

SYSTEM
BOLAGET

ON SHELF



A game simulating the
everyday work of a store

for 3-6 players (playing time 45 minutes)

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Version 0.93

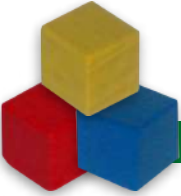


1. Introduction

Weekday marker



Hour hand



Item cubes



Spillage drops



Event die



Player discs

Systembolaget is a government-owned chain of stores in Sweden with an exclusive right of selling liquor. Its vision is a society where alcoholic beverages are enjoyed with consideration for the health so that nobody is injured. An important aspect of this is that all product selections and displays must be based on customer preferences, and every producer and distributor handled the same way.

2. Game Components

The game consists of the following components:

- ✓ 1 game board with stock spaces (brown and gray) and shelf spaces (white, blue, black, red and yellow).
- ✓ 1 cylinder, representing the weekday in a calendar.
- ✓ 1 stick, representing the hour hand of a clock.
- ✓ 45 item cubes in representing item categories (beer, wine and liquor) and brands (white, blue, black, red, yellow).
- ✓ 5 spillage drops representing spillage in the store
- ✓ 1 12-sided die for events during the day.
- ✓ 5 pairs of player discs.
- ✓ 35 job cards, representing 5 sets of 7 store jobs.
- ✓ 60 customer cards, representing customer preferences.

3. Game Setup



Start player bottle

- 1) Place the **game board** on the table.
- 2) Place the **day marker** on a chosen day (the later in the week, the harder the game) and the **hour hand** on "9".

M	T	W	T	F	S
12 8 4	9 6 3	9 6 3	6 4 2	6 4 2	3 2 1

- 3) Draw **3 item cubes** according to the chosen day, e.g. for Wed **9 beer** , **6 wine** , and **3 liquor** , and place them in empty shelf spaces of the same color with the same symbol. If you draw more item cubes than shelf spaces for a certain color and symbol, stack the rest in stock spaces with a similar color and symbol. Put remaining cubes in the box.
- 4) Place the **spillage drops** and the **event die** in the lower right corner (the "scrub").
- 5) Choose a pair of **player discs**. Place one on the "CSI" space and the other in front of you. The last to visit a store starts and takes the start player bottle.

