

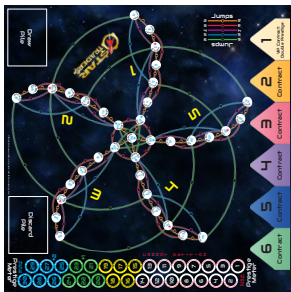


*In the year 3250, the Galactic Empire is at peace. Mankind's heroes are not warriors — they're the daring Traders who journey between the stars. With your trusty hyperdrive ship, **you** are a Star Trader. But now the Emperor's old Star Tsar, the Master of all Traders, has retired (at least, that's the official word), and the Emperor has declared a challenge to appoint a new one. You will build trading stations on alien worlds and race other Traders to be the first to deliver cargos from world to world. Your goal: to acquire great wealth — and please the almighty Emperor — until you earn the title of **\$TAR T\$AR**, yourself!*

This is actually five games in one, ranging from the Super Nova version for young kids to the multi-hour Black Hole version. The **Nova** and **Super Nova** games are for those who aren't ready for the rigor of adult games — and their friends! The **Imperial** and **Black Hole** games are for those who want a longer, more challenging game. The **Family** game is the intermediate version — for many players, it's not too hard, not too simple, not too cutthroat and still fun to play. It is playable by most kids age 13+.

These rules begin with the Family game, and then describe the differences in the Imperial version (page 8), the Black Hole version (page 9), the Nova version (page 10) and the Super Nova version (page 11).

But first, what's in the box?



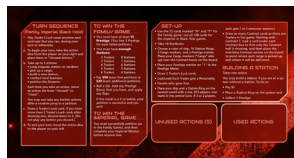
< Galaxy mapboard with 36 worlds connected by hyperdrive jump lines, spaces for the card deck and discards, the Contract Boxes, and the Prestige Meter

A stack of Imperial \$tarBucks >

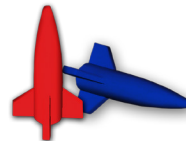


< 108 Trader's Luck / Contract cards, marked N (for Nova), F (for Family) or I (for Imperial) in upper left corner

10 red Playmats with purple > Personality Mats on their back (for Family, Imperial and Black Hole games)



< 6 yellow Nova Playmats with green Super Nova Mats on their back



< 8 plastic ship tokens

14 Cargo markers (7 pairs) >



< Station Rings in 6 different colors — 16 for each Trader

6 Prestige markers >



< 12 Contract arrows (6 pairs)

3 Quarantine markers >



< 6 six-sided dice

• this rulebook •



Family Game

HOW \$TAR TRADER\$ IS PLAYED

Traders take turns, going clockwise around the board. You may take up to five *actions* each turn. Each of these takes one action:

- **“Jump”** from one world to another world (usually along a colored jumpline).
- **Pick up a cargo** if you’re at a world where a cargo is available. When you reach its destination, you must deliver it. Note that delivering a cargo does *not* cost an action.
- **Build a new station** on a world that does not have one already.
- **Conduct local business.** If you choose to do nothing else, you may spend an action engaging in local business, earning a \$tarBuck.

- **Petition the Emperor.** If the Emperor grants your petition, you draw an Imperial Mission; if you are the first Trader to complete your Imperial Mission, you are declared the **\$TAR T\$AR** and win the game! (You may only petition the Emperor once per turn.)

To help you keep track of your actions, place 5 dice in the “Unused Actions” box on your mat at the beginning of your turn. If you might make a jump, roll the die that you have for that action. Each time you complete an action, move a die to your “Used Actions” box.

At the end of your turn, draw a card. If you now have more than two cards, discard down to two. When you are completely finished with your turn, pass the dice to the next Trader.

STATIONS

A *station* is represented by a Station Ring. Each Trader starts the game with at least one station, and can build more. Stations have three important uses:

- Each one has a navigation beacon that makes it easier to travel between worlds — see **Station Jumps** below, under **Movement**.
- Stations earn money for their owner when a cargo is delivered — see **Station Fee**, in **Contracts & Cargo**. They can also earn money if other Traders pay for permission to jump there!
- A certain number of stations are necessary to win — see **Winning the Game**.

Traders may sell, trade or give away stations any time they agree to do so, no matter whose turn it is.

Sharing a World. Any number of Traders can have their ships at the same world at the same time. However, each world can only have one *station* — you can’t build a second station at a world that already has one.

Building a New Station

Only one station is allowed per world. When your ship moves to a world without a station, you may build one there in your color by paying 5 \$tarBucks. This takes one action.

You get 1 Prestige each time you build a new station.

