



COMPONENTS

30X Assignment cards

ASSIGNMENTS:

WITH 3 ✓ ARE CONSIDERED "HARD"

WITH 2 ✓ ARE CONSIDERED "SIMPLE"

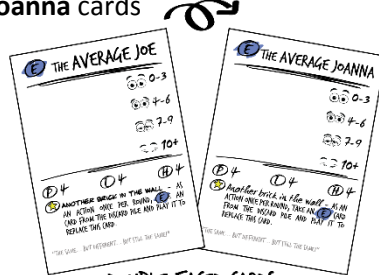
AND WITH 1 ✓ ARE CONSIDERED "EASY"



120X Main deck cards

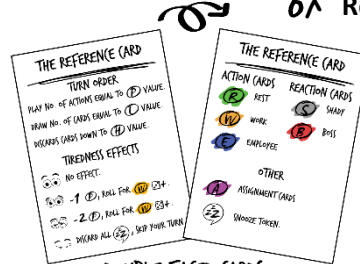


6X Average Joe/Joanna cards



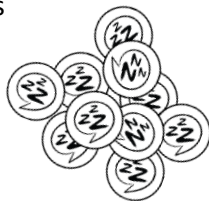
DOUBLE FACED CARDS

6X Reference cards

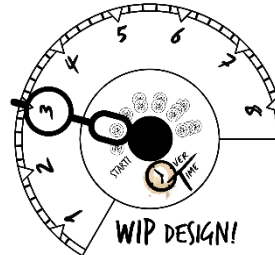


DOUBLE FACED CARDS

40X Snooze tokens



1X Clock counter



1X 6-sided Work die



This Rule book

THE GOAL OF THE GAME

You (and everyone else for that matter) want to **be the first player to complete or discard all of your Assignment cards**. Only then can you go home! You can accomplish this goal in various ways, the most obvious being to do some actual work, but certain cards and abilities will let you cheat and give away your Assignments to other players, piling up their work, while simplifying yours.

GAME SETUP

Shuffle the main deck and place it face down in the middle of the table. Place all of the Snooze tokens and the Work die to the side, they will be used later.

Give each player an **Average Joe/Joanna** card, a **Reference** card and 5 Assignment cards. Each player should have 1 “Hard” (with 3 ✓), 3 “Simple” (with 2 ✓) and 1 “Easy” (with 1 ✓) Assignment.

Deal 4 cards from the top of the main deck to each player as their starting hand.

Decide who the first player will be. The first player should be the one who worked the longest hours the previous day, or it can be decided randomly. The first player starts off the game, and their turn marks the start of a new round.

The first player takes the Clock counter (they will be in charge of keeping track of the rounds during the game). Set the hand to the starting position (the 1st round) and hand out starting Snooze tokens (1 Snooze token to each player).

The game is ready to start.


PLAYER STARTING SETUP

EVERYONE STARTS AS AN
“AVERAGE JOE” OR “JOANNA”!

...AND IS DEALT THE SAME ASSIGNMENTS: ONE HARD, ONE EASY AND 3 SIMPLE ASSIGNMENTS PER PLAYER...



THE CARDS

There are 6 different card types. One is used to mark the **Assignment** cards –  while the other 5 can be found in the main deck.

ACTION CARDS



REACTION CARDS















The 5 deck card types are: **Work**, **Rest**, **Employee**, **Shady** and **Boss**.

“**Work**”, “**Rest**” and “**Employee**” cards are **Action cards**. They can only be played during your turn and cost actions to play.

“**Shady**” and “**Boss**” cards are **Reaction cards**. They can be played during any players turn, but have a specific condition that must be met before they can be played (hence reactions). Reaction cards usually require a certain action card or reaction card to be played before they can be used.

CARD DETAILS

	CARD NAME			
CARD TYPE		BREAKROOM "OUT OF ORDER"		
ART				
EFFECT	PLAY THIS CARD WHEN ANY PLAYER PLAYS A  CARD TO CANCEL A  CARD THAT WAS JUST PLAYED OR IS ON THE TABLE.			
FLAVOUR	"WHY IS IT THAT THE BREAKROOM DOOR IS ALWAYS LOCKED, BUT NO ONE SEEMS TO HAVE THE KEY?"			
		THE AVERAGE JOE		
			 0-3  4-6  7-9  10+	TIREDNESS RATING
	 4	 4	 4	STATS VALUE
	★ Another brick in the wall - AS AN ACTION ONCE PER ROUND, TAKE A  CARD FROM THE DISCARD PILE AND PLAY IT TO REPLACE THIS CARD.			SPECIAL ABILITY
	"THE SAME... BUT DIFFERENT... BUT STILL THE SAME!"			

