HEADHUNTER

HILARIOUS HIRES FROM HISTORY

LEGENDS OF RAVENHALL™

Players:	4-10	**Contents:**		**Credits:**	©2018
Gameplay:	30-60 min	130 Blue Candidate Cards		Publisher:	Legends of Ravenhall, LLC
Ages:	12+	64 Green Salary Cards		Designer:	M. Austin Rice
Setup:	>5 min	56 Red Position Cards		Artists:	Daxiong Yang
		1 Game Die			Kevin Miller

Object: Be the first Headhunter to place $1,000,000 in salaries, or the highest amount in salaries by the end of the game, whichever comes first.

Overview: A headhunter seeks to connect candidates and employers, and is paid for this brokering service when an employer hires a candidate. In this game, each player is a headhunter with candidate clients, and each player competes against the others in the job market to get their own candidate clients hired for the job postings (hopefully for the highest salary in play). The most effective headhunter wins!

Headhunters: The players. Your goal is to convince the employer to hire your client for the highest salary in play.

Employer: Each round, in rotation, one player will act as the employer. Your goal is to choose the appropriate number of suggested candidates to hire for your job posting, then award one of the salaries in play to each hired candidate as you determine. You reject the other candidates.

Clients: The candidates, represented by business cards for each historical character.

Salary: The amount of compensation for the position, represented by salary cards.

Job Posting: The job the employer reveals and seeks to fill, represented by position cards.

Set Up: Divide the cards into their three types (Candidate Cards, Salary Cards, and Position Cards) and make sure each deck is shuffled. Place all three decks face down within reach of everyone. Each player draws a starting hand of three Candidate Cards. These are your first clients that you must try to place in a job. These cards must not be shown to anyone else. Select one player to act as the employer for the initial round, by rolling die for lowest number. Initial Employer will draw a Position Card and hold it for a moment. Employer will roll the die and draw same number of Salary Cards as number rolled (if roll a three, draw three Salary Cards). Employer will hold Salary Cards with Position Card.

Gameplay: Starting with the first player, and then moving clockwise each turn, each player will act as Employer in rotation. Once each player has acted as Employer twice, the game is over – unless one particularly effective Headhunter reaches $1,000,000 in client salaries first!

Turn:

1. The Employer draws one Position Card
2. The Employer rolls the game die
3. The Employer draws the same number of Salary Cards as the die result
4. The Employer "Posts the Job"
5. The Headhunters submit clients
6. The Employer hires the same number of Clients as the die result
7. The Employer distributes Salary Cards to each Headhunter
8. The hired candidates are set aside; other cards placed beneath respective decks

Post the Job: The employer will "post the job" by revealing the Position Card and all Salary Cards. Employer will place Position Card face up for all to see, then place the Salary Cards adjacent. Employer will then announce the job. For example, employer may draw a Position Card for a Test Pilot, and roll a 3, and draw three Salary Cards ($40,000, $70,000, and $50,000), so Employer would announce, *"I need to hire three test pilots, one for a salary of $40,000, one for a salary of $70,000, and one for a salary of $50,000."*

Submit Client: Each non-employer player is a Headhunter and should have a hand of three Candidate Cards. Each Headhunter will select the best (or most comical) candidate in his or her hand to give to the employer for the position. The candidates are a diverse group of historically significant people, although not all were positive influences. Some were villains. A candidate, good or bad, may be obviously qualified, or ironically unqualified, for a position. After choosing the card from their hand, the Headhunters will give the selected Candidate Card face down to employer. The employer will receive a Candidate Card (client) from each Headhunter, without looking at which Headhunter offered which candidate.

The Hire: Once all Headhunters have offered a Candidate Card, Employer will mix them up and review all the options. Employer will lay each card face up next to the job posting. Comments can be made about each candidate during the hiring process. Employer must hire one candidate for each Salary Card that he or she has drawn at the beginning of the round, and will award one Salary Card to each Headhunter whose candidate was hired. Employer has absolute discretion in hiring and salaries!

Winning: Each player puts the earned Salary Card face up in front of his or her area of play. The player who has earned the most money from Salary Cards after two full rounds, or the player who earns $1,000,000 in salaries before the end of two rounds, is the winner!

Logistics: The hired candidates are no longer available for any other job posting during the game, so these Candidate Cards are removed from play and set aside. All candidates that were submitted but not hired are placed at the bottom of the Candidate Card deck. All Position Cards are placed at the bottom of the Position Card deck. After every round, players will need to draw another Candidate Card so that each player always has three cards in their hand.