SETTING UP

- The Family game uses the 72 cards marked with an “N” (the green cards) or “F” (the blue cards).
- Each Trader gets 10 \$tarBucks.
- Each Trader chooses one of the colored ships. Take the 16 Station Rings, 2 Cargo markers and the Prestige marker that are the same color as your ship. Put your Cargo markers near the Contracts.

Colorblind players and their opponents might choose colors that are more easily distinguishable, and can even select the white or black ship instead of a colored ship. All markers also have a distinct symbol.

- Each Trader starts with 1 Prestige. Put your Prestige marker at “1” on the Prestige Meter on the board (either side up).
- Deal two cards to each Trader. Look at your cards; note that each card has two ends. One end (“Trader’s Luck”) is used when you play a card out of your hand. The other end (“Contract”) is used when the card is drawn to set a new Contract on the board. These two cards are your first Trader’s Luck cards.
- Determine the first player. Play goes clockwise around the board.
- **Personalities** (optional). Each Trader selects a Personality to get an advantage throughout the game. Traders may examine all available Personalities before choosing. The *last* Trader to move is the *first* to pick a Personality, and so on, in reverse order around the board.

Other ways to assign Personalities include dealing one to each player randomly, or only giving them to the less-experienced players, for a boost.

If you aren’t playing a Personality, use a red player mat with the Personality side face down. If you are playing a Personality, use the purple player mat that matches your Personality.

Building your First Station(s)

Now determine where each Trader’s ship starts, and where your first station is. The five worlds marked with red stars (one in each arm of the galaxy) are starting points. You start on the red-star world of the arm closest to you. No two Traders may start on the same world.

Place one of your Station Rings around your starting world. This is your first station.

6-Trader game. One of the Traders starts at a Core world (marked with a blue star). Any of the first 5 Traders may choose to do so; otherwise the 6th Trader starts in the Core. A Trader starting in the Core may wait until the initial Contracts are placed before choosing a specific Core world for a station.

2- and 3-Trader game. Once each Trader has selected a starting world, they each place stations at 2 more starred worlds (2 Traders) or 1 more (3 Traders), going in reverse order. One of the stations will be a Core world. As with the 6-Trader game, you may wait until initial Contracts are placed to pick this specific world.

Placing Initial Contracts

Draw as many cards as there are Traders — for instance, four cards if there are four Traders. These are the current Contracts that are ready to be fulfilled at the beginning of the game. The first card drawn is Contract 1, and so forth.

Exception: draw 3 Contracts for both 2 and 3 Traders.

Tuck half of each card under the board at its Contract box, so that only the Contract half of the card is visible.

Place two Contract Arrows (marked *From* and *To*) on the mapboard to show where each cargo can be picked up, and where it will be delivered:

Every world has a two-digit number. The first number identifies its spiral arm (or the Core). The second number identifies a specific world there.

Place the 1 *From* arrow on the board pointing at the world where cargo for the first Contract can be picked up. Place the 1 *To* arrow pointing at the world where the first cargo is to be delivered. Do the same with the other Contract Arrows.

*Here, the fourth Contract has a pickup at Willis and a delivery at Longyear, as indicated by the #4 **From** and **To** arrows.*



Note that each Contract box matches the color of the corresponding From and To arrows. This makes it easier to tell which arrows go with which Contract.

Take a minute to study the galaxy map to find your most profitable routes and actions at the beginning of the game.

Money

Money in the Galactic Empire is called **\$tarBucks**. Traders may exchange money freely in order to make a deal. You may keep secret the amount of money you have, but keep it visible on the table.

Traders start with 10 \$tarBucks each. The rest of the money goes in the Imperial Bank. All payments for deliveries come from the Imperial Bank. Payments made to the Emperor or his minions go to the bank.

MOVEMENT

During your turn, you can move your ship in “jumps” between worlds. There are three types of jumps — *Regular Jumps*, *Station Jumps* and *Random Jumps*. All three kinds of jumps take one action.

Regular Jumps are made along the jumplines marked between worlds on the map, from one world to the next world. The shorter the line (as shown by its color; see the chart below, and the corresponding chart on the board), the easier it is to make the jump. To make a Regular Jump, roll a die and then move along any jumpline out of your current system that your roll allows. Note that if you don’t get the roll you want, you can roll again, but each roll costs an action, whether or not you use it — if you run out of actions, your turn is over!

LINE	REQUIRED ROLL
Orange line	requires a roll of 2 or better.
Red line	requires a roll of 3 or better.
Purple line	requires a roll of 4 or better.
Blue line	requires a roll of 5 or better.
Green line	requires a roll of 6 or better.

