

Human Resources - Rules

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The cards come in three types: Projects (30 cards), Managers (18 cards) and Quotas (6 cards). The cards also come in two colors, light and dark. The back of each card shows a cubicle with a light or dark colored carpet (27 of each). The face of each card shows a square in the upper left, matching the carpet color on the back. Projects and Quota cards also have a number in the upper left corner, showing how many points they earn.



Goal

Each player is a company Director who must arrange light and dark cubicles into the office to complete projects and earn the year-end bonus (points), hiring Managers that can move cubicles, and meet Quotas for extra bonus.

Setup

The "Office" is the area between the two players. To set up the office, randomly place two dark cards and two light cards face down in a 2x2 grid in the center of the office, in a checkerboard pattern. Shuffle the remaining cards to form the draw deck. Allow space for a discard pile, which may be searched at any time. Deal 3 to each player. The player with the lowest total points in his hand goes first.

Taking a turn

Players alternate turns. On each turn, the active player chooses one card from his or her hand and takes one of the following four possible actions. After taking the action, the player draws one card to end the turn

Placing a Cubicle

The player may play any card face down in the office, showing the cubicle. Cubicles must always share a wall with another cubicle. After placing a cubicle, the player should check to see if any of the projects he currently has in play have been newly formed due to the placement. Those projects can be completed to earn the points.

Playing a Project

The player can play a project card face up in front of them. Project cards are worth between 1 and 8 points, and show a pattern of light and dark cubicles that the player must form to score the card.

The project must be put in play before completing it. Project cards do not score for projects that were previously formed before they enter play. Only newly formed patterns can cause a project to be completed.

Projects can be completed either by placing a cubicle or moving a cubicle due to hiring a manager. When a project is completed, the project card is moved to the side to show that the player has earned the points shown on the card. Projects can be completed in any orientation. Completed projects are public knowledge in the game.

A project cannot be completed during an opponent's turn. If the opponent causes the pattern to be formed, the player cannot score the project until it is completed again. If multiple projects are completed due to the same action, they all score.

Hiring a Manager

The player can play a manager card, following the instructions shown on the card, and discarding it. Manager cards are worth no points, but show special abilities that the player can use.

No manager may cause the cubicles to be split into more than one office, i.e. **a single continuous office must be maintained.** The office may be temporarily split during completion of the action (such as swapping two cubicles).

Managers that make a change to the arrangement of light and dark cubicles in the office can cause a project to be scored, if the project involves at least one of the affected cards.

Manager Abilities are as follows:

Move any one cubicle. The cubicle can be moved to any other location in the office.

Swap two adjacent cubicles. The cubicles must have different carpet colors, and must share a wall.

Draw 1 extra card. This is in addition to the card drawn at the end of the turn.

Play two cards as cubicles, projects, or quotas. Managers cannot be played.

Take 1 discarded card from the discard. Look through all of the discarded cards, and add one to your hand.

Shift up to three cubicles any distance in one direction. The three cubicles need not be in the same line, but they must be adjacent and free to slide. (They may not pass through other cards.) They can move straight in one of the cardinal directions. Fewer cubicles can be moved.

Remove 1 cubicle from the office. Pick up any cubicle in the office and add it to your hand. You may not look at the faces before selecting.

Exchange a cubicle in the office with one in your hand. The cubicles may be the same or different color. Only a different color can cause a project to be completed.

Opponent must pick up one incomplete project. If they have more than one, they choose which one. The card goes into their hand.