Some cards have two card types, such as “**Work-Rest**” cards or “**Rest-Shady**” cards. This means that the card is both of those types for triggering reactions and being targeted by other cards. Any card with two types that is also a “**Shady**” or a “**Boss**” card is always considered a **Reaction card**, no matter the other card type.



HOW TO PLAY

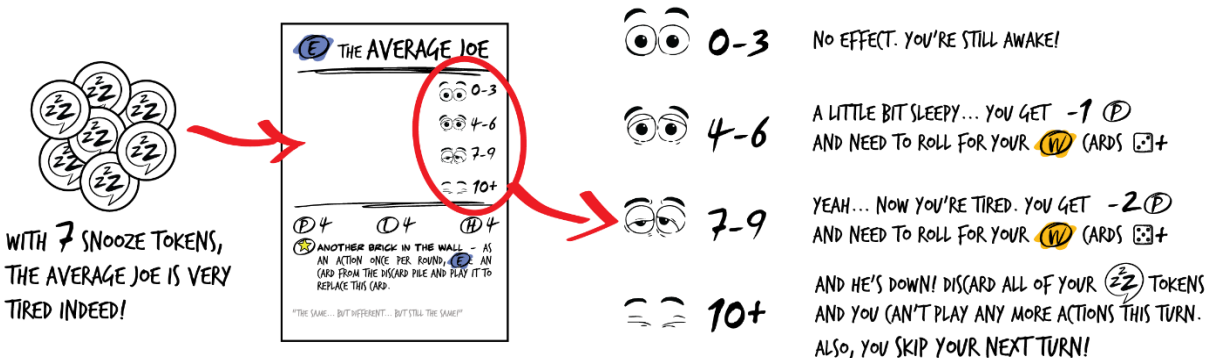
The game is played in rounds, in which every player has a turn. Each player's turn is played out in the same order: **Play actions** - **Draw cards** - **Discard down to hand size**. This is represented on the Stats of the Employee card the player currently has in play:

- (P)** PRODUCTIVENESS – NUMBER OF ACTIONS PER TURN
- (L)** LAZINESS – NUMBER OF CARDS TO DRAW AT END OF TURN
- (H)** HAND – NUMBER OF CARDS KEPT AT END OF TURN

Tiredness

During their turn, player count the number of Snooze tokens they have to see how tired they are by comparing them to the **Tiredness rating** of their current “Employee” card. Each step on the track imposes

penalties to that turn's actions, reducing the number of action and forcing the player to roll the **Work die** when playing "Work" cards. The effects of Tiredness are represented below:



The effects of Tiredness can change during a player's turn, depending on the cards they play. Any **Snooze** tokens gained or lost, or any changes to the players Tiredness rating (such as changing "Employee" cards) can change how tired the player is. So these penalties can dynamically change with each card played!

The Work Die – When a player plays a "Work" card while tired, they must roll the Work die! Depending on the number of Snooze tokens they have and their step on the Tiredness track, a player needs to roll higher than the shown amount. If the roll doesn't succeed, the "Work" card is automatically canceled and fails. Players can still react to a card Canceled this way

Skip your turn – Whenever an effect calls for a player to "Skip your turn", instead of the normal turn, that player **only draws two cards**. They cannot play actions, and do not draw cards based on their "Employee" card's P value. However, they also skip the discard step of their turn, so they keep any cards they had and that they drew!

PLAY ACTIONS

Play action cards during your turn. It's that simple.

A player can play a number of actions up to the **limit** of the P value of their current "Employee" card. Each Action card played uses up one action for that turn.

E.g. A player with P 3 can play 3 action cards during their turn.

"Employee" card actions – playing an "Employee" card replaces the player's current "Employee" card in play. The current card is discarded and placed in the discard pile ("Average Joe" cards are simply set aside – they are not part of the main deck), and the new Employee card takes effect. A player must first play an "Employee" card before they can use any ability listed on the cards (obviously!)

