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# WILMOT'S WAREHOUSE EMPLOYEE HANDBOOK

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CONGRAT

You work



Welcome to

ULATIONS!

k here now.



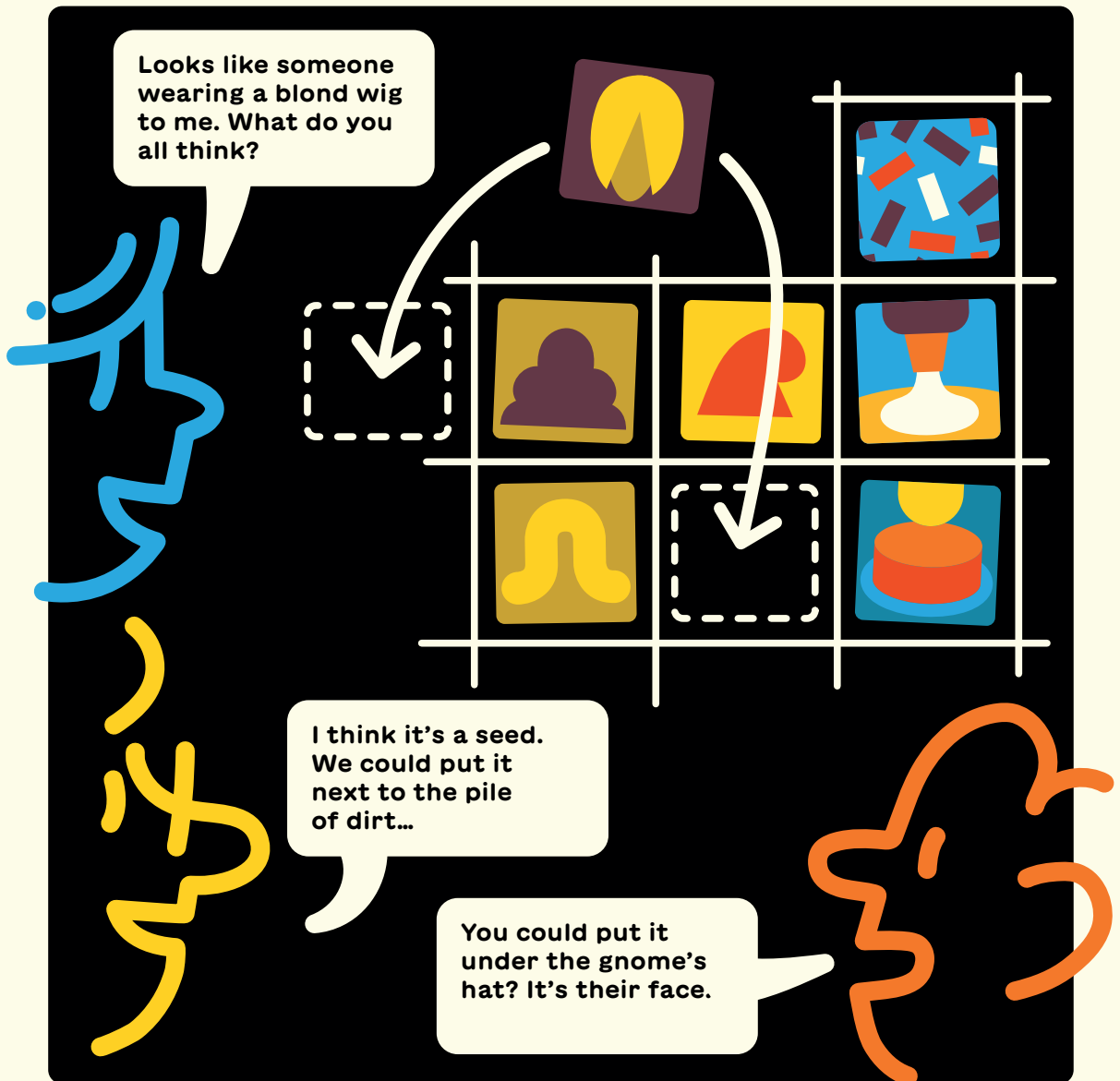
A5 Logistics.

Your team will work cooperatively to organize the warehouse, using memory, imagination, and silly stories you make up.

