



STARDUST COFFEE



Rules of Play

Introduction

Coffee, first used in the Arab World, was spread across Europe in the 17th century after the Battle of Vienna. Time did not limit the spreading of this culture, though – coffee drinking had followed humanity even through the pave of space exploration that emerged in the past millennia. Traveling between intergalactic space thus became the same as having a cup of coffee in the morning, both essential to many species that lived among space cities across the galaxy.



The brewing process of coffee had gone through very little change among the millennia. That, until Dr. Brent Tully discovered Stardust in a space expedition. By adding just a small amount of this magic ingredient, the flavors and aroma of any coffee greatly enhance. Moreover, the fresher the Stardust, the better the coffee. This triggered a coffee revolution!

In pursuit of the ultimate flavors, many expeditions have been established on different space cities, with the goal of seeking the freshest ingredients and delivering the most delicious coffee. There ain't just good people in for it, however – besides the dangers of sailing Spaceships across the galaxy, there are Galaxy Pirates lurking around at every turn, waiting to turn your ship to dust, and get ahold of all of your... Stardust!

Game Overview

In Stardust Coffee, you control a space expedition, sailing your Spaceships across the Galaxy. You collect different ingredients for coffee-making and deliver coffee back to your Starbase in order to get VPs (Victory Points). You can boost your score by collecting Stardust and adding it to your coffee, and also upgrade your Spaceships in order to collect ingredients and Stardust faster.

As the game goes on, Galaxy Pirates will eventually attack your Spaceships and rob you. By fighting them back, you get Honor points, which is another source of VPs. The player who best manages their Spaceships by gaining the most VPs wins the game!

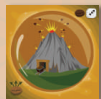


Game Components

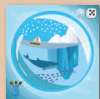


Galaxy board

4 Coffee Globes



4 Water Globes



4 Milk Globes



12 Ingredient Globe tiles

4 City Globe tiles

Coffee die



Water die



Milk die



3 Action dice

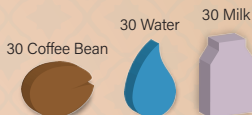
1 Stardust die



20 Coffee cards



40 Stardust tokens



90 Ingredient tokens



3 Pirate Spaceship tokens



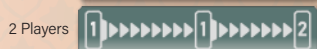
Pirate Movement marker



4 Players



3 Players



2 Players

3 Pirate Movement tracks



Round marker



9 Pirate Target markers

5 Dawn



10 Event tokens

5 Dusk



First Player marker

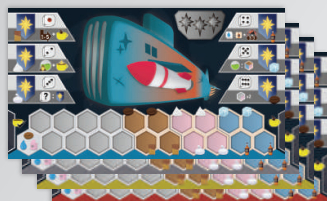
Player Components



12 Player Spaceship tokens



4 Honor markers



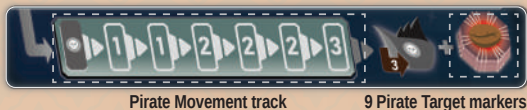
4 Player Spaceship boards

Game Setup



Galaxy

1. Place the Galaxy board in the middle of the table.
2. Place a City Globe tile in each of the corners of the Galaxy board, and then randomly distribute the Ingredient Globe tiles around it (for your first game, we suggest that you set up the board exactly as shown in the image above).
3. Take the Pirate Movement track corresponding to the number of players and place it on the Pirate Movement track slot, then place the Pirate Movement marker on its leftmost space.
4. Shuffle all 9 Pirate Target markers and place them face down on the Pirate Target marker slot.



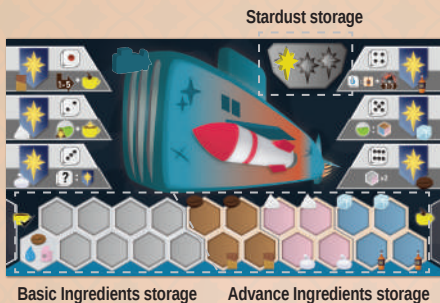
Pirate Movement track

9 Pirate Target markers

- Place the Round marker on the Round I space of the Round track.
- Place a random Dawn Event token face down on each of the Dawn Event slots on the Round track.
- Place a random Dusk Event token face down on each of the Dawn Event slots on the Round track.
- Return all remaining Pirate Movement tracks and Event tokens to the game box.



