

C.E.O.

THE GAME BOARD REPRESENTS A COMPANY ONCE RULED BY AN EVIL C.E.O. HE IS NOW DEAD AND HIS JOB HAS YET TO BE FILLED. THOSE WHO REACH THE TOP WILL RECEIVE GREAT POWER AND WEALTH.

YOU ARE ONE OF THE EMPLOYEES WHO SEEK THIS POSITION. YOU WILL MEET DIFFICULT TASKS, MAKE FRIENDS AND COLLECT STUFF ON YOUR WAY. IT DOES NOT MATTER HOW GOOD YOU GET IN YOUR JOB, AS IT WILL ALL BE IN VAIN IF YOU ARE NOT THE FIRST TO REPLACE THE C.E.O.

-----STUFF NEEDED-----

PLAYING BOARD

THE BOARD REPRESENTS THE COMPANY. IT IS DIVIDED INTO THREE DEPARTMENTS. EACH DEPARTMENT IS SUB-DIVIDED INTO SPACES. EACH SPACE HAS ITS TITLE AND INSTRUCTIONS. THE THREE DEPARTMENTS ARE:

ENGINEERING - THIS DEPARTMENT RUNS ON THE OUTER EDGE OF THE COMPANY.

MARKETING - THIS DEPARTMENT IS LOCATED BETWEEN ENGINEERING AND CORPORATE.

CORPORATE - THIS IS AT THE CENTER OF THE COMPANY.

151 BUSINESS CARDS

THESE DETAIL THE VARIOUS TASKS, INCIDENTS, FRIENDS, STUFF, LOCATIONS & COWORKERS THAT WILL BE ENCOUNTERED DURING THE GAME.

40 FAVOR CARDS

THESE ARE THE FAVORS YOU WILL EARN DURING THE GAME.

9 EMPLOYEES & 9 PIECES

THE EMPLOYEE CARDS DETAIL THE DIFFERENT EMPLOYEES AT THE COMPANY. INCLUDED IS THEIR RESUME. THERE IS ALSO A PLAYING PIECE TO REPRESENT EACH EMPLOYEE ON THE GAME BOARD.

4 UNDER FUNDED CARDS

EMPLOYEES MAY BECOME "UNDER FUNDED" DURING THE GAME. WHEN THIS HAPPENS, AN "UNDER FUNDED" CARD IS SUBSTITUTED FOR THE EMPLOYEE'S PLAYING PIECE.

4 PROWLER OUTFITS & 28 SUPPLY CARDS

THESE DETAIL THE STUFF AN EMPLOYEE ACCUMULATES DURING THE GAME THAT IS OBTAINED BY MEANS OTHER THAN THE BUSINESS CARDS.

4 DEPARTMENT TRANSFER CARDS

THESE HAVE "ENGINEERING" ONE SIDE AND "MANAGEMENT" ON THE OTHER. THEY ARE USED WHEN EMPLOYEES ARE INSTRUCTED TO CHANGE THEIR FIELD.

COUNTERS

THESE SHOULD BE SEPARATED INTO INDIVIDUAL COUNTERS. THEY ARE USED TO RECORD THE EMPLOYEE'S SKILL (RED), MANAGEMENT (BLUE), MONEY (GREEN) & VALUE (BLACK).

1 SIX-SIDED DIE

THIS...WELL...GET YOUR OWN DICE YOU LAZY BASTARD. YOU WILL NEED THIS FOR MOVEMENT, TASKS AND DETERMINE OTHER TYPES OF RANDOM RESULTS. I WOULD HAVE INCLUDED A DIE BUT IT WOULD NOT FIT THROUGH THE ETHERNET CABLE.

-----SETTING UP-----

SHUFFLE THE EMPLOYEE CARDS AND DEAL ONE TO EACH PLAYER. THIS IS THE EMPLOYEE THEY WILL BE FOR THE REST OF THE GAME. THE DIAGRAM ON PAGE 2 WILL SHOW YOU THE LAYOUT OF AN EMPLOYEE (AS SHOULD BE PLACED IN FRONT OF THE PLAYER).

