

The BOSS

GAME 

For 2 to 4 Players

Have you got what it takes to make it to the Executive Suite, or is Office Boy as high as you'll rise? You'll find out when you play THE BOSS, the tun-filled game that realistically recreates the gotta-get-ahead world of today's big business! You've got to be shrewd enough to make the wildest deals you can dream up - or break a deal that's holding you back! You can buy 'n lend stock, sell 'n trade Experience, promise future favors (and fail to deliver!) - yes, you can wheel 'n deal any outrageous way you can get away with.! It's fast-movin', fast-talkin', fast-dealin' fun - all the way to the top!

OBJECT:

To "work your way up" through the various positions in the Company, accumulating enough money, stock, and executive experience to become THE BOSS.

MATERIALS:

- Game Board
- 4 Playing Pieces
- 4 Position Guide Cards
- Deck of EXPERIENCE Cards
- Deck of FATE Cards
- Deck of EXECUTIVE Cards
- Play Money
- Play Stock Certificates.

GENERAL IDEA OF THE GAME:

When playing THE BOSS, everybody starts out UNEMPLOYED. As the game progresses, players first hold jobs in the Company on the Office level, ranging from Office Boy to Department Manager. Then they move up to the Executive level, where they can become anything from Regional Director to Executive Vice President to - THE BOSS! Players may draw Experience Cards until they collect enough Experience to meet the requirements of one of the Office jobs, or the players may draw Fate Cards. A Fate Card may bring you a cash bonus or a stock option, it may force you to lose turns or pay out money because of a Financial Disaster, it may give you the right of fire a player and send him back to the Unemployment space, or it may announce a Job Available at the Executive level. To move into an Executive position, you must hold a Job Available Card for that position and be able to meet the stock-ownership and experience requirements. When you reach the Executive level, you continue to draw Fate Cards - but now if you want to fire someone, you must call a Stockholders' Meeting and be able to vote more stock (either alone or in *collaboration* with other players) than the player you are attempting to fire. As an Executive, you also collect Executive Cards for each Executive position you hold, which are valuable assets toward becoming the Boss and winning the game. Throughout the game, no matter what job you hold in the Company, you're free to wheel 'n deal as imaginatively as you can to help yourself get ahead! You can buy, sell, and trade Experience, Fate, and Executive Cards, buy, sell, and lend stock, promise all sorts of future favors to your opponents and demand favors in return (just be careful, 'cause everybody's free to "break" any deals



they make!). The competition gets really fierce as players rise to higher and higher jobs, and the first player to own a complete set of Executive Cards, or to control more than 50% of the Company's stock, or the one who accumulates the highest point total in money, stock, and Executive Cards, becomes THE BOSS and the winner!

PREPARATION:

Place the Game Board within easy reach of all players. Choose one player to be the Banker. In addition to playing in the game, the Banker pays out salaries, handles stock purchases from the Bank, distributes Executive Cards, collects money due to the Bank from Financial Disasters, etc. At this time, the Banker should:

- Shuffle the Experience Cards and place them face down on the EXPERIENCE space on the Game Board.
- Shuffle the Fate Cards and place them face down on the FATE space.
- Separate the Play Money and place it where he can reach it easily.
- Separate the Executive Cards into stacks of matching numbers, and place them in front of himself.
- Separate the Play Stock Certificates into stacks and place them within easy reach.
- Give each player 5 \$100 bills.

Each player now takes a Position Guide Card and one Playing Piece. Players keep their Position Guide Cards in front of them and place their Playing Pieces on the matching color spaces in the UNEMPLOYMENT space on the Game Board.

PLAY:

Choose one player to go first. As the game progresses, play passes to the left.

When starting the game, each player takes his turn by drawing either an Experience Card or a Fate Card.

EXPERIENCE CARDS:

In the early stages of the game, it is best to draw Experience Cards, since you must accumulate various kinds of Experience to be eligible for the Office jobs shown at the 4 corners of the board. You may draw Fate Cards, however-if you wish to live *dangerously!* (Your Position Guide Card lists all Experience and other requirements needed for all jobs on the board.)