Playing a Quota Card

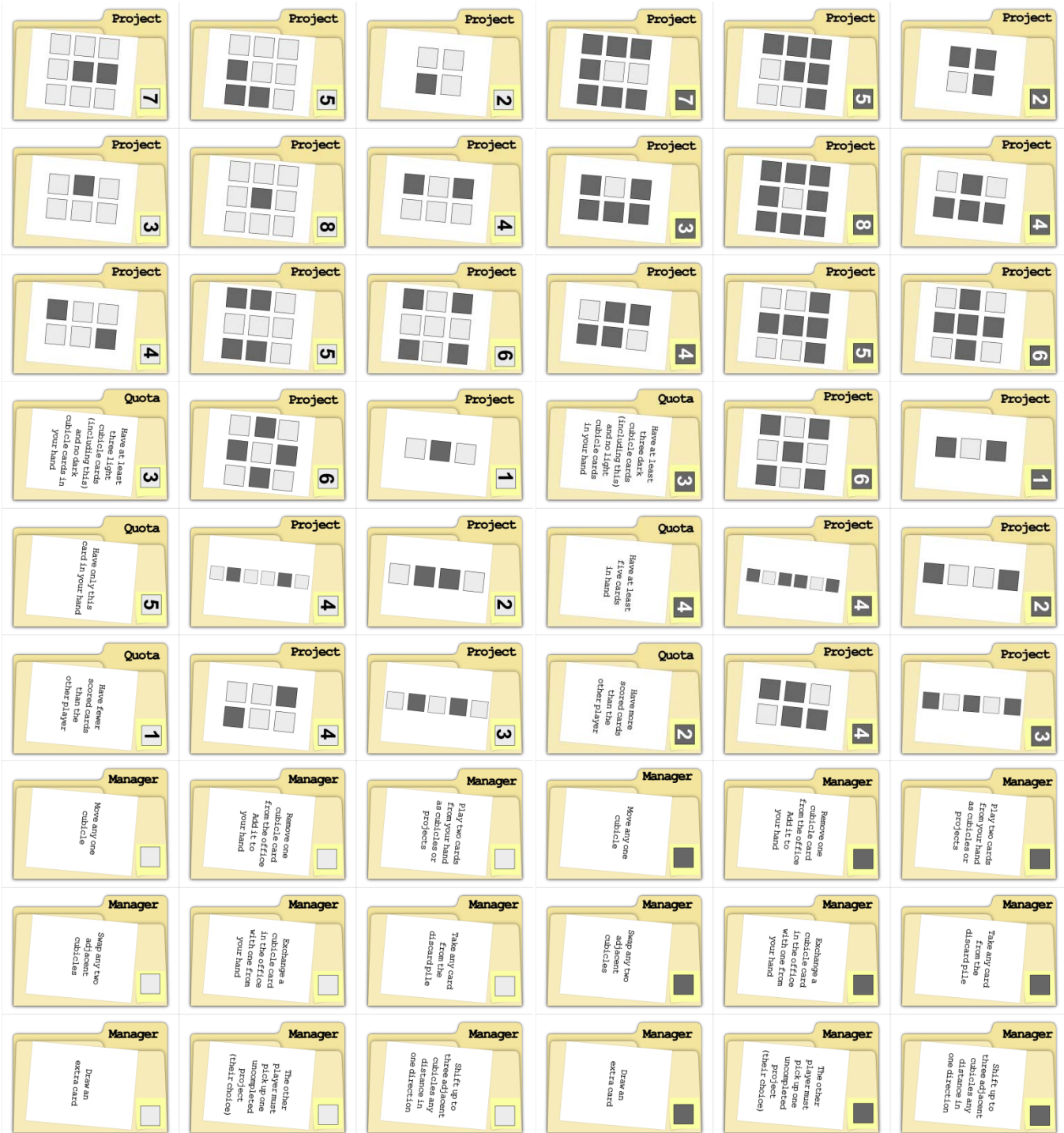
A player can play one of the 6 unique quota cards only if they meet the requirements shown on the card before playing it. Quotas that require a certain number of cards in hand include themselves. The quota is immediately scored. Scored quotas are treated like scored patterns.

End of the game

The game ends immediately when a player draws the final card from the deck. Players compare the points from their completed projects. Incomplete projects and cards in hand are worth no points.

Ties are broken by the player with the most projects completed, and then by highest completed project value.

Card Reference



Card Notes

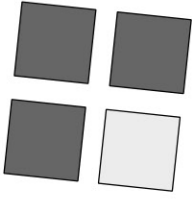
Patterns appear with colors reversed on dark and light cubicles.

Managers appear twice: once with a dark cubicle and once with a light cubicle.