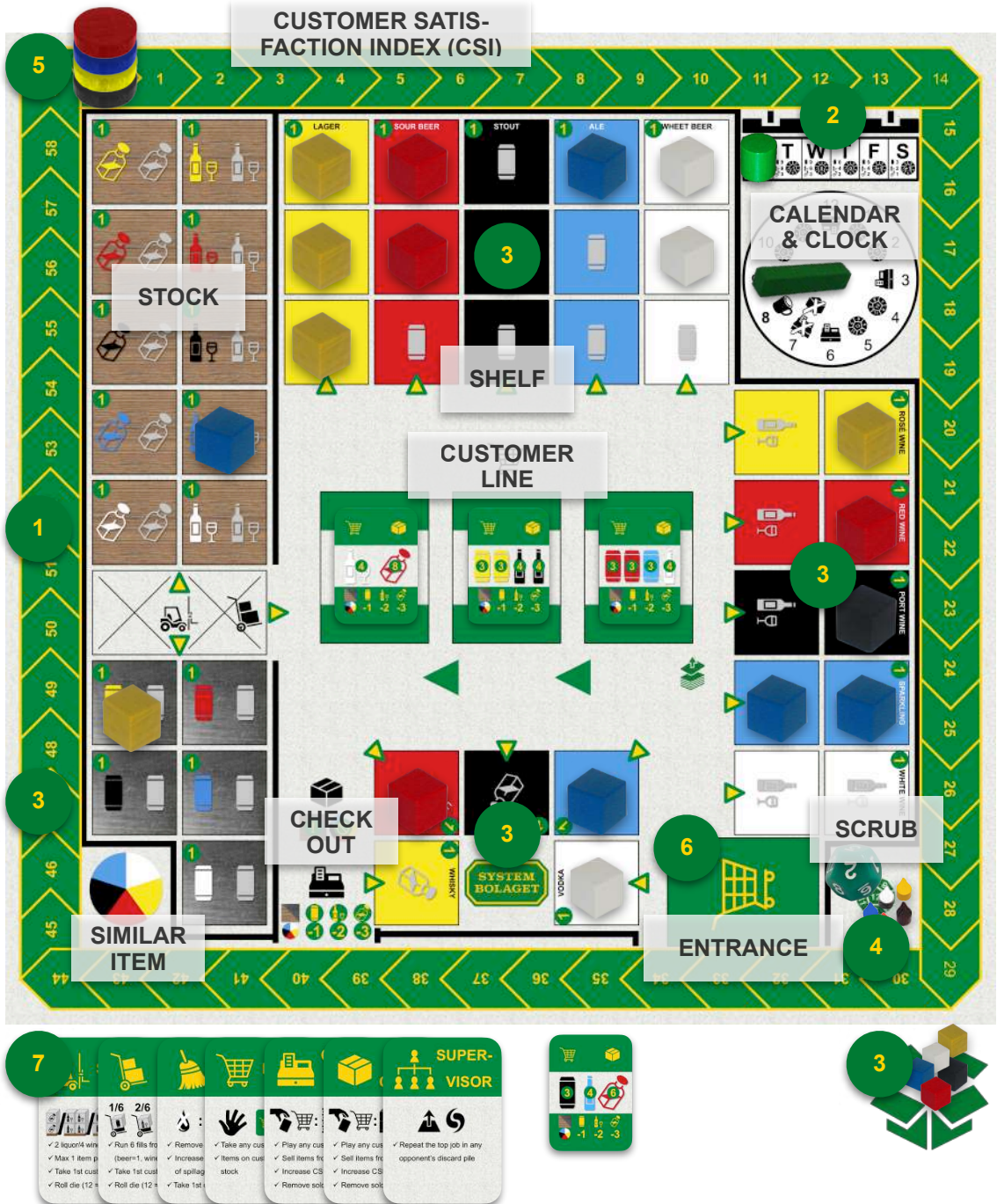


Job card



Customer card

- 6) Shuffle the **customer cards**. Place 3 on the middle of the table ("customer line") and the rest in the lower right corner ("entrance").
- 7) Give each player a set of 7 unique **job cards**, and 1 drawn **customer**.



4. Game Objective

You are co-workers at a Systembolaget store and perform different jobs. Your goal is that all suppliers' items are on the shelves and all customers find what they want. The better you do this, the higher your **Customer Satisfaction Index (CSI)**. The player with the highest CSI wins.

5. Game Overview

Play 1 job card in clockwise turn order from the **hand** to a **personal discard pile**. Perform the job according to the card text (see 6. Jobs).



- ✓ If the card tells you to take a customer card from the **customer line** (the middle of the table), slide the remaining customer cards to the left and draw a new card to replenish the now empty rightmost space in the customer line.



- ✓ If the card tells you to increase CSI, move your player disc forward that many spaces on the CSI track. Place the player disc on top of any other discs in the same space.

When all have played 1 job card each, move the hour hand to the next hour. Perform the event of the hour according to 7. Clock and Calendar. The player with the lowest CSI (or highest placed player disc in case of a tie) starts the next round. To retrieve all job cards from the discard pile back to the hand, take a break by passing one turn.

6. Jobs



6.1 Stock

Take from the box **2 item cubes** and place them in stock spaces for **liquor** or **4 item cubes** in stock spaces for **wine** or **8 item cubes** in stock spaces for **beer**. Then take the leftmost customer card in the customer line and roll the die. If the result is 11 or 12, see 6.3 Clean.

- ✓ The stock space tells whether the item cube is beer, wine or liquor.
- ✓ Each **stock space** fits **2 item cubes**, of which 1 must match the stock space color.
- ✓ If you stock a color that is missing in stock, increase CSI with 1.
- ✓ You must stock as much as the card allows but you are not forced to choose the item category that lets you stock the most.
- ✓ Item cubes are limited, e.g. it may happen that you cannot stock red wine because there is already a lot of red beer in the store.



Example: Su-San wants red wine in the store but there is no red wine in stock so she plays Stock. All wine stock spaces are full except the red one so she takes 2 red item cubes and forfeits the remaining 2. She also gets 1 CSI.