Example: The jumpline you want to use is red, so you must roll a 3 or higher to move along that line. If you roll a 3 through 6, you can use that jumpline. If you roll a 1 you can’t jump anywhere; if you roll a 2, you may only jump along an orange jumpline, instead (or do something with the action that doesn’t require a jump roll).

Station Jumps take an action and are made along a jumpline, just like Regular Jumps — but it doesn’t matter what you roll. If there is a station at the other end of the jumpline, *and you have permission to use its navigation beacon*, there is no minimum roll to make the jump — any roll succeeds! You always have permission to use your own beacons, of course.

If another Trader owns the station at your destination, and does *not* give permission to use its beacon, you may still jump to that world, but you must roll a die and do it by a Regular Jump. Therefore, you may want to offer *payment* for the privilege of using that beacon. *A well-located station can be worth a lot of \$tarBucks!*

Random Jumps do *not* use the jumplines. A Random Jump can take you anywhere in the galaxy! To make a Random Jump, you must have at least one action left in your turn. Roll two dice, one after the other, and move to the world indicated. *Example: If you roll a 2 and then a 6, move immediately to world 26 — Schmitz.*

A Random Jump *ends your actions* for the turn (but you can still deliver a cargo, if you’re lucky enough to land at the right world).

CONTRACTS & CARGO

The way to earn \$tarBucks and Prestige — and eventually to win the game — is to pick up cargos and deliver them to their destinations ... quickly! The first Trader to make the delivery will earn \$tarBucks and Prestige. Latecomers earn nothing!

Delivery runs are determined by *Contracts* like this one:



Delivery Payoff. This card says that McDevitt (world 11) has a cargo of Stellar Antiquities for Willis (world 43). The first Trader to pick up this cargo at McDevitt and deliver it to Willis will earn a payoff of 18 \$tarBucks from the Imperial Bank.

Station Fee. If there is a station at Willis, the Trader who owns the station will earn 9 \$tarBucks *from the bank* as a fee for brokering the cargo there. (If the Trader who makes the delivery also owns the station, that Trader gets all 27 \$tarBucks!)

Prestige. You also receive Prestige for each delivery. The Prestige value of each Contract is listed on its card. When you get Prestige, move your counter along the Prestige Meter on the gameboard. You get 3 Prestige for delivering our example Contract.

This is how Payoffs, Prestige and Station Fees are awarded for all Contracts.

Star. This indicates that the Contract is sufficiently challenging for an Imperial Mission; it has no effect until that point. See **Your Imperial Mission**.

F & N. The letter in the upper-left corner of the Contract area indicates which set of cards it belongs to. Use the 72 cards marked with an “N” or an “F” for the Family game. Don’t use the 36 “I” cards.

VIP Contract. Contract #1 is always a *VIP Contract*. You get two bonus Prestige for fulfilling this Contract in which the Emperor is particularly interested. If our example Contract were a VIP Contract, you would receive 5 Prestige (the base 3 plus a bonus 2) for delivering it.

Picking Up a Cargo

You may pick up a cargo at the world specified on the Contract. Or, if your ship is at the same world as another Trader, either of you may give or sell a cargo to the other one. Picking up a cargo costs one action. (Getting or giving a cargo any other way doesn’t cost an action.)

To show that you have picked up a cargo, place one of your cargo markers on the Contract box (on the board) for the appropriate Contract card. *Don’t move the **From** arrow from the world!* Any number of Traders may pick up the same cargo — but only the first to deliver it will get paid!

You may carry up to two different cargos at any one time. You can’t carry two identical cargos unless there are two current Contracts calling for that cargo.

Some cards let you steal a cargo from another Trader. If you steal a cargo when you already have two, you must immediately get rid of one of the three cargos.

You cannot pick up a cargo for which there is no current Contract. You must abandon a cargo if there is no longer a current Contract for it. You *can* shift a cargo from one Contract to another if two Contracts call for the same cargo (but only in your turn, or *after* one of the Contracts has been fulfilled — you can’t shift a cargo at the last second of another Trader’s turn, to avoid losing a race). You can also shift a cargo from an expired Contract to its replacement Contract (if someone else fulfilled the expired Contract) if the two Contracts have the same cargo. Shifting from one Contract to another doesn’t cost an action.

Dropping a Cargo

There are three ways to drop a cargo:

Deliver it to the destination on the Contract before anyone else. If you do this, you receive the payoff listed on the card, and increase your Prestige. When you are the first to arrive at a world with a cargo on a Contract that it has requested, you *must* make delivery immediately, before you do anything else. You can’t move past, build a station first or keep the cargo on board — the Emperor would be very unhappy at the delay!

