

Corrupted Kingdoms

A Game by Raymond Chandler III and Dirk Knemeyer

In Corrupted Kingdoms, players assume the role of one of six monstrous Corporations vying for control of the realm's noble government. Players muster their Minions to influence the leadership, pass corrupt Bills full of special interest Favors, and are rewarded with decadent Guilty Pleasures. The player who best serves their evil corporate interests will be the winner!

Components

- **6 Player Mats:** These Player Mats list helpful reference information as well as maintain space for players to organize their personal supplies of resources.
- **80 Minions:** There are four types of Minions - golems (brown), goblins (green), devils (red), and zombies (black). These act as currency in the game.
- **50 Favors:** There are a variety of Favors that each indicate a Favor Type and two Minions. The five Favor Types are freedom, defense, magic, environment, and industry.
- **72 Ownership Markers:** Players have 12 Ownership Markers of their color that are used to mark control of Leaders, Monarchs, and Favors.
- **12 Voting Markers:** Each player has a Yes (thumbs up) and a No (arms crossed) Voting Marker to allow for simultaneous voting.
- **36 Chaos Cards (Advanced Play):** Each Corporation has six corresponding Chaos Cards that indicate various special abilities which may be played during the game.
- **25 Guilty Pleasure Cards:** Each Guilty Pleasure has a Guilty Pleasure Type (indicated by a heart) and a Favor Type.
- **10 Shareholder Cards:** Each Shareholder Card has a Favor Type that serves as a player's secret agenda with respect to Bills they seek to pass and for scoring at the end of the game.
- **3 Kingdom Boards:** Each Kingdom Board depicts four kingdom Leaders and a Monarch, as well as two Bill Slots at the bottom of each Kingdom Board where Favors are added to proposed Bills.
 - **Monarchs:** Each kingdom Monarch has an Influence Space for indicating player control and a Favor Type preference.
 - **Kingdom Leaders:** Each kingdom Leader has an Influence Space for indicating player control, an associated Minion cost, a Guilty Pleasure Type preference, and a Favor Type preference.
- **2 Senate Boards:** Each Senate Board has five senate Leaders.
 - **Senate Leader:** Each senate Leader has an Influence Space for indicating player control, an associated Minion cost, and a Guilty Pleasure Type preference.
- **1 Voting Board:** Used to keep track of votes for and against a bill.

Basic Rules

“Legislation is a complicated process on purpose, if a bill is convoluted enough voters will cheer right along with you as you take gold right out from under them.”

-Draco Warren CFO, DracoBank LTD

We recommend playing with the following Basic Rules for the first couple of games. Once the core mechanics are familiar to players, the Advanced Rules should be used which offer greater challenges and deeper strategic options.

Basic Setup

“The Senate was built on the principles of justice and equality. It turns out that, for the right price, a company can be treated a little more equal than anyone else.”

-Ellie Tricity, Director of Operations, General Eclectic Corp.

Game Boards

Senate and Kingdom boards are placed in the center of the play area with Senate Boards above any Kingdom Boards. The number of each board varies according to the number of players as follows:

| Senate and Kingdom Boards | | |
|---------------------------|----------------|----------------|
| # of Players | Senator Boards | Kingdom Boards |
| 2 | 1 | 1 |
| 3 | 1 | 2 |
| 4 | 2 | 2 |
| 5 | 2 | 3 |
| 6 | 2 | 3 |

Favor Deck and Favor Market

Based on the number of players, build a Favor Deck by randomly selecting Favors according to the table shown below. Place, face up next to the Favor Deck, a number of Favors equal to the number of players. These face up Favors represent the Favor Market available to each player during their turn.

| Starting Favors | |
|-----------------|----------|
| # of Players | # Favors |

| | |
|---|-------------------------------------|
| 2 | 35 total, 7 of each Favor Type |
| 3 | 35 total, 7 of each Favor Type |
| 4 | 40 total, 8 of each Favor Type |
| 5 | 45 total, 9 of each Favor Type |
| 6 | 50 total, all 10 of each Favor Type |

Minions

Place goblins, golems, devils, and zombies in a Minion Supply pile within reach of all players.

Guilty Pleasures

Shuffle the Guilty Pleasure Deck. Draw and place, face up next to it so all are showing, Guilty Pleasures equal to the number of players. These face up Guilty Pleasures may be selected by players as rewards for passing Bills.

