

CATSTRONAUTS

THE BOARD GAME



10+



1-4



30-45min



THE INTERNATIONAL SPACE STATION IS A BIG SUCCESS!

With a green light from President Cat, CATSUP* can now expand the station by adding on all the modules.

It's up to the CatStronauts to move them to the right spots as each arrives, bringing them online one at a time

... BEFORE TIME RUNS OUT!

*Center for Aeronautical Technology and Space Underlying Programs

HOW TO WIN

CatStronauts: Space Station Creation is a cooperative game. You win as a team, by completing your Core Mission:

- 1 Bring ALL the Modules Online:** These tiles are like a puzzle. To complete it, you place them so that ...
 - **station module** hallways connect to other hallways.
 - a **space module's** wall attaches to another wall.
- 2 Boot Up the System:** Next, one intrepid CatStronaut goes to the Main Computer module to use its module task.
- 3 Launch the Re-Entry Pod:** Then, all the CatStronauts meet up in the Re-Entry Pod module (on either the station or space side) and use its module task to complete the Countdown on the Control Panel.
- 4 Beat the Clock:** Don't let the the space station Power Level track drop to 0!

IF YOU DO ALL THAT, YOUR TEAM WINS!

The International Space Station is a roaring scientific success, and you'll get a big parade when you touch down on Earth. There'll be really good snacks, too!

IF YOU LOSE

If the Power Level track drops to 0 at the end of a round, then the game is over. The CatStronauts go back to Earth unsuccessfully. There will be no parade for you.

BUT FEAR NOT, BRAVE CATSTRONAUTS ...

... you can always try again!

GAME AREA SETUP

TOKENS GO IN THE MIDDLE OF THE CONTROL PANEL

ALL THE OTHER MODULE TILES GO HERE



AWARD THE FIRST PLAYER TOKEN

(The player with the best
“cat joke” gets this to start)



CONTROL



**PUT THE CORE
MISSION CARD HERE**

**ARRANGE THESE
FOUR TILES
LIKE THIS**

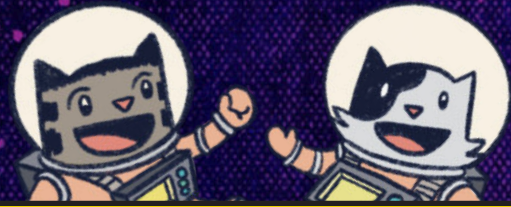
**PUT YOUR
CHARACTER –
STANDUP HERE**



GAME SET UP

Set up the game so it matches the picture below. Do all the things shown with purple headers.

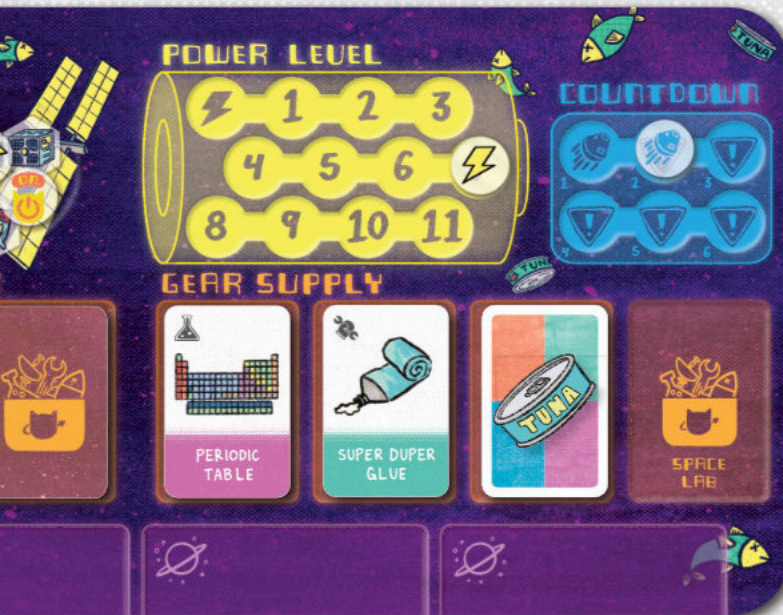
This yellow chart tells you how many Character Dashboards you'll each need. It also shows a range of starting power levels. You can make your game harder or easier depending on which one you pick.



