



A casual Living Starship
card game of set collection

2-7 players
Ages 10+
15 - 30 minutes

In the Citadel Fleet officers and enlisted crew do not always work well together. **Civilians** enlist in the service in order to earn citizenship. They often resent the “easy living” that citizens have throughout the galaxy. **Citizens** who join the Fleet are automatically commissioned as officers and they tend to look down upon civilians as slackardly, unsophisticated roustabouts.

Onboard starships and space bases there is no shortage of work to be done. Enlisted crew outnumber officers roughly 7 to 1. It is not uncommon for officers to let enlisted crew bear the brunt of the work load and then swoop in and take credit for completed jobs and missions.

Each player in RANKaree represents a Citadel Fleet CAPTAIN who assigns their crew to missions. The player who fields a crew that accomplishes the most work and completes the most missions by the end of the game is the winner and is showered with commendations by Fleet Admiralty.

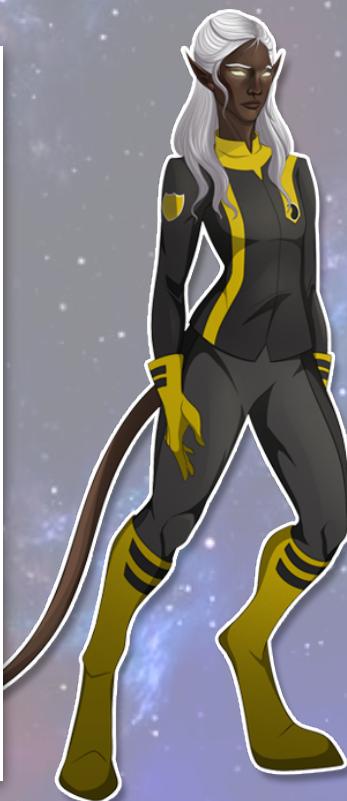
GAME COMPONENTS

There are eight **Divisions** (colors) of service: **Operations** (gold), **Engineering** (copper), **Flight** (silver), **Health** (amethyst), **Science** (sapphire), **Agency** (ruby), **Tactical** (emerald) and **Command** (pearl).

- 98 **Crew Cards** (14 of each color except Command)
- 10 **Alert** cards
- 24 **Mission Tokens** (3 of each color)
- 1 **Turn** marker (optional)
- 1 **Turn** board (optional)
- 1 Pad of **Score Sheets** (optional)

Expansion:

- 24 **Lead Character** Cards



OBJECT OF THE GAME

Collect **MISSION TOKENS** (points) by playing matching-colored cards from hand.

The game is played in a series of **rounds**. Each round produces a number of random Mission Tokens and that number increases by 1 each subsequent round.

Scoring takes place at the end of each round when the last available Mission Token is claimed.

The game **ends** immediately when the last **ALERT** card is revealed.

SETUP

- **Shuffle** all the crew cards into one deck and **deal 7 cards** to each player.
- **Shuffle 5-7 random ALERT** cards into the remaining crew deck.
- **Shuffle** all the face-down **Mission Tokens** (minus the Command tokens). Turn over **2 random tokens plus 1 per player**. Place the round marker on the space equal to the number of tokens revealed.
- Randomly determine a First Player.

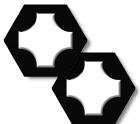
GAMEPLAY

- On your turn you must **PLAY 1 CARD** from your hand.
- **Claim ALL Mission Tokens** of that card's Division (color) from the table. Place them in front of you with the card that claimed them (see *Claiming Tokens* in the rules below for further clarification).
- If the **last unclaimed Mission Token** is taken (or is removed from play by other effects), the round ends immediately and scores are tabulated (see *Managing Rounds* below)
- **Draw new cards** from the Crew Deck so that you end your turn with 7 cards in hand. The player to your left now takes their turn.
- If an **ALERT** card is drawn, immediately resolve its effect and draw a new card. If the last Alert card is drawn, the game ends immediately and scores are finalized.

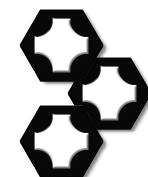
SCORING



A single Mission Token is worth **1 Point**



A pair of Mission Tokens is worth **4 Points** (2 points each)



A trio of Mission Tokens is worth **9 Points** (3 points each)



MANAGING ROUNDS

A round ends when the last **unclaimed** Mission Token has been taken or removed from play.

