

REASONS FOR PROMOTION

Winning:

- ☐ Before the 2nd Cycle ends
- ☐ Before the 1st Cycle ends
- ☐ On 3rd Cycle's last card
- ☐ With only 1 Vortex in play
- ☐ Without any Vortexes in play
- ☐ With 7 or fewer 🧑 in play
- ☐ With 3 or fewer 🧑 in play
- ☐ With 2 Dimensions in your Deck
- ☐ With 1 Dimension in your Deck
- ☐ With 9 or fewer 📄 in your Deck
- ☐ Without doing any LOOPS

Behavioral Assessment:

- ☐ A player is half an hour (+) early for the gaming session
- ☐ A player takes each of their turns within 1 minute
- ☐ Listen to Back to the Future Soundtrack
- ☐ A player is wearing a bow-tie
- ☐ Having played with 10 different people
- ☐ Playing a game in the year 2040

CAREER PLAN

Work Experiences:

- ☐ Destroy 5+ 🧑 in a turn
- ☐ Destroy 7+ 🧑 in a turn
- ☐ Remove 6+ 🗡️ in a turn
- ☐ Remove 9+ 🗡️ in a turn
- ☐ Have 7+ 🌀 on one Era
- ☐ Have 10+ 🌀 on one Era
- ☐ Have 2+ 🌀 on each Era
- ☐ Have 3+ 🌀 on each Era
- ☐ Take 3 LOOPS in a turn
- ☐ Take 5 LOOPS in a turn
- ☐ Damage 2 Missions in one action
- ☐ Archive 1 Mission that had no damage at the beginning of the turn
- ☐ Destroy 2 🤖 in a turn
- ☐ Destroy 3 📄 in a turn
- ☐ Destroy 3 📄 in a turn
- ☐ Have 4 📄 in your Deck

🌐 S.A.B.O.T.A.G.E

- ☐ Employee of the Month
- ☐ Employee of the Year
- ☐ Employee of Eternity

🌀 Sayan Supa Duplicates

- ☐ Employee of the Month
- ☐ Employee of the Year
- ☐ Employee of Eternity

🌀 L.A.S.E.R Centrifuges





- ☐ Employee of the Month
- ☐ Employee of the Year
- ☐ Employee of Eternity

🔥 Ultramachina






- ☐ Employee of the Month
- ☐ Employee of the Year
- ☐ Employee of Eternity

REASONS FOR FIRING


Losing:

- ☐ Before the 2nd Cycle ends
- ☐ Before the 1st Cycle ends
- ☐ Because Dr Foo ended his 3rd Cycle
- ☐ With 2 or fewer archived Sabotage tiles
- ☐ With 0 archived Sabotage tile
- ☐ With 0 destroyed 
- ☐ With 0 destroyed 
- ☐ With 0 destroyed 
- ☐ With 10  on the board

Work Experiences:

- ☐ Have 2+  on each Era
- ☐ Drop 8+  into the Machine
- ☐ Add 2  onto an Era just before Dr Foo appears there
- ☐ Have 10+  on one Era
- ☐ Have 18+  in play
- ☐ Empty the bag
- ☐ Empty the Huge Deck
- ☐ 2 Missions destroyed in a turn
- ☐ Place 2 Vortexes in a turn
- ☐ Place 3 Vortexes in a turn

Behavioral Assessment:

- ☐ A player is half an hour (+) late for the gaming session
- ☐ A player has temporal Rifts (5min+ game turns)
- ☐ A player wants to re-play their turn for the 3rd time in a game
- ☐ A player suggests cheating
- ☐ A player tries to aim a Rift in the Machine
- ☐ A player misses the Machine while dropping a 
- ☐ Listen to *The Visitors* Soundtrack
- ☐ A player is wearing a tie (with no piano)
- ☐ Playing a game in 1296 (B.C)

**Our sincerest regrets,
The Agency.**