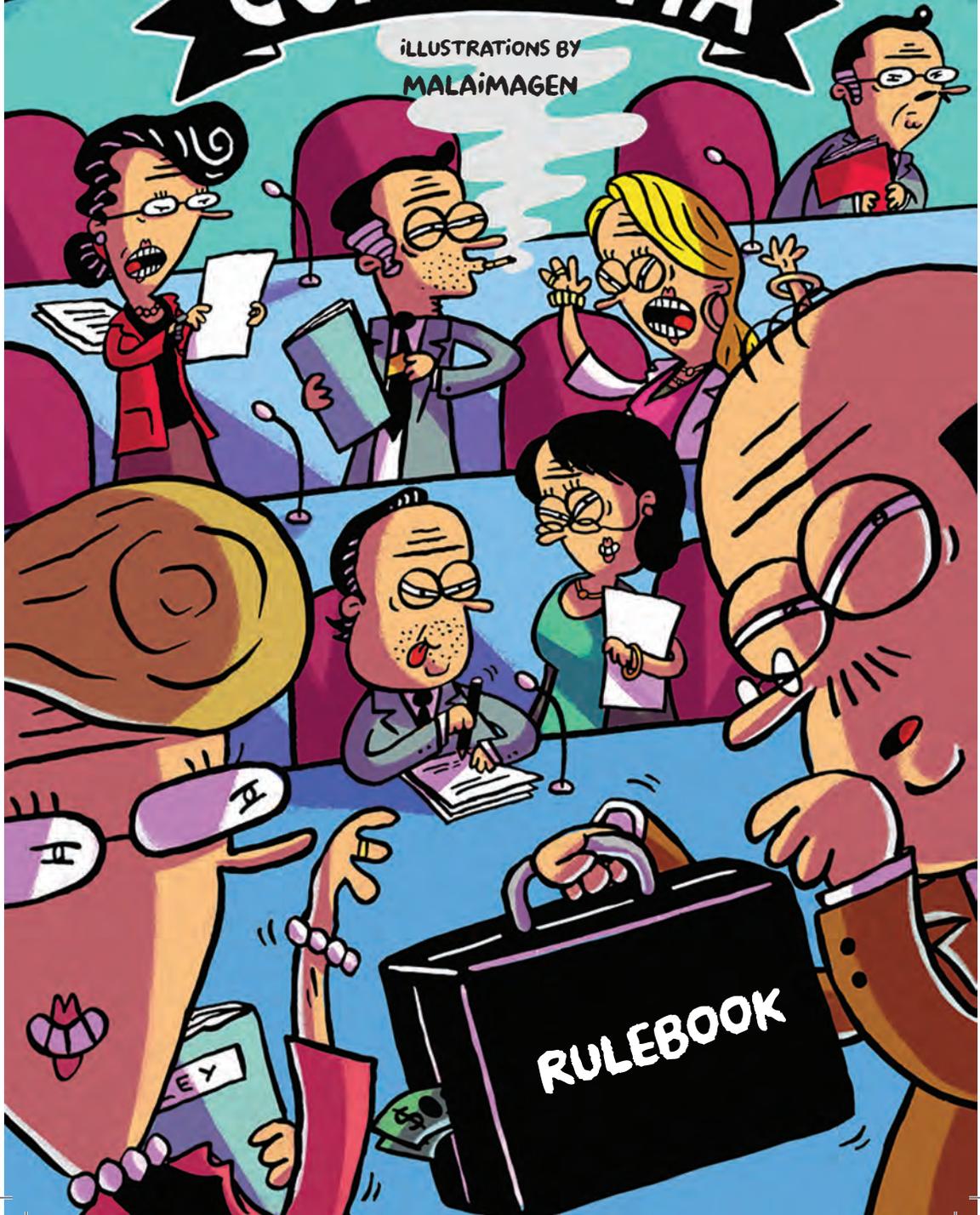


CAMI MUÑOZ VILLAR & FEÑO CASALS CARO

CORRUPTIA

ILLUSTRATIONS BY
MALAIMAGEN



CORRUPTIA

In **CORRUPTIA**, laws are decided privately. Senators should listen to the people's voice in order to legislate. The problem is they are not interested in the common good, but getting rich with their own businesses. In the game, senators are going to propose bills that will be put to the vote allowing to buy votes by blackmailing, bribing, lying, and scheming.