Player Resources

To begin, each player randomly selects a Corporation and takes its corresponding Player Mat, Ownership Markers, and Voting Markers.

Shareholder Cards

Each player draws one random Shareholder Card which should be kept hidden from other players.

Starting Player and Starting Resources

Randomly determine the starting player. Based on turn order proceeding clockwise, players take Minions from the Minion Supply pile as follows.

| Starting Minions | |
|------------------|--|
| Player | Number of Minions to take. Minion types should match those shown, left to right, on each Player Mat. |
| First or Second | 2 |
| Third or Fourth | 3 |
| Fifth or Sixth | 4 |

Once setup is complete, you are ready to begin!

Basic Gameplay

“The whole legislative process is rife with corruption, or as they say in the industry, opportunity.”

-Brickler Bricks, CEO, Brickler and Club Enterprises

A player's turn represents their corporate agenda of yoking the legislative process to their bottom line.

A player may take two actions on their turn before play passes clockwise to the next player. A player may take the same action twice on their turn.

Play continues until the last Favor or Guilty Pleasure is drawn from the corresponding deck. As soon as this occurs, a vote is initiated on every remaining Bill from left to right. Once all votes are resolved, the game ends and players determine their scores.

Actions

“It's a common misconception that if you can only do a little then it's fine to do nothing. That's the spirit we like to see in voters.”

-Turk Axegrinder, President, Turk & Sunder Esq.

Corporations use many channels to influence laws and legislators.

There are 3 types of actions: players may Take a Favor, Influence a Leader, or Vote on a Bill.

Take a Favor Action

“We take on favors from all kinds of interest groups. You'd be surprised the kind of access and resources a few empty promises will buy you.”

-Vladimir Alucard, M.D., Principal Stakeholder, Mainline Medical

Favors represent the agendas of special interests, smaller companies, and other organizations.

A player may spend an action to take a Favor from the Favor Market. Taking a Favor allows a player to either:

Take one Minion of each type shown and then discard the Favor in a discard pile next to the Favor Deck. Discarded Favors are not used again during the game but are open information and may be reviewed by players at any time.

Or

Place that Favor under one of the two Bill Slots on any Kingdom Board. An Ownership Marker for the corresponding player should be placed next to the Favor to indicate control. If the Bill Slot already has any previously placed Favors under it, the newly placed Favor is placed directly below the last such Favor.

After a Favor from the Favor Market is placed or discarded, draw and add the top Favor from the Favor Deck to the Favor Market to replace the prior Favor. If this is the last Favor in the Favor Deck, the game ends immediately and final voting and scoring take place.

[Sidebar] *Just for Fun!* *The first player to put a Favor on a Bill can name the proposed legislation. Here are some examples:*

Defense Bills - Sacrifice liberty for security contracts and make big money.

- Arcane Catapult Spending
- Orichalium Border Wall
- Lift the Assault Spellcasting Ban
- Mithril Weapons Contract
- Springgadget Trade Regulations

Magic Bills - We need to decrease foreign dependency on mana.

- Leyline Rezoning Legislature
- Mystic Fountain Subsidies
- Wizarding Hat Tax
- Mana Conservancy Restrictions
- Cantrip Registry Program

Environment Bills - Keep the kingdoms clean, as long as it's good for business.

- Hippogriff Hunting Regulations
- Redefine Hazardous Spell Component Codes
- Legalize Mandrake Root Refineries
- Allocate arcane waste material disposal
- Redraw protected pixie territories

Freedom Bills - A little more laissez-faire for me than for you.

- Redefine Spinwizzle Cart Safety Concerns
- Privatize the Druidic Sorcery Industry
- Reclassify Lair Zoning laws
- Relax Vorpal Weapon Restrictions
- Undead Workplace Budget Allocations

Industry Bills - Smaller government, but larger government bailouts.

- Bridgeboiler Gizmo Contract
- Restaurant Transmogrification Legislation

- Corporate Divination Regulations
- Goblinoid Labor Laws
- Planar Residency Tax Exemptions

Influence a Leader Action

“Everyone has a price, and intimidation can get you a bargain deal.”

-Brickler Bricks, CEO, Brickler and Club Enterprises

Leaders control the passage of Bills, and Corporations, by allocating the right Minions, can control the Leaders.

Each Leader has an associated Minion cost listed beside its space on the Kingdom or Senate Board. A player may spend an action to influence a Leader by paying the associated Minion cost. Minions used for this purpose are returned to the Minion Supply. After paying the associated cost, an Ownership Marker for the corresponding player should be placed on the Leader’s Influence Space to indicate control.