MODS PER PLAYER

Play all 4 characters by yourself	Each player chooses 1 character	Each player chooses 1 character	Each player chooses 1 character
2 actions per character	3 actions per character	2 actions per character	2 actions per character
Starting power level	Starting power level	Starting power level	Starting power level
5-8 ⚡	7-10 ⚡	6-9 ⚡	5-8 ⚡

L PANEL



PUT A TOKEN ON YOUR POWER LEVEL

(Use a number from the yellow Mods Per Player chart up above)

SET THE EMERGENCY MISSIONS ASIDE

(Try them next time, after your first game)

PUT THE LAUNCH TOKEN HERE

(It goes on the number of characters playing)

GRAB A SUMMARY CARD

TAKE 1 ENCOURAGING SPEECH

PUT THE GEAR DECK HERE

DEAL 3 GEAR CARDS

(If you get a Warning card, put it back and draw again)

CORE MODULE TILES

(CATSUP symbol is on back)

YOUR CHARACTER CARD GOES HERE

CHARACTER DASHBOARD

(You'll need one for each character you play)

TAKE 2 GEAR CARDS

(If you get a Warning card, put it back and draw again)



GAME PLAY

Ready to play? Here's how!

TAKE YOUR TURNS

The player with the First Player Token goes first. (If they have more than 1 character, they choose which to use.)

After they've finished their character's turn, the other characters go in any order the players choose. Remember, you're playing cooperatively, so strategize here!

On your turn, you do this:

- **Take Your Actions:** Take any 2 basic actions. (Or in a 2-player game, take 3 actions.)
- **Go O Duty:** After you're done, flip your Character card to the O Duty side.

TIME TO PLAY!

You can start playing now. Use the summary cards as reminders, and look up details for the rest of the rules as you need them. Good luck, brave kitties!

FREE ACTIONS

Free actions can be used at any time during the game, and don't count toward your 2 (or 3) actions per turn.

CHARACTER SKILL

Each CatStronaut has a special skill only you can do. You can use it once on each of your turns as a free action, unless it says otherwise.

To Use Your Skill: Read the special skill on your character card out loud to the other players. Then do what it tells you.

RESET FOR THE NEXT ROUND

After all the characters have gone, reset the playspace for the next round.

- **-1 Power Level:** The player who went last moves the Power Token down 1 spot on the Power Level track.
- **Discard Gear to 4:** Everyone discards their character Gear cards down to 4 cards each.
- **Flip to On Duty:** Everyone flips their character cards to their On Duty side.
- **Pass First Player Token:** The first player this round hands the First Player Token to the player on their left.

POWER LEVEL +/-

Raise the
Power Level

When you take
a Power Token from
a module tile.



Lower the
Power Level

At the end of
each round.
If an Alert! card
tells you to.

ENCOURAGING SPEECH

Your Encouraging Speech card shows a quote that's guaranteed to inspire the CatStronauts. It gives an extra basic action.

To Use Your Speech: Keep your speech face up on your Character Dashboard until you want to use it. At any point in the game, you can read it out loud and flip the card over. Now the character whose turn it is (your own or someone else's) gets to take 1 extra basic action. You can't use your speech again for the rest of this game.

ACTIONS EXAMPLE

- 1 Intrepid CatStronaut Pom Pom is spacewalking on the Comm Antenna space module, which is online since it's connected correctly to the wall of the CatStro Lounge.
- 2 She can Use Module to draw 3 Gear cards, but only once on her turn. As her second action, she can do any basic action, like build a new module on a nearby wall, since she has the Gear for it now.
- 3 She can also take any free actions she wants, so she gives her Encouraging Speech to get another basic action.
- 4 She decides to use that extra action to move to a space module on the other side of the station, where she'll be able to get more done next round!



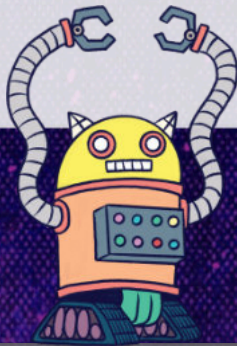
ALERT! CARDS

Alert! cards keep the CatStronauts on their paws with emergencies only they can solve! The cards come out when you shuffle the Gear deck and when you draw a Warning card from it.

Running Out of Cards

- **Shuffle:** If you empty the Gear deck, shuffle the Gear discard pile to make a new one.
- **Draw Alert!:** Now draw a card from the Alert! deck and follow its instructions immediately. Put it in the Alert! discard pile when you're done.

HINT! Yes, the Alert! deck is to keep CatStronauts from gobbling up Gear like it's a never-ending bowl of milk!



