

# RULES

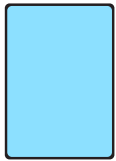
# Decree of Fishery

## Drawing Cards



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

## 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

