






















<p>40 Hour – 1</p> <p>Stapler Malfunction!</p> <p>-1 Work Point.</p> <p>Target player must discard two cards or get +2 Work Points.</p> <p><i>Oh my god, get it off! Get it off!</i></p>	<p>40 Hour – 2</p> <p>Intern!</p> <p>+2 Work Points when played.</p> <p>Keep this card in front of you.</p> <p>You may play an additional card each turn. (Interns take effect the turn after they are played.)</p> 	<p>40 Hour – 3</p> <p>Heads: I Win Tails: You Lose!</p> <p>You Choose: -1 Work Point and draw a card or target player gets +1 Work Point and discards a card.</p> 
<p>40 Hour – 4</p> <p>Buried in Work!</p> <p>Target player is removed from the game if he/she has 15 or more Work Points.</p> 	<p>40 Hour – 5</p> <p>Hole Punch Disaster!</p> <p>-1 Work Point.</p> <p>Target player must discard a card at random or get +3 Work Points.</p> <p><i>Oh, you needed that? I was making confetti.</i></p>	<p>40 Hour – 6</p> <p>Bologna Sandwich!</p> <p>+1 Work Point.</p> <p>Draw Three Cards.</p> 
<p>40 Hour – 7</p> <p>Digging Through the Trash!</p> <p>+1 Work Points.</p> <p>Choose any Non-Event card from either your 40 Hour discard pile or the Overtime discard pile and put it in your hand.</p> 	<p>40 Hour – 8</p> <p>Water Cooler Info Leak!</p> <p>Target player gets +1d6 – 1 Work Points.</p> 	<p>40 Hour – 9</p> <p>Taking One for the Team!</p> <p>You get –5 Work Points unless another player volunteers to get +2 Work Points.</p> <p><i>Not it!</i></p>

<p>40 Hour – 10</p> <p>Fresh Start!</p> <p>-1 Work Point.</p> <p>Discard your hand; draw cards equal to the number of cards discarded.</p> 	<p>40 Hour – 11</p> <p>Work Smarter, Not Harder!</p> <p>-3 Work Points.</p> 	<p>40 Hour – 12</p> <p>A Full Day's Work!</p> <p>Roll:</p> <p>1: -2 Work Point 2-5: -3 Work Points 6: -3 Work Points and draw a card</p>
<p>40 Hour – 13</p> <p>Bullshit Job!</p> <p>Roll:</p> <p>1-3: +1 Work Point 4-5: -2 Work Points 6: -1d6 Work Points</p> 	<p>40 Hour – 14</p> <p>Craw Giant 3GGGG</p> <p>Trample, Rampage 2</p>  <p>6/4</p>	<p>40 Hour – 15</p> <p>Office Daydreams!</p> <p>Cost: Discard up to four cards.</p> <p>-1 Work Point for each card discarded.</p> 
<p>40 Hour – 16</p> <p>Rush Job!</p>  <p>Roll:</p> <p>1: -3 Work Points 2-4: -2 Work Point 5: No Effect 6: +1 Work Point, All other players get +2 Work Points <i>(Ruining it for everyone!)</i></p>	<p>40 Hour – 17</p> <p>A Job Well Done!</p> <p>Roll:</p> <p>1: -1 Work Point 2: -2 Work Points 3-5: -3 Work Points 6: -4 Work Points</p>	<p>40 Hour – 18</p> <p>Moldy Bread!</p> <p>Target player discards a card at random and gets +1 Work Point.</p>  <p><i>The only thing worse is a big bowl of ants!</i></p>