Drawing a Warning Card

- **Discard:** Warning cards are in the Gear deck. If you draw one, put it in the Gear discard pile.
- **Draw Alert!:** Now draw a card from the Alert! deck and follow its directions immediately. Put it in the Alert! discard pile when you're done.
- **Gear For Yourself:** If you were drawing a Gear card for yourself, you don't get to draw another one. Poor kitty!
- **Gear For Supply:** If you were filling an empty Supply spot, draw another Gear card to go there.



HINT! STARTING STRATEGY

Feeling lost? Here's an easy way to get started:

- **Use a Gear Up action** to collect Gear cards.
- Pick cards that **match the icons** on the top module tile in the stack.
- Then **use a Build action** to play that tile!

BASIC ACTIONS

Most basic actions can be done multiple times each on a character's turn. So you could move twice, if you want.

MOVE

Moving works differently depending on where you are in the space station. They all take a basic action.

To Move on a STATION Module: Move to another station module up to 2 tiles away, that's connected by hallways.

To Move on a SPACE Module: Move to any other space module tile, even if it's on the far side of the space station from you. Wheee!

To Move BETWEEN Station & Space Modules: First, you'll need to be on the Airlock module. Then do a Use Module basic action (NOT a Move basic action) to shift from one side of the tile to the other. (See Use Module: Airlock In/Out.)

PICK UP/DROP TOKEN

You'll sometimes need to carry important equipment to fix the space station! This takes a basic action and doesn't apply to Power tokens.

To Pick Up a Token: Be on a module with a token. Place the token on your Character Dashboard.

To Drop a Token: Take the token from your Character Dashboard, and place it on the module you're on.



HINT! Earn an extra Supply spot by building the Science Lab module! This extra spot is right of the Control Panel's 3 starting Supply spots.

SHARE

CatStronauts must work together to build the space station! To do it faster, share Gear cards and tokens as a basic action.

To Share: First, you'll need to be on the same module as another character. Now give or take as many Gear cards and/or tokens as you like, swapping with just that character. Both players have to agree to the trade, and it doesn't work

GEAR UP

Collect Gear cards that match the icons on the back of module tiles, so you can build them with this basic action.

Types of Gear: The 4 types of Gear icons are Science, Technology, Engineering, and Fish. Tuna cards are "wild" and can be used as any type of Gear.

Amount of Gear: You can have more than 4 Gear cards during your turn, but when you Reset you always discard down so they fit on your Character Dashboard.



Science



Technology



Engineering



Fish

To Draw a Gear Card: You can pick 1 card from the Control Panel. This can be either a visible card from a Supply spot, or a "mystery" card from the Gear deck. If a Supply spot is empty, immediately fill it with a card from the Gear deck.

Alert! Cards: If you draw a Warning card or run out of cards, see the Alert! Cards section.

BUILD

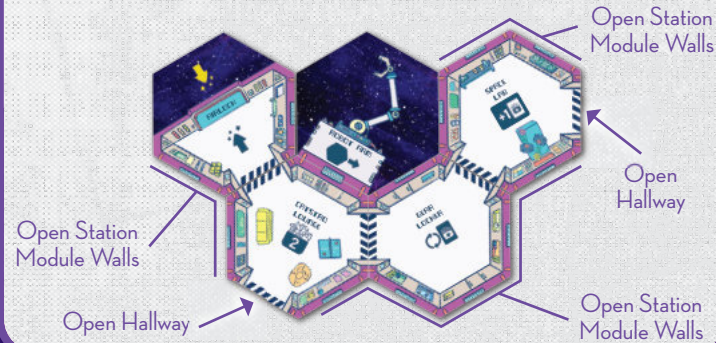
Building is how the space station comes together in time for your parade! Here's how you do this basic action.

Check for Open Hallway/Wall: You can only build if ...

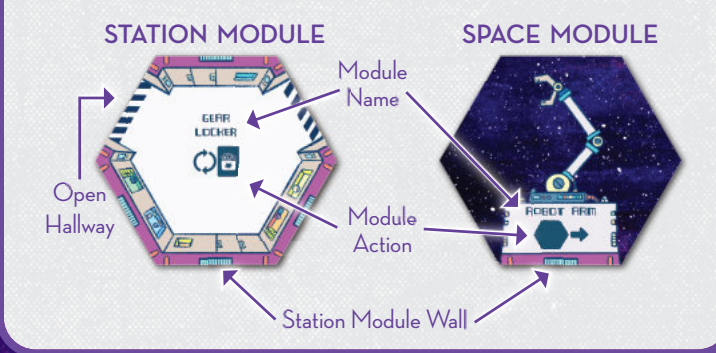
- You're in a **station module** with at least one open wall or hallway, OR
- You're on a **space module** adjacent to at least one open station module wall or hallway. (So your module is touching a corner of the open wall/hallway.)