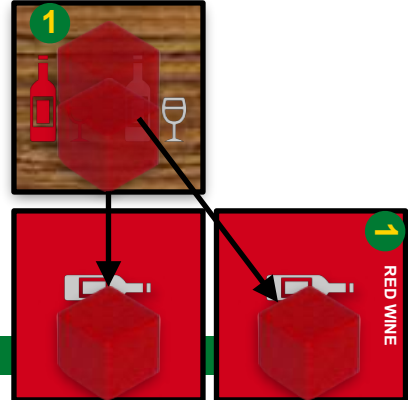


6.2 Fill

Do 6 fills from stock spaces to shelf spaces where **beer** "costs" **1 fill**, **wine** "costs" **2 fills** och **liquor** "costs" **3 fills**. Then take the leftmost customer card in the customer line and roll the die as above.

- ✓ The stock space tells whether the item cube is beer, wine or liquor.
- ✓ Every shelf space fits **1 item cube** that must match the shelf space color.
- ✓ If you fill a color that is missing in the shelf, increase CSI with 1.
- ✓ You must fill as much as the card allows but you are not forced to choose the fill combination that lets you fill the most.

Example: Su-San plays Fill and picks the 2 red item cubes from the wine stock space to the red wine shelf spaces. Su-San has 2 "fills" left but only liquor shelf spaces are empty (requires 3 fills) so she forfeits them. She also gets 1 CSI.

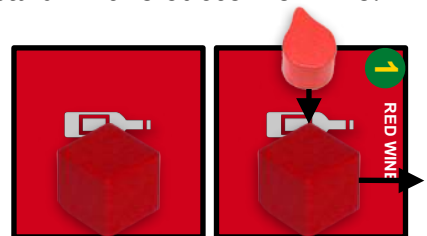


6.3 Clean

If "11" is rolled after Stock of Fill, there is spillage. Place 1 spillage drop in any of the spaces that items were moved to and return the items from there to the box. If "12" is rolled, also do the same in any adjacent space of the same item category. The spaces are now blocked for items until a Clean job is played.

When Clean is played, increase CSI with the number of drops in the store and remove all of them. Then take the leftmost card in the customer line.

Example: After her Fill, Su-San rolls "11". She replaces 1 red wine with 1 drop. The next player plays Clean, removes the drop and increases CSI with 1.



6.4 Floor

Take any 1 customer card from the customer line. Then place item cubes that matches the item symbols on the customer card in stock spaces as per 6.1 Stock, e.g. if there are 2 red wines on the card, place 2 red wines in stock.



6.5 Check Out

Play 1 customer card from the hand and sell items. For every item symbol on the customer card that matches an item cube in the store, increase CSI with the item symbol value and move the item cube from the store to the box.



- ✓ If an item cube is missing in a shelf space, take it from any **stock space**, (). CSI then increases by **1** less for beer, **2** less for wine and **3** less for liquor.
- ✓ If an item cube is missing in the store altogether, take a **similar item** (an adjacent color in the wheel in the upper left corner). CSI then increases by **1** less for beer, **2** less for wine and **3** less for liquor.



Example: Su-San plays Check Out and sells 1 black beer from the shelf (3 CSI) and 1 blue wine from the stock (4 - 2 = 2 CSI). There is no red liquor in the store so instead she sells a similar yellow liquor from the shelf (6 - 3 = 3 CSI).



6.6 Pre-Order

PRE-ORDER

- ✓ Play any customer
- ✓ Sell items from buffer/stock
- ✓ Increase CSI with value - 2
- ✓ Remove sold items

Play 1 customer card from the hand and sell items. For every item symbol on the customer card that matches any item cube in the **stock** (not shelf), increase CSI by the item symbol value and move the item cube from the store to the box. Then deduct **2** from the total CSI earned.

6.8 Supervisor

SUPER-VISOR

- ✓ Repeat the top job in any opponent's discard pile

Repeat the top job card in any opponent's discard pile as if you had played it yourself.

7. Clock och Calendar

The game time is divided into hours and days. 1 round corresponds to 1 hour from 9 AM to 8 PM and 1 day corresponds to a game.