Abandon it. You can drop a cargo during your turn, wherever you are on the board, just to get rid of it. And it is automatically discarded when another Trader fulfills the Contract (unless the replacement Contract is for the same cargo, or there is another current Contract that calls for the same cargo).

In particular, you cannot drop a cargo, during someone else’s turn, to prevent another Trader from getting bonus Prestige for beating you in a race.

Sell or trade it to another Trader, with that Trader’s agreement. The two of you must be at the same world to transfer it from ship to ship.

Dropping a cargo, however you do it, doesn’t cost an action.

Races

When two Traders both pick up cargo for the same Contract, they are in a *race* to deliver it. When you win a race by making delivery first, you get 1 extra Prestige for every other Trader who has picked up the cargo for that Contract!

New Contracts

When a delivery is made, discard the old Contract and draw another card to replace it. Remove all Cargo markers for the fulfilled Contract. Move the old From and To arrows on the board to the worlds shown on the new Contract.

TIP: To save time when you make a delivery, pick up your completed Contract card. While you (and the station owner) are getting your payoff from the bank and moving your Prestige marker up, another Trader can draw the new Contract and move the From and To arrows, so everyone can see what the new Contract is and make their plans.

PRESTIGE

Prestige is a measure of your status with the Powers That Be. Your Prestige is used to influence the Emperor when you petition him. You can earn Prestige in several ways:

- You get 1 Prestige for each new station that you build. (You don't get Prestige for *stealing* a station, since you aren't building a new station.)
- You get 1 to 4 Prestige for each cargo you successfully deliver. (If it's a VIP cargo, you receive +2 bonus Prestige.) If you win a race to deliver cargo, you get 1 extra Prestige for each Trader you beat!

- You may gain or lose Prestige through Trader's Luck.

Traders may not buy, sell or trade Prestige between themselves. However, some Trader's Luck cards will let you affect your own Prestige, or the Prestige of others. You can buy, sell or trade these cards, or agree to use them for other Traders' benefit. Or you can save them to sabotage your rivals' attempts to petition ...

Prestige may not go below 1, or above 30.

TRADER'S LUCK

These cards are used to give you an advantage or to interfere with other Traders. You may show them to your opponents, but you don't have to. Sometimes you'll want to hold a card for the perfect time to use it. Sometimes you'll want to play a card as soon as you can, to harass an opponent and let you draw another card more quickly!

Different cards can be played at different times. Each card tells *when* you can play it, usually in the italic text at the top of the card. The non-italic text below the card's title is generally addressed to the Trader(s) affected by it. After a Trader's Luck card is played and dealt with, discard it. Playing a Trader's Luck card doesn't cost an action (unless it says so).

Draw a card at the end of your turn. If you now have extra cards, discard them. (You may not play a card until you've discarded down to two cards.) You may never have more than two cards in your hand at the end of your turn. You may never have more than three cards in your hand at any other time.

Cards may be freely given away, traded or sold, even during another Trader's turn, subject to the hand limits just described.

Calamity! cards are to be played on your *opponents* — you can't play one on yourself unless there is a specific exception on the card. The Trader on whom you play a Calamity must play "Avoid a Calamity" (see below) or suffer the Calamity described below its title. A Calamity always takes effect immediately.

Avoid a Calamity! If another Trader plays a Calamity on you, and you have an "Avoid a Calamity" card (or can get one from another Trader *quickly*), you may play it *immediately*. The Calamity then has no effect, and both cards are discarded. You *cannot* wait till

later to play an "Avoid a Calamity" on the Calamity you just got — it *must* be played immediately.

If a card is not marked as a Calamity, it cannot be countered with an "Avoid a Calamity" card.

Other Traders can play an "Avoid a Calamity" for you, but you are not required to accept it — a few Calamity cards can actually be beneficial in the right circumstances.

Between Turns. There is a very brief period of time between the end of one Trader's turn and the beginning of the next Trader's turn. This time is allowed even if the next Trader rushes to start the next turn. "Between turn" cards and "not currently taking a turn" cards may be played at this time.

Delivering Cargos. "Lost in Space" and a few other cards in the Imperial deck make it possible to reach your delivery world when it isn't your turn. However, you can only deliver a cargo during your turn.

This Trader's Luck card tells you that you can play it on any Trader not currently taking a turn. It can even be played immediately after you draw it, on the next Trader (but only after you've discarded any extra cards you now have).

It is a Calamity card. When you play it, the Trader that you gave it to applies what it says below the title — losing one action next turn — unless that Trader plays an "Avoid a Calamity" card immediately.



EXCHANGES & TRADES

\$tarBucks, stations and cards may be sold, traded, given or discarded at any time. Prestige may *never* be sold, traded or given away to another Trader. Cargo may be traded if both Traders are at the same world, and you may discard a cargo, but only during your turn or when its Contract ends.