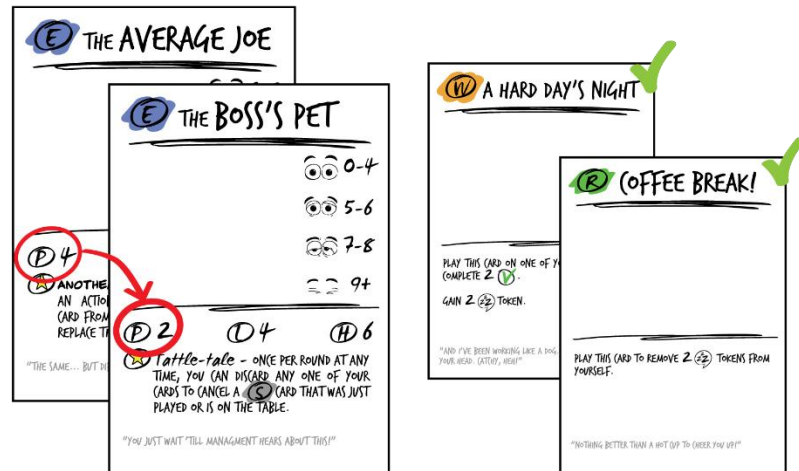
The player now uses the new Employees P value for the limit of actions per turn, draws cards at the end of their turn based on its D value and can use that "Employee" cards special ability.

Playing a new “Employee” card can change the **P** value of the player during their turn, also changing their limit on the number of actions per turn. If the player already played more actions than their new **P** value, they cannot play any more action this turn.

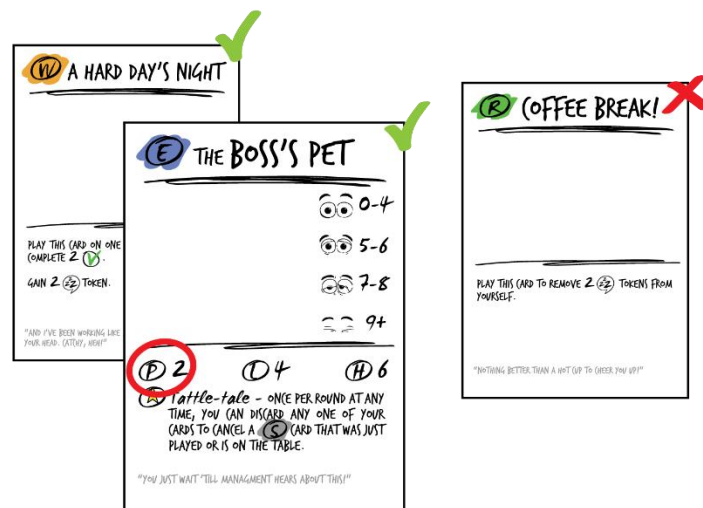
If the first Action card played during your turn is an “Employee” card, it can be played as a **free action** - *it doesn't use up one of the actions for that turn*. “Employee” cards played later during the turn count as one action for that turn as normal.

BEFORE PLAYING “THE BOSS’S PET CARD”,
TIM HAD 4 ACTIONS.


AS “THE BOSS’S PET”
HE NOW HAS ONLY
2 ACTIONS PER
TURN.






HE CAN PLAY “THE BOSS’S PET” CARD FIRST AS A FREE ACTION, AND STILL USE HIS 2 ACTIONS
TO PLAY OTHER CARDS.



