

RULES OF PLAY

Corporate Espionage is a card game that pits freshly funded startup companies entering the same target market against each other. Each company must ramp up quickly in order to compete...and when that fails, take out the competition by any means necessary.

- Hire or fire employees and executives to build a team.
- Equip the team with tools to do the job.
- Use business skills and savvy to get an edge.
- Drive competitors to bankruptcy with espionage.

Any player may react by playing Savvy cards within the ended turn before the next player's income has been collected.

Play During Someone Else's Turn

You can perform the following activities at ANY TIME:

- **Savvy** - Savvy cards have rules printed on them governing how and when you can use them. You can use any Savvy cards you can afford at any time by subtracting the cost from your Bank Account, then placing the cards in your discard pile. Savvy cards that target a specific event, such as hiring, must be played at the time of hiring. When playing a Savvy card that prevents espionage, the opponent still pays the cost of the cancelled card. Both the Espionage and the Savvy are discarded. When reacting to one card with Savvy, you must play the effect before the next play is made.
- **Audit** - You can ask any company at any time to show you how much they have in their bank account unless they have a card that blocks an audit.
- **Conspire** - You can form alliances with other players to gang up on a competitor.

If an opponent plays a card that destroys an asset of yours, he chooses which asset is destroyed, and it is put in the discard pile.

If another player uses a card to fire one of your employees or executives, he chooses which one will be fired.

After any card is used or put into play, any opponent may enact a response before another card has been put into play.

Eliminating Other Players

In order to eliminate competitors, you need to get them to spend money faster than they make it, forcing them into a debt they can't pay.

It's not enough to just make them go broke. You need them to go bankrupt.

Here's the difference:

- **Broke** - If you have 0 income points in your bank account, you're not out of options. You may have Employees and Assets in play to earn income on your next round. You might draw a card on your next turn that puts you back in the game.
- **Bankrupt** - You are served with a set of cards that pushes your bank account into a negative value and you can't pay the fee required. This can happen at any time, depending on how your competitors conspire against you. You have the option to liquidate your Asset cards in play for half their Cost to fend off bankruptcy for another turn.

Declaring a Winner

In order to win at Corporate Espionage, you must be the last player left standing. If you can bankrupt all other players, you win the game decisively.

If more than two players remain in the game, you can force a competitor out of the game by performing a hostile takeover.



Corporate Espionage is designed to reflect the real world of business and financial survival. The game can expand infinitely with anything you can dream up...or think you can get away with.

Promote your brand and advertise inside the game. Make your own cards to share with your friends or hand out to promote your business with incentives and special offers. Visit us online: www.masterofespionage.com.

Object

- Earn a lot of income
- Bankrupt all other players
- Capture the target market

Number of Players

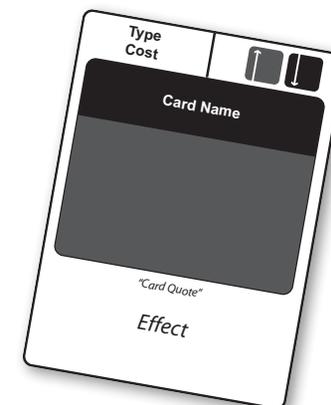
- 2 or more
- Every player must have his own deck
- Each deck represents 1 company

If someone doesn't have a deck, play in teams or print a trial game pack from our website: www.masterofespionage.com. Do not split a deck. More players = longer games.

Vocabulary

- **Bank Account:** The income each player has.
- **Roster:** The employee/executive cards in play.
- **Inventory:** The assets the company has in play.
- **Hand:** The cards held in their hand (not in play).
- **Discard Pile:** The pile where used cards are placed and cannot be played again.
- **Net Worth:** The combined value of a player's bank account as well as the cost of all employees, executives and assets he has in play under his control.

How to Read a Card



Type: There are five card types. Each has a different function. Some stay in play permanently. Some are only used once and then discarded.

Cost: Subtract this amount from your holdings to put the card into play.

Income: Gain this amount each turn this card remains in play.

Overhead: Pay this amount each turn this card is in play.

Card Quote: Try not to get distracted. This text won't help you win. It'll only hold your attention long enough for your opponent to gain the upper hand.

Effect: Directions on how to use the card to your advantage or hinder your opponents.

The 5 Card Types



Employee: These cards stay in play permanently. They are meant to provide a source of steady income. Protect them or risk falling into debt.



Executive: Like employees, these cards also stay in play. They possess strong abilities, which will enhance your growth or hurt your opponents. Each player may only have one executive employed at a time.



Assets: Permanent cards with a range of abilities to help you build your business and protect the team.

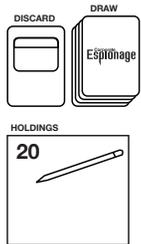
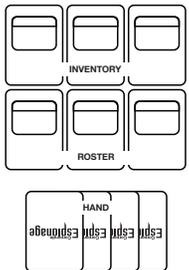


Savvy: These cards are used up instantly and discarded as soon as they are paid for. It is the only type of card that can be played during anyone's turn.



