Integralis
The big free-for-all at the bookbinding shop.

Contents

Integralis
The big free-for-all at the bookbinding shop.

Integralis is a game about the bitter fight to fulfill jobs. In this game, you are the leader of a project team in a bookbinding shop.

Together with your team (your cards) you try to handle the mountain of incoming jobs.
There are small orders, which are relatively easy to fill but yield only small profit, and big orders, for which a great deal of work must be done.

Big jobs also bring big profits, however. The prize that your team receives for a successfully completed job is dependent on the number of tasks.

However, the number of machines is limited and the competition among the teams is rough. No methods are shunned in the constant effort to keep away opposing workers or hinder their performance, not even bribery or sabotage.

The only thing that matters at the end of the game is which team has the most money.

A game for 2 to 4 players from 16 years.

A) Set-up

The game board with the four machines "Sammelheften (collating), Falzen (folding), Klebebinden (gluing), Fadenheften (sewing)" (these machines are represented on the board as a single super machine with four different outputs) is placed in the middle of the table.

The Completion Markers are distributed evenly on the corners of the board intended for them.

The 12 production order cards are shuffled and placed next to the board as a face-down jobs pile. Then, turn face-up as many of these cards as there are players.

All team chiefs get a set of cards in the color of their choice and a short rules card.

Afterwards each player removes one Feierabend-1 (F1; Closing Time-1) card from his deck.

The remaining cards from the set are shuffled thoroughly by the team chiefs and set aside face-down.

This deck forms the draw deck for that player.

Now the F1 card and the top four cards from the draw deck are taken to form the player's starting hand.

One player is designated to administer the bank.

Each team gets 15,000 bucks from the bank.

B) Course of the game:

The start player for the first round is the player who worked the longest today.

In subsequent rounds it is always the player who sits to the left of the last executed closing time (see closing time cards).

During the game, players must try to produce the products stated on the production order cards. To do this, they must bring the required labor value to the appropriate machines by playing an appropriate value of workers (and overtime) in front of them. Only workers from one team may lie in front of each machine, however. With their cards, players must try to remove workers of other teams from the machines and bring enough of their own to the machines until a appraisal is executed by a closing time.

Beginning with the start-player, each team chief executes his turn in clockwise order. Each player must execute two actions on his turn.

In addition, he may pay money if he wishes (paying money is not an action!).

Play continues clockwise until a closing time is executed.

I. The game turn in detail:

The active player has two forced actions, as well as as many optional actions as he wishes.

Forced actions:

There are three possible actions at his disposal, from which he must select two:

A) Pick up a card

B) Play a card

C) Trade 1 to 3 cards.

The player can choose among these actions as he wishes. Thus, he could execute action A twice, action C once and then action A, etc..

A) Pick up a card:

There are three possible ways to pick up a card.

1.) Draw a card from your draw pile and put it in your hand.

2.) Pick up one of your already played face-up workers from in front of a machine and put it in your hand. Overtime cards that were assigned to that worker are then placed under your draw deck.

3.) Take one of the face-up production order cards and set it in front of yourself.

A player may have no more than two production order cards lying in front of him. If a player does not have a production order card in front of himself, he must take one as soon as possible. After a player has taken one of the face-up jobs, the top card of the job pile is turned over to replace it. As long as there are enough cards left in the job pile, there must always be the same number of face-up job cards as players.

B) Play a card:

Select any one of your cards and place it face-up in front of you.

Depending on the card, you will then assign it to another card, a player, or a machine.

C) Trade 1 to 3 cards:

Select one to three cards from your hand, put them on the bottom of your draw deck, and then draw the same number of cards from the top of your draw deck.

or

Exchange any one not yet started production card (i.e. no completion markers have been placed on it yet) from in front of you with one from the row of face-up jobs.

Optional actions
The active player may, at any time, (i.e. before, during, or after an action) spend money. Money is spent in order to a) execute a bribe or b) repair sabotage damage.

a) Bribery:
Bribes can happen in either of two ways:

1.) During his turn, a player may try to bribe the team chief of another team in order to get him to immediately remove one of his workers from a machine and take it back into his hand. The amount of the bribe may be negotiated freely but must be at least equal to the bribe value of the worker to be removed (workers with a "NO!" bribe value cannot be removed from a machine by bribery). In this type of bribery, the team chief gets the bribe. If the team chief won't agree to a bribe or you don't wish to bribe a team chief, you can also bribe the worker directly (see 2.).