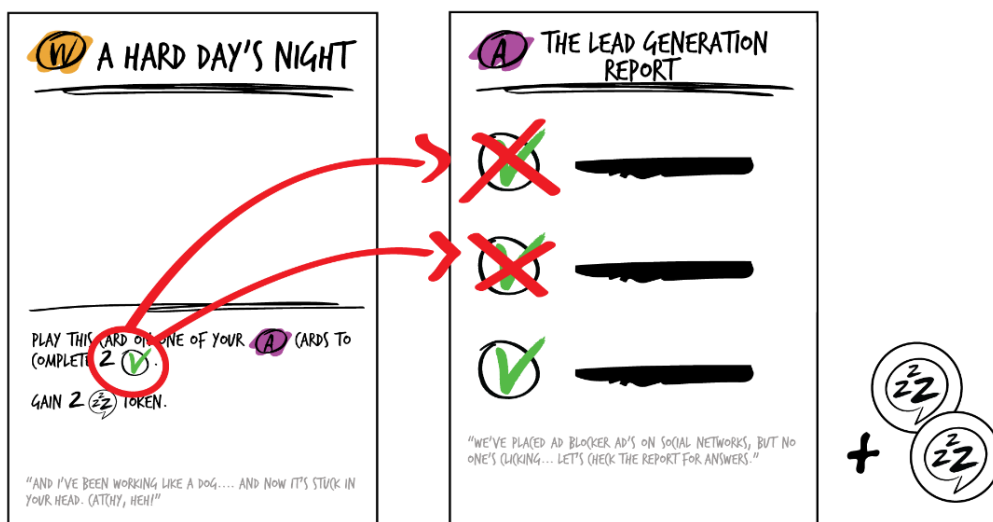
HOWEVER, IF HE FIRST PLAYS HIS **W** CARD BEFORE PLAYING “THE BOSS’S PET” CARD,
HE CAN’T PLAY ANY MORE ACTIONS, BECAUSE HIS NEW ACTION LIMIT IS NOW 2 ACTIONS

 **Special abilities** – each special ability lists when and how it is used. Abilities that don't specify when they can be used are always active. E.g.: the “Energy Vamp” can use its special ability only once each turn and only as an action, while the “Weird Guy” has its ability always in effect, even when it's not their turn.

 **“Work” card actions** – “Work” cards are the primary way to complete your Assignments and win the game. Playing a “Work” card will almost certainly give you **Snooze** tokens, which are added to your total and affect you at the start of your turn.

Most “Work” cards are played on Assignment cards to complete them. When playing a “Work” card on an Assignment card, it is considered **on the table** as long as the Assignment card is on the table. A “Work” card completes a number of  on the Assignment card, and if it completes more or equal to the required number of  on the Assignment card, the Assignment is **Complete** and discarded, along with any “Work” cards played on it.


BY PLAYING “A HARD DAY'S NIGHT” ON HIS  CARD, JACK COMPLETES 2  ON IT.
THE  CARD REMAINS ON HIS ASSIGNMENT, SINCE IT STILL NEEDS ONE MORE TO BE COMPLETE!



IN ADDITION TO COMPLETING , JACK ALSO GAINS 2 SNOOZE TOKENS... CONGRATULATIONS!

If any effect **gives or take** an Assignment card, the Assignment card also carries with it any “Work” cards already played on it.

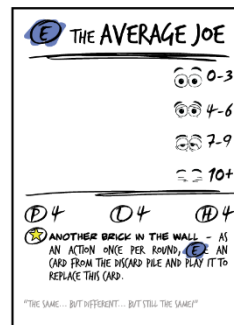
Complete or Discard – while these two terms have the same effect, it is important to note that certain cards can react to completing an Assignment card and that Assignment cards simply Discarded are not considered Complete! They just go away!

 **“Rest” card actions** – “Rest” cards are used to lower the player's amount of Snooze tokens. The amount of Snooze tokens removed, and who is affected by the “Rest” card is indicated on each card. Snooze tokens are removed and placed back in the common token pile to the side.

“Yourself”, “Another Player” and “All Players” – “Yourself” refers to the player playing the card, while “another player” is any player other than “yourself”. Unless otherwise stated, the choice of who is the

“another player” is up to the one playing the card. Effects that state “all players” mean all players: **you and everyone else!**

JIM HAS 4 SNOOZE TOKENS BEFORE PLAYING A **(R)** CARD AS ONE OF HIS 3 ACTION, THANKS TO BEING TIRED!



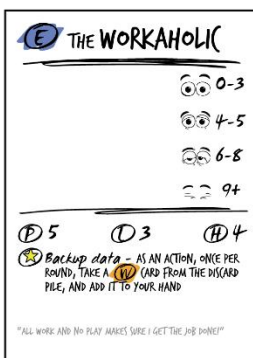
BY PLAYING THE “COFFEE BREAK!”, JIM REMOVES 2 OF HIS 4 SNOOZE TOKENS. HE NOW ONCE AGAIN HAS 3 ACTIONS, SINCE HE USED ONE ACTION TO PLAY THE “COFFEE BREAK!” OF HIS LIMIT OF 4 ACTIONS PER TURN.

