

# **TJF (THE JOB'S F\*\*\*\*D)**

A Game of Metropolitan Police Survival, Bureaucracy, Closures, Panic and Catastrophic Leadership Decisions. Set in the 1980's during the life on Mars Era, long before the brown excrement hit the proverbial fan.

For 4–8 players

## **INTRODUCTION**

Most board games are about building an empire. Monopoly allows players to buy property, build houses, collect rent and become wealthy.

Well TJF is the exact opposite.

Players begin as lowly Constables and spend their careers climbing the ranks of the Metropolitan Police while systematically:

- Collecting each District they land on
- Dealing with Incidents when you come across them
- Passing Promotion to the next rank
- Disbanding Specialist Units
- Closing Police Stations
- Selling Police Stations
- Surviving Endless Bureaucracy
- Pretending every disastrous decision was part of a long-term strategy.

The higher your rank becomes, the more damage you are capable of inflicting upon the organisation, the public and occasionally common sense itself. Just like real life.

## **OBJECT OF THE GAME**

Become the most powerful officer before the Metropolitan Police finally collapses under the weight of its own bureaucracy.

Players gain influence by collecting:

- Station Districts
- Promotions

As the game progresses:

- Get promoted
- Stations Close
- Specialist Units Disappear
- Buildings Are Sold
- Entire Boroughs Become Unrecognisable

The winner is the player with the greatest remaining operational influence when the game ends.

## SETTING UP

You are presented with the following:

The TJF Board in the centre of the table.

The Specialist Units/Departments within the Met, represented as Polaroids photos lying face up on the main board inside the perimeters of police districts that form the four sides of the board.

The Specialist Units/Departments can be flipped over when they are disbanded (once disbanded, that Specialist Unit/Department is no longer in play).

The four decks of cards are situated on the left side of the board:



Rank Required: Constable or above.

When you land on a Blue Police Slow position, take the top card, read out your the options on the reverse, roll the dice to complete the result the dice give you, then discard the card you chose into the Police Slow discarded position, unless the card allows you to hold onto it to use later, and once used, return it to the Blue Police Slow discarded position.



Rank Required: Constable or above.

When you land on a Red F.728 position, take the top card, read out your 728 application, roll the dice and complete the result the dice give you, then discard the card into the F.728 discarded position, unless the card allows you to hold onto it to use later, then keep it in your hand, and once used, return it to the F.728 discarded position.



Rank required: Constable or above.

When you land on any Police District position, take the top card, read out the scenario, roll the dice and hopefully complete the result the dice give you, then discard the card you chose into the Incident discarded position.



Rank Required: Superintendent or above.

Black OCR (Operational Command Review)

Take the top card read it and roll the dice to showing off your senior officer talents, then discard the card you chose into the OCR discarded position.

# SETTING UP THE TABLE



The Blue Police Slow cards are the first deck on the left side of the game board.

The Red F.728 cards are the second deck down, on the left side of the game board.

The Yellow Incident cards are the third deck down, on the left side of the game board.

The Black OCR cards are the fourth deck down, on the left side of the game board.

The circular I've Met the Met stickers are the fifth deck down, on the left side of the game board.

The Police District Property cards are found on the far left side of the table after the four main decks. When not in use they are stored inside the green District Properties tidy bag.

The Specialist Unit polaroids are kept inside the red tidy bag. If not already on the board, take them all out from the red tidy bag and drop them onto the grey rectangular areas in the centre area of the main board face up.

## PLAYER OPTIONS

Each player selects:

### PLAYER PIECE

One playing piece, from the blue tidy bag (either a favourite headwear, police accessory or police vehicle). When all players have selected their playing piece, return the rest to the blue tidy bag (the bag opens up when you hover one or more player pieces above it).

### EPAULETTE

One blank epaulette, from black tidy bag. Each player can personalise their blank epaulette with Stn letters and Stn numbers from the available letters and numbers in the light grey and tan tidy bags if they want to.



All players begin as:

### CONSTABLES

Players start on the GO square.

The youngest player or the player with the most previous public complaints takes the first turn

## **GAMEPLAY**

### **DICE ROLL**

To roll the die (place your cursor over the die and press R or right click to select Roll) and move forward the sum of the dice roll:

Like most Metropolitan Police policies, movement across districts makes very little sense. After moving, follow the instructions of the square landed upon.

### **DISTRICT SQUARES**

Applies to: Sergeants and above only

If the square you land on is a Police District, you can collect that District Property card from the Police Districts cards on the left hand side of the board, unless another player has already collected the card, but only after having obtained the rank of Sergeant or above.

If the square you land on is one of the four main decks, and you have the right rank, then follow the instructions for that colour deck.

## **PASSING GO**

Every time a player passes or lands on GO after completing at least one circuit of the districts, they are eligible to receive one promotion.

