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About the game

Name: **Corporate Shenanigans**

Estimated play time : **20-40 minutes**

Number of players : **2-5**

Credits : **Bogdan Arvinte - Art Concepts**

Camelia Cristache - Story and Narrative

Ion Meitoiu - Game Design

Cosmin Rudeanu - Game Design

Theme/Backstory

One late evening during extra work time, on the 13th of June, some interns(including you) of the Evil Corp bumped into each other in the company's kitchen located conveniently on the 13th floor. In their not so crazy enthusiasm to get the caffeine in their bloodstream and start a late unexpected working shift, one of them stumbles and spills coffee in the middle of the kitchen.

The coffee then starts moving by itself making a weird drawing on the floor.

"It is a goat?" says the HR intern.

"it is a clown?" says the IT intern.

"No, it's a pentagram!" says the sales intern.

Then the coffee changed its color into a mesmerizing velvety shade, the floor started to crumble and a street elevator emerged from the place where coffee used to stain the floor.

Out of it creature, a large, red skinned creature starts to step heavily on the floor. It wears a brown suit with straps with, has on it's head a pair of big, curled horns, and is nonchalantly smoking a cigar. But what drew the interns attention was perhaps his nametag: a piece of skull scribbled with blood saying "Doug the Devil".

“Let’s get ready to rumble! What do we have here? First year interns! My favourite!”

The interns did not dare to say a word. They were all just sitting there like dummies, unable to look away from the creature that just appeared in front of their eyes.

“Who are you and what do you want from us?” finally the HR intern manage to mutter.

“I am your new boss! Keep me satisfied and one of you will make C.E.O. sooner than you think. Fail to do so and you will clean toilets for the rest of your life.”

You think for yourself as C.E.O. of Evil Corp. ... now that’s a perspective !

Game Components

1 Board Game

40 Bid tokens

18 Action Cards

40 Resource Cards

6 Ritual Cards

5 Player Tokens

1 Week Progression Token

10 Favor Points Tokens

1 Summoner Token

Objective

You have one week: (5 rounds) to accumulate the most points from the ritual in order to hopefully become C.E.O. of Evil Corp.

Game Setup

Place the **Game Board** in the middle of your playing surface.

Place the **Favor Point Tokens** on the points holder section (on the game board).

Place the **Day Token** on the Week Progression section on Monday (on the game board).

The *Eldest* player receives the **Summoner Token** and place it visible in front of him.

Each player chooses a **player token** and places it on the victory progression ladder (on the game board) at start.

Each player receives **8 bid** tokens.

Shuffle the cards in the corresponding **3 piles** *The Action Card Pile*, *The Ritual Card Pile* *The Resource Card Pile* and place them face down under the game board.

Progression of play

The game develops through an alternation of day and night rounds

Day Round:

Every player simultaneously bids secretly an amount of bid tokens.

The bidden tokens are counted and if the collective amount of bid tokens equals to or more than 4 times the number of players the following happens(See [appendix](#) for more info):

- Each player receives two action cards from the Action Card Pile
- Each player receives one resource from the Resource Card Pile for each remaining token (NOT bidden).
- The player(s) with the most tokens bidden receive one extra action card from the Action Card Pile.

else(If the players fail to reach the amount of tokens required)

- The player(s) with the least bidden tokens receives no card and cannot enter the night Round.
- Each player receives two action cards from the Action Card Pile
- Each player receives one resource from the Resource Card Pile for each remaining token (NOT bidden).

Night Round:

Draw a Ritual Card, and place it face up below Ritual Card Pile so each player can see it.

Starting with the person who holds the **Summoner Token**, each player takes turns clockwise, where he can perform the following:

- Play an Action Card, do what it's written on it. After the effect of the card has taken place, it is placed in the discard pile.
- Place a Resource Card on the ritual, in a ***valid** (according to the ritual progress section) slot and collect the appropriate token, from the favor points pool.(1 favor point for each resource placed during the initialization phase and then increasingly more favor points as you approach the end of the ritual)
- Discard either an Action Card or a Resource Card by placing them face down, under the respective piles.

The night rounds ends if:

- The ritual is complete, and there are no more Favor Point Tokens and valid resource slots on the ritual.
- Players have no more Cards to play

At the end of the **Night Round**

- Move each player's pawn on the victory track up accordingly to the number of favor points that he or she has acquired.
- Return the Favor point tokens to their place on the game board.
- Reshuffle all the Action Cards and Resource Cards and put them accordingly in separate piles.
- Put the Ritual Card at the bottom of the Ritual Pile.
- The current day track advances by one.
- Each player resets to 8 bid tokens.
- Summoner Token is moved clockwise to the next player.

Ritual Progress section:

The ritual must be completed in the proper order. There are two major steps in completing the ritual: Initialization and Summoning.

First you must initialize the ritual by placing cards on the inner slots (white circle). Only after the initialization rite is complete players may attempt the summoning by placing cards on the outer red circle.

Each of these phases can be completed by placing Resource cards in **any** order until all the slots are filled for the respective phase.

Once the summoning is complete the round ends. There might be situations where players don't finish the ritual, *that's natural you can't just summon a demon any time you please!* For additional information and a full example see [appendix](#).

Resolution

The game ends:

- when the first player reaches 35 points and thus he is considered the winner, and C.E.O. of Evil Corp.

or

- after 5 consecutive Day/Night Rounds. The player who has the most points wins.

In case of a draw (more players have the same amounts of points), an extra Day/Night succession can be played between the respective players to determine the winner or they can agree to a shared victory.

Appendix

Table for collective bidding threshold during Day Round:

No of Players	Bidding Treshold
2	8
3	12
4	16
5	20

Day bidding examples:

Let's say we have 4 players. They collectively need to bid 16 tokens ($4 \text{ players} * 4 = 16$) in order for all of them to go to the night round. Let's say we have Marv, Cami, Cosmin & Johnny playing our game. They each bid for the first round like this: Cosmin 3, Marv 4, Cami 5 and Johnny 4.

Their total bidding power is 16 so everyone is going to the night round. Cami will receive an extra action card for being the one that bid the most tokens but she will receive only 3 resource cards to help her gather points. Cosmin wanted to be greedy and only bid 3. He will receive 5 resource cards for this round.

Let's see how round two progresses: This time Cami will not go for the same strategy and only bid 4 tokens. Johnny seeing Cosmin last round winning more points because he got more cards bids only 3 in hope of getting the same 5 cards. Unfortunately for him Cosmin and Marv bid only 4 tokens each so their total power is 15 and Johnny is left behind. Due to the fact that they didn't reach the bidding difficulty no one gets the bonus action card.

Wildcard resources:

Beside the main resource cards the game has a few wildcard resources that can be used as any other resource making them extremely powerful.

Example of night round ritual progression:

Let's say you drew the following ritual card.



First you must finish the invocation phase. In this phase you must complete the slots along the inner white circle with appropriate resources. Notice that some slots can be completed with any of the two resources depicted. For example the bottom slot from the white circle can be completed by using a green resource or a red one. The ones towards the top are a mix of blue and green or blue and red and can be completed in the same manner. For each card placed on the inner circle an intern gains a favor point. Only after all the 5 slots on the inner circle have their slots filled players may attempt the summon and gain favor points with increasingly larger values(2,2,3,4,7)