DRAW CARDS

Once the player has finished playing all their actions, either up to their limit or because they decided not to play any more cards, they draw cards from the main deck. The number of cards drawn is equal to the player’s **(D)** value of their current “Employee” card and these cards are added to the player’s hand. Don’t worry about having too many cards in hand, as the next step is the discard.

DISCARD DOWN TO HAND SIZE

After drawing, but before your turn is over, you must discard any extra cards from your hand. A player is allowed to keep a number of cards equal to the H value of their current Employee card. All other cards are put into the discard pile face up, so everyone can have a look at what was discarded.



AT THE END OF HIS TURN, JACK HAS 2 CARDS LEFT IN HIS HAND. AS A “WORKAHOLIC”, JACK WILL DRAW 3 CARDS, FOR A TOTAL OF 5, SINCE HIS **(D)** IS 3

AFTER DRAWING, JACK MUST DISCARD 1 CARD, KEEPING 4 AS HIS HAND SIZE LIMIT, BEFORE THE NEXT PLAYER STARTS HIS TURN!



Cards kept in hand are used during the other player's turns and during your next turn. You only draw cards at the end of your turn, unless an Action or Reaction card you play says otherwise, so plan ahead on what you want to keep! Remember, only Reaction cards can be played during other player's turns.

After discarding cards, your turn is over, and the next player can begin theirs!

The Discard Pile – the discard pile should be placed next to the main deck. Any player can look at the cards in the discard pile, and their order there is not important. Some special abilities, like that of “The Workaholic”, will allow a player to take cards from the Discard pile. They can take any card they like, as long as it is allowed by the ability. Should the main deck ever run out of cards, simply shuffle the discard pile to make a new deck! But keep in mind that this resets the discard pile, and can affect a player's ability to take cards from it.

The Common Courtesy – While speeding up the game is good and all, you should always wait for the previous player to finish discarding before playing your first card for your turn. Likewise, no player can play any card or use any ability during the draw and discard steps of any player's turn. Wait for them to finish, so they can see what happened!

THE PILE

When multiple cards are played during a single action, they form the **Pile**. The Pile is a stack of cards placed on the table, and consists of the **Lead card** (usually the Action card played) and the **Reaction cards** (all the other cards added to the Pile). Any time a card is played as a Reaction to the lead card, it makes a new Pile. Any card added to a Pile must react to either the Lead or the last played Reaction in a Pile.





Any player can add a Reaction to a Pile, as long as it is triggered by either the Lead card or the last played Reaction. In the case that two or more players want to add a reaction card to a Pile at the same time, the first player to physically place their card on the Pile has priority. His card then becomes the last played Reaction in the Pile.

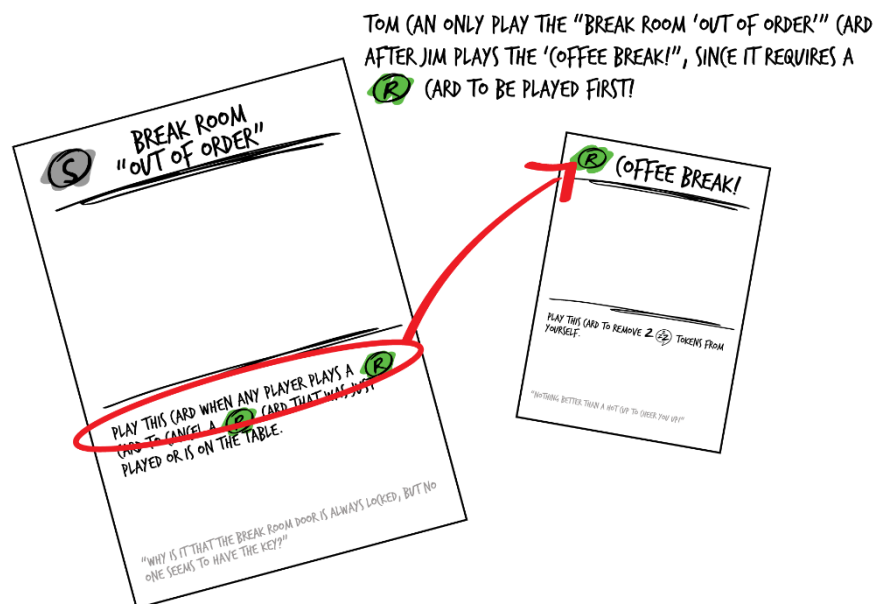
When all players have finished adding cards to the Pile, each Pile resolves in reverse order, with the last played Reaction card playing out first and then the rest until finally the Lead card resolves. Any card added to the Pile will have its effect happen unless it was canceled (even if the Lead card is canceled, the Reaction cards effect still happens).