Quotas are unique; each of the 6 appears only as shown

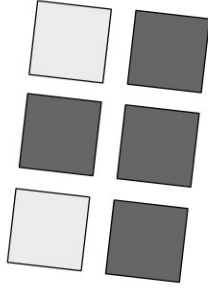
Project

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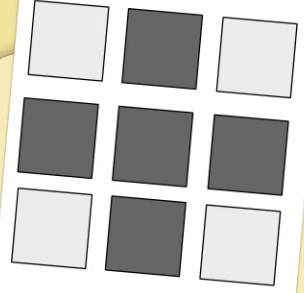
Project

4



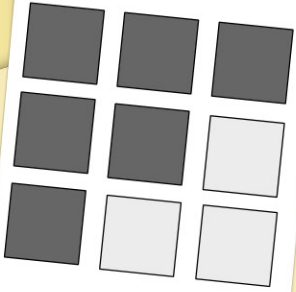
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6



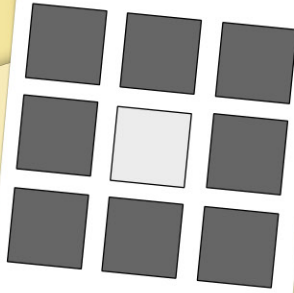
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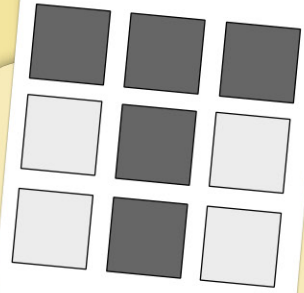
Project

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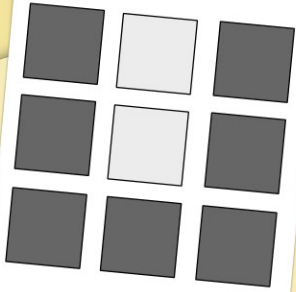
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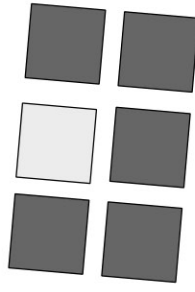
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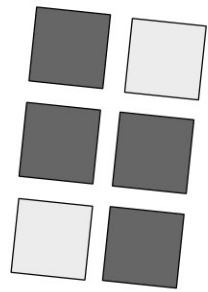
Project

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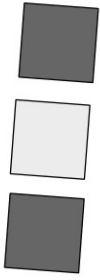
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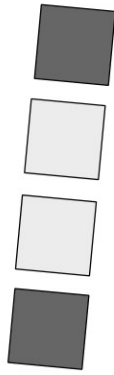
Project

1



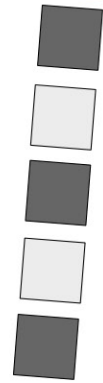
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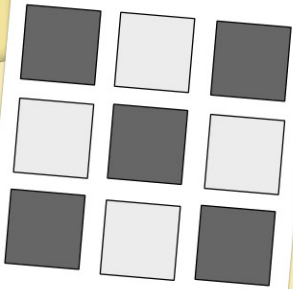
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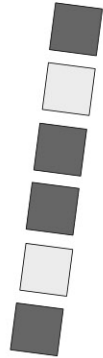
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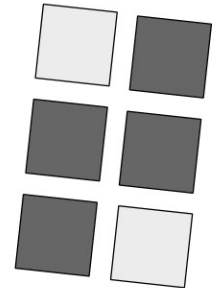
Project

4



Project

4



Quota

3

Have at least three dark cubicle cards (including this) and no light cubicle cards in your hand

Quota

4

Have at least five cards in hand

Quota

2

Have more scored cards than the other player

Manager

Play two cards from your hand as cubicles or projects

Manager

Take any card from the discard pile

Manager

Shift up to three adjacent cubicles any distance in one direction

Manager

Remove one cubicle card from the office
Add it to your hand

Manager

Exchange a cubicle card in the office with one from your hand

Manager

The other player must pick up one uncompleted project (their choice)