Traders may make any deals they like, as long as they do not violate the written rules of the game. You don't *have* to keep your promises, but remember — if you're too shifty, nobody will make any more deals with you!

PERSONALITIES (OPTIONAL)

All Star Traders are smart, talented people. Each Personality has specific abilities that can help you in the game. See the Personality player mats for each Trader's special abilities. (There is also a brief summary on the last page of this rulebook.)

You can give each player a Personality randomly, or let each player (in reverse turn order) pick a Personality.

Alternatively, Personality cards can help balance play, if you give them only to the less experienced Traders in the game.

DROPPING OUT

If you drop out of the game, all your money goes back to the bank, and your ship is removed from play. Your stations are auctioned off one at a time to the highest bidder, in numerical order (from 11, 12 ... to 65, 66).

Since there are now fewer Traders in the game, the next time the bottom Contract is fulfilled, do not replace it (so that the number of Contracts stays the same as the number of Traders). For example, if one Trader drops out of a five-Trader game, don't replace the fifth (blue) Contract when it is fulfilled. (Exception: keep three Contracts for a two-Trader game.)

WINNING THE GAME

The winner of the game is the Trader who successfully petitions the Emperor for an Imperial Mission and then completes that mission before anyone else completes their mission.

Petitioning the Emperor costs an action, and you may not take any more actions (this turn) after you petition. To petition, you must have at least:

50 \$tarBucks

15 Prestige and

a certain number of **STATIONS**:

- 2 Traders: 8 Stations
- 3 Traders: 7 Stations
- 4 Traders: 6 Stations
- 5 Traders: 5 Stations
- 6 Traders: 4 Stations

Pay the 50 \$tarBucks and roll one die. Your Prestige bonus adds to your roll — if your Prestige is in the green area, add +1 to your roll; if it's in the blue area,

add +2. In addition, any Traders (including you) may use an appropriate Trader's Luck card to change your Prestige *before* you roll, or a "Zap!" Trader's Luck card to change your die roll *after* you roll.

If the final result is a 5 or better, the Emperor grants your petition and you are assigned an Imperial Mission! See **Your Imperial Mission**, on the next page. If not, your petition is denied and you must keep trying.

Being snubbed costs you Prestige. Each time your petition is denied, you lose **5 Prestige**. However, your next petitions cost only **20 \$tarBucks** each.

Optional Short Ending

If everyone agrees, you can end the game with the first successful petition — the Emperor can declare that person the **\$tar T\$ar** without any Imperial Missions.

YOUR IMPERIAL MISSION

When you successfully petition the Emperor, you haven't won yet! He grants you an *Imperial Mission*, so you can show how good you really are. Discard any cargos you have on board and turn up the top card in the deck. If it has a star in the payoff area, place it in front of you. This Contract is your Imperial Mission. (If the card doesn't have a star, it isn't challenging enough for an Imperial Mission. Discard it and draw again. Keep drawing until you get a Contract with a star.)

Flip your two cargo markers to the side with black stars and place them on the board, the "From" marker next to the world with your cargo and the "To" marker next to the destination world.

You may take no more actions this turn. Beginning in your next turn, you start trying to pick up the specified cargo and deliver it to its destination. When you pick it up, place the "From" marker on the Contract card to indicate that you have it. No other Trader may fulfill that Contract — it's just for you. When you reach your destination and deliver your cargo, you become the **\$TAR T\$AR**, and you win!

But it won't be easy. Your rivals will do their best to stop you. And while one Trader is trying to complete an Imperial Mission, any or all of the other Traders may also petition for their own missions. It's possible for *all* Traders to be on Imperial Missions at once.

Good luck, Trader. Hot jets!



The Imperial game is for players who want a more cutthroat and complex game than the Family game. It includes the red "I" cards. Most of the added cards add more strategy and/or conflict to gameplay. The Imperial game also takes longer — while the Family game takes about 90 minutes, the Imperial game takes closer to two hours.

The Imperial game uses the Family game rules, with the following changes and additions.

Use all 108 cards and the Quarantine markers.

TRADER'S LUCK

A Glitch in the System. You may play this on someone else's Imperial Mission to give that Trader a new mission. You may even play this on your *own* Imperial Mission if you don't like it. The new mission must still have a star (see **Your Imperial Mission**).

Quarantine. If you play this, put a *Quarantine* marker on the world you choose. Traders on the quarantined world, or arriving while the marker is there, are stuck until the marker is removed — they may not move away. However, they don't *lose* any turns. They can still build or steal a station, conduct local business, draw cards and so forth, while quarantined. Quarantines affect the playing Trader just as much as they affect other Traders.

