

Printing Instructions

Step 1: Download this PDF or view it from a web browser.

Step 2: Print this PDF using the following settings:

- Print using 8.5”x11” paper.
- Print on both sides of paper (Double Sided)
- Print in color
- Print 1 copy

Step 3: Cut out the cards and tokens.
Use these tips for a clean cut:

- Use a paper cutter to ensure straight lines.
- Use the crop marks on each page as a guide for where to cut. This will ensure a solid color border around the cards.

Step 4: Make sure you have downloaded and printed the instruction booklet, and instruction cards.

Step 5: Play!



Task



Complete Critical Computer Update!

It may take 4 hours and 13 restarts, but your computer's operating system needs a critical network update.

To Complete:

Pay **3** M \$ M

Task



Conduct Research and Development

Perform some basic research and development for a potential new project.

To Complete:

Pay **2** M \$ M

Task



Create Instructional Video

One of your products is complex enough to require an instructional video. Lights, camera, ACTION!

To Complete:

Pay **4** M \$ M

Task



Crunch the Numbers

Ensure the mathematical accuracy of an algorithm. Einstein has nothing on you!

To Complete:

Pay **5** M \$ M



TASK



DEADLINES &
DELIVERABLES

TASK



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DELIVERABLES

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Task



Give Big Presentation

Prepare a presentation for senior leadership. Get a handle on your sweaty palms.

To Complete:

Pay **3** M \$ M

Task



Make Magic on a Spreadsheet

Combine several spreadsheets into one. Create beautiful formulas. Make slick charts. Dazzle everyone with your formatting...pivot tables!

To Complete:

Pay **3** M \$ M

Task



Meet and Greet with the Client

Introduce clients to the team members who support their project.

To Complete:

Pay **1** M \$ M

Task



Meeting - Balance the Budget

Analyze your work group's budget and prepare a report for management.

To Complete:

Pay **2** M \$ M



TASK



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TASK



Task



Meeting - Create a Marketing Campaign

You need to get the word out on your new initiative. That means branding...time to create a spiffy slogan and logo!

To Complete:

Pay **4** M \$ M

Task



Meeting - Review Product for Quality

Develop a quality checklist and use it to review 3 products.

To Complete:

Pay **2** M \$ M

Task



Meeting - Run the Numbers

Determine how well your team is performing. Compare monthly performance numbers.

To Complete:

Pay **2** M \$ M

Task



Meeting - Update Procedures

A service that your company uses was just modernized. Ensure your documentation and procedures for using this service are updated to reflect the modernization.

To Complete:

Pay **3** M \$ M



TASK



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DELIVERABLES

TASK



Task



Report Security Vulnerability

You recently noticed a security vulnerability at work. Write a report and work with IT to solve the problem.

To Complete:

Pay **1** M \$ M

Task



Resolve Customer Issue

One of your clients had a problem last week. Follow up to make sure it was resolved.

To Complete:

Pay **2** M \$ M

Task



Staff the Telephones

A potential client will call within the next hour. Make sure you don't miss the call!

To Complete:

Pay **1** M \$ M

Task



Take Required Training

It's that time of year! Annual training is due by close of business. Dedicate the rest of your day to this training.

To Complete:

Pay **1** M \$ M



TASK



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Task



Un-Jam the Stapler

Fix the jammed stapler to deliver a report on time.

To Complete:

Pay **1** M \$ M

Task



Write a Report

You wrote several reports that won acclaim last year. Now your boss wants you to write a report on report writing.

To Complete:

Pay **3** M \$ M

Task



Create an Emergency Preparedness Presentation

Create an operations plan that ensures your team can still operate during an emergency. It must have more than “don’t panic.”

To Complete:

Pay **2** M \$ M

When Completed:

Place this Task faceup in your play space. The next time any player draws a natural disaster Event, discard the newly drawn Event without following its instructions, then turn this Task facedown.

Task



Create Cybersecurity Campaign

Hang poster around the office that teach employees the latest and greatest cyber hygiene techniques.

To Complete:

Pay **3** M \$ M

When Completed:

Place this Task faceup in your play space. All players can ignore cybersecurity Events for the rest of the game.



TASK



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Task



Develop a Mentoring Program

You've wanted to create a mentoring program for your organization for a long time - now is your chance!

To Complete:

Pay **4** M \$ M

When Completed:

Search the Resilience card deck for the "Become a Mentor" Resilience card and place it in your play space. If another player already has it, gain 2 Mental Money instead.

Task



Meeting - Check the Books

Ensure an audit was conducted properly and report your findings. A more in-depth audit may actually find hidden resources your organization didn't know it had!

To Complete:

Pay **5** M \$ M

When Completed:

You may pay an additional 2 Mental Money. If you do, every player gains 1 Mental Money.

Task



Plan Annual Disaster Training

Your office is within 30 miles of a major earthquake faultline AND is in an area prone to tornados. What are the chances? Create a safety plan and help lead an office-wide drill.

To Complete:

Pay **2** M \$ M

When Completed:

Place this Task faceup in your play space. The next time any player draws a natural disaster Event, discard the newly drawn Event without following its instructions, and then turn this Task facedown.