Any resemblance to reality is pure coincidence.

COMPONENTS



90 BILL CARDS
(18 FOR EACH DEPARTMENT)



5 SENATOR BOARDS



20 BLACKMAIL CARDS



30 PUBLIC APPROVAL
TOKENS



1 PRESIDENTIAL
TOKEN



18 PUBLIC OFFICIAL MEEPLES (GRAY)
15 WELL-CONNECTED EMPLOYEE
MEEPLES (WHITE)



1 SCORE SHEET



5 HELP CARDS



1 RULEBOOK



1 PEOPLE'S DIE

GOAL OF THE GAME

In **Corruptia**, you have to manipulate the bills that are proposed according to your personal benefit, these will raise the value of your private property.

In order to do so, you have to negotiate with the rest of the senators and use your well-connected employees, without forgetting the importance of public approval in relation with the laws are being promoted.

You receive points according to your private property value, your public approval and your well-connected employees in your reserve. The winner is the player with the most victory points at the end of the game.

GAME ELEMENTS

SENATOR BOARDS

Each board shows the senator of a political party. Each player will represent one of them during the game. This choice has no influence over gameplay.

There are 5 political parties in **Corruptia**:



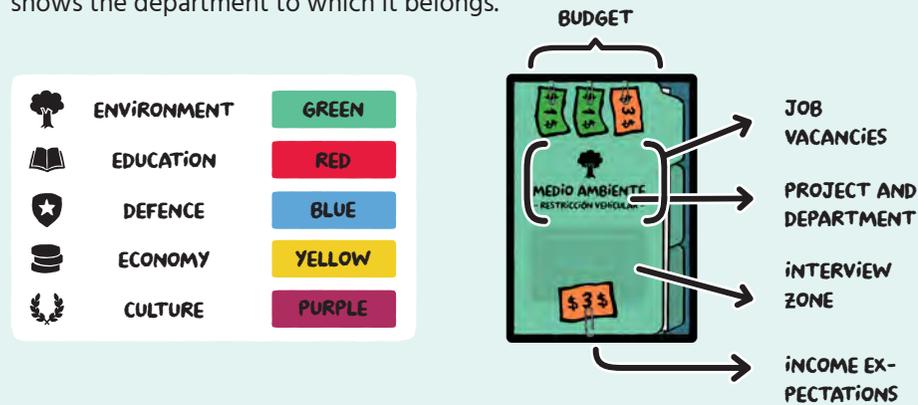
GOVERNMENT PROGRAM

The government program is made of the approved bills on the table. As the senators approve new bills, the government program becomes larger.



BILL CARDS

Each bill card includes a proposal to be implemented in Corruptia. The color of the bill shows the department to which it belongs.



During the game, the bill cards fulfill 3 different functions:

1. They can be proposed by the senators to be part of the government program where its approval will be put to the vote. Each bill has a budget to pay the public officials that enter to work on it.
2. Once they are approved, the bills become a part of the government program along with the corresponding public officials and the handpicked workers that will work on the bill.
3. At the end of the game, the bills that each player keep in their hands represent the private property that the senator possess. They are important since they are the main way to score points.

BLACKMAIL CARDS

The blackmail cards represent compromising situations for the senators that are still hidden... so far. These cards are used to extort the other senators in order to pressure them to vote YES or NO in the vote phase. The blackmailed senators are not forced to yield. But if they don't, they will face the consequences...



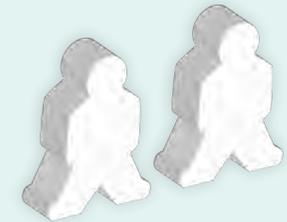
PUBLIC OFFICIALS

The public officials are those who do the job in Corruptia by placing them in the different bills. They can change to new bills when their income expectations are offered. At the end of the game, the amount of public officials is considered to score points in the different departments.