A - SKILL COUNTERS THAT REPRESENT THE EMPLOYEE'S SKILL OF DOING "ACTUAL" WORK.

B - MANAGEMENT ABILITY THE EMPLOYEE HAS...OR...THE UNIQUE ABILITY TO AVOID REAL WORK.

C - THE EMPLOYEE'S STARTING SKILL.

D - THE EMPLOYEE'S STARTING MANAGEMENT.

E - THE EMPLOYEE'S MONEY.

F - THE EMPLOYEE'S VALUE TO THE COMPANY. IF YOU LOSE ALL YOUR VALUE, YOU ARE FIRED AND LOSE THE GAME.

G - THIS REPRESENTS WHAT FIELD THE EMPLOYEE IS IN.

H - THIS IS THE EMPLOYEE'S STARTING SPACE.

I - THIS IS THE EMPLOYEE'S RESUME OF SKILLS THAT THEY MAY USE DURING THE GAME.

EACH PLAYER TAKES THE CORRESPONDING PLAYING PIECE AND PUTS IT ON THE BOARD WHERE THEIR STARTING SPACE IS INDICATED ON THE EMPLOYEE CARD.

EACH PLAYER RECEIVES SKILL THE APPROPRIATE COUNTERS FOR SKILL AND MANAGEMENT, BASED OFF OF THEIR STARTING SKILL AND MANAGEMENT. THEY ALSO TAKE 1 DOLLAR AND 4 VALUE. THE REMAIN COUNTERS WILL BE USED DURING PLAY, AS EMPLOYEES GAIN MORE SKILL, MANAGEMENT, MONEY OR VALUE.

THE BUSINESS CARDS ARE SHUFFLED AND PLACED FACE DOWN NEXT TO THE BOARD.


THE FAVOR CARDS ARE SHUFFLED AND PLACED FACE DOWN NEXT TO THE BOARD.





ANY PLAYER WHO HAS AN EMPLOYEE WHO "ALWAYS HAS A FAVOR" MAY TAKE ONE NOW.

THE PROWLER OUTFITS AND SUPPLY CARDS ARE PLACED FACE UP NEXT TO THE BOARD.

THE UNDER FUNDED AND TRANSFER CARDS ARE KEPT HANDY DURING PLAY.

PLAYERS DECIDE, BY DICING, WHO GOES FIRST. THEN PLAY MOVES CLOCKWISE.

<div style="text-align: center;"> DILBERT FIELD: ENGINEERING START: TERMINAL <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>RESUME</p> <p>1. YOU MAY TAKE THE TECH WRITER OR GENIUS FROM ANY PLAYER THAT YOU LAND ON.</p> <p>2. YOU MAY AVOID TASKS AT THE TERMINAL.</p> <p>3. DURING THE GAME, YOU ALWAYS HAVE AT LEAST ONE FAVOR.</p> </div> <div style="width: 45%; text-align: right;"> <p>MONEY</p> <p>VALUE</p> </div> </div> </div>			
 STUFF		FRIENDS	
<p>(A) 3</p> <p>(B) 3</p>	<p>(C) 3</p> <p>(D) 3</p>	<p>(E) \$</p> <p>(F) 4</p>	

<p>STUFF 5</p> <p>CHAOS DRIVEN APPARATUS</p>  <p>IF YOU USE THIS ON A TASK, ROLL A DIE: 1 - IT EXPLODES (DISCARD) AND DESTROYS A NEARBY PRINTER. LOSE 1 VALUE. 2 - IT EXPLODES (DISCARD), 3/4 - IT FAILS TO WORK; DO THE TASK NORMALLY. 5 - ADD 1 TO YOUR DIE ROLL FOR THIS TASK ONLY. 6 - ADD 4 TO YOUR DIE ROLL FOR THIS TASK ONLY.</p>	<p>STUFF 5</p> <p>COFFEE</p>  <p>COFFEE ALLOWS YOU TO ADD UP TO 3 TO YOUR DIE ROLL FOR MOVEMENT AFTER YOU HAVE ROLLED THE DIE.</p>	<p>FRIEND 5</p> <p>SMOOTH TALKER</p>  <p>WHILE HE IS YOUR FRIEND 1 - YOU ONLY NEED TO ROLL ONE DIE AT THE BITTER SECRETARY AND TWO DICE AT THE MANAGEMENT MEETING 2 - YOU DON'T NEED TO ROLL A DIE AT THE CHOKE SPACE. 3 - YOU MAY AVOID TASKS WHEN IN THE HALLWAY.</p>	<p>FRIEND 5</p> <p>SAFETY MONITOR</p>  <p>WHILE YOU ARE WITH THE SAFETY MONITOR, YOU DO NOT NEED TO ROLL ANY DICE AT THE SHREDDER, CHOKE SPACE OR THE WEDGIE SPACE.</p>
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-----BRIEF OUTLINE OF PLAY-----

