

TEALE FRISTOE

CORPORATE AMERICA

Gilded Edition

The Game of Business as Usual



CONTENTS

60 Business Cards
54 Consumer Cards
40 Legislation Cards
8 Executive Privilege Cards
1 Board
1 Washington Monument Phase
Token
1 Seal of the President
140 bills (30 \$1, 27 \$2, 24 \$3, 21 \$5,
18 \$10, 12 \$20, 8 \$50)

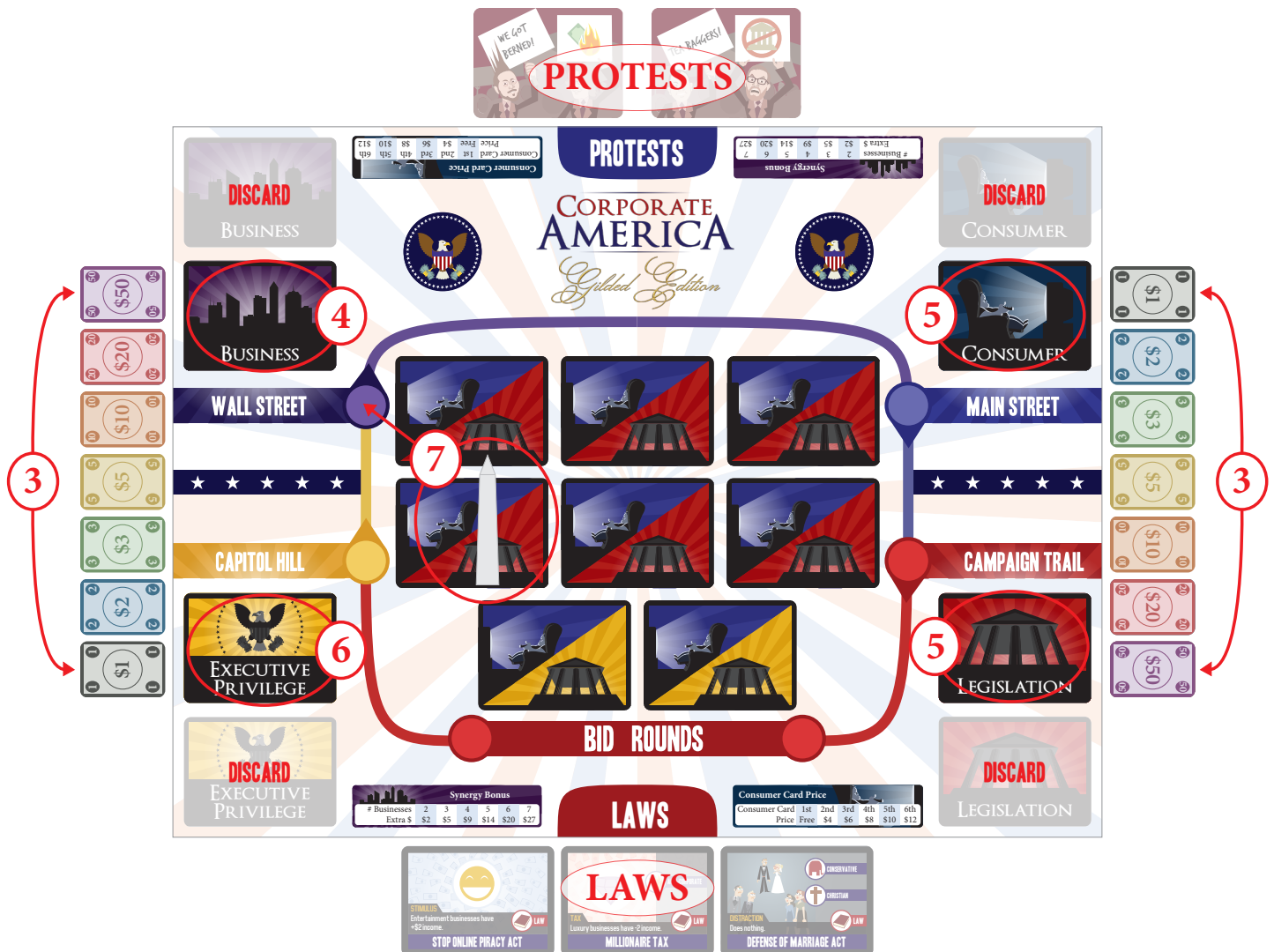
GAME OVERVIEW

In a game of Corporate America, players will go through several election cycles. The game ends after a set number of turns (see *Ending the Game*).