Espionage: Onetime-use cards meant to cripple competitors. They are played during the controller's turn and then immediately discarded.

Card Setup



House Rules

The rules and game play for Corporate Espionage are designed to be customized to your group. The more you play, the more complex you will probably make the rules...just as poker can be played as Texas Hold'em. Every deck of Corporate Espionage includes a blank House Rules Card to allow you to add surprises to your deck and whomp your friends. Check out our website for suggested house rules for some great twists on the basic game, which include:

- Every time someone goes bankrupt, make them do a dance.
- Players can buy cards from each other.
- Make "loans with interest" to other players.
- Play in teams and share a deck.
- Create associations and impose trade embargos.
- Ally against an enemy.

Keeping Track

Use the dry erase scorecard for each player so that you can keep track of the income that your company earns. Be sure to clearly mark your current holdings after each change that is made. Personalize your tokens to keep track of your cards when other people steal them. Be nice and give them back (unless house rules say play for keeps).

20
17
19
14
18
12
9
5

Start the Game

Choose a company to go first. You may choose a first player by flipping a coin, spinning a bottle or engaging your opponents in hand-to-hand combat. (Anyone engaging in fisticuffs during an official Corporate Espionage event will be automatically disqualified.) Play proceeds clockwise from the first player.

1. Put your name at the top of your scorecard.
2. Start with 20 points in your bank account.
3. Shuffle your deck.
4. Put the shuffled deck facedown in front of you. Have one of your competitors break your deck by moving a stack of cards from the top to the bottom of the pile.
5. Draw 7 random cards from the top of your deck. These 7 cards are your "hand."
6. You must have at least one employee in your hand to start the game. If you do not have an employee, "mulligan" your hand by placing the 7 cards back in the deck. Reshuffle, break, and draw again.

Play Your Turn

Each turn starts with the following 3 activities IN ORDER:

1. **Income** - Count up all the income from all the permanent cards in play under your control (not the cards in your hand), and add that number to your bank account. Income is the green number in the upper right-hand corner of every card and is also listed in the ability section of the card. Income usually comes from having hired employees but can also come from assets, which you have purchased. On your first turn, you won't have any cards in play, so you won't have any income until the next turn.
2. **Expenses** - Count the expenses from all the permanent cards in play under your control (not the cards in your hand), and subtract that number from your bank account. Expense is the red number in the upper right hand corner of every card. If you can't afford the overhead on a card you control, you can discard it at any time. On your first turn, you won't have any cards in play, so you won't have any expenses until the next turn.
3. **Draw** - Draw a card from the top of your deck and place it into your hand.

After you've earned your income, paid your expenses and drawn a card, you can do any, all or none of the following in ANY order during your turn:

- **Hire** - Hiring employees and executives is the most common way to earn money for your company. You can only hire one employee or executive per turn. Take an employee or executive from your hand and place it faceup in front of you. You must pay the cost (shown in the upper left-hand corner of the card) in order to hire them by subtracting that amount from your bank account. Each player can only have one executive hired at a time unless something changes that. Since you can only have one executive in play at any time, you must fire the old one before hiring a new one.
- **Purchase** - Assets are a way of increasing your company's value. Some

assets increase income while others protect from espionage. To purchase, take an asset from your hand, put it faceup in front of you, and subtract the cost of the card from your bank account. The cost of a card is listed in the upper left-hand corner of every card.

- **Espionage** - Espionage cards are how you put your competitors out of business. To use an espionage card, you must first pay its cost by subtracting that amount from your bank account. Then announce the effect of the card, and place it in your discard pile. Espionage cards should never stay in play like an employee, executive or asset card.
- **Fire** - You may choose to place only one employee or executive from your roster into the discard pile per turn. Firing doesn't cost anything. Take an employee or executive that is in play in front of you and put it in your discard pile.
- **Liquidate** - If you wish to drop any asset you have in play, you can place it in your discard pile and recoup half the cost, rounded up.
- **Hostile Takeover** - You must have twice a competitor's net worth to perform a hostile takeover. To determine the worth of their company, add that company's bank account to the cost of all of their cards in play. If you have at least twice that amount, you can force your competitor to exit the market and forfeit the game. First, announce that you will perform the hostile takeover. Next, subtract the worth of their company from your bank account. You may now choose whether to retain their team and assets as part of your company or perform a layoff and liquidate their assets. To perform a layoff, take their team cards and place them in the discard pile. To liquidate their assets, determine the total cost of their assets, divide that by two, and add that to your bank account. Then place the asset cards in their discard pile.

End Your Turn

Announce how many points you have in your bank account, and that your turn is over. You may only have 7 cards in your hand at the end of your turn. Discard extras.