

CORPORATE AMERICA

Gilded Edition

Military Industrial Complex Expansion

Political Agenda Cards

Basic idea: Each player is given a political agenda card at the beginning of the game, which incentivises them to push for specific types of legislation to pass.

Setup: For 7 or 8 players, simply shuffle all of the political agenda cards together and deal each player one card at the beginning of the game (before drafting businesses if you're using that optional rule).

For 3-6 players, start by separating the left (blue text) and right (red text) political agenda cards into two stacks, then shuffle the stacks separately. Next randomly choose 2 (3-4 players) or 3 (5-6 players) cards from each stack to use for the game. Shuffle those cards together and hand each player one card. (For 3 or 5 players, one card will not be used; return this card to the other unused cards without looking at it.)

In game: Political agenda cards begin the game secret: each player can look at her own card, but does not have to reveal it to other players. As soon as the president passes legislation indicated on her political agenda card, she must reveal her card to the other players to collect the money indicated on the card. Players should collect money immediately after the president passes legislation. A player should only collect money for each legislation once, even if the legislation shares multiple ideologies with her hidden agenda.

Playtest thoughts and questions: The main goal of the political agenda cards is to make choosing legislation more interesting. As you play with the political agenda cards, keep these questions in mind:

- Did the political agenda cards succeed in making choosing which legislation to campaign on and pass more interesting? Did players actually pay attention to their political agenda cards during the campaign trail and capitol hill phases?
- Did the money from political agenda cards impact the final scores? Did they feel like they had too little or too much influence on who won the game?
- Did hiding the political agenda cards at the beginning of the game make a difference? Would revealing the political agendas from the beginning have worked as well or better?
- Did any player particularly benefit from or suffer from her political agenda? In particular I'm worried that players in the minority (in a 3 or 5 player game) will be at a disadvantage... that's why you have to jump through all those hoops during setup to make sure there's an even number of left and right agendas in the pool.
- Any other thoughts on the political agendas? Can you imagine them working in another way that would be more fun? Can you imagine other zany agendas that are interesting but still fairly straight forward and simple?

Die Hard Conservative



\$2



Collect \$2 whenever the president passes conservative, Christian, or anti-government legislation.

Card Carrying Democrat



\$3



Collect \$3 whenever the president passes liberal legislation.

Fundamentalist



\$4



Collect \$4 whenever the president passes Christian legislation.

Bleeding Heart Liberal



\$2



Collect \$2 whenever the president passes liberal, environmental, or anti-corporate legislation.

Populist



\$4



Collect \$4 whenever the president passes anti-government legislation.

Card Carrying Republican



\$3



Collect \$3 whenever the president passes conservative legislation.

Socialist



\$4



Collect \$4 whenever the president passes anti-corporate legislation.

Tree Hugger



\$4



Collect \$4 whenever the president passes environmental legislation.

CORPORATE AMERICA

Gilded Edition

Military Industrial Complex Expansion

New Cards

Basic idea: In addition to spicing up the game with new industries and special abilities, the new businesses will allow 7 and 8 player games. (The actual expansion would also come with more money cards for bigger games.)

Setup: Shuffle the following cards into their respective decks and play using the normal rules for Corporate America with the following changes for 3-6 player games (no changes for 7-8 player games):

- Players start with \$45 instead of \$40.
- Players start with 8 business cards in hand instead of 7.
- In the first Wall Street phase, players start 5 businesses instead of 4.

Playtest thoughts and questions: The new cards are mostly focused on the two new industries, Education and Weapons, but also include a hodge podge of new ideas. The main goal with these cards was to add novelty and excitement to the game and enable larger games while maintaining the balance from the core game. As you play with the new cards, keep these questions in mind:

- Were the new industries easy to identify and understand? Were you excited to try the new cards out when you first saw them? Did they make choosing which businesses to start and which legislation to pass more interesting?
- Can you think of any changes that would make the new industries play better? It might be something like add or subtract a war legislation card, or it could be something bigger like remove the weapon consumer cards altogether.
- Were the new individual cards easy to understand and fun to play with? Did any of them stick out as being too complicated, clunky, or just not fun?
- Did the new cards feel balanced? Did any feel particularly strong or weak? NOTE: I'm interested in balance feedback, but I don't want to dwell on it at this point unless the balance is so far off that it ruined the experience. It's not worth tuning something when you don't know if it's good enough for the final product!
- Did adding the new cards make any industries or ideologies unexpectedly stronger or weaker compared to the core game?
- I've given the themes, names, and slogans a bit of thought, but haven't worried too much about them. Did any seem particularly good or bad? Do you have ideas on how they could be better? Any good topics/themes/businesses that really should be included in the game?
- Is there anything you were hoping to see that isn't included in these cards? Any fun special abilities you think would fit the game?

Safer Shores Tax Haven

Your own private getaway every tax day.

\$4

\$6



Finance

Secret Lair

Tax legislation does not affect businesses you own.

Kickstopper

Obsoleting rich people.

\$12

\$4



Finance

Job Creator

When you start this business, you can start another business from your hand. You only have to pay half of that business's start-up cost (rounded up). Choose how the other players will pay for the other half.

Window to War Network

The thrill of battle, the safety of your sofa.

\$4

\$5



Media

Sponsored

Consumer cards cost \$1 less for you to reveal.

Lobbyist

Take \$4 whenever the president passes hawk legislation.

Eco Litigation

The public commons is ours.

\$8

\$8



Green

Legal Warriors

Whenever a **polluting** business is consumed, its owner must give you \$1.

