

Friedemann Friese FINISHING TIME



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2F

MADE IN
WESTERN GERMANY



FINISHING TIME

The After-Worker Placement Game from Friedemann Friese
For 2-6 stressed-out players, aged 12 and up

Idea of the game

In *Finishing Time*, you are playing a team of workers (female, male, and non-binary, too).

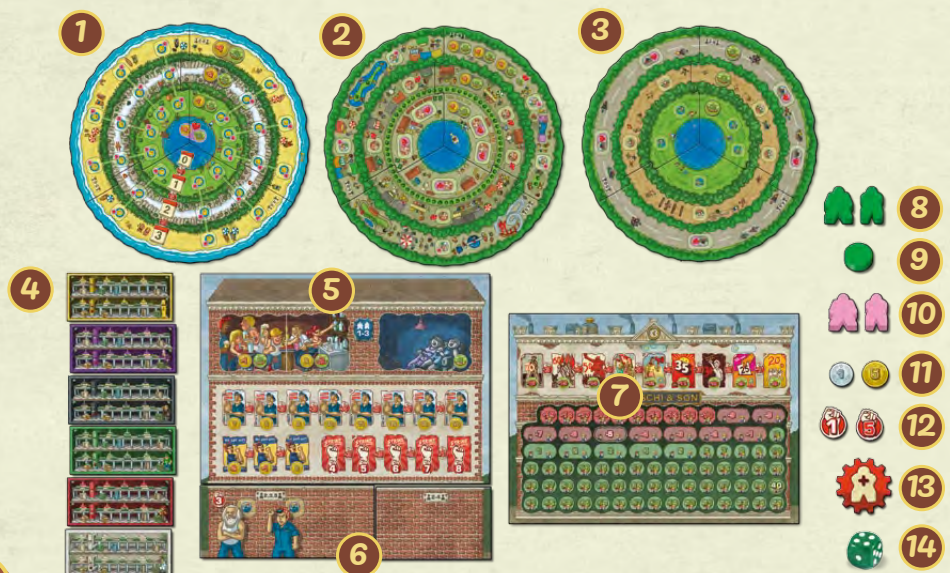
Each day you leave work stressed and look for some fun in the evenings — but thanks to a 70-hour work week and a low income, you don't have many possibilities for relaxation. Sure, you can head to the pub for drinks, go on blind dates to find a partner, or fish or jog outside, but this is not a good work-life balance. It's a rat race.

If you really want to relax, you need a higher income for you and your fellow workers — and the women on your team should be paid the same as the men. You want to work fewer hours each week, and taking a vacation would be good, too. Let the union help you fix this depressing lifestyle. This change might stress your employer, of course, but they already earn enough to be able to de-stress their life.

Create a better (that is, more relaxing) life for your workers and their partners. Which team will relax the best and win *Finishing Time*?

Game components

- 1 circular vacation board (in 3 parts)
- 1 circular amusement board (in 3 parts)
- 1 circular leisure board (in 3 parts)
- 6 small factory boards (1 per player)
- 1 rectangular house board
- 1 rectangular union board (in 2 parts)
- 1 rectangular relaxation board
- 42 workers (7 per player)
- 36 discs (6 per player)
- 30 partners
- 38 coins (30x \$1, 8x \$5)
- 38 strike tokens (30x 1s, 8x 5s)
- 1 "+1 worker" token (for games with 2 players)
- 1 die (for the solo variant)



The basic concept of the game

You have a team of 7 workers. On each of your turns, place one (or more) of these workers on any available after-work spaces to gain relaxation. Taking leisure time doesn't cost anything, but going to town for amusement requires you to spend hard-earned money. Going on vacation for real relaxation is out of the question until your employer is convinced to grant your workers some time off. When your workers meet partners, you gain access to even better relaxation options.

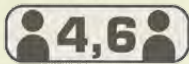
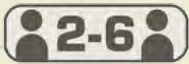
At the pub, workers can relax and have drinks in front of the bar — or they can earn additional income and suffer more stress by working a second job there. You'll want to visit the union office, too, to strike for better working conditions. If you have enough strike tokens, you can force your employer to reduce working hours, increase your income, close the gender gap, or even send you on vacation.

After all your workers have been placed and taken their after-work actions, they are forced to return to work. You place them all on your factory where they then suffer stress, earn income, and gain strike tokens from the union, depending on the current working conditions.

