



Rules Version 0.1.4

This is a short, 9-Card nanogame inspired by the popular video game called Star Citizen. Two or more players take on the role of up and coming Jobwell agents trying to find the best pilots for upcoming missions in deep space. Each of the players attempt to recruit the best pilots to meet the requirements of the next mission or attempt to change the nature of the mission itself.

What's in the "box"?

- ★ 2 dice (d6)
- ★ 1 rules reference card / first player token
- ★ 5 Mission Success tokens (purple discs)
- ★ 9 cards: 3 suits of 3 cards each

The Cards



The Mercenaries (Red Suit)

- ★ 1 - *The Reformed Pirate (flies a Gladius)*
- ★ 2 - *The Cool Operator (flies a Hornet Ghost)*
- ★ **Odd Numbers (1,3,5)** - *The Ex-Navy Pilot (flies a Vanguard)*



The Bounty Hunters (Blue Suit)

- ★ 3 - *The Fresh Faced Hothead (flies an Avenger)*
- ★ 4 or 6 - *The Ex-Advocacy Agent (flies a Super Hornet)*
- ★ **Even Numbers (2,4,6)** - *The Seasoned Guilder (flies a Cutlass Blue)*



The Traders (Yellow Suit)

- ★ 5 - *The Long Haul Shipper (flies a Hull-B)*
 - ★ 4 or 6 - *The Banu Merchant (flies a Merchantman)*
 - ★ **Prime Numbers (1,2,3,5)** - *The Jack of All Trades (flies a Freelancer)*
- NOTE: 1 is not technically a Prime number, but this group includes it anyway



The Rogues(Grey Suit)

All cards have the same number on the back, but are the Grey / Skull suit to represent the freelancers going Rogue after being rejected or offended by a Jobwell agent. Recruiting Rogues is frowned upon by Jobwell management.

Don't want to read rules? Check out this video: TBD

Pregame Setup

Every player gets a die and rolls it for determining first player. Give the first player token (rules cards) to the player with the lowest number (reroll ties).

Round Setup

Every player gets a die, rolls it, and places it between them and the player to their right. For a 2 player game, place both die in the middle of the table next to the Draw stack

The two dice represent the mix of skills needed for the initial job assignment given to you.

Shuffle the cards with the Grey side down and put them in center of the table as the Draw pile.

These are the incoming Freelancers and the order they are coming available.

Draw one card per player, flip them Grey side up, and put those cards in the Discard pile. Rotate the Discard pile 90 degrees to more easily distinguish it from the others. Spread the discard stack enough to see the numbers of the lower cards. The order of the Discard stack is always known by players and players may look through the Discard stack at any time without changing the order the cards.

These are Freelancers that have already soured to their experiences at Jobwell.

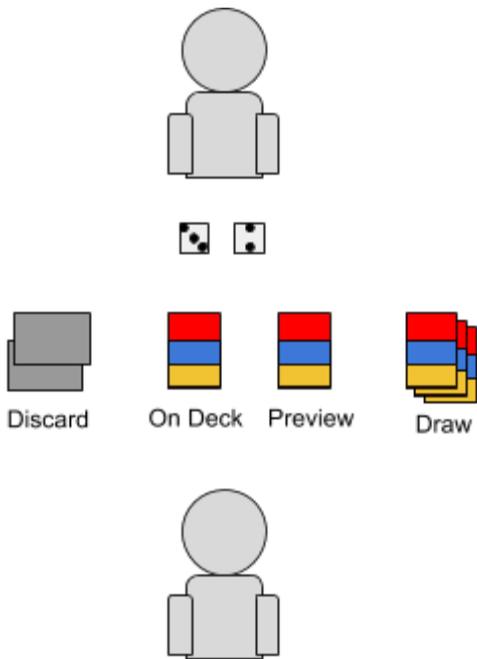
Draw one card and put it on the table to the right of the discard pile. This is the 'On Deck' card.

This available freelancer in the recruit queue

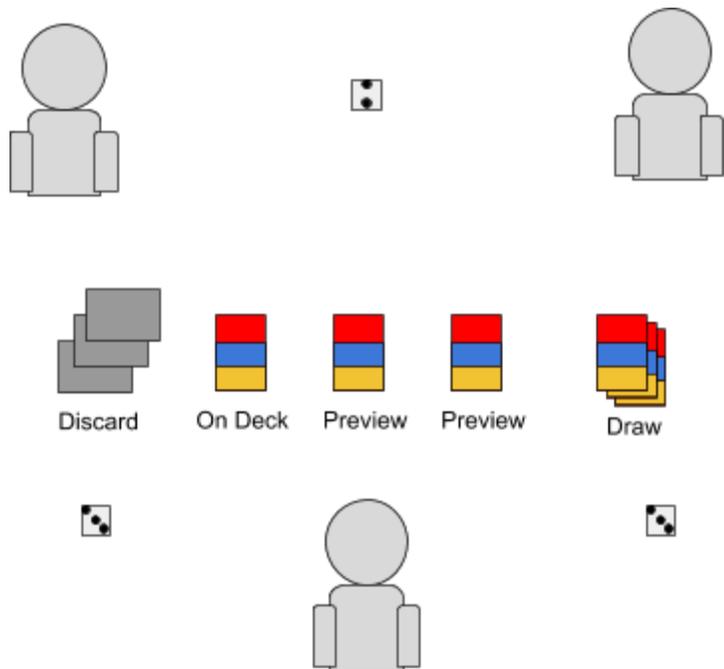
Then, draw one card for every 2 players in the game and place them in a line to the right of the On Deck card (e.g. 1 Preview Cards for a 2 Player game, 2 Preview Cards for a 3 to 4 Player game). All cards in the Draw stack, the On Deck card, and the Preview card(s) should be Grey-side down at this point.

