

Each player is given a secret “Boss” skill equal to 2d6, and a “Worker” skill equal to 2d6.

Players then attempt to form companies. A company must have 1 Boss, and 1 or more Workers. At the time the company is formed, a set salary must be agreed upon between each Worker and each Boss, different Workers may be assigned different salaries.

A player may only be in one company.

When all players are in companies, or time runs out, the game ends.

Each boss receives score equal to the sum of the product(s) of their Boss skill and each employee’s Worker skill. They then pay each worker the agreed upon salary out of their score. If the Boss cannot pay all their employees in full, everyone in the company receives a score of 0.

Alternate Rules

Boss and Worker skill are a single “Talent” skill.

Once per game, in exchange for 5 points of their final score, a player may secretly determine one skill of another player.

Before the game begins, one random player is determined to be a “Lemon”. He has a 1 in both skills, and wins if his company fails to pay all their employees in full.

Iterated games. (Play multiple times, and sum your scores. You are allowed to make promises on future games, and hold grudges from previous games, within the iterated set.)

Score Comparisons

Your highest Talent times 3 is a rough estimate of your target score. If you do substantially worse, you lose, if you do substantially better, you’ve won particularly well.

Ultimately though, your goal is just to score as highly as you can.