THE FULLY AUTOMATED
BOARDGAME

A party game about robots and strikes. Become a greedy boss or a riotous worker!
FROM 2 TO 10 PLAYERS - DURATION 1 TO 60 MINUTES

ENGLISH Rules

ACKNOWLEDGEMENTS

BACKGROUND

"The working class and the employing class have nothing in common."
Industrial Workers of the World
There will never be peace between the oppressed and the oppressors, and thus between master and subordinate. From the first utopian socialists to the present day, a new vision of social change has emerged, one based on class struggle. The employers have acquired their wealth on the systematic exploitation of the working class, leveraged technology to fuel this mechanism, and for avoiding strikes and sabotage. Faced with new technologies, capable of speeding up and improving the efficiency of production, some have responded with sabotage and destruction, such as the Luddite movement*, and those who have claimed all the benefits, such as the Left-wing Accelerationist movement. This game encourages you to confront the question of the automation of work, the ever decreasing need of wageworkers, and, more generally, with the concept of class struggle. Because there will always be class struggle as long as power and resources are not distributed equally among people.

*The Luddite movement was a class struggle in England during the 19th century, whereby workers struggled against their labours being replaced with machinery.

OVERVIEW

Take the role of a greedy boss (representing the Bourgeoisie) or suffer the burden of a worker (representing the Proletariat).

As a **worker**, you must negotiate and accept Contracts from the bosses, to collect enough coins to pay your Rent and **survive**. But only a collective and coordinated **strike** will bring victory to the workers.

As a **boss**, you control the production, the money, and therefore the workers. You must offer the favoured Contracts and **accumulate the greatest profit** before your competitor does.

The Fully Automated Board Game is a fusion of negotiation, hidden roles, bluffing, voting, and class struggle.

COMPONENTS

- **2 Boss** cards - Bourgeoisie
    (blue card with a blue pig symbol)
- **10 Worker** character cards:
    * **4 Proletarians - Virtual pauper**
      (red card with a red flag symbol)
    * **3 Startupper - Petite bourgeoisie**
      (red card with a blue pig symbol)
    * **2 Scab - Workaholic** (red card with a symbol of a mug "I <3 Mondays")
    * **1 Luddite - Saboteur**
      (red card with a bomb symbol)
- **10 Robot** cards (blue and red sides)
- **17 Event** cards
- **6 Contracts** cards
- **1 Union Fund** card
- **1 Public Work** card
- **1 Mayor** card
- **1 Security Guard** card
- **6 Phase** cards
- **8 Personal tokens** for workers
- **1 Phase marker** token

PHASE MARKER TOKEN

In this box, we decided to not include any component representing the ₽ money. Instead, we propose you to use real coins. This will make the gameplay feel more "real" and allows us to reduce the materials, thus making the box smaller, more portable, and its fabrication less polluting. For the same reason, this game has been fabricated with the eco-friendly materials and methods of Fabryka Kart in Poland.

At the end of each game session, we encourage you to take all the real coins used as in-game currency and make a donation to a union or a social project, in the real world! Consider this a way of helping your local social community. Reach out, maybe we can recommend some entity!

NUMBER OF PLAYERS

Beware! The rules of the 5–10 🏃 game are very different from the ones for 2–4 🏃! **Some cards have a text saying "5–10 🏃"**: this is the side to use for games from 5 to 10 players.

Rules for 5 to 10 PLAYERS
SET-UP

1. Take the role cards following the table, shuffle and hand out one card face down to each player. **Two** players will have the **boss** role and the **rest will be workers**.

Number of PLAYERS	Role: Boss	Role: Prolet	Role: Startupper	Role: Scab	Role: Luddite	Jobs from PUBLIC WORK card
02 - 04 👥	FLIP THIS RULEBOOK!					
05 👥	2	1	1	1	-	1
06 👥	2	1	1	1	1	1
07 👥	2	2	1	1	1	2
08 👥	2	2	2	1	1	2
09 👥	2	2	2	2	1	3
10 👥	2	2	3	2	1	3

2. Each worker should check the **role** but **keep it secret**.
3. Give a **personal token** to each worker. Try to find the best suited token for each person, so that the association will be easier to remember. Keep aside the hourglass token.

4. Place the **Robots** (stacked), **Public Work**, **Union Fund**, **Mayor**, and **Security Guard** cards at the centre of the table.
5. Place the 6 **phase cards** (on the "5–10 👥" side) face up one next to the other at the centre of the table. Place the **phase marker token** (the one with an hourglass drawing) on the first phase card.
6. Create a space for the **Bank** where you put a **pile of coins**. Take plenty of coins, the exact amount is not important (for a 5 👥 game, you will need approximately 60 coins representing 60 ₽). Use some real coins, if you have them, for representing the ₽, the in-game currency. If you don't have coins at hand, you can use anything you "borrowed" from work or any other small and homogeneous object you can find. Alternatively, take note of the amount of coins on a piece of paper.
7. Each **Boss starts with 10 ₽ coins**, and workers with 0 ₽.
8. The two halves of the game box can be handed to the bosses for covering and keeping their amount of coins secret.
9. The bosses decide which activity they want to compete over. In the spirit of the game, players are encouraged to **role-play from this point on**, starting with each boss announcing the name of their company and their unique winning business model.

