









































Task Cards Back (5 Sheets - Optional)

<div>TASK CARD</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>TASK CARD</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>TASK CARD</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>TASK CARD</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>TASK CARD</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>
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# Task Cards Front Page 1

 <b>I.T.</b> <b>OR</b>  <b>COMMUNICATIONS</b>  <p>Issue notice of a company-wide planned service outage in order to reboot the internet thingy.</p>	 <b>I.T.</b> <b>OR</b>  <b>SALES</b>  <p>There is a bandwidth problem related to the Sales department's questionable internet consumption. Install XXXblocker™</p>	 <b>I.T.</b> <b>OR</b>  <b>CUSTOMER SERVICE</b>  <p>Determine why the financial tracking software is showing a disproportionate boost in year-to-date embezzlement.</p>	 <b>I.T.</b> <b>OR</b>  <b>LEGAL</b>  <p>Boost security to keep pesky teenagers from hacking the mainframe.</p>	 <b>I.T.</b> <b>OR</b>  <b>MARKETING</b>  <p>Develop a promotional website utilizing the latest flashy yet unusable design trends.</p>
 <b>SALES</b> <b>OR</b>  <b>CUSTOMER SERVICE</b>  <p>Convince the customer that they need that thing that they totally don't need.</p>	 <b>SALES</b> <b>OR</b>  <b>LEGAL</b>  <p>Schmooze the distributor until they're distributing more than they know what to do with.</p>	 <b>SALES</b> <b>OR</b>  <b>COMMUNICATIONS</b>  <p>Cold call the first half of the phone book. Warm call the other half.</p>	 <b>SALES</b> <b>OR</b>  <b>MARKETING</b>  <p>Make it rain.</p>	 <b>SALES</b> <b>OR</b>  <b>I.T.</b>  <p>Ensure that at least 60% of your sales include worthless warranties that will never be used.</p>







# Task Cards Front Page2

 <b>LEGAL</b> OR  <b>MARKETING</b> <p>Devise a settlement to get the CEO out of having to go to court for synergizing with a subordinate.</p>	 <b>LEGAL</b> OR  <b>I.T.</b> <p>Trademark the word “the” in order to protect the company’s intellectual property.</p>	 <b>LEGAL</b> OR  <b>SALES</b> <p>Sue a small local mom ‘n’ pop shop for using a similar product name and potentially hindering sales.</p>	 <b>LEGAL</b> OR  <b>CUSTOMER SERVICE</b> <p>Ensure that the Terms of Use fully indemnifies the company in the event that the product unexpectedly explodes. (Which it likely will.)</p>	 <b>LEGAL</b> OR  <b>COMMUNICATIONS</b> <p>In compliance with company policy of 0% employee risk, issue a notice that all personal desk plants must be incinerated by Friday.</p>
 <b>COMMUNICATIONS</b> OR  <b>MARKETING</b> <p>Locate employees to feature in a video showcasing the wide array of company diversity. Hire actors if necessary.</p>	 <b>COMMUNICATIONS</b> OR  <b>CUSTOMER SERVICE</b> <p>Draft a passive-aggressive company-wide email to inform certain unnamed individuals that passive aggression will not be tolerated.</p>	 <b>COMMUNICATIONS</b> OR  <b>SALES</b> <p>Inform local news outlets that the company will be releasing a press release to issue a statement that we will have a press conference next week.</p>	 <b>COMMUNICATIONS</b> OR  <b>I.T.</b> <p>Get that one really bad picture of the CEO removed from the internet.</p>	 <b>COMMUNICATIONS</b> OR  <b>LEGAL</b> <p>Inform the international corporate branches that we will no longer tolerate their use of alternative language options.</p>

# Task Cards Front Page3




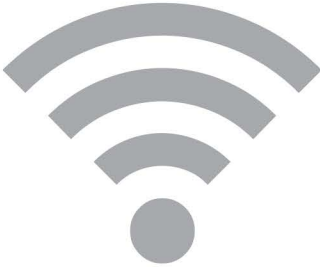
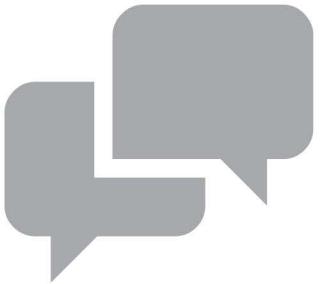



