

# PROMOTION

## The Game

👤 Ages 13+ 👥 2-4 Players ⌚ 15 Minutes

**Buckle up for Promotion the Game, the hilarious, cutthroat card game that'll remind you why you dream of being your own boss.**

### The Goal

Become the workplace MVP, either by collecting four skill cards of the same color (think "synergy") and getting that sweet promotion, or by being the last office drone standing (think "surviving the layoff").

### The Setup

- 1 Shuffle the deck (not your career).
- 2 Deal five cards to each player, a mix of skill cards representing your diverse skillset and action cards to unleash workplace mayhem!

## II HOW TO PLAY II

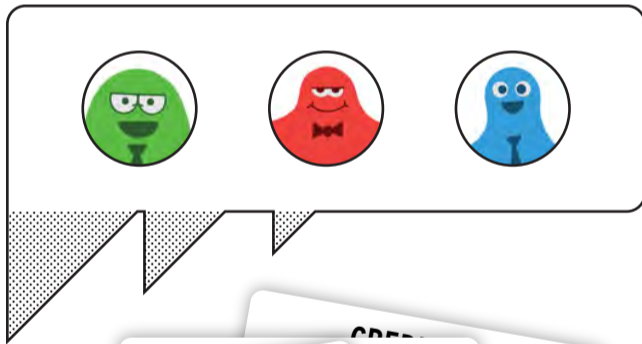
- 1 Your turn? Time to climb the corporate ladder! Draw a card from the deck, or, if the top discard pile resident is a skill card you want, grab it!
- 2 Play a card from your hand to the discard pile. However, the dreaded "Performance Improvement Plan" card can't be discarded like normal cards. The only way to get rid of it is to use an action card that allows you to transfer your hand or a specific card to another player.
- 3 If you've got less than five cards (blame it on the "Course Correction"), draw until you've got a full hand again.
- 4 The "Performance Improvement Plan" is a one-way ticket out if the deck dries up. But chin up, champ! At least you get some free time. If there's still a game to be won (meaning more than one player left), shuffle the discard pile to make a new deck and keep the laughs rolling. Last player standing claims victory (and the stapler collection)!
- 5 When you need just one more skill card to claim victory, shout "I'm an amazing suck- up!" Or else, prepare for a penalty: the player to your left snags two of your cards to go in the discard pile, and you're stuck twiddling your thumbs for two rounds.

## II CARD TYPES II

### Skill Cards

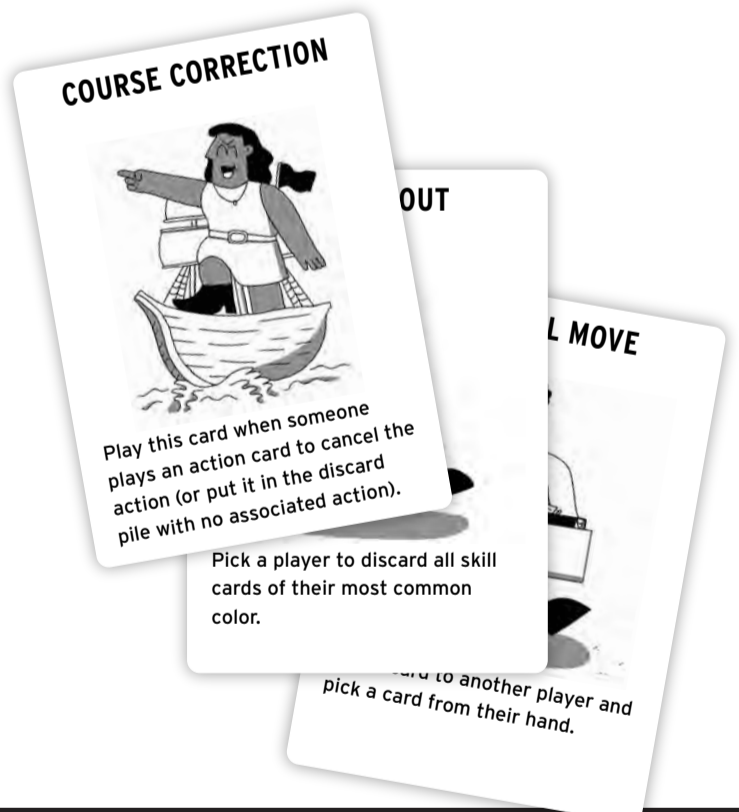
Collect four of one color to win - congrats on the promotion!

Look for these symbols:



### Action Cards

These spice up the game with their special effects. Watch out for the "Course Correction" card - it can foil your plans. But remember, you can always block that with your own "Course Correction" card! This can continue until all "Course Correction" cards are played.



### Performance Improvement Plan Card

Hold this when the deck dries up, and you're out of the game. It's time for some self-improvement and a new job.



Love the game? Want to partake in more workplace madness? Scan to sign up for Promotion insider tips and sales!