EXAMPLE
The bosses decide they will compete in the production of spicy watermelon-flavoured toilet paper. Boss X asserts that "Hot bottom roots" will be successful as their product is sustainable, because it embeds watermelon seeds in the paper. Boss Y defends that the patented idea of having triangular shaped paper will crush the competition, making "Rusty nachos" the most used toilet paper worldwide.

VICTORY CONDITIONS

Whoever achieves the **victory** conditions, **at any moment**, can declare victory, and end the game. It can happen for more than one player at the same time. In this case, all these players win the game.

BOSS' VICTORY

A boss wins when reaching a certain amount of coins.

👥 Total number of players (workers + 2 bosses)	5	6	7	8	9	10
Boss' victory condition (coins)	35 ₽	40 ₽	45 ₽	50 ₽	55 ₽	60 ₽

WORKERS' COLLECTIVE VICTORY

All the workers win collectively when they manage to achieve full automation, meaning they manage to **expropriate as many robots as the number of workers**. For games with at least 6 👥, when a Luddite role is present, the robots destroyed by the Luddite also count towards the *workers' collective victory*.

After an epic victory, the players are encouraged to collect all the metallic coins used for playing and use them for making a donation to a workers' union or social movement. In the real world! We mean, out of this game, give those pennies some real use!

STARTUPPERS' VICTORY

The worker with the **Startupper** secret role can win with *workers' collective victory* conditions or **individually** with a **Class Betrayal**: Accumulating **as many coins as the total number of players** (workers + 2 bosses). The Startupper **cannot** declare the *individual victory* **while Stressed**. Also, for reaching the needed amount of cash, the Startupper can **steal** all the coins from the **Union Fund** card. The *Startupper victory* (the victory of the small-medium enterprise) means that a worker earns a lot and opens a new business!

SCABS' VICTORY

Each **Scab** can win with *workers' collective victory* conditions or **together with a boss**: when a boss declares victory, the Scab also wins **if has been working** (not striking!) **for that boss** in the same turn (regardless if the Scab is Stressed or not).

LUDDITE'S VICTORY

[6–10 👥.] The **Luddite** can win with ***workers' collective victory*** conditions (counting all the expropriated and the destroyed robots) or **individually**. The individual victory happens for the Luddite as soon as **3 robots get destroyed**. To understand how robots can be destroyed by the Luddite, see what happens in a failed strike during phase 2 "Strike".

EARLY ENDING OF THE GAME - MONOPOLY

If a boss is eliminated from the game (i.e. cannot pay Rent, or cannot buy a robot after a successful Acceleration Strike held by the workers), a **Monopoly** is formed by the other boss. The workers immediately and automatically expropriate the robots of the bankrupted boss.

In a Monopoly situation, the winner gets determined based on the **number of robots controlled by the workers**:

1. If the workers have at least as many robots (expropriated or destroyed by the Luddite) as half of the number of workers (rounded up), they collectively win (i.e. 3 workers with 2 robots, 4 workers with 2 robots...);
2. Otherwise, the surviving boss wins.

GAMEPLAY

The game is played in rounds until 1 or more players achieve their victory conditions. When this happens, the game immediately ends.

A round consists of **6 phases**. Each phase is played a little differently; there is no player turn order, and the actions of bosses or workers can take will differ.

- **Phase 1 HIRING**: bosses compete for workers by offering Contracts; and may acquire robots to bolster production. Workers must choose a Contract. Players can discuss openly and negotiate.
- **Phase 2 STRIKE**: bosses may compete for the Security Guard. Each worker must decide to work or to strike. Players can discuss intentions, but must decide and then reveal their actual action during a simultaneous vote.
- **Phase 3 PRODUCTION**: bosses gain coins from the Bank, equal to the production or their workers and robots.
- **Phase 4 PAYDAY**: bosses may pay their workers' salaries.
- **Phase 5 RENT**: both bosses and workers pay their Rent.
- **Phase 6 UNION FUND**: workers may place their coins into the shared Union Fund.

Phase 1 HIRING
BOSSES ACTIONS

- **May acquire** as many **robots** as they are able to; return 6 ₽ coins to the Bank (the pile of no one's coins) and place 1 robot in front of them, blue side face up.
- Must outline their **Contract offers** - in return for work, how many coins will Workers receive. Contracts are **not binding**. Contracts can be verbal or written, the role playing is up to you.
- **Holidays**: in addition to a salary, Contracts may include Holidays. This does not have an extra cost for the boss. During phase 4 Payday, Holidays allow workers to **eliminate Stress**. To understand how workers can get Stressed, see phase 5 Rent.

WORKERS ACTIONS

- May attempt to negotiate with the bosses for better pay.
- Must **pick who they will work for** by giving a boss their personal token.
- Depending on the number of players, at most [5–6 👥] one, or [7–8 👥] two, or [9–10 👥] three workers may **alternatively perform Public Work**, by placing their personal token on the Public Work card.
- **Public Work** provides some workers (max. 1, 2, or 3 depending on the number of players), with a Contract for a **single round**, paying **1 coin** with **included Holidays**.

ADDITIONAL DETAILS AND EXAMPLES

- Contracts given to workers can pay 0, up to anything a boss determines. Contracts can include promises of future pay increases. Contracts given to individual workers can differ. Role playing/creativity when giving out Contracts is encouraged!