Manager

Move any one cubicle

Manager

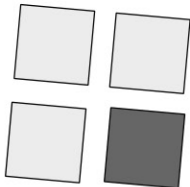
Swap any two adjacent cubicles

Manager

Draw an extra card

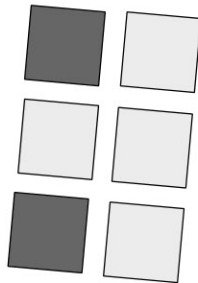
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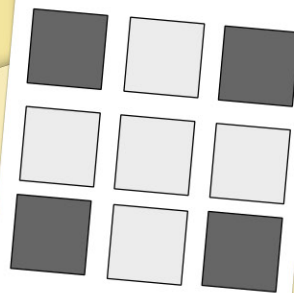
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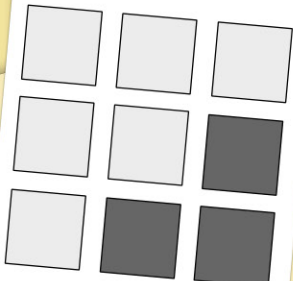
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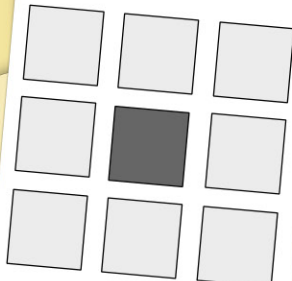
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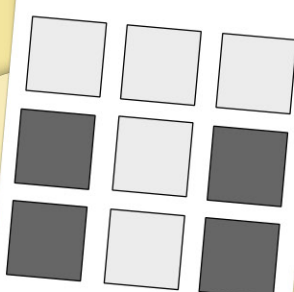
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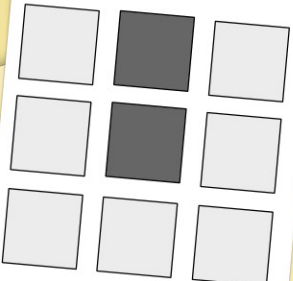
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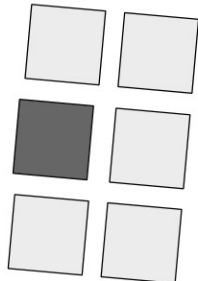
Project

7



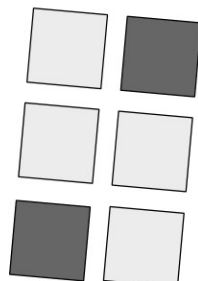
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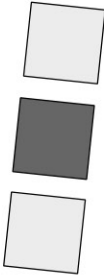
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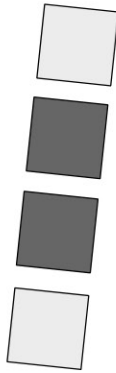
Project

1



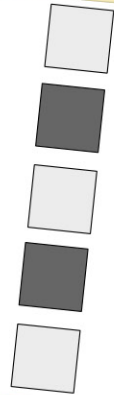
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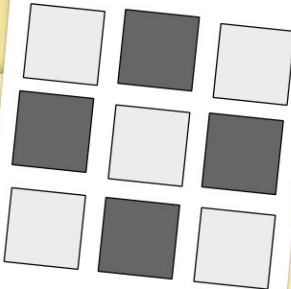
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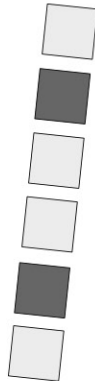
Project

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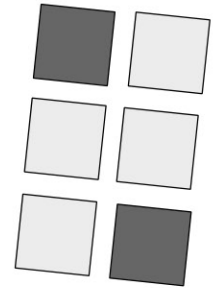
Project

4



Project

4



Quota

3

Have at least three light cubicle cards (including this) and no dark cubicle cards in your hand

Quota

5

Have only this card in your hand

Quota

1

Have fewer scored cards than the other player

Manager

Play two cards from your hand as cubicles or projects

Manager

Take any card from the discard pile

Manager

Shift up to three adjacent cubicles any distance in one direction

Manager

Remove one cubicle card from the office
Add it to your hand

Manager

Exchange a cubicle card in the office with one from your hand

Manager

The other player must pick up one uncompleted project (their choice)

