

Agencies of Assassination

In Agencies of Assassination, 2-4 players take control of their own agency that is battling other agencies in taking out targets on the hit list which are the most dangerous criminals in the world. To have the employer choose your agency above all the rest; your agency must perform better than all of your competition. To do so you must achieve the highest score in your employer's trial run. Killing higher value targets nets you a higher reward in his eyes; so aim for the king! There is no forgiveness with your employer so one messed up hit will have you having to restart your whole agency from the ground up.

Setup:

1. Take all face cards and put them in a separate deck from the numbers, aces, and jokers; you will now have two decks in total.
2. Shuffle both decks and decide who goes first. (Last person to watch a spy movie or tv show goes first)
3. Each player draws two cards to start.
4. Take turns going clockwise until one player is hired by the employer.

Turn Overview:

During your turn you will have the option to do one of the following:

1. Hire an agent: draw a card from the numbered deck. The strength of the agent is based on their number (or ace = 16/joker = free hit) plus the matching bonuses during the hit if they apply
2. Attempt a hit: draw a card from the face card deck. To complete the hit and be one step closer to being hired you must play enough agents from your hand to meet or pass the strength of the hit target. (Kings = 30, Queens = 20, Jacks = 10)
3. Each card has a bonus potential that is added on to their base value (except Jokers) for example:
 - Matching suit = +4 to agent
 - Matching color = +2 to agent

Rules:

Victory:

A player wins once they reach **7 points** in total. Kings are worth 3 points, Queens are worth 2 points, and a Jack is worth 1 point.

End Turn:

A Player's turn ends when they either draw a card, or complete a hit (successful or unsuccessful)

Failed Hit:

If an attempt is failed the player immediately loses all currently finished hits from his agency and discards his whole hand into the discard pile. Both piles are then reshuffled with their discards for all players. The player who failed the hit then draws two cards before their turn passes.

Joker:

You may declare that you are using your "Joker" card before you attempt a hit, but only if you are attempting a hit this turn. If you have a "Joker" agent and you fail a hit attempt, you may discard the "Joker" card only and pass your turn. If you succeed the hit attempt, you must still discard the "Joker" card as well as complete your turn. Only shuffle the unsuccessful hit card back into the hit deck, if applicable.

Maximum hand size: 5 cards

Extra card draw: If you have **no** hit cards, you may draw until you have 5 cards, but only if another player currently has a hit card