Task



Troubleshoot Wi-Fi Issues

Your servers are down, the cloud has blown away, and all of your devices have suddenly disconnected from the internet.

To Complete:

Pay **2** M \$ M

When Completed:

If you have the "Outdated Technology" Challenge revealed, you may discard it.



TASK



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Task



Upgrade Computers

It's past time to upgrade your late-1990s operating system. Y2K!

To Complete:

Pay **4** M \$ M

When Completed:

Any player who has the "Outdated Technology" Challenge revealed may discard it.

Task



Write Up Meeting Minutes

You're the team's designated note-taker. Take detailed notes at every meeting to track what decisions were made.

To Complete:

Pay **1** M \$ M

When Completed:

Place this Task faceup in your play space. Every time a player completes a Task with the word "meeting" in the name, pay 1 Mental Money.

Task



Change Focus!

You have been given a new assignment at the last minute with very little time to complete it! Drop everything else.

To Complete:

Pay **1** M \$ M

When Completed: You

Gain **1**

Task



Create a New Product Line

Dedicate a large portion of your day to help create a new product line that will ensure future success for the organization.

To Complete:

Pay **10** M \$ M

When Completed: All Players

Remove **1**



TASK



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Task



Make a Coffee Run

The office is feeling sleepy after a big lunch. Take drink orders and go on a coffee run to perk up everyone!

To Complete:

Pay **2** M \$ M

When Completed: All Players

Gain **1** M \$ M

Task



Meeting - Brainstorming Session

Lead a brainstorming session with your coworkers to find solutions to project difficulties and obstacles.

To Complete:

Pay **3** M \$ M

When Completed: Left Player

Gains **1** M \$ M

Task



Meeting - Go Green

Recyclable cups! Recyclable straws! Motion-sensitive lights! Every little bit helps to make your office a little greener.

To Complete:

Pay **4** M \$ M

When Completed: All Players

Gain **1** M \$ M

Task



Meeting - Host VIP Visit

Your office is expecting a visit from a very important customer. You must ensure that the office is prepared.

To Complete:

Pay **4** M \$ M

When Completed: All Players

Remove **1**



TASK



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Task



Pitch an Idea

Your boss gave you some time to work on an idea you have to improve the organization. Time to showcase what you can do!

To Complete:

Pay 3 M \$ M

When Completed: You

Remove 1

Task



Retire an Old Product Line

An old, inefficient, obsolete product line needs to be shut down properly. You're charged with managing the transition that will free up more people's time.

To Complete:

Pay 8 M \$ M

When Completed: All Players

Gain 1 M \$ M

Task



Share Conference Findings

Share with coworkers what you learned at a recent conference. Let them know about the latest technological advances in your field.

To Complete:

Pay 5 M \$ M

When Completed: All Players

Gain 1 M \$ M

Task



Take a Long Work Trip

You've been asked to visit a distant worksite that needs extra support for a few weeks. Your family won't like this.

To Complete:

Pay 4 M \$ M

When Completed: You

Gain 1



TASK



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TASK



Challenge



Abusive Leadership

You feel like your boss criticizes you inappropriately, unfairly, and often. No matter what you do, you cannot please him and others are having similar issues.

At the start of each turn: You

Gain **1**  OR Draw **1** 



WORKPLACE

Challenge



Care of Elderly Relative

Your elderly relative lives with you and needs assistance with appointments some days.

At the start of each turn: You

Pay **1**  OR Draw **1** 



FAMILY

Challenge



Chronic Health Issues

You have a chronic health issue (e.g., insomnia, fatigue, migraines, diabetes).

At the start of each turn: You

Pay **1**  OR Draw **1** 



MEDICAL

Challenge



Company Downsizing

Your department is going through a stressful re-organization. Your coworkers are fearful of being laid off or reassigned. You've been assigned to the downsizing committee.

At the start of each turn:
Left Player AND Right Player

Gain **1** 



WORKPLACE



CHALLENGE



**DEADLINES &
DELIVERABLES**

CHALLENGE



CHALLENGE



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CHALLENGE



Challenge



Expecting a Child

You're expecting a baby! Time to child-proof your home, select a name, research daycares, buy baby clothes, evaluate strollers, plan for college...

At the start of each turn: You

Gain 1  OR Draw 1 



FAMILY

Challenge



High Turnover

Your coworkers tend to quit and move on to other jobs after a short time. It's hard for you to feel connected to your team and the organization.

At the start of each turn: You

Pay 1  M \$ M OR Draw 1 



WORKPLACE

Challenge



Long Commute

It takes you an hour to get to work and your free audiobook subscription just expired.

At the start of each turn: You

Pay 1  M \$ M OR Gain 1 



TRANSPORTATION

Challenge



Perfectionist Persona

Some say you have impossibly high standards for your work and the work of others.

At the start of each turn: You

Pay 1  M \$ M



PERSONALITY



CHALLENGE



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CHALLENGE



CHALLENGE



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CHALLENGE



CHALLENGE



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CHALLENGE



CHALLENGE



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CHALLENGE



Challenge



Untreated Mental Health Issues

You have an untreated mental health issue that affects you every day (e.g., depression, anxiety).