EXAMPLE

Boss X offers one Contract for 2 ₽ and one internship Contract starting from 0 and increasing by 1 coin each round. Boss Y returns 6 ₽ to the Bank to purchase 1 robot. And offers three Contracts for 1 coin. Diana, the Luddite, rushes to take the only 2-coins Contract, giving her personal token to boss X. Caino, the Startupper, takes the Public Work, placing his player token on the Public Work card. As there are 6 players (2 bosses + 4 workers) there is only 1 Public Work job available. Beata, the Scab, believes in meritocracy and trusts boss X, so takes the internship Contract. Abele, the Prolet, takes one of the 1-coin Contracts from boss Y.

Phase 2 STRIKE
BOSSES ACTIONS
- **Must bid for the Security Guard**, even if their bid is 0, **using fingers** to indicate a number from 0 to 5 **during the simultaneous voting**.

WORKERS ACTIONS
- **All non-Stressed workers** must decide to strike or work; using, **during the simultaneous voting**, a **closed fist to strike or an open hand to work**.

ALL PLAYERS
- **Simultaneous voting**: all the bosses and the non-Stressed workers place their hands in the centre of the table, then **simultaneously reveal their action**.

VOTE RESOLUTION
- First thing after the vote, **both bosses pay** to the Bank an amount of coins equal to **their bid multiplied by the number of robots** each of them controls. For example: if a boss has 2 robots and indicated the number 3 with the fingers, will have to pay 6 to the Bank. If the boss has no robots, they will simply pay the bid amount, like if she had 1 robot.
- The winner of the bidding is the boss with the **highest bid**: the one who indicated the highest number **with the fingers**, regardless the actually paid amount.
- **Security Guard card:** then, the boss who won the bidding, receives the Security Guard card for this round. This **protects** this boss from **Expropriation Strike and Sabotage**. It does not protect against Acceleration Strike.
- If both bosses bid the same amount with the fingers, neither receives the Security Guard, yet both have to pay.
- For a **strike to be successful**, the **majority of workers** must take the **strike action** (e.g. with 4 workers, 3 workers must strike). In case of tie (i.e. 2 out of 4 workers striking) or when just a minority strikes, the strike fails. For calculating the required majority, also the Stressed workers are considered (e.g. with 4 workers in total, if 2 are Stressed it is impossible to reach the majority, as the Stressed ones cannot strike).
- **Failed Strike**: [5 👥] In absence of the Luddite role, nothing happens, simply the striking workers will not produce during phase 3 *Production*. **[6–10 👥]**

The **Luddite could attack**! If at least two workers participated in a failed strike (which did not reach the majority) and there is at least one robot in the game (either associated to a worker or owned by a boss but not protected by the Security Guard card), the bosses close their eyes and both count down aloud from 10. At this moment, if the Luddite was one of the participants of the failed strike, **may destroy one robot** (either assigned to a worker or owned by a boss, unless the Security Guard is protecting it). The Luddite can take the robot card and put it in a robots' rubbish pile (any place on the table, just make clear that this robot is not assigned to any player). The destroyed robots won't produce coins for anyone, but will count towards the *workers' collective victory* condition together with the expropriated robots. Also, destroying robots helps the Luddite to achieve an individual victory: If 3 robots get destroyed (over 3 failed strikes), see *Luddite's victory* conditions.

- If a **strike** is **successful**; workers involved must collectively **decide** to **Expropriate** a robot or **Accelerate** the acquisition of a robot. If the workers cannot agree on what type of strike they want to carry out, then the bosses decide.
- **Expropriation strike**: workers **take a single blue robot owned by a boss** (excluding the boss whose robots are protected by the Security Guard), flip the card to the red side and **assign it to a single worker**. If the workers cannot agree on who keeps the robot, the bosses choose which worker will receive it.
- **Acceleration strike:** forcing a single **boss to purchase a blue robot** instantly, paying its cost immediately (6 ₽). This robot remains in control of the boss.

ADDITIONAL DETAILS AND EXAMPLES
- **Stressed workers cannot strike** and so must work.
- The non-Stressed workers who took the Public Work, if any, can strike but would receive neither the related 1-coin salary nor the free Holidays.
- **Workers who strike will not produce** during phase 3 *Production* for their boss, regardless if the strike was successful or not.
- At the end of this phase, return the Security Guard card to the centre of the table.

EXAMPLE: Security Guard.
During the simultaneous voting, boss Y bids 1 with one finger, supposing that it will be enough for protecting their shiny new robot. But boss X, evil in nature, also bids 1, even without having any robot to protect! As they both bid the same, nobody

gets the Security Guard and boss Y's shiny robot is unprotected, exactly what boss X was hoping for. Even if nobody got the Security Guard, both bosses have to pay. Boss Y pays their bid of 1 multiplied by 1 (1 robot): for a total of 1. This mastermind move will not be free for boss X: They control no robots but must still pay their bid of 1.

... in a later round, boss X has 1 robot and bids 3, while boss Y has 2 robots and bids 2. In this case, boss X pays 3 to the Bank, boss Y pays 4 (2 multiplied by 2 robots). Boss X is protected by the Security Guard (Boss X bid higher, despite boss Y paying more).

