

# Who's The Boss?

A non-verbal social deduction game  
of moving components  
and sneaky eyes



## Overview



4-6\*  
players



25  
mins



Age  
8+

Each player silently fiddles around with the components in front of them - but players have different aims.

The **leader** wants the followers to complete a task using the components.

The **followers** want to complete the task.

The **detective** wants to identify the leader.

\*Can support more players  
with more components.

## Components

- 6 bags of components each containing: 10 cubes, 8 discs, 6 meeples
- 6 player booklets
- 1 player aid

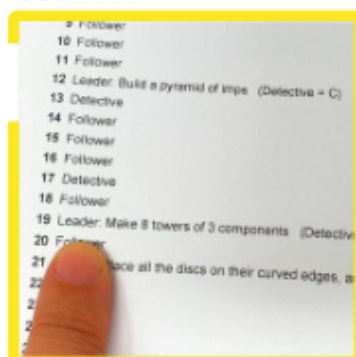


## How To Play



Players consult their booklets to discover their role for the round.

Then everyone starts messing around with their own components.



The leader has a task that they are trying to get at least one follower to complete.

They want followers to copy them, but they don't want to be too obvious.



The followers and detective don't want each other to know their roles, so players will bluff by moving pieces assertively.

Mistrust will set in.



The leader may end the round if at least one follower has fully completed the task.

The detective may end the round by accusing a player of being the leader.