

# THE WORKING DEAD: AN UNDEAD OFFICE CARDGAME



## GOAL

Negotiate for Co-Workers until you have \$250k by the end of the work week. Be the player with the **MOST** earned money at the end of **ALL** your work weeks and you **WIN!**

## PLAYERS:

2-6 players  
Ideal for 4

## CONTENTS:

In your convenient The Working Dead Box you will find 104 cards and these rules.

## SETUP

1. Decide how many work weeks (hands) you will play. A work week lasts 30-45 minutes.
2. Each player chooses which Department they work for (no players may have the same department)
3. The Department is imagined as four spaces in front of the player. The space to the far left represents your Cubicle. The three spaces to the right of the Cubicle is the Workspace.
4. Deal everyone 5 cards.
5. Place the rest of the cards in the middle of the table. This is the Paperwork Pile.
6. The first player to the left of the dealer opens the game by drawing a single card from the Paperwork Pile.

## GAMEPLAY

7. You must play one card per hand. Cards that effect gameplay have the effect listed on the file icon. A card is either played:
  - a. In front of you in your Workspace (Monday/Friday, Co-Worker and Loyalty Cards)
  - b. On another player's Workspace (Working Dead Cards)
  - c. Discarded in the Filed Away Pile. (Working Hard, Policy, Email, Backstabber, or discards)
8. Play ends for the week when: A player's Co-Workers are worth \$250,000 **AND** they play a Finally Friday card OR....the Paperwork Pile runs out.
9. Once the workweek ends total up your Co-Worker's value and take into account any cards that reduce your total value such as Policy Cards or the Shady Accounting card.

## DEPARTMENTS:

Departments	
Information Technology (IT)	In/Human Resources (HR)
Murders and Acquisitions	Financial
Marketing	Sales

You will earn \$5,000 extra at the end of the workweek for each co-worker who matches your department. Employees who work on Special Projects are of no additional value.

## NEGOTIATIONS:

Negotiations are the **HEART OF THE GAME** and can be initiated on a player's turn **BY THE PLAYER**. Players may negotiate with or for **ANY** card in the on the table, workspace, or in their hand during their turn. Cards are traded simultaneously and **FACE DOWN!** This gives you an opportunity to give your fellow player the shaft **or** establish trust. The choice is yours.

### BASIC NEGOTIATIONS

- Direct hand to hand, 1:1 card exchange. Each player must hold 5 cards in his hand for play to continue.
- Co-Workers in another employee's Workspace. Co-Worker(s) are only transferred between workspaces.
- You may negotiate a combination deal of the two above negotiations. So, you might say: "If you give me that IT Co-Worker from your Workspace I will trade you a Working Hard for a Monday Morning."
- Favors. So, you might say: "I'll trade you a co-worker if you play Working Dead on Joe next turn!"
- Policy cards create a 1:1 hand to hand "forced" negotiation. See card rules.
- You may **NOT** negotiate for any cards in the Filed Away Pile.

**EMPLOYEE 3**

**EMPLOYEE 3**

**CUBICLE**

CUBICLE

CO-WORKER  
PILE

## PAPERWORK

**FILED  
AWAY**

CO-WORKER  
PILE

**EMPLOYEE 4**

**CUBICLE**

## CARDS

**-CO-WORKER  
PILE**

CO-WORKER  
PILE

**CUBICLE-**

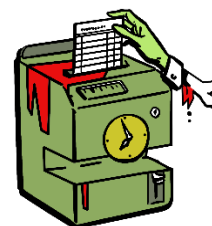
**EMPLOYEE 1**

**EMPLOYEE 2**

## MONDAY MORNING CARDS:

Monday Morning (10) Cards have a **SUNSHINE BANNER**.

These cards must be placed in front of each player on their Cubicle before he or she can begin to gather co-workers. Each player needs only one Monday Morning card to open their workspace in any given hand. (Unless some poor sap gets to play an "Administrative Leave" card in which case he will need another Monday Morning card to restart.)



THE MONDAY MORNING CARD MUST ALWAYS BE PLACED BACK ON TOP OF YOUR CUBICLE AFTER ANY WORKING DEAD HAVE BEEN ELIMINATED FROM YOUR CUBICLE.

