

# Mission Critical

## The Cutthroat, Fast-Paced Game of Human Capital

### Official Instructions

*Mission Critical is a game about making your way through the cold, brutal business world. Use your meticulously-assembled staff to conquer any situation life throws at you...but be careful – your staff are up for grabs at any moment.*

### Setting Up

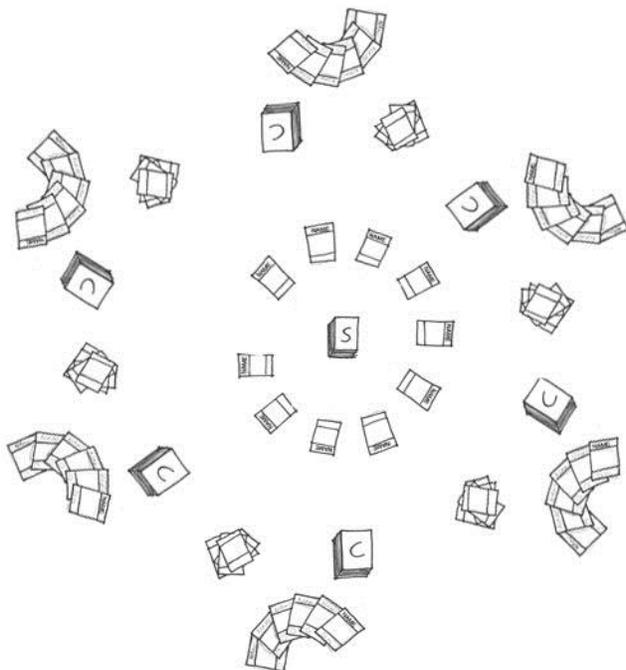
*Mission Critical* includes two basic types of cards:

**Situation Cards** – Available in full decks, Situation Cards present players with (what else) situations they must overcome. Each card is identified with a set of Attributes. By fulfilling these Attributes, a player overcomes the Situation presented on the card. These cards also feature point values, representing the scores obtained for defeating them.

**Character Cards** – Available as individual, assorted cards, Character Cards present the characters which must be used by players to overcome a situation. Each card carries a set of Attributes. These Attributes represent the qualities each Character provides when approaching a Situation. Character Cards come in two types:

Basic Character Cards – Cards featuring positive Attributes, used to take on a Situation. These cards also feature character Levels that determine the order in which they can be played.

Scrub Cards – Cards featuring negative Attributes, used to prevent Characters from completing their tasks.



Begin by shuffling the Situation Card Deck. Decks come in a standard set of 100 cards, but the size of the deck to be used is entirely at the players' discretion. Naturally, a larger deck will result in a longer game. Once the cards have been sufficiently randomized, place the deck face-down in the center of the play surface.

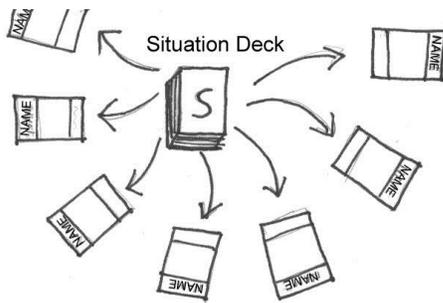
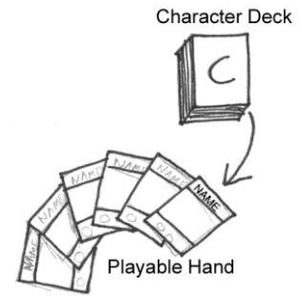
Each player begins with his or her own collection of Character Cards. From that set, players must select cards to go into a playable Character Deck. The size of this deck is variable, but should be equal to **approximately half the size of the Situation Deck**. For a Situation Deck of

100 cards, for example, each player should have a Character Deck of 50 cards. Every player's Character Deck must be equal.

With the Character Decks assembled, each player places the deck face-down in front of his or her play position.

### Beginning the Game

Each player selects from his or her Character Deck a set of six cards. These cards serve as the player's immediately playable hand; any cards the player wishes to use in each round can only be drawn from this hand. As cards from this hand are used, they are replenished from the Character Deck one at a time such that the player always has six cards in his or her playable hand.



To begin play, a set of cards is drawn from the Situation Deck. The number of cards drawn is equal to twice the number of players in the game. These cards are arranged in a circle around the Situation Deck. With all cards in place, the game begins.

### Defeating Situations

The primary goal of *Mission Critical* is to defeat Situations. The match is a free-for-all to defeat as many Situations as possible before the deck is used up.

Each Situation Card is represented by a specific set of Attributes. Attributes are identified as follows:



**Leadership** – The ability to regulate a team and maintain order.



**Charisma** – The ability to inspire others and influence emotion.



**Innovation** – The ability to come up with new ideas and look at things in creative ways.



**Research** – The capacity to identify patterns and learn from others.



**Organization** – The capability to remain tidy and to relax in stressful situations.



**Technology** – Knowledge and experience with new and high-tech devices.

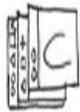


**Handiness** – Working knowledge of physical objects and an ability to conduct repairs.



**Energy** – General enthusiasm and ability to press through problems.

The Attributes presented on a Situation Card represent the qualities required to defeat that Situation. Character Cards possess the same variety of Attributes. In this case, they represent the qualities a particular Character applies to a Situation.



