Thrown Under the Bus, the hilarious Game of Office Politics, is packed with cringeworthy 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 kill-or-be-killed workplace environment than the modern office setting.

Thrown Under the Bus (TUtB) is a game for 2-6 players ages 14 and up, taking 30-90 minutes to determine who will be the company’s new Sr. VP.
'Steph from Marketing was supposed to lead this tour but as usual she is not here yet. So I guess it is up to the rest of us to pick up her slack.'

‘Anywho. Throughout the Employee Handbook and on the cards you will notice these words represent game terms that are defined in the Glossary.’

GAME SETUP

To set up your office for a game of Thrown Under the Bus, you need to reserve the conference room or, if playing at home, a dining room table, will do. Place the conference room game board in the center of the play area. Separate the 6 sets of 10 card decks with the portraits of the playable associates from the other cards. Each set is known as an associate deck. Place the remaining cards are known as the corporate deck. Shuffle and place the corporate deck in the center of the conference room game board. Assemble the Associate of the week marker by inserting the parking sign shaped chip into the parking space base.

The first phase is the Work Week, which begins Monday. Each week is broken into 3 phases.

1. The Associate of the week starts by calling for all cards down. All associates place any cards in their hand in any order on the top of their associate deck and then place any cards in their hand in any order on the top of their associate’s desktop. If any cards are left over then shuffle them and place them in the discard pile. If all associates have exhausted their influence tokens then the next phase begins. If there is a tie then the associate whose associate portrait is on top of their desktop goes first. This goes directly into your hand.

The second phase is the Friday Meeting, in which associates clean up their desktop. Discard piles are formed by placing cards from their desks face up on top of their sticky note. Return other associates’ influence tokens and decide who will be next week’s Associate of the week.

The final phase is the End of Week, in which associates reveal and resolve the cards played on their desks and calculate any change in status. Any associate promotions are awarded at the end of the Friday meeting.

The Work Week

All associates draw 5 cards from their draw pile forming their hand for this week. The Associate of the week starts off the week by spending their first influence token. Play then continues clockwise with each associate spending 1 of their influence tokens until all associates have exhausted their tokens. On their turn associates MUST spend 1 of their influence tokens.

There are 4 ways to spend influence tokens:

1. Do Some Work - Play a card facedown with 1 of your influence tokens on top of it on your desktop on any day of the week not already occupied by a card and or a influence token.

2. Delegate - Play a card facedown with 1 of your influence tokens on top of it on any other associate’s desktop not already occupied by a card and or a influence token except their Monday.

3. Call In - Place 1 influence token in the area above your desktop and do nothing.

4. Learn a New Trick - Place 1 influence token in the area above your desktop, trash a card from your hand throwing it in the trash bin, and draw a new card from the top of the corporate deck. This card goes directly into your hand.

FRIDAY MEETING

It is the duty of this week’s Associate of the week to conduct the Friday meeting in an orderly fashion.

1. The Associate of the week calls out the days of the week starting with Monday. All associates with cards on their Monday pick up the influence token on the card, flip the card over and place the token on the front of the card revealing. If it is an action card, read and follow the card instructions resolving it. If multiple actions are revealed on the same day they are resolved in the order of play. For more information, see THE CARDS. The same procedure is followed for the rest of the days of the week, one day at a time.

GAME PLAY

STARTING THE GAME

The associate that most recently received a promotion goes first. If there is a tie then the associate that most recently change positions goes first. This associate takes the Associate of the week marker signifying they go first and are this week’s Associate of the week. Play proceeds clockwise from Associate of the week in all phases of the game this is known as the order of play. When the Associate of the week changes so does the order of play.

The first phase is the Work Week, in which associates draw 5 cards from their draw pile. They then take turns playing these cards on themselves and each other in hopes of gaining status within the company.

The second phase is the Friday Meeting, in which associates reveal and resolve the cards played on their desks and calculate any change in status. Any associate promotions are awarded at the end of the Friday meeting.