Roll a die at the end of every Trader's turn (beginning with the next Trader). When a 1 is rolled, the quaran-

tine is lifted — remove the Quarantine marker. If it goes around and the first roller rolls again, now a 1 or 2 lifts the quarantine. The quarantine is automatically lifted at the end of the second turn of the Trader who first played it.

An "Avoid a Calamity" card played *immediately after* the "Quarantine" card is played lifts the quarantine. An "Avoid a Calamity" played by or on a trapped Trader anytime later will let *that* Trader move away, but will not lift the quarantine and free other quarantined Traders. Any Trader may enter a quarantined world, but no one can leave (without playing an "Avoid a Calamity") until the quarantine is lifted. Exceptions: "Ion Storm" and "Warp in the Space-Time Continuum" can move Traders *to* or *from* a quarantined world.



Black Hole Game

The Imperial game can usually be played in about two hours. If you want an even longer, more challenging game, add these Black Hole rules. (It's called "Black Hole" because it takes so long, everyone else will think you've disappeared!)

IMPERIAL STATIONS

In the Black Hole game, you are trying to build a network of *Imperial Stations*. The first Trader to build a large enough network and *then* complete an Imperial Mission will be named the **\$TAR T\$AR**.

To make one of your stations Imperial, you must be at that station, and you must meet several Imperial criteria:

- You must have enough **STATIONS** (the same as the Family & Imperial game requirements for petitioning the Emperor). Your other Imperial stations count toward this total.
- You must have at least **15 PRESTIGE**. Any Prestige Meter bonuses you have still count on your die roll.
- The first time you petition the Emperor, you must pay a **30-\$STARBUCK** filing fee before you roll. (No other fees are required *before* any subsequent petition rolls.)

You may now call the Emperor's Court on the hyperwave relay and petition for Imperial status. Roll a die and check the **Black Hole Petition Table**. Use this table in place of the Family and Imperial games' petition rules.

A successful roll promotes your station to an Imperial Station, *if* you can pay the price on the table. Note that you usually have to spend both Prestige and cash. You're calling in favors at the Imperial Court!

In this game, it's important to distinguish between normal and Imperial stations. Note that each Station Ring has a side without any black and a side with black. Station Rings

for normal stations keep the non-black side face up. When you successfully petition to make one of your stations Imperial, turn the Station Ring over to its black side.

An Imperial Station cannot be taken away from you or destroyed by a Trader's Luck card or any other means. You may still sell or trade it to another Trader, but it loses its Imperial status if it changes hands.

WINNING THE GAME

The winner of the game is the first Trader to put together a large enough network of Imperial Stations, and *then* complete an Imperial Mission. (Use the **Black Hole Petition Table** to petition for your Imperial Mission.) Each Imperial Station in your network must be *directly* connected (by a jumpline) to another Imperial Station in the network. Unconnected stations don't count, and your network cannot be split into two or more pieces! It takes a network of:

2, 3 or 4 Traders:	4 Imperial Stations
5 or 6 Traders	3 Imperial Stations

to petition for your final Imperial Mission.

(If all players are agreed, feel free to adjust these up or down before you begin a game — perhaps require 5 for a three-player game, or 3 for a four-player game.)

DROPPING OUT

The victory conditions do *not* change when a Trader drops out. If you started with five Traders, and one drops out, it will still only take a network of three stations to win.

Black Hole Petition Table

Note. In all cases, if you don't have as much money as the result requires you to lose, you lose all that you have. On the other hand, if you don't have enough to pay for a successful petition, your petition is denied and you lose 4 Prestige.

- 0 (or less)** The Emperor is angered by your presumption ... and because your bribe was not large enough! Your petition is denied. Lose 20 \$starBucks and 5 Prestige.
- 1** Your petition is denied. Lose 10 \$starBucks and 5 Prestige.
- 2** The Emperor goes on holiday; your petition is not heard. Your failed attempt makes you lose 5 \$starBucks and 4 Prestige.
- 3** Red tape! Your petition is granted if you pay 40 \$starBucks and spend 10 Prestige. If you can't pay \$40 (or don't want to), lose 4 Prestige for wasting the Emperor's time.

- 4** Greedy bureaucrats delay you. Your petition is granted if you pay 30 \$starBucks and spend 8 Prestige. If you can't pay \$30 (or don't want to), lose 4 Prestige.
- 5** Your petition is granted if you pay 20 \$starBucks and spend 6 Prestige. If you can't pay \$20 (or don't want to), lose 4 Prestige.
- 6** Your petition is granted if you pay 10 \$starBucks and spend 4 Prestige. If you can't pay \$10 (or don't want to), you still lose 4 Prestige.
- 7 (or more)** The Emperor is impressed. Your petition is granted at no \$starBuck cost! Spend 3 Prestige.



