



**CORPORATE
CHAOS**

GAME RULES



What it is about?

The board game that combines the world of business with the humor of corporate culture. The objective of the game is to climb the career ladder from an entry-level position which is Junior Agent to the top position of CEO, while sabotaging your colleagues and complete Tickets.

Where to start?

1 Every career starts with a profile! Grab a profile that matches your energy and put in front of yourself!

- Grab **3 stars** ★ that you will mark as value every time the game will lead you to. But for now, just keep them aside.
- Put your first **position** as  **Junior Consultant** and welcome to the team!
- Take **8 hours** of time, as its your normal working day!



Your hand should look like this in front of you:

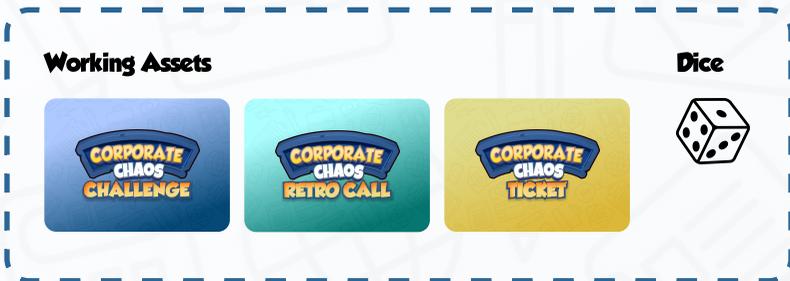


Organize your table !

2

You have 3 types of cards

- **Challenge:** the main deck, that you'll be using during the game as a main deck
- **Retro Call:** these cards are lucky or unlucky cards, you will be asked to use it during the game. The action would depend on the number of dice.
- **Ticket:** this is your promotion requirement



The rest of game supplies are:

- **1 dice**

Put the gaming supplies on the table as on the image and lets start this corpo run !

Ready? Let's begin !

Step 1:

Each player gets 5 cards from Challenge deck in blind, and 1 Ticket card



Step 2:

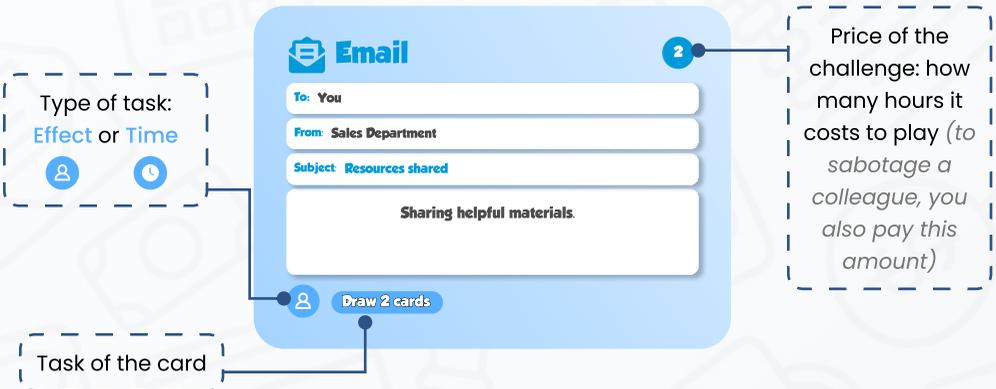
Everyone throw the dice, the highest number starts, further turns will continue clock-wise.



Step 3:

Player takes one challenge card from general deck and is obliged to play this challenge.

**If you cannot play this challenge. This card discarded and retro call is triggered and the turn of the player ends.*



Step 4:

Take one challenge card from general deck in hand.



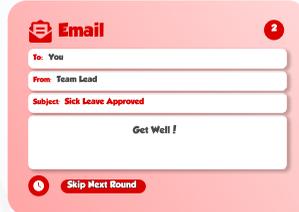
Step 5:

Now the Fun Begins! Depending on what cards you have in hand, you can apply bonuses to yourself, sabotage another player and in the meantime complete a task from Ticket.

Types of cards:

Email

Emails have positive and negative time or action effects.



LunchBreak

Lunchbreaks have positive and negative time effect.