Keep all Experience Cards face up in front of you.

If you accumulate more Experience Cards than you need (for example, if you get 2 Cards that each give you 2 years of Head Clerk Experience when all you will ever need is 2 years of Head Clerk Experience), on the *Business Transactions* step of your next turn you **must** offer to sell any surplus duplicate Cards to the *highest cash bidder* or trade them to other players. If no one will buy or trade for the Card, place it out of game on the *Experience Discards space*.

You may also offer for sale, during the Business Transactions step of any player's turn, any Experience Card that you are willing to risk giving up (Business Transactions are discussed in the next section).

GETTING AN OFFICE JOB:

(Jobs Numbered 1, 2, 3, and 4 on the Game Board)

When you have accumulated the Experience Cards needed for any office job, you may move DIRECTLY into that job on your NEXT turn - IF there is an empty chair in that office. You do NOT have to occupy each job in turn, and you do NOT have to meet the requirements for a lower job before moving into a higher job. For example, if you have an Experience Card for 2 years of college and one for 2 years as Head Clerk, you do NOT need a High School Education Card or an Office Boy Experience Card to move DIRECTLY to Office Supervisor as your first position. On the turn when you move into your first Office job, simply transfer your Playing Piece to an EMPTY chair in the appropriate office on the game board. You may then conduct any Business Transactions. Then draw an Experience Card or a Fate Card and your turn is over. You do NOT collect salary or buy stock on this turn.

ORDER OF PROCEDURE:

On all later turns when you are occupying an Office job, there are 4 steps which MUST be followed in this EXACT order (you may, however, at your discretion, skip any of these steps EXCEPT the last):

- FIRST -Collect your salary in the correct amount for your job (the amount is printed on the Game Board and on the Position Guide Card).
- SECOND-Buy stock (see STOCK TRANSACTIONS).
- THIRD-Conduct any Business Transactions or deals, such as moving to a higher job, selling or trading Experience or Fate Cards, or firing another player (see FIRING).

- FOURTH-As the last step, ending your turn, take either an Experience Card or a Fate Card. Your turn is now over, EXCEPT if you have drawn a Financial Disaster Fate Card, which must be acted upon IMMEDIATELY (discussed under FATE CARDS).

On your turn you MUST follow these steps in the EXACT order given, because your job and the amount of money, stock, and experience you hold at a given moment may affect the decisions of all players. Remember, however, that you may SKIP any of these steps EXCEPT the last. The Banker is NOT responsible for reminding you of any step, such as collecting salary, which involves the Bank. If you forget any step and proceed to the next step, you forfeit the forgotten step, even if you remember it before your turn is over.

MOVING FROM ONE JOB TO ANOTHER:

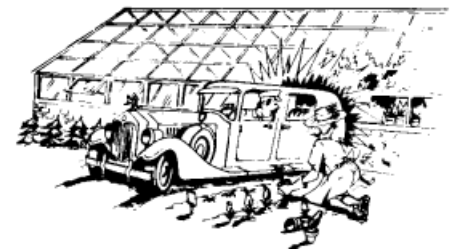
The procedure for moving from one Office job to a higher Office job is similar to that for moving into your first job. When you have collected the Experience Cards needed for the higher job, wait until your NEXT turn. Then, after collecting your salary for your PRESENT job and buying stock if you wish to do so, you move your playing piece to an EMPTY chair in the office of the job to which you are moving (moving into your first job you do not collect any salary). You may then conduct any further Business Transactions you desire, and finally draw a Fate or an Experience Card to end your turn.

FATE CARDS:

Once you have moved up to the higher-level Office jobs and have accumulated at least 100 shares of stock (the minimum needed to be eligible for an Executive position), it is better to draw Fate Cards rather than Experience Cards, since this is the only way you can obtain the Job Available Cards needed to move into positions on the Executive level.

