It's time to CLOCK YOUR TIME!

Work is a laptop away! Do you have what it takes to defend your most precious resource? Take the role of individuals or corporations and defend your right to free time! Spice up your daily routine by pulling sickies, organizing strikes, or offering tasty pastries, all in the name of free time to spend as you see fit!

**GAME OBJECTIVE**

Time is our most valuable resource! The UNION METS and the WORKERS must team up and CLOCK eight time tokens before the DOGS do!

**SET UP**

- Cut all the CARDS, TOKENS, PUZZLE and DICE
- Choose your player from the cards and assemble your matching pawn. There needs to be at least ONE WORKER, ONE UNION MET, and ONE DOG on the board. (The attributes in red specific to each character can be ignored for a more distilled play experience.)
- Place the pawns in their start. Place start for the WORKER, office start for the DOG and union start for the UNION MET.
- Each player starts with TIME: unclocked time tokens (clock side up).
- The youngest player goes first.

**PLAYING THE GAME**

- Roll dice to move. When you land on an event tile, apply the instructions before the next player starts their turn.
- The SICKIE tile activates ONLY when the WORKER lands on it and the DULLY tile ONLY when the DOG lands on it.
- Any TOKEN the DOG or WORKER collect is UNLOCKED. They place it by their base with the CLOCK SIDE UP. Once they pass through their base, then token is flipped and the time is CLOCKED.
- Any TOKEN the UNION METS collect will always be UNLOCKED. The UNION METS can carry tokens with them. Once they pass through their base, they can choose to STORE their unclocked time, or continue carrying it. If the tokens are stored (clock face up), the WORKER can pick them up when they pass through the union.
- Some SPECIAL EVENTS activate when certain pawns occupy the same building tiles at the same time. These can only happen once per loop. See the quick reference card for more.
- The WORKER and DOG can participate in these SPECIAL EVENTS even when they have no UNLOCKED time, but the UNION METs must carry some time to participate.
- You may skip your turn and stay put to create the specific conditions.
- If the player passes through their base and land on an event tile, they CLOCK their time before reading the tile instructions.
- If all time tokens are on the board with no winner yet, all stacked tokens become unlocked!
- DOGS can collect time from UNION METs and WORKERS
- UNION METs can collect time from DOGS
- WORKERS can collect time from DOGS
- Only UNION METs can generate time

**HAVE FUN!**

If at any point you are not sure how the rules apply, create house rules and move on!