 <b>MARKETING</b> OR  <b>COMMUNICATIONS</b> <p>Write a blog article to portray the company as being edgy and out-of-the-box, but ensure it conforms to established company standards.</p>	 <b>MARKETING</b> OR  <b>SALES</b> <p>Hold a department-wide brainstorming meeting to figure out what 'SEO' means.</p>	 <b>MARKETING</b> OR  <b>LEGAL</b> <p>Re-write the CEO's social media bio to make her feel more hip and important while still ensuring that people are aware that she is very, very wealthy.</p>	 <b>MARKETING</b> OR  <b>I.T.</b> <p>Produce a viral video.</p>	 <b>MARKETING</b> OR  <b>CUSTOMER SERVICE</b> <p>We need to make our younger demographic aware of a new product line. Design and send a fax blast.</p>
 <b>CUSTOMER SERVICE</b> OR  <b>LEGAL</b> <p>Issue a refund to an irate customer even though they didn't even purchase the product.</p>	 <b>CUSTOMER SERVICE</b> OR  <b>I.T.</b> <p>Inform the customer of how to turn their device off and then back on again.</p>	 <b>CUSTOMER SERVICE</b> OR  <b>MARKETING</b> <p>Convince the customer that an extremely dangerous product defect is, in fact, the latest feature of Product Version 2.0.</p>	 <b>CUSTOMER SERVICE</b> OR  <b>SALES</b> <p>Have the customer purchase an expensive upgrade in order to fix a software bug.</p>	 <b>CUSTOMER SERVICE</b> OR  <b>COMMUNICATIONS</b> <p>That one awful guy has been on hold for, like, an hour. You're going to have to talk him down from his rage.</p>

# Task Cards Front Page4

 <b>I.T.</b>  Rhonda's computer isn't working. It might be on fire.	 <b>SALES</b>  Exceed your entire department's sales quota by 300% or face termination.	 <b>LEGAL</b>  Find a reason to sue the competitor.	 <b>COMMUNICATIONS</b>  Create an internal video made to show employees the proper way to write an email.	 <b>MARKETING</b>  Enhance the user experience by showcasing corporate brands and products as an industry thought leader, while undermining the well-grounded doubts of the consumer.
 <b>CUSTOMER SERVICE</b>  Give the customer a step-by-step walk-through of how to locate the online support forums.	<b>NEPOTISM</b>  Play this card to avoid any HR-related penalty.	<b>NEPOTISM</b>  Play this card to avoid any HR-related penalty.	<b>FULL DISCLOSURE</b>  Play this card on your turn to force a player to display one Department card of your choice. Their Department card remains visible until the next Lateral Movement card is played.	<b>FULL DISCLOSURE</b>  Play this card on your turn to force a player to display one Department card of your choice. Their Department card remains visible until the next Lateral Movement card is played.

<p><b>MEETING</b></p> <p>Play this card on your turn to call one player of your choice into a meeting.</p> <p>That player's next turn as Delegator is skipped.</p>	<p><b>MEETING</b></p> <p>Play this card on your turn to call one player of your choice into a meeting.</p> <p>That player's next turn as Delegator is skipped.</p>	<p><b>LATERAL MOVEMENT</b></p> <p>Play this card on your turn to force all players to select one of their Department cards to put in the middle. Shuffle the cards, then randomly redistribute among all the players.</p>	<p><b>LATERAL MOVEMENT</b></p> <p>Play this card on your turn to force all players to select one of their Department cards to put in the middle. Shuffle the cards, then randomly redistribute among all the players.</p>	<p><b>LATERAL MOVEMENT</b></p> <p>Play this card on your turn to force all players to select one of their Department cards to put in the middle. Shuffle the cards, then randomly redistribute among all the players.</p>
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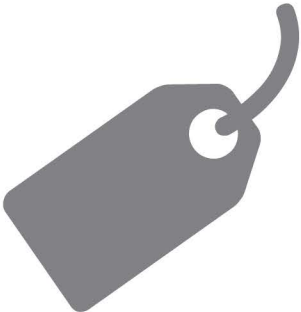
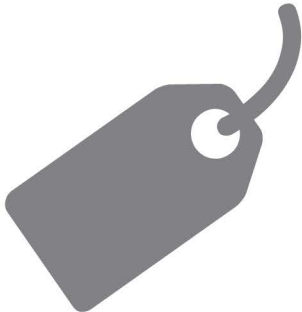
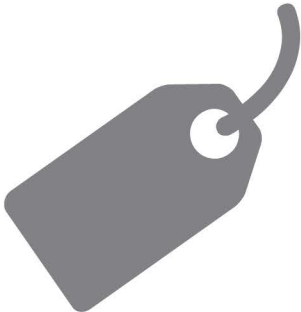