The end of the game is triggered once a team gathers at least 40 relaxation. (In this game, relaxation is considered to be a currency.) Your workers are then placed on after-work spaces and go back to work one more time, after which the most relaxed team wins *Finishing Time*.

But really every team is a winner since they fought for better working conditions. **Workers unite!**

The icons of Finishing Time



E.g., use with 2 to 6 players (left) and with 4 or 6 players (right)

After-work spaces: You need to adjust the number of after-work spaces on the game boards based on the number of players. Thus, these boards are double-sided, and each section of each board indicates the player count for which it should be used.

The game uses three currencies: **relaxation**, **coins**, and **strike tokens**.



Gaining relaxation: The most important part of the game is relaxation. If you have the most relaxed workers at game's end, you win! When you gain relaxation, move your disc forward (to a higher number) on the relaxation track.



Losing relaxation (a.k.a. suffering stress): When your workers go back to work and when they have a second job at the pub, you suffer stress by losing relaxation, i.e., by moving your disc backward on the relaxation track.



Gaining coins: When your workers go back to work and when they work a second job at the pub, you gain income in the form of coins that you take from the supply.



Spending coins: For several after-work spaces, you must spend coins in order to place your workers there. Return these coins to the supply.



Gaining strike tokens: When your workers go back to work and when they visit the union, you gain strike tokens from the supply. **Note:** If a rule or effect says to gain "7 strike tokens", take strike tokens with a combined value of 7.



Spending strike tokens: Each time you strike for better working conditions, you must spend strike tokens, returning them to the supply, then marking your improved working conditions on the working hours, income, gender gap, union support, and vacation tracks.



The game uses different icons for the various types of **after-work spaces**.



Any number of workers: The pub and the home on the house board are the only after-work spaces that can be occupied by any number of workers.

All other after-work spaces can be occupied by only a single worker, and they stay occupied until that worker must return to work.



A single worker: The game has four types of after-work spaces that can be occupied by only a single worker: fishing and fitness trail on the leisure board, blind date on the amusement board, and visiting the union on the union board.



Gaining a partner: The blind date gives your workers the ability to find a partner. When you place a worker on such a space, take a partner from the supply. Keep this partner for the remainder of the game, and use it with your workers for better relaxation options.



A single worker, with an optional partner: Two types of after-work spaces — the theme park on the amusement board and vacation on the vacation board — let you place a single worker on their own or a worker together with a partner. Adding a partner always results in a higher amount of relaxation.



A single worker, with a non-optional partner: Two types of after-work spaces — motorcycle ride on the leisure board and motel on the amusement board — must be occupied by both a worker and a partner together. Otherwise, you cannot use these spaces.



Gaining more relaxation (for free): If a worker goes to the theme park with a partner, they have more fun for the same number of coins, so you gain a bit more relaxation.



Gaining more relaxation (for more money): If a worker goes on vacation with a partner, you must pay double the price, but you gain double the relaxation.

Game preparation

1.

Place the different **game boards** on the table: the **relaxation board**, the **house board** with the **union board** below it, the **leisure board**, the **amusement board**, and the **vacation board**.



Depending on the number of players, flip the sections of the game boards so that you have the following number of after-work spaces and columns available:

	2 & 3 players	4 players	5 players	6 players
Union	2 spaces	3 spaces	4 spaces	5 spaces
Amusement & Leisure	2 spaces per type	3 spaces per type	4 spaces per type	5 spaces per type
Vacation	4 columns	6 columns	8 columns	10 columns

Example for 4 players

House Board



Union Board

2.



Last player

3.



2.

Everybody chooses a color and takes their personal **factory board**, **7 workers** (3 female and 4 male), and **6 discs**. Place one of your discs on the following spaces on each of the six tracks:

- A** Working hours: 70
- B** Relaxation: -5
- C** Income: \$7
- D** Gender gap: -\$2
- E** Union support: 4 strike tokens
- F** Vacation: 0 weeks

3.



2.



First player

Leisure Board

1.



Amusement Board



3.

The most stressed-out player becomes the *first player!*
 Everybody receives 4 **strike tokens**. Everybody then receives coins and workers depending on the number of players and your position in the turn order. Place these **workers** on your personal factory board and the **coins** beside this board; place any remaining workers on the home space of the house board.