Calculate everyone's score.

Set all tokens from this round off to the side and move the **round marker** one space on the round tracker board.

Turn a number of new Mission Tokens face-up equal to the space the turn marker is on (shuffling and turning face-down all the old tokens if there is an insufficient number of face-down tokens.)

The player with the lowest current score becomes the new First Player.

CLAIMING TOKENS

When you play a card and claim tokens, you take ALL the tokens of the color that matches the played card and you place them on the card that claimed them. Leave them on the table in front of you for all players to view.

If the Mission Tokens are currently being held by another player's card, your card must OUTRANK the card holding it.

A card is of a higher rank if its numerical value is higher than the card holding the tokens.

Cardinal Rank Rule: ANY officer card (pentagonal pips) outranks any enlisted card (triangular pips) of the same Division NO MATTER the numeric value of the enlisted card. Enlisted cards cannot take tokens away from officers even if their numerical value is higher.

When a card on the table loses its claimed tokens it is moved to the discard pile.

COMMAND EXPANSION

Shuffle **7 random character cards** into the deck during setup.

Add the **3 Command Mission Tokens** to the bag during setup.



This icon means the character card can be played at ANY time directly from your hand, even on another player's turn.



This icon means that the card can be played from hand on your turn **as your one action**. These cards stay in your control for the entirety of the game until you activate their ability. Then they are discarded from play.



COMMAND TOKENS can ONLY be claimed by officers. Once claimed, **any higher ranking officer of any color can take them** from another player but a Colonel cannot take them from another Colonel.

Command Tokens can be used as their own set for scoring or can be added to any other Division set you control and count as that color (max 1 per color). **SCORING: Sets of 4 = 16 points**

2 PLAYER VARIANT

Everything works as normal except:

At the end of each player's turn, draw 1 card before drawing your refill card.

If that card is capable of claiming any tokens in play, it does so and is set aside as if another player controls it.

Otherwise, discard the card.

CREDITS

Created & Designed by **Layman Kingsford**

Character Art by **Angela Schmer**

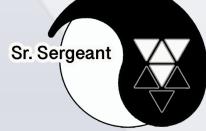
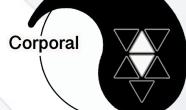
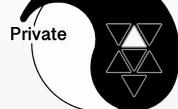
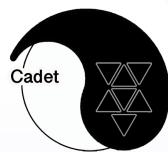
Playtesters

Jeff Gold, Spenser Lee, Larry Wells, Henry Pittinger, Zack Johnson, Robert Price, Nelson Belanger, Stephan Belanger, Sarah Milmoe, Mickey Kelly, John Patterson, Nathan Clarke, Jay Glouster, Katie Gentleman, Rob Yeager, Jeremy Jones, Erik Pfeif, Luke Taylor, Brandon Skalsky, Lauren Pittinger, Edie Morrow, Max Morrow.

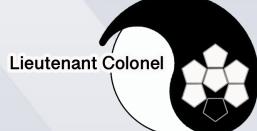


Living Starship™ FLEET RANK INSIGNIA

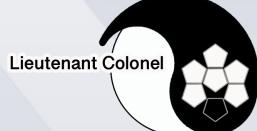
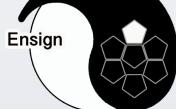
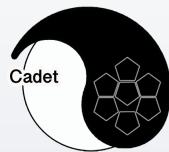
Enlisted Crew



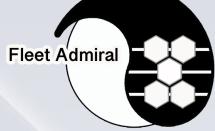
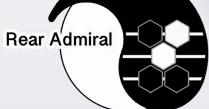
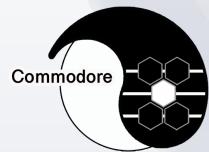
Warrant Officers



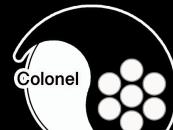
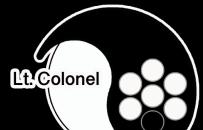
Commissioned Officers



Admiralty



Captain/Commandant Insignia



Use anything as a marker for the turn track - a spare die, a stray piece of candy.....



RANKaree Score Sheet

Round							
1							
2							
<i>total</i>							
3							
<i>total</i>							
4							
<i>total</i>							
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