Player



- Place all dice and all Ingredient, Stardust and Pirate Spaceship tokens in a supply near the Galaxy.
- Tell each player to select a color and take that color's Spaceship board, Honor marker, Player Spaceship tokens and Copper Coffee card, which place to the right of their Spaceship board.
- Return remaining Player components and Copper Coffee cards to the game box.
- Give each player one Stardust token and place it on an empty slot in your Stardust storage.
- Place each player's Honor marker on the 0 space of the Honor track on the Galaxy Board.
- Separately shuffle the Silver Coffee and the Gold Coffee cards, placing them in face-down decks by the board and revealing the top 2 cards from each deck face up below them.
- Give the First Player token to the player who drank the most coffee this week. Starting with them and continuing **clockwise**, each player selects an empty City Globe as their Starbase and places 2 of their Player Spaceships on it (the 3rd Player Spaceship will not be in play at the start of the game)

player's Honor marker



Honor track



Sequence of Play

The game consists of 10 rounds, with each round containing 5 Phases:

- Phase 1: Round Start
- Phase 2: Player Turns
- Phase 3: Pirate Action
- Phase 4: Coffee Making
- Phase 5: Cleanup

Phase 1: Round Start

1. Reveal the next round's Event token (if there is any).
2. Resolve the current round's Event token (if there is any).
3. Place 1 Pirate Spaceship token (standing up) on the Globe indicated by the corresponding Pirate Port icon (if there is any). Ignore the icon on Round VI if playing in 2 players.
4. Perform the Power Up as instructed below.



Power Up

1. Roll all Action dice and place them on the Action dice slot.
2. Roll the Stardust die and place it on the Stardust Port of the rolled number.



Action dice slot

Exhausted dice slot



Star Port

Phase 2: Player Turns

Starting from the first player and continuing **clockwise**, each player takes 1 turn at a time. During your turn, if you have an available Spaceship, you may **recharge** and then you **activate a Spaceship**.

Recharge

Choose whether or not to perform a Power Up (if all Action dice are exhausted, you must perform it). If this is not **Round I**, advance the Pirate Movement marker 1 space on the Pirate Movement track. If the marker was already in the final space of the track, trigger the Pirate Movement & Pirate Rebirth instead (see Phase 3: Pirate Action). After doing so, reset the Pirate Movement marker back to position 1.



If you have no more available Spaceships, your turn is skipped. When all players' turns are skipped, proceed with Phase 3.

Activating a Spaceship

Take 1 Action die from the Action dice slot and select 1 of your available Spaceships as the active Spaceship, with which you may take the following 7 Spaceship actions:

- A. Sail
- B. Activate Color
- C. Activate Number
- D. Upgrade Spaceships
- E. Collect Stardust
- F. Deliver Coffee
- G. Attack Pirate



Each action can only be performed once, and they may be carried out **in any order**. After you're done, finish your turn by toppling the active Spaceship to indicate it is unavailable and placing the action die on the Exhausted Dice slot.

Gaining Ingredients

Whenever you gain a Basic Ingredient, take the corresponding Ingredient token from the supply and place it on an empty slot in your Basic Ingredient Storage.

Whenever you gain an Advanced Ingredient, take the Ingredient token indicated by the list below from the supply and place it on an empty slot in a corresponding empty slot in your Advanced Ingredient Storage.

Whenever you gain Stardust, take a Stardust token from the supply and place it on an empty slot in your Stardust storage.

You may discard Basic Ingredients anytime. If you don't have a valid slot for placing an ingredient you've gained, you lose it.

- Use Coffee Bean tokens for Dark Roast Coffee Bean and Chocolate.
- Use Water tokens for Ice and Whisky.
- Use Milk tokens for Cream and Milk Foam.



Basic Ingredient Storage
Storing 2 Coffee Bean / 1 Water / 1 Milk

Advance Ingredient Storage
Storing 1 Dark Roast Coffee Bean / 1 Cream / 1 Ice / 1 Whisky

Spending Ingredients

Whenever you spend Basic or Advanced Ingredients, take the respective tokens from your Ingredient Storage and return them to the supply.

