# Interview

Spin the spinner to decide the Employer, once decided; everyone draws their cards, then the Employer will spin the spinner to decide the first fish to be interviewed (You are all fish). You then go clockwise
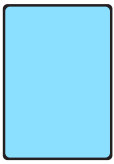
The fish flips any one of their four Trait Cards then has to explain how whatever is on the card makes them fit for the job using some form of Improv

Whoever the Employer decides is the most fit for the job gets the Job Card

Kcaawwwril

# Card Types



### Trait Cards
These are your traits, you use these to make yourself look as fit as possible for the listed job on the Job Card

### Wild Cards
These cards can change gameplay in various ways; add/lose a trait card, skip someones turn, etc.

### Job Cards
This is the job you are applying for; you explain why your Trait Cards make you best suited for this Job

# Drawing Cards



At the start of a round all aspiring fish draw four Trait Cards, leave these face down. Then whomever is the Employer will draw one Job Card for the fish to apply for.

# Spinner

The deciding factor of the game

You spin this to decide many thngs

Anything you want to decide;
Use The Spinner.

# Game Loop

Cards are divided into three decks: Job, Trait, and Wild Cards. Take out the spinner and place it on the surface you will be playing on. Leave room for a discard pile.

At the start of an Interview Round:
Pick one person to be the Employer. The Employer chooses a Job Card by pulling one blindly or shuffling through the deck. In the next interview round, the person who has the current employer's rights will take on the role of employer. Everyone else receives four Trait Cards, placed face down.

Spinning the Spinner:
Whoever the spinner lands on must pull a Wild Card and immediately do whatever the card says.
- If the spinner lands on the Employer, spin again.
- If it lands between two people, they must play Rock, Paper, Scissors to resolve it.
During the Round:
The person to the right of the Employer starts by revealing their first Trait Card face up. They must explain why that trait makes them fit for the job listed.
The process continues to the right, with each person revealing one card at a time until all Trait Cards have been revealed.
If a Trait Card is inappropriate for the job, discard it and draw a card from the "evil middle" of the deck to fill your resume.
Note: No cards can be drawn from the discard pile until all cards have been discarded from the round.
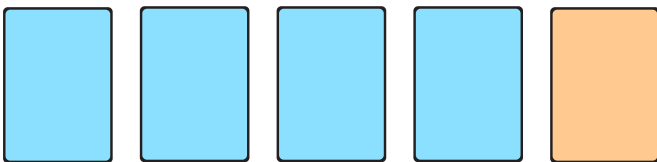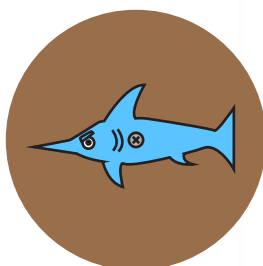End of the Interview Round:
The Employer chooses which Interviewer was the funniest and awards them the Job Card.
All cards from that round are discarded.
Game End:
When the game ends, the player with the most Job Cards wins. The game can theoretically go on forever if you recycle cards,

# Decree of Fishery