There are 4 types of Fate Cards:

1. Job Available Cards, which allow you to move into Executive positions.
2. Bonus and Stock Option Cards, which give you money or permit you to buy stock at a discount.
3. Fire Cards, which allow you to fire other players (see FIRING).
4. Financial Disaster Cards, which require you to pay out various amounts of money or miss turns (these are the ONLY Fate Cards you must act on IMMEDIATELY).



If you draw a Fate Card that says FINANCIAL DISASTER (printed in red) you MUST act on it IMMEDIATELY, before ending your turn. If you wish to pay the amount of money indicated on the Card, pay it to the Banker. If you do not have enough money, or if you simply do not wish to pay at all, you MUST lose the number of turns indicated on the Card (see LOSING TURNS). You may NOT sell stock or cards or borrow money to raise the cash required.

Any other Fate Card you draw is kept face down in front of you and MUST *BE acted* upon, traded, sold, or discarded during the Business Transactions step of your NEXT turn. If you should get a Fate Card from another player *in* a Business Transaction before your next turn, you must place your own Fate Card in the Discards pile immediately, if you have not gotten rid of it as part of the transaction. If you have not acted upon or used a Fate Card you hold, you must discard it before drawing a new Fate Card to end your turn. If you choose to draw an Experience Card instead of a Fate Card to end your turn, you still must discard any Fate Card you hold. Fate Cards must ALWAYS be discarded FACE UP. **NO PLAYER MAY EVER HOLD MORE THAN ONE FATE CARD AT A TIME.**

JOB AVAILABLE CARDS FOR EXECUTIVE POSITIONS:

If you draw a Job Available Card from the Fate stack you may move into the Executive position indicated during the Business Transactions step of your. NEXT turn - IF you can meet the following requirements:

1. There must be an EMPTY chair in the corresponding office on the Game Board.
2. You must be able to meet the educational and experience requirements for the job (as shown on the Job Available Card and on the Game Board),
3. You must own the amount of stock indicated for that Executive position.

The educational, experience, and stock requirements for each job are also listed on your Position Guide Card.

To move into an Executive Position, simply transfer your Playing Piece to an EMPTY chair in the appropriate office and *discard* the Job Available Card. You may then conduct any further Business Transactions you wish. Then draw an Experience or Fate Card and your turn is over. You do NOT collect any salary or Executive Cards on this turn.

If you cannot or do not wish to use the Job Available Card, *you MUST* offer it for sale to the highest cash bidder during the Business Transactions step of your NEXT turn (the turn after you draw the Card). Bidding for Job Available Cards must start at the salary for that job. If no one bids for the Card, place it in the Fate Discards pile.

You may occupy Executive Positions in any order and any number of times. You are also free to move DOWN to any Executive Position as well as UP.



"deals," firing, etc.

FIFTH: Draw either an Experience Card or a Fate Card and handle it as already den scribed.

If you forget any of these steps, and proceed to the next step, you forfeit the forgotten step, even if you remember it before your turn is over. Remember-the Banker is NOT responsible for reminding you of any of the steps of your turn.

EXECUTIVE CARDS:

Executive Cards can be important in 2 ways: 1. You can become THE BOSS and win the game by collecting a complete set of 6 (2 Cards each for Executive positions No. 5 and No. 6, and 1 Card each for positions No. 7 and No. 8).

2. If the game is decided on a point basis, the number (800, 1200, etc.) printed on each Card indicates the number of points that Card is worth at the end of the game. You may not possess more than 2 Executive Cards for any one position at any time. If you have sold or traded away an Executive Card on a previous turn, however, you may collect one to replace it on any other turn when you are occupying that position.

STOCK TRANSACTIONS:

You must own at least 100 shares of stock before you can hold any Executive position. The Position Guide Card lists the stock requirements for all positions.

- Stock is worth \$20 a share and comes in "Stock Certificates" with denominations of 10, 20, 50, and 100 shares.
- Stock may be purchased from the Bank up to the full amount of your salary, only during the second step of your turn. The minimum purchase is 10 shares for \$200, but you may buy stock-in multiples of 10 shares UP TO THE FULL AMOUNT OF YOUR SALARY FOR THAT TURN.

