



RECRUIT MADNESS

Rulebook

Story:

In Sendam, a city tells the story of people playing dirty games behind closed doors, where big corporations and entities are trying to gain control of every part of the corrupted city.

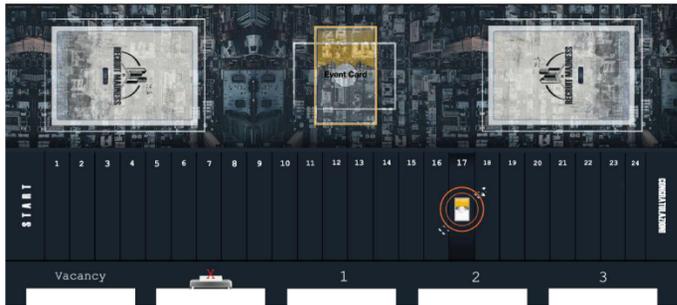
Then rises the new Sendam Recruit Authority (SRA) that supposed to be the last hope of the people and hire candidates fairly, but things didn't go well and it turned out to a massive chaos. The big corporations and entities rigged the system from within the SRA. An ordinary job seekers had no clue that their careers were being manipulated and decisions are made for them to satisfy some hidden agendas, which placed Sendam's parties and politicians up in this madness. As SRA is a crucial authority within Sendam city, The President of the SRA has one of the most powerful lobbies in Parliament, which has granted him absolute immunity from any legal inquiry. Over time, this has made him reckless and careless, often leaving his office and the SRA team behind without supervision.

Welcome to Recruit Madness where you are a member of the SRA team. your objective is to build a network and grow in power within the SRA. You must hire people and support potential candidates in **Closed Recruitment Meetings**. Whenever you recommend or support the right person and understand your rivals, you will rise in power until you become the next President of the SRA.

You are tasked to recommend and support suitable candidates for the proper role (or should you?).

