

## The Crew

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Total mission attempts: \_\_\_\_\_

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Mission 1 Attempts: \_\_\_\_\_

- **Tasks:** 1
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Mission 2 Attempts: \_\_\_\_\_

- **Tasks:** 2
- 

Mission 3 Attempts: \_\_\_\_\_

- **Tasks:** 2
  - **Tiles:** 1, 2
- 

Mission 4 Attempts: \_\_\_\_\_

- **Tasks:** 3
- 

Mission 5 Attempts: \_\_\_\_\_

- **Ask & assign:** Avoid taking any tricks
- 

Mission 6 Attempts: \_\_\_\_\_

- **Tasks:** 3
  - **Tiles:** >, >>
  - **Comm:** Interference
- 

Mission 7 Attempts: \_\_\_\_\_

- **Tasks:** 3
  - **Tiles:** Ω
- 

Mission 8 Attempts: \_\_\_\_\_

- **Tasks:** 3
  - **Tiles:** 1, 2, 3
- 

Mission 9 Attempts: \_\_\_\_\_

- **Special:** A non-rocket, 1-card must win a trick
- 

Mission 10 Attempts: \_\_\_\_\_

- **Tasks:** 4
- 

Mission 11 Attempts: \_\_\_\_\_

- **Tasks:** 4
  - **Tiles:** 1
  - **Special:** Commander selects 1 crew who cannot communicate
- 

Mission 12 Attempts: \_\_\_\_\_

- **Tasks:** 4
  - **Tiles:** Ω
  - **Special:** After the 1<sup>st</sup> trick, each player takes a random card from the player to their right
- 

Mission 13 Attempts: \_\_\_\_\_

- **Special:** A trick must be won with each of the rocket cards
- 

Mission 14 Attempts: \_\_\_\_\_

- **Tasks:** 4
  - **Tiles:** >, >>, >>>
  - **Comm:** Interference
- 

Mission 15 Attempts: \_\_\_\_\_

- **Tasks:** 4
  - **Tiles:** 1, 2, 3, 4
- 

Mission 16 Attempts: \_\_\_\_\_

- **Special:** A trick may not be won with any 9-card
- 

Mission 17 Attempts: \_\_\_\_\_

- **Tasks:** 2
  - **Special:** A trick may not be won with any 9-card
- 

Mission 18 Attempts: \_\_\_\_\_

- **Tasks:** 5
  - **Comm:** Disrupted till 2<sup>nd</sup> trick
- 

Mission 19 Attempts: \_\_\_\_\_

- **Tasks:** 5
  - **Tiles:** 1
  - **Comm:** Disrupted till 3<sup>rd</sup> trick
- 

Mission 20 Attempts: \_\_\_\_\_

- **Tasks:** 2
  - **Assignment:** Solo
- 

Mission 21 Attempts: \_\_\_\_\_

- **Tasks:** 5
  - **Tiles:** 1, 2
  - **Comm:** Interference
- 

Mission 22 Attempts: \_\_\_\_\_

- **Tasks:** 5
  - **Tiles:** >, >>, >>>, >>>>
- 

Mission 23 Attempts: \_\_\_\_\_

- **Tasks:** 5
  - **Tiles:** 1, 2, 3, 4, 5
  - **Special:** Before selecting tasks, the positions of 2 tiles may be swapped
- 

Mission 24 Attempts: \_\_\_\_\_

- **Tasks:** 6
  - **Assignment:** Group
- 

Mission 25\* Attempts: \_\_\_\_\_

- **Tasks:** 6
  - **Tiles:** >, >>
  - **Comm:** Interference
- 

Mission 26 Attempts: \_\_\_\_\_

- **Special:** 2 non-rocket, 1-cards must win a trick each
- 

Mission 27\* Attempts: \_\_\_\_\_

- **Tasks:** 3
  - **Assignment:** Solo
-

**Mission 28\*** Attempts: \_\_\_\_

- **Tasks:** 6
  - **Tiles:** 1, Ω
  - **Comm:** Disrupted till 3<sup>rd</sup> trick
- 

**Mission 29** Attempts: \_\_\_\_

- **Comm:** Interference
  - **Special:** At no point may a player have won 2 tricks more than any other player
- 

**Mission 30\*** Attempts: \_\_\_\_

- **Tasks:** 6
  - **Tiles:** >, >>, >>>
  - **Comm:** Disrupted till 2<sup>nd</sup> trick
- 

**Mission 31\*** Attempts: \_\_\_\_

- **Tasks:** 6
  - **Tiles:** 1, 2, 3
- 

**Mission 32\*** Attempts: \_\_\_\_

- **Tasks:** 7
  - **Assignment:** Group
- 

**Mission 33** Attempts: \_\_\_\_

- **Ask & assign:** Win exactly 1 trick; trick cannot be won using a rocket card
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**Mission 34** Attempts: \_\_\_\_

- **Special:** Commander must win the 1<sup>st</sup> and last tricks. At no point may any player have won 2 tricks more than any other player.
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**Mission 35\*** Attempts: \_\_\_\_

- **Tasks:** 7
  - **Tiles:** >, >>, >>>
- 

**Mission 36\*** Attempts: \_\_\_\_

- **Tasks:** 7
  - **Tiles:** 1, 2
  - **Assignment:** Group
- 

**Mission 37\*** Attempts: \_\_\_\_

- **Tasks:** 4
  - **Assignment:** Solo
- 

**Mission 38\*** Attempts: \_\_\_\_

- **Tasks:** 8
  - **Comm:** Disrupted till 3<sup>rd</sup> trick
- 

**Mission 39\*** Attempts: \_\_\_\_

- **Tasks:** 8
  - **Tiles:** >, >>, >>>
  - **Comm:** Interference
- 

**Mission 40\*** Attempts: \_\_\_\_

- **Tasks:** 8
  - **Tiles:** 1, 2, 3
  - **Special:** Before selecting tasks, 1 tile may be moved to a task that does not have a tile
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**Mission 41** Attempts: \_\_\_\_

- **Ask & assign:** Win only the 1<sup>st</sup> and last tricks; these tricks cannot be won using rocket cards
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**Mission 42\*** Attempts: \_\_\_\_

- **Tasks:** 9
- 

**Mission 43\*** Attempts: \_\_\_\_

- **Tasks:** 9
  - **Assignment:** Group
- 

**Mission 44** Attempts: \_\_\_\_

- **Special:** Each rocket card must win a trick in ascending order
- 

**Mission 45\*** Attempts: \_\_\_\_

- **Tasks:** 9
  - **Tiles:** >, >>, >>>
- 

**Mission 46** Attempts: \_\_\_\_

- **Special:** The player with the red 9 identifies themselves; the player to their left must win every red card
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**Mission 47\*** Attempts: \_\_\_\_

- **Tasks:** 10
- 

**Mission 48\*** Attempts: \_\_\_\_

- **Tasks:** 3
  - **Tiles:** Ω
  - **Special:** The Ω task must be completed on the final trick
- 

**Mission 49\*** Attempts: \_\_\_\_

- **Tasks:** 10
  - **Tiles:** >, >>, >>>
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**Mission 50** Attempts: \_\_\_\_

- **Special:** 1 player must win the first 4 tricks, another must win the final trick, and the others must win the rest of the tricks. Decide roles as a group before play begins.
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## Reference

- **Comm** == Communication
- **Ask & assign:** Going around the table each player indicates with a “yes” or a “no” if they want to attempt the assignment, and then the commander selects one of them (not themselves).
- A \* next to the mission number indicates that the 5-player rules apply.
- Consult the rules for details on assignment & communication.