A Sail

Move the active Spaceship up to 3 tiles **counterclockwise** around the Galaxy board.

B Activate Color

According to the color of the selected Action die, either **jump** or **harvest**.

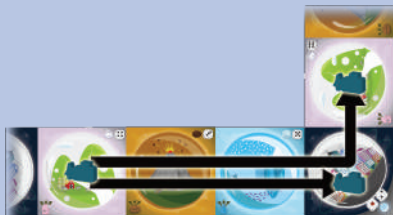
JUMP

Move the active Spaceship **counterclockwise** either to the next Ingredient Globe (less than or equal to 4 tile away) of the same color as the chosen Action die **or** to the next City Globe.

Example

Sara has selected the Milk die (pink) and chooses to jump.

As her active Spaceship is on the Milk Globe, she could either move to the next Milk Globe, or move to the next City Globe.



HARVEST

Place a corresponding Ingredient token on each Ingredient Globe of the same color as the chosen Action die that currently has less than 3 Ingredient tokens.

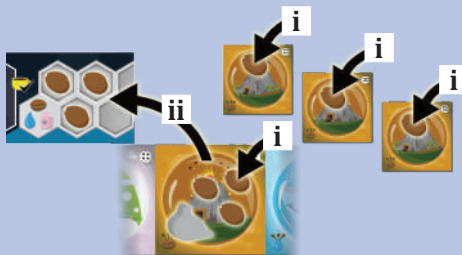
After that, if the active Spaceship is on one of those Globes, take all the Ingredient tokens there to your Basic Ingredient Storage.



Example

Tom has selected the Coffee die (brown) and chooses to harvest.

First, he places 1 Coffee Bean token on each of the Coffee Bean Globes that don't already have 3 Coffee Bean tokens on. Then, as his active Spaceship is staying at a Coffee Globe, he takes all Coffee Beans there to his Basic Ingredient Storage.

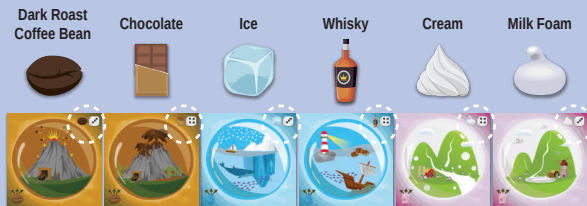


C Activate Number

According to the number of the selected Action die, either **produce**, **restock** or **perform a dice power**.

PRODUCE (3 - 6)

If the active Spaceship is on a Globe with the same number as the chosen Action die, gain 1 Advanced Ingredient (of the type indicated beside the die icon on the Globe tile).



Example

Sara has selected an Action die with number 5 and chooses to produce.

As her active Spaceship is staying at the Water Globe that produces Ice with the number 5, she gains 1 Ice, taking a Water token from the supply to her appropriate Advanced Ingredient Storage.



RESTOCK (1-2)

If the active Spaceship is on a City Globe and your chosen Action die is 1 or 2, either gain 1 Basic Ingredient of your choice or trade 2 Basic Ingredients of a color for 1 Advanced Ingredient of the same color.



PERFORM A DICE POWER (1-6)

If you have an unlocked Dice Power that is not deactivated and that is of the same number as the chosen Action die, perform its effect.

D Upgrade Spaceships

Choose a Dice Power to unlock for your ships, then spend an Advanced Ingredient of the type indicated by it and place a Stardust token from your storage on it (thus indicating it is now unlocked).



Alternately, choose an unlocked Dice Power that is currently deactivated, then spend an Advanced Ingredient of the type indicated by it to stand the Stardust token again (thus indicating it is not deactivated anymore).



Warp Drive (1)

You may move your Active Spaceship up to 5 tiles **counterclockwise** around the Galaxy board. Then, you may take a Make Coffee action (see Phase 4: Coffee Making).



Upgrade with 1



Stardust Collector (2)

You may take 1 Stardust token from the Globe tile the active Spaceship is on to your Stardust Storage. Then, you may take an Add Stardust action (see Phase 4: Coffee Making).



Upgrade with 1



Ansible (3)

Perform any other unlocked Dice Power that is not currently deactivated.