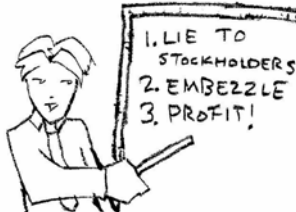
<p>40 Hour – 19</p> <p>Peanut Butter Sandwich!</p> <p>Draw two cards.</p> 	<p>40 Hour – 20</p> <p>Not So Fast!</p> <p>Target player with 5 or fewer Work Points gets...</p> <p>Roll: 1-2: +2 Work Point 3-5: +3 Work Points 6: +5 Work Points</p>	<p>40 Hour – 21</p> <p>Gonzo!</p> <p>Roll: 1: +2d6 Work Points 2: +1d6 Work Points 3-4: No Effect 5: -1d6 Work Points 6: -2d6 Work Points</p>  <p><i>Gonzo!</i></p>
<p>40 Hour – 22</p> <p>Mislabeled “In” Box!</p> <p>-2 Work Points.</p> <p>Target player gets +2 Work Points.</p> 	<p>40 Hour – 23</p> <p>I Tap Two Islands!</p> <p>Cancel target card as it is being played. This card may be played at any time.</p> 	<p>40 Hour – 24</p> <p>Work Harder, Not Smarter!</p> <p>Cost: Discard a card at random.</p> <p>-1d6 Work Points.</p> 
<p>40 Hour – 25</p> <p>Do Over!</p> <p>Re roll or force another player to re roll a die or dice that were just rolled.</p> 	<p>40 Hour – 26</p> <p>Coming In On A Saturday!</p> <p>Roll: 1: -2 Work Points, Other players get +1 Work Point 2-5: -3 Work Points, Target Player gets +1 Work Point 6: -4 Work Points</p> <p><i>Oh, the things you can get done when no one is looking.</i></p>	


<p>Overtime – 1</p> <p>All or Nothing!</p> <p>Roll: 1-4: +10 Work Points 5: -5 Work Points 6: Set your Work Points to exactly 1.</p> <p><i>Go big or go home.</i></p>	<p>Overtime – 2</p> <p>The Bubba Die!</p> <p>EVENT!</p> <p>All players get +1d6 Work Points. Roll separately for each player.</p> <p><i>Don't ask.</i></p>	<p>Overtime – 3</p> <p>Clean Slate!</p> <p>EVENT!</p> <p>Set your Work Points to exactly 10.</p>
<p>Overtime – 4</p> <p>Equipment Tampering!</p> <p>Adjust any one die roll by +1 or -1. This card may be played at any time.</p>	<p>Overtime – 5</p> <p>Too Much Coffee!</p> <p>+2 Work Points.</p> <p>You may play up to three more cards this turn.</p> <p><i>Here I go vroooooooooom!</i></p>	<p>Overtime – 6</p> <p>Brain All Gone!</p> <p>Cost: Discard two cards.</p> <p>-5 Work Points</p>
<p>Overtime – 7</p> <p>Janitor! (Extra Chair)</p> <p>+1 Work Point When Played.</p> <p>Keep this card in front of you.</p> <p>At the end of every turn make target player discard a card. (Extra Chairs take effect at the end of your turn starting the turn after coming into play.)</p>	<p>Overtime – 8</p> <p>Hostile Takeover!</p> <p>Look at target player's hand and choose a card. Play that card immediately as though it was just played from your hand if you can.</p> 	<p>Overtime – 9</p> <p>Pink Slip!</p> <p>-1 Work Point.</p> <p>Dismiss target Intern or Extra Chair.</p> <p><i>You're f... what do MEAN I can't say that!?</i></p>

<p>Overtime – 10</p> <p>Another Silly Card!</p> <p>Roll: 1: +5 Work Points 2: -5 Work Points 3: +1d6 Work Points 4: -1d6 Work Points 5-6: -2d6 Work Points</p>	<p>Overtime – 11</p> <p>Company Slut! (Extra Chair)</p> <p>EVENT!</p> <p>Keep this card in front of you.</p> <p>At the end of every turn gain +1 Work Point. (Extra Chairs take effect at the end of your turn starting the turn after coming into play.)</p>	<p>Overtime – 12</p> <p>TV Makes Work Go Faster!</p> <p>Roll: 1-4: -2 Work Points 5-6: -4 Work Points</p> <p><i>OMG, Malcolm Reynolds is so dreamy!</i></p>
<p>Overtime – 13</p> <p>Dagwood Sandwich!</p> <p>+1 Work Point.</p> <p>Draw three cards from the Overtime Deck. Discard any EVENT cards drawn with no effect.</p>	<p>Overtime – 14</p> <p>Quantum Sleep!</p> <p>EVENT!</p> <p>You may play an additional card this turn.</p> <p>Complete this turn as normal. Skip your next turn.</p> <p><i>Quantum... oh, I see what you did there.</i></p>	<p>Overtime – 15</p> <p>Nothing Important Happened Today!</p> <p>EVENT!</p> <p>All players get -1 Work Point.</p> <p><i>Dear diary...</i></p>
<p>Overtime – 16</p> <p>Credit Where Credit is Due!</p> <p>Cancel target Non Event card as it is being played. Immediately play that card as though you had just played it from your hand. (Any additional costs having already been paid.)</p>	<p>Overtime – 17</p> <p>You Hate Your Co-Workers!</p> <p>Target player gets +4 Work Points!</p> 	<p>Overtime – 18</p> <p>Journey to Buttzville!</p> <p>EVENT!</p> <p>-1 Work Point.</p> <p>Take another turn after this one.</p> <p><i>Again, don't ask.</i></p>