Every **hour** starts with an **event** with certain rules before the start player takes his or her turn. If an event can be executed in different ways, the **starting player** chooses.



The store is closed. Check Out and Customer Order may not be played.



Roll the **event die** and check the result in the table on the last page. For Monday and Tuesday, deduct 1 from the result. For Friday and Saturday, add 1 to the result.



Rush hour. In turn order, play 1 customer card as per the rules for 6.5 Check Out without playing any job card. Determine the new start player and play a normal round.



The workday has ended. See 9. End of Game.

8 Temporary Assortment & Age Control (optional)

Draw 2 customer cards at setup and place 1 close to Stock and 1 close to Check Out. If you do **Stock**, **Fill** or **Clean** with at least 1 item on the 1st card, increase CSI with 1. If you do **Floor**, **Check Out** or **Pre-order** with at least 1 item on the 2nd card, ask the player to your left for identification. If you do, increase CSI with 1, otherwise decrease it with 1.

9 End of Game

At 8 PM the game ends. For every customer card left on the hand, increase CSI according to the table to the right (do not remove item cubes from the store). The player with the highest CSI wins.

Customer card	CSI
All items are on shelves	6
All items are in the store	4
At least 1 item is in the store	2

10 Cooperative Variant

If the players want to cooperate, change the rules as follows:



- Game Setup: Use only one player disc and start at **CSI 30/20/10** (3/4/5 players).



- Game Objective: The objective is to reach at least **CSI 100** with the only player disc by the end of the workday.



- Game Overview: Play job cards as usual but discuss **together** which job a player should play to benefit the store.



- Jobs: The job cards work as usual with one important exception: Only the job card **Floor** lets you take a customer card from the customer line.



- Clock and Calendar: Play events as usual with one important exception: At **Rush hour**, play the 1/2/3 (3/4/5 players) customer cards in the customer line instead of customer cards from the hand. For every played customer card, first decrease CSI with the customer card's total item value and then decrease it with matching items' values. Thus, every played customer card at Rush hour gives 0 CSI at best. Do not remove the leftmost customer card from the customer line at the end of the hour.

- Age Control: Ask for identification when the player disc reaches or pass a **CSI dividable by 10**.



- End of Game: Customer cards on the hand do not increase CSI. However, full shelf spaces increase CSI with **+1/+1,5/+3 NKI** (beer/wine/liquor). Round the total up.



EVENTS TABLE



0-1. CORRECTED ORDER PROPOSAL - In turn order, take **any 1 item cube** from the box and place in a **stock space**.



2. HQ TRAINEE - In turn order, move **any 1 item cube** from a stock space to a **shelf space**.



3. SUBSTITUTE - In turn order, exchange **any 1 job card** from the hand with any 1 job card in the discard pile.



4. RETURN - Draw 1 customer card. Take from the box **item cubes** matching the customer card items and place in **shelf spaces** (or stock spaces if full). Ignore any sale stopped items (see 12).



5. INVENTORY - In turn order, exchange **any 1 item cube** with any 1 item cube from the box.



6. EXTRA RUSH HOUR - Same as Rush Hour (see chapter 7.)



7. SPILLAGE IN STOCK - Draw 1 customer card. Take from **stock spaces item cubes** matching the customer card items and place in the box. Place **1 spillage drop** in each stock space emptied this way.



8. SPILLAGE IN STORE - Similar to Spillage in Stock but remove the items from **shelf spaces** instead.



9. MALFUNCTION - Draw **1 job card** from the player to the left. This job card may not be used this hour.



10. FIRE ALARM - Everybody must take a break this hour.



11. REJECTED CUSTOMER - Draw 1 customer card. Discard from the hand **any 1 customer card** which has the leftmost customer card item.



12. SALES STOP - Draw 1 customer card. Remove from the **store** all items cubes matching the leftmost card item. For the rest of the day, use similar items instead. They may be placed in the sales stopped item's shelf spaces.

Credits

Game design:	Nicholas Hjelmberg
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Game testers:	Pleasant colleagues at Systembolaget AB Sweden
Special thanks:	Min wife and muse Su-San Oh