2.) During his turn, a player may try to bribe a worker from another team directly in order to get him to leave his job. To do this, the player announces his intention and points to the worker that he would like to bribe. That worker's team chief can now say if he wishes to try to prevent the bribe. If he chooses not to prevent the bribe, the bribing player pays the bank a sum equal to the bribe value of that worker (workers with a "NO!" bribe value cannot be bribed) and the worker is placed under the draw deck of his team. If that worker's team chief chooses to try to prevent the bribery, both players secretly place any sum of money into their hand (at least equal to the bribe value of that worker, however) and then reveal the amounts simultaneously. The player who has offered the worker the higher sum pays the money to the bank and then decides what the worker will do (if he will remain on the job or if he will go back under the draw deck). The other player keeps his money. If both players offer the same amount, the worker is not bribed. Both players take their money back and the worker remains where he is. No other bribery attempt may be made on that worker during this turn.

b) Repairing sabotage:
The active player may repair any sabotage that did not take place this turn. He pays the bank the amount shown on the sabotage card and removes the card from the machine. Since the repair includes a test run of the machine, he may immediately complete any one task on one of his production orders cards that could be executed by the repaired machine.

Actions outside your turn:
The Sabotage, Coffee Break, Illness, and Team Meeting cards may be countered by the targeted player outside of his own turn through use of a defense card. Targeted players are:
- with Sabotage, all team chiefs (players) since all teams must ultimately work on the machines.
- with Coffee Break, the team chief of the appropriate worker.
- with Illness, of course, the team chief that will become sick.
- with Team Meeting, of course, the team chief of the appropriate team.
Sabotage is countered by an equivalent sabotage. Coffee Break is countered by Overtime. Illness is countered by Vitamin Pills. Team Meeting is countered by a Mix-up. Only cards in the hand can be used as counters.
After a defense, the countered card and the countering card are placed under the draw decks of their respective players.

II. The effect of Closing Time:

Whenever a closing time is executed, the game is interrupted.

Now you determine which players have a sufficient value of workers at a machine in order to be able to produce. Each player that does may now cover the appropriate task on his Production Order card with a Completion Marker.

The output of a machine is always a result of the labor value required by a machine and the value of the worker(s) at that machine.

For example, the sewing machine requires a Worker 1. If a player has a Worker 2 at that machine, he can consider two occurrences of that task to be completed and cover the appropriate spaces on his Production Order(s) with two Completion Markers.

If the player only needed one (or even none) of those tasks to be performed, the surplus production is lost.

Only fully completed tasks are counted. If, for example, a player has a Worker 3 at the gluing machine (which requires a Worker 2), he has only completed 1 gluing task, not 1.5 tasks.

Once production is determined, all Temporary workers at machines that have produced are placed in the discard pile. Temporary workers at machines that have not produced stay in the game.

Overtime cards on workers at machines that have produced are placed in the discard pile. Overtime cards on workers at machines that have not produced stay in the game.

If all of the tasks for a production order are now completed, the team receives the pay-off amount indicated on the job and the production card is placed on the discard pile.

Upon completion of the closing time phase, players adjust their hands back to 5 cards again, i.e. a player who has fewer than 5 cards draws up to 5.

Players who have more than 5 cards in their hand place the surplus cards of their choice under their draw deck. Players who have exactly 5 cards do nothing.

III. End of the game:

The game is over as soon as at least one player has completed 3 jobs at the end of a closing time.. All players then count their money and whoever has the most is the winner. In case of a tie, the player who repaired the largest total value of sabotage wins. If there is still a tie, then the tied players share the victory.

C) Explanations

(This part of the rules can be read during the game and need not be read previously. It is only provided to clarify any ambiguities and should provide a quick reference.)

The cards:

12 Farbrikkarten (Factory cards):
- 12 Auftragskarten (Production Order cards) with different pay-offs

25 Teamkarten (Team cards):
- 9 Arbeiter (Workers): 4 Festangestellte (Salaried) and 5 Aushilfskräfte (Temporary workers)
- 4 Feierabend (Closing Time)
- 3 Überstunden (Overtime)
- 2 Sabotage
- 2 Kaffeepausen (Coffee Break)
- 1 Krankheit (Illness)
- 1 Vitamenpillen (Vitamin Pills)
- 1 Tschüss.... (Bye Bye)
- 1 Teambesprechung (Team Meeting)
- 1 Verwechslung (Mix-up)

Additionally
- 4 Kurzregeln (Short rules)

I. The gameboard

A large, wondrous machine is portrayed on the board. Each side symbolizes a different machine. The type of machine represented and its corresponding product, which is also shown on the production cards, is described on each side. Under each machine the labor value required for a production step is indicated by number from 1 to 3 (and abbreviated A1, A2 and A3).