Spam

Does no effect while in hand, however:



- Once you collect 3 spam cards in hand, you are able to sabotage your colleague for free. The sabotaged player gets immediate effect -3 hours and cards go back to challenge deck.
- You cannot discard those cards, unless there is a Challenge task for it

Retro Call

That's simple, once played is triggers immediate Retro Call

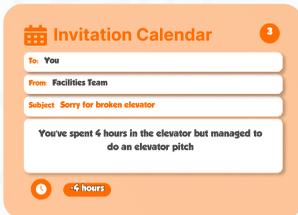


The player who participates, rolls the dice.



Invitation calendar

Tricky ones! They look the same but have different huge effects. Use them wisely



Ticket

This is your main task to get value points, don't show it to other players and try to complete the task. Once it done, you can show the completion to others, take a value point and take next ticket card.



Step 6: End of Turn

- At the end of the turn you should have not more than 6 Challenge cards. In case you have more than 6 cards, you either play these cards (e.g. sabotage a colleague or apply a bonus) or discard them.
- Refresh your Hours to 8 again for your next round

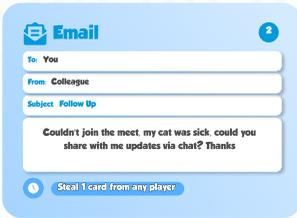
x6



x8

Good Luck !

Effects Guideline:



+1 Hour Add 1 hour

+2 Hour Add 2 hours

+1 hour for each player e.g if there are 4 players → +4 hours

+2 hours if you have Spam Add 2 hours if you have Spam card in your hand

Draw 1 card Take card from Challenge deck in your hand

Next card with price costs 1 hour less Next card you play with price will cost 1 hour less

1 sabotage for free You can sabotage with a card and don't mind the price on the card

Steal 1 card from any player Take a look at the hand of other player and take 1 card

Steal 2 hours from any player Take 2 hours chip from any player

Draw 1 extra card Take card from Challenge deck in your hand

Steal 1 card from player on the right Take a look at the hand of player on the right and take 1 card

Choose player → lose 2 hours Choose a player who loses 2 hours for the next turn

Draw 1 card and gain +1 hour Take one challenge card and 1 hour for your current turn

Take 1 random card from another player Take one card from player in blind

Redirect the next sabotage played on you Redirect next sabotage to another player

Roll a dice: 4-6 gain +2 hours Rolled only once (1-3 nothing happens)

Discard Effect of the card Either challenge or sabotage, effect is discarded with this card

Draw 3 cards Take 3 cards from Challenge deck in your hand

Effects Guideline:



-1 Hour Discard 1 hour

-2 Hour Discard 2 hours

Lose 1 hour per each player e.g if there are 4 players → - 4 hours

Lose 1 hour per card in hand e.g if there are 3 cards → - 3 hours

Discard 1 card Get rid of 1 card in hand you choose

Discard 1 random card Get rid of 1 random card in hand, you can't choose

Skip Next Round You skip next turn

Cannot play sabotage this round You can take cards, apply bonuses, but can't sabotage

Skip drawing a card During next turn, you don't take card in hand, but do the open challenge

Transfer 2 hours to any player Give 2 hours to any player you choose

Left player sabotages you for free Left player sabotages you with 1 card for free

Right player sabotages you for free Right player sabotages you with 1 card for free

Players on the left and right steal 1 hour Each of players (only L&R) take 1 hour

Left player steals 1 hour Only player from the left takes 1 hour from you

Next card with price costs 1 hour more Next card you draw or play, costs 1 hour more

Effects Guideline:



Get +1 value point Instantly get 1 value point

Everyone have +1 hour next round Everyone + 1 Hour for the next round

Pick players to swap their hands You choose who swap all their cards in hand

Everyone gets +1 Value point Everyone + 1 value point

Look at top 3 cards, keep one Look at top 3 cards in challenge deck, keep one

Reveal your hand Show everyone your cards in hand

Everyone have -3 hours next round Everyone - 3 Hour for the next round

Everyone have -1 hour next round Everyone - 1 Hour for the next round

Swap hands with another player (you choose) You swap your hands with player of choice

Now you have 9 hours at the beginning (valid for 3 rounds) 3 rounds in a row you start with 9 hours

Everyone take 1 card in hand Everyone draws 1 card immediately

Lose 1 Value point You lose 1 value point