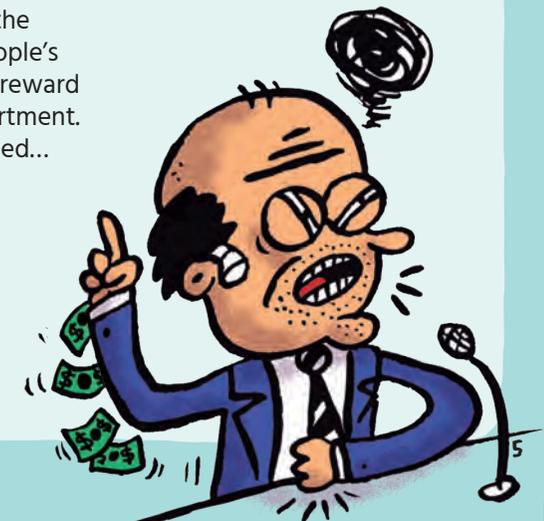
WELL-CONNECTED EMPLOYEES

Well-connected employees, beneficiaries of nepotism... They have different names, but they exist in every single country. They are friends and relatives of the senators and they can work on any bill without giving interviews or filling forms. Well-connected employees do not have income expectations because they can ask for the salary they want. (They work as a wildcard). Because of their close relationship with the senators, they get stuck: They cannot move from the bill in which they are placed. Every well-connected employee you did not use scores 5 points at the end of the game.



PEOPLE'S DIE

The people of Corruptia like to use their right to speak about the way the country should progress... even if they know is very likely that they are not going to be heard. On the different sides of the people's die, you can find the different departments and also a special side with the letter 'R'. The result shows the department that is going to have the people's preference during that turn and also will reward the senators that make bills of that department. If the 'R' appears, the revolution has started...



PUBLIC APPROVAL TOKENS

The public approval tokens are a reward given to the senators that listen to the people's will shown on the people's dice. It is possible to gain or lose public approval depending on their actions.

At the beginning of the game, senators start with no public approval tokens.

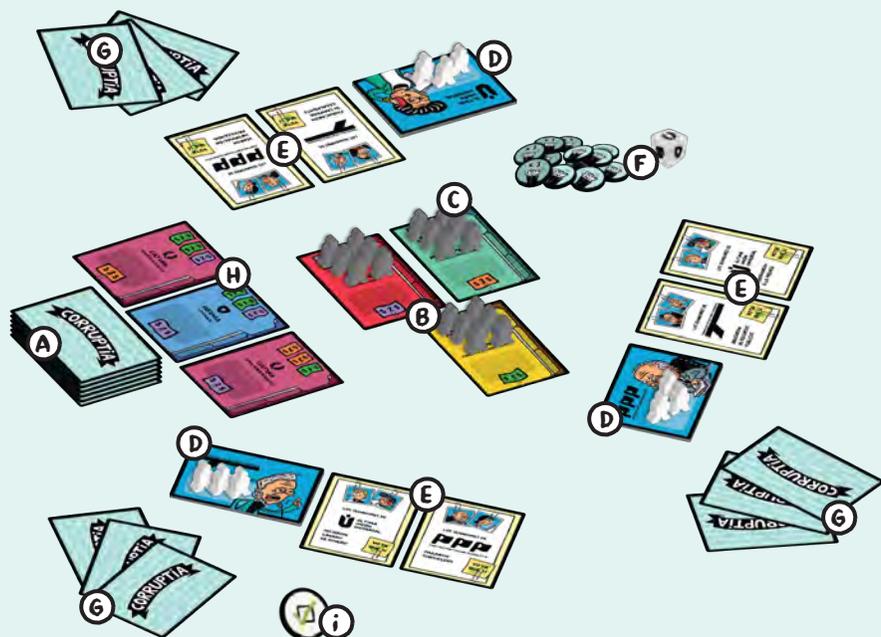
At the end of the game, each public approval token scores 5 points to their owners.

PRESIDENTIAL TOKEN

The presidential token shows who is the first player in each round. At the end of each round, the presidential token rotates clockwise (the new owner of the token becomes the first player of the round). Also, it is used to resolve ties in votes. In that case, the presidential token must be tossed in the air to resolve randomly, as it should be for any important decision.



GAME SETUP



1. Shuffle the bill cards and place the following amount of cards aside depending on the number of players. The removed cards are returned to the box, these are not going to be used during this game. The cards that were not removed are the deck of bill cards (A).

NÚMERO DE JUGADORES	CARTAS A RETIRAR
2	44
3	30
4	16
5	2

2. Reveal the top 3 cards of the deck to make the starting government program and place them as shown at in image (B). **The starting bills must be from 3 different departments and must have 3 different income expectations.** If that is not the case, the cards must be replaced until they fulfill the previously described condition.