Nova Game

The Nova game is a simpler version of the Family game, designed for those who can identify key words (such as "Calamity," "Zap" and "Lost in Space"). This version of \$TAR TRADER\$ is playable by most kids age 10+ (and some even younger). It is intended to be played with an older person, and these rules assume at least one player knows the Family game rules (which are very similar to the Nova game rules). An older person should read through both the Family game and Nova game rules before teaching the Nova game to younger players. ("Nova" can mean both a brightly shining star and something new, or young, like the players of this version.)

THE NOVA GAME USES:

- The Board
- \$tarBucks money
- The 36 green cards marked with an "N"
- Plastic ship tokens (1 per player)
- Station Rings (16 per player)
- Cargo and Prestige markers (2 and 1 per player)
- From / To arrows (1 pair is used per player)
- 4 dice

HOW THE GAME PLAYS

Traders take turns, going clockwise around the board. You can try to take four **actions** (or jumps) each turn. *(Note that this is one fewer action than in the Family game, and only jumps count as actions.)*

As you move, you can **pick up and drop off cargos**. If you deliver a cargo, you get paid for it.

At the end of your movement, if there isn't a station where you are, **build a station** there. You get 2 Prestige for each station that you build.

At the end of your turn, **draw a card**. If you now have more than two cards, you must immediately discard down to two. When you are completely finished with your turn, pass the dice to the next Trader.

Note that in the Nova game, actions are only used to move. Building a station doesn't cost an action — it doesn't even cost any \$tarBucks. It happens automatically at the end of the turn, if the world doesn't have a station. Building a station earns 2 Prestige.

SETTING UP THE GAME

Set up like the Family game, with these exceptions:

- Use only the 36 "N" cards
- Don't use the Personalities

MOVEMENT

The Nova game uses Regular Jumps, Station Jumps and Random Jumps, just like the Family game. Each roll to jump counts as one action.

A **Random Jump** ends movement, but you can still deliver a cargo and build a station (if there isn't one) at the world where you end your movement.

Each time you roll and don't move, take 1 \$tarBuck.

STATIONS

As noted above, building a station doesn't cost \$tarBucks and gives 2 Prestige. Building a station doesn't cost an action. It happens automatically at the end of your turn, if the world doesn't have a station.

Stations are still useful for Station Jumps and to give the station owner a fee when a cargo is delivered.

CARGO

Picking up a cargo doesn't cost an action.

Payoffs are all the same as in the Family game, including the Delivery Payoff, Station Fee, Prestige and Contract #1 VIP bonus.

Races still give additional Prestige to the winning Trader.

PRESTIGE

You get 2 Prestige for building a station. Otherwise, Prestige is the same as in the Family game.

TRADER'S LUCK

The "N" cards are the cards that are easiest to understand. They are played the same as in the Family game; they just aren't as complicated as some that only appear in the "F" and "I" decks.

EXCHANGES AND TRADES

These rules are the same as in the Family game.

PERSONALITIES

Don't use Personalities in the Nova game.

WINNING THE GAME

There are no petitions in the Nova game. If you're the first Trader to have **15 PRESTIGE** and **60 \$STARBUCKS** during your turn, you win the game. (No one may play Trader's Luck cards to affect your Prestige once you've won.)



Super Nova Game

Like the Nova game, the Super Nova game is intended to be taught by an older player. However, since Trader's Luck isn't used, the younger players only have to know how to read numbers (and the difference between "From" and "To"). This version of \$STAR TRADER\$ is playable by most kids age 7+ (and some even younger).

THE SUPER NOVA GAME USES:

- All the Nova game pieces. (Note that since the "N" cards are only different on their Trader's Luck ends, which aren't used in this version, you can actually play with all 108 cards.)

TRADER'S LUCK

Don't deal out cards to players or play the Trader's Luck end of the cards.

CARGO

Eliminate the VIP Contract bonus — don't award bonus Prestige for Contract #1.

Eliminate the Prestige bonus for winning a race.

WINNING THE GAME

If you're the first Trader to have **12 PRESTIGE** and **60 \$STARBUCKS** during your turn, you win the game.

DESIGNER'S NOTES

This section has gotten squeezed down until there is not nearly enough room for everything I want to mention. Please check out our more complete notes on the web, at TradersLuck.com.

