THE VERY !MPORTANT TASK

a micro-rpg of office drudgery & pandemonium

You and your fellow players are employees in different departments of a multi-national company. Each of your managers have given you a _Very Important Task_.
Your goal is to finish this task as quickly as possible. _Or is it?_

THE COMPANY

Welcome to _____ , the world's number one provider of _____ .
It's our pleasure to welcome you as our newest employee to join one of our 892 offices. As we always say here, _____ .

EMPLOYEE MANUAL

Employees will take turns to play out a month of their working life. At the beginning of the month, roll the move _Manager Supervision_, and enact a manager-employee scene accordingly. Continue playing out your month until you roll 1 more move. Play out any scenes that result, then it's the next player's turn.

Each scene should take about as long as booting up your corporate computer (or a moment more if you're having fun).

Exception: When you _Get in Trouble_, or _Help Out?_, these do not count as your monthly move. Perform these actions in addition to any other actions you take during your turn.

Use a die to mark the passage of time. Start on 0, and after all players have taken a turn add +1 to it. Another month has passed.

YOUR MANAGER

As well as their employee, each player will also take on the role of another employee's manager. Make them weird, wonderful, and wacky. Fill them with endless requirements: nonsense processes, obscure permissions, and ancient computer systems. Equip them with indecipherable acronyms, bizarre requests, and stresses from the "higher ups."

A person's manager may change as they are promoted.

Any player not in a scene may also jump in to play other department members.

SUSPICION

Failure to follow mandated company processes will result in you arousing HR's _Suspicion_.

Clear your suspicion when you make progress on the _Very Important Task_ through any legitimate means.

PROBLEMS

You may not work on the _Very Important Task_ if you have any _Problems_.

PROMOTION

When a stat reaches 4, you are _Promoted._ Reset that stat to 1 and advance your position according to the below.

When a stat reaches 0, you are demoted. Reset that stat to 3 and lower your position according to the below. If you cannot be demoted, lose 3 points from any combination of stats. If you cannot lose 3 points, you are fired.

Promotions:

0: Entry Level (start here)
1: Analyst
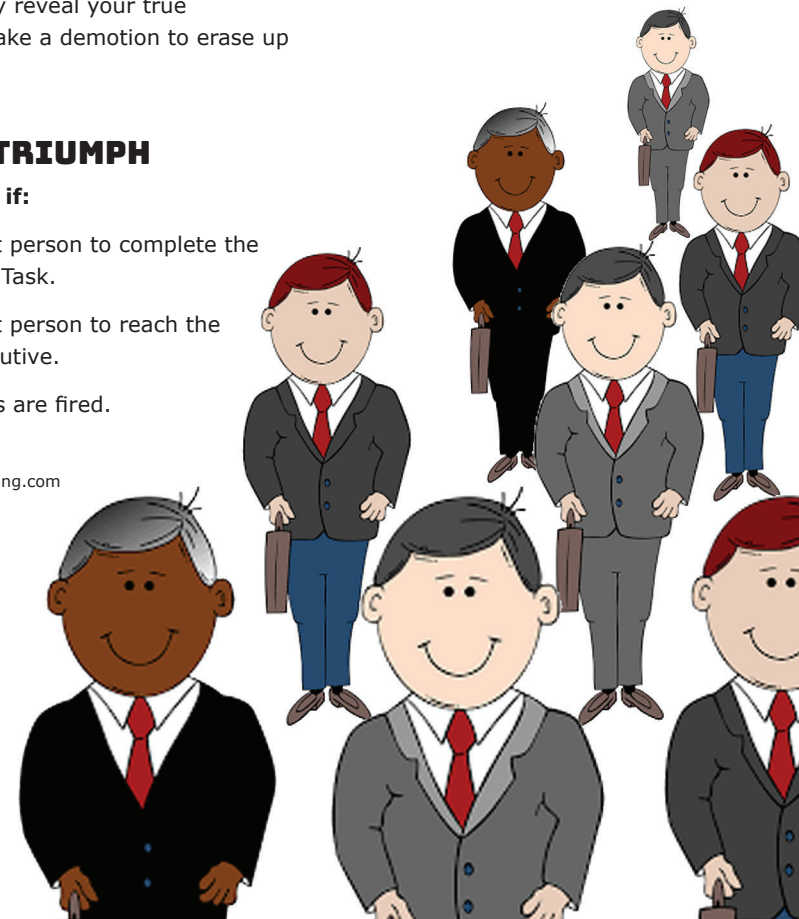2: Manager
3: Executive

Roll all moves with +1 per promotion.

At any time you may reveal your true incompetence and take a demotion to erase up to 4 problems.

CORPORATE TRIUMPH

You win the game if:

- You are the first person to complete the Very Important Task.

- You are the first person to reach the position of Executive.

- All other players are fired.

THE MOVES

▪ MANAGER SUPERVISION

Roll 1d6 + Performance + Task Ticked – Time

1-3	*Get in Trouble*
4-5	Avoid Attention. Nothing Happens. This time.
6+	Doing great. Commendation. Add +1 to any stat.

▪ GET IN TROUBLE

When you get in trouble:

Blame someone, or something, else.
Take -1 to any stat, and add that person or thing to your list of problems.

▪ GET SHIT DONE

When you roll up your sleeves and try to get a task done yourself:

Roll 1d6

1-2	You must first obtain system access, receive permission, or fill out form AZQ-91/M. Add this to your problems list.
3-4	As above, but you find out which (PC) employee will be able to help you with this problem. Decide who randomly.
5+	You make progress. Tick off two boxes of the Very Important Task, remove up to two problems, or add +1 to any stat.

▪ FIND A "WORKAROUND"

When you optimistically ignore process to try and get shit done:

Roll 1d6 + Sanity – (2x Suspicion)

1-3	Your manager catches you. *Get in Trouble*.
4-5	Another (PC) employee catches you. Decide who randomly. You must do something for them to keep your rule-bending hidden. Move one of their problems to your list. If the chosen PC has no problems, tick off one box of their Very Important Task instead.
6+	Life without red tape is peachy. Remove a problem AND tick off two boxes of the Very Important Task, remove up to 3 problems, or add +1 to any stat. Somewhere, someone in employee management raises an eyebrow. Add +1 to suspicion.

▪ CALL FOR HELP

When you put the call out for help:

Roll 1d6 + Connections. Add 2 if you know which employee will be able to help you.

If you don't know which employee is able to help you, decide which (PC) employee you reach randomly.

When you finally reach a human being:

1-3	They are in the wrong department.
4-5	It's not their job, but they know how to help you.
6+	It is their job. Progress! Remove one problem, or tick off one box of the Very Important Task.

After you have used this move, the player you have reached must resolve the move help out?

▪ HELP OUT?

When you are asked for help, either:

Do it: Either

1. It's hard to resolve. Move one of that player's problems to your list instead. (You cannot choose this option if the employee asking has no problems.) OR;

2. It takes up your resources. Take -1 to any stat & give + 1 to the other player

Try to Fob it Off:

Roll 1d6 + Apathy –2 if it is your job +1 if it isn't your department.

1-3	Get in Trouble AND move one of that player's problems to your list.
4-5	Fob it off. You worm your way out of it.
6+	Turn it around. Move one of your problems to that player's problem list instead.

⚠ ID

NAME:

DEPARTMENT:

POSITION:

Entry Level	+0
Analyst	+1
Manager	+2
Executive	+3

⚠ STATS

Allocate 6 points, minimum 1.

CONNECTIONS

SANITY

PERFORMANCE

APATHY

⚠ SUSPICION

⚠ PROBLEMS

THE VERY ⚠MPORTANT TASK