Note that an Action card, such as "Work" or "Rest" card, cannot be played as a Reaction to the Lead card, even if you play it during your turn. Action cards can only ever be the Lead card in a Pile.

PLAYING REACTIONS

  Reactions can be played during or after your turn – even on your opponents turn!

However each reaction requires a specific card type(s) to be played in order to react with it. You cannot play a reaction card unless an effect to trigger it has happened. Since Reaction cards that are added to the Pile need to react to either the last played card in a Pile or to the Lead card, one of those cards must be the trigger for the reaction!



Cancel a card – A card that is canceled is discarded. Its effect doesn't happen, and it is simply put into the discard pile. This effect happens only after all players are done adding cards to the pile!

Copy a cards effect – The card or ability that copies the effect of another card works in every way as the copied card, except its card type doesn't change. E.g.: a "Work-Shady" card that copies a "Work" cards effect is still a "Work-Shady" card – it can still be canceled by a "Boss" card!

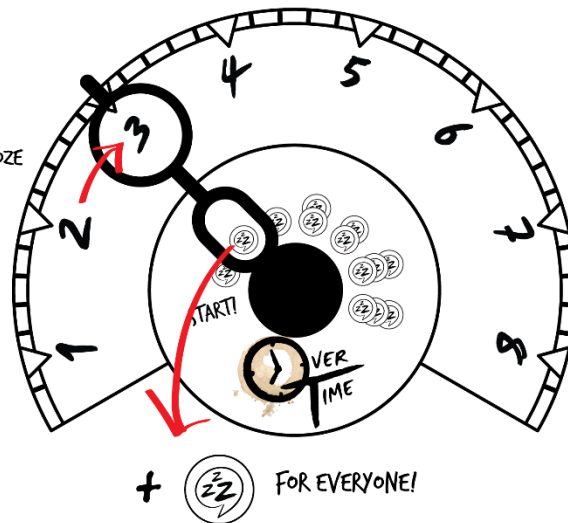
Give and Take – To give or take a card, it must be **on the table**. The act is simple – Move the card from one player to another. It is now considered that player's card.

Remember that Assignment cards are given and taken with all the "Work" cards already played on them.

THE END OF THE ROUND

Once all players have taken their turn, before the first player begins their next turn, the round is done. The first player should move the clock forward one hour and hand out Snooze tokens as indicated. Snooze tokens are given at the end of every round to all players, to show how tired they get just by being at work, so remember to play your Rest action ahead of time to keep yourself awake!

AT THE END OF THE ROUND, JACK AS THE FIRST PLAYER MOVES THE CLOCK HANDLE FROM THE 2ND TO THE 3RD ROUND, HANDING EACH PLAYER 1 SNOOZE TOKEN AS INDICATED



ROUNDS 5 AND 6 =

ROUNDS 7 AND 8 =

AS THE GAME GOES ON, THE PLAYERS GET EVEN MORE SNOOZE TOKENS AT THE END OF A ROUND FOR WORKING THOSE EXTRA HOURS!

+  FOR EVERYONE!

Once this step is finished, the new round starts and play continues as normal.

END OF THE GAME AND WINNING

The game ends as soon as any player completes, discards or gives away their last Assignment card. Unless a card in the Pile gives them more Assignments, the game ends then and there!

However, there is a time limit! The game ends after 8 rounds (being the 8 hours from 4pm to midnight), and if no player wins by then, everyone loses!

Someone.... or No One! – It's not important that you lost, it's important that someone else didn't win! Don't be a King Maker, unless you are going to be the King!