At the start of each turn: You

Gain **1**  OR Draw **1** 



MEDICAL

Challenge



Work Remotely

You work from home nearly full time, but your company lacks good remote support. It takes a bit more effort to communicate with those in the office. You do not feel like part of the team.

At the start of each turn: You

Pay **1**  OR Draw **1** 



WORKPLACE

Challenge



You Have Children

You have kids. They're the best thing that ever happened to you, but getting them ready for school every morning can be a battle.

At the start of each turn: You

Pay **1**  OR Draw **1** 



FAMILY

Challenge



Bad Reputation

There is talk around the office that you are not a good worker and are difficult to work with.

At the start of each turn: You

Gain **1**  OR Draw **1** 

To Discard:

Complete 2 Tasks in a turn, then discard this Challenge.

You make a serious effort to be a better team player.



WORKPLACE DISPUTE



CHALLENGE



**DEADLINES &
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CHALLENGE



CHALLENGE



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CHALLENGE



**DEADLINES &
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CHALLENGE



CHALLENGE



**DEADLINES &
DELIVERABLES**

CHALLENGE



Challenge



Boss Expresses Loss of Trust in You

Your boss mentioned that he can't depend on you to get your work done.

At the start of each turn: You

Gain **1**  OR Draw **1** 

To Discard:

Complete 2 Tasks in a turn, then discard this Challenge.

You and your boss draw up a performance improvement plan and stick to it. The boss is now impressed with your work ethic.



Challenge



Death in the Family

You and your family are grieving the loss of a close family member.

At the start of each turn: You

Gain **2** 

To Discard:

On your turn, you may draw 1 Event and discard this Challenge if you pay 2 Mental Money.

You take some time off to get affairs in order, arrange the funeral, and settle the estate.



Challenge



Demotion

You were demoted at work and everyone knows it. You feel ashamed and embarrassed.

At the start of each turn: You

Gain **1**  OR Draw **1** 

To Discard:

Complete 2 Tasks in a turn, then discard this Challenge.

You work with your manager to identify your weaknesses and how to get back on track. You work hard to get back to where you were.



Challenge



Discrimination

Some coworkers are accusing each other of discrimination, making for a more stressful environment at the office. Feelings are quite raw all around.

At the start of each turn: You

Gain **1**  OR Draw **1** 

To Discard:

On your turn, every player may choose to pay 1 Mental Money. If all players pay 1 Mental Money, discard this Challenge.

The office holds additional sensitivity training and conflict resolution sessions.





CHALLENGE



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CHALLENGE



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CHALLENGE



CHALLENGE



DEADLINES &
DELIVERABLES

CHALLENGE



Challenge



Getting a Degree

You attend night classes and weekend classes. It will take a lot of work, but once you're done you'll have new skills!

At the start of each turn: You

Pay **1** 

To Discard:

On your turn, you may place up to 2 Mental Money under this card. When this card has collected 5 Mental Money, pay the Mental Money to the bank, reveal this card, and discard it. Remove 2 Stress.

You earned your degree!

Challenge



Issues With Coworker

You are in conflict with a coworker. He started it! You're not working with him again - if you can help it.

At the start of each turn:
You and Right Player

Gain **1** 

To Discard:

On your turn, you and the player to your right may choose to pay 2 Mental Money each. If you both pay, discard this Challenge.

You and your coworker use HR's conflict resolution process to work out your problems.



Challenge



Outdated Technology

Your company issued computers that can be described as "glorified typewriters." It takes you a lot longer to get your work done with this computer.

At the start of each turn: You

Pay **2**  OR Draw **1** 

To Discard:

On your turn, every player may choose to pay 1 Mental Money to update the organization's technology. If all players pay, discard this Challenge.

You and your coworkers develop a proposal to upgrade the computer systems.

Challenge



Poor Performance Review

You got a poor annual performance review from your boss.

At the start of each turn: You

Gain **1** 

To Discard:

Complete 2 Tasks in a turn, then discard this Challenge.

You and your boss draw up a realistic performance improvement plan and you stick to it.





CHALLENGE



**DEADLINES &
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CHALLENGE



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CHALLENGE



**DEADLINES &
DELIVERABLES**

CHALLENGE



Challenge



Wedding Planning

You're planning a wedding! How much are flowers again? Can we do BYOD (bring-your-own-dinner)?

At the start of each turn: You

Pay **1** **M \$ M** OR Draw **1**

To Discard:

On your turn, you may place up to 2 Mental Money under this card. When this card has collected 5 Mental Money, return the Mental Money to the bank, reveal this card, and discard it. Remove 1 Stress.

The planning paid off. Congrats!



FAMILY

Challenge



Atypical Work Schedule

Your work hours are not compatible with all of your team members, making it hard to collaborate and stay in the loop.

At the start of each turn: You

Pay **1** **M \$ M** OR Draw **1**

To Discard:

Pay **3** **M \$ M**

You speak with your boss to rearrange your work schedule around more compatible work hours.



