



**CREW
DECK**

CREW DECK



1-4 PLAYERS



15-20 MIN.



AGES 12+

Game Design: Dillon Waggoner

Graphic Design & Illustration: Jared Hart

Welcome to the Crew Deck

A spatial set collecting game in which you'll be building a team of alien specialists, attempting to assemble the most lucrative crew in the Milky Way. The galaxy is competitive, so you'll need to form a highly specialized team in order to get ahead and make a name for yourself. Build sets of many aliens of the same type or faction in order to achieve the biggest payout!

Author's Note

In real life, diverse teams are pretty much always better. While Crew Deck may award points for homogeny, reality rewards having diverse backgrounds and perspectives.

Components



89 Crew Cards



30 Payroll Cards



First Player Card



6 Reference Cards



Rules Booklet

Objective

The winner is the player with the most victory points at the end of the fifth round. Players gain points with:

- Sets of matching alien species (see page 7)
- Sets of matching factions (see page 7)
- Total point value of cards collected

Anatomy of a Crew Deck Card

There are just three pieces of information you'll need from each card.



1 Point Value at Game End

2 Faction Symbol

This symbol is also always visible in the window of the card's illustration

3 Alien Species (Color)

This color is directly related to the alien illustration shown. For example, all blue cards will have the same illustration shown in this example.

Setup

Separate the 14 wild cards from the rest of the Crew Cards: Generalists (★), Humans (multi-color), and Human Generalists. Randomly select one wild card of each type per player. Shuffle these with the remaining 75 Crew Cards to form the Crew Deck. Place the deck somewhere accessible by all players. The remaining wild cards will not be used in this game.

Note: For your first game, you may wish to play without the wild cards.

Separate the payroll cards by value and place one card of each value in the common area face up. Determine who will go first and give them the First Player card.

Sequence of Play

The game is played in 5 rounds, each with 5 phases (explained below). At the start of each round, deal five cards from the crew deck to each player.

Phase 1. Form Work Crews

Create work crews as stacks of three aliens each, one stack per player. The player with the First Player card begins the first stack by playing one card from their hand to the common area. Play continues clockwise with each player adding one card at a time to the common area. On your turn, you can either:

- Add to an existing stack with less than three cards.
- Create a new stack (as long as there are fewer stacks than the number of players)

After all players have contributed three cards to the work crew stacks, players will then discard their final two cards face down.

Hint: Try to discard aliens that your opponents may be looking for!

Phase 2. Post Payroll

If you want to get first pick of the new recruits, you'll have to be willing to pay for it. Starting with the first player and then proceeding clockwise, each player will take one available payroll card. This payroll card will cost you points at the end of the game; however, players that take a larger payroll card will get to select their new crew before those who take smaller payroll cards. Keep the payroll card in front of you.

Phase 3. Recruit Crew Members

The player that took the largest payroll card in the last phase takes the First Player card and selects any of the available stacks of crew cards to keep. After that, the player who took the second largest payroll card selects an available stack of crew cards to keep. This continues until all players have taken a stack, leaving no remaining stacks available.

Phase 4. Assign New Work Stations

The table space in front of each player represents their ship. Your ship is 2 cards tall and 7 cards wide. All players will simultaneously place their new crew cards in their ship. After placing your first card, you must always place cards adjacent (not diagonal) to an existing card.

Once per game during this phase, you may assign one of your new crew members to work in your cargo hold. Place it under your ship. You will still score for that card's point value, but it will not be included in any sets. Exception: If a wild card is in your cargo hold its negative points become positive.

You will acquire 15 cards over the course of the game, so you will eventually have to put one card in your cargo hold. Choose it carefully.

Phase 5. Clean Up

Add the payroll card you took this round into your cargo hold. If this was not the fifth round, prepare for the next round by restocking the missing payroll cards and dealing 5 new cards to each player (shuffling the discard pile if needed).

Wild Cards

Multi-Color cards (Humans) and Generalists (✳) are wild. When scoring, they can contribute to any and all adjacent, already scoring sets. *For example, if a human card has two green to the left of it, one red below it, and three blue to the right of it, it is considered simultaneously green and blue (but not red!).* Wild cards do not break up sets, as long as they can count as the set's color. *For example, if you have a Human in the middle of a line of blue cards, it all counts as one contiguous set.* Humans only contribute to color sets, and Generalists only contribute to faction sets. Note that wild cards are worth negative points at game end but can majorly boost the value of your sets.

Game End

After exactly five rounds of play, the game is over. Earn points for:

- Sets of matching alien species
- Sets of matching factions
- Total point value of cards collected (Crew & Payroll cards)

Scoring Sets

Large sets are extremely lucrative. You score points for every set of at least 2 cards with matching aliens or factions that connect contiguously in your ship. If two or more connected cards match in both ways — alien and faction — they score separate points for each type of match.

Use this chart (also on the reference cards) to determine the point value of each set, based on size. The value is for the whole set, not individual cards.

Remember: A set must be contiguously connected. You can have multiple sets of the same color or faction, and they each score separately.

