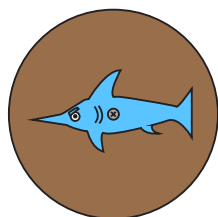
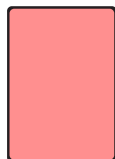


## Start of Game

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.



## 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

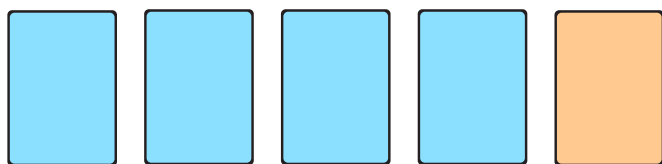
These cards can change gameplay in various ways; add/lose a trait card, skip someones turn, etc.



### 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



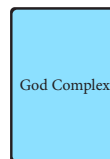
At the start of a round all aspiring fish draw four Trait Cards, leave these face down. Then whomever is the Employer will draw one Job Card for the fish to apply for.

## 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.

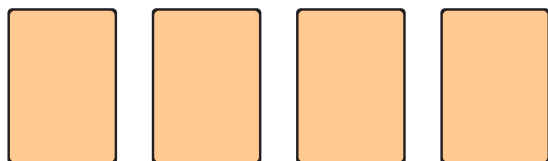
(Front)

(Back)



## Winning

After everyone has flipped all of their Trait Cards over, whoever 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 Trait Cards. Example: if you have 4 players you need 5 Trait Cards to win, for 8 you need 9 to win and vice versa.



## Funny Guy

Kcaawwwril

I want employment  
!!!



# Decree of Fishery



(This is a double sided paper)