<p>Overtime – 19</p> <p>Vacation!</p> <p>Target player skips his/her next turn.</p> <p><i>Sure you miss a turn but at least you get a chance to get a drink or use the bathroom.</i></p>	<p>Overtime – 20</p> <p>That Guy From Human Resources! (Extra Chair)</p> <p>+4 Work Points when played.</p> <p>Keep this card in front of you.</p> <p>At the end of every turn you may remove a player with 15 or more work points from the game. (Extra Chairs take effect at the end of your turn starting the turn after coming into play.)</p>	<p>Overtime – 21</p> <p>Restructuring!</p> <p>EVENT!</p> <p>All players draw 1d6 cards and then discard 1d6 cards. All rolls are made separately.</p>
<p>Overtime – 22</p> <p>I'm Gonna Get You, Sucka!</p> <p>Target player with 5 or fewer work points gets...</p> <p>Roll: 1-2: +2 Work Points 3-5: +6 Work Points 6: +10 Work Points</p>	<p>Overtime – 23</p> <p>Office Plague!</p> <p>EVENT!</p> <p>Dismiss all Interns and Extra Chairs.</p> <p>Players get +1 Work Point for each of their cards that get dismissed.</p>	<p>Overtime – 24</p> <p>Taking it up the Ass!</p> <p>You get -7 Work Points unless all players agree to get +3 Work Points.</p>
<p>Overtime – 25</p> <p>Hymn to Turner (Ted)!</p> <p>Target player discards two cards at random.</p>	<p>Overtime – 26</p> <p>Cantrip!</p> <p>-3 Work Points.</p> <p>Draw a card.</p>	<p>Overtime – 27</p> <p>Another Cantrip!</p> <p>Target player gets +3 Work Points.</p> <p>Draw a card.</p>

<p>Overtime – 28</p> <p>Super Gonzo!</p> <p>EVENT!</p> <p>Roll: 1: Affects you 2: Affects player to your left 3: Affects player to your right 4: Affects everyone except you 5-6: Affects everyone</p> <p>Roll: 1:+3d6 Work Points 2:+2d6 Work Points 3 +1d6 Work Points 4: -1d6 Work Points 5: -2d6 Work Points 6: -3d6 Work Points</p>	<p>Overtime – 29</p> <p>Extortion!</p> <p>Target player gives you a dollar or gets +4 Work Points and discards a card.</p>	<p>Overtime – 30</p> <p>Fluffernutter Fiasco!</p> <p>Draw 1d6 cards.</p>
<p>Overtime – 31</p> <p>Corporate Downsizing!</p> <p>EVENT!</p> <p>Discard down to one card.</p>	<p>Overtime – 32</p> <p>Funky Little Box!</p> <p>1: You lose! (You are removed from the game) 2: +1 Work Point 3-4: No effect 5: -1 Work Point 6: You win!</p> <p><i>What's inside? Perhaps... a Little Pink Pig!?</i></p>	<p>Overtime – 33</p> <p>Efficient Manager! (Extra Chair)</p> <p>+2 Work Points when played.</p> <p>Keep this card in front of you.</p> <p>At the end of every turn get –1 Work Point. (Extra Chairs take effect at the end of your turn starting the turn after coming into play.)</p>
<p>Overtime – 34</p> <p>It's Hot in Here!</p> <p>EVENT!</p> <p>All players discard a card at random.</p> <p><i>Didn't we use to have AC or something?</i></p> <p><i>What does armor class have to do with anything?</i></p>	<p>Overtime – 35</p> <p>Screw Nick!</p> <p>EVENT!</p> <p>The player with the most Work Points total exchanges Work Points with the player with the lowest Work Point total. There is no effect in the case of a tie.</p>	<p>Overtime – 36</p> <p>Share the Wealth!</p> <p>EVENT!</p> <p>All players draw a card.</p>