EXAMPLE: Strike
At the same time of the bosses' bidding, the workers' vote happens. Abele, Caino, and Diana, in an optimism surge, close their fists to indicate that they are striking, while Beata keeps it open and goes to work. With 3 participants, the majority of the workers' is secured and the strike is successful. At this point, Abele, Caino and Diana can decide to Accelerate (force one boss to buy a robot immediately) or to Expropriate one of the robots a boss already owns. They decide to take one of the robots from boss Y, that are not protected by the Security Guard. Caino the Startup-per asks Abele and Diana if he can keep the robot, they have nothing against this and they accept.

EXAMPLE: Sabotage
[6–10 👥: the Luddite role is present] ... the next round, boss X has 1 robot and again manages to get the Security Guard, and boss Y also has 1 robot. At the same time as the bosses' bidding, the workers reveal their votes: Abele the Prolet and Diana the Luddite close their hands in a fist (they strike), while Beata keeps her hand open (she works). Caino has to go to work, as he got Stressed in the previous round (he couldn't pay the Rent in phase 5). So, only two workers over four are striking, not reaching the majority needed for proceeding to a strike. Even if the strike failed, the Luddite (a secret role for games with at least 6 👥) can still do things! The bosses close their eyes and, aloud, count back from ten. In a rage, Diana the Luddite destroys boss Y's robot and swiftly moves boss Y's blue robot card to the centre of the table. Now the workers are one robot closer to the workers' collective victory, but the Luddite is also closer to an individual victory!

Phase 3 PRODUCTION

BOSSES ACTIONS

- Each **robot and non-striking worker produces 5** ₽ for their boss. Each boss gains coins from the Bank equal to the total production of their workers and robots.

WORKERS ACTIONS

- Each **expropriated robot produces 1** coin for the worker it is assigned to; gain coins from the Bank equal to total production.

ADDITIONAL DETAILS AND EXAMPLES

EXAMPLE

Boss X has 1 robot producing 5 and a Contract with Beata who also produces 5. Abele and Diana went on strike, so they don't produce. Caino's robot produces 1. Boss X gains 10 ₽; boss Y gains no coins; and Caino gains 1 coin.

Phase 4 PAYDAY

BOSSES ACTIONS

- Decide on **whether or not to pay their workers** as promised in the Contracts given. Each boss can decide whether to distribute the salary as promised, keep it with an excuse, pay it only in part, or keep promises with some worker/s and not with others. Most likely, whoever went on strike will not receive any salary. Also, if an offered Contract includes Holidays, the boss may remove the worker's Stress for free (Untap the character card).

WORKERS ACTIONS

- Each worker who took the **Public Work** (if any) and did not strike, earns **1 coin** and receive **free Holidays**.
- Also, each Stressed worker can **pay for their own Holidays** by giving **2 ₽** to the Bank. They may take this from their own money and/or from the Union Fund card (see phase 6 *Union Fund*).
- **Holidays** allow workers to **remove their Stress**. To understand how workers can get Stressed, see phase 5 *Rent*. To remove the Stress, **Untap the character card**, placing it straight in front of the player.

ADDITIONAL DETAILS AND EXAMPLES

•   The **Mayor** is a **prize lasting one round**. Initially, it is placed at the centre of the table, not assigned to any boss/worker. It goes to the boss who **has at least one working** (non-striking) **worker**, **respects all the Contracts** (excluding the striking workers' Contracts), and **pays at least 1 coin** to each working worker. If only one boss respects these conditions, the Mayor card goes to this boss, and will be very useful for dealing with the Rent in phase 5. If no boss deserves it, and at least one worker worked (didn't strike) for a boss (not for the Public Work), then one of the workers becomes the new Mayor (workers decide whom). Otherwise, if both bosses deserve it, or if no boss deserved it and no worker actually worked for any boss (so no boss had the possibility to respect the Contracts), then nobody gets the Mayor card.

EXAMPLE

Caino was Stressed, and worked for the Public Work, so he gets directly 1 coin and free Holidays, which means he is not Stressed any more and Untaps his character card. Beata worked for boss X, and asks for her 1-coin salary. But boss X had to gift to the firstborn a submarine trip for seeing the Titanic, and cannot spend more this month, apologizes follow. Abele and Diana, as they participated in a strike (even if a failed one) do not receive any salary. Boss Y had only an employee, Abele, but he went on strike, so boss Y cannot get the Mayor card (didn't have at least one working worker). Boss X had a Contract with Beata and another with Diana. Diana participated in a strike, so she is not relevant for deciding on the Mayor card. Beata instead went to work, yet her salary has not been paid. If her salary had been paid, boss X would have got the Mayor card. So, no boss deserves to be the Mayor, and Beata actually worked for boss X. This means that the Mayor card goes to a worker. Everybody considers that Beata deserves it, so she gets elected as the new Mayor! [...] the next round, only Caino accepted to work for boss X with a 1-coin salary. Unexpectedly, boss X respected the Contract and paid him 1 coin. Boss Y was hit by a mass strike instead, and didn't even have the option to pay the workers. Thanks to the gained trust, boss X becomes the "lesser evil" and gets elected as the new Mayor.

Phase 5 RENT

BOSSES ACTIONS

- Each **boss** must **pay** a Rent of **2 ₽** to the Bank.

WORKERS ACTIONS

- Each **worker** must **pay** a Rent of **1 coin** to the Bank.

