

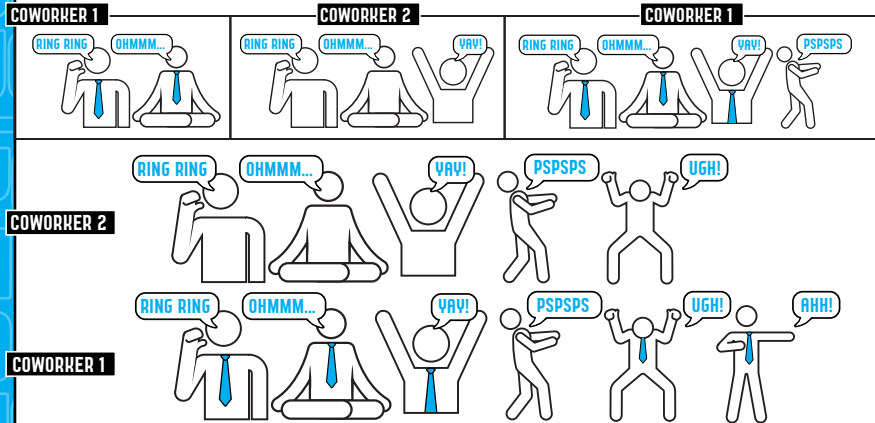
# YOU HAD ONE JOB™

INSTRUCTIONS

4-10 PLAYERS • AGES 12+

the jobs that were just performed (in order), followed by adding in another of the **first** coworker's jobs. They must continue performing the previous jobs in order and adding another one until someone messes up.

## EXAMPLE



- Coworker 1: Answer the Phone, Do Yoga
- Coworker 2: Answer the Phone, Do Yoga, Ride a Rollercoaster
- Coworker 1: Answer the Phone, Do Yoga, Ride a Rollercoaster, Reel a Fish
- Coworker 2: Answer the Phone, Do Yoga, Ride a Rollercoaster, Reel a Fish, Lift Weights
- Coworker 1: Answer the Phone, Do Yoga, Ride a Rollercoaster, Reel a Fish, Lift Weights, Shoot an Arrow

Anyone (especially the terminated employees still hanging around the office) who catches a mistake should stop tapping and shout, **"You Had One Job!"**

Once a coworker messes up (or loses their mind,) the game is over. If the coworkers are successful in calling out all eight jobs, they can start again, but must change the order of jobs called. Or, just call it a tie.

## WINNING THE GAME

The last worker standing wins the game. Nice job! I bet this achievement will look great on your resume.



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Packaging and instructions must be retained since they contain important information. Color and contents may vary. Made in China. [www.goliathgames.com](http://www.goliathgames.com)

Warning: Not suitable for children under three years. Small parts. Choking hazard.



## CONTENTS

- 10 ID Badges
- 30 Job Cards
- 60 Performance Review Cards

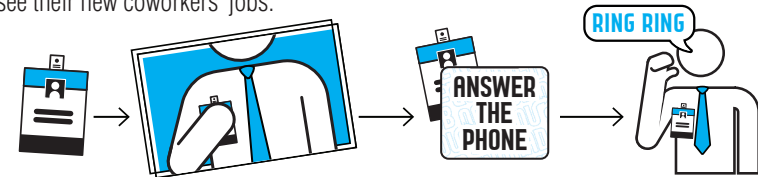
## OBJECT OF THE GAME

You have one job — don't mess it up! Compete against your coworkers and stay on task while all coworkers keep a steady beat because if you get three strikes, you're fired. Be the last employee standing to win!

## SET UP

Give each player an ID Badge then shuffle the Job Cards and deal one to each player.

Players should place their Job Card in their ID Badge and clip them on so everyone can see their new coworkers' jobs.



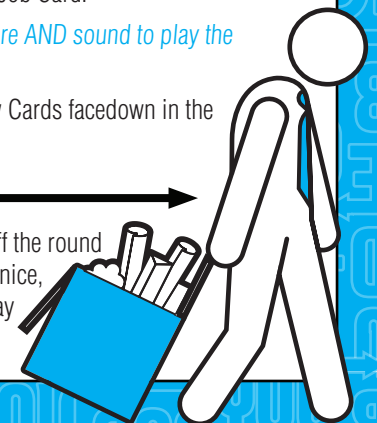
All coworkers should take turns showing what the **gesture and sound** for their job will be. For example, if the job is "Answer the Phone" the gesture can mime picking up a phone, pressing a button, placing the phone to the ear, and the sound can be "Ring ring! Hello?". Everyone gets to make this up, so don't be afraid to have fun and get weird! The "job" is the gesture and sound created based on each Job Card.

**PAY ATTENTION!** You need to know everyone's job gesture AND sound to play the game! Go ahead and practice now!

Place the extra Job Cards and the Performance Review Cards facedown in the center of the playing area.

## GETTING TO WORK

The oldest player becomes the first coworker to kick off the round since they've suffered enough and deserve something nice, don't you think? After a mess-up (we'll get to that!), play continues to the left.