These are the incoming Freelancers that aren't quite available yet.

2 Players



3 Players



Gameplay

- Starting with the first player, each player takes one of the possible actions below (*trying to assign Freelancers to mission squadrons*) and proceeds clockwise.
- Stop for scoring the round (see below) when there are no cards to move to the On Deck position
- The first player token (quick reference rule card) is passed clockwise before the new round starts (see The End below)

Options on each player's turn (pick only one on a turn)

Take the card in the On Deck position or the top card of the Discard stack and place it in front of you. Slide the Preview card(s) toward the On Deck position and draw a card from the Draw stack to fill in the last Preview slot.

You offer a contract to the next pilot available or grab a pilot scorned by another agent.

Push a card from the On Deck position on to the top of the Discard stack. Flip the card to the Grey / Skull side if it isn't already. Slide the Preview card(s) toward the On Deck position and draw a card from the Draw stack to fill in the last Preview slot.

You openly take a pass on the next pilot in the queue. The pilot goes Rogue and starts to look for work elsewhere for work.

Pass your turn, taking no action. If all players Pass around the table, then the first player to Pass 'must' Push when the turn gets back to them. They do not get another action that turn. Any of the other 5 actions will reset the Pass count.

You try and give your recruit slot to another agent, hoping to not get stuck with a dead weight.

Trade one of your non-Grey cards with any of the On Deck or Preview cards. Flip the card you trade in to the Grey side. The card you take does not flip.

You play the political game to get access to normally unreachable pilots, but you disenfranchise a pilot in the process.

Roll any one of the dice on the table. To do so, you must take a non-grey card from your squadron, flip it to grey, and place it on the Discard stack.

You talk you superiors into modifying the mission objectives, but you end up angering a member of your squadron in the process.

Set any one of the dice on the table to a value of a card. To do so, you must take a non-grey card from your squadron, flip it to grey, and place it on the Draw stack. Set one of the die's to a value in which that card would normally score points for. You may not Set if the Draw stack is empty.

You bypass the system and talk to the clients directly to get the mission objectives changed, but pay a stiff price when the management finds out.

Requires the Player to 'pay' a non-Grey card

Scoring

Each player calculates the score of their collection of cards using the die on their right and their left.

- | | |
|--|--|
| +1 point for each card that matches only one die. | <i>You made a good match to mission type .</i> |
| +2 points for each card that matches both. | <i>You found a great match and saved money in the process.</i> |
| -1 points for any card that matches neither die. | <i>You have recruited someone that hinders the mission success.</i> |
| +1 point for for each suit you have 2 or more cards in. | <i>Pilot synergy gives you an advantage on the mission.</i> |
| +1 point if you ONLY have cards from one suit. | <i>You are a truly discerning agent.</i> |
| +1 point in you have no Grey / Skull cards in your hand. | <i>Agents that stick to the rules get rewarded by the management</i> |

Scoring example:

Alice is showing a 3 and a 2 on her mission dice and has three cards: a Prime Grey, a 1 Grey and a 2 Red. Alice would get two points for the Prime Grey (matches both dice), one point for the 2 Blue (matches 1 die), one point for the pair of Greys, and minus one point for the 1 Grey (which matches no dice); totalling three points.

Bob has all three of the Blue cards (the 3, the 4/6, and The Evens). Bob would get one point for the 3, one point for the Evens, one point for the Blue suit, -1 point for the 4/6, one point for having no Grey cards, and 1 point for having only one suit; totalling 4 points.

Bob wins the round!

The End

The round ends when there are no cards available to fill the On Deck position. The person with the highest score gets a Mission Success token (purple token). If some of the players are tied, all the highest scoring players get tokens. If all players are tied, no tokens are awarded. Once the round is over, pass the first player token (rule card) clockwise, setup the cards (see Round Setup), and start a new round.

The player to first reach 3 Mission Success tokens wins the game. Ties are resolved with an additional round.

More Than 2 Players

More than 2 players can be accommodated with multiple game sets. Each set of 9 cards can add up to 2 more players (2 sets for 3-4 players, 3 sets for 5-6). More than 4 players is not recommended, but possible with the rules. Make sure to add an additional Preview card for each set you add and place a shared die on the right and left of each player (see the Round Setup Section).