WORKPLACE

Challenge



Bullying

You are being bullied by a coworker.

At the start of each turn: You

Gain **1** OR Draw **1**

To Discard:

Pay **3** **M \$ M**

You document the bullying, report it to your boss, and go through HR's conflict resolution process.



WORKPLACE DISPUTE

Challenge



Constant Traveling for Work

You have to travel out of town for many of your projects. Your significant other is unhappy.

At the start of each turn: You

Gain **1** OR Draw **1**

To Discard:

Pay **3** **M \$ M**

You ask your boss if you can change your job responsibilities to require less travel.



WORKPLACE



CHALLENGE



**DEADLINES &
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CHALLENGE



**DEADLINES &
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CHALLENGE



**DEADLINES &
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CHALLENGE



CHALLENGE



**DEADLINES &
DELIVERABLES**

CHALLENGE



Challenge



Dissatisfaction With Job

You aren't happy with your job and daydream of other possibilities.

At the start of each turn: You

Pay **1** **M \$ M** AND Draw **1**

To Discard:

Pay **3** **M \$ M**

You and your boss discuss ways to change your role and perspective.



CAREER

Challenge



Financial Problems

You have significant debts, live paycheck to paycheck, and juggle multiple credit cards.

At the start of each turn: You

Gain **1** AND Draw **1**

To Discard:

Pay **5** **M \$ M**

You hire a financial counselor to get a handle on your debts.



PERSONAL ISSUES

Challenge



Harassment

You feel harassed by a coworker.

At the start of each turn: You

Gain **1** OR Draw **1**

To Discard:

Pay **3** **M \$ M**

You document the harassment, report it to your boss, and go through HR's conflict resolution process.



WORKPLACE DISPUTE

Challenge



Heavy Workload

You can't seem to catch up with your work; it just keeps piling up with no end in sight.

At the start of each turn: You

Gain **1**

To Discard:

Pay **3** **M \$ M**

You work with your boss to rearrange and prioritize your work responsibilities.



WORKPLACE



CHALLENGE



**DEADLINES &
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CHALLENGE



Challenge



House Disaster

The basement of your house flooded. A waterfront property was probably not the best idea.

At the start of each turn: You

Gain **1** 

To Discard:

Pay **4** 

You hire a disaster clean up company. MOLD!



Challenge

Legal Problems

You have a personal legal issue to deal with.

At the start of each turn: You

Gain **1**  AND Pay **1** 

To Discard:

Pay **3** 

You hire a lawyer and resolve outstanding issues through settlement or court proceedings.



Challenge



Marital Issues

You're having some major communication issues in your marriage.

At the start of each turn: You

Gain **1** 

To Discard:

Pay **4** 

You and your partner seek relationship counseling.



Challenge

Moving

You're moving into a new house! The fence needs to be repaired, the leaky pipes sealed, the empty rooms furnished. TERMITES!

At the start of each turn: You

Draw **2** 

To Discard:

Pay **4** 

You hire a company for the move and a contractor to help you fix up the place.



CHALLENGE



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CHALLENGE



Challenge



One-Car Household

You share a car with other members of your family. You have to plan your day around when others need to use the car.

At the start of each turn: You

Gain **1**  OR Draw **1** 

To Discard:

Pay **4** 

You buy a second car.



Challenge



Poor Public Transportation

You rely on unreliable public transportation to get to and from work and to take care of personal appointments.

At the start of each turn: You

Gain **1**  OR Draw **1** 

To Discard:

Pay **4** 

You buy a car or find a reliable carpool.



Resilience



Become a Mentor

You become a mentor to give back and offer your professional expertise and guidance to others.

Mentoring helps you to develop new relationships while reducing stress and the impact of daily challenges.

Resilience Symbols:



Resilience



Carpool

Your neighbors operate a carpool, and offer you and your family a ride whenever needed.

Carpooling can help you develop friendships, reduce daily commuting stress, save money, and help the environment!

Resilience Symbols:





CHALLENGE



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CHALLENGE



RESILIENCE



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RESILIENCE



RESILIENCE



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RESILIENCE





Counseling/Therapy

You seek professional help to address issues you've been dealing with alone.

Counseling/therapy can help you strengthen your marriage, enhance interpersonal skills, find purpose, manage anxiety and depression, and address many other life issues.

MITIGATE A CHALLENGE!



Resilience Symbols:



MEDICAL



PERSONAL ISSUES



WORKPLACE



WORKPLACE DISPUTE



Flexible Work Hours

You flex your work hours to meet competing demands.

Flexible work hours can help you manage demands in your professional and personal life (e.g., childcare, appointments).

Resilience Symbols:



WORKPLACE



TRANSPORTATION



MITIGATE A CHALLENGE!



Manage Expectations

You are realistic about what you can and cannot do and are perceived as reliable because of it.

Managing expectations realistically can reduce anxiety and build confidence in your ability to follow through.

Resilience Symbols:



WORKPLACE



PERSONALITY



MITIGATE A CHALLENGE!



Master Time Management

You have your schedule organized down to the minute.