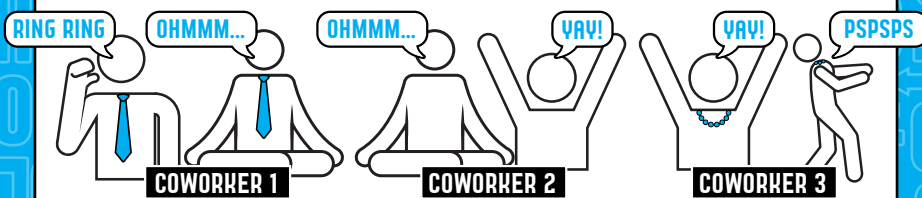
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All coworkers start the game by tapping the table with their palms to a steady beat. (Start the beat tapping every two seconds or so — you can figure it out!) **Keep that beat for the duration of the round.** As the game progresses, **the beat should slowly get faster** to mimic the ever-increasing pace managers expect you to work the longer you've been employed.

The first coworker starts the round by “doing their job” (completing the gesture and sound they chose for their job at the beginning of the round), then they must immediately do another coworker’s job (by completing their gesture and sound).

**PAY ATTENTION!** When your job is performed by a coworker, you must immediately respond by repeating your own job and then doing another coworker’s job!

**EXAMPLE**



- Coworker 1: Answer the Phone, Do Yoga
- Coworker 2: Do Yoga, Ride a Rollercoaster
- Coworker 3: Ride a Rollercoaster, Reel a Fish, etc.

**TIPS FROM THE DARK SIDE OF THE OFFICE:** Don't help out your competition! Stare at someone else while you do a different person's job. Get sneaky, get cutthroat, cause someone to get fired!

Coworkers continue passing the responsibility around the office by calling on their coworkers while keeping the beat until someone messes up.

**Examples of messing up:**

- Not responding immediately when your job is performed (*you forgot, bro*)
- Not performing the gesture or sound of a job correctly (*even if it's your own*)
- Pausing too long between performing your job and another coworker's job (*did you sleep through that meeting?*)
- Performing a job that is no longer in play (*they don't work here anymore*)

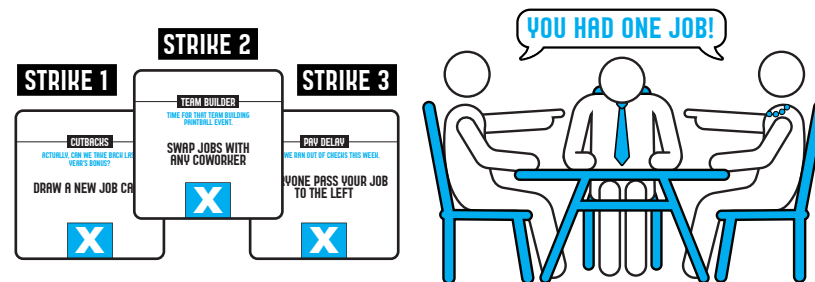
If a coworker messes up, the round ends. Anyone who catches a mistake should stop tapping and shout, “**You Had One Job!**”. Show no mercy to climb the corporate ladder — if a coworker takes just a couple of seconds too long, they've messed up!

**The coworker who messed up must draw a Performance Review Card**, read it aloud and do what it says. If a coworker draws a different Job Card, they must replace the Job Card in their ID Badge and immediately choose a new gesture and sound based on that Job Card. This coworker starts the next round.



Just like in real life, when people screw up at the office, it makes everyone's job harder. Place old Job Cards faceup in a discard pile.

Coworkers must keep their Performance Review Card(s) for scorekeeping, because each one counts as a strike. **If a coworker receives three strikes**, indicated by an X, they get fired and are out of the game — and no one is sorry to see them go.



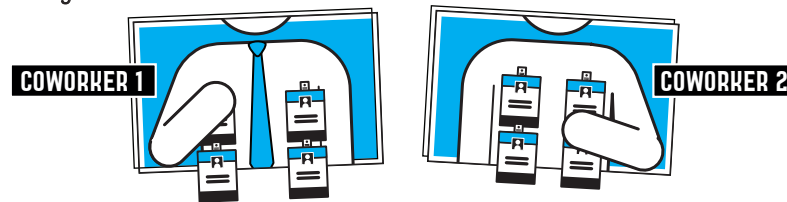
**DOWN TO THREE COWORKERS:** When an office only has three coworkers left, the work gets tougher. All coworkers must turn their badges around so their jobs cannot be seen. Follow the game instructions, starting at “**Playing the Game**”.

Anyone (even a terminated employee creepily stalking the office) who catches a mistake should stop tapping and shout, “**You Had One Job!**”. Don't forget to point and stare and enjoy some office gossip while they draw their Performance Review card!

**TIP:** Make the jobs a bit harder by flipping the badges so the coworkers cannot read them. Make it a bit easier by keeping the badges facing so they can be read.

**THE LAST ROUND** →

**DOWN TO TWO COWORKERS:** When budget cuts (and cutthroat playing) bring the office down to only two coworkers, they will need to take on the work of the coworkers before them and battle it out until only one remains. Both coworkers should **choose four Job Cards** from the discarded job pile, place them in ID Badges and **clip on all four ID Badges**.



The oldest coworker kicks off the round as first coworker by first doing one of **their** jobs, followed by one of their **coworker's** jobs. The coworker responds by repeating both of