

CORPORATE ANARCHY - RULES

Basics:

Win condition: Kill 1 VIP of every other person in the game (e.g. if there are 4 players, you need to kill 3 VIPs).

Loss condition: If all of your VIPs are killed, you are out of the game.

Setting up:

In Tabletopia, all pieces are already in place. Below are the pieces and where they should be, as well as actions players need to take during setup.

A *money bag* full of red tokens is in the centre of the game board.

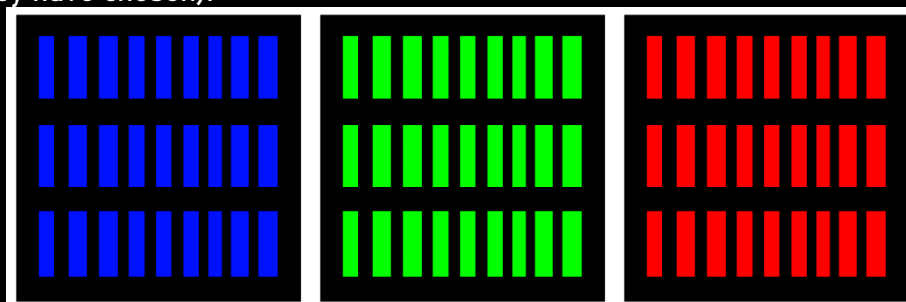
(Below): The money tokens.

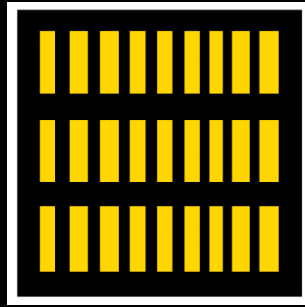


Every player starts with 8 *base tiles* in front of them when they enter (these tiles are listed below). To start the game, each player must put the tiles into their hand, where they can privately flip them to see what they are. Then they must place the tiles face-down within their HQ area (the 6x6 space with the colour matching their character). Do not let other players see the fronts of your base tiles.

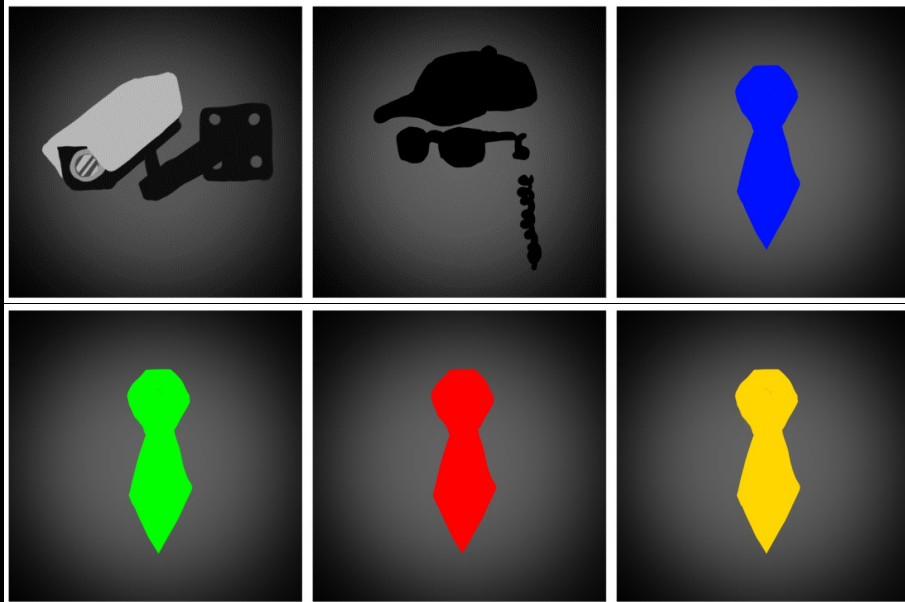
Note that if you are playing with fewer than 4 players, you should alter the number of VIP tiles you place accordingly. You should place 1 less than the number of players (e.g. if there are 3 players, you should place 2 VIP tiles).

(Below): The backs of the base tiles (colours correspond with the four players and the colours they have chosen).





(Below): The fronts of the base tiles. Each player should have 3 alarms (top left), 2 security guards (top middle), and 3 VIPs of the colour they have chosen (coloured necktie icons).