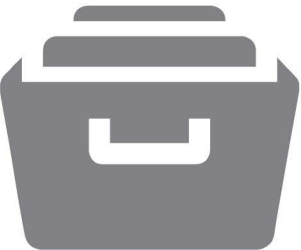





				<p><b>DELEGATOR RULES</b></p> <p><b>On your turn, you can:</b></p> <ul style="list-style-type: none"> <li>• Ask <b>each</b> player to take <b>one</b> Task from you, based on <b>one</b> Department ability</li> <li>• Complete <b>one</b> Task within your Department abilities</li> <li>• Call <b>HR</b> on any player you feel is being <b>dishonest</b></li> <li>• Play as many <b>Special Cards</b> as their effects allow</li> </ul> <p>When all your Tasks are eliminated, upgrade your Business card Level, draw a new Department, and draw all new Tasks in the amount of your new Level.</p>
<p><b>I.T.</b></p>	<p><b>I.T.</b></p>	<p><b>I.T.</b></p>	<p><b>I.T.</b></p>	
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<p><b>COMMUNICATIONS</b></p>	<p><b>COMMUNICATIONS</b></p>	<p><b>COMMUNICATIONS</b></p>	<p><b>COMMUNICATIONS</b></p>	

Department Cards Back Type1 (2 Sheets - Optional)

<div>HUMAN RESOURCES</div> <div>TRUTH: Delegator draws a Task. The turn is over.</div> <div>LIE: Delegator gives all cards of Department in question. The turn continues.</div>	<div>DEPARTMENT</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>DEPARTMENT</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>DEPARTMENT</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>DEPARTMENT</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>
<div>HUMAN RESOURCES</div> <div>TRUTH: Delegator draws a Task. The turn is over.</div> <div>LIE: Delegator gives all Tasks of Department in question. The turn continues.</div>	<div>DEPARTMENT</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>DEPARTMENT</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>DEPARTMENT</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>	<div>DEPARTMENT</div> <div>PASS THE BUCK</div> <div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div>







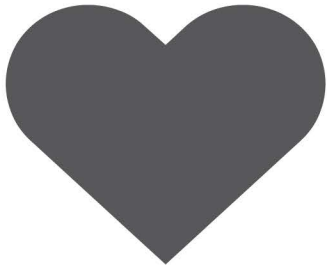
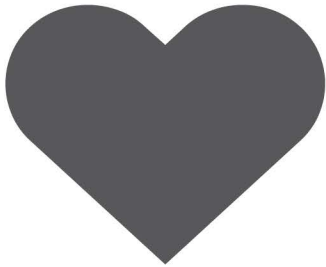
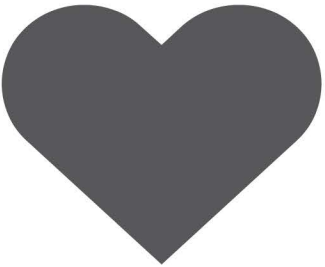
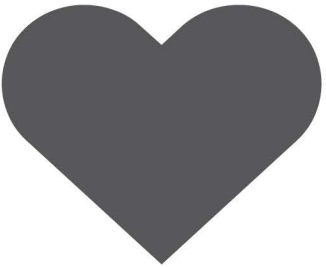
				<div><b>DELEGATOR RULES</b>  <b>On your turn, you can:</b><ul style="list-style-type: none"><li>• Ask <b>each</b> player to take <b>one</b> Task from you, based on <b>one</b> Department ability</li><li>• Complete <b>one</b> Task within your Department abilities</li><li>• Call <b>HR</b> on any player you feel is being <b>dishonest</b></li><li>• Play as many <b>Special Cards</b> as their effects allow</li></ul><p>When all your Tasks are eliminated, upgrade your Business card Level, draw a new Department, and draw all new Tasks in the amount of your new Level.</p></div>
SALES	SALES	SALES	SALES	
				<div><b>DELEGATOR RULES</b>  <b>On your turn, you can:</b><ul style="list-style-type: none"><li>• Ask <b>each</b> player to take <b>one</b> Task from you, based on <b>one</b> Department ability</li><li>• Complete <b>one</b> Task within your Department abilities</li><li>• Call <b>HR</b> on any player you feel is being <b>dishonest</b></li><li>• Play as many <b>Special Cards</b> as their effects allow</li></ul><p>When all your Tasks are eliminated, upgrade your Business card Level, draw a new Department, and draw all new Tasks in the amount of your new Level.</p></div>
LEGAL	LEGAL	LEGAL	LEGAL	

