



# CORPORATE MONSTERS



Corporate Monsters is a casual, family-friendly card game featuring the monsters you work with at your office.

Your task is to assemble a new highly relevant team in order to complete our latest Tech Project! As with all tech projects your Checklists and Monsters must be held with the highest of confidentiality to prevent your competitors from using it to their advantage!




- All ages, family-friendly game
- Party game for 2-4 players.
- Includes 54 total cards including one instructions card.
- Quick, fun gameplay that lasts about 5 to 10 minutes.

## OBJECT

### INSTRUCTIONS

Be the first player to hire all **5** department Monsters from your Project Checklist to win.

## GAME SETUP

1. Deal each player **1** Project Checklist.  and 3 Monster Cards  FACE DOWN.
2. Place the remaining Monster Cards FACE DOWN to form the Draw pile. The Discard pile will form next to it.
3. Players pick up and look at ALL of their cards and keep them secret. 
4. Decide who should take the first turn.

## TAKING TURNS

A Turn consists of a DRAW and an ACTION.

1. **DRAW** 1 card from **either**:
  - the Draw pile**OR**
  - the top of the Discard pile.
2. Using the cards in your hand, perform only **1 ACTION** found on the reverse side of this instruction card.

## ACTIONS

HIRE 1 Monster Card matching 1 of the departments from your Project Checklist. Place it FACE UP in front of you.

**OR**

DISCARD 1 Monster Card FACE UP on top of the Discard pile.

**OR**

PLAY 1 Power (Monster) Card FACE UP on top of the Discard pile, announce it, and follow the instructions on the Power Card.

## END TURN

3. The turn ends after the Action is taken.
4. Players should have **3** Monster Cards in their hand by the end of their turn.
5. The player to the left takes the next turn.



Reshuffle the Discard pile if the Draw pile runs out of Monster cards.

## VIDEO

Watch the 2-Minute Tutorial Video