EACH PLAYER WILL CONTROL A DIFFERENT EMPLOYEE. EACH EMPLOYEE HAS UNIQUE ABILITIES, ON THEIR RESUME THAT CAN BE USED DURING THE GAME. THE EMPLOYEE WILL MOVE AROUND THE BOARD, USUALLY BY THE ROLL OF A DIE, BUT SOMETIMES WITH THE USE OF FAVORS OR INSTRUCTIONS FROM A BUSINESS CARD. HAVING MOVED, EMPLOYEES CAN THEN INTERACT WITH ANOTHER EMPLOYEE IN THAT SPACE THEY LANDED IN OR FOLLOW THE INSTRUCTIONS ON THE SPACE. THE INSTRUCTIONS ARE OFTEN TO DRAW A CARD (WHICH MEANS A BUSINESS CARD). EMPLOYEES THEN DEAL WITH THE TASKS GIVEN OR TAKE THE STUFF FOUND, GRADUALLY GETTING BETTER AT THEIR JOBS. WHEN THEY FEEL THEY ARE GOOD ENOUGH, THEY MAY THEN HEAD TOWARD CORPORATE AND TRY TO GET THE C.E.O. JOB.

PLAY IS QUITE STRAIGHT FORWARD. THE RULES SHOULD BE READ CAREFULLY, SINCE WITH THE DIFFERENT FAVORS, BUSINESS CARDS AND RESUMES THERE IS A GREAT VARIETY OF INSTANCES TO BE

COVERED. THE RULES ARE PRESENTED ROUGHLY IN THE SEQUENCE THAT THEY WILL BE NEEDED DURING PLAY.

-----OBJECT-----

THE OBJECT OF THE GAME IS TO REACH CENTER OF THE BOARD AND BECOME THE C.E.O. THEN THE EMPLOYEE MAY ASSIGN AN IMPOSSIBLE TASK TO THE OTHER EMPLOYEES, FORCING THEM TO EVENTUALLY BE FIRED. PLAYERS SHOULD FIRST WORK IN THE ENGINEERING AND MARKETING DEPARTMENTS TO GET BETTER AT THEIR JOBS. THEN WHEN THEY FEEL COMFORTABLE, THEY CAN THEN HEAD FOR CORPORATE. THEY MUST ALSO FIRST GET A PROWLER OUTFIT TO GET PAST SECURITY. IF MORE THAN ONE EMPLOYEE IS ON THE C.E.O. SPACE, THEN THEY MUST TASK EACH OTHER UNTIL ONLY ONE REMAINS ON THE SPACE. THE "IMPOSSIBLE TASK" MAY ONLY BE ASSIGNED WITH ONE EMPLOYEE AS THE C.E.O.

-----RULES CONCERNING EMPLOYEES-----

SKILL REPRESENTS A CHARACTER'S ABILITY TO DO ACTUAL WORK. IT IS USED DURING SOME TASKS AND TO OVERCOME CERTAIN OBSTACLES THAT MAY BE ENCOUNTERED DURING THE GAME. AN EMPLOYEE'S SKILL IS RECORDED BY PLACING APPROPRIATE RED COUNTERS BESIDE THE EMPLOYEE CARD.