3. Place 6 public officials on each bill of the starting government program on their job vacancies (C).

4. Each player chooses and takes a senator board (D).

5. Each senator receives the blackmail cards of their political party and deals 1 to each opponent (E). Return the remaining cards to the box. They are not going to be used during this game.

6. Deal 3 well-connected employees (D) to each senator and return the remaining meeple to the box.

7. Place the public approval tokens and the people's dice so all the senators can reach them during the game. (F).

8. Deal 4 bill cards from the deck to each senator. These conform the starting hand for each senator (G). Each senator must discard one of the received bills by placing it face down. Once you're ready, shuffle the discarded bills and place them face up next to the deck of bill cards, these cards are the discard zone (H).

9. In order to choose the first player, the players have to talk about who knows the most influential person or who has the best connections in politics or jobs. Once the starting player has been decided give presidential token (I) to that senator..



GAMEPLAY

The game lasts for 5 rounds. In each round the senators take their turns clockwise starting with the first player.

Each turn consists of the following phases:

- Phase 1:** Preference of the People
- Phase 2:** Bill Proposal
- Phase 3:** Negotiation
- Phase 4:** Voting
- Phase 5:** Resolution
- Phase 6:** Public Opinion



START OF THE ROUND

The first player deals 2 bill cards from the deck to each player (including himself/herself). These cards are part of their respective hands. Lastly, 3 bills of the deck must be revealed and discarded in a face-up pile. This step must be done at the beginning of each round.

TURNS

Each senator takes a turn starting with the first player of the round. Then, it is the turn of the next senator in clockwise order. Descriptions of the different phases of the turn can be found below.

Phase 1: Preference of the people

- The first player rolls the people's die in order to determine the preference of the people in his/her turn.
- If a revolution occurs (when the die result is 'R') in the first round, the active player must reroll the people's die. The revolution will affect the phase 6 (Public Opinion) in later rounds.



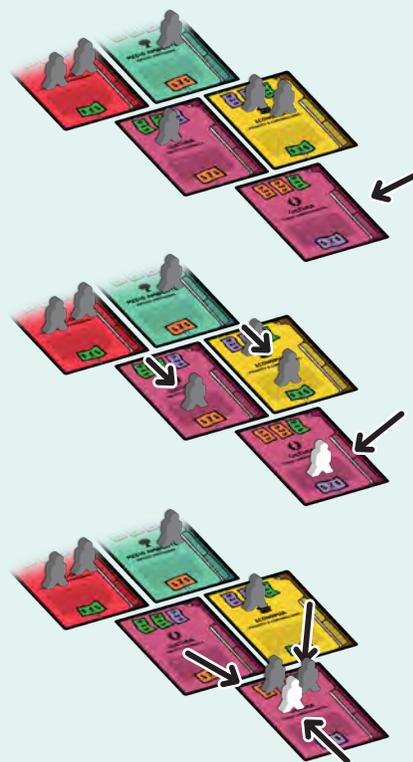
Phase 2: Bill proposal

- The active player must choose bill from his/her hand and add it to the government program. It can be from the same department of the result shown on the people's die in phase 1 or any other department. Bills must be placed in an interleaved pattern (just like a wall made of bricks) and one of its sides must touch at least one card of the government program.



- The active player must propose 3 public workers or well-connected employees for the new bill according to the following rules:

- a) The proposed public officials must come from adjacent bill cards to the proposed bill; also, their income expectations must be same as the budget of the proposed bill. In this case, move the proposed public workers to the interview zone of their current bills. (See example)
- b) Depending on the senator preferences (or if they do not have any other option), one or more well-connected employees from the reserve can be used. These well-connected employees must be placed in the interview zone of the new bill. Well-connected employees can have any income expectations. However, they cannot be changed to another bill, they get stuck forever. For any other gameplay purposes, well-connected employees are considered to be common public workers.



