Hand Management

The Hand Management Game

Object

In *Hand Management the Hand Management Game*, you control one of four agencies that manages hand models. The goal is to use your agency's models to win jobs and earn action cards. Those action cards can then be used to help your models win more jobs, damage rival agencies, and improve your own agency. But perhaps, most importantly of all, those action cards are also your victory points so be careful how you use them. At the end of the game, the winner is the player with the most victory points.

Game Components

Model Cards

Model cards give the model's name, their skill level, and the one or more types of jobs that the model specializes in.
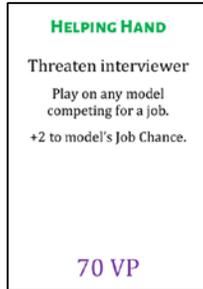

Job Cards

Job cards identify the client doing the hiring, the type of job (and if appropriate, whether the job is local or national), the skill level desired, and how much the job pays.
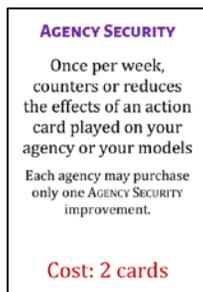

Action Cards

Action cards specify the type of action, its effects, and its victory point value.

HELPING HAND

Threaten interviewer

Play on any model
competing for a job.

+2 to model's Job Chance.

70 VP

Agency Improvement Cards

Agency improvement cards identify the type of improvement (AGENCY SECURITY, PAMPERED MODELS, or EXTRA MODEL SLOT), its effects, and its cost in action cards.

AGENCY SECURITY

Once per week, counters or reduces the effects of an action card played on your agency or your models

Each agency may purchase only one AGENCY SECURITY improvement.
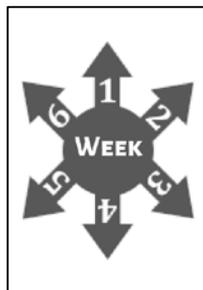
Cost: 2 cards

Agency Cards

Agency cards simply list the name of the agency. They are used to label the column in the table layout where that agency's job applicants are placed.

DELIGHTFUL DIGITS AGENCY

Game Counter

The game counter shows the current week. At the beginning of the game (week 1), it is placed so that the 1 is pointing up. Each turn, it is rotated counter-clockwise so the next week number is pointing up.
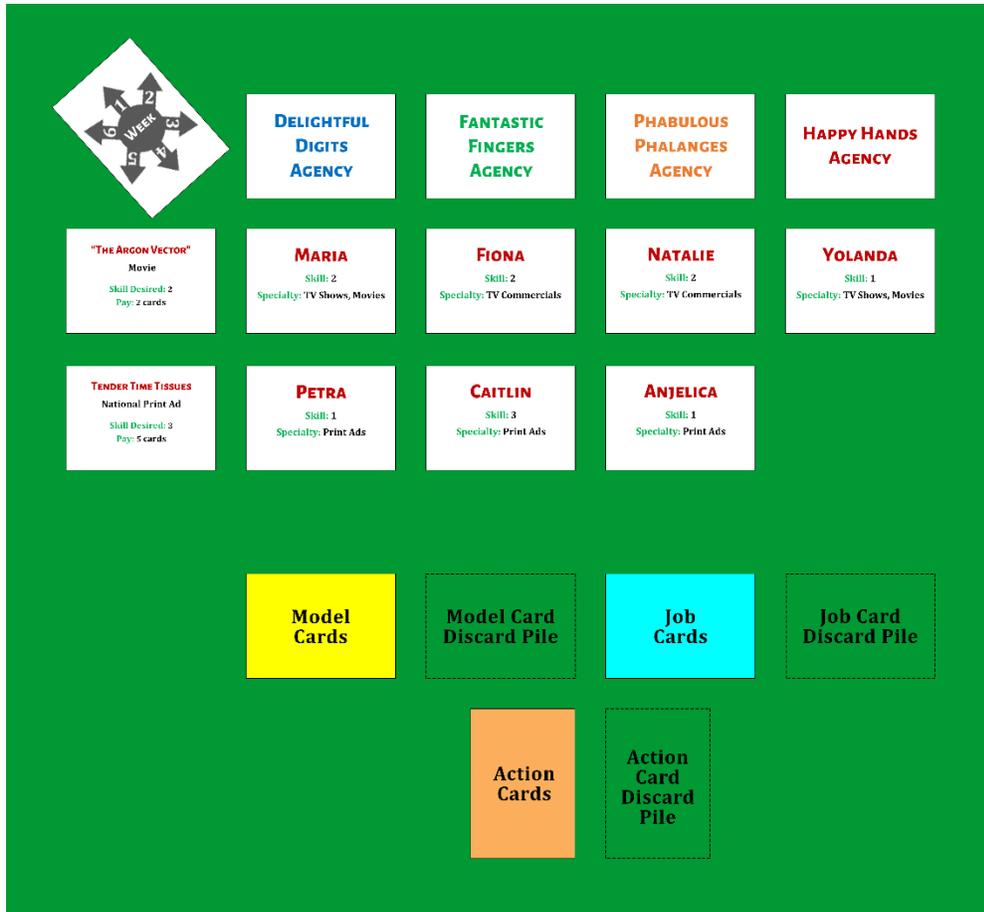
WEEK

Dice

The game also uses 2 standard six-sided dice.

Paper and Pencil

A paper and pencil (or something similar) are required for scorekeeping.

Table Layout

The following diagram shows how the cards may be laid out during the game.

Set-Up

For a two player game, remove the AGENCY SECURITY* improvement card, the PAMPERED MODELS* improvement card, and one of the EXTRA MODEL SLOT improvement cards.

Each player chooses one of the four agencies.

Shuffle the job deck and place it face down.

