

THE CREW

THE QUEST FOR PLANET NINE (691868)

MSRP: \$14.95

OBJECTIVE: Work together with your team to complete 50 different missions in this cooperative trick-taking game.

FEATURES & BENEFITS:

- **COOPERATIVE:** Work collaboratively, not competitively – you win or lose together!
- **DYNAMIC:** Each of the 50 missions has a unique win condition; how you win changes each round.
- **STRATEGIC:** No talking! Use limited radio tokens creatively and deliberately to communicate essential info to your teammates.
- **REPLAYABLE:** Play the same missions over and over with new hands of cards or even a whole new crew.
- **INNOVATIVE:** A new twist on a classic mechanic appeals to new and experienced gamers alike.



Players

3-5*

Ages

10 & UP

Play Time

20 MINUTES

VIDEO:



BASIC SETUP:

1. Shuffle the **large playing cards** and distribute them face down and equally to all the players.
2. Shuffle the **small task cards** and place them face down in a draw pile.
3. **Reveal the top card** of the small deck and set aside.
4. **Consult the Logbook** and embark on your first mission!

HOW TO PLAY:

1. Take the specified number of task cards and **place them face up** in the center.
2. **Look at your hand of cards.** The player with the four rocket is the commander for the current mission. Commanders receive the small task card from step 3 above and choose the first task card.
3. Each player **takes one task card at a time** until they are all distributed.
4. The commander starts the trick by playing any **one card from their hand**. Each player does the same, playing the same color, if possible.

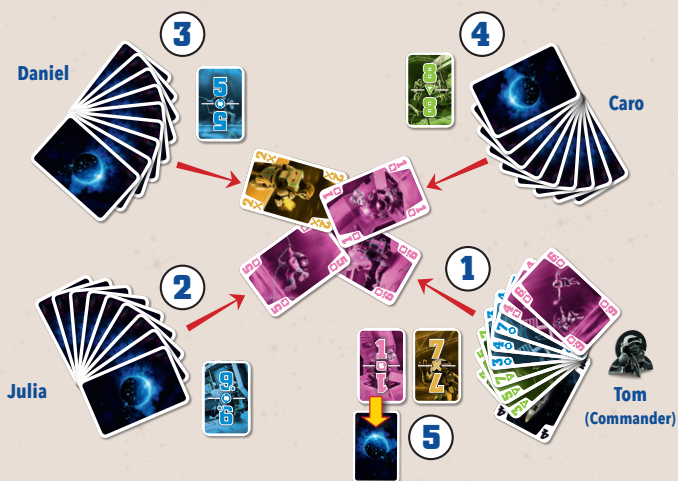
HOW TO WIN:

1. The player who played the **highest value card in the starting color** wins all the cards in the trick.
2. A task is fulfilled when its owner **wins the corresponding playing card**.
3. The mission is completed when **all tasks are completed** or when the commander wins their small task card.

EXTRAS:

- **Distress Signals** allow you to pass cards to your neighbors...can you complete the mission without it??
- **Task Tokens** add conditions to make completing missions more difficult.
- **Dead Zones** and **Disturbances** delay, limit, or prevent communication.
- Rulebook includes **two-player variant**.
- **Free bonus Helper App** offers additional tutorials.

EXAMPLE MISSION:



- 1 As commander, Tom starts the game. He wants to win either the **PINK 1** or the **YELLOW 7**. He doesn't have any yellow cards in his hands, so the **PINK 1** is the stronger option. He plays his **PINK 9**.
- 2 Play continues counter-clockwise. Julia plays her **PINK 5**.
- 3 Daniel does not have any pink cards so he plays a card of his choice: the **YELLOW 2**.
- 4 Caro sees that they have the card Tom needs, so they play their **PINK 1**.
- 5 Tom played the highest value of the pink cards so he wins all the cards in the trick, including...the **PINK 1**! This task is now complete and the card is turned over. The crew is one step closer to victory!



TOY STORES



GAME STORES



COOPERATIVE



TRICK-TAKING