Prioritizing your work can make you more efficient, help you set realistic expectations, and help you plan ahead.

Resilience Symbols:



WORKPLACE



PERSONALITY



MITIGATE A CHALLENGE!



RESILIENCE



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RESILIENCE





Find a Mentor

You seek out a mentor who helps you find ways to enhance your career and your job satisfaction.

Mentors can help guide your career and/or personal life goals by sharing their own life experiences.

Resilience Symbols:



WORKPLACE



CAREER

WORKPLACE
DISPUTEMITIGATE A
CHALLENGE!

Seek Training/ Professional Development

You attend an educational seminar that opens up professional development opportunities.

Focusing your efforts on continued learning and career development may increase confidence and promote your personal and professional growth.

Resilience Symbols:



WORKPLACE



CAREER

WORKPLACE
DISPUTEMITIGATE A
CHALLENGE!

Telework Schedule

Your work allows you to work from home on a regular schedule and gives you the software you need to do it right. Turns out you can work in your PJs just as effectively!

Teleworking provides you with schedule flexibility, eases the stress of commuting, and helps the environment.

Resilience Symbols:



TRANSPORTATION



WORKPLACE



FAMILY

MITIGATE A
CHALLENGE!

Volunteer

You start volunteering in your community and feel a sense of connectedness.

Volunteering helps you to nurture new relationships and skills while reducing your stress and the impact of daily challenges.

Resilience Symbols:



CAREER



WORKPLACE

MITIGATE A
CHALLENGE!



RESILIENCE



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RESILIENCE



Resilience



Compartmentalize

You are good at keeping home challenges at home and leaving work challenges at work.

Isolating and focusing on difficult issues, separately and for short periods of time, may help you to cope and get things done.

During your turn: You

Remove **1**

Discard After Use

Resilience



Develop a Hobby

You pick up a hobby you enjoy doing in your free time.

Hobbies encourage you to take a break, seek new activities, make social connections, and explore your talents.

During your turn:

You may pay 2 Mental Money to remove 1 Stress.

Discard After Use

Resilience



Exercise

You've been exercising regularly and feel like you have much more energy.

Exercise improves your overall health and reduces anxiety and negative mood by releasing healthy chemicals into your body.

During your turn:

You may pay 2 Mental Money to remove 1 Stress.

Discard After Use

Resilience



Know How To Ask for Help

You trust your coworkers enough to ask for their help with an assignment.

Asking for help and feeling supported can increase your confidence, reinforce a growth mindset, and speed up your progress with better results.

During your turn:

You may ask one player to give you up to 3 Mental Money, but the player may refuse your request.

Discard After Use



RESILIENCE



DEADLINES &
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RESILIENCE



RESILIENCE



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RESILIENCE



RESILIENCE



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RESILIENCE



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RESILIENCE



Resilience



Meditation/ Mindfulness/ Thought Awareness

You set aside time during the day to practice meditation, center yourself, and be present.

Mindfulness and meditation can help you build the "mental muscles" you need to manage daily life situations.

During your turn: You

Remove **1**

Discard After Use

Resilience



Reframe Your Challenges

You are able to reframe challenges as learning opportunities instead of a "drag."

Accepting challenges and changing your perception from negative to positive can increase your confidence and reduce stress and anxiety. Lemons = Lemonade!

During your turn: You

Remove **1**

If you gained Stress from any Challenge this turn, gain 1 Mental Money.

Discard After Use

Resilience



Regular and Strict Sleep Cycle

You make sure you are well-rested for the work day.

Proper sleep on a regular basis can decrease your physical and mental health risks, and give you energy to think clearly and meet new challenges.

At the end of your turn: You

Gain **1**

Discard After Use

Resilience



Build Relationships With Coworkers

You compliment your coworkers on their recent accomplishments.

Building positive relationships with your coworkers can reduce stress and anxiety while promoting an environment of trust.

During your turn:

You and one other player may pay 1 Mental Money for each of you to remove 1 Stress.

Resilience Symbols:



MITIGATE A
CHALLENGE!



RESILIENCE



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RESILIENCE



RESILIENCE



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RESILIENCE



RESILIENCE



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RESILIENCE



RESILIENCE



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RESILIENCE



Resilience



Family/ Social Support

You set aside time every day for family or friends. You draw energy from their support.

Sharing your burdens and feeling supported may improve your ability to cope with stressful situations, boost your mood, and even lower your blood pressure.

At the end of your turn: You

Gain **1**

MITIGATE A CHALLENGE!



Resilience Symbols:



FAMILY



WORKPLACE



CAREER



WORKPLACE DISPUTE

Resilience



Keep a Journal

You keep a journal to help get your emotions out on paper and give you some perspective.

Keeping a journal can help you organize your thoughts and emotions, reduce stress, and promote self-knowledge.

During your turn:

If you draw an Event that directs you to gain Stress, you may ignore it.

MITIGATE A CHALLENGE!



Resilience Symbols:



FAMILY



WORKPLACE



CAREER



WORKPLACE DISPUTE

Resilience



Saying "No" Politely

You've learned the art of how to say "no" to something that you can't do or don't have time for.