For 3-6 players, start in the column that matches the number of players in the game, then follow the arrows to the right for each player in clockwise order:

6 players: First player	5 players: First player	4 players: First player	3 players: First player	Last player	
\$2 5 workers	\$3 5 workers	\$3 6 workers	\$4 6 workers	\$4 7 workers	\$5 7 workers

For 2 players, use the following values:

First player	Last player
\$5 6 workers	\$5 7 workers

Additionally for 2 players, the first player takes the "+1 worker" token. This token adds the only rules change for 2 players, as explained on page 9. (The two sides of this token show a female and a male worker; place whichever side you wish face up.)



3.



2.

2nd player



4.

Place the remaining coins, **strike tokens**, and **partners** as a supply to the side of all boards. These components are not limited, so if you need more than is provided, please use something else as stand-ins.

5.

You are ready to start *Finishing Time!*

Vacation Board



4.



2.



3rd player

3.



Relaxation Board



5

How to play

Beginning with the first player and continuing clockwise, each player takes one action in turn. Each time you place your final worker from your factory on one of the after-work spaces, then all of your workers must go back to work. Continue to play clockwise until someone reaches or passes the 40 space on the relaxation track, thereby triggering the final turns of the game.

On your turn, choose one of the three following actions:

- Place up to 3 workers on the house board.
- Place 1 worker on the leisure, amusement, vacation, or union board.
- Strike for better working conditions.

Each time you place your final worker from the factory, you take that action, then trigger an automatic "going back to work" action.

a) Place up to 3 workers on the house board



Take 1, 2, or 3 workers from your factory, then place them on any or all of the three after-work spaces of the pub and home on the house board. These three spaces can hold any number of workers, so you can always place your workers here.



Pub: On the left space in front of the bar ①, your workers enjoy a drink. For each worker placed there, you must pay \$1 to gain 2 relaxation.

On the right space behind the bar ②, your workers have a second job serving drinks. For each worker placed there, gain \$2 but lose 2 relaxation.

Home: On the home space ③, your workers get some much needed sleep. For each worker placed there, gain 1 relaxation. If you place 2 or 3 workers, you can choose the order of those placements.

"Yes, Ronald, if your first worker works behind the bar to earn \$2, you can spend \$1 to buy a drink for one of your other workers, resulting in a net \$1 without losing relaxation."

You never place any partners on the pub or home. (You will learn how to find partners when visiting the **blind date** spaces on the **amusement board**.)

"Yes, Ronald, your workers need some space for themselves, don't you agree?"



Example: Hedwig places three green workers on the house board. She spends her last \$1 to place one worker on the pub ①, so they enjoy a drink in front of the bar for 2 relaxation, then sends her other two workers home ② to get some sleep, gaining 1 relaxation for each of them. She marks a total of 4 relaxation on the relaxation track ③.

Angelika needs some coins without having the time to wait for her workers to gain income after going back to work, so she places 2 purple workers behind the bar ④, having them work a second job. Angelika gains \$4, but loses 4 relaxation ⑤.

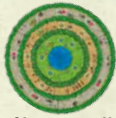
b) Place 1 worker on one of the leisure, amusement, vacation, or union boards

Take 1 of your workers from your factory, then place it on an empty after-work space of your choice. In addition to following the restrictions explained on the next pages, each of these spaces can be used by only one worker from any player. On some spaces, you can choose to place either a worker on their own or a worker together with a partner. Some spaces require that the worker visit them with a partner, and they are off-limits for a worker on their own.

You will learn how to find partners when visiting the blind date spaces on the amusement board.

"Yes, Ronald, later!"

The leisure board



Your workers can enjoy three types of leisure, all free of charge and all giving differing amounts of relaxation.



Motorcycle ride: Enjoying a motorcycle ride with their partner provides some fun in nature.
Requirement: Your worker needs a partner! For placing your worker here with a partner, gain 4 relaxation.

You will learn in a few moments, how to find partners when visiting the **blind date** spaces on the **amusement board**.

"Yes, Ronald, soon!"



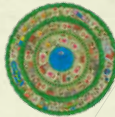
Fitness trail: Going for a jog keeps your worker fit. For placing your worker here, gain 3 relaxation.



Fishing: On a fishing space, your worker enjoys some quiet and uneventful hours at the lake. For placing your worker here, gain 2 relaxation.

Example: Nicole sends a yellow worker together with a partner on a motorcycle ride and gains 4 relaxation (1).
 Next, Angelika places a purple worker on the fitness trail for 3 relaxation (2).