Promotion is awarded in the following order:

Constable  
Sergeant  
Inspector  
Chief Inspector  
Superintendent  
Chief Superintendent  
Commander

Additional promotions beyond Commander have absolutely no practical value but may greatly increase ego, pension expectations and the ability to speak confidently about subjects during television interviews that you barely understand.

Once you have attained the next rank, remove your old rank epaulette (place it back into the black tidy bag and any numbers and letters into the appropriate light grey and tan tidy bags) with the next rank attained, place it on the edge of your hidden area, so it is visible for all to see, so players, now know to ignore everything you tell them.

# DISTRICT SQUARES



District Squares represent Metropolitan Police operational boroughs.

Sergeants and above may claim Station Cards from the Property Pool when landing on an unclaimed District.

If the District card has already been claimed, nothing happens. This mirrors real police estate management where everyone assumes somebody else is dealing with it.

Players may own multiple Districts.

Specialist Units/Departments

TD Garages

Inspectors and above may claim Specialist Unit Cards from the Unit Pool when landing on an unclaimed Specialist Unit / Department.

Units include:

- CID
- Traffic
- Flying Squad
- Dog Section
- Mounted Branch

- Marine Support• Special Branch
- Firearms
- Public Order
- And Various Units Nobody Fully Understood, including some staffed entirely by officers who also had no idea why they were there.

If a Unit has been disbanded it remains face down until reinstated.

## **POLICE SLOW CARDS**

If you land on a Blue Police Slow square:

Draw the top Blue card.

Read it aloud in your most exhausted relief voice.

Follow the instructions.

Promotion cards may be played immediately before your turn.

When finished, unless instructed otherwise, return the card to the bottom of the Blue Police Slow Deck.

**Tip:** Hold the SHIFT key to place it on the bottom of the deck.

## **F.728 CARDS**

If you land on a Red F.728 square:

Draw the top F.728 card, roll the die and follow the instructions on the card.

These represent:

- Promotions
- Transfers
- Postings
- Bureaucratic Nightmares
- Career Disasters
- Professional Survival

Promotion cards may be played immediately before your turn.

When finished, unless instructed otherwise, return the card to the bottom of the Red F.728 deck.

**Tip:** Hold the SHIFT key to place it on the bottom of the deck.

## **INCIDENT CARDS**

Used when you land on an any District square (they have a blood splat, firearm, knife or black skull in a yellow triangle):

Draw the top Yellow Incident card.

Read it aloud dramatically as though briefing CID at 3am, roll the die and follow the instructions.

When finished, unless instructed otherwise, return the card to the bottom of the Yellow Incident deck.

**Tip:** Hold the SHIFT key to place it on the bottom of the deck.

## **OCR CARDS**

Only players ranked:

- Superintendent
- Chief Superintendent
- Commander

may attempt to obtain OCR cards.

After landing on any of the two OCR squares:

Roll the die.

Draw one OCR card, and roll the die, the number shown will determine your senior decision on the game.

OCR cards represent:

- Budget Cuts
- Restructuring
- Political Interference
- Consultancy Madness
- Efficiency Drives
- Catastrophic Leadership Decisions

Read the card aloud and immediately obey the written instructions.

When finished, return the card to the bottom of the Black OCR deck.

**Tip:** Hold the SHIFT key to place it on the bottom of the deck.

## RANK ABILITIES

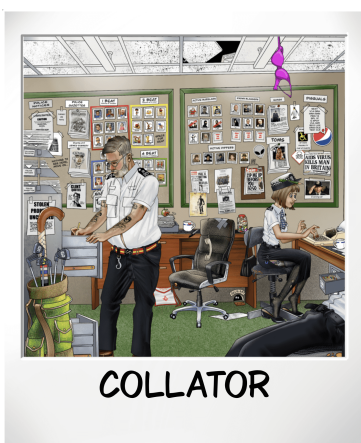
Constable	Can draw a Police Slow card. Can draw a Red F.728 Card. Can draw a Yellow Incident card, when landing on a District. May seek promotion after one complete journey around the board or use their Masonic Handshake to automatically reach the next rank of Sergeant immediately or when they finally reach and pass GO.
Sergeant	May claim District cards. May freely enter all Specialist Units and departments.
Insp.	Can do everything the lower Ranks can do. May claim any Specialist Unit / Department they land on it as their own, by right clicking on it and creating a copy and keeping it their hand. May DISBAND a Specialist Unit / Department they own.
Ch. Insp.	Can do everything the lower Ranks can do. May claim a Specialist Unit / Department they land on, by right clicking on it and creating a copy and keeping it in their hand. May DISBAND a Specialist Unit / Department they own.
Super. and above	Can do everything the lower Ranks can do. MUST draw an OCR card, to show off their invaluable real estate experience. Refusing to do so is considered a failure of leadership and therefore qualifies them for immediate promotion. May RESTORE a Specialist Unit / Department they own. May CLOSE or SELL a Police Station.

