

THE ALCHEMYST'S

HR

The Toxic
Workplace Game

EMPLOYEE HANDBOOK

Welcome to **the Company!**

I'm the current Human Resource Manager and you must be our new Department Manager!

Firstly! Your game should contain;



16x **Project Management Cards**



48x **Misconduct Cards**
(Warning Letter)



20x **Action Cards**

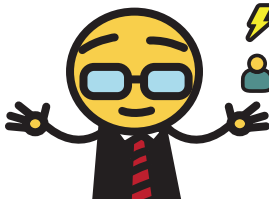


8x **Instant Cards**



16x **Employee Cards**

Total - 108 Cards &
Instructions



In *HR the Toxic Workplace Game*, 2 - 4 Managers lead their team's Employees towards total office domination! You face off with other Managers by not playing by the rules and getting other teams eliminated while also trying to get some actual work done around here!

Take out rival Employees by getting HR to issue them Warning Letters to get them fired! Play your cards right and you'll be in line for a promotion soon.

Disclaimer - Please do not emulate anything in this game. We are not responsible for any actual termination of employment due to poor conduct. Any resemblances are purely coincidental.

Visit our Website for How-to-Play Tutorials, Additional Play Modes, Games and other Updates!



ALCHY·MY

Follow us at

 @thealchemy

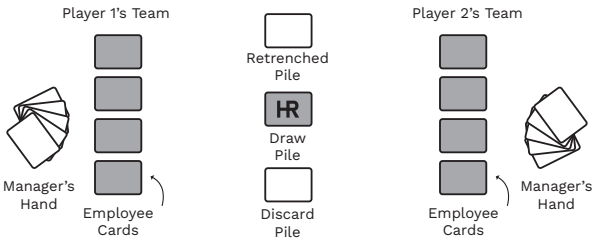
 alchy.my

 artbug@gmail.com


 <https://alchemy.itch.io/>

Setup

- Deal all the **Employee Cards** to each Player (Manager). Any remaining **Employee Cards** goes into the Retrenched Pile.
(2-Players = 8 Employees / 3-Players = 5 Employees / 4-Players = 4 Employees)
- Each Manager places their **Employee Cards** face up in front of them. This will be your **Team**.
- The rest of the cards are shuffled and placed face down in the center. This will be the **Draw Pile**.
- Deal 5 cards from the **Draw Pile** to each Manager to start the game. This will be your **Hand**.



Example of a 2-Manager Layout

- There are two ways of Winning **HR**.
- The first is to eliminate all other Manager's Employees by serving them  **Warning Letters** for Misconducts.
- The second way of winning the game is when a Manager successfully completes an entire **Project Cycle** by putting down all 4 stages of **Project Management Cards**.

How To Play?

- The Manager (player) who has "**The Overachiever**" Employee always goes first (or choose the eldest Manager). The next turn goes to the Manager to your left.
- During a turn, a Manager can choose to play a **Misconduct Card** OR a **Project Management Card** OR an **Action Card** from their hand. **Instant Cards** can be played at any time regardless of turn and do not count as a turn. (eg. You can play an **Instant Card** together with either a **Misconduct / Project / Action Card**).
- At the end of the turn, draw cards from the **Draw Pile** to make sure they always have 5 cards in hand.
- During your turn, instead of playing a card, you may instead choose to Discard and Redraw up to 2 cards from the **Draw Pile**.
- Any card that is no longer in play is placed in the **Discard Pile**. Once all cards in the **Draw Pile** have been used, reshuffle the **Discard Pile** back into the **Draw Pile** and continue the game.

Firing Employees

- When an Employee receives 3 **Warning Letters**, the Employee is **Fired** and placed in the **Retrenched Pile**.
- Some **Misconduct Cards** would deal 2 **Warning Letters** to specific types of Employees instead of 1. (eg. 'Office Romance' deals 2 **Warning Letters** to the 'Lover Employee' but only 1 **Warning Letter** to any other Employee).
- To win by completing an entire **Project Cycle**, a Manager requires a complete set of 4 **Project Management Cards** to be in play. Managers can place **Project Management Cards** in any sequence.
- If a Manager is able to play all 4 **Project Management Cards** (Initiation, Planning, Execution and Closure) to complete a **Project Cycle**, they automatically win the game.