Each person also starts with a *player piece* on the board, 10 *money tokens*, a *6-sided die*, and 9 *command cards* (command cards should be face up to start the game).



(Below): Player pieces.

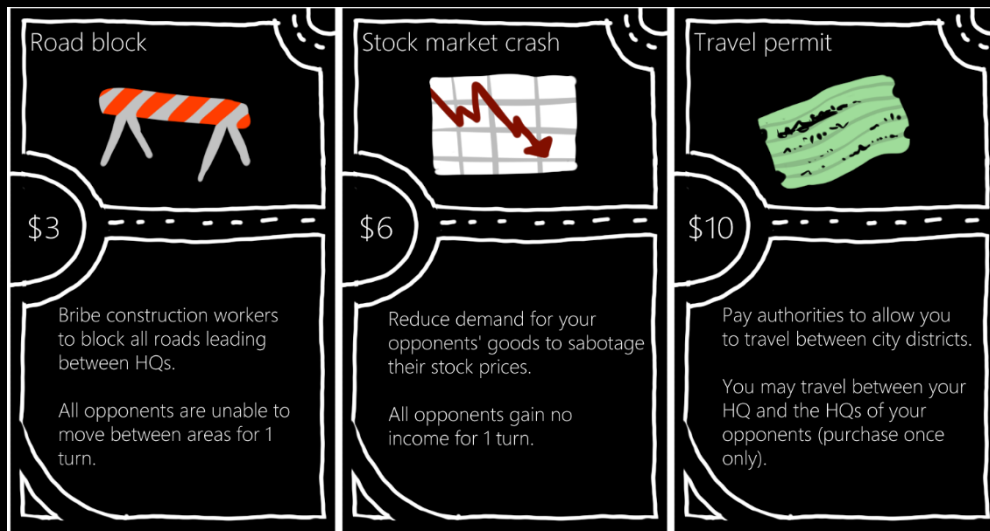


(Below): The money tokens.

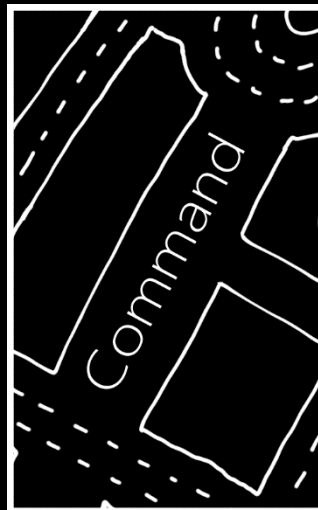


(Below): The 9 command cards.

<p>Anonymous tip</p>  <p>\$4</p> <p>Contact authorities to report criminal activity from an opponent.</p> <p>If the opponent of your choice has any drug dens, they must pay a fine of \$7.</p>	<p>Communications Jam</p>  <p>\$3</p> <p>Hire someone to disable the communication network of a rival.</p> <p>An opponent of your choice cannot purchase any tiles or commands for 1 turn.</p>	<p>Corporate Espionage</p>  <p>\$4</p> <p>Hire a spy to learn important information about another company.</p> <p>Reveal a tile of your choice belonging to any opponent, then flip it back over.</p>
<p>Negative ad</p>  <p>\$2</p> <p>Contact a news company to spread false information about another CEO and lower their stock price.</p> <p>The opponent of your choice gains no income for 1 turn.</p>	<p>Plant evidence</p>  <p>\$2</p> <p>Put false evidence of criminal activity in an opponent's HQ.</p> <p>An opponent of your choice must pay a fine of \$3.</p>	<p>Quarantine</p>  <p>\$5</p> <p>Hire someone to spread hazardous chemicals in an opponent's HQ.</p> <p>Anyone in the HQ of your choice cannot travel to other areas for 2 turns.</p>



(Below): The back of the command cards.

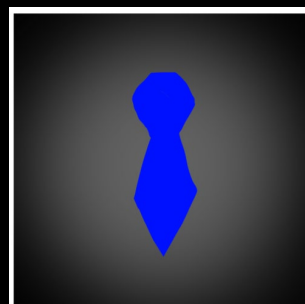


Each player can also **move their player piece** within their HQ, to any of the squares along the edge furthest from the centre of the board.