Try to say "yes" only when something is important to you. Saying "no" more often can help you reduce stress and prevent overcommitment at home and at work.

During your turn: You

Remove **1**

MITIGATE A CHALLENGE!



Resilience Symbols:



WORKPLACE

Event



Argument

You have a verbal argument with a coworker over his organization skills. Why does he hold onto so many old coffee filters?

When Drawn: You

Gain **1**

Discard After Use



RESILIENCE



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RESILIENCE



EVENT



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EVENT



RESILIENCE



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RESILIENCE



RESILIENCE



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RESILIENCE



Event



Betray Confidence of a Coworker

A coworker told you something personal in confidence and you shared it with another coworker.

When Drawn: Right Player

Gains **1**

Discard After Use

Event



Blame Coworkers

Mistakes were made. No one has to know it was you!

When Drawn: Left Player

Gains **1**

Discard After Use

Event



Cake!

A coworker brought cake to today's team meeting. Everyone is in a much better mood!

When Drawn: All Players

Gain **1**

Discard After Use

Event



Career Development

You talk about career goal planning with your boss.

When Drawn: You

Draw **1**

Discard After Use



EVENT



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EVENT



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EVENT



Event



Confide in a Friend

You talk to a friend about your problems - at happy hour, walking through a park, on a hike, or by phone and you feel so much better.

When Drawn: You

Remove 1

Discard After Use

Event



Cover for a Coworker

A coworker asks you to cover for them at work, and you do it. You have to do a little extra work today.

When Drawn: You

Pay 1 M \$ M

Discard After Use

Event



Earthquake!

Your coffee just spilled, your computer screen is swaying, and the overhead lights are blinking. It's an earthquake!

When Drawn: All Players

Gain 1

Discard After Use

Event



Incorrect Information

You fudged performance numbers to make it look like you met your goal, but the boss noticed the inconsistency and blamed a coworker for the mistake.

When Drawn: You, Left Player

Pay 1 M \$ M

Discard After Use



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DEADLINES &
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DEADLINES &
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Event



Leaky Faucet

No matter what you do, that one faucet just keeps dripping. It takes time and more than one visit from the plumber to fix it - \$\$\$.

When Drawn: You

Pay 1

Discard After Use

Event



Learning New Skills

You take a class to learn new skills for your job.

When Drawn: You

Draw 1

Discard After Use

Event



Left the Stove On

You forgot to turn off the stove and set off your fire alarm. Stop everything to go deal with this!

When Drawn: You

Gain 1

Discard After Use

Event



Long Weekend

There is a long weekend coming up.

When Drawn: You

Remove 1

Discard After Use



EVENT



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Event



Passive Aggressive Behavior

You're mad at your boss for giving you so much work, so you ignore his e-mails for the rest of the week. You're busy!

When Drawn: You

Gain 1

Discard After Use

Event



Positive Lifestyle Change

You eat healthy food and keep up with exercise for a month.

When Drawn: You

Gain 1

Discard After Use

Event



Self-Care Day

Some days you just need to take care of yourself. You take time to sleep more, relax or do an activity you enjoy.

When Drawn: You

Remove 1

Discard After Use

Event



Sick Day

You wake up with a cold, and call in sick. Your boss tells you to take the next two days off to recover.

When Drawn: You

Gain 1

Discard After Use



EVENT



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Event



Sneaky Fire Alarm

Somewhere in the house is a fire alarm that won't stop beeping. You can't find it, and it seems to go off randomly at night. No sleep for you.

When Drawn: You

Pay 1 M \$ M

Discard After Use

Event



Spa Day

You relax by going to the spa and getting a massage over the weekend.

When Drawn: You

Remove 1

Discard After Use

Event



Stealing Printer Paper

Every month someone steals paper from the copy room for their personal supply. The thief is happy, but other employees are left fuming at the printer.

When Drawn: Left Player

Pays 1 M \$ M

Discard After Use

Event



Streaming Shows

Your coworker was streaming shows at work and keeps telling you spoilers! It's hard for you to concentrate on work.

When Drawn: You

Pay 1 M \$ M

Discard After Use



EVENT



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Event



Talk With the Boss About Your Concerns

You have some project concerns that are causing you Stress. Your boss helps you address them.

When Drawn: You

Remove 1

AND Gain 1

Discard After Use

Event



Team Meeting

You have a productive team meeting.

When Drawn: You

Gain 1

M \$ M

Discard After Use

Event



Tornado!

The National Weather Service just sent out an alert - there's a tornado watch in effect near your office.

When Drawn: All Players

Gain 1

Discard After Use

Event



You Skipped A Meeting

You have personal errands you need to run, so you take an extra-long lunch and decide to skip an important meeting.

When Drawn: You

Gain 1 AND Pay 1

M \$ M

Discard After Use



EVENT



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EVENT



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DELIVERABLES

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Event



Your Car Broke Down

Your trusty old car finally bit the dust. You're going to have to call a tow truck.

When Drawn: You

Pay 2 M \$ M

Discard After Use

Event



Your Pets Got Loose!