The final phase is the End of The Week, in which associates clean up their desktop. Discard piles are formed by placing cards from their desks face up on top of their sticky note. Return other associates’ influence tokens and decide who will be next week’s Associate of the week.
3. Once all the cards are revealed and actions resolved, following the order of play, associates tally up all accounting cards on their desktop working left to right. **NOTE: All fractions from divisions are rounded down and +0 equals 0 and any number X0 equals 0.** A negative score reduces status and the positive score raises status. The Associate of the week then moves each associate’s status token around the conference room to reflect any changes.

4. Now the Associate of the week announces promotions. If any associate has landed on or passed a named chair they have been promoted. For each chair passed, that associate draws a card from the top of the corporate deck. **NOTE: Associates can not be promoted more than 2 named seats a during a Friday meeting.** When an associate gains enough status to bring them past 3 promotions they stop at the chair directly before the third promotion.

**END OF THE WEEK**

1. Cleanup, each associate collects all of their influence tokens, returning them to their associate portrait. All cards on your desktop go face up onto your discard pile. Except one shot cards which are moved to the trash bin.

2. Decide next week’s Associate of the week, the associate with the highest status is next week’s Associate of the week. In the case of a tie, if one of the associates is currently holding the Associate of the week marker they retain control. If neither of the tied associates hold the Associate of the week marker then the associates vote on who is the most aggressive and deserves the accolades.

**WINNING & LOSING**

**WINNING THE GAME**

Only 1 associate can sit in the big chair, becoming the Sr. VP, and there are 2 ways a player can win.

1. If at the end of the game only 1 associate has reached the Sr. VP chair, they are declared the winner. If multiple associates reach the Sr. VP status, the associate who scored the most points in the final week wins. If it is still a tie and one of the tied associates is holding the Associate of the week marker they are the winner. If neither is currently holding the Associate of the week marker all associates who have not been fired vote break the tie.

2. If the corporate deck is depleted, the associate with the highest status wins. If there is a tie, use the same procedure as above to determine the winner.

**FIRED (BUT NOT FORGOTTEN)**

An associate is fired when they go below 1 status. That associate’s status token is trashed and placed in the game box. Fired associates no longer gain or lose status and can never return to the office; they can no longer win. However, they are still in the game and have the ability to influence the outcome of the game, their legacy living on to haunt those that led to their demise. Fired associates must still spend influence tokens as normal, and other associates can spend influence tokens to delegate work to them, playing a card on their desktop feeding them cards that can be used on others. At the end of the week they cleanup as normal.

**THE CARDS**

**CARDS VS. RULES**

When a card’s instructions conflict with these rules the card text wins out.

**DECKS & SHUFFLING**

At the beginning of the game, all associates start with their respective associate deck. All starting associate decks have identical numerical values but have distinct art, quotes and colors to differentiate them from the others. During setup, shuffle these cards and place them face down on your desk forming each associate’s draw pile. At the beginning of the work week draw 5 cards from your draw pile to make your hand for the week. If you ever need to draw more cards than you have in your draw pile, draw all the cards left in the pile, set your hand aside, shuffle your discard pile, place them on top of your HR profile, and draw the remainder of the cards needed to bring your hand up to 5. Do not shuffle until additional cards are needed.

At the beginning of the Friday meeting, place all unused cards in your hand face down on top of your draw pile. If you have multiple cards, you choose which order they are placed.

At the end of the week, unless a card’s instructions state otherwise, all cards on your desktop are moved to your discard pile. This means eventually you will end up with other associate’s cards in your deck and this is the point of the game. When you do something good or bad to your coworkers, they will remember it and learn from that experience.

**DISCARD VS. TRASH**

When a card is discarded it goes face up onto the discard pile of the desktop it is currently on. When a card is trashed it goes into the trash bin. If a card is discarded or trashed before cleanup the accompanying influence token remains on that day until cleanup.

**INFLUENCE TOKEN ICON**

This icon on a card represents the physical influence token resting on it and the associate who makes the decision on the card’s may statement.