1 - SKILL COUNTERS ARE ONLY TAKEN FOR STARTING SKILL AND SKILL GAINED DURING THE GAME. SKILL GAINED FROM STUFF OR FRIENDS IS NOT RECORDED NEXT TO THE EMPLOYEE'S SKILL, BUT MAY BE ADDED WHEN THE SITUATION ALLOWS.

2 - WHEN AN EMPLOYEE IS REQUIRED TO LOSE SKILL, COUNTERS ARE REMOVED ACCORDINGLY.

3 - AN EMPLOYEE'S SKILL CAN NEVER DROP BELOW THAT EMPLOYEE'S STARTING SKILL.

4 - AN EMPLOYEE MAY GAIN SKILL BY CASHING IN ANY COMPLETED TASKS. THE EMPLOYEE GAINS 1 SKILL FOR EVERY 7 POINTS OF TASKS (EITHER SKILL OR MANAGEMENT TASKS). THOSE TASKS EXCHANGED ARE THEN PLACED ON THE DISCARD PILE. EXCESS POINTS ABOVE 7 ARE LOST.

5 - SKILL MAY ALSO BE GAINED THROUGH INCIDENTS OR COWORKERS.

6 - AN EMPLOYEE'S SKILL AT ANY TIME IS THE TOTAL SKILL COUNTERS "PLUS" ANY SKILL GAINED FROM FRIENDS OR STUFF.

MANAGEMENT REPRESENTS THE EMPLOYEE'S ABILITY TO AVOID DOING WORK AND ALSO DETERMINE HOW MANY FAVORS AN EMPLOYEE CAN ACCUMULATE. AN EMPLOYEE'S MANAGEMENT IS RECORDED BY PLACING APPROPRIATE BLUE COUNTERS BESIDE THE EMPLOYEE CARD.

1 - MANAGEMENT COUNTERS ARE ONLY TAKEN FOR STARTING MANAGEMENT AND MANAGEMENT GAINED DURING THE GAME. MANAGEMENT GAINED FROM STUFF OR FRIENDS IS NOT RECORDED NEXT TO THE EMPLOYEE'S MANAGEMENT, BUT MAY BE ADDED WHEN THE SITUATION ALLOWS.

2 - WHEN AN EMPLOYEE IS REQUIRED TO LOSE MANAGEMENT, COUNTERS ARE REMOVED ACCORDINGLY.

3 - AN EMPLOYEE'S MANAGEMENT CAN NEVER DROP BELOW THAT EMPLOYEE'S STARTING MANAGEMENT.

4 - AN EMPLOYEE MAY GAIN MANAGEMENT BY CASHING IN ANY COMPLETED TASKS. THE EMPLOYEE GAINS 1 MANAGEMENT FOR EVERY 7 POINTS OF TASKS (EITHER SKILL OR MANAGEMENT TASKS). THOSE TASKS EXCHANGED ARE THEN PLACED ON THE DISCARD PILE. EXCESS POINTS ABOVE 7 ARE LOST.

5 - MANAGEMENT MAY ALSO BE GAINED THROUGH INCIDENTS OR COWORKERS.

6 - AN EMPLOYEE'S MANAGEMENT AT ANY TIME IS THE TOTAL MANAGEMENT COUNTERS "PLUS" ANY MANAGEMENT GAINED FROM FRIENDS OR STUFF.

7 - THE NUMBER OF FAVORS AN EMPLOYEE CAN HAVE AT ONE TIME IS LIMITED BY THE EMPLOYEE'S MANAGEMENT ABILITY:

MANAGEMENT	FAVORS
1	0
2	0
3	1
4	2
5	2
6 OR MORE	3

8 - IF AT ANY TIME AN EMPLOYEE HAS MORE FAVORS THAN THEIR MANAGEMENT ALLOWS, THE SURPLUS FAVORS ARE IMMEDIATELY DISCARDED. THEY CANNOT BE USED. THE EMPLOYEE CHOOSES WHICH FAVORS TO DISCARD.

