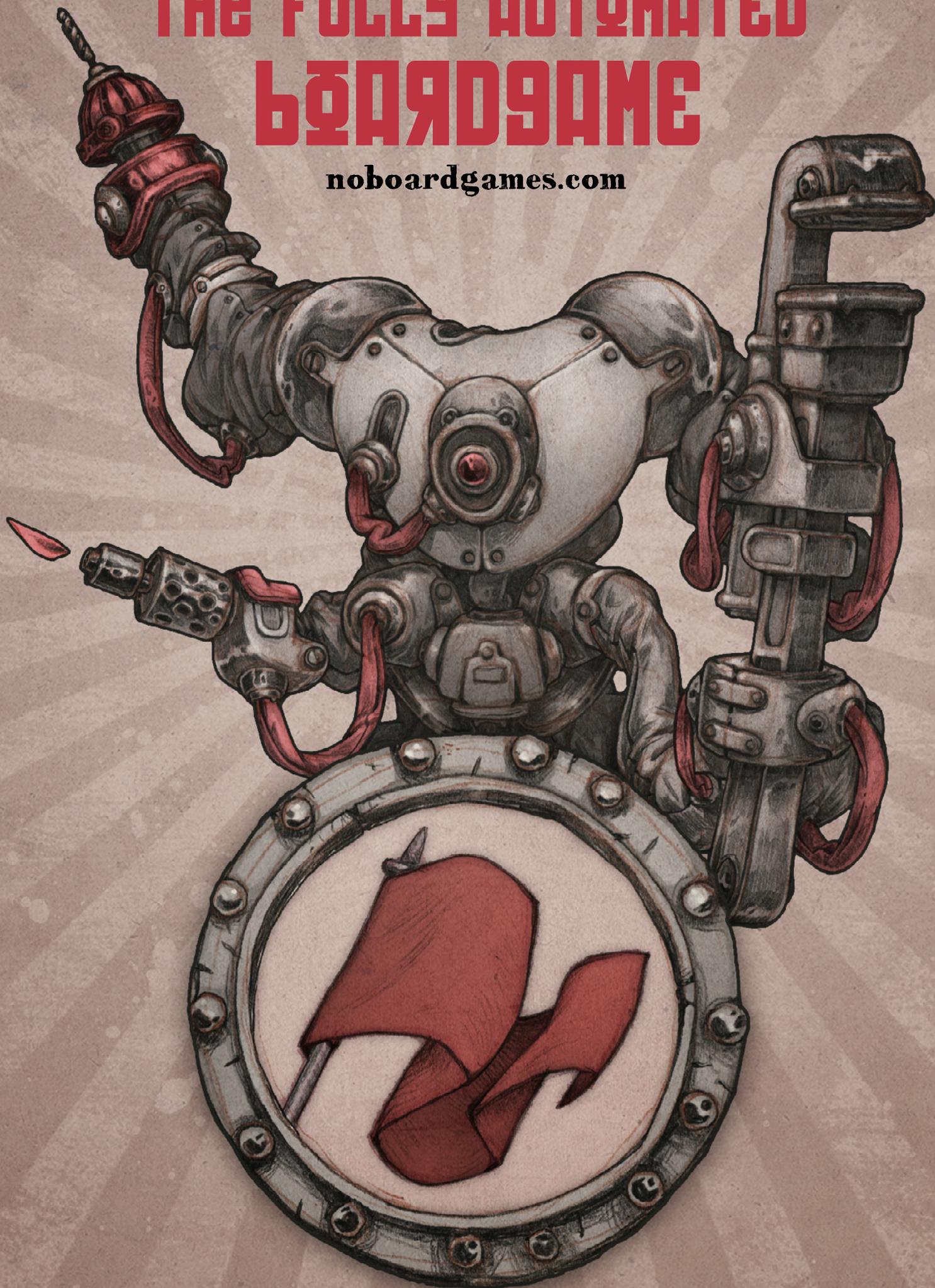


# THE FULLY AUTOMATED BOARDGAME

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# THE FULLY AUTOMATED BOARDGAME

## RULEBOOK

prototype v0.9 ENG

from 2 to 10 players / duration 10' - 60'

Unionism, full automation and robots, diplomacy, cards, bluffs and a pinch of Luddism.  
A party game easy to learn, hard to play.