\$STAR TRADER\$ combines my enjoyment of science fiction and of gaming; the worlds are named after my favorite SF authors. My first version was published 30 years ago by Steve Jackson Games; with the renaissance of table games, I have the opportunity to implement a wide range of improvements. One important new feature is that even for a game so strongly reliant on color, it is now accessible to color-blind players. All pieces and map features except the ships have distinguishing markings, and you can replace a non-contrasting ship with the white or black ship.

\$STAR TRADER\$ shares an important feature with many other table games — it teaches while it entertains. Younger players learn basic counting and plan-

ning skills, but also significant lessons in social development, including negotiation and the recognition that in some circumstances winning is possible only if losing is also possible.

There are many potential variants and combinations of these rules. For example, you can play a Black Hole game with just the Nova/Family cards, and you can adjust the victory conditions in any way that is mutually agreeable.

Players have suggested various other Personalities over the years; we will be posting some of the more interesting on the web, along with summaries of the SF authors and what their worlds produce.

Please feel free to post your own suggestions, for Personalities, Trader's Luck cards or anything else about the game — we're interested in what you have to say.

KEY DIFFERENCES BETWEEN THE GAME VERSIONS

VERSION	ACTIONS PER TURN	HOW TO WIN	CARDS
<i>Super Nova</i>	4 (only jumps count)	12 Prestige, 60 \$tarBucks	all (no Trader's Luck)
<i>Nova</i>		15 Prestige, 60 \$tarBucks	36 (N only)
<i>Family</i>	5 (jumps, pickups, local business, builds, petitions)	Win Petition (15 Prestige, 50 \$tarBucks, enough stations) and then complete Imperial Mission	72 (N & F)
<i>Imperial</i>			all (N, F & I)
<i>Black Hole</i>	5 (jumps, pickups, local business, builds, petitions)	Make Imperial Network and then complete Imperial Mission	all (N, F & I)

FAMILY & IMPERIAL PETITION REQUIREMENTS

- 50 \$tarBucks (initial petition); \$20 (thereafter)
- 15 Prestige
- Stations:
 - 2 Traders: 8 Stations
 - 3 Traders: 7 Stations
 - 4 Traders: 6 Stations
 - 5 Traders: 5 Stations
 - 6 Traders: 4 Stations

BLACK HOLE PETITION REQUIREMENTS

- 30 \$tarBucks (initial filing fee)
- 15 Prestige
- Stations: same as Family & Imperial games

IMPERIAL STATION NETWORK REQUIREMENTS

- 2, 3 or 4 Traders: 4 connected Imperial Stations
- 5 or 6 Traders: 3 connected Imperial Stations

PERSONALITIES

See *Personality mats* for complete details.

ENGINEER. 6 actions per turn

HERO. +2 bonus delivery Prestige

NAVIGATOR. All blue and green jumplines require a 4 (rather than a 5 or 6)

NEGOTIATOR. Bonus delivery payoffs = Prestige;
Bonus Station Fee = \$1

ROGUE. Uses one station's navigation beacon once per turn without permission

TYCOON. 2 ships (but still just 5 actions)

Nothing in this game should be taken as an endorsement by any of the authors or shows referred to (except for the quote on the back of the box, an actual endorsement from the original publication of the game).



Game Design: David Ladyman

My thanks to Bill Fawcett, Darwin Bromley and the Ericksons for provocation, Steve Jackson for agitation, Ryan Archer for vision, and Martha for patience.

Graphics Design: Ryan Archer

Thanks to David Ladyman for so many opportunities, Ben Lesnick for his support, Mark Skelton & Ken Fairclough for teaching me to be a better artist, and my family for all their love & support.

Personality Stories: Charles Duncan

Game components produced by Ad Magic Print & Play (Andrew Tullsen, Manager)

Playtesters

Original *Star Traders* playtesters: Steve Jackson (developer), W. G. Armintrout, Dr. Isaac Asimov, Norman Banduch, Stephen Beeman, Terence Blakely, Richard Boriskie, Karen Boswell, Mark and Julie Chandler, Earl Cooley, Pat Cuney, Ben Ellinger, Jeff George, Scott Haring, Kathy Hench, Karen Horan, Bing Hsu, Matthew Huff, Rod and Tammy Julien, Sharon Kingsford, Martha Ladyman, Christine, Creede and Sharleen Lambard, C. Mara Lee, Cynthia Manson, Mike Moe, Ray Morriss, Don Palmer, Timothy Russell, Dave Seagraves, Steve Shepperson, Melissa Snell, Monica Stephens, Mike Vragel and Dan Willems.

Current playtesters (including many hours of game-balance discussion): Evie, Will, Jesse and Martha Ladyman, Lucas Coyne, Becca Farone, Jonathan Hensley, and too many others to mention — thank you all!