



New Message

Goal

You and the other players work in the same department. Projects keep falling from above. Your job is not to finish them; it is to **make them land on someone else's desk.**

Reach the **PIP limit** and you get a PIP. Get a second PIP and you are laid off:

#FUNEMPLOYED.

When the Project deck runs out, the employed player with the fewest PIPs is promoted; ties go to the lowest workload.

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Components

Office deck 30	Your hand: Actions + Statuses
Project deck 24	17 Projects + 7 Announcements

- Project, big bottom-left number = workload
- Urgent: everyone votes
- Announcement: just do it
- Action (⚡ = dodge)
- Status

The card text is the full rule. Read it when you draw it.

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Setup

- Shuffle both decks separately, face down in the middle.
- Deal **4 Office cards** to each player.
- Whoever left work last goes first; play clockwise.

PIP limit	3 players: 6
	4-5 players: 5

Keep your Projects face up, overlapped to the right so every bottom-left number shows.

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Your Turn

Draw 1 → reveal 1 → play any

- Draw:** discard the WFH / OOO / PTO you played last turn, then draw 1.
- Reveal:** flip the top Project deck card (next page).
- Play:** any number of cards without ⚡, then pass left.

When the Office deck runs out, shuffle its discards.

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What did you reveal?

- Red Urgent:** everyone shouts "3, 2, 1" and points (yourself is fine). Most fingers takes it; ties go to the revealer.
- 3-workload with On-Call in play:** it goes to the On-Call player.
- Grey Announcement:** read it, do it, discard it. If it needs "the next Project" and you hit another Announcement, put that one on the bottom and reveal again.
- Any other Project:** you take it.

The receiver may dodge first. Once it **lands**, workload ≥ limit means a PIP.

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FW: FW: RE:   

⚡ Dodging

When a Project would land on **you**, you may play 1 ⚡ card (text starts with DODGE:) and send it where the card says. The new receiver may dodge too, on anyone's turn.

WFH dodges 1-workload Projects for you. Players on OOO never receive Projects; they skip to the left.

One dodge each: a player may dodge a given Project only once. If it comes back, take it.

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Ex-employees & End

#FUNEMPLOYED players never receive Projects, play cards or win, but count as **2 votes** in every 3-2-1 vote and cannot be pointed at.

Instant win: the last employed player wins.

Quarterly Audit: when the last Project deck card is revealed, finish the turn. Fewest PIPs → lowest workload → most cards; still tied, shared promotion.

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Example & Targets

Mia, Kai, Sam sit clockwise. Mia reveals a 3-workload Urgent; everyone points at Kai. Kai plays As Per Last Email: back to his right, Mia. Mia plays Reply All to Sam. Sam sends it back to Mia. Mia already dodged, so she takes it.

Choosing a player: only employed players not on OOO (Moving You to BCC may choose OOO).

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RE: Quick question   

FAQ

Can I Looping In a Project right after it lands? No, wait for your Play step; dodge with ⚡ before it lands.

Can I Reply All someone else's Project? No, ⚡ only dodges Projects landing on you.

Last card is an Announcement needing a Project? Do what you can, then hold the Audit.

Do PIPs shorten the game? Yes, PIP cards never return to the deck.

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High Importance   

PIPs & Layoffs

PIP: flip one of your Projects **face down**, **sideways left**, red PIP tab on top; discard your other Projects.



Left: PIP

Right: laid off

Second PIP = laid off: turn your PIP cards **sideways right**, green #FUNEMPLOYED on top. Discard hand and Statuses; pass On-Call left.

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Quick Reference

- Draw 1** (discard your own WFH / OOO / PTO first)
- Reveal 1:** Urgent vote / 3-workload to On-Call / Announcement / else you → dodge → land
- Play** any

PIP limit 3p **6** / 4-5p **5**

Dodge **once** per player per Project

Laid off 2 PIPs; vote counts 2

Win fewest PIPs → lowest workload