The amusement board



By spending different amounts of coins, your workers can visit town to find three different ways to relax. The town also offers the chance to meet a partner.



Theme park: On the outskirts of town, the theme park features different thrill rides. The more expensive the ride, the more distraction (and therefore relaxation) it provides! When placing your worker here, you choose to pay either \$3 to gain 5 relaxation, \$4 for 7 relaxation, or \$5 for 9 relaxation. **Option:** If you place a partner here at the same time as your worker, the shared experience gains you an additional 2 relaxation for the same cost.



Blind date: A blind date may not always be the best way to relax, but it is the only way for your worker to gain a partner for the future! When placing your worker here, you must pay \$2 to gain 1 relaxation. Then, take a partner from the supply and place it next to your worker. Both continue the blind date in the same space. This partner will stay with you for the remainder of the game, helping your workers relax in several new ways.



Motel: Spending some private time with your partner in a nice motel offers one of the best ways to relax.
Requirement: You need a partner for your worker! After placing your worker here together with a partner, you must pay \$1 to gain 6 relaxation.

Example: Hedwig chooses to spend \$4 and sends a green worker on a thrill ride in the theme park for 7 relaxation (1).
 Nicole spends \$2 to send a yellow worker on a blind date (2). While gaining 1 relaxation, that worker also meets a partner (3), who will be a companion to Nicole's workers and help them relax.
 Angelika spends \$1 and sends a purple worker together with a partner to the motel to enjoy 6 relaxation (4).

The vacation board



Going on vacation is the dream of every worker! This board offers an expensive but rewarding way to relax. Your workers can go on holiday for up to three weeks — if you can convince your employer to allow such a thing.



To unlock the vacation board, you need to strike for **better working conditions**, as explained later.

Going on vacation: Let's say that your team is allowed to go on vacation for up to 3 weeks, as indicated by the location of your disc on the vacation track. When you place a worker on this board, choose an empty column; no worker can be placed in an occupied column, even if the workers wouldn't occupy the same space.

One important restriction for your vacation: You can have at most three of your workers on vacation at the same time.



Example: Hedwig has unlocked week-long vacations for her workers.

"Yes, Ronald, your remaining four workers must find other ways to relax in the meantime."



Depending on the amount of vacation time you've unlocked, you have one or more of these choices:

- For a one-week vacation, place your worker next to the lake and pay \$1 to gain 3 relaxation ①.
- For a two-week vacation, place your worker in the mountains and pay \$2 to gain 6 relaxation ②.
- For a three-week vacation, place your worker on the beach and pay \$4 to gain 9 relaxation ③.
- If you place a partner with your worker at the same time, you must pay double the price, but you gain double the relaxation ④.

"No, Ronald, you are not forced to place a partner with your worker, if one is available. Vacation on your own can be nice, too (and cheaper)."



Example: Nicole has convinced her employer to allow her workers to take three-week vacations ①. Since she has only \$5, she decides to spend \$4 to send a yellow worker together with a partner on a two-week vacation ②, gaining 12 relaxation in return.

Hedwig spends \$1 to send a green worker on a one-week vacation to gain 3 relaxation ③. She really wants to send them on a longer vacation, but she doesn't have the allowance from her employer.

The union board



Instead of gaining relaxation immediately on other boards, you might want to visit the union board to gain better long-term improvements.



Visiting the union: When you place a worker here, gain 3 strike tokens. (Partners cannot be placed at the union.)

"Yes, Ronald, sometimes your workers need to do important stuff on their own."



Example: Angelika needs to strike to convince her employer to allow better working conditions. She sends a purple worker to visit the union ①. This action isn't relaxing now, but Angelika does gain 3 strike tokens ② to use in the future to gain more options for relaxation.



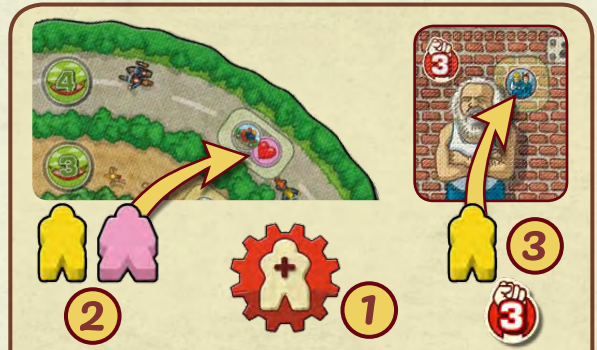
Games with 2 players: When you are playing with 2 players, the only addition to these rules is the “+1 worker” token. If you have this token, you can choose to use it when taking action b).

