1 x Population



2 x Population



3 x Population



Water



Energy



Army

## NUMERIC RESOURCE PACKS

Resource Packs with a number and a 🧑 symbol are **Population Resources**.

To fill a **Population** resource pack, the total number of 🧑 symbols in the dice must be greater or equal to the number shown on the resource pack, and the dice used can't be placed outside of the available slots.

## COMPLETING A SYSTEM

World cards belong to different systems, as indicated by their colour, icons and system name on the back.



When you claim all the worlds that belong to the same system, it's completed! Arrange the cards faced down into a pile, with the card showing the system's score at the top.

**Once a System is complete, it's considered "locked", and its cards can't be taken by another player.**

## ATTACK AND DEFENCE

We encourage peaceful and fair play, however you can try to take any face up World Cards from your opponents to improve your chances at winning the game!

### DEFENCE RESOURCE PACKS



Army  
Defence



3 x Population  
Defence



Energy  
Defence

To claim a World from an opponent you must fill the card's **Resource Packs**, and additionally, any **Defence Resource Packs** in the World Card and in the Defence Upgrades your opponent may have. You can fill them in any order.

**Remember: You don't need to fill in the Defence Resource Packs if you are taking a card from the centre of the table.**

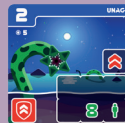
## EXAMPLE TURN

1

Samantha starts her turn by rolling all seven dice:



She checks the table for Resource Packs she can fill with those dice, noticing a few options. She chooses to fill the population Resource Pack on Unagi at the centre of the table.



2

She places three dice showing population symbols on the card, filling the 3 🧑 Resource Pack.



3

She rolls the remaining four dice:



This roll cannot complete any other Resource Pack in the same card (Unagi), so Samantha loses one die and must put it aside.

4

She rolls the remaining three dice:



She can use the rolled Army resource to complete the card.

Since all the Resource Packs are filled, Samantha can claim Unagi at the end of the turn!

5

With the two leftover dice Samantha can now try to get an upgrade card. She rolls them:



She now uses the Population Die to take the Diplomacy Defence card.



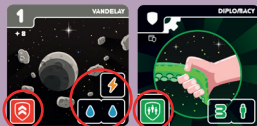
The turn ends now as Samantha can't take any more cards. She takes the completed cards, places them in front of her, and gives the dice to the next player.

## EXAMPLE ATTACK

1

Gabriel wants to take Vandelay from Samantha's cards.

To do that he'll have to fill in all Vandelay's Resource Packs, and the Defence Resource Pack in the Diplomacy Upgrade that she got in the previous turn.



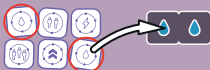
2

The first roll gives Gabriel an Army resource he can use to disable Vandelay's Defence.



3

The second roll is used to complete one of Vandelay's Resource Packs using two Water Resources:



4

The following roll wasn't successful, so Gabriel lost another dice.

Rolling the 3 remaining dice gives Gabriel the Energy die he needs to complete Vandelay.



5

Another roll gives Gabriel the 3 x Population Resource he needs to tackle the Defence Upgrade and take the card.



Gabriel ends his turn here, as he has successfully attacked Samantha and taken Vandelay from her. Samantha's Diplomacy Upgrade card has also been destroyed and must be discarded!

## UPGRADES

Upgrades are special cards that can give players crucial advantages and extra points. You can obtain upgrades the same way you claim World Cards, by filling the Resource Packs during your turn. You can only get one Upgrade Card in your turn, but you can do it in any order.

5 Upgrade Cards should be at the centre of the table along with the World Cards. When a player takes an upgrade from the centre of the table, another upgrade should be revealed immediately. If the upgrade pile is empty, shuffle the discarded upgrades to form a new pile.

Once you claim an upgrade, set it in front of you along with the World Cards you've obtained.



Some upgrades can be kept until used, and others will be permanent or can be destroyed by opponents. There are 4 types of Upgrades: Resource, Defence, Settlements and Special.

### PARTS OF AN UPGRADE CARD



## RESOURCE UPGRADES



Resource Upgrades allow you to change any one die from a roll into a different resource, depending on the upgrade. Once used, the upgrade must be discarded.

**Important: Resource Upgrades can't be used when attacking other players.**

To try to take Luna II, Gabriel needs two Water dice, but he only rolled one. He can use his Water Depot Upgrade to turn any other rolled die into Water Resource. Then he discards the Water Depot Card.

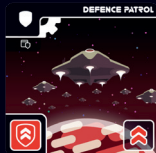


## DEFENCE UPGRADES



Defence Upgrades add Resource Packs to be filled by other players when attacking you (as explained in the Attack-Defence section). Once an attack is successful, the Defence Upgrade must be discarded.

**Important: You can only keep one Defence Upgrade at a time. If you get a second Defence Upgrade in your turn, one of them should be discarded immediately.**



## SETTLEMENTS



Settlement Upgrades behave as additional World Cards that players can take, rewarding points at the end of the game. Players can't attack and take settlements from their opponents.



## SPECIAL UPGRADES



Special Upgrades can give additional points at the end of the game or provide special advantages, explained below. Special upgrades can't be taken by another player.

**Galactic Network** - At the end of the game, earn 1 point for each different System you have in your claimed worlds.



**Corruption** - At any point during your turn, you can take and use a Resource Upgrade belonging to an opponent. The Corruption card must then be given to the player you are taking the upgrade from.



