

THE CREW

MISSION DEEP SEA (691869)

MSRP: \$14.95

OBJECTIVE: Work together with your team to complete a series of missions in this highly anticipated follow-up to the original cooperative trick-taking game.

FEATURES & BENEFITS:

- **COOPERATIVE:** Work collaboratively, not competitively – you win or lose together.
- **STRATEGIC:** No talking! Use limited radio tokens creatively and deliberately to communicate essential info to your teammates.
- **REPLAYABLE:** Ninety-six diverse task cards present a variety of challenges that make for a multifaceted and unique experience.
- **SCALABLE:** Degree of difficulty is based on the number of players, keeping it fun and engaging for groups of all sizes.
- **INNOVATIVE:** New mission structure and other new mechanics give this tried-and-true game a new and exciting twist.



Players

3-5*

Ages



10 & UP

Play Time

20 MINUTES



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. **Consult the Logbook** and look for the  symbol to determine the difficulty level of your mission.
4. **Begin drawing cards** for the small deck until the sum of their difficulty level matches the .

(NOTE: The number of tasks cards will vary based on the number of players and the specific mission you choose).

HOW TO PLAY:

1. **Look at your hand of cards.** The player with the four submarine is the captain for the current mission and chooses the first task card.
2. Each player **takes one task card at a time** until they are all distributed.
3. 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 all conditions have been met** and can no longer fail.
3. The mission is completed when **all tasks are completed**. If a mission fails, you can try again with the same tasks or draw new cards from the deck.


EXTRAS:

- **Distress Signals** allow you to pass cards to your neighbors...can you complete the mission without it??
- **Currents, unfamiliar terrain**, and other obstacles limit or prevent communication.
- **Real Time Missions** offer timed gameplay.
- Rulebook includes **two-player variant**.

EXAMPLE MISSION:



The difficulty level for this mission is: 5. There are **four players** in your game.

Draw cards until the middle numbers total  exactly. You may need to skip cards. In this example, the sum of the first 3 cards drawn equals 6 (2+1+3), which is too high! Keep drawing new cards until they total 5.

Turn the task cards over to learn what tasks your team must complete to win the mission.



- 1 As captain, Tom starts the game. He wants to win the first two tricks. He plays his **PINK 9**.
- 2 Play continues counter-clockwise. Julia plays her **PINK 7**.
- 3 Jörn does not have any pink cards so he plays a card of his choice: the **YELLOW 2**.
- 4 Caro plays their **PINK 8**.
- 5 Tom played the highest value of the pink cards so he wins all the cards in the trick and starts the next one. If he wins the second trick, his task is then complete. He turns that card over and the crew is one step closer to victory!



TOY STORES



GAME STORES



COOPERATIVE



TRICK-TAKING