The player with **the most money wins** (just like in real life).

WHO GOES FIRST?

The president leads the country each turn. Whoever has the most money on his or her person is the first president. (Yes, real money.) (Sorry, credit cards don't count.) Put the seal of the president in front of the president. Better yet, have the president wear a silly hat to symbolize his or her power.



SETUP

1. Sit around a good sized table with the board between everyone.
2. Each player starts with \$40. You can keep your money **secret**, and you should if you want to win.
3. Put the extra money in stacks on either side of the board (see board diagram). This is the Treasury's money. You can change money whenever you want, but **no stealing from the Treasury**. If the Treasury runs out of money, don't worry: it can always just print more (use coins or other tokens to represent \$100).
4. Shuffle the **business** deck and deal each player a hand of seven business cards. Then put the business deck on the board (see board diagram).
5. Shuffle the **consumer** and **legislation** decks and place them on the board (see board diagram).
6. Shuffle the **executive privilege** cards with the **lame duck symbol** (see sidebar), then place one on the board, face down (see board diagram). Then shuffle all of the remaining executive privilege cards (with and without the lame duck symbol) and put one face down on top of the first executive privilege card. When all of the executive privilege cards are gone from the board, the game is almost over!
Note: For a longer, more involved experience, add more executive privilege cards to the board during setup.
7. Put the phase token at the Wall Street circle (see board diagram).

PHASES OF A TURN

During each turn, you will go on a whirlwind tour of the country, starting with Wall Street.

WALL STREET PHASE

In the Wall Street Phase, players start businesses. Your businesses will give you money when people consume their industries!

1. Starting with the president and going clockwise, each player **draws one card** from the business deck. *Note:* skip this step on the first turn.
2. Simultaneously, each player **selects ONE*** business from his or her hand to start by placing it face down in front of him or her. **Note:* On the **first turn**, start four businesses instead of one.
3. **Reveal the business(es)** you chose to start and **pay their start-up cost** to the Treasury. Leave the business in front of you. You now own it!

When all players have started businesses, move the phase token to the Main Street circle on the board.

QUICK SETUP

1. Sit down.
2. Deal each player \$40.
3. Set up the Treasury.
4. Shuffle the business deck, then deal each player 7 business cards.
5. Shuffle the consumer and legislation decks.
6. Place two executive privilege cards on the board. (Make sure the bottom executive privilege card has a lame duck symbol.)



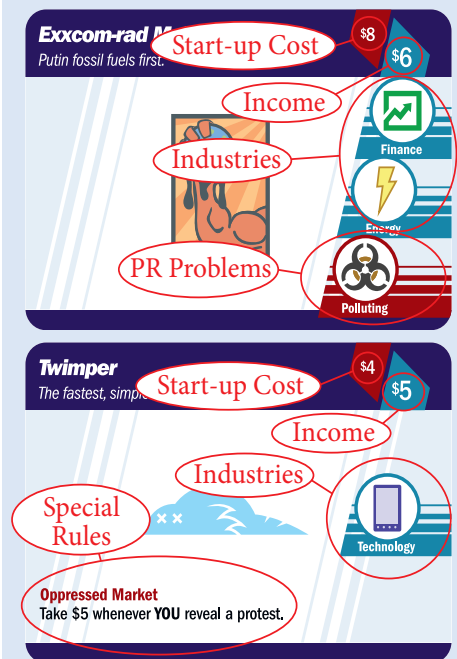
Lame Duck Symbol

7. Put the phase token on the Wall Street circle.

QUICK WALL STREET

Each player:

1. Draws one business card.
2. Selects **ONE** business to start. (On the first turn, select four businesses to start instead.)
3. Reveals and pays for his or her new business(es).

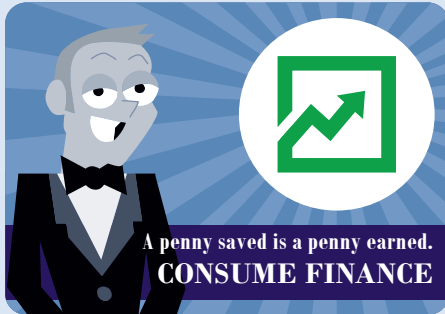


Example Businesses

QUICK MAIN STREET

Players take turns following these steps:

1. Reveal any number of consumer cards. The first is free, but additional cards cost money (see table).



Consumer Card

Note: Reveal a protest? Put it aside for later, then reveal a new consumer card for free.