If you have drawn a Stock Option Fate Card on your previous turn, you may exercise the option to purchase a specific amount of stock at a specific price, as indicated on the Card, during the Business Transaction step of your turn. This stock purchase can be made in addition to any stock you may have purchased during the second step of your turn. If you do not exercise your Stock Option, you may get rid of the Card by auctioning it, or in a Business Transaction with another player. If you do not get rid of it in either of these ways, you must place it in the Fate Discards pile before drawing a new Fate Card to end your turn.

You may TRADE stock with any other player for an Experience Card, a Fate Card, an Executive Card, or a favor, and you may sell stock to another player for cash - for more or less than the face value of the stock, if desired.

If all the stock held by the Bank is sold, players may purchase stock from other players if both parties are agreeable.

FIRING:

In order to fire another player, you must possess a Fire Card, and you must hold the Card until the Business Transactions step of your NEXT turn before using it.

Firing a Player Who Holds an Office Job:

A player holding an Office job may be fired by ANY PLAYER IN AN EXECUTIVE POSITION or by ANY PLAYER HOLDING A HIGHER OFFICE JOB. To fire such a player, you simply show your Fire Card and pay him the severance pay due, as indicated on the Card. **IF YOU CANNOT PAY THE SEVERANCE PAY DUE, YOU CANNOT FIRE HIM.** If you fire a player, you then discard the Fire Card. If you do not fire a player, you MUST put the Card up for auction before drawing another Fate Card. If you do not sell it, you must discard it.

Firing a Player Who Holds an Executive Position:



A player on the Executive level may be fired *ONLY BY ANOTHER EXECUTIVE* (either higher, lower, or in the same position as himself). To fire another Executive you must possess a Fire Card and be able to pay him the severance pay due (as indicated on the Fire Card). You must also call a "Stockholders' Meeting" to fire an Executive.

Calling a Stockholders' Meeting:

To call a Stockholders Meeting simply show your Fire Card on the Business Transactions step of your turn and announce "I am calling a Stockholders' Meeting for the purpose of firing." Once you have called the Meeting, you name the person you are attempting to fire, and declare the amount of stock you are voting (the total shares of stock you possess) to fire the player. The player you are attempting to fire then declares the amount of stock he is voting to prevent his being fired. If the player to be fired can vote a larger number of shares than you, you cannot fire him. However, you may then negotiate with other players possessing stock to induce them to vote their stock with you to fire the player. He may at the same time attempt to get other players to vote their stock with him to prevent his being fired. In all such wheeling and dealing no stock need change hands - what counts is simply the total amount of stock voted for or against firing the player. The inducements you offer another player to vote his stock with you or sell it to you are limited only by your imagination. **REMEMBER - IN THIS AND ALL OTHER "WHEELING AND DEALING" SITUATIONS YOU CAN MAKE ANY SORT OF DEAL NOT SPECIFICALLY PROHIBITED BY THE RULES!**

If you and your supporters (if any) vote the highest stock total, your opponent is fired. If he and his supporters (if any) vote the highest total, you may not fire him. There is no penalty if you do not succeed in firing a player, and if you wish you may immediately attempt to fire another player instead. When the issue is settled, place your Fire Card in the Fate Discards pile.

UNEMPLOYMENT SPACE:

Any player who is fired places his Playing Piece in the FIRED space in the Unemployment area. He keeps all money, stock, and Experience and Executive Cards he has accumulated - and his Fate Card, if he is holding one. He loses his next 2 turns, advancing his Playing Piece to the "Missing 1st Turn" and "Missing 2nd Turn" spaces accordingly. While in the Unemployment space because of being fired, you may not collect salary, take an Experience or Fate Card, take a job, vote in a Stockholders' Meeting, or negotiate with other players.