**DRAW** Product tiles off the stack...

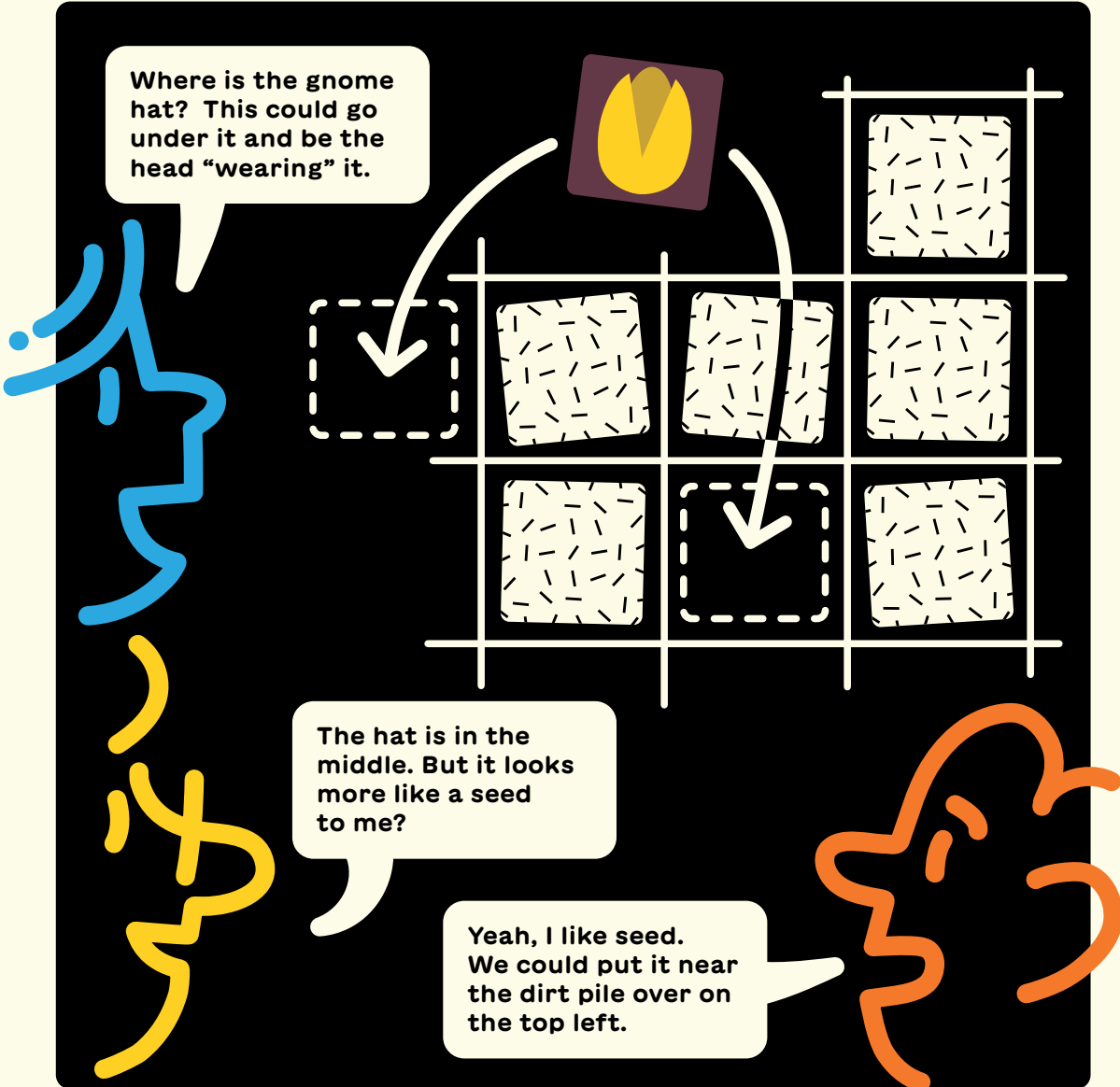
**DISCUSS** what they look like...

**PLACE** them somewhere you'll remember.




After you place each tile, you will flip it over and can't look at it again until the end of the game.

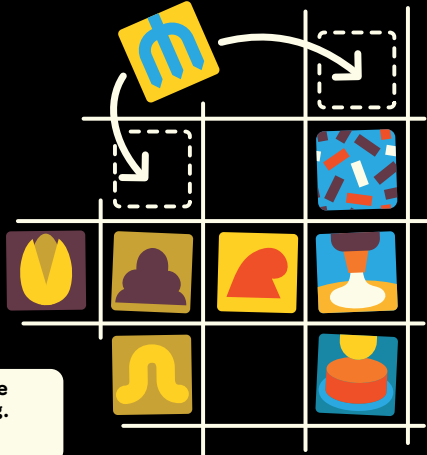
So your team has to remember where you've placed previous tiles as you're deciding where to place new ones.



