employee orientation manual

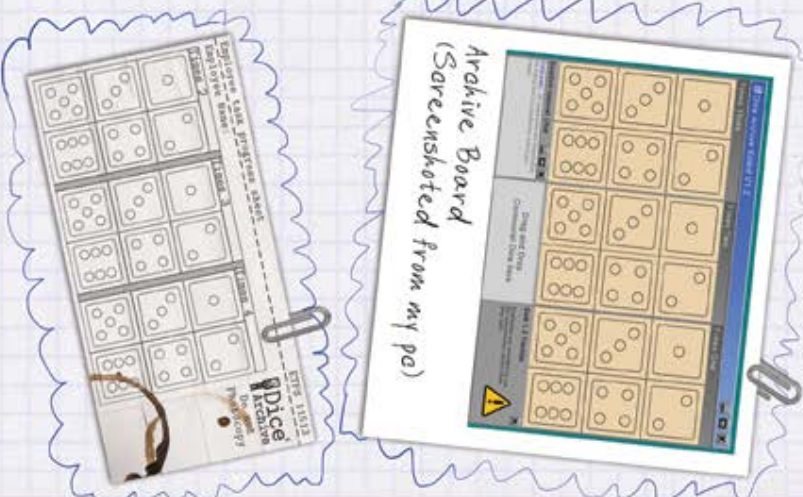**Dice** ©
Archive

Offical Rulebook

-Components

Dice archive board

This is a common board which will be used by all players during the game. Here the players will place their dice as one of their available actions. You can also find a place for communal dice on this board and also reminders for actions that players can perform.

Task progress sheets

Every player will have his personal progress sheet. These are expendable sheets on which players will write down their task progress. Anytime a player archives one of his tasks (squares represented by a dice number), that player will mark down that task on the sheet.

Dice and the worker of the week token

There are 34 dice in this game:
- 6 per player (in different colors)
- 3 communal (white) dice
- a single (black) communal Boss die
- Worker of the week token

Objective of the game

During the game, players will play actions that will let them complete tasks on their **Task progress sheets** and occupy archive space on the Dice archive board. When you complete a **task**, you will mark the completed **task** on your **Task progress sheet.** When you occupy an archive space, you will leave one of your dice on the occupied archive space.

The objective of the game is to have the most **victory points. Victory points** are calculated by multiplying the number of your player dice (dice of your color) on the leftmost **table** on the **Dice archive board** with the number of marked **tasks** on the leftmost **table** on your **Task progress sheet**. Repeat for the middle and rightmost pairs of tables and sum the points up. That are your **Victory points.** Player with the most **VP** wins the game.

BOSS DICE R ANGERY

Worker of the week! Whole 7 Days! WOW

Tasks and Archive space

Players can mark down a task as an action during their turn. For that to happen, player must have an equal or greater number of dice, with the same side up, as the number given above a table. For this, players count their personal dice AND all communal dice. If the player fulfills this, that player can mark down a task in that table that has the same number as the side up number on chosen dice. A same task can be marked down only once. After finishing this action, all player dice (not communal dice) with the same side up as the marked task are moved onto the used dice pile.

A player can also occupy an archive space as an action. This follows the same principals as a task, but instead of marking the space down, players place one of their chosen dice on the space. This die must be a player die. That die is locked until the end of the game, meaning it can't be used during the game. After that, the rest of player dice (not communal dice) with the same side up as the locked die are moved onto the used dice pile.

This means that even if a player has more dice with the same side up then needed for an action, that player discards all of those same sided dice after playing the action.
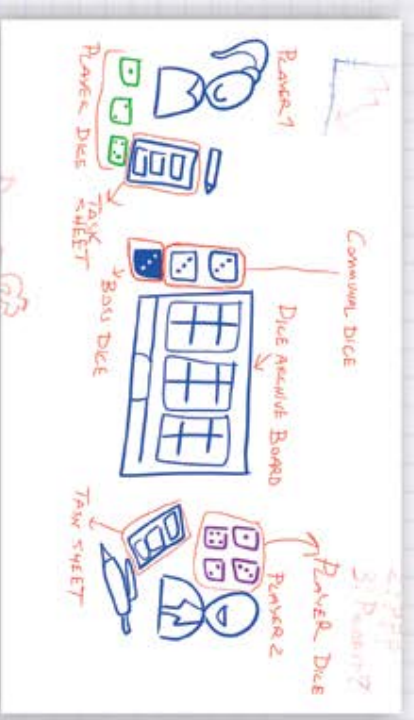
Each archive space can accommodate only a single die, meaning that the first player to take an archive space will be the only on that archive space.

Pro tip: if you have more dice of the same number than you need, it's the perfect time to use an Overtime free action! (See page 8)

Setup

To setup Dice Archive follow these steps:
1) Place the Dice archive board in easy reach of all players, in the middle of the playing area.
2) Place communal dice next to the board. In a 2 player game, the boss die and 3 communal dice are used. In a 3-5 player game, a single communal (white) die is removed from play.
3) Players choose which dice color they are using and collect their 6 dice.
4) Than each player takes a task progress sheet and a writting tool.

Worker of the week

Before starting the game, choose the Worker of the week. Determine the Worker of the week by rolling dice. That player receives the Worker of the week token. During the game this token will be used in case of a tie during dice counting to see who is the first player or the most motivated player. The player that is closest to this token in a clockwise order has the tiebraker advantage. Now you are ready to begin the game!

