



A game of office intrigue, strategy, drama, slacking co-workers...and the horror of empty coffee cups!

The object of the game is to have the fewest hours worked at the end of a day.

Special terms:

Roundfile: Discard pile.

Workspace: Your play area. Cards that increase or decrease or otherwise affect your work hours are played on your workspace. What is on your workspace does not affect other players unless otherwise specified by the card.

TO DO part one:

Before play:

Appoint one person, usually the dealer, to keep track of each hour worked. Each "hour" is one round of the game, or when everyone has had a turn. At the end of each round, advance the counter one hour.

You will play for 8 rounds, plus a clockout round*

Many items can be used as counters: coins, dice, paperclips, staplers, coffee mugs, etc.

Each person is dealt 5 cards.

The person who has had the worse day at work, or the most cups of coffee, goes first.

Play proceeds to the left.

*This can be changed. Reduce the number of rounds for a shorter game, or increase them for a longer game. Each round takes about 5 minutes for a four-player game.

TO DO part two:

How to play:

1. Draw one card.
2. Play one card.

You must play a card, even if that card will have no effect. This card can be played in the workspace of any player, including yourself. Cards stay in the workspace it was played on, unless moved by another card's effect.

3. Resolve card effects, if any. The text on the card can override the "draw one, play one" rule.
4. When everyone has had a turn, advance the counter.

AFTER THE LAST ROUND (Clockout)

- a. During the Clockout Round, everyone draws a card in their usual turn order.
- b. Everyone places one card face down in their workspace, set the rest of the hand aside.
- c. Play the face-down card in the normal order of play.

How to win:

Whoever has the fewest number of hours, wins!
Add up all of your +Hours and their modifiers.
Add up all of your -Hours and their modifiers.
Subtract or add your total -Hours from your total +Hours.

If you run out of cards in the draw deck, shuffle the roundfile into the remainder of the draw deck.



If there is a rule conflict:

In the very rare case that there is a conflict of rules, or a rule you don't like, the players of the game cease to become players and are now the "Rules Committee". Someone takes the minutes* and the decision of the Rules Committee will be final for the duration of the game. How you deal with the conflicted rule is up to you; for example, you can form a new House Rule or "fire" the offending rule and ignore it. Or you can let the person in control of the coffee pot determine the outcome of the conflicted rule.

*This is optional, of course. However, if you really want to take notes, go ahead. Doodling is suggested.



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14 Admin Cards
14 Excuse Cards
16 Slacker Cards
16 Task Cards
Instructions

FAQs:

When a task is swapped (through a card like **Escape Goat** or **Delegation of Responsibility**) and I have **Service Animal** in my workspace, is that task roundfiled? YES

Can I play **Forgotten Password** if there are no tasks in the roundfile? YES, you can play a card that has *no effect or half of an effect*.

Can I pick tasks from different players, like when I use **Escape Goat**? YES

Can I use **Escape Goat** to swap one of my tasks for one of my co-workers? YES, you choose two tasks (one yours, and one theirs) and play them on two different people (You play their task on you, and your task on them).

The cards:

Admin:

These red cards are bosses, co-workers, and administrative actions. They modify the number of hours worked, typically not in your favor.

Task:

These blue cards typically add to hours worked.

Excuse:

These green cards modify the number of hours worked, typically in your favor.

Slacker:

These yellow cards reduce hours worked.