Your team will place 7 tiles like this every day, Monday to Friday. And from Tuesday onward, each day will introduce a different Mandatory Idea card that affects how you can place tiles and communicate.

**CONFIDENTIAL MATERIAL**



Today, only the Shift Supervisor can look at each tile. They can describe and discuss its placement with the team, like normal.



Sounds like a trident or maybe a fork?

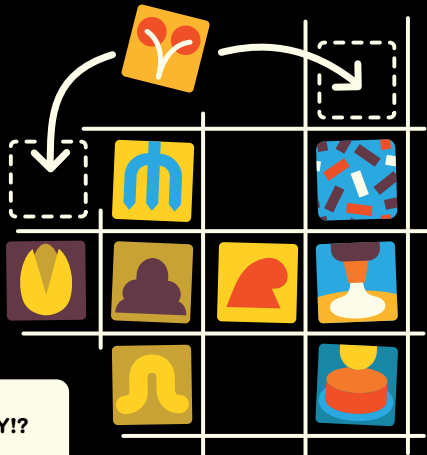
Put it above the dirt or the cake?

A blue three prong thing.

**COULD HAVE BEEN AN EMAIL**


For each of today's tile placements, each worker may only say one word. They may repeat the word as much as they like.

Think smart, speak less!



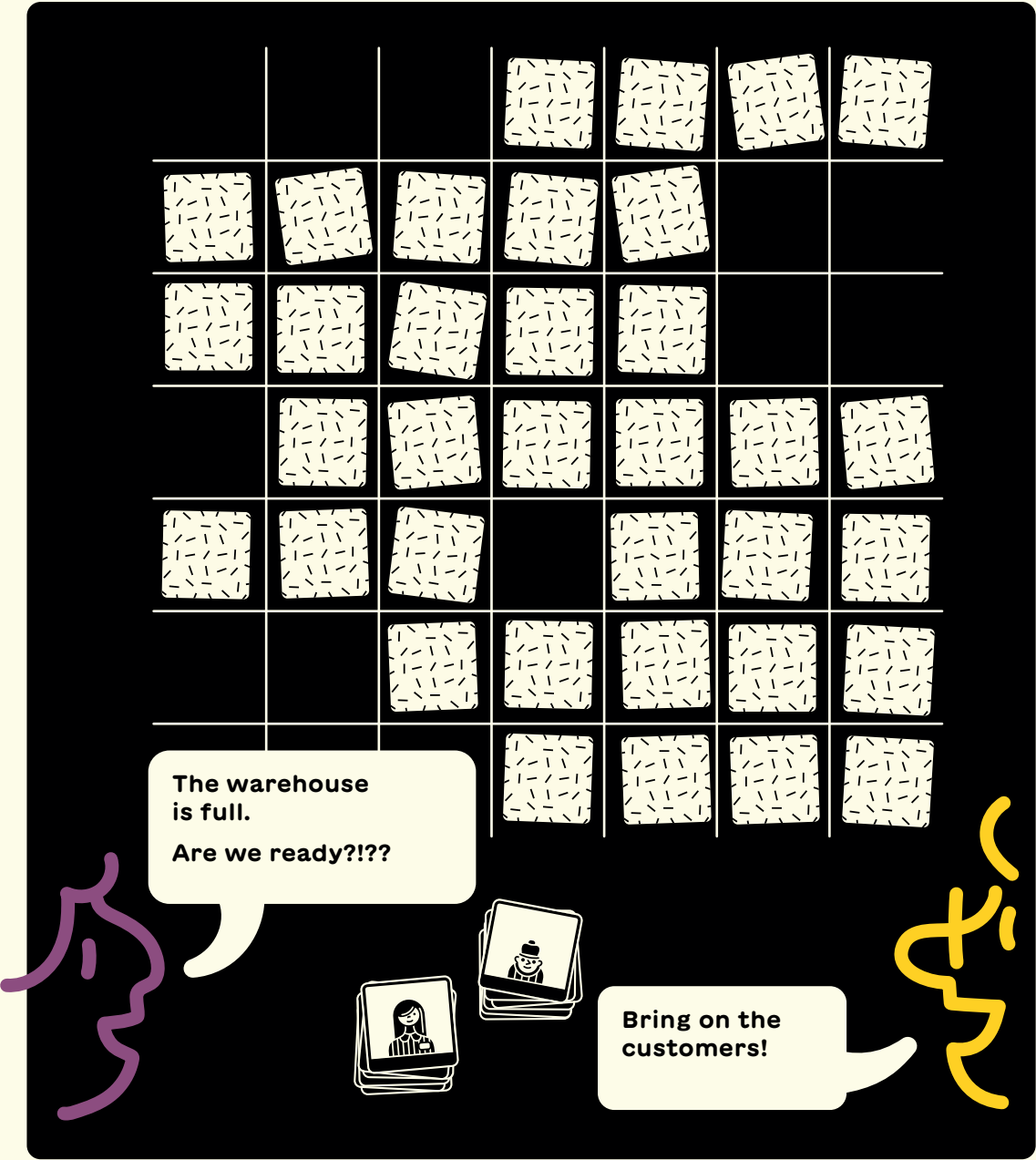
TREE!!!

