

Captain's Chair

Components

- 22 Goal Cards
- 13 Captain Candidates
- 12 No Votes
- 6 Yes Votes in 6 colors
- 6 Scoring Markers in the same colors
- 1 Federation Badge

Object

Members of the Federation Command Electors Council each have a list of crew members they want to install as Captain. They try to get their favorite crew to the front of the ship and into the Captain's Chair.

Setup

Shuffle the 22 Goal Cards, deal 1 to each player.

Give each player No Votes as in the table.

Players	No Votes
3	4
4	3
5	2
6	2

No Votes and Goals are kept secret. Choose a starting player.

Play Sequence

The game is played in 3 rounds. In each round the crew members are first placed in the ship, then they race to the Captain's Chair.

Place Crew Members

Beginning with the start player, each player in turn places a crew member on the ship, until each player has placed the same number of crew (see table). The crew may be placed on decks 1 through 4, so long as *no deck ever has more than 4 crew*. Place leftover crew on the Cadet deck.

Players	Crew	Leftover Crew
3	4	1
4	3	1
5	2	3
6	2	1

Race to the Captain's Chair

Beginning with the start player, each player in turn moves a crew member **up** 1 deck. Crew can only be moved if the next higher deck has less than 4 crew. Crew members never move down.

A crew member reaching the Captain's Chair is nominated as the new Captain. All players immediately vote on that crew member.

Vote For Captain

The player who moved the crew onto the Captain's Chair takes the Federation Badge. All players now choose whether to support the nominee by putting a Yes or No Vote face down. Reveal all votes when everyone has chosen.

- If **all** votes are Yes then the ship has a new Captain! The round is over. Score the round.

- If there is at least 1 No Vote then the nominee is removed from the ship! Yes Votes are returned to their players, played No Votes are removed from the game (until the next round starts). The current round continues with the next player after the player holding the Federation Badge.

End Of Round Scoring

A round ends when a new Captain is installed. All players now reveal their secret goals, and earn points based on the position in the ship of their favorite crew. The ship deck plan shows the value of each ship deck. Eliminated crew score no points.

New Round

Each player discards their goal and draws a new one. Everyone gets all their vote cards back, including any No Votes out of the game. Go back to *Place Crew Members* – All 13 crew members are again eligible to be placed on the ship. The starting player is the player to the left of the Federation Badge holder.

3rd Round Scoring

Score as above, but a player who scores exactly zero points gets 33 points instead.

Game End

At the end of 3 rounds the player with the highest total wins. The winner among tied players is the one who has the most favorite crew still on the ship at the end of the 3rd round.