

ERRANDS!!!

Game design and artwork by Burke Drew

Graphic design by Adam Skelding

The player that completes the most points worth of errands over the course of 5 days (i.e. rounds) wins the game and has earned bragging rights for the week.

Objective

Over the course of five rounds, try to earn the most points for completing errands.

What you need to play Errands!!!

To play Errands!!!, you need the deck of 54 cards that comes in the box, a pen and paper to keep score, and five scoring markers for each player. Poker chips in a different color for each player work well, or you can use anything that is stackable and comes in four distinguishable varieties. (coins, buttons, play money from another game, playing cards with a different suit for each player, etc.)

Errands!!! Card Layouts

Each card is split into two sections. One section contains information about the errand when it is in the to-do list. The other section indicates how the player can use the card when it is in their hand.

There are two types of cards in the deck: Resource cards, which can be played to complete errands; and Action cards which give players a special action. The different types of actions are explained in a chart on the other side.



Game Setup & Play

Give each player a set of scoring markers and pick someone to keep score. A game of Errands!!! lasts for five rounds (representing one week), the player with the most points at the end of the game is the winner.

Round Setup

Shuffle the deck and deal each player a starting hand of five cards. Deal five cards face up to the center of the table. These cards are the group of to-do list of errands that all players will be trying to complete over the course of the round.

The player who starts the game is the player who most recently completed an errand in real life. In subsequent rounds it is the player with the fewest total points. If there is a tie then it goes to the player who scored the fewest points last round. If there is still a tie then it goes to the player who isn't currently the start player. Play progresses clockwise from the start player. The round ends as soon as a player completes and places a scoring marker on the last uncompleted errand. Points for the round are scored and a new round begins.

Player Turn Sequence

1. Play actions, clear obstacles and complete errands.
2. Discard cards from your hand and any Jerk Move! action card currently in play in front of you.
3. Refill your hand to five cards.

Play actions, clear obstacles & complete errands

You may play as many action cards on your turn as you would like and complete as many errands as you are able. You can play actions, clear obstacles and complete errands in any order you wish. *Note: if an obstacle is in play in front of you, it must be cleared before you can complete any errands.*

Clear an Obstacle

To clear an obstacle card that is in play in front of you, discard a resource matching the one indicated by the obstacle icon. Remember, an obstacle must be cleared before completing any errands.

Completing errands

To complete an errand, discard resource cards from your hand that correspond to the errand's completion cost. Place one of your scoring markers on the errand. If you are not the first, stack your scoring marker on top of the others already on the card. You may only complete each errand once. All resource and action cards used to complete an errand are placed in the discard pile as a group.

Two for one substitution

When clearing an obstacle or completing an errand, you may discard two matching resource cards in the place of a single resource of your choice.

Playing an action card

Most action cards provide you with a choice between two actions: one that is directly beneficial to you and the other will hinder your opponents. The reference chart below describes what each action does and how it is played.

Discard cards

After you have completed all of the errands and played all of the actions that you want, you have the option to discard cards from your hand. You may discard as many cards as you wish. If you happen to have more than five cards in your hand, you must discard cards to bring your hand size down to five. Discard any Jerk Move! card that is in play in front of you.

Refill your hand

If you currently have fewer than five cards in your hand, draw enough cards to bring the total back up to five. If there are not enough cards in the deck to refill your hand, take what is left and then reshuffle the discard pile to make a new draw deck.

End of Round Scoring

At the end of the round it is time to score the points for the day. Each player scores a number of points equal to the point value of the errands they completed, plus bonus points depending on the order they completed them in. How many bonus points scored depends on how many players are playing the game. Please refer to the Bonus Points chart for the number of points

each player scores. For example: in a three player game the first player to complete the errand would score three bonus points. The second player to complete that errand would score two bonus points. However, if the third player completes the errand then none of the players will receive bonus points.

Bonus Points				
# Players	First Player	Second Player	Third Player	Fourth Player
	+5	+3	+2	*
	+3	+2	*	
	+2	*		

* If all players complete an errand then no bonus points are awarded.

Saturday Overtime

If at the end of five rounds of play there is a tie for first place, those players play a final round against each other. The setup for this round is the same as any other round with one exception; only three errands are placed in the to-do list. If no winner is determined at the end of the extra round then the players in question can either claim joint victory or play another overtime round.

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for more information, email Burke at burke@happyphoenixgames.com
For the many test plays and other help, Burke would like to thank Laura Drew, Adam Skelding, Drew Hicks, Mark McGee, John Dupree, Matt Wolfe, Rob Johnson, Victoria Earl, Amy Skelding, Danny Hite, James Meyers, John Foushee, and Alycia Abazeed.



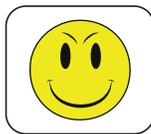
Reclaim two cards

Reclaim up to two cards of the resource type shown from the discard pile. You may then play these cards normally. If there are no resource cards of the type shown in the discard pile, then this action cannot be used.



Obstacle

Place this card in front of a player. While this card remains in play, the player can not complete errands. This card is discarded when the player pays one resources of the type indicated by the symbol or another Obstacle or Jerk Move card is played on that player.



Jerk Move!

Place this card in front of a player and steal a random card from their hand. While this card is in front of a player they are immune to Obstacle and Jerk Move cards. This card is discarded during the Discard Cards step of the player's turn.



Change of Plans

Replace an errand in the To-Do List with the top card of the draw deck or with one from your hand. Take the replaced card into your hand.



I Don't Think So

Play at any time to cancel the effect of any Action card just played or to discard an Action card currently in play. This card can also cancel another "I don't think so!" card.



I Have a Coupon for that

This card may be played as a single resource of any type.