To do this, instead of placing 1 worker, you place 2 workers during the same action on any two of the after-work spaces on the leisure, amusement, vacation, and union boards. Both workers must be available on your factory, so you cannot place one worker, then have your workers go back to work, then place the second worker.

Follow all the rules for action b) regarding the placement of workers, including placing possible partners with one or both of your workers.

Afterwards, give the “+1 worker” token to your opponent, who can use it for any one of their future actions before giving it back to you, and so on.

“No, Ronald, you cannot choose the same space for both workers. You must place them on two different empty after-work spaces.”



Example: Nicole is the first player and has the “+1 worker” token (1). On her turn, she decides to place one of her yellow workers together with a partner on the motorcycle ride space for 4 relaxation (2) and have a second worker visit the union to gain 3 strike tokens (3).

She then gives the “+1 worker” token to Angelika, who can then use it on one of her subsequent turns.

c) Strike for better working conditions

Instead of placing workers on after-work spaces, you can use your turn to strike for better working conditions for your workers. If you strike enough, you can convince your employer to improve one — or even several — of your crappy working conditions as a result of the negotiation.

You will understand most of these improved working conditions once you learn how your workers go back to work. Soon!

To improve your working conditions, spend any number of strike tokens by returning them to the supply, then move your discs forward on one or more of the six tracks.



Each step on one of the six tracks costs the printed number of strike tokens. As long as you pay the costs, you can move any or all discs one or more steps on any number of the six tracks.



Working hours: Each time your workers go back to work, the muscles in their neck and back tense up once again and they lose relaxation. For each step forward you move on this track, you reduce your working hours and reduce the amount of relaxation you lose by 1.

When you reach the 40-work-hour and 25-work-hour spaces, you receive an immediate one-time bonus from these two choices:



I. Retirement: Place one worker from your factory on the vacation space directly above this work-hour space. They have retired and gone on a permanent vacation. If this is your last worker from the factory, your workers go back to work.



II. Finding a partner: Take a partner from the supply, and place it with the workers on your factory. You can use this partner starting with your next turn.



Income: Each time your workers go back to work, they receive their income. For each step forward on this track, you increase your income by \$1.



Gender gap: Each time your workers receive income, they receive less money than they should since your employer keeps some of that well-earned money by not paying the women on your team an equal wage. For each step forward on this track, you close the gender gap by \$1.



Union support: Each time your workers go back to work, they receive strike tokens. For each step forward on this track, you receive 1 additional strike token when going back to work.



Vacation: Do you want to go on vacation? For each step forward on this track, you increase your allowed vacation time by one week. The first step unlocks the vacation board for one-week vacations, and the other two steps increase the amount of vacation time you can take. Now you can send a worker on vacation, as explained to the left for the vacation board, starting with your next turn.



Example: Angelika spends a total of 12 strike tokens.

First, she uses 5 strike tokens to reduce her working hours another step and move her disc to space 40 ①. She sends one of her purple workers on a permanent vacation, placing them on the vacation space above the 40-work-hour space ②.

Next, Angelika uses 2 strike tokens to increase her income one step, moving her disc to space 8 ③.

Finally, Angelika closes the gender gap to stop the unfair payment reduction for her workers. She uses the final 5 strike tokens to move her disc to space 0 ④.

Hedwig spends 6 strike tokens to get better union support, moving her disc to space 6 ⑤.



Automatic: Going back to work

After placing your last worker from the factory on one of the after-work spaces, at the end of your turn your workers go back to work. The weekend is over, so you must start the grind once again.

"No, Ronald, placing all of your available partners on after-work spaces does not signal the end of relaxation time and a return to work. Every worker needs a break, so make that happen! You can still have partners on your factory when placing your final worker on one of the after-work spaces — and once you do that, it's time to head back to the factory!"

Follow these four steps in order:



1. Working hours: The more hours your workers must work in the factory, the more stress they suffer! Your disc on the working hours track indicates the base amount of relaxation that your team will lose.