Weeks

Every Week is divided into five phases: 1) Communal roll, 2) Work roll, 3) Motivational reroll, 4) Work hour, 5) Weekend phases.

1) Communal roll:
A Week starts with rolling of **communal dice**. The player with the **Worker of the week token** rolls all communal dice and places them in the **communal dice space** on the **Dice archive board** so they can be easily visible to all players.

2) Work roll:
All players roll their own **player dice simultaneously**. After rolling, players should place their rolled dice in front of their Task progress sheet. The player with the most **player dice** that have the same side up as the **boss die**. In case of ties read **Worker of the week paragraph.**

3) Motivational reroll:
Starting with the **Most motivated player** and going clockwise, players take a single turn of rerolls. On their turn, players choose if they want to reroll their dice and can choose any number of dice to reroll. After the reroll, every player is left with an **action pool** represented by their rolled/rerolled dice. **The Starting player** is the player with the most dice that have the same side up as the boss die after the full reroll turn. In case of ties read **Worker of the week paragraph.**

4) Work hour:
Starting with the **Starting player** and going clockwise every player makes an action. To make an action, you must choose a single number (1 to 6) that you have on the topside of a die in your action pool. This is the number that you will use for your action. There are 3 possible actions:

· You can finish a **task** as discribed **Tasks and Archive space paragraph.**
· You can occupy an **archive space** as discribed in **Tasks and Archive space paragraph.**
· You can **pass.**

After you choose your **task number** and complete one of three actions, you take all your player dice with the topside number equal to your current **task number** and separate them from you unused dice, moving them to a **pile of used dice**, as described for the first two **actions** in the **Tasks and Archive space paragraph.**

Additionally there is a **free Overtime action** that can be played before choosing your **task number.** You can move any one of your **unused player dice** into the **used pile** to flip one of your other **unused player dice upsidedown.** If the discarded die is the same number as the die that you picked to be flipped, you can instead chose to flip it sideways rather than upsidedown. Only a single overtime action can be played before an action.

If you spent all your dice and the turn comes to you, you don't pick a task number and instead you skip your turn.

5) Weekend
When all players have spent all of their **player dice**, the **Weekend comes.** During the **Weekend**, all players collect their **dice** from their **used pile, Worker of the week token** is passed clockwise to the next player and that player **collects the communal dice.**
After that, a new **Week** can begin!

Note, to staff/bring your pet to work day does not include snake,spider and / or rocks.
— Michael from legal

WORK WEEK RECAP:

Communal roll	Work roll	Reroll	Work hours!	Weekend
WOTW rolls all communal dice and places them in the communal dice area on the dice archive board.	Players roll their dice simultaneously. Player who has the most same dice as the boss becomes most motivated.	Starting with most motivated player and going clockwise, everybody can reroll any number of their dice.	Time to get some work done! Choose a number and fulfill an action, or pass if you're feelin' lazy.**	Once everybody spends their dice, pass the WOTW token clockwise and start a new week!
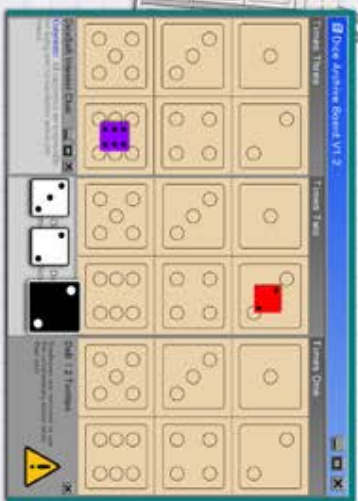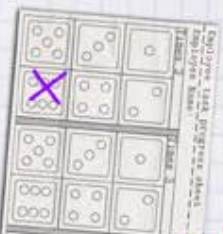
*WOTW= WORKER OF THE WEEK

**DON'T FORGET TO DISCARD ALL USED DICE

PROPER BOARD SETUP

Ending the game

Dice archive has 3 **endgame triggers**. They are following:
1) Any player fully marks 2 of their **tables** in the their **task progress sheet**,
2) Players fill **2 tables** on the **Dice archive board,**
3) A player put's their **5th player die** on the **Dice archive board.**

When one of these triggers is accomplished the game continues until the current Week is over, meaning that players continue playing the game normally until they use all of their player dice. When this Week is over, players count their points as described in Objective of the game paragraph

Endgame tiebrakers

In case of a tie, player with most dice on the rightmost table on the Dice archive board wins. If there still is a tie, repeat for the middle and left-most tables. If there still is a tie, tied players share the Victory!

Pro tip #1
Here at Dice Archive we believe fun should be available freely for everyone, thus you can print additional sheets free of charge, simply go to (probably) Dicearchive.com.
Corporate made us make those sheets ugly so they don't need that much ink to print, so theres that too, I guess.

Pro Tip #2
While the document's are free actually printing them requires paper and ink. So we hope you have a printer or a library near by (or just copy them by hand, we really dont care).

Dice Archive© - Dice Registry form

ink saving instance

X3

X2

X1

PLACE COMMUNAL DICE HERE

X2

X3

X4

Dice Archive© – Dice Registry form

ink saving instance

All employees are responsible for using one (1) mandatory action per round

PLACE COMMUNAL DICE HERE

Employees are reminded to use the complementary action when they wish

X3

X2

X1