A neighbor called to tell you that your pets have gotten out of the house and are running amok in the neighborhood. You need to track them down!

When Drawn: You

Pay 1 M \$ M

Discard After Use

Event



Client Dissatisfied

Your client is not happy with your work deliverable. You'll have to redo it!

When Drawn:

Take 1 completed Task card and put it back into the bottom of the Task deck.

Discard After Use

Event



Couldn't Sleep Well Last Night

You have an irregular sleep schedule. Sometimes you get enough sleep, and other days you need to rewatch a whole season of your favorite TV show.

When Drawn:

Flip a coin. If heads, pay 1 Mental Money. If tails, nothing happens. You may also ignore this Event if you have the "Regular Sleep Schedule" Resilience card.

Discard After Use



EVENT



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DELIVERABLES

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Event



Donuts!

You pass by a donut shop. This is the day you'll be the office hero!

When Drawn:

You may choose to pay 1 Mental Money. If you do, all other players gain 1 Mental Money.

Discard After Use

Event



Fell Out of Practice

You had a really good, solid routine that kept your stress manageable, but you fell out of step and out of practice.

When Drawn: You

Lose 1

If you have a Resilience token on another player's card, remove it. If another player has a Resilience token on a card you are about to lose, give this Resilience card to the player with the Resilience token.

Discard After Use

Event



Gossip

You hear gossip about a coworker and you pass it on to others.

When Drawn:

Hand this Event off to the player to your left who will gain 1 Stress at the start of their next turn and pass it on to the next player to their left. Players will continue passing this Event to the player on their left until this Event is discarded. ANY player at ANY time can pay 2 Mental Money to quash the "Gossip" and discard this Event.

Discard After Use

Event



Here Comes the Baby!

This is it! Grab the go-bag and we're off to the hospital. Hope there's no traffic.

When Drawn:

If you have the "Expecting a Child" Challenge revealed, discard it, remove 1 Stress, and pay 1 Mental Money. If you do not, just kidding! It was just a dream! Nothing happens.

Discard After Use



EVENT



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Event



Here Comes the Baby! Twin Version!

Twins!? Wow, probably should have paid for that extra ultrasound.

When Drawn:

If you have the "Expecting a Child" Challenge revealed, discard it, gain 1 Stress, and pay 2 Mental Money. If you do not, just kidding! It was just a dream. Shuffle this Event card into the Event deck.

Discard After Use

Event



Hermit

You do not enjoy the company of others. You've isolated yourself from other coworkers physically and socially.

When Drawn:

Place this Event in your play space faceup. You cannot copy the Resilience cards of other players. This Event will stay in your play space for the rest of the game unless you pay 2 Mental Money to discard it.

Discard After Use

Event



Ignore Security Protocols

You are overwhelmed with work so you skip over security protocols to save time.

When Drawn:

Retrieve the "Report Security Vulnerability" from the Task deck and place it on the board. If this Task has already been completed, retrieve it and place the Task back on the Task Board.

Discard After Use

Event



Knowledge Hoarder

You live in constant fear of being replaced. You hoard knowledge so you can be the invaluable expert.

When Drawn:

Place this Event faceup in your play space. Other players cannot copy your Resilience cards. To remove this Event from your play space, pay 3 Mental Money, otherwise it remains in your play space for the rest of the game.

Discard After Use



EVENT



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EVENT



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EVENT



Event



Normal Work Day

It's Monday and you made it to work!

When Drawn:

Nothing happens! It's a normal work day.

Discard After Use

Event



Party Planning Committee

You are part of the party planning committee! Time to cook up a nice celebration for everyone.

When Drawn:

You may ask all players to pay 1 Mental Money. If they all pay, each player may remove 1 Stress.

Discard After Use

Event



Positive Feedback

You get positive feedback from a manager/client.

When Drawn: You

Remove **1**

If you have the "Bad Reputation" Challenge faceup in your play space, you may discard it.

Discard After Use

Event



Procrastination

Your coworkers regularly procrastinate and push back project meetings and now you have to pick up the slack.

When Drawn:

Take a Task card from the top of the Task deck and complete it immediately. If you cannot, place it faceup on the Task Board and gain 1 Stress.

Discard After Use



EVENT



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Event



Short Attention Span

You don't pay attention during project meetings. Those internet memes are not going to read themselves!

When Drawn:

Shuffle the Task cards on the Task Board back into the Task deck and draw 3 new Task cards to replace them. If there is Mental Money on any Task cards, it is returned to the bank.

Discard After Use

Event



Sick Child

Your child is home sick today, so you need to stay home.

When Drawn: You

Gain 1

If you don't have the "You Have Children" Challenge, ignore this Event.

Discard After Use

Event



Sick Day

You wake up with a cold and call out sick.

When Drawn:

Gain 1

Discard After Use

Event



Take a Vacation

You plan a week-long vacation. It has been a long time coming!

When Drawn: You

Remove 1

You may pay an additional 2 Mental Money to remove 1 more Stress.

