

Who's The Boss?

Designed by Ellie Dix

4-6 players* | 5 minutes | Age 8+

*Can support more players with more bags of components.

Components:

- 6 bags of the following items: 5 purple cubes, 5 green cubes, 4 purple discs, 4 green discs, 3 purple imps, 3 green imps
- Player aid
- Six player booklets

Preparation:

- Each player takes a bag of components and a booklet. Some booklets are only used with higher player counts: Player F (6 player games only), and Player E (5 or 6 player games only).
- Read through the player aid and place it in view of all players. It is important that all players understand what sort of tasks the leader may be undertaking.

How to play:

The game is played over a number of rounds.

Round set up:

- Choose a game number to play. The prototype has a sample set of games. Select a number according to your player count:
 - 6 players: 1 - 10
 - 5 players: 11 - 20
 - 4 players: 21 - 40
- Each player looks at the chosen number in their own booklet. All players should keep looking at their booklet for at least 10 seconds, so that the leader has time to read the task, without revealing that they are the leader.
- Players place their booklets in front of them with their player letter showing. This allows the leader to identify the detective, which is mentioned in the leader's booklet.

Aim: Your aim depends on your role in the game.

Detective: Identify the LEADER

Leader: Get some number of FOLLOWERS to complete the task shown on your card. (See player aid for follower numbers)

Follower: Complete the task set by the LEADER.

Gameplay:

Play is simultaneous. Players all start to play around with their components, while watching everyone else carefully.

The leader must complete the task, so that the followers can copy them, but they must do it without being too obvious that they are the leader. They don't want the detective to work out who they are.

The followers must work out who is leading the task and copy them, but not too obviously or they may give the identity of the leader away before they complete the task.

The detective must work out who the leader is, but as it will be easier to identify if nobody knows who the detective is, they will wish to keep their own identity hidden, by also playing around with components.

End of the round:

The round can be ended at any time by the detective or the leader.

If the detective ends the round:

- They identify themselves as the detective
- They name the player who they believe to be the leader.
- The leader reveals themselves and the task.
 - If the detective was correct, the detective and any followers who have completed the task get 3 points each.
 - If the detective was incorrect, only followers who completed the task get 3 points. Also, the follower accused of being the leader gets a point and the leader gets a point for going undetected.

If the leader ends the round:

- They identify themselves as the leader
- They reveal the task.
- They show that more than half of the followers have completed the task.
- The leader and any followers who have completed the task get 3 points each.

Game End

The player with the highest score after 5 rounds is the winner.