Shuffle the model deck and deal five model cards to each player. Each player chooses two of the five models as the starting models for their agency and place them face up. Each agency may represent up to three models initially. The Extra Model Slot agency improvement can increase this number.

Shuffle the unchosen models back into the deck and place the deck face down.

Shuffle the action deck and deal two action cards to each player. Place the remainder of the deck face down.

Set the game counter so that "1" is pointing to the top.

Choose one player to be First Hand. Place the First Hand card in front of them.

Each player places their agency card at the top of a job application column as shown in the Table Layout above.

Turns

Each turn represents one week and consists of the following phases:

- Draw Phase
- Job Revelation Phase
- Job Application Phase
- Job Resolution Phase
- Agency Improvement Phase
- Model Termination Phase
- Model Recruitment Phase
- Victory Point Lock In Phase

Draw Phase

Each player starting with the First Hand and proceeding clockwise draws a card from the action deck.

Job Revelation Phase

First Hand turns over the available job cards for the week.

Players	Jobs
2	1
3	2
4	2

Job Application Phase

Starting with the First Hand and moving clockwise, each player chooses zero or one of their models to apply for each job. Place them as shown in the Table Layout above

Job Resolution Phase

Resolve each job in turn. Each player may play one or more Bloody Your Hands, Deal a Bad Hand, or Helping Hand cards on any model up for that job. Add up the modifiers from the Bloody Your Hands, Deal a Bad Hand, and Helping Hand cards for each model. Take this number and modify it based on model's skill, specialty, and their agency's improvements.

> Model skill is 2 lower than desired skill: -2
> Model skill is 1 lower than desired skill: -1
> Model skill is equal to desired skill: +0
> Model skill is 1 higher than desired skill: +1
> Model skill is 2 higher than desired skill: +2
> Model has appropriate specialty: +1
> Model's agency has the Pampered Models improvement: +1
> Model's agency has the Pampered Models* improvement: +2

This is the model's job chance for winning this particular job. Once the job chance has been determined, roll two dice for each model and add the total of the two dice to that model's job chance. The model with the highest score wins the job. If there is a tie for the highest score, reroll the dice for the tied models. Repeat until one model remains; that model wins the job. The player of the winning model collects the pay shown on the job card in action cards.

Once all jobs have been resolved, move on to the Agency Resolution Phase.

Agency Improvement Phase

Beginning with the First Hand and proceeding clockwise, each player may spend action cards from their hand to purchase an agency improvement. An agency may only purchase one improvement per turn and improvements are limited to the available improvement cards.

The following agency improvements are available:

Agency Security: The Agency Security improvement may be used once per week to cancel a single effect from an action card. Each +1 from an action card is considered a separate effect. So, for example, if a Deal a Bad Hand action card gives a -3 to a model's job chance, the agency that represents the model it is played on can use Agency Security to reduce the effect to -2.

Turn the Agency Security card sidewise to show that it has been used. Turn it back at the end of the turn.

Agency Security*: The Agency Security* improvement is similar to Agency Security but it may be used twice per week. Turn the Agency Security * card sidewise after its first use. Turn the Agency Security * card upside down after the second use. Turn it back at the end of the turn.

Pampered Models: The Pampered Models improvement provides a +1 to the job chances of all the agency's models. In addition, Upper Hand and Change Hands action cards do not work against an agency with this improvement.

PAMPERED MODELS*: The PAMPERED MODELS* improvement is similar to Pampered Models but it provides a +2 to the job chances of all the agency's models.

EXTRA MODEL SLOT: The EXTRA MODEL SLOT improvement increases the number of models that the agency can model. This improvement may be purchased twice, allowing an agency to manage up to five models.

Model Termination Phase

Beginning with the First Hand and proceeding clockwise, each player has the opportunity to fire a model from their agency. To fire a model, discard an action card from your hand and place the fired model's card on the model card discard pile. Firing a model can open up a slot to recruit a new model in the next phase.

Model Recruitment Phase

The First Hand turns up two to four (equal to the number of the players in the game) cards from the model deck. Beginning with the First Hand and proceeding clockwise, each player may select zero to two action cards from their hand and place them face down to bid on the available models. If a player selects zero cards, that player does not recruit a new model this turn. Otherwise, the player's bid is the total victory points on the selected cards. A player must have an available model slot to bid. Once all players have bid, those bids are revealed and proceeding from highest to lowest bid, the bidding players choose one of the revealed models to add to their agency. If there is a tie, the tied player with the lowest current recorded score considered to have bid higher. If players are still tied, the tied player closest clockwise to the First Hand is considered to have bid higher.

Note: The First Hand themselves is the closest clockwise to the First Hand.

Victory Point Lock In Phase

During this phase, each player, beginning with the First and proceeding clockwise, may lock in victory points. To lock in victory points, discard one or more action cards from your hand and add the total victory points on those cards to your recorded score. If you have more than four cards in your hand, you must discard action cards (locking in their victory points) until you have four cards or less in your hand.

In addition to reducing your hand down to four, locking in victory points accomplishes two things. It returns action cards to circulation allowing more victory points to be accumulated. It also prevents losing action cards with high victory point values due to action cards being played on you.

After the Victory Point Lock In Phase, turn the game counter to the next number and move the First Hand card to the player to the left of the current First Hand.

Winning the Game

After six turns, each player adds the victory points on the action cards in their hand to their recorded score. The player with the highest total wins.

Handling the Decks

When any of the model, job, or action card decks runs out of cards, shuffle the discard pile for that deck and place it face down to become the new deck.

When a player must draw cards for a job payment or at the beginning of the turn and there are not enough action cards in the deck or discard pile to meet the need, the player takes the remaining cards and that's it.