MONEY ALLOWS THE EMPLOYEE TO BUY STUFF AND PAY FOR SERVICES. AN EMPLOYEE'S WEALTH IS RECORDED BY PLACING DOLLAR COUNTERS (GREEN) BESIDE THE EMPLOYEE CARD. EACH COUNTER REPRESENTS 1 DOLLAR. MONEY WILL USUALLY BE ACQUIRED AS THE RESULT OF ENCOUNTERS.

1 - EACH EMPLOYEE STARTS WITH 1 DOLLAR.

2 - ALL PRICES ARE GIVEN IN DOLLARS (\$). THUS 3\$ IS THREE DOLLAR COUNTERS.

3 - PAYMENTS FOR ANY PURCHASES OR SERVICES, NOT MADE TO ANOTHER CHARACTER, ARE PAID INTO THE STOCK OF COUNTERS.

4 - ANY MONEY RECEIVED FROM ANY SOURCE OTHER THAN EMPLOYEES, IS TAKEN FROM THE STOCK OF COUNTERS.

5 - MONEY DOES NOT COUNT TOWARD THE NUMBER OF THINGS AN EMPLOYEE MAY CARRY.

VALUE REPRESENTS THE EMPLOYEE'S VALUE TO THE COMPANY. VALUE IS LOST THROUGH TASKS OR OTHER PROBLEMS ENCOUNTERED. AN EMPLOYEE'S VALUE IS RECORDED BY PLACING THE APPROPRIATE VALUE (BLACK) COUNTERS NEXT TO THE EMPLOYEE CARD.

1 - EACH EMPLOYEE STARTS THE GAME WITH 4 VALUE.

2 - WHEN AN EMPLOYEE LOSES VALUE, COUNTERS ARE REMOVED ACCORDINGLY.

3 - ANY EMPLOYEE THAT LOSES ALL THEIR VALUE IS FIRED. THE PLAYING PIECE IS REMOVED FROM THE BOARD. ALL THE EMPLOYEE'S STUFF, FRIENDS AND MONEY ARE PLACED ON THE SPACE THEY WERE FIRED. THE FAVORS ARE PLACED ON THE DISCARD PILE.

4 - VALUE IS REDEEMED (OR ADDED) AS THE RESULT OF AN ENCOUNTER. REDEEMED (OR ADDED) VALUE ADDS TO YOUR VALUE AS LONG AS IT IS NOT ALREADY AT 4 OR HIGHER.

5 - VALUE IS GAINED AS THE RESULT OF AN ENCOUNTER. GAINED VALUE ALWAYS ADDS TO YOUR TOTAL VALUE (EVEN ABOVE 4).

STUFF IS ACQUIRED BY EMPLOYEES DURING THE GAME. STUFF IS PLACED BELOW THE EMPLOYEE CARD. STUFF IS SOMETIMES REFERRED TO AS "THINGS" AS WELL.

1 - ALL STUFF MUST BE KEPT FACE UP.

2 - NO EMPLOYEE MAY HAVE STUFF THEY ARE NOT PERMITTED TO USE. IF THIS IS THE CASE, THE STUFF IS LEFT ON THE SPACE.

3 - NO EMPLOYEE MAY HAVE MORE THAN 4 THINGS AT A TIME (NOT COUNTING MONEY), UNLESS THEY HAVE STUFF THAT LETS THEM CARRY MORE STUFF. IF THE EMPLOYEE HAS MORE THINGS THAN THEY CAN CARRY, THEY CHOOSE WHAT THEY WILL LEAVE BEHIND ON THE SPACE THEY ARE IN.

4 - AN EMPLOYEE MAY DROP STUFF AT ANY TIME BY LEAVING IT ON THE SPACE THEY STAND.

FRIENDS ARE MET DURING THE GAME. FRIENDS ARE KEPT BELOW THE EMPLOYEE CARD.

1 - ALL FRIENDS ARE KEPT FACE UP.

2 - AN EMPLOYEE CAN HAVE ANY NUMBER OF FRIENDS.

3 - ANY FRIENDS THAT ARE LOST DUE TO THE SHREDDER (FOR EXAMPLE) ARE DISCARDED.

4 - AN EMPLOYEE CAN DITCH A FRIEND BY LEAVING THEM ON THE SPACE THEY ARE STANDING.

