

### Object:

Be the first player to collect the 6 different color Dundie tokens and have the "Support the Rabid" wrist band.

### Contents:

Game board, 408 game cards with 658 questions, ~~pepper spray~~, "Support the Rabid" wrist band, Dunder Mifflin answer pad, 16 player movers, 7 mover stands, 36 Dundie tokens (6 each of 6 different colors), 6 "That's what she said" tokens, ~~numchucks~~, 2 dice, dice label sheet.



**"These are the rules. If you're going to play this game, I would advise you to follow them."**



**"Please set up everything as specified. Your ideas and suggestions are not welcome."**

### Set Up:

Put the Michael mover in a mover stand and place him in his office. Each player chooses one of the other movers and places it in a mover stand. Each player also takes a "That's what she said" token.

Put the number/color labels on one die. Put the two Michael labels and four Dunder Mifflin labels on the other die.

Players start by rolling the numbers/color die and placing their mover in the matching color location. It's okay if more than one mover is in the same location.

The player who owns the game gets first ownership of the wrist band. The player who was born closest to Scranton, Pennsylvania goes first, then play moves clockwise.

Players will need a pen/pencil and a sheet from the answer pad to use during the game.

Divide the cards into 7 different decks by color and place them, face down outside the game board.

### Playing:

Start your first turn by rolling the Michael die. During the rest of the game, any time you enter a room for the first time, you will also roll the Michael die.

If Michael doesn't show up, the player to your left takes the top card of the color location you're in and asks you a question. If you know a lot about the office, ask for the Regional Manager question. Otherwise, ask for the Assistant to the Regional Manager question.

If you get the answer correct, collect the matching color Dundie token and on your next turn you'll roll the number die and start to move towards another location.

If Michael shows up, put him in the room with you. The player to your left takes the top Michael card (green) and asks you the Assistant to the Regional Manager or Regional Manager question. If you get the Michael question right, put Michael back in his office. You now get a question for the room that you are in. If you get that one right, take the matching color Dundie. The next player goes.

If you don't get the Michael question right, Michael stays in the location with you until your next turn unless another player rolls him and gets him. As long as Michael is with you, you have to answer a question about him correctly before you can get a question about the location that you're in. After you answer a location question correctly, on your next turn you roll and start moving to another location. Always enter and exit a room on the same space.

Players don't collect Dundie tokens for Michael (green) questions.



**"This part's not hard. That's what she said."**



***“Please try to remember company policy: Throughout the game the player to the left always reads the question to the player whose turn it is for all six locations and for the Michael questions.”***



***“There are lots of colors in the game. It can be confusing. I hope this helps explain them.”***

You will write down your answers and try to get a match with the player to your left or right, depending on what the card says. When you match another player, you get the pink Dundie token and they get an extra dice roll on their next turn.

**Green** cards are about Michael.

**Yellow, orange and blue** cards are about the office workers shown in those color rooms.

**Red break room** cards are about other people and events in the office.

**Purple water cooler** cards have a quote on each card. You have to guess who said it.

**Pink conference room** cards have a question about the people in your branch of Dunder Mifflin. These are the people who are playing the

Any time you land on a Fun Run space, you get a chance to get the wrist band from the player who has it. Both of you put your movers on the start space of the Fun Run track. The player who landed on the Fun Run space starts by rolling the number die and moving that many spaces towards the finish space. The Fun Run continues, roll for roll, until one of the two players reaches the Finish space (exact count not needed) and takes (or keeps) the wrist band. Players return their movers to the game board space they were on before the race.



***“Nipple chafing is the single greatest danger a runner must face.”***

You might lose a turn or get an extra roll depending on what some of the special game board spaces say. Players cannot move through the DO NOT ENTER space that’s located near the water cooler.



***“And here’s a sentence talking about special spaces on the board.”***

**“That’s what she said”**

During the game, if a player says something that works with the response “That’s what she said”, be the first player, other than the player who said it, to throw your token into Michael’s office. If everyone agrees, you get a Dundie of a color that you need. Players can only use this token once during the game.

**Ending and Winning the Game:**

The first player to have one each of the 6 Dundie awards and the “Support the Rabid” band wins.



***We really really appreciate your comments on this game. If you want to write us a letter, that would be awesome!!***

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If you need to call us, our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM to 4:00 PM - Scranton time -- at 1 800 800-0298.

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