Thus, a labor value of 2 is required at the folding machine in order to successfully execute a folding task.

An task is successfully executed if, at a closing time, the corresponding value of work is in front of the machine (at the appropriate side of the board). If a worker with a multiple value of the required number is at the machine, than the appropriate multiple number of tasks is completed.

Only workers from one team can be in front of any particular machine.

II. The factory cards

Production Order cards:

Order cards are placed in front of you.

On each card, the pay-off to the successful team is shown behind the word Auftrag (Order).

The tasks that are required for the job are displayed underneath it.

A job is successfully completed once all the required tasks on the card are covered with a completion marker.

For an Order 8000 - Sammelheften (collation), Fadenheften (sewing), Sammelheften (collation) - the Sammelheftenmaschine (collating machine) must produce twice and the Fadenheftenmaschine (sewing machine) must produce once.

The order in which these processes are completed is irrelevant.

III. The team cards

The team cards consist of workers and team action cards

Workers

Workers are always played in front of machines. They must be placed so that are clearly assigned to one machine. Workers can only be played at unoccupied machines or at machines where other workers from the same team are already in play.

There are two different types of workers.

1) Angestellte (Salaried)

Salared workers have values from 1/2 to 3, which reflects their labor value. A salaried worker with a value of 3, for example, could run the Sammelheftenmaschine (collation machine), which requires a labor value of 3, all by himself. Workers may, of course, run machines that require less labor value than they can provide. A salaried worker 3, for example, could run the Fadenheftenmaschine (sewing machine), which would result in triple production on that machine.

By the same token, workers can also join together to run machines which require higher labor values than they can provide by themselves.. A salaried worker 2 and a salaried worker 1, for example, could work together to run the Sammelheftenmaschine (collation machine), which requires a labor value of 3. Salaried workers remain in place even after they have successfully executed a task.

The amount of the bribe that must be paid to a worker to make him leave his job (and, as a result, go back under his team's draw deck) is indicated between his two hands holding the cash. If the worker is bribed directly, he puts the bribe into his own pocket (it goes back to the bank).

If a "NO!" instead of a bribe value appears between the worker's hands, he is incorruptible and may not be bribed.

2) Aushilfskraft (Temporary workers)

Temporary workers are the same as salaried workers except that once they have successfully completed a production task (or helped to complete one) they are placed on the discard pile.

Bribed temporary workers don't get discarded; just like salaried workers, they go back under their team's draw deck.

Team action cards

The team action cards help workers to get to the machines or to hinder opposing teams. The workplace battle is essentially conducted with them.

There are three different groups of these cards, depending on where they are placed after their effect is executed.

1) Cards that are placed under your draw deck:

Feierabend (Closing time)

Closing time cards are placed in front of you.

There are two types of closing time cards: 3 x F1 and 1 x F0.

If you play an F0 card, a closing time is executed immediately at the end of your turn.

If you play an F1 card, one more round is played before the closing time is executed. During this additional round, other closing time cards may also be played or executed (if a player plays an F0 card, for example, or through the effect of an F1 card that had previously been played).

Upon completion of the closing time phase, players adjust their hands back to 5 cards.

Text of the card:

F0 (Feierabend, Closing Time) - Play this card in front of you. Execute a closing time at the end of your turn.

F1 (Feierabend, Closing Time) - Play this card in front of you. Play one more round and then execute a closing time at the end of your next turn.

Überstunden (Overtime):

Overtime cards are played only on your own workers and only apply to them.

You can make up for an insufficient labor value at a machine by playing overtime. An overtime card multiplies the labor value of the worker at that machine. So, for example, a worker 1/2 at the Fadenheftenmaschine (sewing machine), which requires a labor value of 1, could successfully complete a task there if an overtime card was played on him.

Several overtime cards may be played on the same worker. Overtime cards remain in place either until a task is successfully completed at that machine or the worker is removed from that machine.

The overtime card is then placed under the draw pile.

You can counter a coffee break with overtime: "If you take a coffee break now, you'll have to do some overtime".