EACH EMPLOYEE HAS A **FIELD** THEY ARE IN (ENGINEERING, MANAGEMENT OR CONTRACTED). THERE ARE BENEFITS WHEN YOU ARE NOT CONTRACTED. FIELDS MAY CHANGE DURING THE GAME.

1 - WHEN A EMPLOYEE CHANGES FIELDS, A TRANSFER CARD IS TAKEN AND PLACED BESIDE THE EMPLOYEE TO SHOW THEIR NEW FIELD. IF THE EMPLOYEE REVERTS BACK TO THEIR STARTING FIELD, THEN THE TRANSFER CARD CAN BE DISCARDED.

2 - NO EMPLOYEE MAY CHANGE FIELDS MORE THAN ONCE PER TURN.

3 - IF AN EMPLOYEE HAS STUFF THEY ARE NOT ALLOWED TO USE IN THEIR FIELD, IT MUST BE LEFT ON THE SPACE THEY OCCUPY.

EACH CHARACTER HAS A **RESUME** WHICH IS DETAILED ON THE EMPLOYEE CARD.

1 - IN ANY INSTANCE THAT THE RESUME IS AT VARIANCE WITH THE RULES, THE RESUME OVERRIDES THE RULES.

FAVORS ARE DETAILED IN WHICH THEY CAN BE USED BY THE EMPLOYEE.

1 - ALL EMPLOYEES MAY HAVE FAVORS IF THEIR MANAGEMENT ALLOWS.

2 - FAVORS ARE KEPT FACE DOWN SO NO ONE CAN SEE THEM.

3 - FAVORS CANNOT BE DISCARDED UNLESS INSTRUCTED TO OR THE EMPLOYEE HAS TOO MANY.

4 - FAVORS ARE USUALLY GAINED DURING ENCOUNTERS OR WITH A RESUME.

5 - FAVORS ARE DRAWN FROM THE TOP. IF THE DECK IS EXHAUSTED, THE DISCARDS ARE RESHUFFLED.

6 - FAVORS CAN ONLY BE USED AS DIRECTED BY THE CARD.

-----RULES OF PLAY-----

EACH EMPLOYEES TURN CONSISTS OF TWO PARTS...

MOVEMENT ENCOUNTERS

AT THE END OF THE PLAYER'S TURN, PLAY GOES TO THE NEXT CLOCKWISE PLAYER.

MOVEMENT - THE EMPLOYEE ROLLS A DIE TO DETERMINE HOW MANY SPACES THEY MUST MOVE. SOME FAVORS OR INCIDENTS ALLOW AN EMPLOYEE TO MOVE WITHOUT ROLLING A DIE. THE PLAYER MUST THEN MOVE (CLOCKWISE OR COUNTER-CLOCKWISE) AROUND THE BOARD (ENGINEERING OR MARKETING DEPARTMENTS).

1 - A PLAYER MAY NOT REVERSE DIRECTION DURING A MOVE EXCEPT WHEN GOING FROM THE ENGINEERING DEPARTMENT OR THE MARKETING DEPARTMENT.

2 - MOVEMENT IN CORPORATE HAS NO DIE ROLL, BUT THE EMPLOYEE MUST MOVE 1 SPACE PER TURN. EACH SPACE IS ENCOUNTERED. AN EMPLOYEE MAY TURN BACK (AT ONE SPACE PER TURN) TO GO BACK TO THE MARKETING DEPARTMENT.

3 - AN EMPLOYEE MUST GET PAST SECURITY TO GET TO THE C.E.O. PROMOTION. THEY CANNOT EVEN LAND ON THE SECURITY SPACE WITHOUT A PROWLER OUTFIT.

4 - WHEN ON THE C.E.O. SPACE, THE EMPLOYEE STAYS THERE.

5 - YOU MUST GET PAST THE "ANNOYING EMPLOYEE" TO GET TO THE MARKETING DEPARTMENT. YOU MAY SIMPLY PASS FROM MARKETING TO ENGINEERING WITHOUT INCIDENT.