## DISBANDING A SPECIALIST UNIT / DEPARTMENT

When instructed to DISBAND a Unit:

FLIP the Specialist Unit / Dept. card face down. The Unit remains in the possession of the player.


To DISBAND a Specialist Unit / Department you own, simply FLIP the Specialist Unit / Department (press F when your cursor is over the Unit / Dept.)



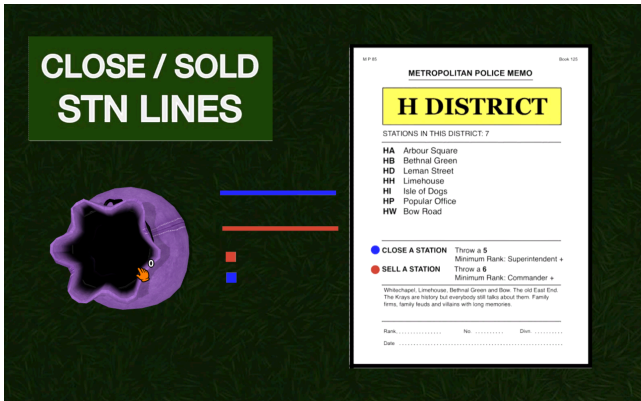
Press F when your cursor is above a Unit / Dept. To FLIP It to show it DISBANDED.




## CLOSE OR SELL A STATION

Closing Stations on any owned District card, by placing a  through the Station name. You want to close, these are readily available from the purple tidy bag.

## CLOSING A STATION

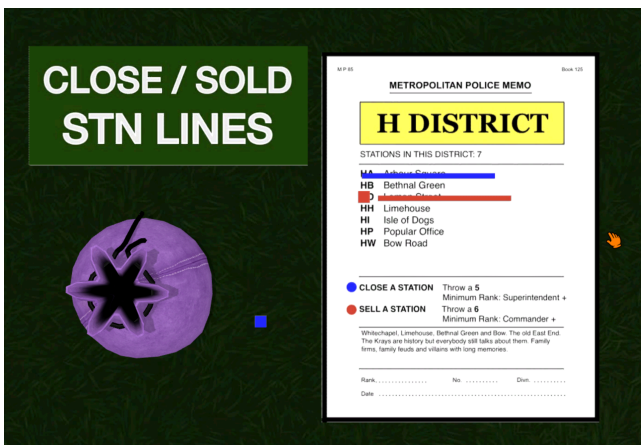


When instructed to CLOSE a Stn:


Place a blue CLOSED line  through the Station name you want to close on the District card you hold.

Congratulations, your Closed Stations remain visible as a monument to your poor decision-making.

## SELLING A STATION



When instructed to SELL a Station:

Replace the blue closed line marker with a red SOLD line  through the Station name you want to sell on the District card you hold.

Congratulations, your Sold Stations remain visible as an ultimate proof of your ongoing inadequate decision-making.

## REINSTATING UNITS



When instructed to REINSTATE a Unit: Turn the Unit Card face up. This generally occurs shortly after your promotion or before an election or after a newspaper scandal. Press F when your cursor is above a Unit / Dept. To FLIP it over to show it now RESTORED / ACTIVE



## I'VE MET THE MET STICKERS



Certain cards award the prestigious “I’ve Met The Met” sticker. Collect them proudly. They serve no practical purpose whatsoever and confer absolutely no authority, responsibility or competence. Much like many police initiatives of the period. Nevertheless, players will become irrationally competitive in collecting them and may use them to settle arguments about who was the bigger legend.

## WINNING THE GAME

The game ends when:

- There are too few operational Districts remaining to realistically police London
- OR
- The players unanimously agree that the Metropolitan Police has become completely dysfunctional
- OR
- One or more players are too pissed to continue. This is generally regarded as the most realistic ending.

Players then total:

- All District Cards Owned
- All Stations CLOSED
- All Stations SOLD
- Specialist Units / Dept owned an remaining Operational
- Rank Achieved

### End Game Scoring

District Owned = 1 point  
Station Closed = 2 points  
Station Sold = 3 points  
ActiveSpecialist Unit = 2 points  
I've Met The Met Sticker = 1 point

Rank	Points
1. Constable	0
2. Sergeant	2
3. Inspector	4
4. Ch. Insp.	6
5. Supt.	8
6. Chief Supt.	10

The winning player is then judged to possess the greatest remaining operational influence and can declare:

**“TJF!”**

and is immediately appointed by the Home Secretary to lead the next major reorganisation of the Metropolitan Police.

Within eighteen months they will have closed half the stations, disbanded several specialist units and commissioned a consultancy report costing millions of pounds.

Their promotion is therefore considered fully justified.

A public inquiry will follow shortly afterwards.