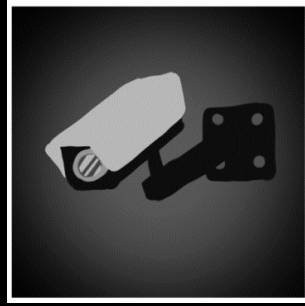
Once the base tiles are on the board, face down, each player should **roll a die to see who goes first (highest roll goes first)**. Turns rotate around the board clockwise.

Base tile functions:

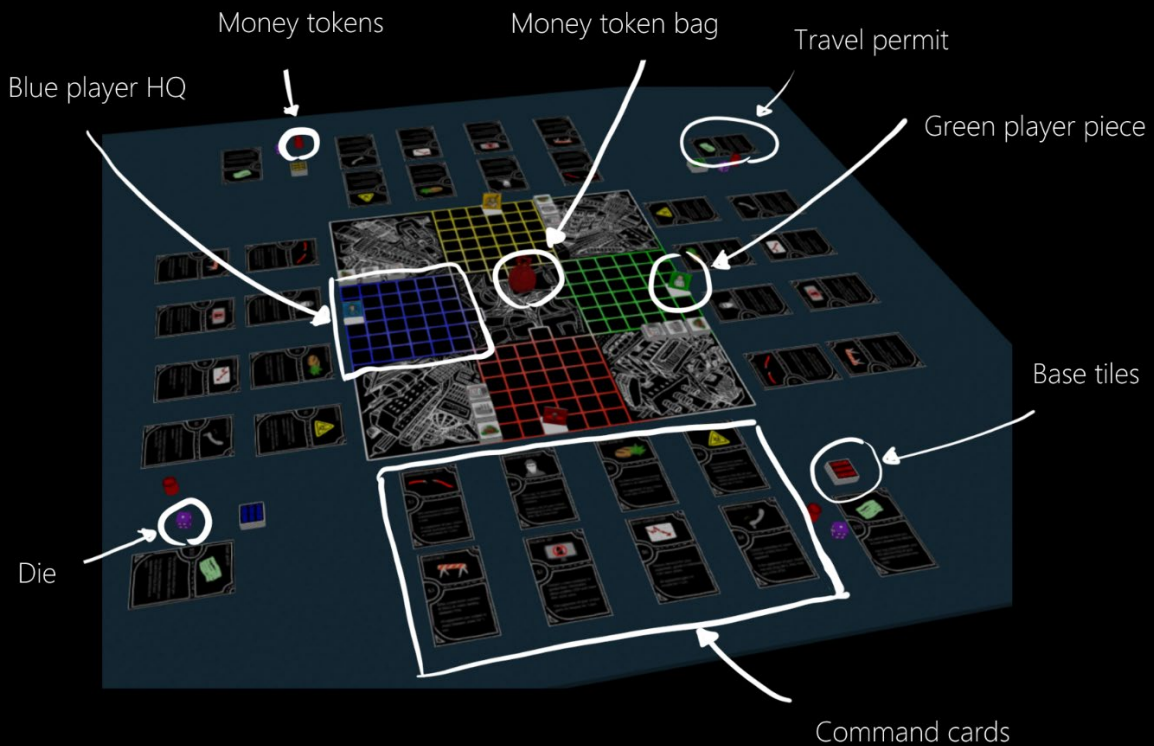
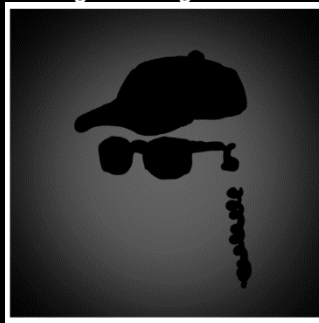
VIP (X3): These are your most important tiles. You will try to kill the VIPs of others and they will try to kill yours. Place them face down and do not let the other players know where they are.



Alarm (X3): Place these face down as traps. If an opponent lands on one of these tiles instead of a VIP while in your base, they simply end their turn and flip the tile back over.



Security guard (X2): Place these face down as traps. If an opponent land on one of these tiles instead of a VIP while in your base, they are taken back to their own HQ (place their player piece in one of the squares along the edge furthest from the centre of the board).



Turn structure:

During your turn you may perform the following actions in the order specified, or pass your turn partially or entirely.