Text of the card:

Overtime cards are played on your own workers. Overtime cards multiply their labor value:

1 card = labor value x 2
2 cards = labor value x 3
3 cards = labor value x 4

Once played, an overtime card remains in place until a task is completed (or the worker leaves the machine). Overtime cards counter coffee breaks.

Verwechslung (Mix-up):

Among the members of each team there are characters that are condemned to look alike (the picture on the card is an example). These can be easily mixed-up (and swapped).

When swapping, your worker could already be in play at another machine or it could still be in your hand. If the worker is in your hand, the opposing worker simply returns to your opponent's hand. If your worker is already in play, then the two workers trade places. Any overtime cards assigned to
these workers get lost as part of the mix-up and are placed under the appropriate draw deck.
Note: If a swap would result in workers of two different colors (different players) being placed at the same machine, then the swap is not allowed. The player takes his mix-up card back into his hand and chooses another action.
You can counter a team meeting with a mix-up:
"A mix-up has taken place, there are people besides your team at the team meeting".
Text of the card:
Play this card on an opposing worker. Trade this worker with an identical (same picture on the card) one of your workers. A team meeting counters this card.
2) Cards are placed under your opponent's draw deck:

Kafeepausen (Coffee break):
Coffee break cards change owners after they have been successfully played and, thus, can be played by teams of another color.
Coffee break can be countered by overtime.
Text of the card:
Play this card on an opposing worker. He leaves that machine in order to take a coffee break. He and the coffee break card are placed under his team's draw deck.

3) Cards that are removed from the game:
Sabotage:
Sabotage cards are played on machines.
Only one sabotage cards may be played on a machine at a time.
The number on the card indicates the mount of damage inflicted on the machine. No production tasks can be completed on this machine (including by the player who played the sabotage) until the corresponding damage is repaired. A player may, on his turn, repair any sabotage that he did not
play that same turn. This is the only way that sabotage cards can be removed from a machine.
The sabotage card is discarded after the appropriate amount of money has been paid. The player who repairs the sabotage gets one completion marker for the task pefromed by that machine since the repair includes a test run of the machine. For this purpose only, it doesn't matter if the repairing player has the necessary worker at the machine, nor is a closing time necessary
for the task to be completed.
Workers may be played at a sabotaged machine but, so long as the machine is still sabotaged during a closing time, they will produce nothing.
Play of a sabotage card may be countered if another player immediately pays an equivalent sabotage card. The sabotage is thus sabotaged. A sabotage 5,000 is countered by another 5,000 and a sabotage 2,000 by another 2,000.
Note: Players should keep track of how many sabotages they have each repaired. The easiest way to do this is to take the repaired sabotage cards and place them in fornt of yourself.
Text of the cards:
Sabotage (5000) - Put this card in front of a machine. No tasks may be completed at this machine until 5,000 bucks are paid to the bank. The player who pays to repair this sabotage gets one completion marker for the task performed by this machine.

Sabotage (2000) - Put this card in front of a machine. No tasks may be completed at this machine until 2,000 bucks are paid to the bank. The player who pays to repair this sabotage gets one completion marker for the task performed by this machine.

Vitaminpillen (Vitamin Pills)
Note that playing the vitamin pill is an action. It gives you four extra forced actions, for a total of six, but playing this card counts as one of those actions.
Text of the card:
Play this card in front of you. Your team has swallowed vitamin pills and is highly motivated to work. You get four extra forced actions this turn (for a total of six, of which one was playing this card). Vitamin pills can also be used to counter a Krankheit (Illness).

Tschüss..... (Bye Bye)
Text of the card:
Play this card on any opponent's worker in play. Both cards are discarded.

Krankheit (Illness)
Text of the card:
Play this card in front of an opponent. The team chief is sick and misses his next turn.
A team whose chief is ill still participates normally in all appraisals.

