

Minimum Wage: A card game about working hard and hardly working (and sticking it to your friends)

Credits:

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Overview:

Minimum Wage is a simple, fast paced game for 2-6 players (a minimum of three players is recommended). Players take on the role of office workers trying to complete their share of the workload (represented by Work Points) before the other players. Each player has an identical 40 Hour Deck and the players share one Overtime Deck. The player that gets rid of their Work Points first is the winner!

What You Need:

One 40 Hour Deck for each player

One Overtime Deck (to be shared by all players)

2 Six-sided dice (or more)

Counters for Work Points (10-sided dice work well)

How to Play:

To begin play each player is given a 40 Hour Deck. Each deck (including the Overtime Deck) is shuffled. Then players draw three cards from their 40 Hour Deck. Each player begins with 10 Work Points.

Roll dice to see who goes first. Alternatively you can determine who goes first by either A) who makes the least amount of money or B) who worked the most hours over the past week.

On a player's turn they must draw a card. That card can either be from their 40 Hour Deck or from the Overtime Deck. The Overtime Deck as a general rule has more powerful cards but also has Events that a player will often not want to draw, as well as a few weak cards, which are not very desirable.

After drawing a card a player may choose to play a card. If a player chooses not to play a card (and was not forced to play a card from the Overtime Deck) they may draw a second card but only from their 40 Hour Deck. After that player plays a card or chooses not to play a card their turn is over and play continues clockwise.

A player is the winner when, at the end of their turn, they have no Work Points.

Other Rules:

EVENT!: Event cards must be played immediately upon being drawn. They count as playing a card for that turn, and if the player is capable of playing two cards in a turn (because of having an Intern) the Event card must be played first.

Intern: A player may only have one Intern in play at any time. The intern card is placed in front of you until a game effect removes it. The basic Intern in each player's 40 Hour Deck allows the player that has it

to play an additional card each turn. If a player cannot play an additional card, or chooses not to play an additional card, play passes as normal. A player MAY NOT draw a card from their 40 Hour Deck in exchange for not playing their bonus card due to having an Intern. Playing an Intern card (or a card that counts as an Intern card) discards any Intern you currently have in play.

Second Chair: A player may only have one Second Chair in play at a time. The Second Chair card is placed in front of you until a game effect removes it. All costs of playing a Second Chair take effect immediately however all effects associated with that Second Chair do not take effect until the following turn. Playing a second Second Chair card will dismiss the Second Chair that is already in play.

Mana: You have no Mana and thus cards with Mana costs cannot be played. If a card tells you to play such a card, discard it instead.

Playing a Card That Can Not be Played: If a game effect forces you to play a card that can not be played that card is discarded with no effect. You may never choose to play a card that cannot be played if there is any other choice available.

Drawing Cards: When a card tells you to draw a card that card must be drawn from your 40 Hour deck and not from the Overtime deck unless the card says otherwise.

Dismiss: Dismiss means to “discard” a card that is in front of you (as opposed to discard, which refers to cards in hand).

Costs vs. Effects: Costs are requirements of playing a card. Work Harder, Not Smarter has a “cost” of discarding a card. Effects are the result of playing a card. A card cannot be played if its cost cannot be paid, however effects only happen if they can happen.

Negative Work Points: Since a player can only win at the end of their turn a player could potential be knocked below zero work points. If this happens IT DOESN'T HAPPEN! There is no such thing as negative work points. Zero is the lowest total a person can have for Work Points.

Shuffling Your 40 Hour Deck: When a player runs out of cards in their 40 Hour deck they immediately shuffle their discard pile and form a new 40 Hour Deck. That player gets +2 Work Points.

Shuffling the Overtime Deck: If the Overtime Deck runs out of cards shuffle the Overtime Discard Pile and make a new Overtime draw pile.

Timing Issues: In general when more than one player wishes to react to a card that has been played the player who speaks up first gets to act first, however if it becomes an issue the player to the acting player's left always has priority. This holds true for cards like Taking One for the Team as well.

Optional Rule:

Overtime Overdrive: Some players feel there is not enough incentive to draw from the Overtime Deck. If your group wants to make the Overtime Deck a better option you may wish to implement the Overtime Overdrive rule. When this rule is in place a player that chooses to draw from the Overtime Deck on their turn gets to choose a player to gain +1 Work Points. This rule is not recommended for games with less than four players and is only ever recommended for groups that feel the risk vs. reward of the Overtime Deck is lacking.

Look for additional Optional Rules, Rules Variants and Game Expansions at <http://games-blog.pairodicegames.com>.

Have a rules question? Contact josh@pairodicegames.com!