

# CREATIVE CLASH

LEAD YOUR CREATIVE AGENCY  
to VICTORY *in a HUMOROUS BATTLE*  
*for the BIGGEST EGO AROUND!*



# OFFICIAL VARIANTS FROM THE GAME CREATORS

Thanks for playing Creative Clash! We hope you are enjoying the game. In order to keep things fresh and give you new ways of playing, try one of these variants. Each one includes a recommendation on when it would be best to introduce them. Enjoy!

## MY HERO VARIANT

There are 5 Expert cards in the game. These Experts function just like Employees. The only difference is that each Expert permanently has a Skill that they already know. This Skill cannot be removed from them. There are two ways you can play this variant:

- 1 Shuffle the Experts into the Nine to Five deck during setup. Play an Expert just like a normal Employee.
- 2 Randomly deal one Expert to each player during setup. Place each player's Coin token on "0". The players begin the game with the Expert in their Studio, just like the Principal. The Expert cannot be taken or removed from the Studio, even if an Event card is played that affects Employees.



### RECOMMENDATION

This variant is best used when your game group doesn't appreciate a lot of "take that" mechanics. It ensures that all players have a way to generate easy income and keep the game flowing quickly.

## EVEN THE FIELD VARIANT

Don't deal out Principal cards. Instead, choose an Ego goal for all players and proceed to play the game as normal. The higher the Ego goal, the longer your game will take.

### RECOMMENDATION

Use this variant when you want a quick game. You can set every player's Ego goal at a low number, such as 12, and get a game done in 20 minutes. This variant is also great for those that don't want to play with the Principals' special abilities.

## THE RIVER VARIANT (NOT IN THE PRINTED RULES)

This variant introduces a "river" of 5 face up cards to choose from during each player's Draw 2 Cards phase.

- 1 Set the Idea Man Principal aside. He is not used for this variant.
- 2 Set up the game as normal, dealing 8 cards to each player who must then discard down to 5 in their hand.
- 3 Lay 5 cards face up next to the Draw Deck.

During a player's Draw 2 Cards phase, they may draw a face up card or one "blind" off the Draw Deck. If they draw a card face up, the card is immediately replaced with the top card of the Draw Deck. The player may then pick this card as their second draw if they like. If at any point there are 3 cards face up of the same type (i.e. Stuff, Project, Employee, etc.) they may choose to discard the whole set of 5 face up cards and lay out a new set to choose from. Players pick 2 cards this way. They can pick 2 off the top, or two from the river, or a combination of whatever they like. When playing with the Hot Shot Principal, pick 3 cards as normal.

- 4 Observe a hand limit of 8. Players must discard their hand down to 8 cards at the end of their turn. They may still gain Coins for these discards.

### RECOMMENDATION

We enjoy playing this variant with "experienced" gamers or after several games with the basic rules. It adds a nice level of strategy and offers more choice. We don't recommend you use this during your first game since the players will not be familiar with the cards. The hand limit adds a helpful level of strategy as well, forcing players to avoid hoarding.





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