Even without a Monday Morning card a player may still lay Working Dead cards on any opponent who has a Monday Morning card displayed.

## CO-WORKER CARDS:

Co-Workers have a **BLUE BANNER** and come in Six Varieties:

Co-Worker	Quantity	Net Worth	Total
Interns	6	\$5,000	\$30,000
Kiss Ass	6	\$5,000	\$30,000
Over Achievers	5	\$25,000	\$125,000
Burnout	5	\$25,000	\$125,000
Managers	5	\$50,000	\$250,000
Golden Child	1	\$100,000	\$100,000

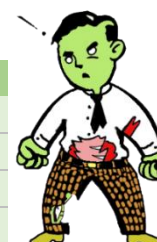


These cards represent earnings to be made from potential workload and the ultimate profit you can accumulate from your workspace. A player may assign a Co-Worker card in his workspace only if he's already tabled a Monday Morning card in his Cubicle Pile AND only if he or she is not being hindered by a Working Dead card for that turn.

## WORKING DEAD CARDS:

The Working Dead Cards have a **RED BANNER** and come in four varieties:

Working Dead	Quantity	Types
Zombie Roamer!	3	Receptionist, Accountant, IT
Trapped!	3	Bathroom Stall, Cubicle, Water Cooler
Attacked!	3	Elevator, Hallway Breakroom
Zombie Horde!	3	Lobby, Brainstorming, HR



These cards are placed on an opponent's Cubicle Pile to hinder their progress in assigning co-workers to their workspace. If a The Working Dead card is played on your Cubicle you lose the ability to assign Co-Worker cards to your workspace - until you play either a matching Working Hard card OR Long Term Employment, Corporate Propaganda, or Hang in There Kitten Meme cards!

## WORKING HARD CARDS:

Working Hard cards (24) have a **BLACK AND YELLOW BANNER** and **INDICATOR** on the bottom right corner denoting a matching Working Hard Card. They come in six varieties:



Working Hard	Quantity	Types	Removes...
Forms	5	28DL Z-E-D Evaluation ReAnimator 1-985 Body Part Req. Orientation Packet WW-Z DOTD Inter-Departmental Transfer FTWD-28DL Undead Discipline Form	Roamer
Supplies	5	Stapler Rail Gun Ink Jet Pipe Bomb Thumbtack Caltrops Pencil Grappler Common Scissors	Trapped
Fight!	5	Wing Tip Head Stomp Boiling Coffee Meltdown Computer Monitor Melee Rubber Band Restraint Staple the Jaw Shut	Attacked!
Strategic Planning	5	Locked in the Cafeteria Cubicle Jungle Where did I park? Brainy Distraction Trapped at the Water Cooler	Horde
Job Security!	4	SPECIAL RULES! (see below)	ANY

Placing the **MATCHING** Working Hard card on your "Zombie Infested" Cubicle allows you to discard that Working Dead card only and bring your Monday Morning card back to the top of your Cubicle. You may have multiple Working Dead cards played on your Cubicle in which case your Monday Morning card may stay buried until you have dealt with **ALL** Working Dead.

**IMPORTANT NOTE:** Job Security removes **ANY** Working Dead Card from a Cubicle of your choice. When **JOB SECURITY** is played on a Cubicle that is infested by the Working Dead it may be used to "Deal" with the zombie invasion by sacrificing your co-worker of the smallest net worth. You signify their death by placing them in the **FILED AWAY** Pile! (If you have no Co-Worker cards in your workspace you may not utilize this card).

## EMAIL CARDS:

Email cards (6) have a **GRAY BANNER** come in two varieties:

- **Corporate Propaganda:** Corporate Propaganda cards are played on the Filed Away Pile. These cards give you an extra turn, eliminate **ALL** Working Dead, and requires each player to give you the smallest tabled Co-Worker card.
- **Hang In There Kitten Meme:** The single HITKM card is played on the Filed Away Pile. It gives you an extra turn, eliminates **ALL** Working Dead, and requires each player to give you the highest tabled Co-Worker card.