6 - YOU MUST GET PAST THE "BITTER SECRETARY" IN ORDER TO REACH CORPORATE. YOU DO NOT HAVE TO LISTEN TO HER BITCH IF YOU ARE COMING FROM CORPORATE HOWEVER. IF YOU ARE COMING BACK FROM CORPORATE, YOU TURN ENDS ON THE "BITTER SECRETARY'S" SPACE.

7 - EMPLOYEES MAY CHANGE MOVEMENT DIRECTIONS WHEN PASSING BETWEEN DEPARTMENTS.

8 - AN EMPLOYEE WITH THE GAS MASK MAY GO INTO THE CEILING TILES TO GET FROM MARKETING TO ENGINEERING ...OR... FROM ENGINEERING TO MARKETING. THEY ONLY DO THIS ON THEIR TURN AFTER ACQUIRING THE MASK.

9 - AN EMPLOYEE WITH THE SCHEMATICS MAY CONSTRUCT A GAS MASK WHEN THEY ARE ON A TERMINAL SPACE. THEY MUST DECLARE THIS AND

MOVE TO THE OPPOSITE DEPARTMENT ON THEIR NEXT TURN.

CLAIMING FACE UP CARDS – ANY COWORKER MAY BE VISITED AND ANY MONEY, STUFF OR FRIENDS MAY BE TAKEN BY EMPLOYEES WHOSE TURN ENDS ON THAT SPACE. THIS IS NOT THE CASE WHEN THERE IS A TASK ON THAT SPACE. THE TASK MUST BE COMPLETE FIRST, BEFORE DOING ANYTHING ELSE.

ENCOUNTERS IN ENGINEERING OR MARKETING – AN EMPLOYEE CAN ONLY HAVE ENCOUNTERS IN THE SPACE THEY END THEIR MOVE. THEY DO NOT ENCOUNTER ANYTHING ON THE SPACE THEY MOVED FROM. THE EMPLOYEE MUST EITHER ENCOUNTER ANOTHER EMPLOYEE OR THE SPACE, THEY CANNOT DO BOTH.

1 – WHEN YOU ENCOUNTER ANOTHER EMPLOYEE, YOU BASICALLY TRY TO DELEGATE A TASK TO THEM. YOU MAY TASK THEM A SKILL OR MANAGEMENT TASK (YOUR CHOICE) AND THE TASK DIFFICULTY IS BASED ON THE EMPLOYEE'S CHOSEN ABILITY (SKILL OR MANAGEMENT) PLUS FRIENDS, FAVORS OR STUFF THEY CAN USE FOR TASKS. THIS SCORE IS THEN UP AGAINST THE TARGET EMPLOYEE'S TOTAL ABILITY (AS WITH THE TASKING EMPLOYEE. EACH EMPLOYEE ROLLS A DIE AND ADDS IT TO THEIR TOTALS. THE HIGHER NUMBER COMPLETES THE TASK AND THE OTHER EMPLOYEE MUST EITHER LOSE 1 VALUE OR THE VICTOR MAY TAKE STUFF OR MONEY (VICTOR'S CHOICE) TO KEEP THEIR MOUTH SHUT ABOUT THE LOSER'S LACK OF WORK. IF THE SCORES ARE EQUAL, IT MEANS YOU BOTH DELEGATED THE TASK AWAY AND NO ONE LOSES VALUE.

2 – DRAWN CARDS EACH HAVE INSTRUCTIONS THAT MUST BE FOLLOWED. THE CARDS TO BE DRAWN ARE ALWAYS BUSINESS CARDS. IF THERE ARE ALREADY BUSINESS CARDS ON THE SPACE, THEN THE EMPLOYEE ONLY DRAWS ENOUGH CARDS TO BRING THE TOTAL CARDS TO THE NUMBER REQUIRED BY THE SPACE.

3 – THE EMPLOYEE FOLLOW ANY INSTRUCTIONS ON THE A SPACE THAT DO NOT INDICATE DRAWING CARDS.

4 – BUSINESS CARDS HAVE CERTAIN TYPES OF INFORMATION...

THIS IS THE TYPE OF CARD.

