

## Roles (in detail):

### Speaker

The Speaker is the first to draw a **Task card** and influences where other players put their currency tokens. Based on the contents of the Task card and the Speaker's Affiliation, the Speaker may wish to lie about the quantity of currency needed for a Task, or whether a Task is Lawful or Corrupt.

### Elector

The Elector draws **2 Task cards** after all the money has already been apportioned. Based on their Affiliation, they may wish to play a **task card** that, based on where the money is currently apportioned, can fulfil either a Lawful or Corrupt task.

### Vigil

The Vigil reads the **Task cards** played and advances the **Task Meter**. They also get to see the true contents of the **Task cards**, to infer the true Affiliation of the other players.

### Treasurer

Has one extra **currency token** per round.

**BACK OF MANUAL**

# CORRUPTION

**4-6 players**

**Ages 13+**

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**FRONT OF MANUAL**

## Game Contents:

- (1) Game Board
- (1) Task Meter
- (2) Counting Tokens
- (40) Task Cards
- (6) Affiliation Cards
- (4) Role Cards
- (10) Currency Tokens

## Setup:

Shuffle and place Task Cards face-down onto the Game Board.

Everyone draws an Affiliation card (be sure to shuffle this too) and looks at it\*.

4 players → 1 corrupt

5-6 players → 2 corrupt

Affiliation cards should NEVER be revealed during the game.

Choose a player to be the first round's *Speaker* – and will take the *Speaker Role* card.

The *Elector*, *Treasurer*, and *Vigil*, cards are distributed to the left of the speaker (in that order).

\*If there's more than 1 corrupt player, everyone shuts their eyes. Corrupt players can reopen them briefly to see each other's identity. Once done, everyone can close and reopen their eyes.

## Starting Round:

Page 3

Each player takes **1 currency token** – Treasurer takes **2**.

There are 3 phases:

### Speaker Phase:

The Speaker draws **1 Task card** and looks at it privately.

Based on the task, the Speaker can persuade other players into putting their **currency** into certain Departments to advance either the card's Lawful or Corrupt task.

Then, place the card in the enaction pile face-down.

Page 4

### Elector Phase:

The Elector draws **2 Task cards** and views them privately.

They put one in the Enaction pile (face-down) and one in the Discard pile (face-down).

Draw a **3rd card** randomly and add it to the enaction pile.

### Vigil Phase:

The Vigil takes the enacted **Task cards**, views them privately and adds points to the **Task Meter** based on which tasks were completed.

Place the **3 cards** in the discard pile.

Players pass their **role cards** to the left. Next round begins!

## The Task Meter:

The Task Meter keeps track of **lawful** and **corrupt** points.

Upon reaching certain milestones, new rules are added!

### At **corruption** levels 2-4:

**Level 2:** Place 1 **currency token** in military for the rest of the game

**Level 3:** Choose a player (vote!). If **corrupt**, +1 pt to **corrupt**. If **lawful**, +1 pt to **lawful**.

**Level 4:** *Elector* gets to add an extra **currency token** during their phase

## At **lawful** levels 2-8:

**Level 2:** Place 1 currency token in justice for the rest of the game

**Level 4:** Players can vote for another player to skip their turn. *Speaker* will take their role for the round. If *speaker* skips, *elector* will take the role.

**Level 6:** *Vigil* gets to remove a card from enactment

**Level 8:** *Elector* draws 3 and enacts 2 instead. The random card won't be drawn.

## Win Conditions!

Rounds will continue until either the Lawful or Corrupt win conditions are met:

|             | <b>Lawful</b> |  | <b>Corrupt</b> |
|-------------|---------------|--|----------------|
| 4 Players:  | 10 pts        |  | 5 pts          |
| 5 Players:  | 12 pts        |  | 6 pts          |
| 6 Players : | 14 pts        |  | 7 pts          |