In her turn, Samantha uses Corruption to take Gabriel's Battle Station Upgrade and uses it to turn a die into an army resource. In exchange she gives the Corruption Card to Gabriel. Gabriel will be able to use Corruption in his turn to swap it with any of Samantha's Resource Upgrades.



## END OF THE GAME

The game ends immediately when a player claims the last World Card from the centre of the table.

**Upgrade Cards including Settlements can be left unclaimed.**

Each player adds up all the points in front of them, including each face up World Card, Upgrades, and the topmost card of any completed System.

**The player with the most points wins the game!**

In case of a tie, the tied player with the most completed Systems wins the game. If there is still a tie, the tied player with the most Cards wins. Otherwise the tied players share the victory.

### EXAMPLE FINAL SCORING

Samantha just claimed the last World Card at the centre of the table, so the game ends. She and Gabriel add up their points:

Samantha's Cards



Worlds:  $2 + 3 + 1 + 1 + 3 = 10$   
Completed Systems:  $3 + 5 = 8$   
Upgrades: Ring World = 3

**TOTAL: 21 - Winner**

Gabriel's Cards



Worlds:  $1 + 2 + 4 = 7$   
Completed Systems: 8  
Upgrades: Galactic Network with four different Systems = 4

**TOTAL: 19**

## ALTERNATIVE RULES

We recommend playing the game as intended, especially the first time, but remember that you can play it however you find it more fun!

You can decide what Upgrade Cards you want to allow in the game, and additionally, the game includes a blank card that you can use to design your own Upgrade!



Here there are a few suggestions for alternative ways to play, that you can try, or combine to get your desired experience:

**Peaceful Mode:** Players can't take cards from one another. Remove all Defence Upgrades, before shuffling the Upgrade Cards.

**Weak Defences:** Defence cards will be destroyed whenever their Resource Pack is filled in, even in unsuccessful attacks. Players are allowed to keep more than one defence card.

**Classic Mode:** Remove all the Upgrade Cards from the game.

**Hard Mode:** Players are required to fill in the Defence Resource Pack to claim the cards from the table.

**Additional Settlements:** Reveal all the Settlement Upgrade Cards, and place them along with the World Cards. For the game to end all the Settlement Cards should be claimed too.

# ABOUT THIS GAME

## THE STELLAR SETTLERS

The first contact with the Cassian Frontier happened 130 years ago. When a wormhole leading to its black star, known as "The Bridge", was discovered, a new galaxy was suddenly at reach. With it came exciting opportunities, but also new challenges and perils for the societies of the Milky Way.

Still, to this day only a few systems and planets have been determined suitable for life, and many attempts to settle have failed. The competition is fierce. Peace is hanging on a thread.

An enormous amount of resources will be needed. Production is just the first hurdle. Only those that can manage the intricacy and risks of the endeavour will be rewarded.



## THE AUTHORS



Luisa and Enrique share a love for Fantasy, Sci-Fi, Super-Heroes and Games (both tabletop and computer).

Enrique has many years of experience in videogame design and Luisa has a background in social media, marketing and web design.

They currently live in Malta with their son, and juggle work, life and side-projects as best as they can. If only they had more time...

## THANK YOU FOR PLAYING

Stellar Settlers is our first board game and we are very excited to have you play it! Its core mechanics are inspired by one of our favourites: Age of War by Reiner Knizia. We played it a few times at a boardgames cafe in Madrid and we loved it. As we found it extremely difficult to get a copy, we decided to make our own version! With Stellar Settlers we wanted to achieve a similar push-your-luck dice-rolling experience, but giving it a more strategic spin, encouraging less aggressive interactions.

We hope you enjoy playing and follow us in our journey. There are more ideas to continue with this line and we are looking forward to work on them!

*We'd love to hear from you!*



*Please, use this QR code to leave us feedback!*

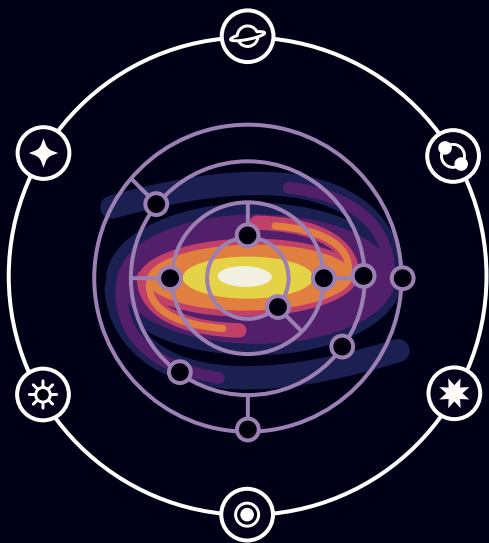


## SPECIAL THANKS

Thank you all who have been part of this project in one way or another. Thank you Fernando for showing us Age of War. Special thanks to Miguel and Joana for the many board game nights in Madrid. Thanks to everyone that has playtested with us: Susan, Stefania, Camilo, Tom and James.

Thanks to our families for being there and supporting us.

Dedicated to our son.



# STELLAR SETTLERS

PIONEER EDITION

By Strawberry Tree Games

Created by Ana Luisa Sampaio and Enrique Hervas

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