BAD DAY AT THE OFFICE
Made During Game Jam December 2017
By Steve Dee
2 to 4 (6?) Players. 1 hour or so?

Nobody wants to be at work today. But the only way to go home is if there's an emergency. If the police or the fire brigade have to be called, work will be cancelled. But it's tough to start fires while the boss is watching you and you're supposed to be working...

Components
9 Location Cards
1 Security Tracker Card
54 Scheme Cards, including 5 Event cards

You'll have to print and sleeve these to play. I haven't had a chance to make the cards yet so see the last page for card listing.s

You'll also need:
A small token to track Security Level.
A pawn for each player
A master pawn to represent the Boss
7 six-sided dice of one colour, known as Trouble dice
13 six-sided dice of another colour, known as Security dice. These don't all have to be the same colour as long as none of them are the same colour as Trouble dice.

Goal
Players must work together to cause Trouble in each of seven locations, with the level of the Trouble represent by dice. After each round the building security will try to fix the Trouble with its own dice. If it ever cannot fix all the Trouble, the players win!

Set Up
Put the Security Level card to one side. Put the Security Level token on the 1 slot.

Separate out the Dingy Corridor Location and place it in the middle of the table. Shuffle the remaining 8 Location cards and deal them out in a square around the Dingy Corridor card, to create a 3x3 grid with the Dingy Corridor in the middle.

Put all the player pawns on the Cubicle Farm. Put the Boss token on the Cubicle Farm.

Shuffle the Scheme deck and deal out the following number of cards:
2 players = 6 cards each
3 players = 4 cards each

4 players = 3 cards each
5+ players=2 cards each

The First Player is the player who most recently worked in or visited an office.

Movement On the Grid
Each Location on the grid is connected to the one next to it (not diagonally). Locations must therefore be reached by moving around the grid orthogonally. The Dingy Corridor is connected to the cards above, below and either side of it, but not the corners. The Security Level card is NOT a Location and can never be moved into.

The Play
The game goes through the following phases until the players as a whole win or lose

- **The Boss Phase**
- **The Scheme Phase**
- **The Work Phase**

During the Scheme phase, the players take turns around the table. When every player has completed their turn, move onto the Work Phase. The Boss Phase and Work Phase don't involve player actions. During the Work Phase, check if the game has been won or lost.

The Boss Phase
Move the Boss phase a number of steps around the Locations clockwise. Aside from special event cards, the Boss always moves clockwise. The Boss moves until he ends in a Location without player tokens present.

If the Boss moves through a Location with a player pawn, move that pawn back to the Cubicle Farm. The boss insists they go back to work.

If there is at least one Trouble (see below) in the Location where the Boss pawn ends its move, increase the Trouble there by one (Bosses make things worse).

Finally, if the Boss moved onto or past the Cubicle Farm, move the Security Level token onto the next level down, thus increasing the level.

NOTE: THE BOSS NEVER MOVES TO THE DINGY CORRIDOR. YOU ARE SAFE FROM THE BOSS THERE.

The Scheme Phase

Starting with the first player, players take turns around the table. On their turn, a player can do up to three actions. They can take these actions in any order and can repeat actions. The actions are:

Move. Move from one Location to a connected Location, clockwise or anti-clockwise. OPTIONAL RULE TO TEST: You can also discard the matching Scheme card to move immediately to the matching room (see below).

Suggest Schemes. A player may GIVE (not take) a card from his hand to any player whose token is also on their space when they take this action.

Cause Trouble. A player may add ONE Trouble to a location, under the Trouble rules.

Draw. Take a card from the Schemes deck and put it in your hand.

At the end of each player's turn, they MUST also draw a card. This is regardless of how many cards they may have drawn on their turn.

Causing Trouble

The central mechanic of the game is players causing Trouble at locations. To cause Trouble, a player must discard a card that matches their current location, as indicated below:

In this Location…   Discard...
KITCHEN   →   DECAF SWITCH
MEETING ROOM   →   DONUT BRAWL
TOILETS   →   CLOGGED PIPES
STATIONERY CUPBOARD →   POST-IT SHORTAGE
DOCUMENT STORAGE   →   PAPER FIRE
IT DEPT   →   BROWSER GAME
MAIL ROOM`   →   WHITE POWDER

(ninth one if we need it: DINGY CORRIDOR → ENCOURAGE ANTS)

Note: No Trouble is Ever Caused in the CUBICLE FARM or the DINGY CORRIDOR.

