STAR TEAM

Adventures in Space Recruiting

You work for Star Force Human Resources. You have the most important job in the galaxy - *staffing starship crews!* You know that a good team can make or break a mission. You are in competition with your co-workers to get your ships staffed as quickly and efficiently as possible... because the fate of mankind, and your bonus, depend on it!

Overview

- Star Team is a set-making game, in which each set you complete grants your crew a bonus power! A set is a team of Officers with the same specialization (cards of the same color).
- The game is best for 2 or 3 players, but you can play with 4 if you have 2 decks.
- You win the game by acquiring 100 points. You will need to play a few rounds, and your scores from all rounds are added up as you play.
- A round ends when a player goes out by placing every candidate they have into a team (i.e. playing all of their cards into sets on the table).
- You earn points for each candidate-card played(scores in the top left corner of every card) and via special modifier cards. Any cards left in your hand become negative points if another player goes out first. Careful, some cards' point value is variable!

Table Layout

- In the middle of the table, place the "Applicants" pile, composed of all the remaining cards in the game.
- To one side, leave space for the "Rejected-Candidates" pile, which starts empty.
- To the other side, leave space for the "Lost-Opportunities" pile, which starts empty.
- Leave room in front of each player so they can build our their ship's crew

The Cards

- There are 8 Officer specializations you are trying to fill, Droids, 2 types of recruiting events, and 2 types of team building events. There are almost always 5 of each officer card and droid.

Gameplay

- Shuffle the deck
- Each player is dealt 10 cards face down at random. You can look at your cards and arrange your hand.
- For the first round, the player who can name the most constellations goes first. After that, in each subsequent round, the player with the lowest aggregate score goes first.
- Every hand you will:

  1 Review Applicants. Draw 2 cards from the "Applicants" pile and discard one to the "Rejected-Candidates" pile OR draw the top card from either discard ("Rejected Candidates" or "Lost Opportunities") pile. Note: *You may have cards that modify this behavior in your favor.*

  2 - Create Teams and Place Applicants. You can create 1 new team each turn. To create a new team, you need 3+ of the same officer specialization card... or you can fill the gaps with Droids. When you create a team, they will help you with the hiring process by granting you a team power!

  - Note that droids take away points and won't count toward having enough cards to gain a team's power.. *We are a government-run jobs program after all!*

  You can also place any number of applicants into partial teams if any other player has already started a team for that specialization (i.e. extending the set). Note: *When extending an existing* specialization*, be sure to read under which conditions the classes' power activates… you usually need 2 team members to gain the power!*

  3 - Play an HR Card. You can play 1 HR card per turn. These cards are "Job Fair", "Draft", "Crew Retreat", and "Team Building Event"

  - These cards may modify your score, or give you an additional "Draw" this turn
  - You may swap the order of **2 - Create Teams** and **3 - Play HR Card** to draw again before creating a team, but you can still only create one new team per turn.

  4 - Discard. Sadly, you can't place every applicant. Discard one card from your hand to the "Lost-Opportunities" pile.

  - You must have a card to discard at the end of your turn - *for compliance reasons.* You cannot end the round if you cannot discard that final applicant.

The next player then has a turn, counter-clockwise from the previous player.

Once you have exhausted your hand of candidates, the round is over! The round is also over once the Applicants deck is exhausted. The player who drew the last card can finish their round, but that's it.

When the round is over, tally up our scores and then play again until 100 points! In the event of multiple players reaching or exceeding 100 points, the player with the highest score wins.