

# Whistle-Blower

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## Objective:

Become the CEO of your company.

## Materials:

- The Game Board
- 1 d12 (12-sided die)
- 2 d6 (6-sided dice)
- 5 Player pieces
- 20 Merit tokens (white tokens)
- 20 Brown-nose tokens (brown tokens)
- Deck of regular playing cards (Jokers removed)

## To Begin:

Each player receives:

- A hand of five random cards
- 1 Merit token
- 1 Brown-Nose token

## How to Play:

Players all begin in the Mail-Room of the company and must work their way up the corporate ladder, earning higher titles as they progress until they achieve the title of CEO. (25 total titles)

- Players are all dealt a 5-card hand to begin.
- To begin, one of the players rolls a d12. (example: a 10 is rolled, a player would play a ten of Hearts)
- Players play a card from their hand depending on the value of the d12 roll.
- The cards are played face-down and all players play at the same time. (1, 2, 3 - GO!)
- If a player does not have a card that matches the value of the d12 rolled, they may bluff by playing another card.
- Players can choose to "Blow the Whistle" on another if they think they are being dishonest and bluffing.
- If a player is caught bluffing, they are moved down one rank for every accusation (2 players accusing a player moves them down 2 ranks)
- If a player is telling the truth, they move up one rank and their accuser is moved down one.

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## Using Merit and Brown-Nose Tokens:

- In order for a player to advance themselves, they may “cash-in” their tokens to move up the Corporate Ladder. (Merit=1 title advancement, Brown-Nose=2 titles)
- Once a player has reached the rank of Supervisor, they may demote any other player bellow Supervisor. Once a player has reached Sr. Management, they may again demote anyone bellow that title.
- Players can also use tokens to fight being demoted. (example: A player being demoted 2 levels may cash-in 1 Brown-Nose token or two Merit tokens to remain at the same title)
- Tokens can also be used to counter-act being caught bluffing or falsely accusing a co-worker of bluffing.

## Earning Tokens:

Players can earn additional Merit Tokens or Brown-Nose Tokens.

- Merit Tokens are earned if a player has told the truth in a turn. The player rolls 2 x d6 to try and roll higher than the value of the d12 that was just rolled.
- Brown-Nose Tokens can be earned if a player has bluffed and not been accused by another player. They are earned by rolling 2 x d6 in attempt to roll lower than the value of the last d12 rolled.

## How to Win:

In order to win, a player must achieve the rank of CEO while no other player is above the rank of Sr. Management.

# The Game Board

