




Friedemann Friese FINISHING TIME The Solo Variant



- 1: **Vacation** (with partner, if possible)
- 2: **Visiting the union**
- 3: **Strike for better working conditions**
(only if more strike tokens than workers on factory)
union support → vacation → working hours → income → gender gap
- 4: **Pub & home** (1 worker: in front of the bar, if possible; otherwise, go home)



- 1: **Motel**
- 2: **Vacation** (with partner, if possible)
- 3: **Motorcycle ride**
- 4: **Blind date** (only if more workers than partners on factory)
- 5: **Pub & home** (3 workers: in front of the bar, if possible; otherwise, rest goes home)



- 1: **Theme park** (with partner, if possible)
- 2: **Strike for better working conditions**
(only if more strike tokens than workers on factory)
income & gender gap → union support → working hours → vacation
- 3: **Pub** (3 workers: second job behind the bar)



- 1: **Motel**
- 2: **Motorcycle ride**
- 3: **Blind date** (only if more workers than partners on factory)
- 4: **Fitness trail**
- 5: **Visiting the union**
- 6: **Home** (3 workers: go home)



- 1: **Strike for better working conditions**
vacation → gender gap → income → working hours → union support
- 2: **Vacation** (with partner, if possible)
- 3: **Blind date** (only if more workers than partners on factory)
- 4: **Visiting the union**
- 5: **Pub & home** (3 workers: in front of the bar, if possible; otherwise, rest goes home)



- 1: **Always maximum relaxation**
- Only in case of a tie:
a: Vacation (with partner, if possible)
b: Motel
c: Theme park (with partner, if possible)

**THE ONLY CHOICE
AT GAME'S END**

Idea of the game

Robots have replaced humans at many factories — but how well do they compete against humans when it comes to relaxing? Find out by accepting this challenge against an automated opponent that will secure relaxation for its team with astonishing speed.

Will you be able to stall the robot until you have gained the crucial advantage needed to send your team off for a well-earned rest?

Game preparation

The robot is the first player, so it places 1 worker on the home space during set-up. It receives \$5, 4 strike tokens, and the “+1 worker” token. Additionally, it receives one of the following advantages, with you choosing the robotic competition that you face:

1. **deeply relaxed:** Start the relaxation track disc on space “0”.
2. **rich:** Start the income track disc on space “10”.
3. **in need of a vacation:** Start the vacation track disc on space “2”.
4. **well-liked:** Place two partners on the robot’s factory.
5. **progressive:** Start the working hours track disc on space “60”, the income track disc on space “8”, and the gender gap track disc on space “-1”.
6. **confrontational:** Start the union support track disc on space “8”.
7. **wealthy:** Give the robot an additional \$15.

Since you are the second and last player in this game, you take the customary \$5, 4 strike tokens, and all 7 workers. For this solo variant, you need the die.

How to play

All rules for 2 players are in effect.

The robot conducts its turn as follows:

The robot rolls the die once, then applies the result. It tries to conduct the first action listed; if that’s impossible, it chooses the second action, and so on. On after-work spaces with several relaxation choices, the robot always gains the maximum relaxation possible.

Example: After rolling a 3, the robot goes to the theme park (with a partner, if possible), taking the most expensive thrill ride allowed by its cash on hand.

Pub & home action: If the robot has 1 or 2 workers left and chooses this action for 3 workers, it places all remaining workers on these spaces.

Partners: If the robot has partners for its workers, whenever possible it places them together with its workers on the after-work spaces. The robot chooses the blind date only if it currently has at least one worker on the factory without a partner.

“+1 worker” token: The robot always uses this token for the permitted after-work spaces if it has two available workers and both spaces of the chosen action are empty. In this case, it spends its cash so that both workers together gain the most relaxation, if possible for the lowest total cost.

Example: If the robot has \$7 and goes to the theme park, the robot will have two workers visit two thrill rides for \$3 and \$4 to gain 12 relaxation instead of spending \$5 for one worker to gain 9 relaxation. If the robot has \$5 and the right to go on three-week vacations, it gains 12 relaxation by sending two workers each on two-week vacations and paying \$4 instead of paying \$5 to send one worker on a one-week vacation and another worker on a three-week vacation.

Striking for better working conditions: The robot spends all available strike tokens for the first listed working condition. If it cannot pay the cost to move to the next space or it has reached the final space of a track, the robot immediately uses any remaining strike tokens for the next listed condition.

Example: The robot rolls a 5 and strikes for better working conditions. It has 8 strike tokens, so it unlocks one-week vacations. The next step costs 5 strike tokens, so instead the robot spends 3 of its remaining 4 strike tokens to close the gender gap one space.

When the robot reaches the 40-work-hour and 25-work-hour spaces, it always retires a worker, placing it on the matching space above the working hours space.

Always maximum relaxation action: If the robot has 3 or fewer workers left and the most relaxing after-work spaces are already occupied, the robot decides as follows:

- if it has \$2 or more and 3 workers, the workers always go to the pub and the rest goes home.
- if it has \$1 and 1 partner left, 1 worker prefers going on a motorcycle ride instead of 1 worker going to the pub and the rest going home.
- if it has no money left, 1 worker prefers jogging instead of all workers going home.
- if it has 1 worker left, despite having money that worker prefers fishing instead of going to the pub.

As soon as one of you reaches 40 relaxation and triggers the final turns of the game, the robot stops rolling the die and always chooses the “6” action for maximum relaxation!

Game end

After placing its final worker, the robot spends any remaining strike tokens for improvements in this order: working hours → union support → income & gender gap.

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