ABOVE?!

CHERRY!?

At the end of the week, the warehouse will be filled with the 35 face down tiles that your team placed.

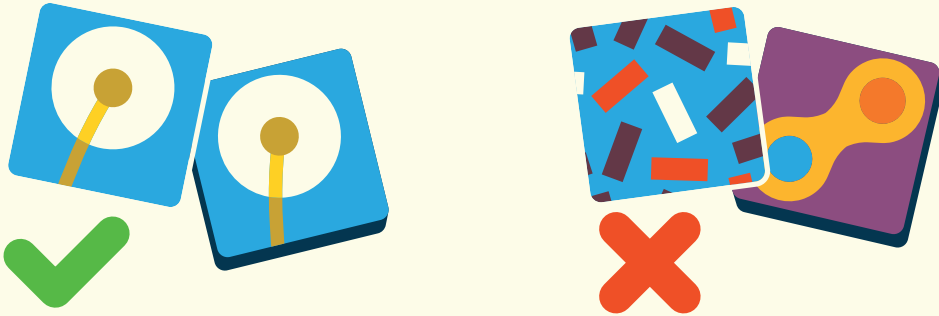
Now you're ready for the customers!



[illegible]



Finally, it's time for your team's weekly performance review! Your score will be based on how quickly and accurately you matched the Customer cards with the correct Product tiles in the warehouse.



It might sound impossible, but by working together to create funny stories and weird visual connections, you'll be surprised at how many you get right!

Had enough of looking at words? Scan the QR code below for our Official Onboarding Experience, or go to [cmyk.games/wilmot](https://cmyk.games/wilmot).

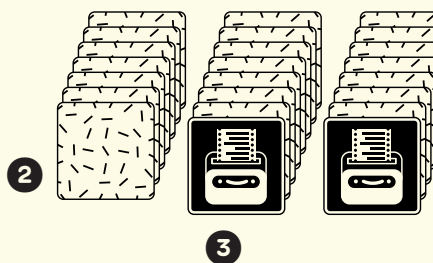
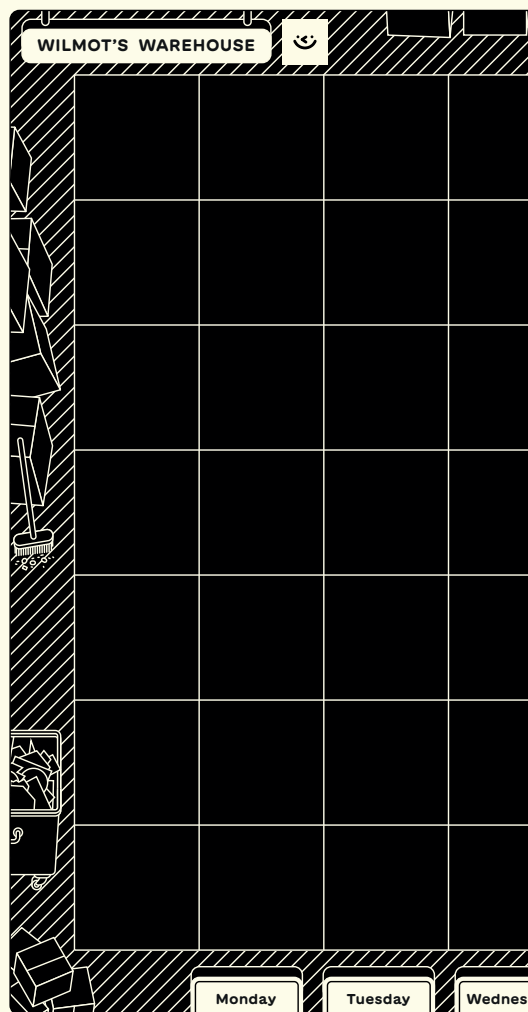