Protest Card

2. Play ONE revealed consumer card. Businesses in the indicated industry get money! *Remember:* Bribes are allowed and encouraged!

Players with more than one business in the chosen industry get a synergy bonus.

When players have played eight consumer cards, the Main Street Phase ends.

Note: If there are no more executive privilege cards on the board, the game ends!

MAIN STREET PHASE

Note: “Monetary gifts” (bribes) are allowed at any time during the Main Street Phase.

During this phase, players will play **consumer cards** on each blue spot in the center of the board (all of the spots). Since there are **eight spots**, some players (like the president) will play two or even three consumer cards during the Main Street Phase, depending on player count.

Starting with the president and going clockwise:

1. **Reveal** any number of **consumer cards** from the top of the deck, one at a time. The **first** card is **free**, but additional cards cost money based on the table below. *Note:* Costs are cumulative. For example, revealing three consumer cards costs a total of \$10 (\$0 for the first, \$4 for the second, and \$6 for the third).

Consumer Card	1st	2nd	3rd	4th	5th	6th
Price	Free	\$4	\$6	\$8	\$10	\$12

Note: Reveal consumer cards one at a time. You do **not** have to pay for a new card before you see the previous card.

If you reveal a **protest card**, put it near the protest label on the board (see board diagram) and reveal another consumer card for free. Protests affect the Capitol Hill Phase.

Note: If the consumer deck runs out, shuffle the discard pile to make a new deck.

2. Play one **consumer card** you revealed by putting it in an open spot on the board. You have to play **one and only one**, and it does **not** have to be the most recent card you revealed. Choosing which card to play can be a difficult decision, but remember that your friends can help you (with bribes). Discard the consumer cards you didn’t choose.

When a **consumer card** is played, **businesses in the consumed industry make money**. Cheers! Each business with the **industry** gets **money** according to its **income** from the Treasury (see example businesses).

Additionally, players with **more than one business** in the indicated industry have **corporate synergy** and make even more money! You get extra money from synergy based on this table:

# Businesses	2	3	4	5	6	7
Extra \$	\$2	\$5	\$9	\$14	\$20	\$27

Note: Some businesses have **PR problems** written in red (see example businesses). Unlike industries, these do not get consumed. Instead, legislation in the Capitol Hill Phase can affect businesses with PR problems.

After **eight** consumer cards have been played, discard them. **Don’t discard protests**. Then move the phase token to the Campaign Trail circle.

Note: At the **end of the Main Street Phase**, if there are **no executive privilege cards** left, **the game ends!**

CAMPAIGN TRAIL PHASE

During the Campaign Trail Phase, you determine the next president!

Note: Sorry, no bribes in this phase.

1. **Reveal the top six cards** from the **legislation deck**, placing them in the red spots in the middle of the board (the top six).

These are **election issues**. Based on your businesses, you will like some and dislike others. After the election, **the new president** will reveal two more cards and **enact three of them** (appeasing protesters as necessary).

2. **Any player that wants to be president** can try to **convince the other players** why he or she would make a good leader **by saying which legislation he or she would enact**.

3. After everyone has had a lively, friendly debate, **the election begins**. Move the phase token to the first bid circle on the board.

4. **Starting with the president and going clockwise, secretly bid** on who you want to be president. Put however much **money** you want **face down in front of the player(s)** you want to be president. Bidding on yourself is allowed (of course). You can bid on multiple players. You can bid on no one, but you're out for the rest of the election if you do.

5. When everyone has had a chance to bid, move the phase token up to the next bid circle and do it again.

After two bid rounds, move the phase token to the Capitol Hill circle. The campaign is over and it's time to see who will be the next president!

CAPITOL HILL PHASE

In the Capitol Hill Phase, the new president takes power and makes very important policy decisions.

1. **Flip over the piles of campaign contributions and tally up the totals**. The player with the **most money pledged** to him or her is the **new president!** In the case of a tie, consult the **Supreme Court**. Find someone not involved in the game (a roommate, a parent, call a random number, etc), and ask that person to make the decision **arbitrarily**.
Note: Children make excellent Supreme Court justices.