**Rearranging, Replacing and Swapping Cards - Moving Cards**

Rearranging, replacing and swapping is not playing a card it is moving a card. Moving allows access to another associate’s Monday. When moving cards follow these rules:

A. The influence token on the card remains with it.

B. An Influence token on a day with no card under it is moved as if it had an accompanying card.

C. Next and before only applies to the day of the week immediately before or after the day in question, not the next or before day with a card on it.

D. All card movement must be completed before any other moved cards can revealed or resolved.

E. If a card that has not yet been revealed is moved to a day of the week that has already been called, it is revealed once all moving is done. If an action card is revealed it is resolved before the turn continues.

F. If a card that has not yet been revealed is moved to a later day of the week, then it is left face down until that day is called out by the Associate of the week.

G. Revealed cards that have already resolved do not resolve again.

H. A card moved after Friday is placed on Monday. A card moved to before Monday is placed on Friday.
ACCOUNTING

Accounting cards are the core of the game and are identified by accounting ({\textit{ACCOUNTING}}) at the top of the card. They are basic addition, subtraction, divide and multiply cards. They are identified by an \textit{operator} followed by a number (+3, -1, X2...). at the top of the card. Most accounting cards have no instructions. These cards are tallied up at the end of the week to reflect the change in an associate’s status. All associate decks are comprised of accounting cards.

Glossary

- +6 ACCOUNTING - This icon represents both the influence token and it’s owner.

Accounting Cards - These cards are identified by the \textit{ACCOUNTING} tab at the top of the card followed by an operator followed by a number. All accounting cards are resolved in order at the end of the Friday Meeting.

Associate - A Character/Player in the game.

Associate Deck - The 10 cards that feature the portrait of one of the six playable Associates. Each Associate Deck has the same cards but differs in poses and portraits to reflect the personality of each character.

Associate Portrait - Large portrait of the associate on their desktop, where influence tokens are stacked until they are spent.

Call In - One of the 4 ways you spend an influence token on your turn. To call in you place your token in the space between your desktop and the conference room and do nothing. This is essentially the way to pass on your turn.

Cleavage - When you return influence tokens to the associate to which they belong to and move cards from your desktop into your discard pile except one card which is moved to the trash bin.

Conference Room - The meeting board that is placed in the centre of the table. The numbers on the chairs around the table track each associate’s status.

Corporate Deck - All cards without associate portraits make up the corporate deck.

Days of the Week - Playable area on a desktop.

Discard - When a card is discarded it goes face up on top of the discard pile of the desktop it was played on. A card is discarded when its instructions require it, if it has no instructions it is discarded at the end of the turn. Example: When a card is discarded before cleanup the accompanying influence tokens remain on that day until cleanup.

Discard Pile - The large colored sticky note on each desktop is the designated spot for that Associate’s discard pile. A discard pile is not shuffled until that associate needs to draw further cards from their exhausted discard pile.

Draw Pile - One of the 4 ways a player can spend their influence tokens on their turn, during the work week. To do some work, place a card facedown on any day of the week on your desktop and place one of your influence tokens on top of the card. An associated influence token is revealed. If an associated influence token is revealed, the player may swap the associated tokens at the end of the week, either of them can be resolved. For this reason, backer cards have been promoted to associate status. When an associated influence token lands on a character, they have been promoted. For each promotion they draw a card from corporate desk and place it on top of their draw pile. Associates can not be promoted more than twice during the Friday Meeting. A draw pile contains 4 associate cards that are associated gains enough status to bring them past 2 promotions they stop at the first level before they do so. No promotions are rewarded even if it was for a status you had previously held.

Draw Pile - A player’s card pile rests on top of their HR profile in the lower corner of their desktop.

Duplicate - When this card’s instructions say to duplicate another card that card acts as the duplicated card until it is cleared up at the end of the week. Each associate duplicates their own duplicate cards. Each associate will also have their duplicate cards resolved at the end of the Friday Meeting. All event cards that are resolved are resolved on the associate’s personal event tab.

