



I refused to play the game, I tried my hardest and was always willing to go the extra mile. My hard work was rewarded but not in the way I wanted. It was rewarded with more hard work and the expectation that I would always sacrifice my personal time for the company.

When a member of upper management tried to *throw me under the bus* in front of my face using an easily proven lie, I lacked the experience in the game to let it slide and just add this underhanded move to my repertoire. Instead, without thinking, I pointed out the untruth, and yeah this was THE wrong move. My complete disregard for the rules of the game paired with my refusal to work 3 weeks in a row without a day off, for the first time ever in over a decade of service, proved to be my undoing. I was unceremoniously let go.

Armed with an abundance of free time I revisited **Pink Slip**, but I quickly realized it was too simple lacking the depth and subtlety that a great game requires. A few weeks later **Thrown Under the Bus** was born.

Thrown Under the Bus (TUtB), the fun **Game of Office Politics** is packed with cringe-worthy buzzwords and all-too-familiar office tropes that will keep players entertained while they steal credit for coworkers' hard work in an attempt to advance up the corporate ladder. But be careful. Fellow associates are attempting to do the same thing, and once you play a dirty trick on them, they now have access to this new trick. Anyone who has worked in an office environment knows there is no more brutal workplace than the modern office setting.

Thrown Under the Bus is designed so that non-gamers could easily learn and enjoy it but still has the complexities and advanced tactics that will keep seasoned gamers engaged. **TUtB** hits that delicate balance while creating a fun thematic experience. An average game takes between 30 and 60 minutes depending on the group size of 2-6 players and their experience level. The Age 14+ is more of a theme suggestion, the mechanics and rules can easily be understood by younger players but we felt why get them jaded about work before they enter the workforce. Let them discover that joy the same way we did...

Don't let the cutthroat theme fool you, Thrown Under the Bus is a fun and cathartic release at the end of a long week of dealing with your coworkers' quirks and protecting your station at work.

Welcome to Thrown Under the Bus a game 20 years in the making.

I was always the kind of employee that believed that if you were good at your job, tried hard, and went the extra mile it would get you noticed and promoted. This work ethic worked well for me until it landed me my first job on the carpet. Overnight things changed...

In the office, it was not how well you knew your job or how hard you worked, it was all about how well you played the game, *the game of office politics*.

At my first office job, I sat next to a coworker that would come in late and leave early every day. On top of that, at least 2 or 3 times a week she would take an extended lunch. This was particularly upsetting because this woman was held up as an example of a good worker. She was getting paid more than others and given responsibilities to shirk. For Anyone that had the unfortunateness of working with or under her, it was a morale breaker. This situation was the inspiration for a game I joked about eventually making called **Pink Slip**. The game's objective was to try and get your coworkers fired. It never it made to prototype but I had plenty of notes and even more jokes about it.

During my exit interview, I listed this coworker as one of my reasons for moving on and it was met with disbelief. My answer to this was to gesture over to her empty desk and then to the clock, it was 9:52am.

Fast forward a few years and to a much larger office where I hoped the politics would be different. It was indeed different, it was much more cutthroat, and throwing your coworkers under the bus to cover for your shortcoming was not only expected, it was encouraged.

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