2. **All bids** (from both the winner and losers) are given to the Treasury, and then the former president ceremoniously hands the new president whatever symbol of power (seal of the president, hat, etc) you're using.

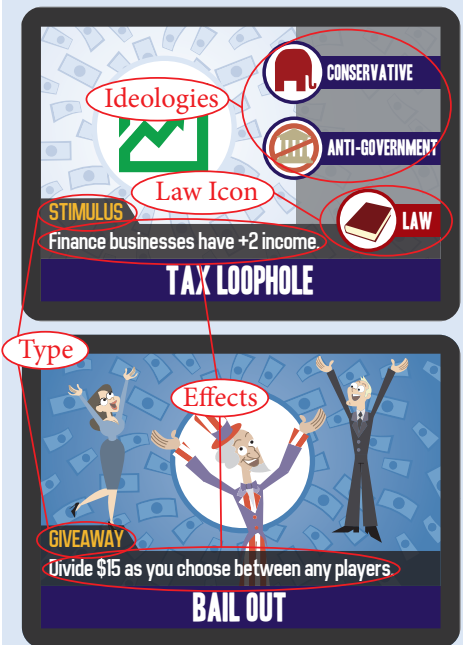
3. The **new president takes the top executive privilege card**. He or she can use this card whenever the card says (even when no longer president). It's a little gift from the American people to their new leader.

Note: The first (unelected) president doesn't get an executive privilege card. You have to earn them!

(Capitol Hill Phase continued on next page.)

QUICK CAMPAIGN TRAIL

1. Reveal six legislation cards.
2. Anyone can run for president! Keep discussions brief. No filibustering here.
3. Move the phase token to the first bid circle.
4. Players take turns secretly bidding to determine the next president.
5. After two bid rounds, move the phase token to the Capitol Hill circle.



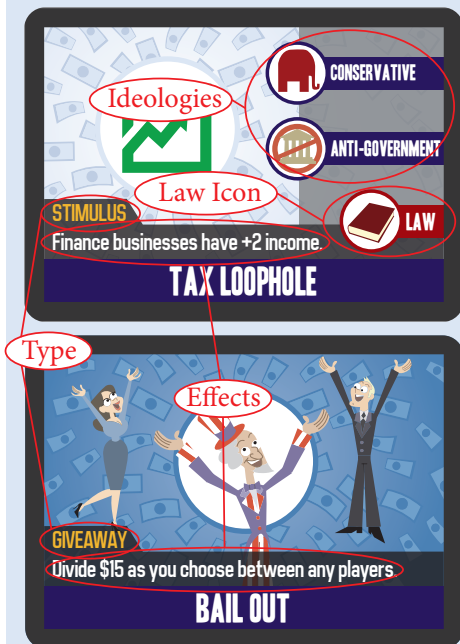
Example Legislation Cards

QUICK CAPITOL HILL

1. Reveal the campaign contributions. Whoever has the most wins the presidency!
2. All contributions are discarded.
3. The new president takes an executive privilege card.

QUICK CAPITOL HILL (CONTINUED)

4. Reveal two more legislation cards.
 5. *After the first turn*, the president may revoke one law.
 6. The president passes THREE pieces of legislation.
- Remember:* Protests must be satisfied.
7. Discard legislation not passed.



Example Legislation Cards

QUICK ENDING THE GAME

The game ends at the end of the Main Street Phase after the last executive privilege card has been claimed.

QUICK WHO WINS?

Whoever has the most money, of course!

CAPITOL HILL PHASE (CONTINUED)

4. The **new president** begins his or her tenure by **flipping the top two legislation cards** and putting them in the open **yellow spots** on the board (the bottom two spots).
5. *After the first turn*, the new president can **clean up** some of the messes left by previous administrations. If there are **any laws (legislation with a law icon) from previous turns**, the president may **revoke one**.
6. Now, **the president chooses three** of the eight legislation cards on the board **to enact**. The president is free to choose any three legislation cards, unless there are protests (see below for details). The president can fulfill election promises or simply choose the legislation that will most benefit him or her. In any case, **exactly three legislation cards must be played**, no more, no less.

Any **protest forces the president** to enact the **legislation with the ideology it demands**, following these rules:

The president must satisfy all protests, but not more than two. If there are more than two protests, the president chooses which two to satisfy.

