

The Crew: Mission Deep Sea rules summary

Object: This is a cooperative, mission-based trick-taking game. The goal with each mission is to have the right players win the right tricks while being limited in their communication with each other.

Setup:

1. Choose a mission.
2. Shuffle and deal the deck of 40 large cards (36 Color cards in four colors of 1-9 each plus 4 Submarine cards). With three players, one player will get one more card than the others – at the end of the mission, the player with the extra card will have an unplayed card.
3. Give the Captain token to the player who has the value 4 Submarine card.
4. Each player is given a Sonar token (green side up) and a gray Reminder card.
5. Place the Distress Signal token face down on the table.
6. Shuffle the deck of 96 small Task cards.
7. Each Task card indicates a difficulty value based on the number of players. Draw Task cards until the total difficulty values equal the mission difficulty depicted in the life preserver symbol. Skip cards that exceed the mission difficulty. If playing multiple missions, don't reshuffle the Task deck until it is depleted.
8. Place the drawn Task cards face up in the center of the table.
9. Starting with the Captain and continuing in clockwise order, each player selects one Task to place in front of them until all Tasks have been selected. If there are fewer Task cards than players, a player may pass during the selection process but all the cards must be selected before it gets back around to the Captain.
10. If the combination of Tasks is impossible (e.g., "I win the first trick" and "I win the first two tricks" having to go to different players), discard the most recent Task and replace it with another with the same difficulty value. If the Tasks can't be completed because one player has all of the required cards (e.g., having all of the Submarine cards and the specific Color card that needs to be won with a Submarine card per the Task), reshuffle and deal the 40 large cards.
11. The players may collectively decide to send a Distress Signal by turning that token to its active (buoy) side. Each player must then pass one card to his neighbor in a direction decided upon by the players.

Game Play: The Captain opens the first trick.

After that, each trick is opened by the player who won the previous trick.

Each player must follow the suit (Color or Submarine) played at the start of each trick. If you don't have a card of that suit, you may play any other card in your hand.

In both cases, you do not have to try to win the trick.

The highest value of the played suit or the highest trump card (the Submarine cards) wins the trick.

Set aside each completed trick face down next to the player who won it.

A Task is completed when its conditions have been met by the player who selected it. Turn the Task card face down.

A player can complete several Tasks with the same trick.

If the players cannot complete one or more Tasks, they lose. They can try the mission again with the same Task cards or draw new ones.

Communication: You are not allowed to show, tell, or indicate what cards you have to the other players.

However, you can use your Sonar token once per mission after the Task cards have been selected and prior to (not during) any trick.

1. Take a Color card (not a Submarine card) from your hand and place it face up in front of you.
2. Place your Sonar token green side-up on the card as follows:
 - At the top indicates it is your highest card of that color
 - In the middle indicates it is your only card of that color
 - At the bottom indicates it is your lowest card of that color

The token cannot be repositioned, even if the message conveyed no longer applies.

After placing the card and token, place your Reminder card into your hand to indicate that the card on the table is still part of your hand. Discard the Reminder card and turn the token to the red side when you play the card from the table.

Specific Task Cards:

Winning “**Exactly**” or “**At least**” a number of cards is determined at the end of the mission.

Winning a trick with a “**total value less than**” or “**whose card values are all greater than**” cannot include any Submarine cards.

Winning a trick with “**as many**” of certain colors as others or winning cards of “**as many**” of one color as another requires winning at least one of each specific color.

Winning “**more**” of one color than another allows for zero cards of the smaller color.

Winning a trick with “**just odd-numbered cards**” or “**just even-numbered cards**” cannot include any Submarine cards.

Mission Symbols and Specific Missions:

Currents – a **red question mark** symbol next to the Sonar symbol means communication is disrupted.

You may still place a Color card (not a Submarine card) from your hand face up in front of you that meets one of the three conditions (highest, only, or lowest) but you cannot place your Sonar token on the card (place it to the side, red side up).

Rapture of the Deep – a **red -2 symbol** next to the Sonar symbol means communication is disrupted.

Instead of giving each player a Sonar token, place a number of Sonar tokens in the middle of the table equal to the number of players minus two. Any player may use one of the tokens normally without any discussion or announcement. The same player can use multiple tokens if desired, but once the tokens are used, they are unavailable for that mission.

Unfamiliar Terrain – **three Sonar symbols grouped in numbers 1-9** means to draw a random Color card (re-drawing any Submarines) before dealing the cards to determine the level of communication available for the mission. Then reshuffle all of the cards before dealing.

Free Selection of Tasks – a **purple octopus symbol** allows the players to talk freely about how to distribute the Task cards (but still may not disclose the cards they have). Also, the Tasks do not have to be allocated evenly.

Real-Time Missions – a **clock symbol** gives the players the option to play in real time. The number in the symbol is the overall level of difficulty. Track the time on a device and lose if the time runs out before the mission is completed.

Missions 14, 15, and 16 require one player to get all the Tasks. The Captain asks each player in clockwise order for a volunteer. The Captain must volunteer if the other players pass.

Mission 26 requires two players to get all the Tasks. The Captain asks each player in clockwise order for volunteers. The Captain must volunteer if only one of the other players has volunteered. The two players may divide the Tasks in any way they would like.