Steal a Leader: If an opponent already controls a Leader, players must pay the Leader’s associated Minion cost plus one additional Minion of any type to steal that leader. Players return the opposing Ownership Marker to its owner and replace it with their own.

Guilty Pleasure Discount: If players have one Guilty Pleasure matching a Leader’s Guilty Pleasure Type, they may ignore one of the Minions listed on the Leader’s associated cost. If players have two or more Guilty Pleasures matching a Leader’s Guilty Pleasure Type, they may ignore both Minions listed on the Leader’s associated cost. Regardless of any Guilty Pleasure discount, players must still always pay one Minion to steal a Leader.

Monarch: The Monarch is not a Leader and cannot be influenced directly. The Monarch provides allegiance to the player who controls the Leaders in their kingdom. Whenever a player controls more Leaders in a kingdom than any other player - either during their own action or during the action of an opponent - they place their Ownership Marker on the kingdom Monarch’s Influence Space, replacing any opponent’s Ownership Marker if applicable. Note: Control of a Monarch does not change to a new player in the event of ties.

Vote on a Bill Action

“I vote early, often, and as many times as they let me get away with.”

-Ellie Tricity, Director of Operations, General Eclectic Corp.

Votes on Bills may be initiated by players spending an action or automatically.

Any player who controls a Leader in a kingdom may spend an action to propose a vote on either of the Bills in that kingdom.

A vote is also proposed automatically as soon as a Favor is added to a Bill that already has four or more Favors on it. A vote proposed automatically in this manner does not cost the player placing the Favor an additional action.

Voting Mechanics

"If you don't buy the vote, someone else will."

-Draco Warren CFO, DracoBank LTD

When a vote is proposed, each player secretly casts their vote by playing a Voting Marker face down.

Thumbs Up: For the Bill to pass.

Crossed Arms: Against the Bill to pass.

After all Voting Markers are cast, they are revealed and the votes for and against a Bill are counted as follows:

Eligible Voters: Only senate Leaders, Leaders in the same kingdom as the proposed Bill, and the Monarch in the same kingdom as the proposed Bill are eligible to vote.

Uncontrolled Leaders & Monarchs: Any eligible kingdom Leader or Monarch not subject to player control will vote to pass a proposed Bill if the the bill has at least one Favor Type matching their own Favor Type Preference, otherwise they vote against the proposed Bill. Any senate Leader not subject to player control will always vote against a proposed bill.

Controlled Leaders & Monarchs: Each eligible senate leader, kingdom Leader, or Monarch controlled by a player counts as one vote for or against the Bill based on the vote of that player regardless of Favor Types.

Resolving the Vote: After all votes have been counted, players check to see how the proposed Bill should be resolved.

If a majority vote is against the proposed Bill, the Bill fails and all its Favors are placed in the Favor discard pile.

If the vote is a tie, the proposed Bill is tabled for a future vote and the Favors remain on the Bill Slot.

If a majority vote is for the proposed Bill, the Bill passes into law and the following occurs:

Take Guilty Pleasures: *Success!* Each player who controlled one or more Favors on the Bill may take one Guilty Pleasure. Players select Guilty Pleasures in order of Ownership Markers on Favors of the Bill, from top to bottom. Players on a bill receive exactly one Guilty Pleasure regardless of how many Favors they control on a Bill.

Take Favors: Players take the Favors they controlled on the proposed Bill and place these Favors on their Player Mat to form a score pile.

Reset Guilty Pleasures: Return any unclaimed Guilty Pleasures to the bottom of the Guilty Pleasure Deck. Draw and place, face up next to the Guilty Pleasure Deck so all are showing, Guilty Pleasures equal to the number of players. If the last Guilty Pleasure from the Guilty Pleasure Deck is drawn during this process, the game ends immediately and final voting and scoring take place.

Helpful Voting Hint: *In a two or three-player game there are 10 possible votes on any proposed Bill; six votes for a proposed Bill will always pass it. In a four, five, or six-player game there are 15 possible votes on any proposed Bill; eight votes for a proposed Bill will always pass it.*

Game End: Final Voting and Scoring

“If you’re not exploiting every vote for your own personal gain, you’re leaving money on the table.”
-Draco Warren, CFO, DracoBank LTD

Once Corporations have exhausted the kingdoms of their resources and treasure, the Leaders call a vote on all remaining Bills before closing the session. There are only so many Favors to exploit and only so many Guilty Pleasures to plunder...