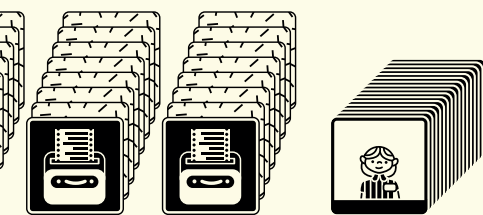
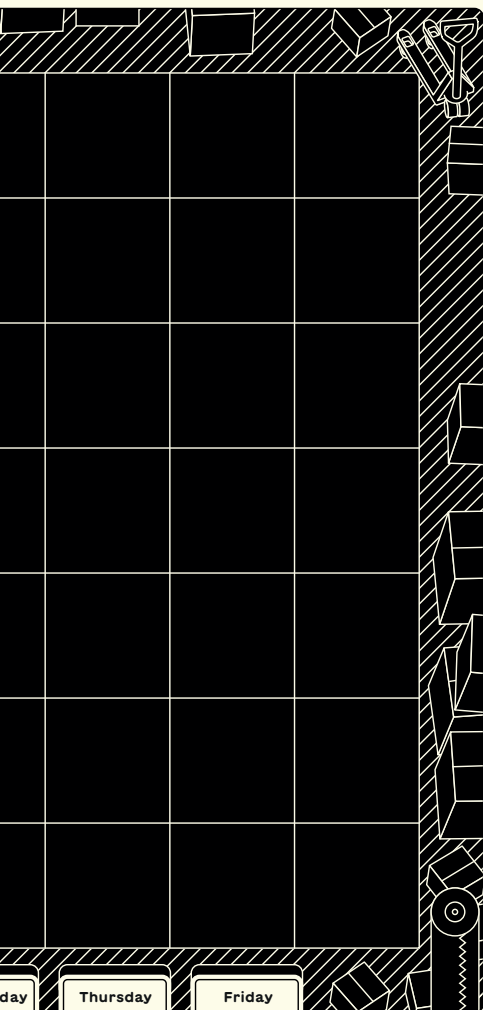
# SETTING UP THE WAREHOUSE



A5 Logistics encourages its workers to take pride in correctly preparing their workspace. To motivate you further, we've even installed cameras!

- 1 Place the Warehouse board where everyone can reach it.
- 2 Draw 35 Product tiles randomly out of the bag. Make 5 face down stacks of 7 tiles each (without looking too closely at them). Put the stacks next to the board, one stack for each day of the week.
- 3 Place 1 Mandatory Idea card on top of each day's stack of tiles, except Monday (4 total).
- 4 Place all Customer cards in a face down pile next to the board.
- 5 The most enthusiastic worker is Monday's first Shift Supervisor.

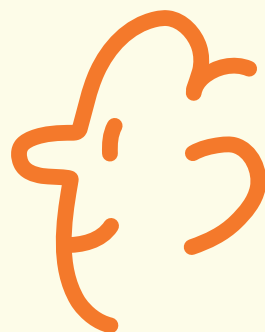




4

5

I volunteer!



# A DAY AT THE WAREHOUSE



Each day, everyone on the team will take turns, in clockwise order, being the Shift Supervisor. The Supervisor is responsible for revealing and placing exactly one tile from the day's stack onto the Warehouse board.

Here's how it works:

## DRAW

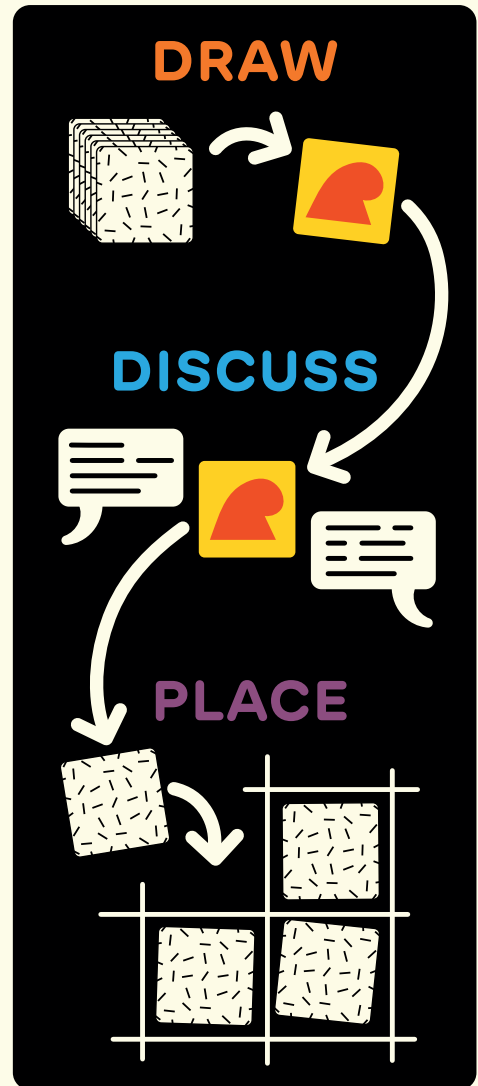
The current Supervisor draws the top tile from today's stack and shows it to everyone.