Components

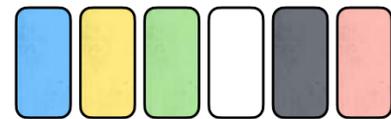
1 game board



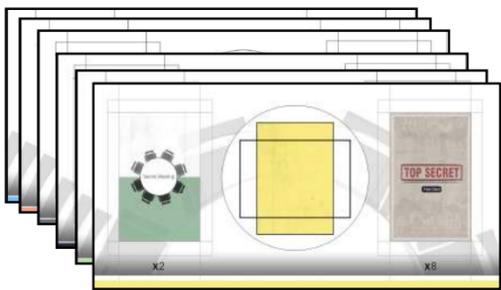
1 Delegation Token



6 Player Score Trackers



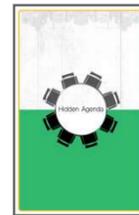
6 Players Boards



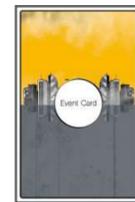
150 Facts Cards



36 Hidden Agenda Cards



15 Event Cards



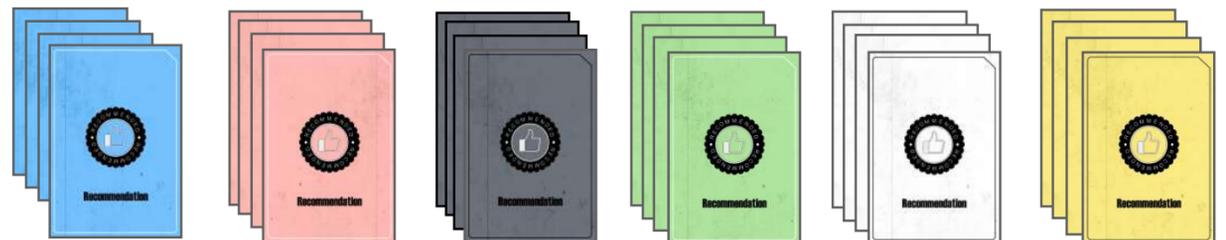
150 CV Cards



1 CV Card (Promo Card)

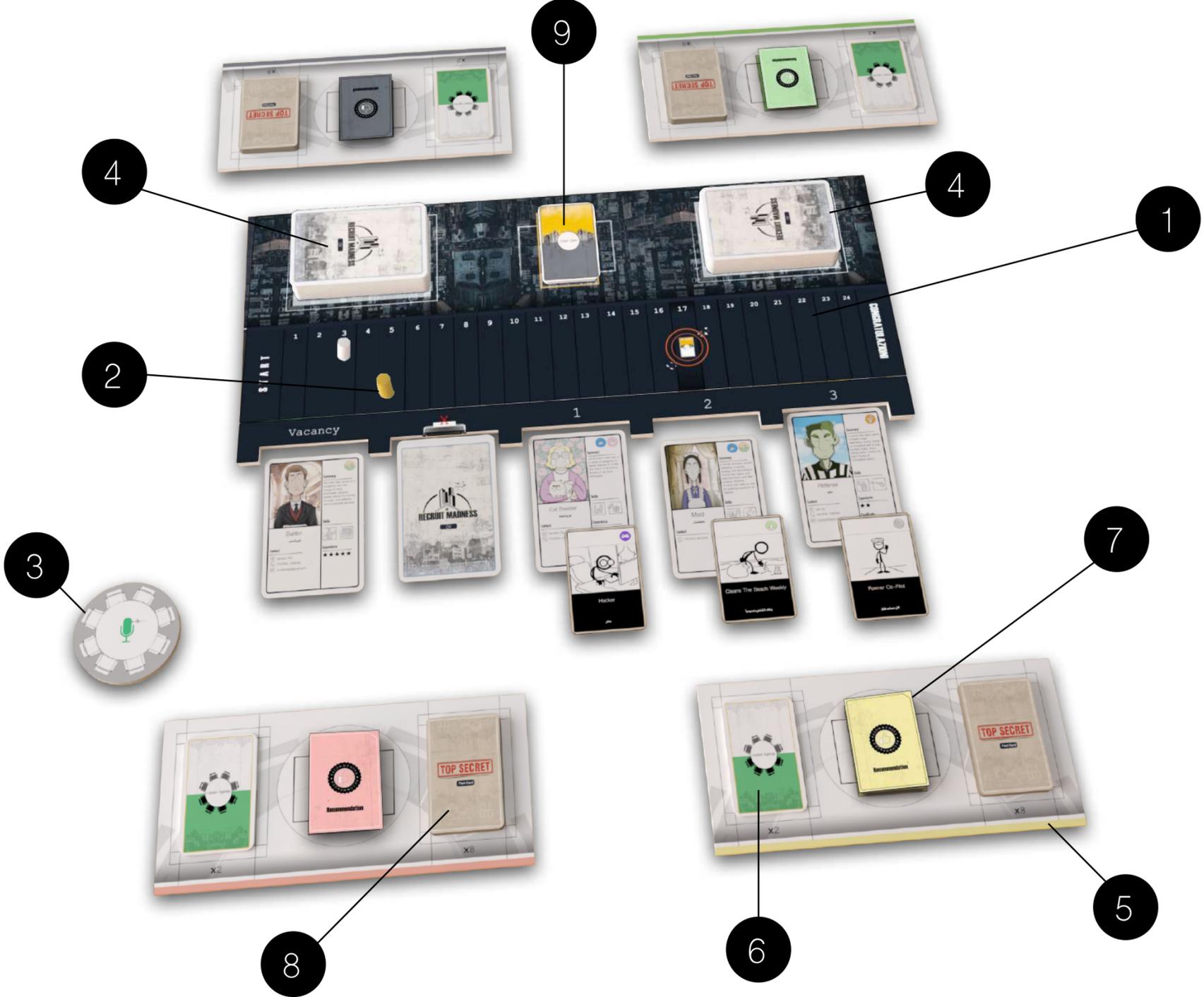


24 Recommendation Cards



Game Setup

- | | | | | | |
|---|-----------------------|---|---------------------|---|----------------------|
| 1 | Game Board | 4 | CV Cards | 7 | Recommendation Cards |
| 2 | Player Score Trackers | 5 | Player Board | 8 | Facts Cards |
| 3 | Delegation Token | 6 | Hidden Agenda Cards | 9 | Event Cards |



Goal of the game

You will need to gain **(25)** Network Points or above to win the game and become the next President of Sendam Recruit Agency.

Game Setup

- 1- Place the Game Board in the middle where all players can clearly see the game board.
- 2- Give each player a Player Board. All players must place the Player Board in front of them.
- 3- Determine the number of players and place a Player Score Tracker for each player on the starting space on the game board.
- 4- Give each player the **(4)** Recommendation cards based on their picked color.
- 5- Shuffle the CV cards carefully and give each player **(4)** CV cards.
- 6- Shuffle the Fact Cards (Top Secret) carefully and give **(8)** Top Secret Cards for each player.
- 7- Shuffle the Hidden Agenda Cards and give **(2)** cards for each player.

In the rare case that you receive **(2)** similar Hidden Agenda icons, you must keep both. The player must complete them one by one, as they cannot be completed together
- 8- Each player should keep all their cards hidden from other players. All players can use the Player Board and place the Fact Cards and the Hidden Agenda Cards on their appropriate places.
- 9- Place the rest of the CV Cards on their appropriate place on the Game Board and form two deck of cards. All cards should be on face-down.
- 10 - Shuffle the Event Cards and place them in the specified spot in the middle of the game board.

The game is now set and you are ready to play ...

