

Finished!

A solo puzzle solving game by Friedemann Friese - only you can win the game!

Aim of the Game

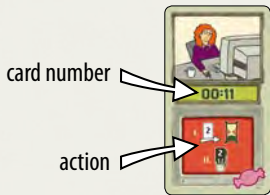
It is a typical day at work. Your working schedule is chaotic as always and it's time to focus on the task at hand. Start sorting files and do not fall asleep. If you require a jolt of caffeine or rush of sugar there is a limited supply of Coffee and a small stash of Sweets to help complete your tasks and get **Finished!**

You start **Finished!** with a shuffled deck of 48 cards and try to sort these cards by cycling through the Draw Stack during 8 rounds. You may only sort cards in your Present Area, but helpful actions will let you manipulate your cards in many different ways. If you sort all cards starting from card 00:01 up to card 00:48, you win the game!

Whether or not you win the game, we will invite you to watch a short movie at the end of the game!

Game Components

- **48 Playing Cards**
(numbered 00:01 to 00:48)



- **10 multi-colored Sweets**
(the different colors are only for fun. The colors of the Sweets in this box may vary!)



- **7 white Cups of Coffee**



Game Preparations

You start the game with a supply of 7 Cups of Coffee and 7 Sweets in your **Active Stash** ①. Place the other 3 Sweets in the **Reserved Stash** ②.



For the first game, the cards are already shuffled, you can directly start playing!

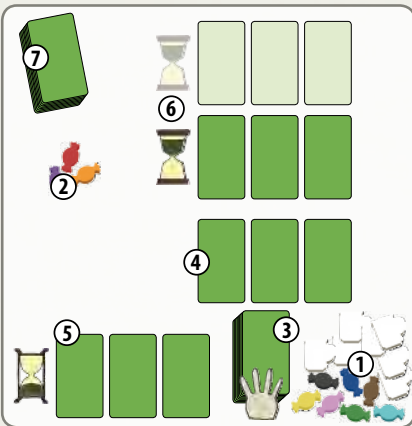
Otherwise, place card 00:48 to the side and shuffle the remaining 47 cards. Place them as a face down Draw Stack in front of you and place card 00:48 face down below the Draw Stack as the bottommost card. From now on, you will NEVER shuffle your cards again. Instead you will cycle through the Draw Stack over several rounds, as turn by turn you sort the cards.




The Different Playing Areas

Before you can start playing, we need to explain the different **Playing Areas**, where you will place Cards during the game. Each Play area has space for any number of cards (not only for three as shown in the picture). You may rearrange these Playing Areas to best match your playing style.

- ③ The face down **Draw Stack**. You may want to hold this in your hand. 
- ④ The **Present Area**: This is the only area where you may sort the cards and use their actions.
- ⑤ The **Past Area** : After sorting the cards in the Present Area, you move the cards to the Past Area. You may not change the order of these cards nor use their actions.




- ⑥ One (or more) possible **Future Areas**  : Some actions allow you to move cards from your Present Area to the Future Area. You may not change the order of these cards nor use their actions.
- ⑦ The **Finished! Pile**: You place all cards you score in ascending numerical order on this pile.

How to Play

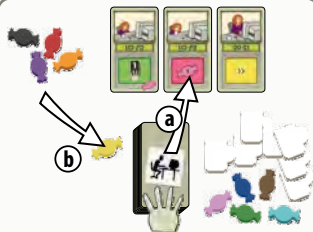
In **Finished!** you play up to 8 rounds, each round consisting of several turns.

In each turn, you always follow these Steps in the exact order.

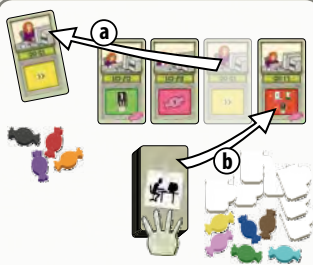
Step 1: At the start of the turn, **draw the topmost 3** cards from the Draw Stack and place them face up into your Present Area.

Step 2: You may **take 1 Sweet for each drawn card which shows a **. The Sweet is taken from the Reserved Stash and placed into your Active Stash. The Sweets are limited to 10 tokens. If the Reserved Stash is momentarily empty, you do not take a Sweet.


