

CAPTAIN'S CHAIR COMPLETE GUIDE

PUZZLEWICK | DAX

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Base game, To Boldly Go or Second Contact?

Start with the base game for six captains and the complete system. Add To Boldly Go for variety, then Second Contact when more captains are the priority.

2

How a turn and round actually work

A turn develops one idea; a round tests the whole command. Use actions to build a reliable engine before chasing every tempting mission.

3

Why the six captains feel genuinely different

Each captain bends the shared rules in a different direction. Learn one captain deeply before treating the roster like a tasting menu.

4

Is Captain's Chair good solo?

Solo play is a central mode, not a consolation prize. It rewards deliberate sequencing and makes the reserve deck feel like a compact campaign.

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The reserve deck is your real campaign arc

Cards left in reserve shape later games. Promote tools that support a coherent plan instead of keeping every flashy card you happen to draw.

6

How to score without trying to do everything

Score through connected priorities. A smaller engine that completes its work usually beats a bridge full of unrelated ambitions.

7

What Second Contact adds

Second Contact adds four captains and new matchups. It expands choice; it does not repair the base game, which is already a complete purchase.

8

Is it worth buying, and what accessories help?

Buy the base game first. Add sleeves only if repeated shuffling bothers your group, and skip generic accessories that do not improve setup or play.