Pay attention to the **icons** in the top right corner during the game, as these icons play a significant role in gaining high scores by completing your Hidden Agendas

Bodyguard
حارس شخصي

Contact
Sendam City
7327848-1380762

Summary
A person employed to escort and protect an important or famous person. Securing public locations before a client attends public events or other public appearances

Skills
[Icon of a car and a person]

Experience
★★★★

Was In a rock band
كان في فرقة روك

Support Security Sectors
ادعم قطاعات الأمن

Gain **+3** if the candidate you recommended with this job gets the job

Gameplay

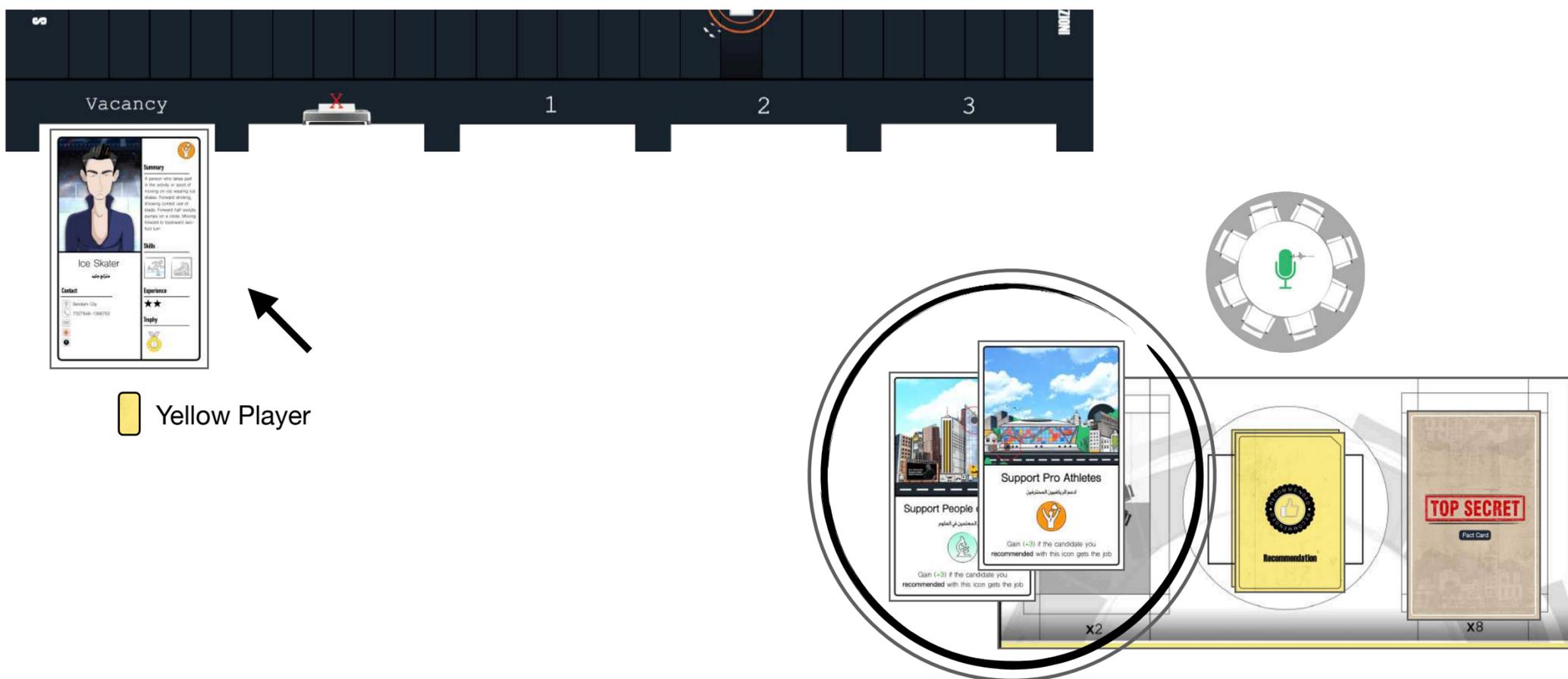


The highest job grade from the players will start the game as the **Chairman**. Give the starting player the Round Disc (Delegation Token) to indicate the **Chairman**. or decide who can start.