Pay Gear Cost: Find the Gear cost on the top tile of the modules stack. Discard those Gear cards from your Character Dashboard.

MODULE TILES OPEN FOR BUILDING



MODULE TILE PARTS



Place Module: Flip the tile over and connect it to the space station, so it attaches to the open wall or hallway.

- **Online:** Try to attach a space module so it's wall-to-wall, and a station module so it's hall-to-hall, so it's online.
- **Offline:** If the wall or hallway you need isn't open, you can instead connect a new space module's wall to a hallway, or a new station module's hallway to a wall, but it will be offline. (See the Is It Online? insert box.)

When you first build a new module, it may end up kind of wonky. But CatStronauts are purrfectionists. So you and your friends will move the module with the Robot Arm later, to get it into the right spot where it can go online. You can't use module tasks or win until you do.

Power Up: If the new module has an empty power spot on it, put a Power Token on it. You'll want to come and collect this later! (See the Use Module: Recharge section.)

HINT! IS IT ONLINE?

You can only use a module's task if the module is online. And you can't win until ALL the modules are online.

- **ONLINE: Station Module is Hall-to-Hall**
Its hallway opening touches another hallway.
- **ONLINE: Space Module is Wall-to-Wall**
Its wall side touches a station wall.
- **OFFLINE: Module is Wall-to-Hall**
This is fine for a little while, but you'll need fix it. That usually means using the Robot Arm to move it.

The COMM ANTENNA is connected Wall to Wall. It is online and ready to use.

The SOLAR PANEL is connected Wall to Hallway. It is not online.

Some cat will have to move it with the ROBOT ARM so it is connected wall to wall.

STATION BUILDING EXAMPLES

STATION TO STATION



STATION TO SPACE



USE MODULE

Each module tile has an icon on its face. It shows the task you can do there, which costs a basic action.

To Use a Module: First, you should be on the module you want to use. Make sure it's online. Now follow the directions for its task, here. You can only use the same module's task once per character turn.



Airlock In/Out:

Shift your character from one side of this tile to the other. If they shifted from the station to space, they now move on SPACE modules. If they shifted from space to the station, they now move on STATION modules.



Boot Up System:

When a module with this icon is built, put a Boot Up Token on its empty boot up spot, OFF side facing up.

Once all the module tiles are online, flip the Boot Up Token to ON as a Use Module action, and complete that part of your Core Mission. No, you can't turn it back to OFF!



Cycle Gear Supply:

Discard ALL the Gear cards in the Supply spots and replace them with new cards from the Gear deck.

If you draw a Warning card or run out of cards, see the Alert! Cards section.



Draw 2 Gear:

Either draw 2 Gear cards from the Gear deck, or else take them from Supply spots then refill with new cards from the Gear deck.

If you draw a Warning card or run out of cards, see the Alert! Cards section.



Draw 3 Gear:

Either draw 3 Gear cards from the Gear deck, or else take them from Supply spots then refill with new cards from the Gear deck.

If you draw a Warning card or run out of cards, see the Alert! Cards section.



Extra Gear:

Draw a Gear card and place it in the Gear Supply, in the empty spot at right. That spot will always have a card in it from now on!

This special module task can only be used once per tile during the game.

If you draw a Warning card or run out of cards, see the Alert! Cards section.



Launch Re-Entry Pod (AKA WINNING!):

Once all the modules are online, and the Boot Up Token is set to ON, you can launch! Flip your character card to OFF DUTY for the rest of the game. You're automatically buckled into the pod and can't take more basic actions. No, you can't leave, but you can still use free actions, like your Character Skill or Encouraging Speech, on someone else!

Next, move the Countdown token on the Control Panel down 1 space. If the token reveals an ALERT! symbol when it moves, draw an ALERT! card. The characters still in the station need to resolve it before they can launch.

If you're the last one to use the Launch Re-Entry Pod task, the CatStronauts detach the pod from the station in time and head back to Earth for their parade. You win! Those are going to be some tasty snacks, for sure!