It is an action to discard ONE card. Each card increases the Trouble ONE level.

If there is no Trouble at a location, increasing the Trouble one level means:
- Take a Trouble die and put it on the card, with the 1 pip showing.

If there IS Trouble at a location (ie a die is present), increasing the Trouble one level means:
- Rotate the die to the next highest number of pips.

Example: Dinah moves into the Kitchen and as her next two actions plays two DECAF SWITCH cards. There was no Trouble in the Kitchen so the first card puts a die there showing a 1. When she plays the next card, she rotates the die to show a 2. Then Bob moves into the Kitchen and plays another DECAF SWITCH card, setting the die to 3.

THE WORK PHASE

In this phase, the workplace sends out people to fix the problems the players have caused. Work through the following steps:

Form the Fix Dice Pool by: taking a die for each Trouble die on the board, and adding a die for each level of the Security Level.

Roll all the dice in the Fix Dice Pool.

Assign dice rolled as follows:
- Identify the Trouble Die/Dice with the lowest number. Starting from the Cubicle Farm and going clockwise, assign A SINGLE die to equal or exceed the number on that die. Use the LOWEST Fix dice possible to do so. A Trouble die which has been so assigned is said to be Fixed.

- Once all of the lowest level of Trouble have been Fixed, move onto the die/dice with the next lowest number.

- You never roll more than 13 Fix dice.

- Some dice may be left over, this has no effect.

Example: There is 3 Trouble in the Kitchen thanks to Dinah and Bob. Rocky has caused 1 level of Trouble in the Document Storage. The Security Level is 1 so the Fix Dice Pool is 3 dice. The roll is a 3,3 and 1. The one is assigned to the Document Storage Trouble, and one of the 3s to the Kitchen. The other 3 is superfluous.

IF DURING THIS PROCESS A TROUBLE DIE CANNOT BE FIXED, THE GAME ENDS AND THE PLAYERS WIN

Once all Fix dice have been assigned, all Trouble that was Fixed is reduced by 1. If this would reduce Trouble to zero in a Location, remove that die from the board.

IF DURING THIS PROCESS, ALL TROUBLE DICE ARE REMOVED <u>AND</u> THE SECURITY LEVEL IS TWO OR MORE LEVELS ABOVE THE NUMBER OF PLAYERS, THE GAME ENDS AND THE PLAYERS LOSE.

GAME END
If the game did not end during the Scheme phase or Work phase, return to the Boss phase and repeat. Play until the players win or lose together. If you'd like to determine a score, count how many Scheme cards were left in the deck, the more the better!

Designer Notes: I haven't been able to get the stuff together to test any of this. The numbers might be way off. If it is too hard, add more of each Scheme type. Report back to me how it goes: tinstargames@gmail.com

MAKING THE CARDS
The Security Level card is just a card with 1 to 6 on it with space for the token.

The 9 Location cards and associated Schemes are:

KITCHEN   →   DECAF SWITCH
MEETING ROOM   →   DONUT BRAWL
TOILETS   →   CLOGGED PIPES
STATIONERY CUPBOARD →   POST-IT SHORTAGE
DOCUMENT STORAGE   →   PAPER FIRE
IT DEPT   →   BROWSER GAME
MAIL ROOM`   →   WHITE POWDER
CUBICLE FARM   →   (no Scheme)
DINGY CORRIDOR   →   (no Scheme)

To make the Scheme deck make seven of each Scheme, and add the following event cards as well.

EVENT: PROMOTE SYNERGY
Play Any Time On Your Turn: Not An Action.
Move the Boss Two Steps In Either Direction.

EVENT: GOSSIP SESSION
Play Any Time On Your Turn: Not An Action.
Everyone Passes One Card to the Player on their Left

EVENT: BRAINSTORMING SOLUTIONS
Play Any Time On Your Turn: Not An Action.
Increase the Trouble By 1 in a Location That Has Trouble.

EVENT: FLOATING DESKS
Play Any Time On Your Turn: Not An Action.
Move Any Player to Any Location

EVENT: ON A BREAK
If the Boss Moves Onto You During the Boss Phase,
You May Discard This Card to Ignore The Effect