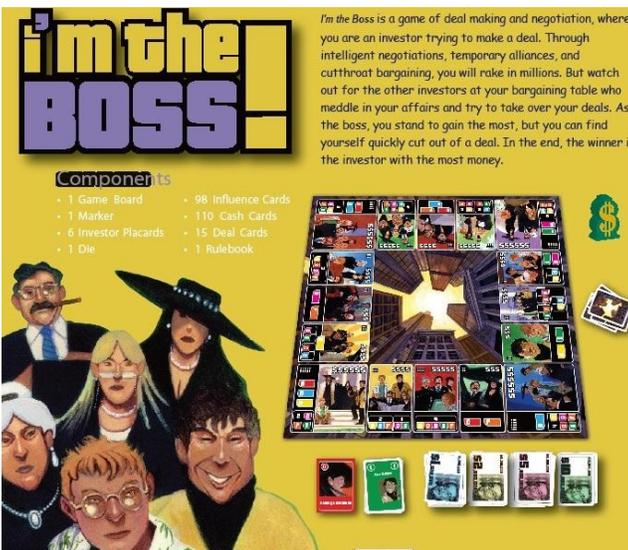
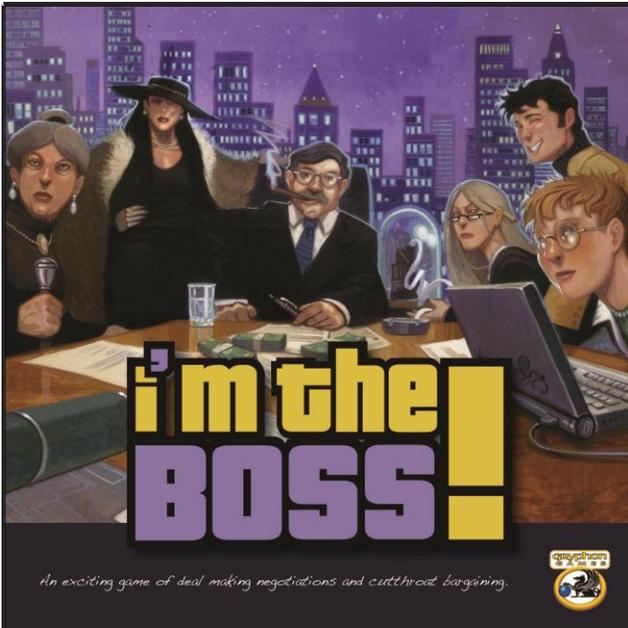


I'M THE BOSS!



I'm the Boss! has every player trying to make a deal. Up to fifteen deals can be made over the course of the game, but every player cannot be part of every deal. . . so let the negotiations and the FUN begin!

Each player who is part of a successful deal will receive a certain amount of money. Just how much money they earn depends upon the deal agreed to between the players and the Boss for that round. Complications arise as each player uses their action cards to derail negotiations, insert themselves into a deal, take over the role of boss, and otherwise muck up the smooth flow of deal-making that other players had hoped to achieve. The action is lively and unscripted so make the best deal that you can!

Once nine deals have been made, a die is rolled after each subsequent deal to determine if the game ends (with the odds increasing each time). Victory goes to whoever has the biggest bankroll.

"Awesome negotiation; Hilarious hijinks (in the form of back-stabbing and deal-making); Easy to learn! Sid Sackson [is] a legend of game design, and I'm the Boss proves why." ~Drake's Flames

Game Components

Game Board	Rulebook	1 Die
6 Investor Placards	1 Turn Marker	15 Deal Cards
98 Influence Cards	110 Cash Cards	

Game Designed by Sid Sackson

Illustrated by William O'Connor

Published by Gryphon Games

Made in China

Players:	3 - 6
Playing time:	60+ minutes
Age:	11 and up
Case size:	8

Product Code:	101067N
UPC:	827948000011
Size:	10" x 10" x 2.25"
MSRP:	\$ 49.99

Target Audience:

- Casual to advanced gamers
- Fans of games with player interaction and negotiation
- Game, bookstore and gift shop patrons

Core Information:

- Lots of player interaction and opportunities for "take that" plays
- Exercises memory, advanced planning, flexible thinking and math skills
- One of 6 nominations for 1994 Spiel des Jahres
- BoardGameGeek ratings: overall = # 509 Strategy = # 335 Family = # 96



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