## Business Cards Page1 (Front if 2-sided)

<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>
LEVEL <b>1</b>	LEVEL <b>1</b>	LEVEL <b>1</b>	LEVEL <b>1</b>	LEVEL <b>1</b>
ANALYST	ANALYST	ANALYST	ANALYST	ANALYST
<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>
LEVEL <b>3</b>	LEVEL <b>3</b>	LEVEL <b>3</b>	LEVEL <b>3</b>	LEVEL <b>3</b>
DIRECTOR	DIRECTOR	DIRECTOR	DIRECTOR	DIRECTOR

<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>
LEVEL <b>2</b>	LEVEL <b>2</b>	LEVEL <b>2</b>	LEVEL <b>2</b>	LEVEL <b>2</b>
MANAGER	MANAGER	MANAGER	MANAGER	MANAGER
<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>	<b>BUSINESS CARD</b>
LEVEL <b>4</b>	LEVEL <b>4</b>	LEVEL <b>4</b>	LEVEL <b>4</b>	LEVEL <b>4</b>
VICE PRESIDENT	VICE PRESIDENT	VICE PRESIDENT	VICE PRESIDENT	VICE PRESIDENT

Department Cards Front Type2

				<div>DELEGATOR RULES</div> <div>On your turn, you can:</div> <ul style="list-style-type: none"><li>• Ask <b>each</b> player to take <b>one</b> Task from you, based on their Department abilities</li><li>• Complete <b>one</b> Task within your Department abilities</li><li>• Call <b>HR</b> on any player you feel is being <b>dishonest</b></li><li>• Play as many <b>Special Cards</b> as their effects allow</li></ul> <div>When all your Tasks are eliminated, upgrade your Business card Level, draw a new Department, and draw all new Tasks in the amount of your new Level.</div>
MARKETING	MARKETING	MARKETING	MARKETING	
				<div>BUSINESS CARD</div> <div>LEVEL</div> <div>5</div>
CUSTOMER SERVICE	CUSTOMER SERVICE	CUSTOMER SERVICE	CUSTOMER SERVICE	C.E.O.

Department Cards Back Type2 (1 Sheet - Optional)

<div>HUMAN RESOURCES</div> <div><div>TRUTH: Delegator draws a Task. The turn is over.</div><div>LIE: Delegator gives all cards of Department in question. The turn continues.</div></div>	<div>DEPARTMENT</div> <div><div>PASS THE BUCK</div><div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div></div>	<div>DEPARTMENT</div> <div><div>PASS THE BUCK</div><div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div></div>	<div>DEPARTMENT</div> <div><div>PASS THE BUCK</div><div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div></div>	<div>DEPARTMENT</div> <div><div>PASS THE BUCK</div><div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div></div>
<div>BUSINESS CARD</div> <div><div>LEVEL 5</div><div>C.E.O.</div></div>	<div>DEPARTMENT</div> <div><div>PASS THE BUCK</div><div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div></div>	<div>DEPARTMENT</div> <div><div>PASS THE BUCK</div><div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div></div>	<div>DEPARTMENT</div> <div><div>PASS THE BUCK</div><div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div></div>	<div>DEPARTMENT</div> <div><div>PASS THE BUCK</div><div>A GAME OF CORPORATE RESPONSIBILITY MANAGEMENT</div></div>