## DISCUSS

The team discusses what the tile art is and where it should go. Give it a story, a name, or otherwise decide how it's connected to the other tiles around the warehouse!

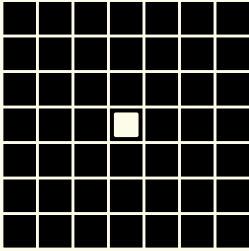
## PLACE

The Supervisor places the tile into an open space in the warehouse and flips it face down. The current Supervisor has final decision making authority, but team members should always offer their opinions!

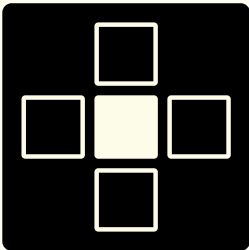


Here are the rules for placing tiles:

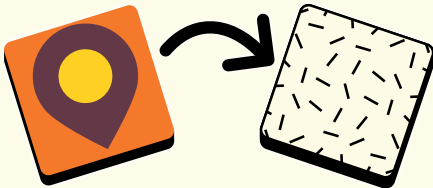
- 1 The first tile of the game must be placed in the center space of the grid.



- 2 All subsequent tiles must be placed in the grid adjacent to any previously placed tile: up, down, left, or right.



- 3 When you place a tile onto a space, flip it face down. Once a tile is flipped over, no one can look at it again until the end of the game!



Repeat this process, rotating the Supervisor role, until all 7 tiles have been placed that day. At the end of the day, you can take as much or as little time as you like reviewing your tile placements.

Start in the middle.



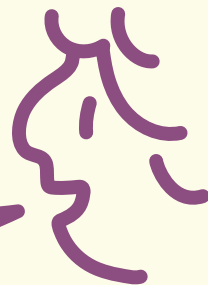
Place tiles next to each other.



Flip tiles over and don't peek.



My turn!



To help your team remember where each tile is placed, it's helpful to make little connections between them, like:







### STORIES

It's a bear stealing a doughnut from the elephant who is talking about the sunny weather.







### PLACES

Put the factory with 3 chimneys next door to the yellow house under the bright sun.







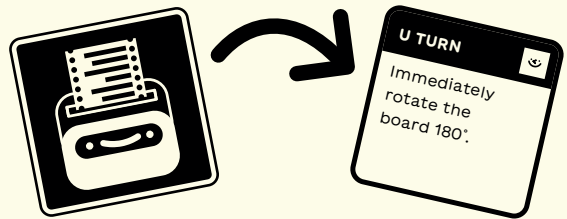
### CATEGORIES

It's water pipes, put it with all the other weird cables under the house.

# STARTING THE NEXT DAY



Before placing any tiles, the next Shift Supervisor flips over the Mandatory Idea card from the top of the day's stack and reads it out loud. Everyone must follow those instructions for the day, to the best of their ability, even if it conflicts with the rules in this handbook.



If a worker does not follow the instructions on a card, there is no direct penalty. Continue your shift as if nothing terrible just happened. There is no need for employees to worry that they are being recorded and/or monitored by A5 Logistics.

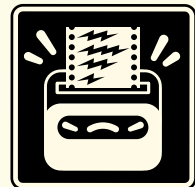


If you would like an easier workweek, simply remove any Difficult Ideas from the game. If you would like an easier reality - you can also remove these from your brain! (Speak to HR if you would like to select this option.)

Repeat drawing, discussing, and placing tiles for each day of the week, until the end of the day on Friday, when all 35 tiles are face down in the warehouse.