Slum Lords

It's better than the gutter!

\$8

\$8



Home

Full House

Whenever a **labor** business is consumed, its owner must give you \$1.

Yale, Maybe You've Heard Of It?

Grooming the leaders of the free world.

\$4

\$6



Education

In Club

During the bid rounds of each Campaign Trail Phase, you can use \$3 of the treasury's money for the election.

Cornel

Teaching you to pad your pockets.

\$8

\$4



Finance



Education

Skilled Labor Factory

Other **finance** businesses you own get +\$2 income.

Clown College

All the world's a stage.

\$8

\$4



Entertainment



Education

Skilled Labor Factory

Other **entertainment** businesses you own get +\$2 income.

Haarvard

Look down on your patients.

\$8

\$4



Health



Education

Skilled Labor Factory
Other health businesses you own get +\$2 income.

MIT

Millionaire Institute of Technology

\$8

\$4



Technology



Education

Skilled Labor Factory
Other technology businesses you own get +\$2 income.

Stanford

Brighter futures through student loans.

\$8

\$4



Energy



Education

Skilled Labor Factory
Other energy businesses you own get +\$2 income.

West Joint

Making you better at killing stuff.

\$10

\$4



Weapons



Education

Skilled Labor Factory
Other weapons businesses you own get +\$2 income.

Chef School

Hungry for loans.

\$8

\$4



Food



Education

Skilled Labor Factory
Other food businesses you own get +\$2 income.

Leadership Academy

Get green. (It's trendy.)

\$8

\$4



Green



Education

Skilled Labor Factory
Other green businesses you own get +\$2 income.

Smarty Magazine

Pretend your smarter than you're friends.

\$6

\$4



Media



Education

Sponsored
Consumer cards cost \$1 less for you to reveal.

Ivory Offspring Prep School

A pristine environment without the riffraff.

\$8

\$6



Luxury



Education

Boing

Claiming territory and taking you there.

\$6

\$4



Weapons



Transportation

Halibhurtin

Conquering AND developing oil fields.

\$6

\$4



Weapons



Energy

Drones'r'us

There's no blood on your hands.

\$6

\$4



Weapons



Technology

Sabbatical Private Prison

Funded with your freedom.

\$12

\$4



Weapons



Home

Room for More

Whenever a sin business is consumed, its owner must give you \$1.

Boys Club Hunting Lodge

What happens at the lodge stays at the lodge.

\$8

\$5



Weapons



Sin

Exquisite Armory

Only the finest ways to kill people.

\$12

\$6



Weapons



Luxury

Brownwater Security

Mall cops with machine guns.

\$8

\$8



Weapons

Side Job

At any time, you can pay \$5 to the treasury to satisfy a protest.

Johnson Artillery

Shoot your load with confidence.

\$6

\$8



Weapons

S-Mart
Shop smart. Shop S-Mart.

Food **Entertainment**

Home **Health**

Weapons **Labor**

\$18 **\$3**

Consume Education

Better than getting a job.

Better than getting a job!

Consume Education!

Better than getting a job.

CONSUME EDUCATION

Better than getting a job.

Consume Education

Consume Weapons

Pry them from my cold, dead hands.

Pry them from my cold, dead hands!

Consume Weapons!

Pry them from my cold, dead hands.

CONSUME WEAPONS

Pry them from my cold, dead hands.



Consume Weapons



GIVEAWAY

Divide \$15 as you choose between players who own weapons businesses.

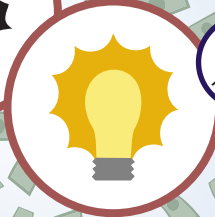
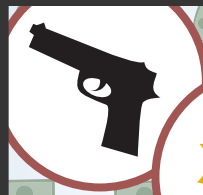
ARM TEACHERS



CONSERVATIVE



HAWK



HAWK

WAR

Consume weapons. Then consume energy.

BLOOD FOR OIL



ANTI-CORPORATE



ENVIRONMENTAL

TAX

Polluting and labor businesses have -\$2 income.



LAW

CORPORATE WATCHDOG



CHRISTIAN



HAWK

WAR

Consume weapons.

CRUSADE



GIVEAWAY

Divide \$15 as you choose between players who own education businesses.

FORGIVE STUDENT LOANS



LIBERAL



ANTI-GOVERNMENT

REVOKE

Revoke all laws.

GOVERNMENT SHUTDOWN



LIBERAL

Whenever a weapons consumer card is revealed, discard it and reveal a new consumer card.



LAW

GUN CONTROL



HAWK

WAR

At the end of each Capitol Hill Phase, consume weapons.



LAW

JOIN QUAGMIRE



LIBERAL



HAWK

WAR

Consume weapons.

LIBERATE

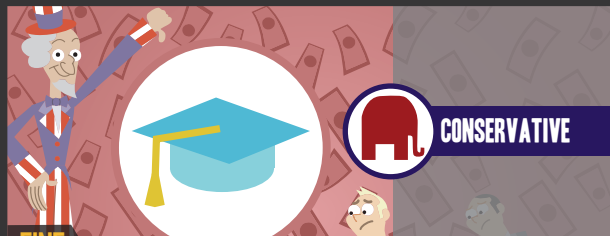


HAWK

WAR

Consume weapons. Then satisfy a protest.

MILITARIZE POLICE FORCE



CONSERVATIVE

FINE

Players pay \$8 for each education business they own.

NO CHILD LEFT BEHIND



CONSERVATIVE



HAWK

WAR

Consume weapons.

SHOCK & AWE