

Introducing “Pass the Buck: A Game of Corporate Responsibility Management”

September 4, 2015 – St. Louis, MO – Happy Badger Studio, game design team best known for digital titles such as “Strange Donuts vs. The World” and “Cosmic Kitty Pop,” is proud to announce the studio’s first-ever tabletop card game, “Pass the Buck: A Game of Corporate Responsibility Management.”

Designed by studio partner Carol Mertz, “Pass the Buck” is a satirical card game for 3-5 players, integrating both bluffing and hand management as core mechanics. In the game, players act as corporate employees who each possess Tasks to do, Departments that determine their abilities, and a Level which indicates their job title. Players take turns as the Delegator, trying to eliminate all the Tasks in their hand by giving them to their opponents. To avoid them, players can bluff about whether they are in the proper Department to take a Task, but could be thwarted when opponents grow suspicious and call Human Resources.

“It’s safe to say ‘Pass the Buck’ was inspired by real-life experiences,” says Mertz, the game’s designer. “I wanted to poke fun at how easy it is to avoid responsibility in a large corporation, so I made a tongue-in-cheek game where you get promoted for forcing other people do your work for you.”

The lightweight card game is both comedic and strategic. Mertz plans to launch a Kickstarter campaign to fund print production of “Pass the Buck,” while free “print-and-play” copies are available until the campaign’s launch, for anyone who signs up for the game’s newsletter on <http://passthebuckgame.com>

About Happy Badger Studio

Happy Badger Studio is an independent St. Louis-based game design team that has published several mobile game titles since 2011, and is currently expanding into both console and tabletop game publishing. Learn more about the team and the studio’s games at <http://happybadgers.com>

About Carol Mertz

Carol is a partner at Happy Badger Studio, co-founder and partner of software development firm Rampant Interactive, event organizer for the St. Louis Game Developer Cooperative, and co-organizer of indie games convention PixelPop Festival. Between making games and hosting events for game creators, Carol spends a substantial amount of her time encouraging and helping others to make games that they can be proud of. Read more about Carol at [h](#)

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Print & Play and Product Photos available by request and at <http://passthebuckgame.com/>