ALL PLAYERS

- The player, worker or boss, who has the **Mayor card**, if any, can indicate **which players** (just one, some of them, or all) **will not pay** any Rent for this turn (herself/himself included). Additionally, this player can also **increase the Rent by 1 coin for one player** for this turn.

ADDITIONAL DETAILS AND EXAMPLES

- **If any worker cannot pay** the Rent:
    * They may use the coins on the **Union Fund** card for paying the Rent;
    * If there are no coins on the Union Fund card, the workers who cannot pay **get Stressed**: these players Tap (rotate 90 degrees) their character card. A Stressed worker cannot strike, so in phase 2 will have to go to work.
    * Any worker that has no coins and is already Stressed, just stays like that, without paying the Rent.
- **If a boss cannot pay the Rent**, see **Early ending of the game - Monopoly**.
- At the end of this phase, return the Mayor card to the centre of the table.

EXAMPLE

As the new Mayor, the first law issued by boss X is to close down the fine arts museum in order to limit public spending. The second law, assigned the same museum to be the new house of the Mayor. With an act of charity, boss X allows Caino, the most loyal of the workers, to be the housekeeper. So, neither boss X nor Caino will have to pay the Rent for this round. Additionally, the new Mayor declares a central street to be a new space for freedom of expression, allowing any kind of street artist to perform there, day and night. Obviously, the residents will have to contribute with the initiative, like paying the paint for the graffiti artists. Fortuitously, that's where boss Y resides, so boss Y's Rent will be raised to 3 ₽ for this round.

[...] the next round, Diana had some savings, and even after participating in two strikes can still pay her Rent to the Bank. Abele and Beata, instead, cannot pay the Rent. Luckily, there are some shared savings on the Union Fund card (see phase 6): 1 coin. This is enough for paying one Rent. Beata the Scab doesn't mind getting Stressed, so Abele takes that coin, and pays the Rent. Beata Taps the character card (rotating it by 90 degrees), and will not be able to participate in any strike until she manages to recover from the Stress. Caino was the only one to get a salary in this round, so now he can pay 1 coin of Rent. Boss X pays 2 ₽, complaining about the increasing expenses for the air conditioning of his golf course. Instead, boss Y is completely out of coins and, desperate, declares the end of the "Rusty nachos" dream while boss X celebrates the new Monopoly situation. This triggers an Early ending of the game - Monopoly. At this point, what matters is the number of robots controlled or destroyed by workers. Sadly, in boss Y's abandoned factory, there isn't even a robot to steal. So, now workers have 1 expropriated robot, and 1 destroyed robot: a total of 2 robots, that reaches half of the workers' number! All the workers win collectively, and celebrate playing boardgames while their robots cultivate and cook the dinner.

Phase 6 UNION FUND
WORKERS ACTIONS
- Freely, each worker may now make new donations to the Union Fund. The coins on this card will help workers to pay the Rent in phase 5.

ADDITIONAL DETAILS
- Note that the worker with the Startupper secret role may steal this money for winning the game at any moment!

At this point, the game continues with phase 1 and follows all the phases again.

ADDITIONAL RULES
- Bosses can lend coins to each other.
- Bosses can bribe the Luddite to destroy a robot of their choice!
- Bosses can keep their coins secret, or reveal all or part of it.
- Workers cannot keep their coins hidden.
- The coins of the Union Fund have to be kept in sight on the Union Fund card.
- Workers can openly discuss about strikes.
- In case of disagreement between workers (e.g. who should take an expropriated robot), bosses will decide.

GLOSSARY

Acceleration Strike (action) - A strike in which a boss is forced to buy a robot immediately. This robot remains in control of the boss.

Bank (place) - The reservoir of coins, property of no player.

Boss (role/card) - The stingy blue character. [2–4 👥] An automated role collecting the Rent, and buying robots. [5–10 👥] Two human players.

Class Betrayal (winning condition) - [2–4 👥] Any player can win individually by accumulating coins. [5–10 👥] The Startupper can win by accumulating coins.

Contract (card/agreement) - [2–4 👥] Each of the enlistment options on the Contracts cards. [5–10 👥] The agreements between bosses and workers happening during phase 1.

Event (card) - [2–4 👥] During phase 2, the starting player reveals an Event card that can affect this/any/all players in an instantaneous or permanent fashion.

Expropriation Strike (action) - A strike in which workers can take a robot from a chosen boss. [5–10 👥] From a boss without the Security Guard.

Holidays (action) - [2–4 👥] Workers can choose a Contract with Holidays to remove Stress. [5–10 👥] Workers can remove Stress with Holidays if they: pay 2 ₽; or choose the Public Work; or get it as part of a Contract offered by a boss.

Luddite (role/card) - [6–10 👥] A saboteur secret role for workers. Adds an individual winning option, destroying 3 robots during failed strikes. Destroyed robots also count towards the *workers' collective victory*.

Monopoly (winning condition) - [5–10 👥] When a boss gets eliminated due to not being able to pay the Rent or cannot buy a robot after a successful Acceleration Strike. The winner gets determined based on the expropriated or destroyed robots. See the victory conditions *Early ending of the game*.

Prolet (role/card) - [5–10 👥] A "virtual pauper" secret role for workers. Does not have any individual winning option. It's very focused on striking!