Move a Module:

Use the Robot Arm to move a module to another spot anywhere on the space station. The tile must have only 1 connection to another tile, and no characters on it.



Recharge:

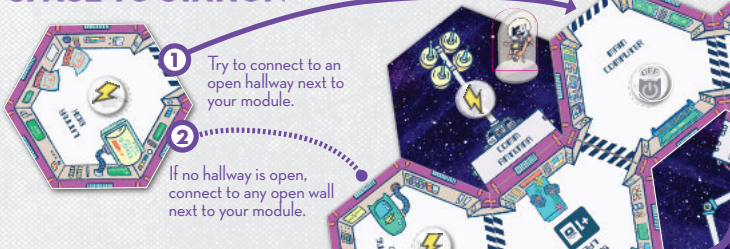
When a module with this icon is built, put a Power Token on it in its empty power spot.

As a Use Module action, you can take the Power Token from the tile. Put it in the extra tokens pile next to the Control Panel. Then gain +1 Power Level on the track!

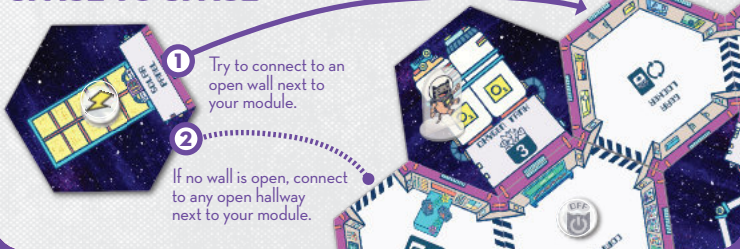
This special module task can only be used once per tile during the game.

SPACE BUILDING EXAMPLES

SPACE TO STATION



SPACE TO SPACE



VARIANT: EMERGENCY MISSIONS

For pawsome epic-level play, add Emergency Missions to your CatStronauts game!

Set Up: During set up, count out the same number of Emergency Mission cards as there are characters +2 MORE. Then put them into the Alert! deck. So ...

- 2 characters = 4 missions in Alert! deck
- 3 characters = 5 missions in Alert! deck
- 4 characters = 6 missions in Alert! deck

Drawing an Emergency Mission: If you draw an Alert! card that's an Emergency Mission, place it by the Core Mission card, face up. Any character can complete this mission by using the new Complete Mission basic action.

Winning the Game: The team can't head home in the Re-Entry Pod until they've completed enough Emergency Missions. That's the same number as there are characters.

- 2 characters = 2 missions completed
- 3 characters = 3 missions completed
- 4 characters = 4 missions completed



HINT! Draw extra Gear cards to trigger more Alert! card draws. That way you can find the Emergency Missions hiding in with them!

COMPLETE MISSION

Use this basic action to finish Emergency Missions.

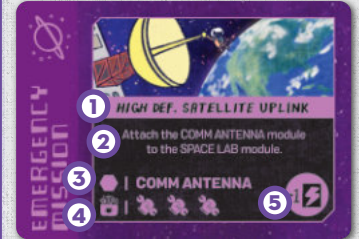
Requirements: First, you have to meet all the requirements on the card. These are:

- **Module:** You need to be on the module where the Mission takes place.
- **Gear Cost:** Gear cards with these icons need to be in your Character Dashboard.
- **Extras:** You have to meet any other requirements listed here.

To Complete a Mission:

When you're ready to complete an Emergency Mission, discard any Gear cards you're using for it. Flip the mission card over so its back is showing. Then take the reward for completion!

MISSION CARD PARTS



1. Mission Name
2. Extras
3. Module Needed
4. Gear Required
5. Reward for Completion

VARIANT: MODULE MIXUP

Want to shake things up for your CatStronauts? Try rearranging the starting tiles. There are several ways to set them up and still be online, besides the one pictured in the Game Set Up diagram.

VARIANT: CATSTRONAUTS FOR KITTENS

For younger players, try a few of these changes to the game to make it simpler:

- Raise the starting Power Level.
- Play without using any Warning and Alert! cards.
- Increase actions to 3 per turn.
- Play without character skills.
- Play without Encouraging Speech cards.
- Don't worry about whether modules are online or offline. Any module position works for the win.
- Don't worry about whether you're inside or outside to build. You can build on any wall or hallway opening that's on your tile, or on one adjacent to you, no matter if you're in the station or out in space.

CREDITS

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