

Office Supply

The board is made up of two 'corridors' and a supply room with only a few 'doorways' to switch between them. The four corners are the player 'desks'.

Each player starts at their desk, they have to get to the supply room, grab one piece of office equipment (Stapler, ruler or pens) and get back to their desk. Each player rolls a dice and moves that number of squares. Players can only move clockwise around the board. If a player rolls the boss symbol they can place the boss anywhere on the board. If a player lands on the boss they lose any item they're holding and are placed one square ahead of the boss (they cannot be placed in a supply room doorway).

If a player lands exactly on an opponent's desk they can steal one item of equipment they have.

Players do not have to roll exact numbers to collect from the supply room or return it to their desks.

When a player gets to the supply room they take an item of office equipment and their turn ends.

When a player returns an item to their desk they can continue with the rest of their dice roll.

After each players turn the boss is moved one square clockwise, they will take every doorway they come to except the supply room doorways.

Setting up

Each player should choose a colour and take their piece and desk. The desk is then placed on one of the corners of the board and the piece on top of the desk.

The boss should be placed in one of the doorways of the supply room.

For a normal game you should add one less piece of each type of equipment as the player count in the supply room, i.e. in a 4-player game you have 3 staplers, 3 pens and 3 rulers, in a 3-player game you have 2 of each and in a 2-player game one of each.

For a quicker game you can have 4 of each item in the supply room.

Order of play

- Choose the first player however you wish.
- Player rolls dice
- If a number is rolled the player moves that many spaces
- The boss is moved on square clockwise.
- If a boss was rolled the boss is moved to any unoccupied space, the boss is not moved one space.

If player is in a supply room doorway

- An item of equipment is placed to one side
- Player moves boss as normal
- Player's turn ends, they do NOT continue with their dice roll

If player passes their desk when they're carrying an item they do not already hold

- Item is placed on their desk
- Player's turn continues as normal, including the rest of their dice roll

If player passes boss when they are NOT carrying equipment

- Player is placed one square in front of boss (not in a supply room doorway) moving clockwise
- Player's turn ends, boss does NOT move

If player passes boss and IS carrying equipment

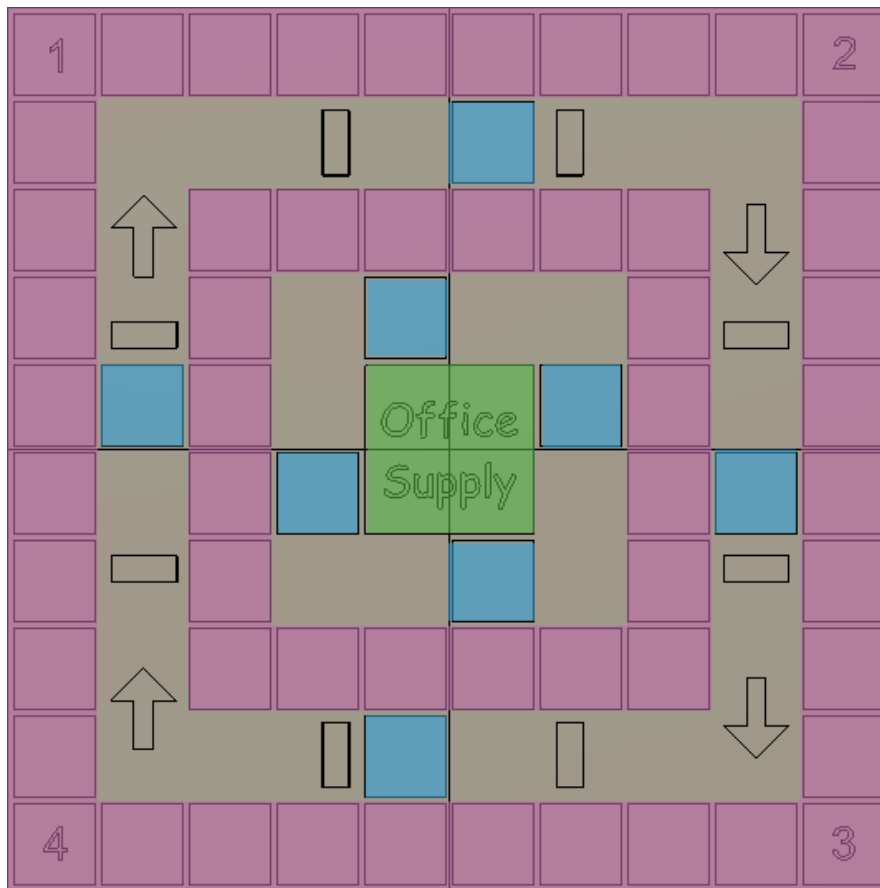
- Equipment is placed back in the supply room
- Player is placed one square in front of boss (not in a supply room doorway) moving clockwise
- Player's turn ends, boss does NOT move

If boss is moved onto a player

- Any equipment the player is holding is returned to the supply room
- Boss is moved one space behind player

If player lands, exactly, on opponents desk and opponent has an item of equipment the player has not secured and the player is NOT holding an item of equipment

- Player takes an item of equipment from opponent



- Corridor
- Doorway
- Supply room