

How to play Korrupitivity without knowing any Hungarian words?!

It is quite easy by the way, as the mechanics of Korrupitivity are mostly mathematical. Any special rule which applies to a card, also has a nice “international” sign printed on the side of that card whichever uses it. The only thing that you will miss is the special, actual, spicy Hungarian feeling, written into the names of the cards, and some additional quoted texts as well. Fortunately, you probably won’t miss this too much owing to the funny artwork and characters drawn onto each card! While you are playing, try to figure out what is going on in the imaginary universe of Korrupitivity by guessing what is shown on the pictures! And feel free to add your loud comments to the game play as it proceeds and the projects starts building up.

Korrupitivity is all about completing missions as seen on the *project-cards*. To do so, you’ll need to collect certain other types of card, and attach them to a project-card.

By doing so, you also modify the 2 aspects of the project - Corruption (on magenta-colored shapes) and Popularity (on cyan-colored shapes) - which are represented as positive or negative point numbers... well mostly... :)



All the cards attached to a so called “project-line” are counted together, summing up the two different aspects (cor/pop), and giving a total corruption and a total popularity score for each and every running project at the current state.



The third aspect of the game is Power (on yellow), which the game is all about. You get these points for completing the projects, and you have to collect more of them than your opponents to win the game.

There are 6+1 different type of cards in Korrupitivity, they are something like the color of the cards; each has its corresponding icon, which can be seen in the upper-left corner of all of the cards.

For the basic game, what you have to know is that, for the purposes of building up the projects, only 4 kind of card types count. These are Document; To-Do; Investment; Event. They called the “Fejlemények” category, something like “Consequences”... Lets just call them the building blocks! It doesn’t really matters anyway:)

Just be aware that the other types - not mentioned yet – do not count as a completed TASK in game terms.

The tasks are requirements, they can be seen on the project cards, and they each represent certain types of card that have to be added to the project-line.

They can be specific, if an icon of a card type is shown - or non-specific, like:

- ⊕ - which means a different type from the other given tasks, or
- Ⓜ - meaning more of the same kind, and
- ⊗ - standing for any of the 4 “Consequences” card types...

So the main card type is:

🏠 : Project

The “building block” types are:

✓ : Document ✗ : To-Do 🏠 : Investment ⚡ : Event

The two other types are:

⚔️ : these Characters in the basic game are only good for the purpose of balancing the two aspects (cor/pop) of the project-lines... well, more or less :)

○ : the so-called Relation cards have no use at all in building up project-lines; indeed, they do not even take part in the basic game, so they are not shuffled into the play deck at all. (Note: these two card types do not count as tasks...)

Game Concept:

- The main rule is that a card can only be played if it is attached to an existing project.
- Only project-cards can be played on their own, this way starting a new row for other cards.
- All the project-lines are built up of cards in the order they are played out.
- If a card has an aspect(cor/pop) point value, it is added to the total of that project to which the card is attached.
- Any number of cards can be attached to a project-line, any player can play cards on everyone else's projects also, if not blocked otherwise.

While you are collecting the necessary card types to complete the tasks, you also have to be aware of the 2 totals of the aspect points (cor/pop) in each running project.

To successfully complete a project, you need to have the totals of the aspect values kept in a range matching the rules seen on the project card (in the place where the aspects points would be).

These rules set out limitations to the way the project should be done. They may be as follows:

⊕↑	The total of this aspect needs to be positive to be able to successfully complete the project.
⊖↓	The total of this aspect needs to be negative to be able to successfully complete the project.
!!	Strict rule! This condition must be met every time when checked, and not just upon completion.
∞	The total of this aspect needs to equal the number shown for you to be able to successfully complete it. (zero in this case)
...	No need to add up these aspect points – they do not matter as regards success in this case.

An aspect total of 0 (zero) is not good enough for completion of, nor is it bad enough to collapse a project (only if there is an exact value limitation regarding this aspect)

If you cannot save your project from breaking a strict(!!) rule when it is checked, all the cards involved in its project-line have to be put to the discard pile. This is called a **collapse**.

When you have gathered a set of cards into a project-line covering all the tasks of that project and which also suits the limitations defined in relation to the aspects (cor/pop) totals, you will be able to **complete the project**.

Successfully completing a project means you receive the amount of “power-points” (yellow shape) listed on the project card and occasionally on other cards in its project-line.

After completion, you get back your character cards participating in that project - they come back to the table, in front of the player, face up. These characters can join in any other project just as can cards from your hand, but these “veteran” characters do not count in your hand limit.

All other remaining cards in a completed project go to the discard pile.

Hourglasses and counters:



If you play a card bearing this sign, you must put a counter on that project-line for every hourglass icon on that card.

If there are “hourglass-counters” on a project-line, it is frozen; nothing can happen to it, and no more cards can be attached to it until all the counters have been removed.