Recruit Phase

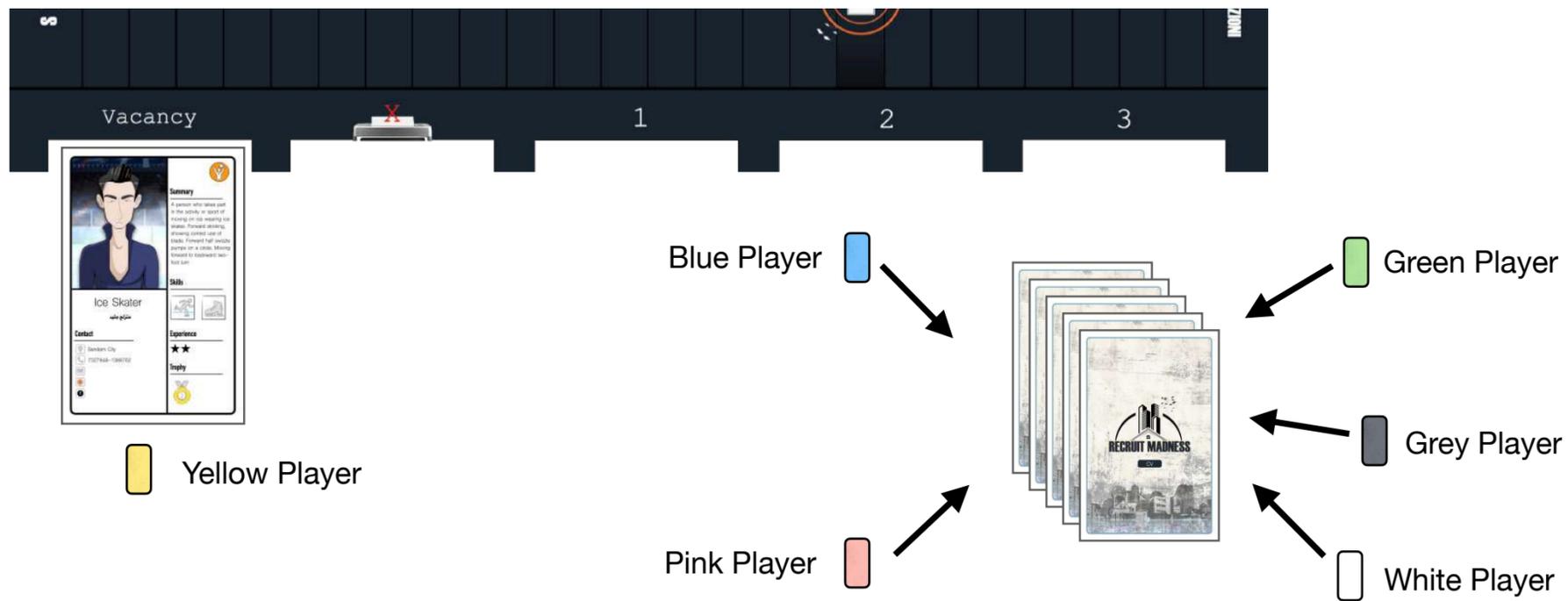
The **Chairman** will need to choose (1) CV Card of their hand and place it face-up beside the Vacancy indicator from the Game Board. This CV card is the job vacancy required.

HINT: The **Chairman** should carefully try to lure CV cards that match their Hidden Agenda Card to gain more Network Points without letting other players know the Chairman's hidden agendas.



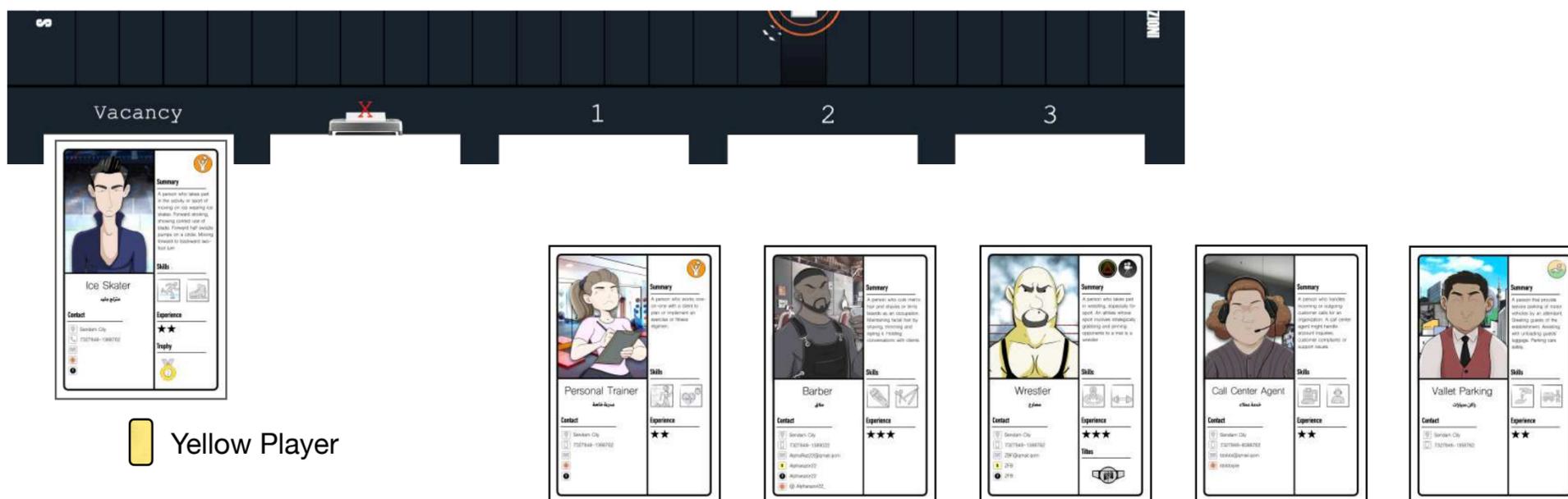
Candidate Referral Phase

All other players will pick the most suitable CV for the shown vacancy. Once all players pick their CV cards, they must give them to the **Chairman** face down.