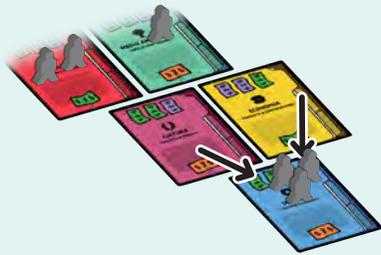
- In this example, the active player proposes adding a new culture bill to the government program (pointed with the arrow). Its budget shows that requires 2 public officials with an income expectation of \$3 and 1 public official with income expectation of \$1.
- The active player proposes using a public official of each of the adjacent bills (with income expectations of \$3 and \$1) and one well-connected employee. They are placed in the interview zones of their current bills.
- If the bill is approved, the public officials and the well-connected employee are moved to their job vacancies. The well-connected employee cannot move from this bill.



> In this example, the active player proposes adding a new defence bill to the government program (pointed with the arrow). Its budget shows it requires two public officials with income expectation of \$1 and \$3.



> If the active player proposes using two public workers of the adjacent economy bill (with income expectation of \$1) and one public officer of the adjacent culture bill (with income expectation of \$3). The player places them in the interview zones of their current bills.



> If the bill is approved, the public officials are moved to their job vacancies.

Phase 3: Negotiation

In this phase, the senators discuss about the bill that was presented by the active player in the previous phase, each one trying to achieve the most convenient situation for their personal interests.

The senators can negotiate about changes on the following aspects of the proposal:

- Changing the bill to a different one in his/her hand.
- The location of the bill card.
- • The origin of the public officials; players can propose public officials from other surrounding cards or even replacing them with well-connected employees from their own reserve or other players' reserve.



Everything is negotiable, except cards from other players' hand and public approval tokens. Any other type of promise is allowed, although we recommend the players to agree about breaking promises or not at the beginning of the game. All the senators may intervene, having different proposal during the same negotiation, but the final proposal that is put to the vote (phase 4), is always decided by the active player. Proposals in negotiation must follow all the rules described in phase 2.

Also, in this phase, any senator can use one or more blackmail card(s) to pressure the other players to vote YES or NO in voting (phase 4). A senator cannot receive more than one blackmail card in the same turn. Players cannot blackmail a senator with no public approval tokens.

Phase 4: Voting

All the players extend a fist at the center of the table and reveal their votes at the same time. There are three options:

- **YES (Thumb up):** The player supports the bill.
- **NO (Thumb down):** The player rejects the bill.
- **Absent (Open hand):** The player is not considered on the vote counting. In order to be absent in voting, you need at least one public approval token (see phase 6).

Each senator can vote as they wish, even to their own proposals. Blackmailed players are allowed to vote in a different way from the one they pressured to vote to, but they will be penalized for their audacity.

Phase 5: Resolution

The results of the voting phase are carried out in the resolution phase. The round proceeds depending on the results:



YES' IS THE MAJORITY VOTE

The bill takes part of the government program in the proposed place. Move the public officials from the interview zones to their job vacancies of the new bill.

If the proposal includes well-connected employees, they are also assigned to their new job vacancies.

'NO' IS THE MAJORITY VOTE

The bill is rejected and must be placed in the discard pile. Return the public officials from the interview zones to their job vacancies.

If the proposal includes well-connected employees, return them to the reserve of the corresponding player.

DRAW

The starting player tosses the presidential token. The approval or rejection of the bill is decided randomly.

Phase 6: Public opinion

This is the final phase of the turn. In this phase, the senators may gain or lose public approval tokens depending on their actions.

SENATORS GAIN A PUBLIC APPROVAL TOKEN

- If they voted YES to a bill with people's preference.
- If they voted NO to a bill of any department during revolution.

SENATORS LOSE A PUBLIC APPROVAL TOKEN

- If they ignore any received blackmail. The press finds the situation out and they reveal the embarrassing situations.
- Absent senators during voting. At the same time, they can discard a bill from their hand to draw a new bill from the discard pile. In the case that more than one senator stepped out of voting, follow the turn order to draw bills from the discard pile. Discarded and drawn bills must be shown to every player.
- Remove all the used blackmail cards from the game (even if the blackmail was successful or not)

Excepciones:

- In the case of being absent and not obeying the blackmail, that senator loses 2 public approval tokens.
- If a senator has no public approval tokens, he/she doesn't lose any public approval tokens.



END OF THE ROUND

When all the senators have played their turns, a game round finishes. The first player hands the presidential token in to the next player in clockwise order, who will be the first player of the next round. This senator proceeds to setup the next round (deal 2 bill cards and discard 3 cards from the bill deck).