Every turn, the active player can remove 1 counter from each of his/her running project-lines, if there are any.

There are a few cards which can be played on frozen project-lines also...



So if you come across a negative hourglass-counter sign on a card that you are attaching to a frozen project with counters on it, you will know what to do :))

Now that you know all the game rules, and if you basically understand what is going on in Korruptivity, I will guide you through the game play processes...

The goal of the game is to get the most power points by completing projects.

The game lasts until someone has attained 8 power-points (The more the points that are needed, the longer the game lasts).

After this “power limit” is reached, every other player can try to complete their remaining projects by removing 1 counter from each project-lines.

The winner will be the one with the highest amount of power after this.

Game setup:



: Look up all the project cards and shuffle them in a separate deck - this will be the community deck. Put it face-down on the center of the table. Flip the top 4 cards and put them face-up next to each other. These are the first 4 common projects that one can choose from.



: Shuffle the remaining cards (except the “Relation” types) to another deck, and put them face-down too. This will be the draw deck, where the players draw their cards from.



: For the basic game you do not need these, but feel free to mix in some of this type of cards into the draw deck, as desired...

How to start?

Every participating player starts by drawing 5 cards from the draw deck.

They decide who will go first, in whichever way they feel suitable.

After this, the game goes counter-clockwise...

The active player can perform several activities during his/her own turn, in a certain order. When all is done, the next player will have his/her turn.

You, as the active player, can undertake these phases when it is your turn:

Phase order:

- ❶ Keep-track-of hourglasses: remove 1 hourglass-counter from every frozen project of your own...
- ❷ Check if any of your projects are ready to be completed...
- ❸ You can proceed with your existing projects or start one of the available common project or even mess with the other's businesses.
 - As long as no other cards are attached to a newly started “solo” project card, the next card in that row can only be attached by the player commencing it.
 - You can start 1 new project each turn, by putting the project in front of you on the table. If you do so, another project-card have to be flipped to fill up the common space to 4 project again.
 - No more than 3 parallel project-lines can be managed by a single player; if more is needed, one of the existing ones must be voluntarily collapsed.

This is the MAIN phase, in which you can play any cards from your hand by attaching them to running projects... (normally no other players can play cards but the active player)

- ❹ Check if any of your own projects having strict (!!) rules with its aspect collapses if the total of the aspect does not correspond to the limitation and there are no counters on it...
- ❺ Optionally, discard any number of cards from your hand to the discard pile... (*Why?! To draw more!*)
- ❻ Draw a number of cards from the “draw-deck”, needed to give you a total of 5 cards in your hand again...

You will come across certain special cards that have special signs telling you what to do.

Every special card has written on it what it does, i.e. describing what the sign means. Unfortunately, it is in the beautiful Hungarian language, which is no good if you happen to be one of the many who cannot actually understand it. So for you out there, here comes an explanation of all the signs and markings you will find on Korruptivity cards... in English :))

The things that you should not worry at all in the beginning, are the “orientation” marks, which don't count a basic game; though they could mean extra points in pairs, if in a complex game. By the way, they are found on some cards, under the type icon, and these are as follows:

⚙Political / 📺Media / 💰Economical /

🏛Bureaucratic / 🚔Crime / 👨Professional

The important part when playing the basic game is:

Markings around the type icon of the card represent the special ability of that card:





	Interrupts: You can play this card anytime, not just in your own turn. Play it after any card has been played by anyone, not necessary played in the same project-line however...
	Small hourglass: You can attach this card to frozen projects also. (Note that these cards are the only ones that can be attached to projects with hourglass-counters on...)
	Linked: This and another card can be linked together - playing them as one - at the same time, or attaching this permanently to an other card.

Signs in the aspect value areas of the cards:

-3	If an integer number is printed, the points are simply added to the total of the given aspect. If
..	no value is found it means the card has 0 (zero)
+3	point of that aspect.

Pp	<i>Note: the power-points on some rare cards are only needed to be accounted, if that particular project is successfully completed. And yes, a project can "score" negative if completing it such a way...</i>
±	When attaching this card, you can decide whether this point value is added or subtracted from the total of the given aspect.
(x) (4-x)	When attaching this card, you can choose between 0 and +4, what the value of "x" should be.
K	This will get a point value when attached to a project-line. It will have exactly the amount of points needed for the total of the given aspect (at the time of attaching) - to be just right to meet its limitation. (The new sum after this is added should be -1/+1 or 0, for example)
N	
K₀	This will get a point value when attached to a project-line. It will get exactly the amount of points needed for the total of the given aspect (at the time of attaching) to be zero.
N₀	
K₂	This will get a point value when attached to a project-line. It will have exactly the amount of points of the current total of the given aspect. (This doubles the total)
N₂	
(xy)	Math. expressions in brackets are done with the aspect value of the previously attached card in the same project-line (if it has any) and not with the aspect's total. Making the math. expression's equatorial (where "x" is the value of that previous card) the new value which should be added to the total, instead of the prev. card's value. These cards have cumulative effect, and they can be combined with similar expression cards, if the aspect is found on every card continuously.
+++ or 1/3 (power)	Collapse (discard) one of your own running projects, receiving 1/3 of its power when the project-line containing this card is completed successfully. (rounded down, but at least 1)