**IMPORTANT NOTE:** You may **NOT** play two Email Cards Back to Back on your extra turn.

## LOYALTY CARDS:

Loyalty cards (6) have a GREEN BANNER & come in three varieties:

Loyalty Card	Quantity	Secures Co-Worker's Loyalty Up To
Workplace Romance	2	\$50,000
Whiskey in the Drawer	2	\$25,000
Awkward Backrub	2	\$25,000



## LOYALTY CARDS:

Loyalty cards protect your Co-Workers within your workspace from Email, Policy, and Backstabber cards. These cards are played on top of Co-Workers placed in your Workspace and protect them to the extent of the card's loyalty value. *For Example:* A \$50,000 Loyalty card may be used to protect a \$50,000 Co-Worker cards or any combinations of \$50,000 or less. You may **NOT** protect the Golden Child.

**IMPORTANT NOTE:** *Loyal* Co-Workers cards are **NOT** subject to the Shady Accounting card.

## POLICY CARDS:

Policy cards (8) have a WHITE BANNER & come in three morale boosting varieties:

Policy	Quantity	Types
Volunteer Hours	4	Empty the Blood Buckets
Equal Opportunity	3	Mentor the Newly Dead
Administrative Leave	1	We Need You For Some Product Testing



When a Policy card is played on the Filed Away Pile the player performs a forced negotiation, loses a turn(s), and loses a co-worker(s) depending on the policy played.

**Volunteer Hours:** Choose a card from your hand and give it to another player. Draw a card from their hand. Lose your **NEXT TURN** and must place your lowest tabled Co-Worker on the Filed Away Pile (if none are tabled you only lose a turn).

**Equal Opportunity:** Choose a card from your hand and give it to another player. Draw a card from their hand. Lose your next **TWO** turns and must place your highest tabled Co-Worker Card on the Filed Away Pile (if there are no tabled cards in your workplace you just lose two turns).

**Administrative Leave:** Choose a card from your hand and give it to another player. Draw a card from their hand. Lose your next **TWO** turns and must fire all your tabled unprotected Co-Worker cards PLUS send your Cubicle cards to the Filed Away Pile. On your next available turn you must start all over again by opening your Cubicle with a new Monday Morning card.

**IMPORTANT NOTE:** If the hand ends and you're holding any Policy cards it means you have failed to follow corporate policy and will be docked the below amount on your total earnings for the work week:

Policy	FINE
Volunteer Hours	-\$25,000
Equal Opportunity	-\$50,000
Administrative Leave	-\$100,000



## BACKSTABBER CARDS:

Backstabber (5) cards have a PINK BANNER & come in two varieties:

Backstabber	Quantity	Types
Attrition!	4	Surprise Transfer Dating a Co-Worker We Survived The Night Together Nepotism
Shady Accounting	1	One Shady Motherfucker



*These cards allow you to appropriate your fellow employee's disloyal Co-Workers and add them to your workspace.*

**Attrition:** These cards are played on the Filed Away Pile to relieve any player of their largest tabled Co-Worker card and place it in your own workspace. You may NOT play this card on an opponent while the Working Dead are played on YOUR Cubicle Pile. However, you CAN play it on another player whose Cubicle has the Working Dead played on it.

**Shady Accounting:** These cards allows the player who holds it after the Work Week has ENDED to remove ANY player's Co-Worker Card (Loyal or Not) as long as it matches your Department.

The Shady Accounting card may be discarded on the Filed Pile at any time in which case it does not come into play OR it may be used for Negotiation at any time while still in your hand.

## FINALLY FRIDAY CARDS:

Finally Friday (5) Cards have an EVENING BANNER

These cards are used to stop the workweek in progress by placing one on your own Cubicle at which time ALL work ends. A Finally Friday card may be discarded at any time on the Filed Away Pile without stopping or hindering the game.



A player may use a Finally Friday card only if the following is true:

1. He or she has played a Monday Morning card
2. If he or she is not being hindered by a Working Dead
3. One player has reached \$250,000 worth of co-workers at any point in the game

**IMPORTANT NOTE:** If the Paperwork Pile dwindles to nothing and no one has played the Finally Friday card, then the hand automatically ends and all employees Net Scores are totaled.