<p>Overtime – 37</p> <p>Singled Out!</p> <p>EVENT!</p> <p>All other players get -1 Work Point.</p> 	<p>Overtime – 38</p> <p>Your Boss Loves You!</p> <p>EVENT!</p> <p>-5 Work Points.</p> 	<p>Overtime – 39</p> <p>Porn Break!</p> <p>Target player gets...</p> <p>Roll: 1-2: +1 Work Point 3-4: +2 Work Points 6: +6 Work Points (<i>Buy more tissues!</i>)</p>
<p>Overtime – 40</p> <p>Bill Gates Desire!</p> <p>Discard down to one card. All other players discard their hands.</p>	<p>Overtime – 41</p> <p>Rise to the Top!</p> <p>EVENT!</p> <p>Set your Work Points to be equal to one less than the total of the player with the lowest Work Points. End your turn immediately.</p> <p><i>Sub section 4b of paragraph 3.2.4 clearly states...</i></p>	<p>Overtime – 42</p> <p>Roast Beef Sandwich!</p> <p>+2 Work Points.</p> <p>Draw four cards.</p>
<p>Overtime – 43</p> <p>Mixed Blessing!</p> <p>EVENT!</p> <p>-1d6 Work Points. Discard cards equal to the work points gained. (Note: This is an effect not a cost.)</p>	<p>Overtime – 44</p> <p>The All Around Good Card!</p> <p>-2 Work Point.</p> <p>All other players get +2 Work Point.</p> <p>Draw a Card.</p> <p>All other players discard a card.</p>	<p>Overtime – 45</p> <p>Gratuitous Allusion!</p> <p>EVENT!</p> <p>Until the end of your next turn (keep this card in front of you until then) all Work Point gains and losses are doubled.</p>

<p>Overtime – 46</p> <p>Crappy Intern!</p> <p>EVENT!</p> <p>Dismiss existing Intern if you have one. Counts as an Intern. Keep this card in front of you.</p> <p>Before Each Turn Roll: 1: If you choose to play a card this turn, play a random card 2 – 5: No Effect 6: You may play an extra card this turn</p>	<p>Overtime – 47</p> <p>Rise in Expectations!</p> <p>EVENT!</p> <p>All players get +1 Work Point.</p> <p><i>You have all been doing so well that the CEO has decided...</i></p>	<p>Overtime – 48</p> <p>Company Picnic!</p> <p>-1 Work Point for each Intern and Extra Chair in play.</p>
<p>Overtime – 49</p> <p>You Hate Your Job!</p> <p>-4 Work Points.</p> <p><i>I just can't take it anymore!</i></p>	<p>Overtime – 50</p> <p>Your Boss Hates You!</p> <p>EVENT!</p> <p>+5 Work Points.</p> 	<p>Overtime - 51</p> <p>The Boss's Wife! (Extra Chair)</p> <p>+3 Work Points when played.</p> <p>At the end of every turn draw a card. (Extra Chairs take effect at the end of your turn starting the turn after coming into play.)</p>
<p>Overtime – 52</p> <p>Cry Havoc!</p> <p>EVENT!</p> <p>One at a time reveal the next 2d6 cards. Play each Event you draw and discard each non Event with no effect.</p>	<p>Overtime – 53</p> <p>Devious Plot!</p> <p>All other players discard a card and get -1 Work Point or draw a card and get +2 Work Points.</p> <p>You get -1 Work Point for each card discarded and draw one card for each Work Point gained by other players.</p>	<p>Overtime – 54</p> <p>Whatever Comes My Way!</p> <p>Draw two cards and play them immediately. (You choose the order.)</p> 