After missing 2 turns, a fired player may move DIRECTLY into the highest Office job for which he is qualified - IF there is an empty chair in the corresponding office. He may also move into any Executive position if he holds a Job Available Card for that position and can meet all the requirements for the position.

After moving back into an active job you may, on the same turn, conduct Business Transactions and draw an Experience or Fate Card, but you may NOT collect salary or an Executive Card, or purchase stock. Resume normal play on your next turn



LOSING TURNS:

A Financial Disaster Fate Card (which you must act on immediately) will always offer you the option of losing a specified number of turns if you cannot or do not wish to pay the amount required.

If you decide to lose the turns, place your Financial Disaster Card face up on the space where you are holding a job (you do NOT go to the Unemployment space), and place your Playing Piece in the middle of the Card. On your subsequent turns, move your Playing Piece to the corners of the Card marked 1, 2, 3, and 4 in sequence until you have missed the correct number of turns.

When losing turns because of a Financial Disaster, you may not collect salary, buy stock, take Experience, Fate, or Executive Cards, take a job, or negotiate with other players. You may, however, be fired by an other player, in which case simply discard the Financial Disaster Card and go to the Unemployment space.

When ready to begin your first full active turn after losing turns, discard the Financial Disaster Card, collect your salary, and perform the other steps of your normal turn.

WHEELING AND DEALING:

You are free to negotiate any possible deals with any other active players during the Business Transactions step of your turn, and once you initiate such a Transaction, any OTHER player may conduct any Business Transaction he wishes with any other players. However, if you do not initiate a Business Transaction when it is your turn, no other player may initiate a Business Transaction at that time. You may offer to sell any Card you hold, or to buy any Card another player may hold. You may trade Cards or other favors for stock. You may sell, lend, or borrow stock. You may also lend or borrow money.

Players may fail to honor any deal they make (except short-term deals, discussed below), so you may ask for COLLATERAL when making a deal. COLLATERAL is property of another player that you hold temporarily to ensure that he completes a deal if he fails to complete the deal, you keep the collateral permanently. For example, if you lend another player \$200, you may ask to hold \$200 worth of his stock, or something else of similar value, as collateral-that way, when you demand repayment of the loan, the borrower will not be likely to refuse. A player who holds collateral MUST return it when the other player completes whatever deal has been made.

You may use collateral that you are holding in any manner that you see fit, except that you may not sell it or trade it away.

Players may take either SHORT-TERM deals or LONG-TERM deals. A short-term deal is one that is completed within a single player's turn-and ALL SHORT-TERM DEALS MUST BE HONORED. For example, if you hold a Fire Card, another player may offer you \$100 not to fire him, but to fire another player instead. If you accept his offer, he gives you the money and you MUST fire the other player.

A long-term deal is one that will be completed during FUTURE turns. For example, Player A promises his next #8 Executive Card to Player B so as not to be fired. Player B asks for and receives \$500 collateral. When Player A gets his next #8 Executive Card he may turn it over to Player B and receive his collateral back to complete the deal; OR, since a #8 Executive Card is worth 1800 points, and since Player B will have already used or discarded his Fire Card, he may decide to forfeit the \$500 collateral and keep the Executive Card for himself!

REMEMBER - IN ALL "WHEELING AND DEALING" SITUATIONS, YOU CAN MAKE ANY KIND OF DEAL NOT SPECIFICALLY PROHIBITED BY THE RULES!

ENDING THE GAME:

If one player collects 2 each of the No. 5 and No. 6 Executive Cards plus 1 each of the No. 7 and No. 8 Cards, he is automatically THE BOSS and winner of the game.

OR

If one player accumulates more than 750 shares of stock (which is more than 50% of the total Company stock) he is automatically THE BOSS and winner of the game.

OTHERWISE

The game is over when the last Fate Card is drawn, and the winner is determined on a point basis. Each player figures his net worth by adding:

- His cash
- The total DOLLAR VALUE of his stock
- The total POINT VALUE of his Executive Cards

The player with the highest net worth is THE BOSS and winner of the game.

