Objective

Accumulate the most money by the end of a predetermined number of rounds (suggested: 10 rounds). Players act as CEOs of rival corporations, building their empire while engaging in corporate espionage.

Components



- Pen and Paper: For tracking resources, departments, and actions.
- A Standard 52-Card Deck: Use only the face cards (A, K, Q, J) and two Jokers.
- 6-Sided Dice: For introducing elements of chance and uncertainty.
- Tokens: For representing Products, Employees, and Money.

Setup

- Each player starts with 3 employee tokens and a hand of 2 cards drawn from the modified deck.
- Players have four departments: Research, HR, Production, and Sales.
- Determine the first player via a coin toss or another fair method.

Turn Structure

Each turn consists of four phases:

1. Allocation Phase

- Players allocate their available employee tokens among the different departments.
- Note: One employee token cannot be split between multiple departments.

2. Action Phase

- Players may play any number of special action cards from their hand.
- Includes playing an "Espionage" card, which—if successful—disrupts a chosen department in the opponent's corporation for the current turn. (See Espionage section for details.)

3. Execution Phase

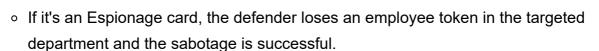
- Roll a die for the overall market demand for the current turn. Add additional dice for each "Market Research" card in play.
- For each department where they have employee tokens, players roll a 6-sided die per employee:
 - Production: On a 5-6, produce a product token.
 - Research: On a 5-6, draw a special action card.
 - HR: On a 5-6, gain a new employee token.
 - Sales: On a 5-6, make a sale, earning 2 money tokens, up to the overall market demand.
- An "Innovation Boost" card can upgrade a department, lowering the success roll threshold (from 5-6 to 4-6, 4-6 to 3-6, etc.).

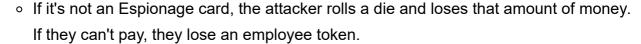
4. Economic Upkeep Phase

- Players must pay 1 money token per employee token for upkeep costs.
- If a player cannot afford upkeep for all their employees, they must let one go.

Espionage Mechanic

- Players may bluff that they have an Espionage card, even if they don't.
- To play Espionage, place a card face-down and target a department.
- The targeted player can either call the bluff or accept the sabotage. If they accept, the sabotage is successful and the face-down card is discarded.
- If a bluff is called and revealed:







Winning Condition

The game concludes after 10 rounds. The player with the most money tokens wins.