Discard After Use



EVENT



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Event



Troubleshooting

You got frustrated and shook the computer monitor. In the process, you spilled coffee, short circuited the whole computer! You've lost all your work.

When Drawn:

Take 1 completed Task card from any player and place it back into the bottom of the Task deck.

Discard After Use

Event



Unreliable Transportation

Your car broke down last night on your way to the store.

When Drawn: You

Gain 1

If you have "Telework" or "Flexible Work Hours" Resilience card, do not gain a Stress.

Discard After Use

Event



Wellness Appointment

You leave work early for a wellness appointment.

When Drawn:

If you pay 1 Mental Money, you may remove 1 Stress.

Discard After Use

Event



You Came to Work Sick

You had an important assignment, so you came to work even though you were sick. Your germs get everywhere!

When Drawn:

Hand this Event off to the player to your right who will lose 1 Mental Money at the start of their next turn AND pass it on to the next player to their right. Players will continue passing this Event to the player on their right until this Event is discarded. ANY player with this card can choose not to accomplish a Task on their turn and "stay home." When a player chooses to stay home, they must not complete a task, and draw 1 Event and gain 1 Stress, but then discard this Event.

Discard After Use



EVENT



DEADLINES &
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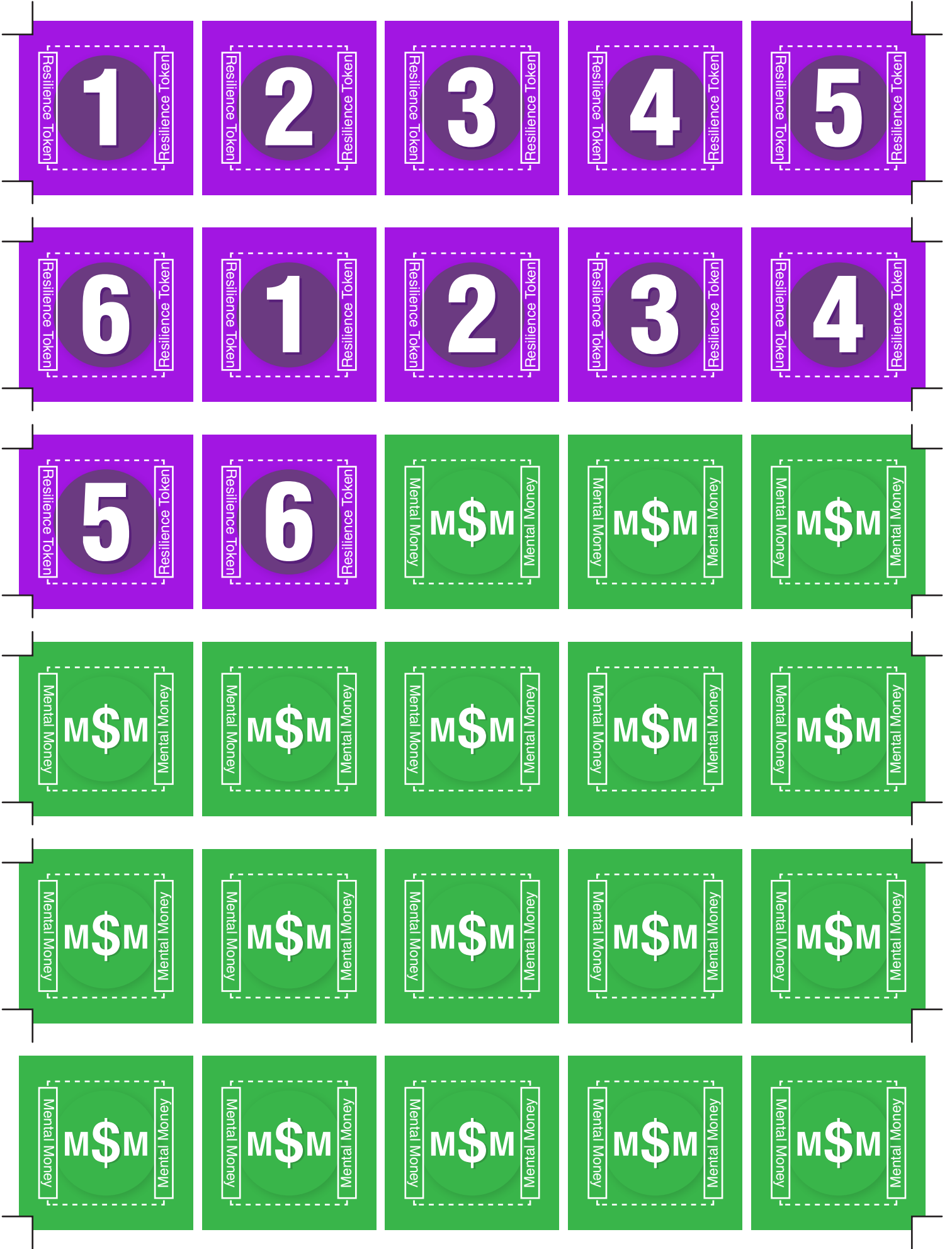
EVENT



DEADLINES &
DELIVERABLES

EVENT





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Stress Token



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