





5



30-60
min

how to play

- Form a team for each mission
- Vote to approve or reject the team
- Play your cards in secret
- Succeed together... or get sabotaged

A social deduction game of trust, sabotage, and hidden roles.

Work together to complete missions and build toward a strike — but be careful. One of you is secretly working against the group. Can you identify the scab before it's too late?

Setup

Players & Components



5 Players



Identity Cards: 4 Worker cards, 1 Scab card. Distributed face-down.



If you are the Scab, you use this card as your cover to hide your true identity.



Morale Tokens: Every player starts the game with 3 Morale tokens.

The Decks & Booth



Union Busting Deck: Automated cards that inflict penalties on the group.



Organizing Deck: Reward cards triggered by successful missions.

Note: The Survey card is removed from the Organizing Deck during setup and shuffled in only after Mission 2 is completed. (details in special rules)



The 3D Voting Booth: used to collect and shuffle secret mission cards.

Objectives



Worker Victory: Successfully complete all 5 Missions.



Scab Victory: Reduce the collective worker Morale to zero

How to Play

The Missions & Phases


Missions must be completed in order.



Phase 1: Organizing Phase (3 Players Required)

1 Mission 1

2 Mission 2


 After completion, shuffle Survey card into Organizing Deck.



Phase 2: Strike (3 Players Required)

3 Mission 3

4 Mission 4

 See special rules for Company Buyout Card (Scab conversion).

The Round Structure



1. Management Phase

If not Mission 1, flip top Union Busting card. Effect is immediate. (*Mission 4: Company Buyout triggers conversion*).



2. Team Nomination (The Double Vote)

Lead Organizer nominates team.

First Vote: Majority Yay -> Proceed.

Second Vote: If first fails, Lead passes, new nomination.

Automatic Failure: If second fails, Lead passes, participants lose 1 Morale, repeat nomination.



3. Mission Execution

Approved team secretly submits action card into 3D Voting Booth.

Workers: Must play Yay.

Scab: May play Yay or Nay.



4. Resolution & Reshuffling

Success: All Yay. Flip Organizing Card for reward.

Failure: Any Nay. Participants lose 1 Morale (except Mission 1).

Reshuffle: Cards in booth are reshuffled to protect identities.

Special Rules

The Conversion (Mission 4)

The current Lead Organizer facilitates the following:

- Everyone, close your eyes and extend your fists to the center.
- Scab, open your eyes. Touch the person's fists who you wish to convert.
- Scab, close your eyes.
- Everyone, open your eyes.
- The selected player is now a Scab. They do not announce this. Their win condition changes immediately to the Scab victory.

The Survey Card

When the Survey card is drawn from the Organizing Deck, the current Lead Organizer peeks at one other player's secret Identity Card.

- This card only enters the deck in the Strike Phase, providing a late-game tool to identify traitors before the final mission.

Role Cards

Worker



Scab



YAY

NAU

Skill Cards

Intimidation



if you organize, I'll fire you!
Every worker morale -1

Sew Division



the lead must give this
card to another worker
Every worker morale -2

Cut Benefits



workers have less capacity
to organize. In the next
successful mission, the
workers do not get to flip
an organizing card.

Carrot before the stick



the company will pacify you
before they break you. The
lead of
this successful round is frozen
in the next round and cannot
participate in missions.

Organizing Cards

Union Social



workers build trust by hanging out after work!
Every worker morale + 1

Trust



build trust amongst coworkers. The lead of this round gives to a worker - that worker morale + 3

Solidarity



rally for support from the community. Every worker morale + 1.

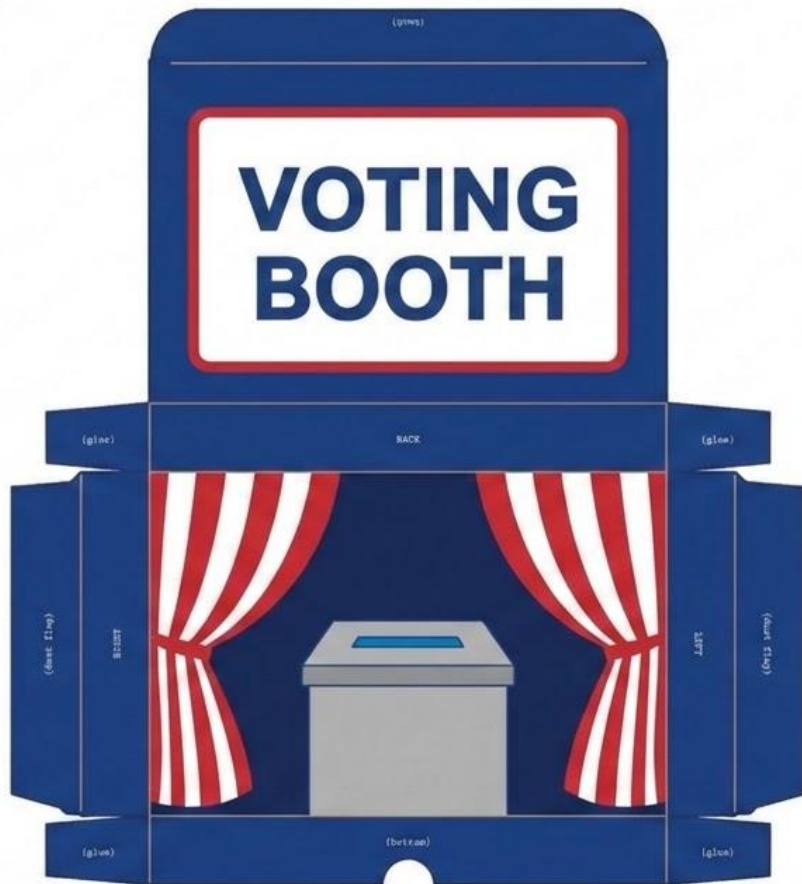
Survey



Gain more information from workers. The lead peeks at another workers' identity card.



Shallow Box 130-130x20 (mm)



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MISSION 1:

ONE ON ONE CONVERSATION

The foundation of learning and agitating your coworker!



MISSION 2:

MAKING UNION ZONES

Educating workers with our own publication!



MISSION 3:

BUTTON DAY

Show your boss workers are in solidarity by wearing the union button!



MISSION 4:

MARCH ON THE BOSS

Directly confront your boss with demands.



MISSION 5:

STRIKE!

Shut the workplace down.