D) Example of play (see the illustration on the next page):
Adam was the initial active player and he played an F1 card as his first forced action. That means that a closing time will be executed after one more round and an appraisal will take place. In order to keep Carl from getting a chance to play, Adam played an illness on Carl as his second forced action.
The illness means Carl must skip his next turn. Carl could have countered the illness card with a vitamin pills but he chose not to do so. In any case, Berta is the active player after Adam. She is happy with the current situation and simply draws another production order card from the row of face-up job cards. Then, she replenishes the row of face-up job cards by turning over the top card of the job pile. As her second forced action, she draws a card from her draw deck.
Carl skips his turn. As a result, he cannot repair the sabotage on the machine where he has a single worker. The only thing that he can do is to put the illness card on the discard pile.
It is now Adam's turn again. As his first forced action, he trades his not yet started job (the production order card without any completion markers) with another from the row of face-up job cards (the new one that Berta turned over).
Then he plays a coffee break on Carl's salaried worker at the A3 machine.
Carl counters the coffee break, which threatens his worker who has overtime, by playing an overtime card from his hand. Adam puts the coffee break card under his draw deck and Carl puts the overtime card from his hand under his. Cards used for defense must always be played out of the hand. so it made no difference at all that Carl's salaried worker already had an overtime card played on it. If Carl had not been able to counter the coffee break, both his salaried worker and the overtime card on it would have been placed back under his draw deck. The countered coffee break attempt was Adam's second forced action, and now the closing time is executed.
As a result of the appraisal, Adam gets three completion markers for tasks by the A1
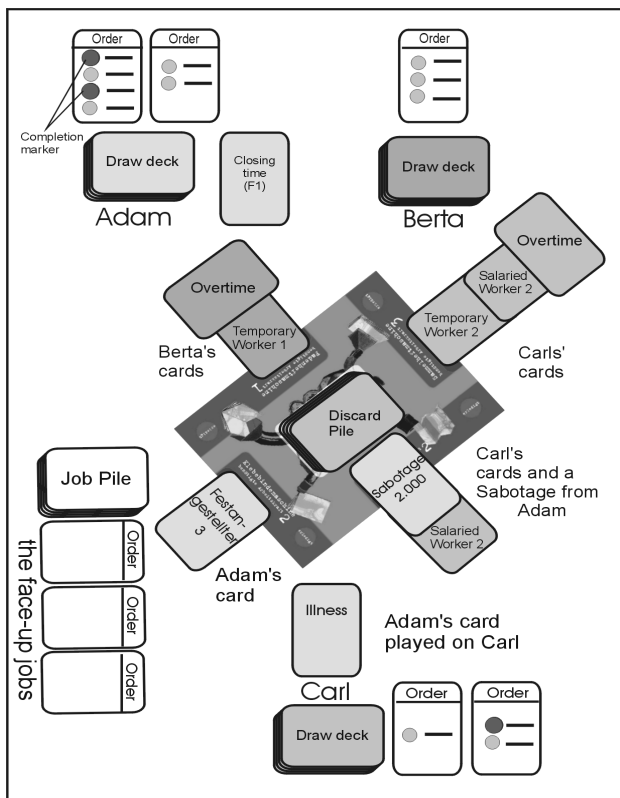
machine. He only needs two of these, so the third is lost. His salaried worker remains in place at that machine. He could later take him back into his hand as a legal forced action.

Berta gets one completion marker for the temporary worker with overtime at the A2 machine. The temporary worker is then discarded and the overtime card goes under her draw deck. Carl gets two completion markers for the A3 machine since he has a labor value of 6 there. The temporary worker is then discarded and the overtime card goes under his draw deck. The salaried worker remains where he is. The second machine where Carl has a worker is sabotaged, so he gets nothing there.

Thanks

This game is a game from:

Short rules
Play order is clockwise.
The active player has two forced actions.
He may choose from among these three possibilities:
A) Pick up a card
B) Play a card
C) Trade 1-3 cards
He may also pay money to execute as many optional actions as he wishes at
any time during his turn.

At the completion of a player's turn, check to see if a closing time takes place. If a closing
time takes place, an appraisal is executed.
After the appraisal, player's hands are adjusted back to 5 cards. The next player then
takes his turn.

Appraisal:
All players check to see the labor value they have at the machines. The required labor of
the machine is divided by the combined worker and overtime labor value and rounded
down. Then, if a task is successfully completed, the player takes the appropriate number
of completion markers (round) and covers the corresponding tasks on his production order
card.
Surplus completion markers are lost and placed back in the reserve.
If a job is now fully completed, the player receives the pay-off indicated on the production
order card.
Example: Ralf has a temporary worker 1 and a salaried worker 2 with an overtime card
(doubles his performance) in front of the Falzmaschine (A2).
This yields a labor value of $1 + (2 \times 2) = 5$. Dividing that number by the required labor
value of the machine yields $5/2 = 2.5$. The result is always rounded down, so the net result
is two and Ralf is allowed to cover two folding tasks on his job cards. He only has one
folding task, however, which he covers. The second completion marker is lost.