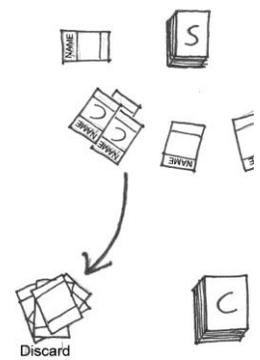
To defeat a Situation, identify the Attributes on the card. Using your playable hand of Character Cards, place cards with Attributes that match the Situation on top of the card you wish to defeat. Place your card such that **the top row of Attributes on the card beneath remains visible**. Be sure to do this for every card played so that players can always see which Attributes are needed!

Character Cards must be used in sequence according to Character level. To play a Character Card, the character's Level must be no more than 1 point above the card beneath it. For each Situation, a Level 1 character must be played first. Following this move, a Level 2 Character can then be played, followed by a Level 3. Cards of the same level can be played on top of each other. Cards of a lower level can also be placed on cards of a higher level. In this case, the maximum level that can be played is unaffected; thus, if a Level 1 card is played on a Level 3 card, for example, Level 3 cards can still be played.

Upon playing a card from your hand, replace it with a card from your Character Deck so that your hand always contains six cards. Once the Attributes of the Character Cards you've played fulfill all of the Attributes on the Situation Card, the Situation is defeated.

**\*\*Note that it is quite rare for a single Character Card to fulfill all of the Attributes on a Situation Card. Most often, a single Situation will call for two or three Characters for its completion. Additionally, any Character Attributes that don't apply to the Situation have no impact on that Situation; they are simply ignored.\*\***

Every Situation on the board is free for the taking, so don't feel pressured to focus on just one. You may place cards on multiple locations at once.



Upon defeating a Situation, collect the Situation Card, along with all Character Cards on top of it, and place them in front of you. Be sure to keep Character Cards on top of the Situation Cards they've defeated and keep all of your stacks separated – these combinations will be judged at the end of the match.

Once a Situation has been removed from the center ring, that Situation is closed. No more characters can be added (with the exception of Scrubs, as we will see below). When you remove a Situation from the ring, replace it with another card from the Situation Deck.

In the rare event that none of the Situation Cards in the ring can be defeated by any player, all players cycle their playable hands into the bottom of the Character Deck and draw six new cards. If no player has more than six cards remaining, the match comes to an end.

### **Hostile Takeovers**

Since most Situations require more than one Character to defeat, it is entirely possible for more than one player to place a Character on any given Situation. In this occurrence, the Situation goes to whichever player ultimately defeats the Situation. The last player to place his or her Character Card collects the Situation. This includes any other Character Cards played on that Situation, even if they weren't part of the player's original deck! The same leveling rules still apply – the card you place must be no more than one level above the card beneath it.

Always keep in mind: unless you're the last to play a card, you always risk your cards being stolen.

### **Scrub Cards**

Scrubs are inexperienced, rookie employees who just can't do anything right. They ruin anything they touch. Luckily, they're not as common as regular employees, but you still don't want them interfering in your efforts. What you *can* do with Scrubs is pawn them off on your competitors. Scrub Cards are special Player Cards that have negative impacts on any players' efforts to defeat a Situation. If you spot other players defeating Situations left and right, adding a Scrub Card to a card stack is a good way to seriously hinder them and prevent them from ever defeating a Situation.

Scrub Cards are unique as they are the only cards that can be placed on closed Situations. Placing a Scrub Card on the top of a competitor's discard stack will apply it to the Situation sequence immediately beneath it. Even though the Situation has been defeated, it will be nullified following the match.

### **Scoring**

The match comes to an end when either of two conditions are met:

1. All Situation cards in the Situation Deck have been exhausted.
2. All playable Character Cards have been used (i.e., no player can continue, or the remaining Situation Cards cannot be cleared with the remaining Character Cards).

Following the match, players review the collected Situation Cards to determine their point value. Each Situation Card displays its point value in the upper corner. Situations carrying greater Attribute numbers garner higher scores. Adding these points together determines the player's final score. The player with the highest score wins. Even scores are counted as a draw.

In the process of scoring, each Situation must be rechecked to determine its validity. Any Situation found in which the Character Cards played do not fulfill its Attribute requirements is invalid and scores no points. The invalid stack is placed in a community discard pile. Similarly, any Situation nullified by a Scrub Card is also counted as invalid and placed in the community pile.

### **Redistribution**

Following final scoring, all Situation Cards are separated from the Character Cards and placed back into a single deck. Any Character Cards placed into the community pile are distributed one at a time to the other players, dealt out in a clockwise direction beginning with the winner of the match.

In addition, all players must redistribute their cards to bring all player decks back down to an equal level. Players who have gained extra cards over the course of the match must select cards to remove from their Character Decks to bring their card counts back to starting levels. These cards are dealt to the remaining players in the same manner as the community pile, clockwise starting with the player with the fewest cards. Cards are dealt until each player's deck is returned to its starting level.