Step 3: You **must place a card on the Finished! Pile, if you can score it**. You start the Finished! Pile with the card 00:01 and continue in an uninterrupted ascending order with cards 00:02, 00:03 and so on, up to card 00:48. Each time you score a card, **immediately draw a replacement card from the Draw Stack**. Go back to Step 2 for this card to check for Sweets. If you can immediately score another card, continue with this Step 3, until you can no longer score cards.

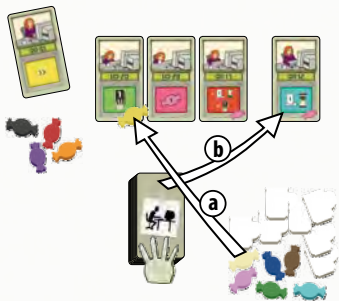


Example - Step 1 and Step 2: Anne draws 3 cards (a). She takes 1 Sweet from the Reserved Stash for card 00:28 and places it to the Sweets in her Active Stash (b).

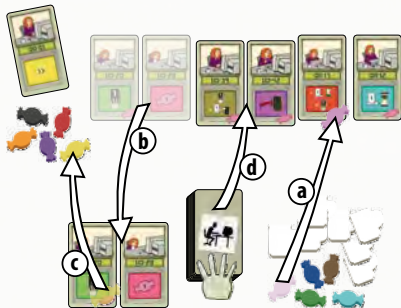


Example - Step 3: Anne scores card 00:01 (a) and draws a card as replacement (b).

Step 4: Spend one Sweet from your Active Stash **per action you want to activate on the cards in your Present Area**, one by one, placing them on the  symbol at the bottom of each card. You may only activate each action once while the card is in your Present Area. If there is already a Sweet token on a card, you may not activate its action a second time. A detailed description of all actions is outlined in the separate Glossary. **For each card you draw from the Draw Stack during Step 4, immediately check Step 2 and Step 3!**

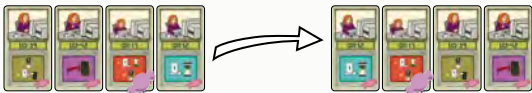


Example - Step 4: Anne activates the action "Draw a Card" and places a Sweet on the card (a) to draw 1 card (b).



Example - Step 4: Next, Anne activates the action "Cards into the Past" and places a Sweet on that card (a). She executes the action and moves 2 cards to the Past Area (b), removes the Sweet from the card (c) and then draws two new cards for her Present Area to complete the "Cards in the Past Action" (d).

Step 5: After activating all desired actions, you may sort all cards in your Present Area as you want. Usually, the best idea is an ascending numerical order, but sometimes altering the order based on the cards in the Past or actions you might draw next can be better.



Example - Step 5: Anne decides to sort the cards in the Present Area in an ascending numerical order.

Step 6: Move all cards from your Present Area face up into the Past Area. If there are already cards in the Past Area, move the new cards to the end of the line. You may not change the order of cards in the Past Area and must keep them in the exact sorted order. **Remove the Sweets** from these cards and place the Sweets back into the Reserved Stash.



Example - Step 6: Anne moves the sorted cards to the Past Area (a). As there are already 2 cards, she places the new cards at the end of this line.

Sequence Rule: Receive a reward if you move a sequence of at least 3 cards which are in ascending numerical order **into the Past Area.** Take a number of Sweets matching the length of the sequence minus 1 from the Reserved Stash and place them into your Active Stash. If you can move different sets of sequences at the same time, you get Sweets for each of these sequences.



Example - Sequence Rule: In a later turn Anne manages to move the sequence of cards 00:33, 00:34, 00:35 and 00:36 to the Past Area (a). She takes 3 Sweets (4 cards minus 1) (b).

Step 7: Finally, if there are **more than 3 face up cards in the Past Area**, place the oldest of these cards one after the other face down below the Draw Stack, until only 3 cards remain face up in the Past Area. If there are 3 or fewer face up cards in the Past Area, no cards are moved below the Draw Stack.



Example - Step 7: As there are 6 cards in the Past Area, Anne must place the oldest 3 cards face down below the Draw Stack, first she takes card 00:20, then card 00:28, and finally card 00:12.

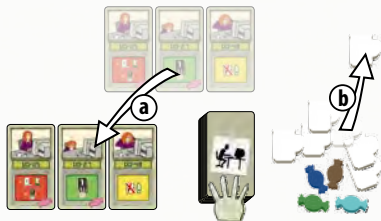
Step 8: If there are **cards in your Future Areas**, move only the bottom row of these cards (first Future Area) to the Present Area and continue the current turn with Step 3.