Public Work (card) - [5–10 👥] During phase 1, workers can take this Contract instead of one offered from the bosses. There is only one such job in games with 5–6 👥, two in games with 7–8 👥, and 3 in games with 9–10 👥.

Rent (phase) - In the Rent phase, each player pays an amount of coins. With [2–4 👥] the Rent goes to the automated boss, [5–10 👥] The Rent goes to the Bank.

Sabotage (action) - [6–10 👥] In phase 2 *Strike*, the Luddite player can destroy a robot during a failed strike.

Scab (role/card) - [5–10 👥] A workaholic secret role for workers. Adds an individual winning option: each Scab can win together with a victory-declaring boss

(a boss winning either with coins accumulation or Monopoly) if they were working (not on strike) for this boss when the victory declaration happens.

Security Guard (card) - [5–10 👥] It is a protection from Expropriation Strike and Sabotage. The bosses bid for getting it (from 0 to 5 fingers, check phase 2 rules).

Startupper (role/card) - [5–10 👥] A petite bourgeoisie secret role for workers. Adds a Class Betrayal individual winning option via the accumulation of coins and stealing from the Union Fund.

Stress (status) - A condition for workers that hinders them from striking, and thus forces them to work.

Tap/Untap (action) - Tap your character card, placing it rotated 90° in front of you for indicating Stress. Untap placing it straight.

Union Fund (card) - [5–10 👥] The workers can share their coins, placing them on this card during phase 6.
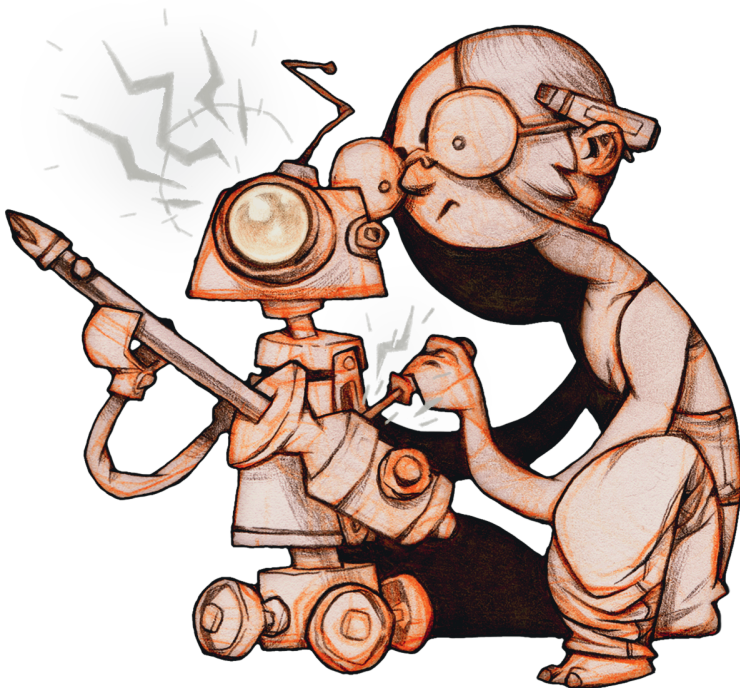
NUMBER OF PLAYERS

Beware! The rules of the 2–4 👥 game are very different from the ones for 5–10 👥! **Some cards have a text saying "2–4 👥"**: this is the side to use for games from 2 to 4 players.

Rules for 2 to 4 PLAYERS
SET-UP

1. Take a **boss card** and place it at the centre of the table. It is **automated**, it is therefore **not a player**.
2. Give **each player a Prolet worker card** (red flag symbol, without any secret role) face up. They place it in front of them on the table.
3. Give a **personal token** to each player. Try to find the best suited token for each person, so that the association will be easier to remember. Keep aside the hourglass token.
4. Place the **robot cards deck** at the centre of the table.
5. Remove the "Depression" Contracts card from the game. Or keep it in case you want to play a harder game. Place the deck of **Contracts cards** face down at the centre of the table.
6. Place the deck of **Event cards** face down at the centre of the table. Assemble the Event cards deck with:
   * **2 players**: 8 random Event cards
   * **3 players**: 10 random Event cards
   * **4 players**: all 17 Event cards

2-4 Players

7. Place the 6 **phase cards** (on the "2–4 👥" side) face up, one next to the other, at the centre of the table. Place the **phase marker token** (the one with an hourglass drawing) on the first phase card.

8. Create a space for the **Bank** where you put a **pile of coins**. Take plenty of coins, the exact amount is not important (for a 3 👥 game, you will need approximately 30 coins, representing 30 ₽). Use some real coins, if you have them, for representing the ₽, the in-game currency. If you don't have coins at hand, you can use anything you "borrowed" from work or any other small and homogeneous object you can find. Alternatively, note the amounts on a piece of paper.

9. All the workers and the automated boss start with **0 ₽ coins each**.

VICTORY CONDITIONS

COLLECTIVE VICTORY

All players still in the game, win when they **control as many robots as there are players**, eliminated or not.

After an epic victory, the players are encouraged to collect all the metallic coins used for playing and use them for making a donation to a workers' union or social movement. In the real world! We mean, out of this game, give those pennies some real use!