Phase 1:

Receive income (collect red tokens from the bag in the centre of the board) from any building tiles you have built in previous turns (if you have no building tiles yet, receive no income). If all tokens are in the possession of players, no income can be gained until some tokens are returned to the bag via purchases or commands.

Phase 2:

You may purchase up to 1 tile and 1 command.

To purchase a building tile, put the required number of tokens in the bag in the middle of the board (prices are listed below), and take the appropriate tile. You must then immediately put that tile somewhere in your HQ.

Note that each player may only purchase a maximum of 6 building tiles throughout a game.

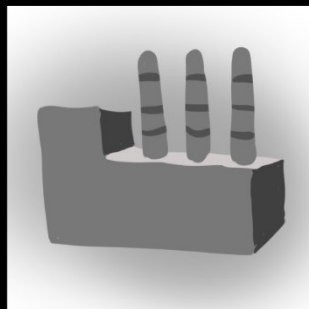
To purchase a command, put the required number of tokens in the bag in the middle of the board (prices are listed below, and on the cards), and flip the appropriate card that is in front of you, face down. All players must then adhere to the instructions on the command card. A player can't flip the card back over to be used again until at least 3 command cards have been used. Once 3 command cards are face down, the player should flip them back to face up and may purchase them again.

Building tile functions:

Shop (\$4): small income (\$1 per turn)



Factory (\$6): moderate income (\$2 per turn)



Drug den (\$6): lucrative income (\$3 per turn)



Command card functions:

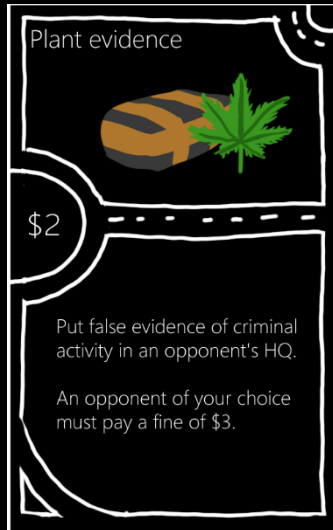
Road block (\$3): Other players cannot move between areas for a turn.



Negative ad (\$2): An opponent gains no income for 1 turn.



Plant evidence (\$2): An opponent of your choice loses \$3 (pay into the bag in the centre). If they do not have enough money to pay the fine, they only have to pay what they do have.



Stock market crash (\$6): No one gains income for 1 turn (except you).



Quarantine (\$5): Anyone in the HQ of your choice cannot leave it for 2 turns.



Anonymous tip (\$4): If your opponent has any drug dens, they lose \$7 for each one (pay to the bag in the centre). If they do not have enough money to pay the fine, they only have to pay what they do have.



Communications jam (\$3): An opponent cannot buy any tiles or commands for 1 turn.



Corporate espionage (\$4): Reveal 1 tile of an opponent of your choice (then flip it back over).



Travel permit (\$10): Once flipped and activated, you may leave your area and travel across the board (only needs to be purchased once). ***YOU MAY NOT LEAVE YOUR HQ*** until you have done this.



Phase 3:

Move your character piece. You may move up to 4 spaces per turn. You may not move diagonally. You may only leave your HQ once you have purchased the 'travel permit' command.

To move between HQs, you must land in the square that extends into the centre of the board. You may then move your player piece instantly to the corresponding square on any other HQ, but your turn ends instantly. If you have landed in the protruding square in a previous turn, you may use your turn to move instantly to another HQ, but make no additional moves.

Inside your HQ, you may move over and land on any and all tiles without consequence.

In the HQs of other active players, you may only move over and land on blank spaces and spaces with a face-down base tile. You may not move over or land on building tiles.

Note that if an opponent has completely blocked off any of their base tiles with building tiles, they must immediately reposition them so there is a way through.

Once in the HQ of another player, you must try to uncover one of their VIP tiles to win.

To uncover a tile, you must end your movement phase by landing on that tile. Once you know what tile you are going to land on, first flip that tile face up to see its effect.

If it is an **alarm tile**, flip it back over and put your player piece on top.

If it is a **security guard tile**, move your piece as specified and flip the tile back over.

If it is a **VIP tile**, remove that tile from their base and place it on the table on your side of the board, before placing your player piece in the space where that VIP was.

Once you have 3 VIP tiles collected from other players (only 1 may be taken from each other player), you win the game.