NORMAL IDEA



DIFFICULT IDEA

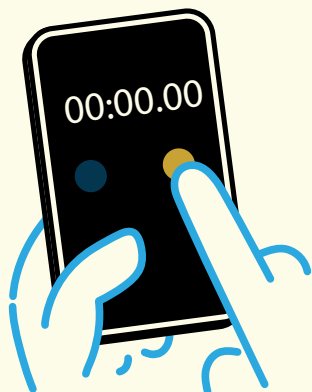
# END OF GAME CUSTOMER RUSH



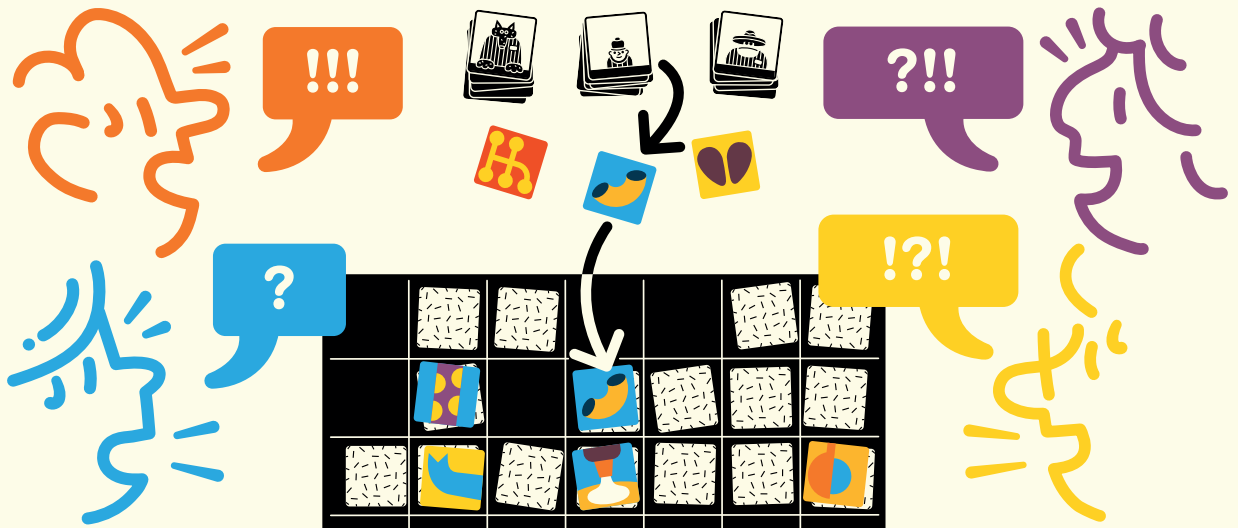
At the end of the day on Friday, after you've placed all 35 of the week's tiles, a rush of customers will arrive demanding products: some you have in stock, some you don't.

Your team must simultaneously search through the Customer cards and place them on their matching face down Product tiles in the warehouse as quickly and accurately as possible. To do that:

- Divide all the Customer cards evenly between team members. It doesn't need to be exact.
- Start a stopwatch on your phone at 0:00 seconds and counting up. You're trying to finish within 5 minutes, but faster is even better!







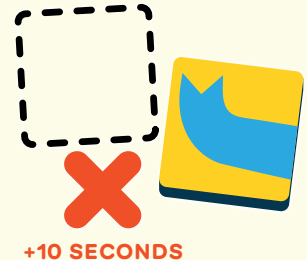
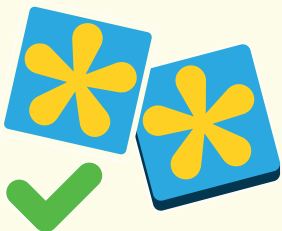
Right as the timer starts, as quickly as you can, each worker searches through their pile of Customer cards and places them on what they believe are the matching Product tiles. You will have to be quick, since most of the cards will feature art from tiles you didn't even place this game!

You all do this simultaneously, but can share and discuss cards, move cards around even after you have placed them, trade cards, and generally make a mess of things.

Once everyone is satisfied with their work and has shouted "FINISHED!" stop the timer. Flip over all the Product tiles and check if they match the card on top of them.

Count up all the tiles that were not paired with a matching card. For each unmatched tile, add 10 seconds to your final time.

Consult your team's performance review on the back of this handbook!



# CREDITS & THANKS



## GAME DESIGN

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Richard Hogg

## CREATIVE DIRECTOR

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## PRODUCTION & VIDEO

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Strom MFG

## THANKS

Nathan Black, Finji, The Gathering of Friends, Josh Hadley, The Hathaways, Katerina and family, Emily Liles, The Neeps, Playtest UK, Chris Pope, Rand., Adam Saltsman, Bekah Saltsman, Aster Wright.