Other signs on the cards:





	All running projects get +1 hourglass counter (Every player is affected)
2x 	This card is worth two of its kind. (In this example two "To-Dos") (Note: also on the same card you will find the next sign too...)
	This card can only be attached after a character card.
	Nasty smiley: You can remove any of the cards from the project-line it is attached to, and re-count the aspect's total afterwards.
<i>That's all what is needed for the basic game...</i>	

I have not focused on the storyline and the theme of the game because it is written and drawn right on the cards. As it is in Hungarian only at present, you will need to use your imagination to tell the story of every project you create. (if you want to...)

...to catch a glimpse of its political incorrectness, here goes the basic concept. You are one of the puppeteers of a fictive community, and your job is to amaze the population by doing projects. You have to be careful about not bothering people with unnecessary details about the way you proceed, but the curiosity of the media will assign labels to your businesses, making its aspects visible to common eyes also. So you have to work in a way that corresponds to the chosen project in terms of the corruption vs. law&order and in terms of popularity vs. bad publicity...







You can also try to use the relation-type cards in your basic games, or play the expert version of Korrupitivity as well. However, these cards are rarely needed for projects, but with these cards you can spice it up; sooo... here comes the definitions for the rest of the signs and the remaining iconography found on the cards ...











In the expert game, the orientation marks also came into play:









 	Orientation marks means additional parameters. If a project card has a mark, it means it is your duty to collect and attach to its project-line at least one other card - that possesses the same mark - to successfully complete this project. By the way, every pair of cards with the same orientation mark in a completed project is worth +1 extra power to its owner.
	This card has an orientation mark chosen by the player who attaches it to a project.
	Orientation do not count in this project-line anymore. If any of the cards has any markings they are canceled.


The orientation marks can be seen under the main (CardType)Icon of the cards, some cards have it some don't, a few even have more than one...

And for the "Relation" card types, the list of signs continues here:

	The previous card of the project-line can be put to the discard pile.
	The previous card of the project-line can be moved to an other project.
	The previous card of the project-line can be put to your hand
	Counters on this project can be moved to other projects.
	The next card attached after this card must be the type of the icon shown (in this case a To-Do)
	Joker building block: one can chose which type of card it represents.

	At least 2 new card must follow to complete or to bust/collapse this project.
	Only the owner of this project can attach the next card after this one.
	Aspect values of these mean, this project cannot be busted/collapsed at any time.
	A card type icon like this means that the aspect on the card <u>modifies the limitation rule</u> going with the total of that aspect points, as shown on the project card. These are nasty ones, and their effect can be combined all trough the project-line... (...) cancels any previous limitations (!!) sets a limit strict from now on... (☹) can be decided by who plays it (+ or -) (>x<) sets the current total as the limit to attain.
	The project card in this line can be swapped for a common project card.
	The one who plays this card will get +1 power when the project is completed, and the owner of the project will get 1 less point for it
	If any of the totals of the aspects are beyond the limitations that apply to them, at the time when this card is attached, the project is busted/collapses immediately!
	If all the tasks are completed and the aspect totals are all in the right segment, at the time when this card is attached, the project is successfully completed immediately!
 	One of the shown types of card can be looked up in the discard pile and can be attached to this card. (To-Do in this case)

	<i>Sorry, but forgot to put a sign on this...</i> With this you can attach a character card to an opponents project also (in an expert game). It still belongs to you, and will come back to you, who played this card, but only if participated in a successful project. However, no points for that, if any other player still has character cards in the same project.
	Cancels the effect of a card played just before this. This canceled card goes to the discard pile without having its effect, if it had any... Turns later, if put on a card, that card is simply removed from the project-line...
	Copies the previous card in the project-line; it is as if two of the same cards were next to each other, with an identical characteristic and effect, if any...
	Character upgrade. Can only be attached after a character card. The character will permanently get the modifications added to its aspects.
	You can check the top 4 card of the draw deck, and if there are any character cards among them, you must attach them after this card.
	You can draw 5 new cards from the draw deck, after playing this card.
	The player whose project-line this card is attached to must discard 3 of the cards from his/her hand.
	The player who plays this card, can draw one card from the other player's hand whose project-line this card is attached to.