COLLECTIVE DEFEAT

All the players lose the game when:

- **The automated boss has as many robots as all the players,** eliminated and still in play;
- A player should draw an Event card, but the **Events deck ran out of cards**;
- **Half of the players are eliminated** (when playing in 3, this happens with the elimination of 2 👥).

CLASS BETRAYAL VICTORY

Any non-Stressed player with 8 ₽ coins, or two non-Stressed players united by the Marriage Event card with 10 ₽, can declare themselves the winner(s) as class traitor(s)!

If more than one player fulfils the *Class Betrayal victory* conditions at the same time, they can all declare victory.

GAMEPLAY

The game is played in rounds until 1 or more players achieve the *Class Betrayal victory* conditions or the *workers' collective victory* or *collective defeat* conditions are met. When this happens, the game immediately ends.

A round consists of 6 phases. The starting player changes every round and is in charge of revealing one Event and one Contracts card. Each phase is played differently.

The **first starting player** is the one who most recently participated in a protest or strike (in real life or in the game).

- **Phase 1 State-funded innovation**: the boss could buy a **robot**.
- **Phase 2 Event**: the starting player reveals an **Event** card and applies its effect.
- **Phase 3 Contracts**: the starting player reveals a **Contracts** card, and picks a Contract first. Clockwise, the other players choose between the remaining Contracts.
- **Phase 4 Strike**: simultaneously, non-Stressed workers reveal whether they will **strike or work**. Players **cannot discuss** strike intentions.
- **Phase 5 Payday**: players who worked get a **salary**. Robots **produce**.
- **Phase 6 Rent**: the players pay the **Rent** to the automated boss. The player on the left of the starting player is the new starting player.

Phase 1 STATE-FUNDED INNOVATION
AUTOMATED BOSS ACTIONS

- If the automated **boss has at least 15 ₽**, move 15 ₽ to the Bank, and place next to the boss card a **new robot** card on the blue side.

Phase 2 EVENT
WORKERS ACTIONS

- The starting player must reveal an **Event card and apply** its effect. If there is no card left to pick, see *collective defeat*.

SYMBOLS ON THE EVENT CARDS:

PLAY AND DISCARD

PERMANENT EFFECT, the affected player keeps the card

This card affects the **CURRENT STARTING PLAYER**

This card affects a **CHOSEN PLAYER**

This card affects **MORE THAN ONE PLAYER**

If the unavoidable and immediate effect of an Event card is to eliminate a player, ignore this effect: **Event cards cannot directly eliminate players**.

EXAMPLE
The automated boss has no coins at the beginning of the game, so clearly will not buy a robot just yet. Between the 3 workers, Asdrubale, Bedelia and Candida, the last participating in a protest was Bedelia (the management of the data centre where she works is blocking the negotiation of the collective agreement, so she plugged a bunch of short network cables to adjacent ethernet ports of many switches), so she starts the game revealing the first Event card: the "Gambling" card says "one of the players with most coins gives all but 1 coin to the boss", but none of the 3 👥 have any coins, and the card is discarded (and no one gets Stressed).

Phase 3 CONTRACTS
WORKERS ACTIONS

- The starting player must reveal a **Contracts card**, choose a Contract and **place the personal token** on it. The other players, in clockwise order, must choose between the remaining Contracts listed on the card, placing their personal token on the chosen Contract.

ADDITIONAL DETAILS AND EXAMPLES

- **Get Stressed**: Contracts may cause Stress, this will be applied during phase 5 *Payday*.
- **Holidays included**: in addition to the salary, Contracts may include Holidays. Holidays will allow players to eliminate Stress during phase 5 *Payday*.
- **Permanent Contract**: will last for more rounds, until the player accepts another Contract or participates in a strike. This player will keep this card next to the character card during the Contract's validity.
- A **Contracts card cannot directly eliminate a player**: if a Contract says "get Stressed" but you are already Stressed, you are unaffected.
- When the Contracts cards run out, shuffle the discarded Contracts cards (except the permanent Contract cards still in use by the players).

SYMBOLS ON THE CONTRACTS CARDS:

 Get Stressed: Contracts may cause Stress, this will be applied during phase 5.

 Holidays included: in addition to the salary, Contracts may include Holidays. Holidays will allow players to eliminate Stress during phase 5.

EXAMPLE

Since it's her turn to start, Bedelia draws a Contracts card, and shows it to everyone. It's the "Boom" card! She chooses the "3-coins Contract (with Stress)" first. On her left, Candida, picks the "2-coins Contract" from the remaining Contracts. Finally, Asdrubale takes the "1-coin permanent Contract (until strike)". Asdrubale then places the Contracts card next to his Prolet character card, keeping it until he decides to rescind the Contract. On the card, there is a fourth Contract that no one will take, as there are only 3 players.

Phase 4 STRIKE
WORKERS ACTIONS

- All the non-eliminated **non-Stressed** players place one hand towards the centre of the table and, **at the same time, must vote** one of the following:
  - * **thumb up** = strike for **Acceleration**
  - * **closed fist** = strike for **Expropriation**
  - * **open hand** = **work**

Alternatively, they can write their action on a piece of paper.