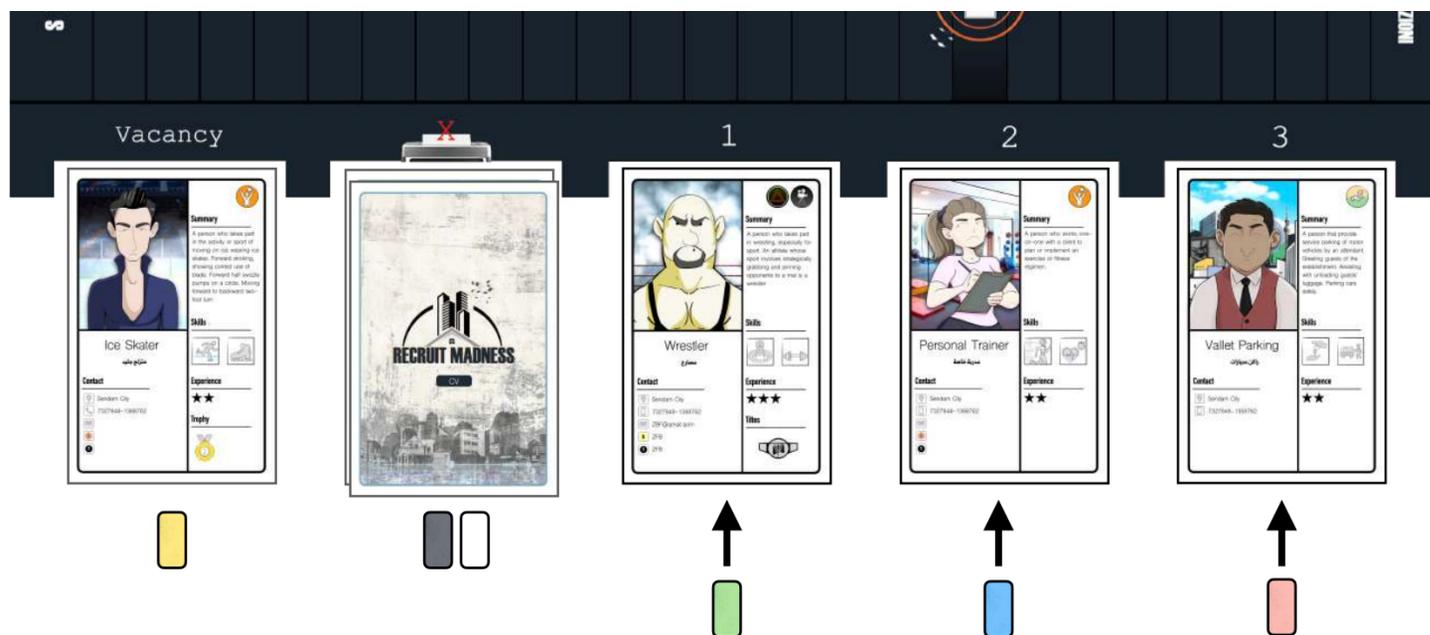
Filter Phase

The **Chairman** will shuffle the CV Cards and reveal them so everyone can see them and reading them out loud. Then, the **Chairman** will choose the (3) most suitable CV Cards for the Job beside the numbers indicated on the Game Board and place the rest beside the X mark indicated on the Game Board face-down. These cards do not contribute to the game.



Example: The **Chairman** chose "Ice Skater" in the vacancy in order to get a CV with Athlete Icons because he has a Hidden Agenda that requires hiring an athlete. Then they picked these (3) CVs: personal trainer, wrestler, and valet parking. Afterward, the **Chairman** discarded the call center agent and barber.

NOTE: In a 4-player game, you skip the filtering phase and place CV Cards immediately.



Discussion Phase

The **Chairman** will now discuss the possibility of recruiting one of the selected CV Cards indicated on the numbers 1, 2 or 3. Starting from number 1, the **Chairman** will ask the player, "why you think this candidate is suitable to this vacancy?" or "Why we should recommend this candidate"? what makes them unique?