## BOX CONTENTS

- 150 Product tiles
- 150 Customer cards
- 30 Mandatory Idea cards
- 1 Warehouse board
- 1 Employee handbook

## NEED ANYTHING?

Email us at [hello@cmyk.games](mailto:hello@cmyk.games)

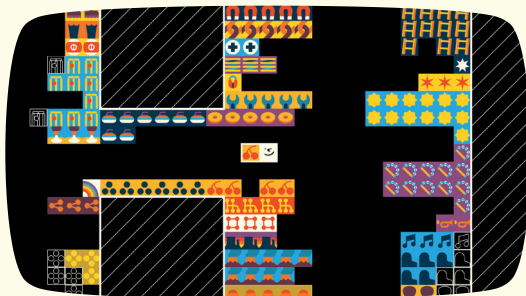
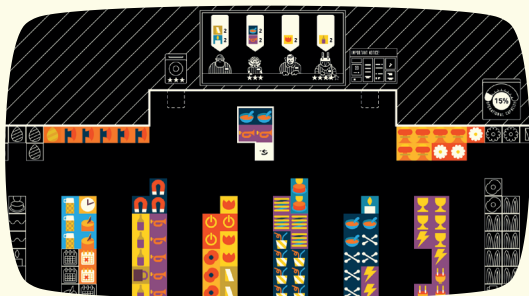
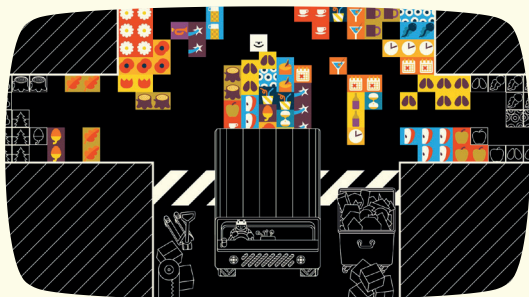
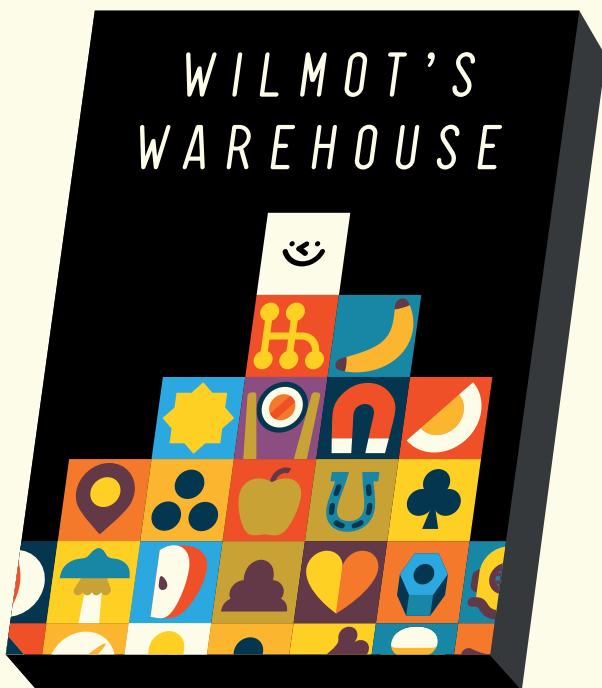
# GET THE VIDEOGAME!

Wilmot's Warehouse is based on a popular videogame ..also called WILMOT'S WAREHOUSE.

*"A game for people who like to organise things"*








Available now on PC, Mac, Playstation, Xbox, iOS and Nintendo Switch.

[wilmotswarehouse.com](http://wilmotswarehouse.com)



**YOUR TEAM’S PERFORMANCE REVIEW**

Your total time equals the time on your stopwatch **PLUS 10 SECONDS** for each Product tile without a matching Customer card. Now scan the corresponding QR code: our state-of-the-art training program will calibrate your team for optimal personal and economic growth!

TOTAL TIME	PERFORMANCE SUMMARY	VIDEO REVIEW
Under 1:00	How did you DO that? Wow! Report to management immediately.	
1:00-1:29	Welcome to the A5 Logistics fast-track program.	
1:30-1:59	Gosh! Look who’s surfing those waves of systematic efficiency!	
2:00-2:59	Congratulations: you met operational requirements!	
3:00-3:59	Automation and You: could a robot help us with your job?	
4:00-4:59	Consider signing up for some Mandatory Imagination Training?	
5:00 and over	TOP TIP: you are prohibited from sleeping while at work!	

**FOR AN EASIER WEEK**

Place 6 tiles per day. You can also remove or skip the harder difficulty cards.



**FOR A HARDER WEEK**

Place 8 tiles per day. Also try adding a Mandatory Idea card on Monday.

