Employment Agency

Stinger / Player count

A drafting game for 2 - 4 players

Win condition

The player with the most points after three rounds in hired and exterminated agents wins the game.

Contents

90 agent cards
(insert card diagram and part explanation)

Setup

Each player gets three stacks of 7 cards. Place the remaining cards to the side, they won't get used in the game.

How to play

Each round is divided into two phases: the draft phase and the lineup phase

Draft phase

Draft cards

Lineup phase

Players will take their drafted cards and arrange their cards face down in a horizontal row. This row is called the Lineup (show lineup diagram)

Starting play

After all players have arranged their Lineup, each player flips over the starting card. The player with the card with the highest strength wins initiative and goes first, in a tie, FINGER GUNS.

Taking turns

Starting with the player who took initiative and continuing clockwise, each player takes one Action with their Active Agent or Retires their Active Agent and reveals the next Agent in the Lineup and takes that Agent's action.
The Lineup Phase continues until at the end of a player's Action, any player's Lineup is completely exposed or has no Agents left.

At the end of the Lineup Phase, each player Eliminates the last Agent in their Lineup and Hires the remaining Agents.

At the end of three rounds, the player with the most points in Hired and Eliminated Agents wins the game.

Credits

Game design: Matt Ajifu

Version 1.0.0