Manager

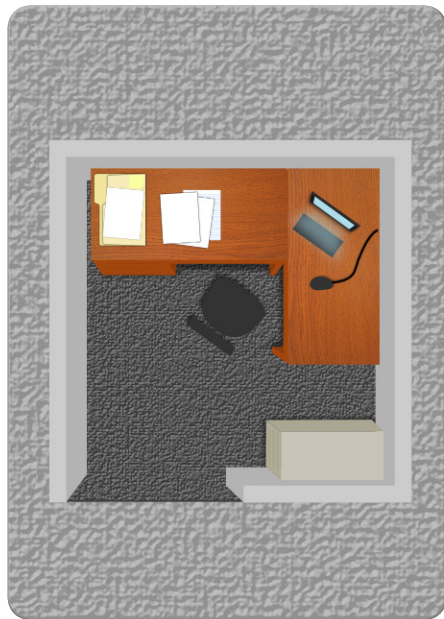
Move any one cubicle

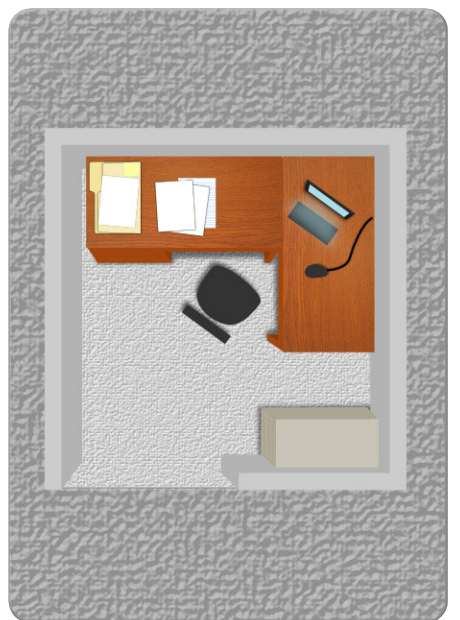
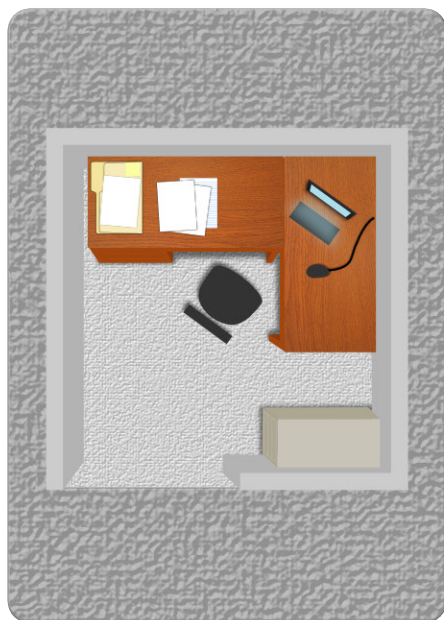
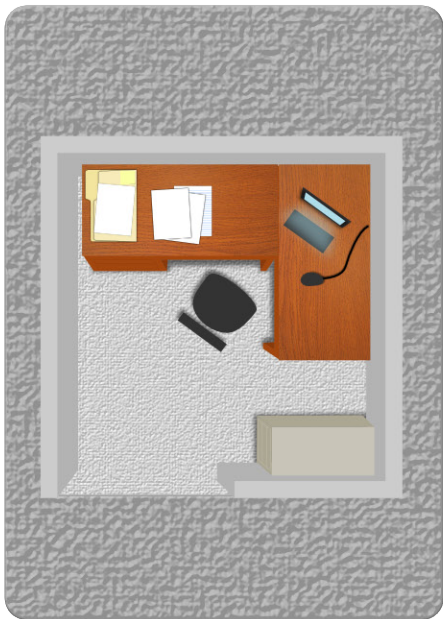
Manager

Swap any two adjacent cubicles

Manager

Draw an extra card





Crowdfunding
Project

1

When in play, if the other player completes one of your projects, you score it, and they score this card.



Overtime



When you complete your next project, reveal this card from your hand, discard it, and take another turn



VP of
Acquisitions

3

Take an incomplete project from the other player. They score this card immediately



VP of
Operations



Look at the top four cards in the draw deck. Put them back in any order



Promo Cards Rules

Crowdfunding Project: Play and score like a project.

Overtime: You must have this in your hand before completing the project. Discard this card, draw a new card to end your current turn, then take another turn.

VP of Acquisitions: Play like a manager. If the other player has more than one incomplete project, you choose which project to take. They score this card like a project

VP of Operations: You will draw the first card at the end of your current turn.

VP of
Operations



Look at the top four cards in the draw deck. Put them back in any order



Crowdfunding
Project

1

When in play, if the other player completes one of your projects, you score it, and they score this card.



Overtime



When you complete your next project, reveal this card from your hand, discard it, and take another turn



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