No Board Games is a collective that creates radical board games.

<https://nboardgames.com>

### CONTENTS:

**56 CARDS + 8 TOKEN**

- 05 Worker
- 02 Little Bourgeois
- 02 Sabotator (represented by the bowler hat)
- 02 Stachanov (represented by the muscle)
- 12 Robots
- 18 Event cards
- 10 Contract cards
- 01 Solidarity fund card
- 02 Blank cards
- 08 Mental Healt Token

# GAME FROM 5 TO 10 PLAYER

## SET-UP

Distribute the role cards according to this table, the roles of the workers are secret:

	Boss	Worker	Luddist	Stachanov	Little Bourgeois
5 players	2	1	1	0	1
6 players	2	2	1	0	1
7 players	2	2	1	1	1
8 players	2	2	1	1	2
9 players	2	2	2	1	2
10 players	2	3	2	1	2

Distribute money according to this table.

The Bosses decide how the workers' money is distributed.

	Boss	Worker
5 players	10 a testa	2, 1, 0
6 players	12 a testa	2, 1, 1, 0
7 players	14 a testa	2, 1, 1, 1, 0
8 players	16 a testa	2, 2, 1, 1, 0, 0
9 players	18 a testa	2, 2, 1, 1, 1, 0, 0
10 players	20 a testa	2, 2, 2, 1, 1, 0, 0, 0

**Example:** 5-player game: the Bosses both have 10 coins while a worker, chosen by the Bosses, will have 2 coins, another 1 and finally, the poorer 0 coins.

Each Worker has an active MENTAL HEALTH TOKEN.

The Workers must now decide their TRADE UNION DELEGATE, the one / s who will decide whether or not to promote a strike.

The Workers must now elect a TREASURER to hold the common solidarity fund.

Saboteurs are secret roles, so you will only show the neutral side of your card.

Worker Stachanov is a secret role: when he wants to use his hyperproductive skill, he is forced to show the side depicting the muscle. He can do it right away.

At this point it is possible to start the game following the order of events until the victory of the Workers or one of the Bosses (or the little bourgeois).

# VICTORY CONDITIONS

## BOSS

Bosses win when a certain amount of victory is reached.

N° players	5	6	7	8	9	10
Boss Victory Conditions	30 coins	35 coins	40 coins	45 coins	50 coins	55 coins

If a Boss is eliminated from the game, a monopoly is formed by his opponent who becomes the winner of the game. If both Bosses are eliminated from the game, the surviving Workers are considered winners of the game.

Anyone can keep their capital secret, or reveal all or part of it.

The Treasurer must keep the coins of the solidarity fund in view above the appropriate card.

## WORKER

Workers win when they manage to achieve full automation, that is, they manage to automate robots for the common good in a number equal to that of all Workers (alive or dead).

If all Workers die the game ends with no winners.

## LITTLE BOURGEOIS

The small bourgeois = that is the victory of the small-medium enterprise, a worker earns a lot of coins and opens his own business! (The Treasurer can also achieve this victory by appropriating the solidarity fund.)

N° players	5	6	7	8	9	10
LB Victory Conditions	10 coins	12 coins	14 coins	16 coins	18 coins	20 coins

# DEVELOPMENT OF THE GAME

1 round consists of 7 game phases and represents 1 month

## Phase 1 - HIRING & AUTOMATION

Hiring and / or Investments in robots

## Phase 2 - STRIKE / WORK

Call and participate in a strike (the strike can only be called by the Delegate)

## Phase 3 - PRODUCTION!

## Phase 4 - BUNS: MOBBING / NO STRIKE / NO RED ROBOTS AND CORRUPTION!

## Phase 5 - SABOTAGE Night sabotage!

## Phase 6 - PAYDAY Capital formation and distribution of any workers' pay / SOLIDARITY Common fund of solidarity between workers - change of TREASURER

