Monster Office Workplace Rule Set

Table of Contents

Setup

Each player gets 3 resource cards, and 1 project card.

Going first:
> Each player plays 1 card face down and everyone reveals at once (do not discard).
> The highest non-common card (ties are eliminated), goes first.
> In the case that everyone ties, perform rounds until someone wins.
> If all cards are played, then 1 card is dealt to each player face up until a winner occurs.
> Each player keeps the cards he/she is dealt.

Before the game, each player plays their project card, in order.

Place the appropriate Grid Map on the table.

Playing project tiles to the Grid Map:
> The player must place the project tile to a valid space, if available.
> If no space is available, then the player chooses how projects shift:
>> The player must shift the least amount of projects.

Play

On a player's turn they may perform one of the following actions:
> Draw 1 project card.
> Play 1 project card.
> Draw 3 resource cards.
> Play as many resource cards as are available:
>> Projects require different resources by type and number/quantity.
>> Place a number of tokens equal to the number on the resource card on the project tile in the correspondingly colored space.
>> Points of credit are earned upon project completion by project rewards.
>>> (Listed on the project tile.)

Restrictions

Hand Limit: Each player has a hand limit of 6 cards.
Workhorse: The player with the lowest score has no hand limit:
> Any player with ta score of zero counts as a Workhorse.
> Players tied for Workhorse are all Workhorses.
Workhorse is evaluated at each person's discard phase, i.e. A player only discards f they are NOT a Workhorse at THEIR discard phase.

Scoring

A player who completes the project collects the project.
A player gets 1 point of credit for completing a project's color set (exactly) once the project has been completed.
A player gets 1 point of credit for each of their player tokens on the project that has been completed.
A player gets a number of points of credit equal to the number of color sets on the project tile, for being the one to complete a project

End Conditions

The game ends when 10 projects have been completed.
The player with the most credit tokens wins.

Player Resources

Resource Deck: Work (Resource) Cards, these are used to complete projects.
        There are 6 'colors' of resources with the following quantities:
                1 card with quantity of 5.
                2 cards with quantity of 4.
                3 cards with quantity of 3.
                4 cards with quantity of 2.
                5 cards with quanity of 1.
Resource Row: Next to the Resource Deck, maintain 5 face up resource cards.
Project Deck: Cards representing project tiles.
Project Tiles Stack: A stack of project tiles, these are played to the Grid Map.
Grid Map: This holds Project Tiles available to the players.
Project Tiles: Players can play Resource Cards to Project Tiles on the Grid Map.
Player Tokens: These represent player contribution on Project Tiles.
Credit Tokens: Gain the most to win.