ADDITIONAL DETAILS AND EXAMPLES

- **Stressed players cannot strike** and so must work.
- **It's forbidden to talk** or communicate **about strikes.**
- **Acceleration Strike**: **every thumb raised creates one robot for the boss**. The boss loses all the coins earned up to that point. Beware that **more than one robot can appear in the same round!** For example, if all the workers vote raising their thumbs, the boss loses all the savings and immediately receives those many robots, triggering the *collective defeat*!
- **Expropriation Strike:** If the **majority** of players (with 2 👥 the majority is 2; with 3 👥 majority is 2; with 4 👥 majority is 3) voted with a closed fist, **take one robot** from the boss, flip it to the red side and assign it to a single player. You can also expropriate a robot created by an Acceleration Strike in this very round. If the strike does not reach the majority, nothing happens, but the striking players will not get any salary in phase 5 *Payday*.

EXAMPLE

After a short countdown, the 3 👥 express their decisions with their hands: Bedelia wants to work (secretly intends to win with a Class Betrayal) and so keeps her hand open; Candida also intends to work, and therefore exposes her open hand; Asdrubale wasn't really interested in the permanent Contract, and decided to do an Acceleration Strike! He is showing his thumb up, which indicates the Acceleration Strike. Consequently, he returns the permanent Contract card to the area of discarded Contracts, and places a new blue robot next to the boss. The automated boss discards all the owned coins, if any.

Phase 5 PAYDAY
AUTOMATED BOSS ACTIONS

- Each **robot** the boss controls **produces 2 ₽** for the boss.

WORKERS ACTIONS

- Each **non-striking worker** receives the **salary** and applies the **additional effects** from the chosen Contract. The effect of "**with Holidays**" is to remove the Stress, Untapping the character card. The effect of "**get Stressed**" is to Tap the character card (remember that a Stressed player cannot do any kind of strike).
- Each **Expropriated robot** produces **1 coin** for the worker it is assigned to.

ADDITIONAL DETAILS AND EXAMPLES

- Players who attempt any kind of strike will receive neither the salary from the chosen Contract, nor its positive or negative effect (i.e. "get Stressed" or "with Holidays").

EXAMPLE

The new robot produces 2 ₽ for the boss. Bedelia receives 3 ₽ from the Bank, but has to Tap her Prolet character card, as the chosen Contract indicated that she would have become Stressed. Candida receives 2 ₽ from the Bank. Asdrubale went on strike, so he receives nothing.

Phase 6 RENT
WORKERS ACTIONS

- Unless an Event card changes this, **each worker pays 1 coin directly to the boss.**

ADDITIONAL DETAILS AND EXAMPLES

- A player who **can't pay the Rent gets Stressed**. **If already Stressed** and cannot pay the Rent, this player is considered **eliminated** and stops participating in the game.
- If a player needs to pay Rent of 2 ₽ (e.g. due to the "Birth" Event card), but has only 1 coin, they pay nothing but become Stressed. If they are already Stressed, they are eliminated.
- **If half of the players are eliminated, the game is over**, see *collective defeat*. In a game with 3 👥, this happens when 2 👥 are eliminated.

The player on the left of the starting player is the new starting player. The game continues with phase 1, and follows all the phases again.

EXAMPLE

Bedelia pays her 1-coin Rent, moving one of her 3 ₽ next to the boss card. Candida does the same thing. Asdrubale, having no coins for paying the Rent, has to Tap his Prolet card (he is now Stressed).

ADDITIONAL RULES

- An elimination can happen only if a player cannot pay the Rent during phase 6 and is already Stressed.
- If some effect of an Event card cannot be applied, skip it and apply the re-

maining effects on that card.
- It is forbidden to communicate about strikes: only the voting during phase 4 will reveal the workers' actions.
- Workers cannot keep their coins hidden.
- Workers pay the Rent directly to the automated boss.
- In case of disagreement between players (e.g. who should control an expropriated robot), the starting player will decide.

NOTES ON THE EVENT CARDS

Birth - If a married couple (see Marriage card) has a Birth, they can decide who takes care of the child in case there will be a Divorce Event.

Collective Agreement - Each Contract on this round's Contracts card can be chosen by more than one player.

Dentist - If possible, one player should pay or get Stressed. If no player has 2 ₽, and all players are already Stressed, this card is the least of your problems and you can ignore it.

Divorce - If the Marriage card is in game, both of the involved players lose all the coins, and remove the Stress, if not, ignore this card.

Eviction - The card effect is applied to the player who has the Gentrification card.

Gentrification - Once one player has this card, the only way to get rid of it is that any player draws the Eviction card.

Mandatory Overtime - If the player who picked this card participates in a strike this round, they do not get the 1 coin extra, and do not get Stressed due to this card.

Marriage - You can bring the characters cards closer together and put this card in the middle. Even if married, the Rent is 1 coin for each worker. What changes is that one player may pay both Rents. Marriage modifies the Class Betrayal winning conditions, check them out.

Production Bonus - If the player who picked this card participates in a strike this round, they do not receive the extra 2 ₽.

Rotating Shifts - Participants in a strike this round, do not get the 1 coin extra, and do not get Stressed due to this card.

Sabotage - If there is only a red robot (an expropriated one), destroy it, if there are no robots in play, ignore this card.

Workers' Union - If the boss is out of money, you are out of luck.

THE FULLY AUTOMATED
BOARDGAME

2-10 PLAYERS

AGE 12+

1-60 MIN.

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PUBLISHED IN 2025