

RULEBOOK

Verona

Council of

Corruption

A Game by Michael Eskue

EXPANSION - NOT A STANDALONE GAME.
REQUIRES *COUNCIL OF VERONA* TO PLAY.

Alas, the corruption that dwells within us all. Oh, what scandal, what deception! Oh, what cruel manipulation of these two houses! Shall we pity them and grant them leave while these matters are sorted? Nay, the iron is indeed hot and we must strike with all intention. Fellow citizens of Verona, I plead for your joint purpose as we bring the dynasty to level. With power in excess, take what you will, and may the best of us rise to our place.

Setup

After Character cards are dealt and drafted, the Corruption Cards are shuffled, and four cards are dealt to each player. Each player chooses two cards to keep and discards the other two cards back into the game box.

Playing Corruption Cards

Players may play **one** Corruption Card at any point during their turn. Depending on the function of the Corruption Card, it is either used as an instant action or is attached to an already played Character card. When attaching to a Character, the Corruption Card is placed below the Character card and may be played face up or face down. If it is played face up, the effect is now active and continues until the end of the game. If played face down, the Corruption Card is revealed at the end of the game and the effect is applied as a bluff, if applicable. Instant action cards may be played face down, even if the effect is not applicable. (The bluff would be revealed at the end of the game.) Once played, the facing of the Corruption Card may not change. Any number of Corruption Cards may be applied to a Character card. If that Character card is moved, any Corruption Cards below it move with the Character card.

During the phase in which all players have one last opportunity to place one final influence token, (in turn



If card is played face up, the effect continues for the rest of the game.



If card is played face down, it is revealed at the end of the game and can have an effect at that time

order), they may also play one Corruption Card during that time if they have any remaining. Any Corruption Cards not used during the game are forfeited and have no effect.

Attachment Cards

- 1 BRIBERY** - Add one extra influence spot with a +1 modifier.
- 2 EXTORTION** - Add two extra influence spots with -1 modifier.
- 3 GUARD** - This Character cannot be moved.
- 4 DEVELOP** - The value of all Influence Tokens on this card are increased by one point.
- 5 BLACKMAIL** - The value of all Influence Tokens on this card are reduced by one point.
- 6 SECURE** - Influence Tokens on this card may not be moved.
- 7 CESSATION** - No more Influence Tokens may be added to this card.
- 8 HUMILIATION** - Any “5” value Influence Tokens are worth only three influence on this card.
- 9 ABSCOND** - Move this Character card to the other location. (Council or Exile)
- 10 DISREGARD** - Score modifiers on this card are ignored (including anything added or affected by other Corruption Cards).
- 11 FAVOR** - The top and bottom tokens on this card are swapped (original spots, not counting any that may have been added by Corruption Cards).
- 12 DOMINATION** - If only one player has Influence tokens on this card, that player may move any of their tokens to other available Influence spots.

Instant Action Cards

- 13 SCANDAL - Look at all Influence tokens on one Character card.
 - 14 TRICKERY - Choose any two players to swap one random Character card.
 - 15 MISDIRECTION - Swap one card on the Council with one in Exile.
 - 16 DIVERSION - Swap one of your played tokens with one of your un-played tokens.
 - 17 ABDUCTION - Take a random Character card from another player. Give them back a card in return (it may be the same card you took).
 - 18 SABOTAGE - Remove one played Influence Token and return it to the owner. That player may re-play that Token at the end of your turn.
 - 19 SNOOP - Look at two random Character cards of up to two other players.
 - 20 SPY - Look at up to two Corruption Cards that has been played face down OR remove one face down Corruption Card from the game (without looking).
 - 21 EXCLUDE - Remove a face up Corruption Card from the game.
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Game Design: Michael Eskue and Patrick Nickell

Game Development: Patrick Nickell, Spencer Muñoz

Graphic Design: Peter Wocken Design LLC



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