## Phase 7 - HOLIDAY / MAINTENANCE and VICTORY declaration

# PHASES

## Phase 1 HIRING & AUTOMATION

Bosses offer different types of contracts to workers, category or individual, well paid (for example 2 coins), poorly paid (1 coin) or stage (0 coins) with various promises, for example of increasing salary with seniority, hiring determined for several shifts or indefinite (if desired, these contracts can be noted on pieces of paper and signed) or with a paid vacation shift.

If the bosses have enough money they can invest in new automated technologies (cost 6 coins) and produce their own robot (blue side).

"Bosses can do a LOCK and not hire anyone".

Bosses can hire one or more Security Guards from among the workers. For each active security guard, one vote in favor of the strike is canceled.

## **Phase 2 STRIKE OR WORK (-> ASSEMBLY)**

SAfter deciding whether to be hired by one or the other boss, the DELEGATE can call a strike. The strike can be of two types: for the COLLECTIVIZATION of a robot or for the boss to BUILD one (strike for acceleration!). If the DELEGATED worker dies, the card passes immediately to another player chosen collectively by the workers. If the DELEGATE does not call for a strike, the workers can discuss and elect a new DELEGATE.

Strike for collectivization: the workers place their open hand in the center of the table and at the same time decide whether to strike. In the latter case, they shake hands into a fist. Only if all the workers involved have gone on strike can they collectivize a robot (it turns, red, it must be entrusted to a worker). The collectivized robot will from that moment produce 1 coin per turn for a worker. Those who strike will not receive any payment during phase 6, while those who have kept their hand open (Crumiro!) Will receive their salary. The collectivization of the robot therefore takes place unanimously.

Acceleration strike: The workers place their open hand in the center of the table and at the same time decide whether to strike. All the workers contractually linked to a boss are enough to make him accelerate. The boss will therefore be forced to build a robot at the beginning of the next round (if he cannot afford it he dies and the other boss wins. Whoever strikes will not receive any payment during phase 6.

## **Phase 3 PRODUCTION!**

The bosses take the coins related to the production of their workers from the central bank. They then redistribute according to their needs.

## **Phase 4 BUNS: MOBBING / NO STRIKE / NO RED ROBOTS AND CORRUPTION!**

While the workers close their eyes the bosses try to bribe some of them. They can write a few pizzas, wrapping money or not inside and offering it to workers. A worker can be invited to bully another player (in order to make him lose the right to strike) or not to strike. In any case, the worker can refuse the offer and return the pizza, even after reading it, otherwise he will collect the money and hide the money. If he accepts the money he can choose to hit the victim indicated by the boss or one of his choice.

\*OPTIONAL FOR ADVANCED AND LONG GAME: in this phase the bosses can also hire "good guys" to destroy the People's Robots (aka collectivized red robots). Of course it will not be free, these are difficult tasks that involve night work and adrenaline, the worker is likely not to accept a few coins for this thankless task.

### **CORRUPTION**

The corrupt perform the immediate task, mobbing or destruction of robots. Only the contractors have their eyes open.

Bullying players flip the victim's mental health token to the inactive side, and until they recover

their mental health, they will no longer be able to participate in a strike.

## **Phase 5 SABOTAGE**

!The saboteur workers open their eyes after the bosses have closed them: they can decide, silently among themselves, if and which robot boss to destroy and thus eliminate from the game (the card returns to the robot deck). You pay 3 total coins (regardless of the number of saboteurs) to destroy a maximum of one robot (leave the coin in the central bank). FAIR PLAY: it is up to the players to pay the due correctly and not to cheat.

## **Phase 6 DAY OF PAYMENT / SOLIDARITY**

The wealth produced by the workers is still in the hands of the bosses. At this point, each boss can decide whether to distribute it as promised or keep it with an excuse or pay for it only in part. Keep promises with someone and not with others. Bosses are not required to show their money.