	<i>Sorry, but forgot to put a sign on this too...</i> If you put this card from your hand on the discard-pile, you can choose one from the following options: - Draw 3 new cards. - Get a common card for it. - Change all the common cards in play.
Bianko	There are 7 empty, blank cards in the set, which you can use to create new cards to play with. :)

You should also have a piece of paper and a pen ready to administrate the power-points attained by the players, so that completed project-lines can be put to the discard pile.

However, in the basic game, we suggest that after completing a project, you may keep the cards containing any power-points (like the project-card itself) in a separate pile, to keep track of your score.

Just to let you know, I shall tell you that the original concept of the Korruptivity card game was the so-called "expert" variant, witch gives a quite balanced, strategic game-play if you have become familiar with the rules. The so-called "basic game" is a somehow easier and lighter with more random elements due to the drawing of new cards.

So if you want to have plain fun, play the basic Korruptivity with 2-4 players. But if you are a hardcore gamer, you can go ahead and start with the "expert" rules, which I will write translate to English as fast as I can :)

Have fun, play wisely, and become a master of the game...
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Korruptivity Universal Full Expert Rules

In the expert game there are some mayor differences in the turn sequence, but otherwise it is almost the same as the BASIC, just with more options... :)

Most important change is that character cards decide who is the owner of a project-line, so you can only attach a character card to a project that is - at the moment - not occupied by another player's character cards!

Think about this for a moment, and take over your non-aware opponent's projects, if possible... :)

Note: not yet started, solo project cards cannot be taken over like this.

The score limit to attain should be raised to something between 10 to 20 power-points. Since orientation marks brings in quite a lot more Power-points to gain victory...

2 player game length ~ [10 Pp < 25 min.]...[100 min. < 20 Pp]

The concept is that all player participate in the same (shared) turn, acting after each other, in every phase. And it is quite possible that one can take several moves an become the active player again and again in the same phase, since a phase only ends if all the players are done.

These "communal" turns takes place, one after an other, continually until someone attains the score limit,

The objective remains the same, you need to collect cards into project-lines to suit tasks and limitations. Doing so you earn Power-points, by successfully completing your projects. Do it faster than anyone else and be the first to get enough power... :)

And since it was everyone else's turn also, all the players have already had their chances to complete any running project, so no aftermath is needed. The game ends immediately and the winner is the one with the highest score.

The title of "the player to go first" means the player goes first in the whole particular "communal" turn and starts acting first in all of its phases. This title goes round, so that a new player proceeding first in each end every communal-turn.

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To play the expert version, I will present you with my personal favorite variant, the "bidding-community-update" :)

Enjoy! Take care!

How to play?

First of all, you need to take your time and use your friends helping hands also, to cooperate in shuffling all the cards evenly, to form a huge play-deck. (*Oh well, you can divide it in 2 or 3 even deck, just to stabilize the towering pile of cards*) This will be the source of the common cards as well as where to draw from.

All players receive 5 cards initially, and they have to decide "who goes first for the first time" in the first turn...

You can "go first" by willing to discard more cards from your hand than the others. (If nobody is willing to lose cards, then you can deal with this via some arguing, and without the need to discard any...)

Negotiations and seemingly fair offers can be performed or cards can be traded between players, any time during the game... ;)

The phase order is also a little different from the basic game's and the way the players get their cards are totally new...

(You will notice that the role of the hourglasses also changes a bit because of the phase order - from a mostly defensive in basic game - to a rather annoying tool in expert-mode to use against any opponent's ready made projects...)

Remember, that it is not only you, taking your very own turn now, since every player participate in the same turn. Don't waste time, think quick, and try to push your opponents to hurry, so that they will make more mistakes and you will win faster ;)

All player's turn:

- (1) Draw Phase: All players can draw 2 cards, one after the other.
- (2) Common Cards: 6 new cards are revealed from the top of the deck and put to the center of the table. These are the new common cards. If any cards are left from the previous turn, they are discarded.
- (3) Auctions
 1. The first player can bid for a common card by offering at least 1 card to be discarded from his/her hand.
 2. To participate, a player has to offer more.
 3. The player with the highest bid will have to discard the offered cards from his/her hand, and can take the common card, putting it into his/her hand.
 4. The player next to the first player can start the next bid, and after this the 3rd player can begin one, and so on.
- (4) Play Cards
 1. In the first round of this phase, all players can build their own projects only, yet with any number of cards.
 2. From the second round onwards, the active player can only play one card at a time, though it can be attached to any of the running projects on the table.
 3. After every player has passed after each other without playing any cards, only cards with the "interrupt" ability can be played.
- (5) Check projects
 1. Check if any of the projects collapses
 2. Check if any of the projects can be completed
- (6) Hourglasses: Remove 1 counter from every running project.
- (7) Discard: No players can have more than 10 cards in their hand at the end of a turn.

Afterwards a new turn begins, and another player should start in its phases...