The president must satisfy protests before enacting legislation that doesn't satisfy any. Otherwise, the president chooses the order of legislation to pass.

If there is more than one piece of legislation that could satisfy a protest, the president chooses which legislation to enact.

One piece of legislation **can** satisfy multiple protests if it has the right combination of ideologies.

When a **protest is satisfied, discard it**.

If a protest is not satisfied during a Capitol Hill Phase, it sticks around, limiting a future president.

To enact legislation **without a law icon** (see legislation examples), the president follows the effects and then **discards the card**. To enact legislation **with a law icon**, put it off the board near the bid circles (see board diagram). These are laws. **Laws are in effect until revoked**.

7. After the president has enacted three pieces of legislation, discard the rejected legislation.

And that's the end of the turn. Time to head back to Wall Street!

ENDING THE GAME

At the **end of the Main Street Phase**, if there are **no executive privilege cards left** on the board, the **game ends**.

WHO WINS?

When the game ends, all players count their money. **Whoever has the most money wins!** In the case of a tie, take it to the Supreme Court.

BUSINESS SPECIAL RULE REFERENCE

SPONSORED

Deranged Fantasy Games, Faux News, The Liberal Media, Lights, Camera, Megachurch!, Cabal News Network, Antiquated Audio, Clean Conscience Public Relations, Oogle Search

- » Sponsored businesses reduce the cost to reveal each consumer card you reveal in the Main Street Phase.
- » Sponsored businesses stack. If you have three Sponsored businesses, each consumer card costs \$3 less for you to reveal.
- » A consumer card cannot cost less than \$0 to reveal.
- » You cannot give your deductions to another player.

JOB CREATOR

Smiling Sun Labor, Drumpf Tower, Microhard, Start Up Labs

- » Each Job Creator business allows you to start a single extra business.
- » Start the extra business after you reveal and pay for your Job Creator business.
- » You must pay to start the extra business as normal.
- » Except for Start Up Labs, the extra business must come from your hand.

THINK TANK

Back Alley Business Models, Patent Trolls

- » Take the cards at the end of the Wall Street Phase in which you start a Think Tank business.
- » Think Tank businesses do not allow you to start extra businesses.
- » Take cards after players have started extra businesses with Job Creator businesses.

LOBBYIST

Faux News, Greenwash Consulting, Lights, Camera, Megachurch!, The Liberal Media

- » Take money when the president passes legislation of the specified ideology.
- » Do NOT take money when a protest starts.

SHARED CUSTOMERS

McDedcow, Phat.tv, Rugged Cowboy Smokes

- » Give money from your personal fortune whenever the business is consumed.
- » Give money to one player who has a business in the specified industry. This can be yourself.
- » If no one has a business in the specified industry, you do not have to give anything.

Example: George has McDedcow and food is consumed. He takes \$10 from the Treasury. John and Mitt each have a health business. George chooses to give \$1 to John.

IMMACULATE IMAGE

- » No legislation that affect businesses with PR problems (polluting and labor) affect your businesses.

OPPRESSED MARKET

- » Take \$5 from the Treasury whenever YOU reveal a protest during the Main Street Phase.

POLITICS FEVER

- » Take \$2 from the Treasury for EACH presidential candidate with \$10 or more in campaign contributions when contributions are revealed at the beginning of the Capitol Hill Phase.

LEGISLATION EFFECTS REFERENCE

STIMULUS

Fannie Mae & Freddie Mac, Trickle Down Economics, Stop Online Piracy Act, Tax Loophole, Greenwash Government, Pell Grants

- » Stimulus legislation has a **light blue** background.
- » Take extra money from the Treasury for each business you own in the specified industry when they are consumed.
- » Take extra money even when a business in the specified industry is consumed **as another industry**.

Example: George owns Trius (transportation, green, and luxury) and Greenwash Government is in play (which boosts green businesses). Whenever transportation, green, OR luxury is consumed, George takes \$8 for Trius (\$6 for its base income and \$2 from Greenwash Government).



Example Stimulus and Giveaway Legislation Cards

GIVEAWAY

Farm Subsidies, Obamacare, Energy Subsidies, Bail Out, Subsidize Green Sector, Bridge to Nowhere, Drain the Swamp

- » Giveaway legislation has a **dark blue** background.
- » The president takes \$15 from the Treasury and gives it to players who own at least one business in the specified industry (or anyone for Bail Out, or anyone beside him or herself for Drain the Swamp).
- » The president can give money to him or herself if he or she owns a business in the specified industry (except for Drain the Swamp).
- » The president can distribute the money however he or she wants.
- » If no one has any businesses in the specified industry, these do nothing.

