

# PINK SLIP

GET YOUR CHITS OUTTA HERE!



2-4 players



<30 min.



Age 12+

The boss beckons you to his office. Could this be the raise you've been hoping for? Stock options, a new corner office, keys to the company jet?

**Shut the door and sit down!** {Uh, oh!} ...

## CONTENTS

-  143 Office Equipment Chits
-  1 Black Cloth Trash Bag
-  1 60-Second Sand Timer
-  36 Box Cards (20 Small, 12 Medium, 4 Large)
-  4 Scoring Cards

## OBJECT

Grab chits in real-time and fill your boxes. Score points based on chit type and collecting sets in the same box. Highest score after three rounds wins.

## INITIAL SETUP

**Pink Slip** is played over three rounds. Each round, place all the Office Equipment Chits into the Trash Bag. Shuffle the chits around a bit. Place the sand timer near the the playing area.



Each player takes a set of Box Cards including 5 Small, 3 Medium and 1 Large and sets them in front of them roughly the same distance from the center as the other players.



## ROUND SETUP AND TIME

The first round of **Pink Slip** uses a full set of boxes.



At the end of each round any boxes that had chits in them are discarded for future rounds and all chits are returned to the bag.



The game ends after three rounds. Each round lasts **one minute** (one flip of the sand timer).

## HOW TO PLAY

All players play at the same time. To start, dump the chits out of the Trash Bag into the center of the playing surface {where everybody can reach}. Flip the timer over.



Everybody now starts to grab chits one-at-a-time to fill their boxes. **You may only use one hand.** All chits must be in a single layer and within the red line on the box cards and are not scored if they are on top of another chit or outside the line. You can move any of your chits at any time between your boxes or within boxes, but cannot put any back in the center pile.



Play ends when the timer runs out.

## SCORING

Score points for all chits that do not fall outside the red line or on top of other chits. Chits are valued based on size, as shown on the page 6.



A bonus point is awarded for every chit with a matching chit located in the same box. Any chits that were not a legal play do not count.



**+4 BONUS POINTS**

## 1 Point Chits (7 of each type)



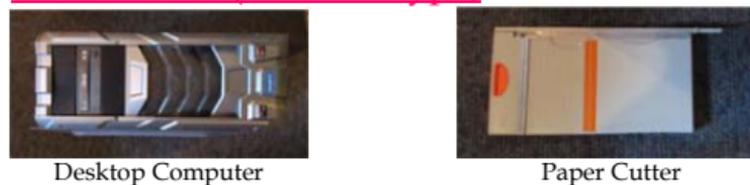
## 2 Point Chits (5 of each type)



## 3 Point Chits (3 of each type)



## 5 Point Chits (2 of each type)



## ADDING CHITS UP FOR THE ROUND

It's best to write down each player's scores at the end of each round. Below is an example score sheet:

|          | Round 1     |       | Round 2     |       | Round 3     |       | Total |
|----------|-------------|-------|-------------|-------|-------------|-------|-------|
|          | Chit Points | Bonus | Chit Points | Bonus | Chit Points | Bonus |       |
| Player 1 |             |       |             |       |             |       |       |
| Player 2 |             |       |             |       |             |       |       |
| Player 3 |             |       |             |       |             |       |       |
| Player 4 |             |       |             |       |             |       |       |

## WINNING

The person with the most points after three rounds wins. If there is a tie, the player with the most total bonus points is the winner.



# CREDITS

The following people made this game possible.

**Game Concept:**

Chris Romansky

**Photography:**

Chris Romansky

Rachel Romansky

**Lead Model:**

Chris Romansky

**Play Testers:**

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