1 Card	0 Points	8 Cards	55 Points
2 Cards	4 Points	9 Cards	65 Points
3 Cards	9 Points	10 Cards	75 Points
4 Cards	16 Points	11 Cards	85 Points
5 Cards	25 Points	12 Cards	95 Points
6 Cards	35 Points	13 Cards	105 Points
7 Cards	45 Points	14 Cards	115 Points

The player with the highest score is the winner. In the event of a tie, the player with the largest contiguous set of factions or aliens is the winner. If there is still a tie, the player who posted the highest total payroll is the winner.

Example Set Scoring

In the example shown below, the white lines indicate valid sets that would be scored. In this case, there is a set of 4 orange aliens, 3 red aliens, and 6 Security factions.

Total Orange Set Score:	16
Total Red Set Score:	9
Total Security Set Score:	35
TOTAL SET SCORE:	60



Note: It may be helpful to score your alien sets separately from your faction sets. Don't forget to include the point value of each individual card in your ship and cargo hold when calculating your final score.

Faction Types



PILOT



ENGINEER



SECURITY



MECHANIC



NAVIGATOR



GENERALIST

Alien Species



ONDRIOX



KRAITH



THAYMERIAN



BURREL



KANDRA



HUMAN

Two-Player Alterations

In a two-player game, the players will each take two turns every round following the changes below.

Setup

Shuffle in all wild cards (if using wilds cards).

Phase 1. Form Work Crews

Make 4 stacks of 2, rather than one stack per player. Each player will play 4 cards and discard 1. As always, start with the first player and alternate until each player has played 4 cards.

Phase 2. Post Payroll

When taking payroll cards, the players will take turns selecting cards, starting with the first player and then alternating, until each player has two cards. The player that takes the highest individual payroll card takes or keeps the First Player card.

Phase 3. Recruit Crew Members

Follow the normal rules for claiming work crew stack. This is the only phase where play doesn't necessarily alternate. If a player has the two highest selected payroll cards, that player will claim both of their stacks first.

Phase 4. Assign New Work Stations

You add all 4 acquired cards to your play area. In a two-player game, you will claim more cards. Your ship is 2x8 cards instead of 2x7. Over the course of the game, you will put 4 cards in your cargo bay, instead of just 1.

Note: At game end, all players will have 10 payroll cards and 20 crew cards (16 in their ship and 4 in their cargo bay).

Phase 5. Clean Up

Add both payroll cards you took this round into your cargo hold.

Solo Play

To play Crew Deck solo, you can set up a simple AI to play against. You'll be competing against the AI and the cards it collects. It won't have as much scoring power, but it also won't have to meet payroll at the end of the game! Observe the following changes:

Setup

You will only need three types of payroll cards: -1, -5, and -10. Put them in side-by-side piles. You will not need the First Player card.

Phase 1. Form Work Crews

Draw five cards like normal. By the end of this phase, you will have played 4 of them and discarded 1, making 3 stacks of 3 cards.

To begin, draw 5 face-down cards and place 2 over the -1 payroll card, 2 over the -5 payroll card, and 1 over the -10 payroll card. These face-down cards will be what the AI plays this round. The AI always goes first and will always play its left-most available card into the stack directly below it. If that stack is full, it will play in the first available stack from left to right.

Phase 2. Post Payroll

You will choose one of the three piles you like and take it along with the corresponding payroll card.

Note: In the previous phase, you can influence a maximum of 1 card from the first pile, 2 cards from the second pile, and all 3 cards from the third pile (hence why they are more expensive from left to right).

The AI will claim the remaining pile with the highest total point value on the crew cards (it will treat wild card values as positive). Set the AI's stack aside, along with all other cards it has acquired. Discard the remaining stack.

Scoring

You will score normally. The AI will score the total point value of all of its collected cards. It will score a set bonus for its largest collection of one color (including wilds), and a set bonus for its largest collection of one faction (including wilds).

If you outscore the AI, you win!

Card Breakdown

With the exception of Wild cards, there are 15 cards of each color and 15 of each faction. However, certain combinations of factions and colors are rarer than others. This table displays how many copies of each card are in the crew deck:

	Pilot	Engineer	Security	Mechanic	Navigator
Orange	1	2	3	4	5
Purple	5	1	2	3	4
Blue	4	5	1	2	3
Red	3	4	5	1	2
Green	2	3	4	5	1

The point value on each card is related to how rare it is. If there are lots of copies of the card, it has a lower point value. If it is less common or one-of-a-kind, it has a higher point value. Cards with lower point values tend to be easier to contribute to multiple sets, though higher valued cards can be just as helpful and have the added benefit of a few extra points.

FAQ

If there is one blue card to the left and one to the right of a rainbow card, does the rainbow card count as blue?

Actually, no. You need to get wild cards attached to a stand-alone set. Then it counts as blue and can link to other blue cards.

Do wild cards in my cargo hold cost me points?

No, you make their point values positive if, and only if, they're in your cargo hold.

Do I have to pass on a card at some point in the game, putting it in my cargo hold?

Yes, but you can wait until the very end, when you will have one card leftover, in which case you will have nowhere else to put it.

Can I have negative points?

Technically yes, but it's very unlikely. I believe in your ability to do better next time!

Sincere & Special Thanks

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