Upgrade with 1



Ion Cannon (4)

You may pay 2 Water to gain 1 Whisky. Then, you may pay 1 Whisky to attack a Pirate Spaceship up to 3 tiles away from the active spaceship.



Upgrade with 1



Duplicate Machine (5)

Gain 1 Advanced Ingredient of the type indicated by the Globe tile the active Spaceship is on.



Upgrade with 1



Dredging Web (6)

Gain 2 Basic Ingredients of your choice.



Upgrade with 1



E Collect Stardust

Spend 1 Advanced Ingredient of the type indicated by the Globe tile next to the Stardust die to gain 1 Stardust and perform the **Stardust Drop**:

If that Globe tile has no Stardust token, place 1 Stardust token from the supply on it (You could take this Stardust token by Dice Power: Stardust Collector).



Then move the Stardust die to the Exhausted Dice slot.

Example

Tom chooses to collect Stardust, so he pays 1 Cream, as indicated by the Globe tile next to the Stardust die.



He then gains a Stardust token, places another Stardust token on that Globe tile (Stardust Drop) and moves the Stardust die to the Exhausted Dice slot.

F Deliver Coffee

If your Coffee card is complete (see Phase 4: Coffee Making) and your active Spaceship landed on or passed over your Starbase in this turn (starting the turn at it doesn't count), do the following:

Delivered Coffee



Undelivered Coffee



1. Return all Ingredient tokens on the card to the supply.
2. Move the card to the left of your Spaceship board (indicating it was successfully delivered).
3. Choose a revealed Gold or Silver Coffee card and place it to the right of your Spaceship board.
4. Reveal a new Gold or Silver Coffee card (depending on which you took).
5. If you don't already have it, gain your 3rd Spaceship, placing it at your Starbase (you can activate it later this round).



G Attack Pirate

If the active Spaceship is up to 1 tile away from a Pirate Spaceship which is not in a City Globe, spend 1 Whisky to do the following:

1. Move the Pirate Spaceship to the next Pirate Port clockwise around the Galaxy board.
2. Topple the Pirate Spaceship (indicating it is damaged).
3. Advance your Honor marker 1 space in the Honor Track, gaining the indicated reward (VPs from it are only awarded when the game ends).



Honor Track



Gain X VPs when the game ends.



Gain 2 Basic Ingredients of your choice.



Gain 1 Stardust.



Gain 2 Advanced Ingredients of your choice.

If your Honor marker is at position 7 and you gain 1 Honor, gain 1 Stardust instead of advancing.

Example

Leah chooses to attack the Pirate Spaceship 1 tile behind her active Spaceship.

She spends 1 Whisky and then moves that Pirate Spaceship to Pirate Port Gamma (not Pirate Port Alpha, as this one would require going counterclockwise).

Finally, Leah advances her Honor marker to space 2 and gains 2 Basic Ingredients of her choice.



Phase 3: Pirate Action

Perform the Pirate Movement for each standing Pirate Spaceship (the order doesn't matter). After that, perform the Pirate Rebirth for each damaged Pirate Spaceship.

Pirate Movement

Move the Pirate Spaceship **counterclockwise** up to as many tiles as the **number*** indicated by the Pirate Movement track, immediately stopping if reaching an Ingredient Globe with any Player Spaceship. If that happens, do the following:

- Each player with one or more Spaceships there must spend as many Basic Ingredients as the number under the Round marker. The Ingredients must be of the type indicated by current Pirate Target marker.
- If a player doesn't have enough Ingredients to spend, they choose 1 of their unlocked Dice Power (if they have any) to deactivate, tapping the Stardust token on it.



Pirate Spaceships never rob at City Globes. If a Pirate Spaceship does not reach any Ingredient Globe with Player Spaceships, it just stops at the end of its full movement.

*** Special: If the Pirate Action is triggered in Phase 2, the Pirate Spaceship will always have 3 movement points.**

Example

At Phase 3, the Pirate Movement track is indicating 3, meaning each Pirate Spaceship will be moved up to 3 tiles.

When resolving one of the Pirate Spaceships, it makes its first move forward into a City Globe, staying in peace with Sara's Spaceship there, as Pirates don't rob at City tiles.

