



RULEBOOK



KORRUPSI

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PLAYERS:

- Age range: 12-99+
- Number of players: 8 to 14
- Hybrid: cooperative and competitive

PLAYTIME:

- Set-up time: 2-5 minutes
- Play time: 20-30 minutes

IDEA OF THE GAME

Have you ever wondered what it is like to live under a corrupt government? Did it cross your mind how to break out of the system? If you think these questions sound intriguing, Korrupsi will be the game for you! In this social deduction and strategy game players take on the roles of civilians, journalists, and corrupt elites in a tense struggle over truth, power, and survival. Through discussion, voting, and deception, they must uncover hidden corruption before it spreads beyond control.

COMPONENTS

- Character Cards
- Event Cards
- Corruption Meter
- Rulebook
- Facilitator's Guide



THE STORY

Our game takes place on the **Island of Korrupsi**, a fictional nation in Oceania. Although it exists in the modern world, Korrupsi is a small and isolated island with little influence on global politics. For decades, however, the island prospered thanks to a rare and valuable material known as *korupta*. The wealth generated by *korupta* allowed the former government to grow increasingly corrupt, greedy, and power-hungry.

As the island's *korupta* reserves began to run out, the economy collapsed and poverty spread rapidly among the population. With the government weakened and the citizens pushed to their limits, the people of Korrupsi finally rose up and forced a change in leadership. A new government has now taken to power, promising a better future.

But not everything has changed: hidden among the new leaders are corrupt officials from the previous regime, secretly working to protect their influence and continue exploiting the island for personal gain. Through investigation, debate, and difficult decisions, *civilians* must expose the *corrupt elites* hiding in the shadows and rebuild Korrupsi before the island falls deeper into corruption and collapse.

Corruption is a very prominent issue that is often hidden. We want **Korrupsi** to inspire players that even though they may feel helpless individually, change is possible when you come together and fight for your rights.



SET-UP

1. Place the **Event Card** deck in the center of the table
2. Set the **Corruption Meter** to level 4
3. Put the appropriate numbers of **Character Cards** into one stock and shuffle. Each player is dealt one card, which they look at and put face-down on the table in front of themselves without revealing their role to any of the other players.

Number of players	Corrupt Elite	Civilians	Journalist	Judge
8	2	4	1	1
9	2	5	1	1
10	3	5	1	1
11	3	6	1	1
12	3	7	1	1
13	4	7	1	1
14	4	8	1	1

CHARACTERS

- **Civilians:** Their goal is to get the corruption meter to 0 and get rid of the corrupt members in the government.
- **Corrupt elite:** Their goal is to get the corruption meter to 8 and reinstate the previous corrupt system.
- **Journalist:** Investigates players whether they are corrupt or not.
- **Judge:** Observes players and only once per game, decides to send someone to prison (eliminate).

Note: the stories on the civilian and corrupt character cards are for educational and entertainment purposes only!

HOW TO PLAY

1. Secret Meetings and Investigations

- **Every player closes their eyes.** A secret meeting begins: the Gamemaster calls for all **corrupt elites** to open their eyes and pick one player to **silence**. The silenced player will not be able to speak, debate and vote that round. All corrupt elites close their eyes.
- Next the **journalist** opens their eyes. They point to someone, and the Gamemaster shows a card whether they are corrupt or civilian. The journalist can keep this information private, or share with others and risk exposing themselves.
- Next is the **judge**. Only once per game, the judge can decide to send someone to **prison**. This player gets eliminated immediately, whether they are corrupt or not. Note that the judge can be voted out any time, so it is not wise to wait too long!

2. Korrupsi Town Meeting

- Every player opens their eyes and draws an **event card**. These are either **fact cards** or **action cards**.
 - **fact card:** these contain interesting facts about corruption. The players keep them in their hands or close by.
 - **action card:** these cards allow different actions for the player. They can be played at any time before, during or after the discussion. Players can also choose to save these cards for a later round. **EXCEPTION:** Cards that say +/- **1 corruption** need to be played immediately!

FACT CARD: NEPOTISM

Giving jobs or advantages to family members instead of the most qualified people.

ACTION CARD:

"Your mother has worked at the ministry for 20 years. One phone call is all it takes. Suddenly your elimination is quietly reversed, no explanation given, no questions asked."
→ **You return from elimination once.**
Connections in power have their perks.

ACTION CARD:

"The police stop you for allegedly speeding. You weren't speeding. You know it, and the police officer knows it. But they don't care and you're in a hurry, so you just slip them 100 Korrupsi dollars instead and get on your way."
→ **+ 1 corruption**

HOW TO PLAY

2. Korrupsi Town Meeting

- The Gamemaster tells everyone who was silenced during the secret meeting. They cannot debate and vote that round (unless otherwise instructed by an action card).
- **Action cards** can be played.
- A **voting round** begins. Players discuss who they think the corrupt elites are and share their suspicions. Eventually, the Gamemaster counts to 3 and everyone points to the person they want to eliminate. The player with the most votes gets **eliminated** from the game. Based on their revealed character card, the corruption meter moves:
 - +1 corruption if a civilian, journalist or judge is voted out
 - -1 corruption if a corrupt elite is voted out
- The remaining players close their eyes again and a new round starts.

3. Bribery – optional

- When the **first corrupt elite** gets voted out, the remaining corrupt players can bribe someone to join their side. Each player puts their character card in front of them and closes their eyes. The corrupt elites wake up and picks someone to corrupt. The Gamemaster switches their cards. Everyone opens their eyes and looks at their character card, and the game goes on.

4. End of the Game

- The civilians win if:
 - the corruption meter reaches 0 or
 - all corrupt elites are eliminated
- The corrupt elites win if:
 - the corruption meter reaches 8 or
 - all civilians (including judge and journalist) are eliminated
- The corruption meter can be moved by action cards or elimination.
- **Now it is time to see whether a corrupt system can be defeated!**



**ENJOY THE
GAME!**