THIS IS THE NUMBER IN WHICH THE CARD MUST BE DEALT WITH. THE LOWEST NUMBER CARD MUST BE DEALT WITH FIRST. THIS ONLY IS NECESSARY WHEN YOU HAVE MORE THAN ONE CARD.

THIS IS THE TITLE OF THE CARD.

THIS IS THE ABILITY REQUIRED TO COMPLETE TASKS. SOMETIMES, FRIENDS WILL HAVE AN ABILITY LISTED HERE AS WELL.

THIS IS AN ADDITION INFORMATION OR INSTRUCTIONS.

5 – THERE ARE 4 TYPES OF BUSINESS CARDS...

INCIDENT – SOMETHING HAPPENED!

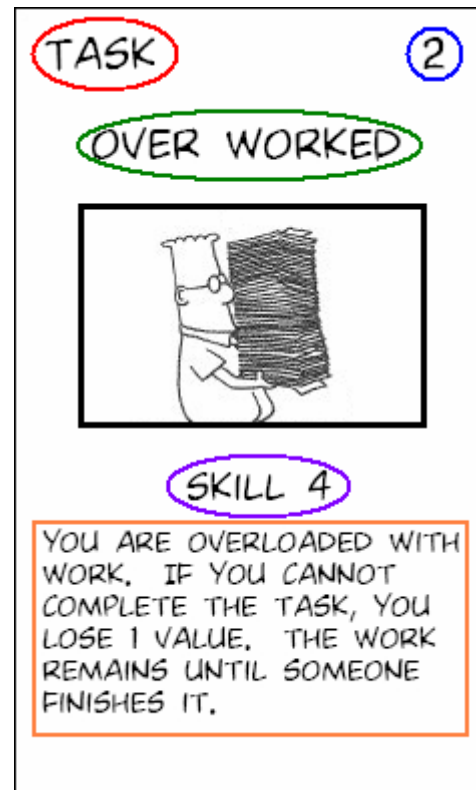
TASK – SOMETHING NEEDS TO GET DONE!

COWORKERS – PEOPLE IN THE OFFICE.

STUFF – THINGS YOU FIND...DUH!

FRIENDS – PEOPLE WHO HANG OUT WITH YOU.

LOCATIONS – DIFFERENT AREAS OF THE OFFICE.



6 – ANY CARDS SHOULD REMAIN ON THE SPACE THEY WERE DRAWN, UNLESS THEY ARE COMPLETED TASKS (WHICH THE EMPLOYEE KEEPS TO GAIN SKILL OR MANAGEMENT) OR THE INSTRUCTIONS SAY TO DISCARD IT.

7 – IF YOU DRAW MORE THAN 1 TASK, YOU NEED ONLY FACE ONE AT A TIME. IF YOU LOSE VALUE DURING ONE TASK, YOU DO NOT FACE THE NEXT TASK HOWEVER. YOU CANNOT CLAIM ANY OTHER CARDS ON THIS SPACE IF YOU LOSE VALUE, SUCH AS STUFF OR FRIENDS.

8 – WHEN TACKLING A TASK, YOU SIMPLY NEED TO ADD YOUR TOTAL ABILITY (SKILL OR MANAGEMENT) AND ROLL 1 DIE. IF THE NUMBER IS HIGHER, YOU COMPLETE THE TASK. IF THE NUMBER IS EQUAL OR LOWER, THE TASK IS INCOMPLETE AND YOU LOSE 1 VALUE.

9 – IF A TASK IS IGNORED (DUE TO FAVORS, FRIENDS OR A RESUME SKILL), IT REMAINS ON THE SPACE. THAT EMPLOYEE MAY ENCOUNTER THE OTHER CARDS ON THAT SPACE.

10 – ANY PROWLER OUTFITS OR SUPPLY CARDS MAY BE LEFT ON SPACES AND COUNT TOWARDS CARDS FOR THAT SPACE.

-----WINNING THE GAME-----

THE LAST EMPLOYEE IN THE COMPANY IS THE WINNER. ALL THE REST CAN GO SIGN UP FOR UNEMPLOYMENT.

CREDITS

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