Then, it makes its second move forward, now into a Milk Globe tile with Leah's and Tom's Spaceships.

As this is the Round IV of the game and the Pirate Target marker indicates Water, each of them needs to spend 2 Water.

Tom does so, while Leah cannot. As a penalty, she chooses to deactivate her Dice Power 1. The Pirate Spaceship then stops right there, even it would still move a forward a third time if it hadn't found players to rob.



Pirate Rebirth

For each damaged Pirate Spaceship, it stands up and is ready to action again (if any).

Phase 4: Coffee Making

It is time to make your best coffee! Each player may simultaneously take the following actions:

Make Coffee

Add as many Ingredients as you want to your undelivered Coffee card.

- For each Ingredient slot, take 1 Ingredient token of the indicated type from your Storage and place it on the slot.
- You cannot remove Ingredient tokens from cards once they are placed there.
- Once a Coffee card has all the Ingredients it needs, it is complete and can be delivered.



Add Stardust

Add 1 Stardust to one of your delivered Coffee cards.

- Each delivered Coffee card may have as many Stardust tokens as the amount of Stardust icons on it.
- You cannot remove Stardust tokens from cards once they are placed there.



Phase 5: Clean Up

If this is the last round, proceed to the Game End. Otherwise, do the following:

1. Reset the Pirate Movement marker to the start position.
2. Discard the revealed Pirate Target marker (there is none in the first round) and reveal the next one.
3. Stand all Player Spaceships and Pirate Spaceships.
4. Move the Round marker forward 1 space and pass the First Player token clockwise to the next player, and then begin a new round.



Game End

When Round X ends, you can take a final Deliver Coffee action (as if you had just moved into your Starbase). After that, calculate your score by:

- Gaining the VPs indicated by each of your delivered Coffee cards.



- Gaining 1/3/5 VPs for each 1st/2nd/3rd Stardust token on each delivered Coffee



- Gaining 3 VPs for each unlocked Dice Power you have that is not deactivated.



- Gaining the VPs earned by your advance on the Honor Track.



- Gaining VPs from each Badge on your delivered Coffee cards (not including the ones at the card delivered after Round X had ended):



- Badge of Stardust

Gain 1 VP for each added Stardust on all your delivered Coffee cards.



- Badge of Dice Power

Gain 1 VP for each of your unlocked Dice Power that is not deactivated.



- Badge of Honor

Gain 1 VP for each step you took on the Honor track.

The player with the highest total VPs becomes the winner! In the case of a tie, the player with the most Stardust added to delivered Coffee cards is the winner. If still tied, the player with the highest position at Honor Track is the winner. If still tied, all tied players share the victory.

Example

Espresso = 5 VPs **Irish Coffee = 9 VPs** **Breve = 9 VPs**
 1 Stardust 2 Stardusts 3 Stardusts
 = 1 VPs = 1 + 3 = 4 VPs = 1 + 3 + 5 = 9 VPs



Dice Power VPs
 $3 \times 3 = 9 \text{ VPs}$



= 1 = 1 = 2

Badge of Stardust = 6 VPs
 Badge of Dice Power = 3 VPs
 Badge of Honor = 6 VPs



Honor VPs = 1 + 3 = 4 VPs

Total VPs = 65

Galaxy Events

Dawn Event



All players gain 2 Basic Ingredients.



All players gain 2 Advanced Ingredients.



In this round, when you choose to restock, you could trade 1 Basic Ingredient of a color for 1 Advanced Ingredient of the same color.



Players can move each of their Spaceships to the nearest City Globe at the end of their turn.



The first player selects 2 Ingredient Globes that do not contain any Spaceship or Pirate. Remove all Ingredient and Stardust tokens on them and swap their positions.

Dust Event



All players gain 1 Stardust.



All players get a free Dice Power upgrade (the Stardust token for it is taken from the supply).



Players can get 1 Advanced Ingredient for each of their Spaceships ending their turn at a City Globe.



All players may immediately move 1 of their Spaceships to their Starbase and perform the Deliver Coffee action.



If your Honor is less than or equal to 2, your next Attack Pirate action in this round gains 2 Honor instead of 1.

Credit

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Stardust Lover:

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Rule Version 1.3