Otherwise, **start a new turn** with Step 1 by drawing the next 3 cards from the Draw Stack and placing them in your Present Area.

End of a Round

When you draw card 00:48, you are close to finishing one of the 8 rounds. Each time you move card 00:48 from the Present Area to the Past Area, you get very sleepy and must drink Coffee. Remove 1 Cup of Coffee from your Active Stash and place it back into the game box. ☕

You continue the game turn by turn, and each time you move card 00:48 to the Past Area, you remove another Cup of Coffee from your Active Stash.



Example - End of a Round: Anne moves the card 00:48 to the Past Area (a). To avoid falling asleep, she must drink Coffee and removes 1 Cup of Coffee from her Active Stash (b).

Game End & Scoring

When you move the card 00:48 to the Past Area, and do not have any remaining Cups of Coffee in your Active Stash, you fall asleep and lose the game.

Empty Draw Stack: When you are close to winning the game, your Draw Stack will become depleted. In that case, you may draw cards directly from the Past Area. Start taking the first (oldest) card in the line and continue until the Past Area also becomes depleted.

If you score card 00:48 by placing it on your Finished! Pile, you win the game!

Whether or not you have won the game, you may now watch a short movie. The sorted cards in your Finished! Pile show graphics of a woman working at her desk. This is a flip book, so simply take the Finished! Pile in your hands and flip with your thumb through the cards.

Enjoy the movie!



Example - Empty Draw Stack: Anne places a Sweet on card 00:46 to activate the action “Draw a Card” (a). Her Draw Stack is empty (b), so she draws the first card from the line in the Past Area (card 00:42), and places it in her Present Area (c).

Example - Game End & Scoring: Anne finishes the game with 23 cards in her Finished! Pile. Even though she has lost the game, she can now watch nearly half of the short movie!



Difficulty Adjustments

You may optionally play **Finished!** with different difficulty levels.

The rules explain the Very Easy Game. If this does not give you enough challenges, you may choose the following easy adjustments during Game Preparations.

The Very Easy Game: You start with 7 Cups of Coffee and 7 Sweets in your Active Stash. Place another 3 Sweets in the Reserved Stash. You must finish the game in a maximum of 8 rounds.

The Easy Game: You start with 7 Cups of Coffee and 5 Sweets in your Active Stash. Place another 5 Sweets in the Reserved Stash. You must finish the game in a maximum of 8 rounds.

The Regular Game: You start with 6 Cups of Coffee and 5 Sweets in your Active Stash. Place another 5 Sweets in the Reserved Stash. You must finish the game in a maximum of 7 rounds.

The Difficult Game: You start with 5 Cups of Coffee and 5 Sweets in your Active Stash. Place another 5 Sweets in the Reserved Stash. You must finish the game in a maximum of 6 rounds.



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Rules Clarifications from the Creative Team:

Please observe the following:

1. Drinking coffee regularly:

When you move card 00:48 from the Present Area to the Past Area OR directly below the Draw Stack, you must ALWAYS drink Coffee.

This is in effect for Step 6 and for the actions "Below the Stack" and "Cards into the Past".

This is not in effect for the action "Exchange Cards", when you place card 00:48 back on top of the Draw Stack.

2. Scoring cards and placing them on the *Finished!* Pile:

When using actions which place or move cards in your Present Area, you should immediately score these cards the moment they are score-able.

You interrupt the action, place that card on the Finished! Pile and immediately draw a replacement card (which you may score again and so on), before continuing with the action.



This is in effect for all cards, which you draw in Step 3 and Step 4, and for all cards, which you draw or move to the Present Area by using the actions "Cards into the Past", "Cards from the Past", "1 Card into the Future", "All Cards into the Future" and "Exchange Cards".

3. Taking Sweets and removing Sweets:

You always take Sweets for the action "Take Sweets" (even before scoring that card and placing it on the *Finished!* Pile).

Additionally, you take Sweets for moving a sequence of at least 3 cards from the Present Area into the Past Area OR directly below the Draw Stack.

This is in effect for Step 6 and for the action "Below the Stack".

You immediately remove the Sweets from activated actions and place them back into the Reserved Stash, when you move the cards from the Present Area to the Past Area OR directly below the Draw Stack. If you get a reward for a sequence of at least 3 cards, you get the Sweets after placing "old" Sweets back into the Reserved Stash.

Thank you very much for your attention,
Friedemann & Henning