

Corporate Court

A game for the Sixth World Tarot, for 2–6 players

Corporate Court is a short game for two to six players who take the role of the shadowy powers of the Sixth World. You will try to best your opponents by manipulating the sprawl, stopping their plays, and even occasionally working together to gather the most points in four rounds of play.

Materials

- The Sixth World Tarot from Catalyst Game Labs (another tarot deck would work, I suppose)
- One to five other players
- A suitable playing surface

Object

Score points from the sprawl stack with the same suit as top card of your court stack. Over four rounds, if you have the most points, you win!

Setup

Shuffle the deck. Deal each player five cards, then place one card face-down in the center of the play area to be **Harley's card**. The eldest hand starts the first round of play.

Play Area

The play area is made up of several areas. Harley's card is at the center, face down. There are four **sprawl stacks** that surround Harley's card, one for each suit (batons, cups, blades, and coins), which start each round empty and are added to during play. The numbered cards of the minor arcana (with aces counting as 1) are placed in the sprawl stacks during play.

Each player has their own play area with three stacks of cards, all of which begin each round empty and are built up during play. The **arcana stack** is for the cards of the major arcana, each of which has a special effect on the game. The **court stack** is your influence on the Corporate Court, and is where non-numbered cards of the minor arcana (the pages, knights, queens, and kings) are played. The **spent stack** is for cards you play from your court stack.

The draw deck may be placed anywhere in easy reach of all players, and any discarded cards go face-up next to it.

Note: The arcana stack, court stack, discard pile, and sprawl stacks are always face-up. Harley's card, the spent stack, and the draw deck are always face-down.

Play

Each player's turn consists of three steps: **arcana**, **draw**, and **play**. They're even in alphabetical order to make it easier to remember.

Arcana: The Sixth World is magical and mysterious, and you can use that power to your advantage. You get certain abilities to change the game from the top card of your arcana stack, listed under **Arcana Effects**. Unless the description gives you the option, you *must* use your arcana power at the start of your turn. You use the ability only once a turn.

Draw: Draw a card from the draw deck and add it to your hand. If that deck is empty, the round ends now (in the middle of your turn).

Play: Choose a card from your hand to play. A major arcana card is placed on the top of your own arcana stack. A numbered minor arcana card (including the ace, which counts as 1) is placed on the sprawl stack that matches its suit. A non-numbered minor arcana card (page, knight, queen, or king) is placed on top of your court stack. If your play is vetoed by another player (see below), then your card is instead discarded. You must play a card—you can't just discard a card on your turn (unless it is vetoed).

Play then proceeds to the left.

Veto Power

Being a major player in the Sixth World means that you can exercise some power over your opponents. When someone else plays a card you don't like, you can **veto** that card by saying "Veto!" out loud and taking the top card of your court stack and placing it face down on top of your spent stack.

When you veto a card, any player other than you or the one who played the vetoed card may overrule your veto by saying, "Overruled!" and turning over the top card of their own court deck onto their spent deck. Once a veto is overruled, that's it—the card play stands and you don't get to put your spent card back.

The first player to veto or overrule out loud is the one who gets to veto or overrule. If there's a tie, the player closest to the vetoed player in turn order wins that tie.

End of the Round

When the round ends, all players discard their remaining hands. Each player points for the round equal to the value of the card on the top of the sprawl stack that matches the suit of card on the top of their court stack.

After scoring the sprawl stacks, the player with the lowest score takes Harley's card. If that card is a numerical minor arcana card (in other words, one that would have been played on the sprawl stacks), that player also scores the value of that card. If more than one player is tied for the lowest score, all tied players get to score Harley's card. The suit of Harley's card doesn't matter.

For example, at the end of the first round, Kane has the Queen of Blades, Bull has the Page of Batons, Pistons has the King of Batons, and Slamm-0! has the Knight of Coins. The four sprawl stacks show the Ten of Batons, the Eight of Cups, the Six of Blades, and the Ace of Coins. Kane gets 6 points, Pistons and Bull each get 10 points, and Slamm-0! is stuck with 1 point. Harley's card turns out to be the Nine of Coins, which nets Slamm-0! (as the player with the lowest score) an extra 9 points. After the first round of play, the scores are Bull, Pistons, and Slamm-0! at 10 each and Kane with 6. Had Harley's card been, say, the Matrix, Slamm-0! would have received no points from it.

Collect and shuffle all the cards, dealing out five to each player and putting one face down as Harley's card. The player with the lowest score starts the next round, with ties going to the one who most recently rolled more than six dice in a single go.

End of the Game

After the fourth round, the player with the most points wins. If there's a tie, all tied players are win. If you really, really need a single winner (as in the case of a—spirits forbid—Corporate Court tournament), play further rounds until a winner emerges.

Questions

Did I miss anything? Feel free to contact me about the game online at aaron@pavao.org.

Arcana Effects

The Bastard	Put Harley's card in your hand, then replace it with any card from your hand (which may be the card you just picked up).
001 The Matrix	Put the top card of a sprawl stack on the bottom of that stack.
002 The High Priestess	Take one card at random from another player, and then give them any card from your hand.
003 Aes Sidhe Banrigh	All players (except you if you choose) must play with their hands revealed until the start of your next turn.
004 The Chief Executive	At your option, no major arcana (except the Chief Executive) have effect until the start of your next turn.
005 The Higher Power	Your vetoes may not be overridden.
006 The Avatars	Take the top card from another player's spent stack and put it face up on your court stack.
007 The Ride	If the round ends while this card is on top of your arcana stack, you get bonus points equal to the points from the lowest sprawl stack.
008 Discipline	Your cards cannot be vetoed, and your vetoes cannot be overruled.
009 The Hermit	If the round ends while this card is on top of your arcana stack, you get the number of points that a player you choose gets instead of scoring yourself.
010 Wheel of Fortune	Put the top card of your court stack on the bottom of your court stack.
011 The Vigilante	At your option, no player may play onto the sprawl stacks until the start of your next turn. If a player can't play a card to any other stack, they discard a card.
012 The Hanged Man	Look through your court stack and choose a card. Put that card on your court stack, and the rest on your spent stack.
013 ... 404 ...	Trade hands with another player.
014 Threshold	No one may use their veto power.
015 The Dragon	When you play a major arcana card, you may play it onto another player's arcana stack.
016 The Tower	Take the top card from another player's arcana stack and put it on your own arcana stack.
017 The Comet	Draw a card and play a card. This is in addition to your normal draw and play.
018 The Shadows	Put the top card of any player's court stack onto that player's spent stack, unless this would leave the court stack empty.
019 The Eclipse	Put the top card of any player's spent stack onto that player's court stack.
020 Karma	The round ends if your turn starts with Karma on your arcana stack.
021 The Awakened World	Play this card next to own existing arcana stack, giving you another arcana stack. If your additional stack is ever empty, you lose it.

Play Area Layout

Four players, only one player's area is labeled.

