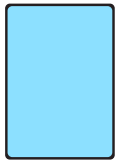
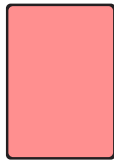


Card Types



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.

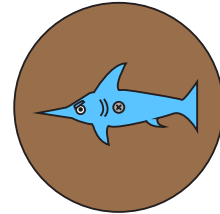


Job Cards

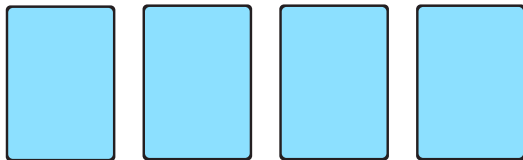
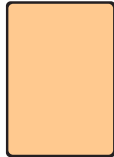
This is the job you are applying for; you explain why your Trait Cards make you best suited for this Job to the Employer

To Start the Round

Spin the spinner to decide the Employer, once decided; the Employer will spin the spinner to decide the fish (You are all fish) to be interviewed they will also then draw a wild card.



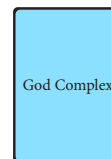
Drawing Cards



At the start of a round all aspiring fish draw four Trait Cards these act the resume you use to apply for the job (Whats on the Job Card), leave these face down. Then the Employer will draw one Job Card for the fish to apply for.

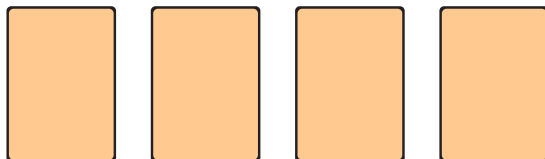
Turns

When its your turn flip over any one of your Trait Cards, You will then have to explain how whatever is on the card makes you a good fit for the job using some form of Improv. If a Trait Card is inappropriate for a job, discard it and take a Trait Card from the (evil) middle of the deck to fill your resume. At the end of the round discard all trait cards.



Winning

After everyone has flipped all of their Trait Cards over, the Employer decides is the most fit for the job gets the Job Card, you then go clockwise for Employer and Interviewee. You win the game once one player gets the player count plus one. Example: if you have 4 players you need 5 Job Cards to win, for 8 you need 9 to win and vice versa. Alternatively, can go on forever if you recycle cards.



Funny Guy

Kcaawwwril



Decree of Fishery



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