The collectivized robots instead produce only 1 coin (even if you strike as the owner of the robot), this will go to the worker to whom the collectivized robot was destined. At this moment it is possible to make offers from each worker at the common solidarity fund. From the common fund, the TREASURER can only redistribute the money according to the collective decisions of the union with the last word of the delegate. The treasurer can always sneak away hoping not to be seen. Stolen money can be concealed, as can those received as bribes from bosses. On the other hand, all workers are obliged to show blatantly those honestly earned by wage labor.

Anyone at this stage can propose to change the TREASURER (by majority).

## **Phase 7 MAINTENANCE / VICTORY declaration**

Holidays: the worker can take a break from work stress and recover the strength necessary to return to the nightmare of wage slavery with renewed energy. The cost of holidays is 2 coins and allows you to immediately recover your mental health (if lost).

In this phase all workers still in play lose 1 coin. Bosses lose 2 coins.

If a worker cannot pay rent, he loses his sanity. Anyone who has no coins or sanity to lose that game turn is considered defeated by the laws of the market and therefore out of the game. Alias dead.

Whoever responds to the victory conditions (boss = tot coins; petit bourgeois = tot coins; workers = robots collectivized in a number equal to the players workers) can declare their victory and end the game.

## PRODUCTION AND CONSUMPTION:

- Boss produces 0 consumes 2
- Worker produces 4 consumes 1
- Stachanov produces 5 consumes 1
- Robot produces 5 consumes 0 (initial construction cost for the boss = 6)

## TIPS

### BOSS

The boss can promise a better salary, a more important role within the company (manager / supervisor ...) etc. but he doesn't have to keep hers

The boss can also fire when he wants.

However, it is not convenient for him to eliminate the workforce, it is better for him to continue to exploit it and / or leave it unemployed for a few shifts.

### WORKER

The worker has the task of opposing the boss's authority as much as possible, even when he does good.

Anarchy time - If the delegate worker is not in tune with others or even smells of corruption, dethrone him!

*(Use small denomination euro currency as the game currency and at the end of the game give all the money to the cause of the workers!)*

### Accelerated alternative!

You can decide to play your game in an #accelerated way, or with the help of an hourglass (if you don't have an analogue one you can download any stopwatch) to establish the maximum times for each phase.



## GAME FROM 2 TO 4 PLAYER

### SET-UP

Remove the saboteur and workaholic cards.

Remove the common box.

There are no treasurer and delegate.

It starts with one coin ea

### VICTORY CONDITIONS

The players are always workers and they win if they have as many robots as there are workers alive.

There is only one boss, he is automated (therefore he is not a player) and has infinite money.

The boss wins if he has as many robots as there are workers in play or if the event deck runs out!

### DEVELOPMENT OF THE GAME

All phases occur as in a normal game but without the fourth (BUNS) and fifth (SABOTAGE).

- at the beginning of each turn, a player reveals an event card (in the next turn the player to his right will reveal it, and so on).
- then 1 contracts card is turned over (with 4 simple contracts inside): the players choose (first the one in turn, then clockwise).
- the normal phases follow a) strike or production b) pay c) maintenance

The boss never builds robots: automation strikes are always needed to get the boss to build one.

## SPECIAL RULES OF THE STRIKE

It is forbidden to talk about a strike between players. Hands are placed in the center and vote (fist = strike for collectivization - thumb = strike for acceleration - open hand = work).

Without a contract there is no possibility of a strike.

The acceleration strike works like this: every thumb raised is a robot to the boss.

The strike for collectivization is valid for the majority.

Some event cards have a unique and immediate effect on whoever draws them (lightning bolt symbol).

Others offer occasional or permanent contracts (infinity symbol 8).

Finally, others modify the behavior of the bosses (pig symbol).

The robot symbol on the card means that the boss builds a robot immediately.

The rule always applies that a player who cannot pay the rent can get stressed, this applies to a rent phase. If already stressed that player is considered eliminated.

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