Final Voting: When either the last Favor or the last Guilty Pleasure is drawn from the corresponding deck, votes are automatically proposed on any remaining Bill with Favors attached. Proposed Bills are resolved from left to right.

Scoring

“Big or small, every voter and every law can have an impact . . . on our bottom line.”
-Brickler Bricks, CEO Brickler and Club Enterprises

A Corporation scores points by passing Bills with their own Favors and by also making sure Bills pass with opponent Favors Types matching that Corporation's Shareholder Card Favor Type.

After all remaining Bills are resolved, players calculate their final score as follows:

Favors: Each Favor in a player's score pile is worth 1 point at the end of the game.

Shareholder Cards: Each Favor in an opponent's score pile that has a matching Favor Type to a player's Shareholder Card is worth 1 point at the end of the game.

Guilty Pleasures: Each Guilty Pleasure owned by a player is worth 1 point for every Favor Type in that player's score pile matching the Favor Type of that Guilty Pleasure.

The player with the highest score at the end of the game wins. In the event of a tie, the player with the most Minions among tied players wins.

Advanced Rules

The following rules provide deeper strategic play for Corrupted Kingdoms. We recommend players first become familiar with the basic rules before introducing these options.

Advanced Setup

Advanced setup is the same as in the Basic Rules with the following changes:

Chaos Cards

Chaos Cards are an integral part of advanced play. Each player draws 3 random Chaos Cards corresponding to their Corporation, and discards 1 of them. These should be kept hidden from other players. Remaining Chaos Cards will not be used and are returned to the game box.

Advanced Gameplay

Advanced gameplay proceeds the same as basic gameplay except that players may now play Chaos Cards and the type of Bill introduced can also provide certain effects.

Chaos Cards

"There is a pure joy in doing business when you're the one holding all the cards."

-Gretchen Greenskin, Co-Founder, Gretchen and Gretchen Co.

Chaos Cards represent powerful resources that Corporations have in their arsenal to dramatically impact the legislative process.

Each player has two Chaos Cards corresponding to their Corporation which they may play during their turn or during the turn of another player. Playing a Chaos Card does not count as an action. Chaos Cards may be played according to the card text and, once played, are removed from the game. When a Chaos Card is played, it resolves immediately. If multiple Chaos Cards are played sequentially, the first Chaos Card played resolves completely, before subsequent Chaos Cards take effect.

A player declaring an action during their turn should not be interrupted by play of Chaos Cards before being allowed to finish declaring their action. Chaos Cards may be played, however, immediately thereafter and before the action resolves as appropriate.

Bill Bonuses

“The Senate is an amazing institution, we wouldn’t be able to exploit half as many people without it.”

-Vladimir Alucard, M.D., Principal Stakeholder, Mainline Medical

A Bill’s type determines what parts of the kingdom might be affected, and, as a result, impacts the legislative process.

When a Bill is passed, the first Favor placed on that Bill determines the Bill’s type. For example, if a Freedom type Favor is first placed on a Bill, then that bill is a Freedom Bill, regardless of any other subsequent favors placed. Bills of different Favor Types generate different bonuses when they are proposed or passed as follows:

Defense Bill: After a Defense Bill passes, when each player takes their Guilty Pleasure, they may also remove an opposing ownership token from a Leader with the corresponding Guilty Pleasure Type.

Magic Bills: After a Magic Bill passes, when a player takes their Guilty Pleasure, they may choose to exchange a Favor they control on a different proposed Bill with a Favor from the Favor Market.

Environment Bills: After an Environment Bill passes, before a player takes their Guilty Pleasure, they may choose one of the available Guilty Pleasures and place it on the bottom of the Guilty Pleasure deck and replace it with the top card of the Guilty Pleasure deck.

Freedom Bills: When a Freedom Bill is proposed, it passes in the event of a tie.

Industry Bills: When an Industry Bill passes, when each player takes their Guilty Pleasure, they may also choose to take a Minion of their choice from the supply.

Two Player Game

The two player game uses all of the Advanced Rules, with the following additions:

Shareholder Cards: Players should draw two Shareholder Cards instead of one. Each Favor in an opponent's score pile matching either Favor Type of the player's Shareholder Cards is worth 1 point at the end of the game.

Chaos Cards: Players should draw four Chaos Cards instead of three. Then discard one of them.