Associate of the Week - The associate associated in the lead and who is in possession of the Associate of the week marker. The Associate of the week marker changes, control of the Associate of the week changes, End of the week changes, control of the Associate of the week marker changes.

End of the Week - The final phase of a week where associates return to their positions after any updates to the week. After this phase, the desk will resolve any resolved influence tokens on top of the card. The players with the highest status becomes next week’s Associate of the week.

Event Cards - Orange event cards are identified by the \textit{EVENT} at the top of the card. All event cards are revealed and resolved immediately before the end of the week. Event cards are resolved on the associate’s personal event tab.

Fired - If an associate’s status ever falls below 1, they are fired from the company and their associated cards are moved from the game. They continue to play influence chips on their turn in the upcoming weeks. Other associates may also play cards on the fired associate’s personal event tab.

Fixed - If an associate’s status ever falls below 1, they are fired from the company and their associated cards are moved from the game. They continue to play influence chips on their turn in the upcoming weeks. Other associates may also play cards on the fired associate’s personal event tab.

HR Profile - HR’s notes, this where you put your draw pile.

Influence Token - The 5 large chips with an associate portrait on them.

Learn a New Trick - One of the 4 ways a player can spend their influence tokens on their turn. To learn a new trick the player places a influence token above their desktop, trashes a card from their hand and draws a card from the top of the corporate deck placing it in their hand.

May - When a cards instructions have the qualifier “may” the player who placed the tokens on the card chooses if they wish to use the card’s action or not. If they choose to resolve the card they must follow all the cards instructions.

Monday - Only the associate who owns the desktop can play a card on the Monday Space. Cards can be moved onto the Monday of another associate.

Moving - The player controlling card that prompted the move is in control of the move. Moving a card is not playing a card, a card can be moved onto other associate’s Mondays.

One Shot - These cards are only good for a single use. The card’s instructions will dictate the card is used. Once shots are used they are no longer usable.

Operator - A symbol of a mathematical operation. Addition (+), subtraction (-), division (/), and multiplication (x). Tokens Under the Brain also have numbers on them. When an operator is played all numbers are multiplied. Example: +6 x2 = 12. Tokens Under the Brain also have numbers on them. When an operator is played all numbers are multiplied. Example: +6 x2 = 12.

Order of Play - Always starts with the Associate of the week and rotates clockwise. Turn order changes when the Associate of the week changes.

Pass A Card - You can play a card along with an influence token on any action that does not already have an influence token on it exempt another associate’s Monday.

Pass A Card - When the associate’s status token lands on or passes a named character they have been promoted. For each promotion they draw a card from corporate desk and place it on top of their draw pile. Associates can not be promoted more than twice during the Friday Meeting. A prom can assign associate gains enough status to bring them past 2 promotions they stop at the first level before they do so. No promotions are rewarded even if it was for a status you had previously held.

Rearrange - Rearranging the controlling player to move the cards around as they see fit. All card movement must be completed before any other score cards can be revealed and resolved.

Resolved - Accounting cards are resolved at the end of the Friday Meeting. Action cards are resolved when the card text says the and the associate whose chip rests on the card makes any necessary choices.

Revealed - A card is revealed when it is turned over. When revealing a card the influence token resting on top of it, flip the card over and place the token back on top of the card.

Replace - Happens only when instructed by an associate card’s instructions. To replace a card flip the influence token resting on top of it, flip the card over and place the token back on top of the card.

Spend Influence Token - During the work week each player must spend 1 influence token following the order of the week until all tokens have been spent. Tokens that do not have an influence token can be spent. Do some work for all to call in and learn a new trick.

Se. VP - The winning objective of Thrown Under the Bus.

Start Cube - The status (11) of all associates at the start of the game.

Status - An associate’s rank inside the corporation. It is represented by the chair number an associate holds at the end of the week.

Status Token - The six small chips, each with an associate’s portrait.

Sticky Note - The large color block on an associate’s desktop with a handwritten quote. During a game the sticky note is where you place discarded cards forming your discard pile.

