**FML**

*Welcome to Purgatech, your place of work and home-away-from-home. Here you work from sun-up to sun-down, toiling away from behind your cubicle. Your life is a continuous, foggy blur of boredom and repetition; staring at the off-white walls, suffocating under the glare and buzz of fluorescent bulbs, listening to the incessant drone of the other employees. Each day delivers the same tedious reports, the same mind-numbing productivity seminars, the same excruciating customer-service calls. Only one thing has kept you sane all these years: the company coffee machine. This solitary bastion of refuge from the eternal hell of white-collar office life has done what the innumerable bottles of horse tranquilizers couldn’t: it allowed you to get through the day. That is, until your boss decided to remove your savior to cut electricity costs and boosts the office’s bottom line by 0.0012%. Now, with nothing left, you and the few fellow employees you consider friends band together to deliver some pay-back and show the boss just how stressful an office job can be. You and your compatriots have to drive the boss’ stress up to necessitate an early retirement, but look out, as the boss will be trying to do the same to you. Two teams will enter; one will leave, followed by the other after having declared early retirement. It might be petty, passive aggressive, and ultimately pointless... but they shouldn’t have messed with your coffee machine.*

**Setting Up the Game**

Start by separating the different card types and placing them on the correct spaces on the board (day, night, and item cards). Next, fan out the character cards and have everybody pick one at random (one player MUST be the boss, no matter how many players there are) and reveal it. Each player should keep this card in front of them throughout the game. Each card has a special ability that can be used once a day, except the boss. You should also pick a pawn to represent your character on the board. All players put their pawn on the “Start of Day” space.

One player must keep track of everybody’s stress levels on paper. If somebody volunteers, they do it. Otherwise, the responsibility is thrown onto the accountant (if no accountant, then boss). This player must announce the stress levels at the start of each of their turns. Each player must now get their starting stress level. Starting with the boss and moving counter clockwise, roll the die. Everybody starts with 50 stress.

Gameplay starts with the boss and moves clockwise.

**On Your Turn**

Roll the die and move that number of spaces. If there is a word on the space, draw the appropriate event card (played immediately). If you have items in your inventory, you can use them at any point during your turn. Discard cards to the side of the board after use.

If one of the decks runs out of cards, shuffle the discard pile and place it back on the board.

If any of the employees have quit, each time another employee passes 9 am their stress increases by 5 \* the number of employees who are out.

**Winning and Losing the Game**

When your stress level reaches 100, you “quit” and are now out of the game. If an employee “quits:, the rest keep going. If the boss “quits”, the employees win. The boss wins if all employees “quit”. You cannot “quit” on another player’s turn: if your stress goes above 100 on somebody else’s turn, your stress goes back to what it was.

*Optional Rule: There can only be one*

When the boss quits, the employee with the lowest stress becomes the boss

**Card Types**

* Day
  + play automatically
  + drawn between 9 am and 5 pm
* Night
  + play automatically
  + drawn between 5 pm and 9 am
* Item
  + kept secret
  + can only be played on your turn unless otherwise specified
    - *can also be used to benefit other players!*
  + do not have to be played immediately
  + cannot be traded
  + each player can have up to two item cards saved
    - If you draw a third card, you have to discard one of the three (without using it)

**Characters**

* Boss
* Accountant
  + Once a day, can lower his/her stress by 5
* Salesperson
  + Once a day, can steal someone else’s item card
* Secretary
  + Once a day, can move forward two spaces after their turn and get the effect of that spot as well (event card or item card)
* HR
  + Switch your job with someone else’s. Card can only be used once a day, no matter who has it.
* Customer service
  + Once a day, nullify the effects of a card on them