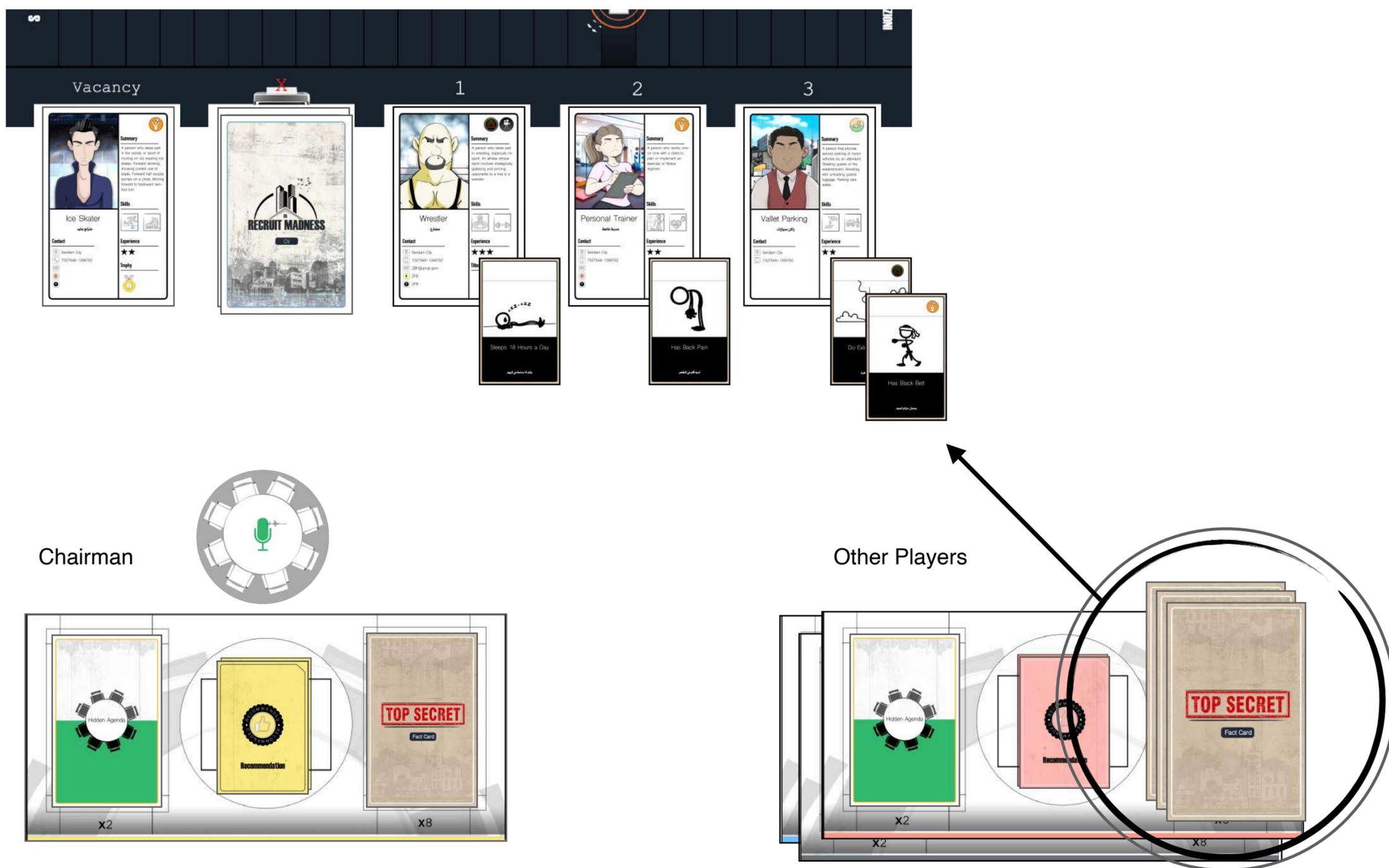
NOTE: The **Chairman** must listen to all their colleagues and give them a chance to defend their candidate. If the **Chairman** pleases, any player can intervene in the discussion in this phase. The **Chairman** is the person who controls the meeting in this phase by setting up any rules. For example, the **Chairman** can listen to one person at a time or allow open discussion.

REMINDER: The **Chairman**'s role is to listen and not argue too much. They should keep their decisions discreet from other players for a better game experience.

During the discussion, other players (**NOT THE CHAIRMAN**) can use their Fact Cards during the Discussion Phase to influence or weaken their adversary's applicant. Fact Cards (Top Secret) can be powerful toward or against any player.

NOTE: During discussion, players can't make out facts or stories about candidates in the discussion phase. *For example, you can't say this guy is married, or he won a golden medal. Players need to be reasonable.*

NOTE: All players should be careful when using Fact Cards, as they will not be refreshed (unless affected by an Event Card). So use them wisely.

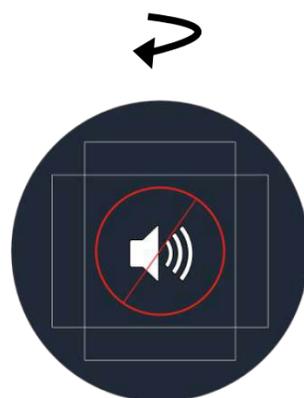


*Example: Some players played a fact card indicating that the wrestler in slot (1) sleeps **18** hours daily. Other players who played a fact card indicated that the "Personal Trainer" had back pain, which caused difficulties during demonstration training. Last, many facts supported the "Valet" that he has a black belt and participates in extreme activities. which makes the Valet more likely to get the job.*

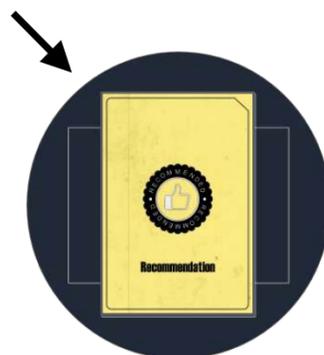
In rare situations, it might happen that (2) fact cards conflict with each other. For example, if a player plays "this candidate doesn't own a phone" and then another player plays "this candidate uses multiple phone numbers in secret," the last fact card cancels the previous one.

Recommendation Phase

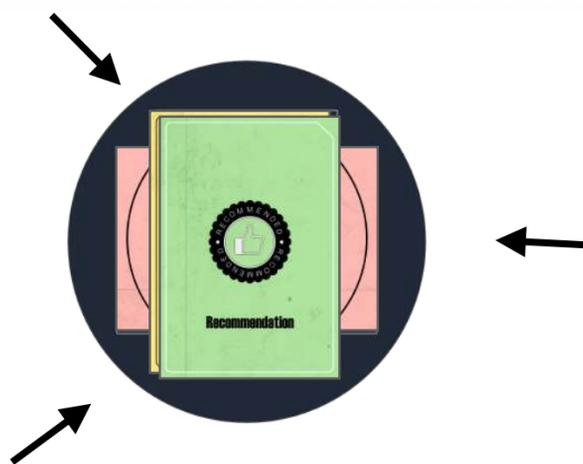
The **Chairman** can end the discussion phase by flipping the Delegation Token to the silent icon. Once this happens, all players must stop talking and end the discussion.