But every worker on your team who's on vacation — whether on the vacation board or on the permanent vacation spaces above the working hours track — reduces the amount of relaxation you'll lose by 1. For example, if you were going to lose 14 relaxation because you work 50 hours a week, but two workers are on vacation, you lose only 12 relaxation. Move your disc back accordingly on the relaxation track.

Your relaxation value can go higher than 55 (simply continue to count higher), but this value cannot fall below -19 as there's a limit to the amount of stress with which your workers can cope!



Being stressed out: If you move your disc into the red area comprised of spaces -10 to -19 on the relaxation track, your workers are highly stressed. While they're in this condition, the only thing you can do is send workers to

the pub to drink and relax until your relaxation value is -9 or higher. Only then can your workers engage again in other after-work activities or strike for better working conditions.



2. Income minus gender gap: Your workers earn income for their work, but your employer might reduce that amount since your team includes women. To gain your income, take coins from the supply equal to the value where your disc is located on the income track reduced by the value marked on the gender gap track.



3. Union support: To help you fight for better working conditions, the union sends your team some support. Based on the location of your disc on the union support track, take the appropriate number of strike tokens from the supply.

4. Return your workers (and their partners) to the factory: First, collect your workers from the after-work spaces on the house board (pub, home), the leisure board (fishing, fitness trail, motorcycle ride), and the amusement board (theme park, blind date, motel), then place them on your factory. If your workers had been joined by a partner, don't forget to collect the partners, too!

Second, check your workers on the vacation board. Collect all of your workers (and partners) from the lake, then return them to your factory. Vacation time is over for them! Third, move all of your workers (and partners) in their columns from the mountain space to the lake space (they still have one more week of vacation), then from the beach space to the mountain space (two more weeks of freedom!). You receive no additional relaxation for them at this time, but they do reduce the stress you suffer when your workers go back to work.

Your workers above the 40-work-hour and 25-work-hour spaces remain in place until the end of the game as they are on permanent vacation.

"Yes, Ronald, your workers have vacated their after-work spaces, and now your opponents can send their workers to these locations for relaxation of their own."



Example: During her turn, Nicole placed her last yellow worker on an after-work space. Relaxation time is over, and her workers now need to go back to work at the factory.

Working hours: Nicole's workers suffer stress. They still work 35 hours a week, so Nicole should lose 11 relaxation (1). Thankfully, two of her workers are on vacation and one worker is on permanent vacation (from when Nicole dropped to a 40-hour work week) (2). Thus, she loses only 8 relaxation, bringing her relaxation value to 17 (3).

Income minus gender gap: Nicole's workers receive their income. They should get \$8, but Nicole — or rather her boss — still needs to completely close the gender gap, so Nicole receives only \$7 (4).

Union support: Nicole receives 5 strike tokens from the union (5).

Return your workers (and their partners) to the factory: First, Nicole collects her workers from the pub and home on the house board and from the fitness trail and motorcycle ride (along with the partner) on the leisure board, then places them on her factory (6). Second, she collects her worker from the end of their one-week vacation, returning them to the factory, too (7). Finally, she moves her worker together with the partner one space down in their column as they still have another week of vacation to enjoy (8). The worker on permanent vacation above the 40-work-hour space remains there until the end of the game.

End of the game



When someone reaches or passes the 40 space on the relaxation track, the final turns of the game are triggered.

Continue to take turns placing your workers on after-work spaces.

After you place your final worker, you may immediately spend all your remaining strike tokens to improve your working conditions one last time. If you now reach the 40-work-hour and 25-work-hour spaces, you do not receive any bonus.

Thus, striking for better working conditions in one of these final turns makes sense only for longer vacations and only if your workers can take them before the game ends.

Do not remove your workers from the boards! They remain on their after-work spaces, blocking them from any opposing workers.

The other players continue to take turns as normal, and each time it's your turn, you gain 1 relaxation while you wait for them.

The game ends as soon as no more workers remain on any player's factory (with the last player to play still having the option to spend their remaining strike tokens).

All workers then go back to work one more time, following the steps explained earlier.

Once all players have resolved these steps, the most relaxed team wins *Finishing Time!* This team's relaxation value might be lower than 40, which is okay; reaching the value of 40 triggers the end of the game, but the stress of going back to work yet again may have dropped this team and others below 40.

In case of a tie for the most relaxed team of workers, the tied team with the highest sum of coins and strike tokens still in hand wins the game. In case teams are still tied, all tied teams share the victory. **Workers of the world, unite!**

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