END OF THE GAME

Once the 5th round is over, people add the scores they got during the game in the following way:

PUBLIC APPROVAL + WELL-CONNECTED EMPLOYEES IN THE RESERVE + PRIVATE PROPERTY.

Each public approval token worths 5 points.

Each well-connected employee in your reserve worths 5 points

The private property of a player is represented by the bill cards they keep in their hands at the end of the game. In order to calculate its value, the value of each department in the government program is the same for all the senators. In order to do this, count the amount of adjacent bill cards of the same department and multiply times the number of public officials plus the well-connected employees. In case that a department is split in different blocks in the government program, count the score of each independent block and then add them together.

Once you calculated the score of each department in the government program, multiply the amount of cards of each department in hand by the department value.

Whoever gets the highest score at the end of the game wins. In case of a draw, the senator with more public approval wins the game. If the draw is not broken, whoever gets elected as senator in real life, wins.



➤ Example:
If the game ended with the following government program, the score value of each department would be:



CULTURE (PURPLE):
2 purple adjacent cards x 3 workers = Score 6

DEFENCE (BLUE):
1 blue card x 2 workers = Score 2

ECONOMY (YELLOW):
1 yellow card x 1 worker = Score 1

EDUCATION (RED):
(2 adjacent cards x 7) + (1 red card x 3 workers) = Score 17

ENVIRONMENT (GREEN):
3 adjacent green cards x 5 workers = Score 15

These scores must be written in the respective department zone in the score sheet. After that, multiply them times the amount of cards of each color in the final hand of each player. The value of private property is the sum of those scores.

Continuing with the example, in the case of being the end of a 2-player game, the scores are the ones shown in the score sheet. Player 1 would win the game.

**FINAL SITUATION
PLAYER 1**

Public approval



Well-connected employees



Final hand



**FINAL SITUATION
PLAYER 2**

Public approval



Well-connected employees



Final hand



	PLAYER 1	PLAYER 2			
	6	0	0		
	2	0	4		
	1	2	3		
	17	51	34		
	15	45	15		
	5	15	25		
	5	5	10		
Σ	118	91			



QUICK REFERENCE GUIDE

GAME SETUP

1. Prepare the bill deck and set the following amount aside:

NUMBER OF PLAYERS	CARDS TO SET ASIDE
2	44
3	30
4	16
5	2

2. Place 3 bills with different departments and income expectations at the center of the table.

3. Place 6 public officials on each bill at their job vacancies.

4. Each senator chooses and takes a senator board, deal a blackmail cards to each opponent and get 3 well-connected employees.

5. Make a pile of public approval tokens.

6. Each senator gets 4 bills and discards one of their choice.

7. Decide who is going to be the first senator. The player with the most influential connection goes first.

SEQUENCE OF PLAY BEGINNING OF THE ROUND

The first senator receives the presidential token, deals 2 bills of the deck to each senator and discards 3 cards from the same deck to a discard pile.

TURNS

Each senator plays 1 turn, starting with the first senator and proceeding clockwise around the table. Each turn is comprised of the following 6 phases:

1. Preference of the people

- Roll the people's die.

2. Proposal

- Pick a bill from your hand and place it in the government program.

- Assign 3 public officials and/or well-connected employees that fulfill the required income expectations and also are in adjacent cards.

- Move the public officials and/or well-connected employees to their respective interview zones.

3. Negotiation

- Discutir modificaciones a la propuesta.

- Buy and sell votes.

- Play blackmail cards.

4. Voting

- YES (thumb up), NO (thumb down), Absent (open hand).

5. Resolution

- If approved, the bill takes part of the government program and the interviewees move to their new job vacancies.

- If the bill is rejected, discard it. Return the interviewees to their previous place.

- In case of draw, toss the presidential token.

6. Public opinion

- Senators who voted YES to a project with preference of the people gain a public approval token.

- Senators who voted NO to a project during revolution gain a public approval token.

- Senators who don't accept blackmail lose a public approval token.

- Senators who voted 'Absent' lose a public approval token, they also discard a bill from their hands and draw a new bill from the discard pile.

END OF THE ROUND

When every senator has played 1 turn, the first player position rotates to the left player. The game continues from the beginning of the round. The game finishes after 5 rounds.



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Edition: Fractal Juegos

Translation to English: Pablo Meza López

2nd edition: Marzo 2019

www.fractaljuegos.com

Made in China