The **Chairman** will have 4 Recommendation Cards labeled (1, 2, 3) referring to the three candidates, and (X) if the **Chairman** sees that no candidate is suitable for the job. Based on the discussion phase and the hidden agenda cards, the Chairman will play one of the Recommendation Cards and place it **FACE-DOWN** on the "Delegation token."



Once the **Chairman** play a Recommendation Card, all other players will now select one of their Recommendation Cards to PREDICT which candidate the **Chairman** recommended. All players must use one of their Recommendation Cards and place it **FACE DOWN** on the “Delegation Token” without showing it to other players.



When all players have placed their Recommendation Cards, the **Chairman** will reveal them, and the Scoring Phase will begin.

Scoring Phase

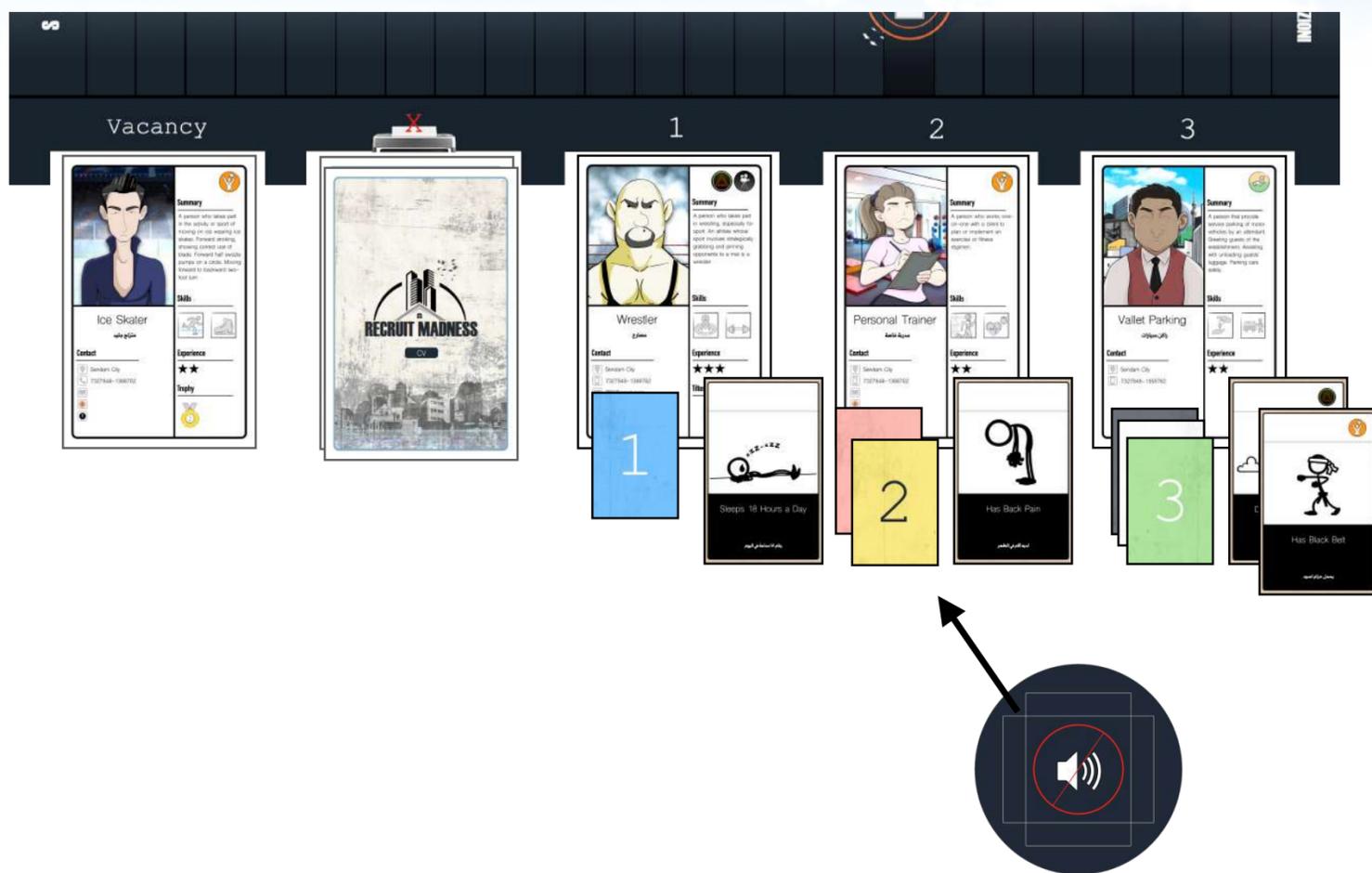
The scoring will be determined as follows:

- If one or more players recommended the **Chairman's** selection and it was correct, all players, including the **Chairman**, will gain (+3) points. An additional (+1) point is given to the player whose candidate got the job.
- If no players recommended the **Chairman's** selection, all players will score (+3) points, and the **Chairman** will score nothing.
- All players need to move their score tracker pieces accordingly.