Swaps/ Swapping - Happens only when instructed by an associate card’s instructions. To swap cards each card is moved onto the day of the other card. If one only one card is in one of the days to be swapped it is still moved.

Tally - When calculating always move left to right. Remembering nothing multiplied is still nothing. When dividing all fractions are rounded down.

TTLB - Acronym for Thrown Under the Bus.

Trash Card - When a card’s instructions direct you to trash this card move it to the trash bin (the box bottom) removing it from play for the remainder of this game. When a card is trashed before cleanup the associated association tokens remain on that day until cleanup.

Trash Bin - The box bottom lets the trash bin for trash cards. After a turn players may remove cards from the trash bin at the end of the turn.

Trash Week - The week plays their first influence token on any day they choose. Each associate’s trash bin them once per week. They do this once per associate.

Trash Week - The week plays their first influence token on any day of the week. Either of them can be resolved. For this reason, backer cards have been promoted to associate status. When an associated influence token lands on a character, they have been promoted. For each promotion they draw a card from corporate desk and place it on top of their draw pile. Associates can not be promoted more than twice during the Friday Meeting. A draw pile contains 4 associate cards that are associated gains enough status to bring them past 2 promotions they stop at the first level before they do so. No promotions are rewarded even if it was for a status you had previously held.
**SETUP THE GAME**

A. Place the Conference Room game board in the center of the table and shuffle all non-associate cards, placing them in the center of the Conference Room.

B. Each player selects a matching desktop, 10 card associate deck, 5 influence tokens and status token.

C. Return all unused desktops, decks, and tokens to the game box.

D. All players shuffle their associate decks placing the cards face down on their HR profile and place their influence tokens on their portrait.

E. All players’ status tokens are placed on the “office associate” seat on the conference room board.

F. The player most recently promoted takes control of the Associate of the week marker, making them this turn’s Associate of the week. Turn order starts with the Associate of the week.

**PLAYING THE GAME**

The game is broken into rounds, also known as Weeks. Each Week is broken into 3 Phases.

1. **WORK WEEK**

   Each player draws 5 cards from their draw piles forming their hand. Starting with the Associate of the week each player spends 1 influence token, then play moves clockwise to the next player until all tokens have been exhausted.

   The 4 ways to spend Influence Tokens are:

   • **Do Some Work** - Play a card facedown on any open day on your desktop, placing 1 influence token on the card.

   • **Delegate** - Play a card facedown on any other desktop on any open day except Monday and place 1 influence token on the card.

   • **Call In** - Place 1 influence token above your desktop and do nothing.

   • **Learn a New Trick** - Place 1 of your influence tokens above your desktop, trash a card from your hand, and draw a card from the top of the corporate deck.

2. **FRIDAY MEETING**

   All players place any remaining cards in their hand on the top of their draw pile face down.

   The Associate of the week calls out the days of the week. All players reveal any cards on that day. If an action card is revealed, follow its instructions. All action cards are resolved in the order of play.

   Once all cards are revealed, starting with the Associate of the week, players tally up their status change by working left to right. Changes in status are recorded by the Associate of the week moving each player’s status marker. Any player whose status token lands on or passes a named chair gets promoted, they draw a card for each from the corporate deck and place it on top of their draw pile.

   Associates can not be promoted more than 2 named seats a during a Friday meeting. If an associate gains enough status to bring them past 3 promotions they stop at the chair directly before the 3rd promotion.

3. **END OF THE WEEK**

   All influence tokens are returned to their owners.

   All cards are discarded, placing them face up on the sticky note of the desktop they are on.

   The player with the highest status becomes next week’s Associate of the week. In the case of a tie, if one of the players is currently holding the Associate of the week marker they retain control. If this does not decide it the players vote for who deserves to be Associate of the week.

**WINNING THE GAME**

Repeat rounds until a player reaches the Sr. VP status.

If multiple Players reach the Sr. VP seat the player who scored the most points this final round wins.

Expanded and updated rules PDF can always be found at [www.thrownunderthebusgame.com](http://www.thrownunderthebusgame.com)