TAX

Emission Limits, Speculator Tax, Power Rationing, Clean Air Act, Endangered Species Act, Millionaire Tax, Sin Tax, Living Wages, Net Neutrality, Censorship, Build a Wall, Single Payer Healthcare, Pathway to Citizenship

- » Tax legislation has a **light pink** background.
- » These work the same as Stimulus legislation, but make the businesses get less money instead of more.
- » A business can never make less than \$0 from being consumed.
- » Remember that, like Stimulus legislation, Tax legislation affects a business even when it is consumed as another industry.

Example: The business Soal of Coal is energy, home, and polluting, and the legislation Clean Air Act reduces the money polluting businesses make by \$2. When energy or home is consumed, Soal of Coal makes \$2 less.



Example Tax and Fine Legislation Cards

FINE

Disaster Fines, Indecent Behavior Fines, Workplace Violation Fines

- » Fine legislation has a **dark red** background.
- » When one of these passes, players must pay \$8 to the Treasury for each business with the specified industry or PR problem they own.

Example: George owns Big Journey SUVs and Mobile Mansion RVs (both polluting) when Disaster Fines passes. He must pay \$8 for Big Journey SUVs and \$8 for Mobile Mansion RVs, for a total of \$16.

If a player does not have enough money to pay the required fees, he or she pays all of his or her money, but is not in debt (he or she is too big to fail).

OFFSET

Cap and Trade, Public Health Fees, Living Wages

- » Offset legislation has a background that transitions from light pink to light blue.
- » These laws give businesses the Shared Customers special rule (see Business Special Rule Reference).
- » Note that you cannot give the offset money to yourself if the business you own with the benefited industry is the same as the one with the penalized industry.

DISTRACTION

Defense of Marriage Act, Filibuster

- » These laws have no effect.
- » Note that Defense of Marriage Act is a law, so stays in play after being passed (reminding all players of their rights or lack thereof each turn).

ABSTINENCE EDUCATION

- » When this law is in play, after eight consumer cards have been played in the Main Street Phase, reveal the next consumer card and play it.
- » If a protest is revealed, put it in the protest area and reveal another card.

CRACK DOWN

- » The president can use this legislation to immediately end a protest, even one that could be satisfied with other legislation this turn.
- » The president does not have to use this card, even if there is a protest that could only be satisfied with it.
- » If there are no protests, this does nothing.

PATRIOT ACT

- » The president can use this legislation to immediately end all protests, even if they could be satisfied with other legislation this turn.
- » If there are no protests, this does nothing.

REVOKE

Small Government

- » This legislation can revoke any law in play.
- » If there are no laws in play, this do nothing.
- » This cannot be used to stop legislation without a law icon.
- » This can revoke a law the president passed earlier in the same Capitol Hill Phase.

BAR THE REVOLVING DOOR

- » When this law is in play, the president cannot give him or herself money from Giveaway legislation.
- » This law can only be revoked with Revoke legislation.

BREAK MONOPOLY

- » Break monopoly affects all industries for all players.
- » When an industry is consumed, players calculate their synergy bonuses as if they had one less business of that industry.

Example: A player has three health businesses. When health is consumed, he or she collects \$2 as a synergy bonus instead of the usual \$5.

Example: A player has two sin businesses. When sin is consumed, he or she collects \$0 as a synergy bonus instead of the usual \$2.

Example: A player has one green business. When green is consumed, he or she collects \$0 as a synergy bonus as usual.

CORPORATE TRANSPARENCY

- » When this is passed, all players count up their personal fortunes and tell everyone how much money they have.
- » Players must show their money if anyone wants to see (only immediately after the legislation passes).

RELAX FTC REGULATIONS

- » When this law is in play, each business with the Sponsored special ability reduces the cost of each consumer card by \$2 instead of \$1.
- » As usual, these bonuses stack.

EXECUTIVE PRIVILEGE REFERENCE

To be added.

(Sorry, we had to save some surprises for the game's release!)