HIDDEN AGENDA CARDS: These cards represent secret meetings a player has with different entities or individuals seeking to control the city. If a player successfully recommends the winning candidate for a job, and the icon on the CV Card matches the icon on the Hidden Agenda Card, that player gains an additional (+3) points

Example: Here is how the score will be based on this scenario:



- Yellow player (**Chairman**): Receives (+6) points because the Pink Player recommended their selection and completed one of their Hidden Agendas.
- Pink player: Receives (+3) points for recommending the winning candidate.
- Green player: Receives no points.
- White player: Receives no points.
- Blue player: Receives (+1) point (assuming that “Personal Trainer” is their CV, but they recommended the “Wrestler” by mistake, so they can no longer change their choice).
- Grey player: Receives no points.

Next Round



When the round ends, flip the “Delegation Token” back and pass it to the player on your right, who will be the next **Chairman**. Then, each player draws (1) CV card.

Event Phase



EVENT CARD: When a player reaches the 17 Network Points mark, reveal an Event Card, read it aloud, and take the appropriate action. Refer to Page (14) for examples and clarification of each Event Card.

End Game

Once a player reaches 25 Network Points, the game ends. In the event of players reaching the same score, the player with fewer Hidden Agendas wins. If there is still a tie, the player with more Facts Cards wins. In case of a continued tie, play one more round until a winner is determined, who will be announced as the new president of the SRA.

Credit

Game Designer: Abdulrahman Al-Homaid Graphic and Art Design: Mohd Al Fakhroo Game Development: Majlis Shabab L.L.C.

Majlis Shabab Community: The Big Boss would like to give a Big THANK YOU to all the people, including our friends and families from different Majlises, who helped shape this game with game testing, tweaking, and suggestions. A big THANK YOU also goes to the artists who provided some advice and added to the game's art. The game would not exist without you and your help and encouragement from different perspectives.

Many of you wish to remain anonymous, which is understandable as a part of our culture.

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<https://majlis-shabab.qa>

Event Cards Clarification



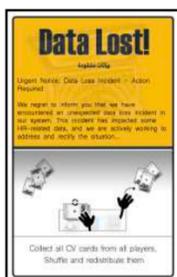
Unemployment Rate Increased: Each player receives (+2) additional CV Cards, bringing the total to (6) CV cards per player until the end of the game.



New Airport Is Hiring: Discard (-1) CV Card from each player, leaving everyone with a total of (3) CV Cards until the end of the game."



Career Fair: All players can refresh their CV Cards; *for example, you can discard (2) CVs and replace them with other (2) CVs from the Deck.*"



Data Lost: Shuffle all CV Cards and redistribute them to all players.



CITY BANKRUPTCY!: Each player will hold only (1) CV card until the end of the game. Please remind players to remember the CV they hold and play.

Event Cards Clarification



The Ruling Party Lost The Election: Pass (1) Hidden Agenda Card to the player on your left.

NOTE: you may lose your Hidden Agenda Card and not receive one.

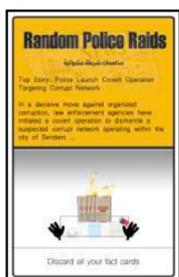


Incoming Election: Everyone gets (+1) additional Hidden Agenda Card.



Implementing New Recruiting System: Players will reveal their CV Cards ONLY and continue playing the game while CV Cards are FACING UP until the end of the game. During Filter Phase, the **Chairman** will then select any (3) CV Cards for discussion.

Note: The Chairman can choose more than (1) CV from the same player.

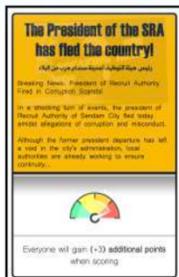


Random Police Raids: Remove all Fact Cards from the game.



Documents Leaked: Every player will receive (+5) Facts Cards and add them to their hands.

Event Cards Clarification



The President of the SRA has fled the country!: Now everyone will gain (+3) additional points when scoring until the end of game.



Undercover agent in Sendam Recruit Authority: Everyone will keep their Hidden Agenda Cards **FACE UP** until the end of game



New Prime Minister: The game will be **reversed** by selecting the least qualified candidate for the job. *For example, if the job opening is for a CEO, the most fitting CV might belong to unconventional candidates like a beggar or balloon blower.*



Video Recording of Closed Recruitment Meetings: During the discussion phase, all Fact Cards will be played **FACE DOWN**. Only the **Chairman** is allowed to read them secretly and then place them back.
Hint: Act as if a camera is recording the meeting



Overseas Collaboration: Conduct the interviews using only non-verbal cues; pretend you've just discovered that the other team does not understand your language. *Examples of short non-verbal cues: gestures, expressions, body language, pointing, eye contact, nodding, thumbs, writing/drawing, and some few words like (Yes, No, Ok, good, Not good and so on)*

NOTE: This Event lasts for **one round only**. After that, the game returns to normal.