

# PASS THE BUCK

## A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT

Pass work off to your opponents and fib your way up the corporate ladder in this satirical card game! Get rid of the tasks in your hand to get promotions and level up, all the way until you reach the top and become a C.E.O.!

### CONTENTS

- **50 Task Cards**  
*36 standard Task cards plus 14 special Task cards*
- **24 Department Cards**  
*4 each of 6 departments: I.T., Customer Service, Communications, Sales, Legal, & Marketing*
- **11 Business Cards**  
*5 Level 1/2, 5 Level 3/4, 1 Level 5*
- **5 HR/Delegator Rules cards**

### SETUP

Shuffle the Task cards and the Department cards.

**Each player is dealt one HR/Delegator Rules Card, one Level 1 Business Card, one Task Card, and one Department Card.**

Players display their Business Card but always hide their Department(s) and Tasks. It's very important that players do not reveal their Department cards, so it's best to keep them face-down on the table. Use the Human Resources/Delegator Rules Card as a quick rules reference during play. Randomly select a player to go first as Delegator. Buzz-word banter and corporate roleplaying are encouraged.

### WINNING

The first person eliminate all their tasks and be promoted to **CEO (Level 5)** wins.

### DELEGATING AND COMPLETING TASKS

Each player takes a turn as the "Delegator," asking **each** player **once**, in no required order, to take **one** Task in their hand based on **one** of its required Departments.

If the queried player claims to be in the required Department, they must add the Delegator's Task to their hand, and the Delegator continues their turn. If the player claims **not** to be in the required Department, the Delegator continues their turn.

At any point during the Delegator's turn, they may optionally complete **one** of their own Tasks as long as it is within their Department, placing the completed Task **face-up** in the discard pile. They do **not** need to specify to the other players which of the Task's Departments they are in.

If at any point the task pile is depleted, shuffle and reuse the tasks in the discard pile.

### FALSIFYING INFORMATION

A player can bluff about whether they can take a Task. If the player bluffs and gets away with it, the turn moves on as normal. If the Delegator believes a player is bluffing, the Delegator can say **"I'm calling HR"** to force the player to tell the truth. (The player does not physically reveal their Department card, they only verbally confirm whether or not they lied.)

If the player **lied**, that player must take **all** of the Delegator's Tasks pertaining to the Department in question, and add them to their own hand. The Delegator's turn then continues as normal.

If the player told the **truth**, the Delegator must draw **one** new Task, and their turn is over even if there are remaining players to be queried, or if they haven't completed a task of their own yet.

**NOTE:** A Delegator cannot lie to complete one of their own Tasks.

### PROMOTIONS

Each time a player eliminates all the Tasks in their hand, they are Promoted to the next level Business Card and given **new Tasks** in the amount of their new level (take two tasks for Level 2, three tasks for Level 3, etc), and **one additional** Department card, so a Player's total number of Departments will always equal their Level. A Promotion during a Delegator's turn signifies the end of their turn.

### DISCARDING UNPLAYABLE CARDS

If a Delegator possesses a Task card that they feel they can't complete or give to another player, they may discard it and draw two new Task cards in lieu of completing a Task within their own Department. This may be done at any point during a Delegator's turn.

### SPECIAL CARDS

Special Cards appear as Tasks, but rather than requiring a Department to eliminate them, they have unique effects on the game. Each card explains its own effects. The special cards are:

- Lateral Movement (6)
- "Out of Office" Reply (2)
- Meeting (2)
- Full Disclosure (2)
- Nepotism (2)

There is no limit to the number of Special Cards that a player can use each turn (within the effects of the card).

### OPTIONAL: SHORTER GAMES

To shorten play time, play to a lower maximum level (such as Level 3 Director or Level 4 V.P.) and/or enforce time limits on Delegator turns.

## **GAMEPLAY VIDEO**

For gameplay video, up-to-date rules, FAQs, & more:  
**[www.passthebuckgame.com](http://www.passthebuckgame.com)**

## **CREDITS**

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Thank you for playing.

**YOU  
ARE  
GREAT.**

