

Decree of Fishery



(This is a double sided paper)

<div data-bbox="0 0 162 52" data-label="Section-Header"> <h1>Inrerview</h1> </div> <div data-bbox="32 84 755 168" data-label="Text"> <p>Everyone draws their cards, Then the Employer will spin the spinner for the first fish to be interviewd (</p> </div>	<div data-bbox="1429 0 1624 52" data-label="Section-Header"> <h1>Placeholder</h1> </div> <div data-bbox="1128 115 1291 157" data-label="Text"> <p>Kcaawwwril</p> </div> <div data-bbox="1096 178 1307 420" data-label="Image"> </div>
<div data-bbox="0 525 194 588" data-label="Section-Header"> <h2>Card Types</h2> </div> <div data-bbox="113 619 227 787" data-label="Image"> </div> <div data-bbox="97 787 243 1039" data-label="Text"> <p>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</p> </div> <div data-bbox="349 619 462 787" data-label="Image"> </div> <div data-bbox="324 787 487 1008" data-label="Text"> <p>Wild Cards These cards can change gameplay in various ways; add/lose a trait card, skip some-ones turn, etc.</p> </div> <div data-bbox="576 619 690 787" data-label="Image"> </div> <div data-bbox="552 787 722 1039" data-label="Text"> <p>Job Cards This is the job you are applying for; you explain why your Trait Cards make you best suited for this Job</p> </div>	<div data-bbox="1372 525 1575 588" data-label="Section-Header"> <h2>Game Loop</h2> </div> <div data-bbox="868 609 1542 714" data-label="Text"> <p>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.</p> </div> <div data-bbox="868 735 1542 934" data-label="Text"> <p>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.</p> </div> <div data-bbox="868 955 1542 1155" data-label="Text"> <p>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.</p> </div>
<div data-bbox="0 1050 251 1113" data-label="Section-Header"> <h2>Drawing Cards</h2> </div> <div data-bbox="73 1197 738 1375" data-label="Image"> </div> <div data-bbox="97 1386 682 1480" data-label="Text"> <p>At the start of a round all aspiring fish draw four Trait Cards, <u>leave these face down</u>. Then whomever is the Employer will draw one Job Card for the fish to apply for.</p> </div>	<div data-bbox="868 1155 1559 1480" data-label="Text"> <p>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.</p> </div> <div data-bbox="868 1470 1559 1606" data-label="Text"> <p>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.</p> </div>
<div data-bbox="0 1575 138 1638" data-label="Section-Header"> <h2>Spinner</h2> </div> <div data-bbox="300 1638 730 1732" data-label="Text"> <p>If the spinner lands between two people you rock paper scissors</p> </div>	<div data-bbox="868 1596 1559 1732" data-label="Text"> <p>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, but the default ending is when all the Wild Cards are gone.</p> </div>