OPTIONAL RULES

STAYING CIVIL

Part of what makes Corporate America so fun is how open the free market is! But some groups can handle this better than others. If you have conflicts or games that drag on too long, consider playing with the following rules.

1. Immediate deals are binding, future deals can be broken. When two or more players make an agreement about an immediate transaction (like “I’ll give you \$5 if you play that media consumer card”), both parties have to stick to their word. If an agreement is about something in the future (like “I’ll put \$5 towards your next presidential campaign if you play that media consumer card”), players do not have to stick to their word. Only make future deals with players you trust!

2. Buying time. If the Main Street Phase is taking too long, implement a time limit. When choosing a consumer card to play, a player has **one minute**. However, whenever the player pays to reveal a new card, that time is extended by another minute. Use a timer on your phone to keep track of time. If a player does not make a decision in time, he or she plays a random consumer card from among those revealed.

3. Formal debates. If the Campaign Trail Phase is taking too long, implement a formal debate structure. After everyone has a minute or two to understand the election issues and how protests interact with them, each player has **one minute** to present his or her platform. Start with the current president and rotate around the table clockwise. Again, use a timer on a phone to keep track of timing. After each player has had a chance to speak, begin bidding, where no further discussion is allowed.

FOUR MORE YEARS!

Corporate America was originally envisioned as an all-night event, where everyone would have a chance to be president. Unfortunately, the realities of jobs, traffic, and generally busy schedules means the game was shorted to only two and a half turns. Still, if your group is one of those lucky utopian ones, and you’re looking for a whole night of fun, simply add an executive privilege card or two to the board at the beginning of the game for an extra turn or two. (Each turn takes roughly half an hour.) The stakes will continue to grow as business empires get bigger, more laws get passed, and the consumer deck resets!

DRAFTING

If you’ve played a few games of Corporate America and are ready to take it to the next level, consider starting the game by drafting your starting hand of business cards. This makes fun combos and synergy more likely, but be warned: drafting forces players to make very important decisions early on, so it’s not recommended if there are any first time players.

1. During Setup, instead of dealing each player a hand of seven cards, deal each player a *pool* of seven cards. A player can look at his or her pool but keep it hidden from all other players.
2. Each player selects one card from his or her pool to add to his or her hand, then passes the remaining cards to his or her left neighbor.
3. Repeat step 2, but with the new pool passed in the previous step. Continue until all pools are empty and each player has seven cards in his or her hand.
4. Play as normal with your strategically chosen businesses!

CREDITS



Copyright © 2017 Nothing Sacred Games. All rights reserved.

www.nothingsacredgames.com

Teale Fristoe - Game Design

Chrissy Felmeth - Art

Karen Siebald - Cover Art

Slim Mittens - Graphic Design and Business Logos



CORPORATE AMERICA



QUICK REFERENCE

QUICK SETUP

Each player starts \$40.

Each player starts with seven business cards.

Randomly select two executive privilege cards to place on the board. Make sure the bottom card has the lame duck symbol.

1. WALL STREET PHASE

Each player:

1. Draws one business card. (Except on turn one.)
2. Pays to start ONE business. (Unless it's the first turn. Then players start four businesses.)

2. MAIN STREET PHASE

Players take turns with the following steps:

1. Reveal any number of consumer cards. The first is free, but additional cards cost money.

Consumer Card	1st	2nd	3rd	4th	5th	6th
Price	Free	\$4	\$6	\$8	\$10	\$12

2. Play ONE revealed consumer card. Businesses in the indicated industry get money! Players with more than one business in the chosen industry get a synergy bonus.

# Businesses	2	3	4	5	6	7
Extra \$	\$2	\$5	\$9	\$14	\$20	\$27

When players have played eight consumer cards, the Main Street Phase ends.

3. CAMPAIGN TRAIL PHASE

1. Reveal six legislation cards.
2. Anyone can run for president by saying what he or she would do if elected.
3. Move the phase token to the first bid circle.
4. Players take turns secretly bidding on their chosen candidate(s).
5. After two bid rounds, move the phase token to the Capitol Hill circle.

4. CAPITOL HILL PHASE

1. Reveal the campaign contributions. Whoever has the most wins the presidency!
2. All contributions are discarded.
3. The new president takes an executive privilege card.
4. Reveal two more legislation cards.
5. The president passes THREE pieces of legislation.
Remember: Protests must be satisfied.
6. Discard legislation not passed.