OPERASI KORUPSI

Bilingual (BM + English) version

PANDUAN PERMAINAN

PLAYER GUIDE



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10 Quest Cards (5 Integrity Enforcers & 5 The Syndicate)
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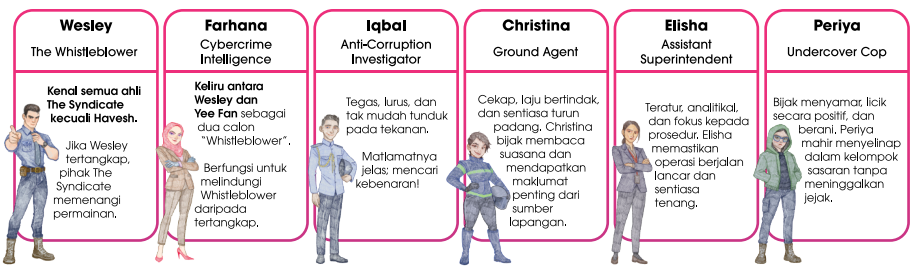
Objektif
Operasi Korupsi ialah permainan **berkonsepkan kebijaksanaan, kesetiaan dan tipu helah.**

Setiap pemain mewakili salah satu pihak:

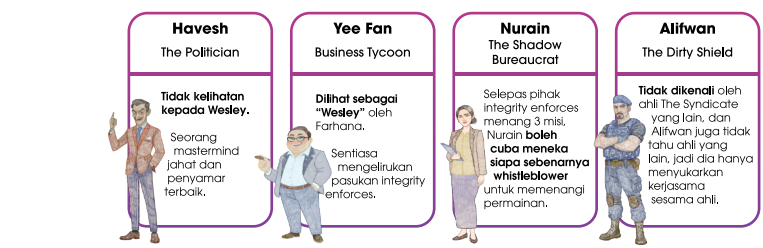
Integrity Enforcers
-Kumpulan yang berjuang menegakkan integriti dan kejujuran.
-Dengan matlamat untuk menyelesaikan tiga misi dengan jayanya.

The Syndicate
-Mereka yang hidup di sebalik kuasa, memanipulasi sistem untuk kepentingan sendiri.
-Dengan matlamat untuk menggagalkan tiga misi Integrity Enforcers.

Ahli Integrity Enforcers



Ahli The Syndicate



Kad dan Token

Character Cards
Menentukan kumpulan setiap pemain. Kad untuk pihak **Integrity Enforcers** mempunyai **simbol gari bewarna biru** manakala kad pihak **The Syndicate** mempunyai **simbol topeng bewarna merah.**

⚠ Kad watak tidak boleh didedahkan atau dibincangkan secara langsung sepanjang permainan.

Quest Card
Menentukan sama ada sesuatu misi berjaya atau gagal.

Leader Token
Menunjukkan pemain yang bertanggungjawab mencadangkan pasukan untuk menjalankan misi.

Team Token
Menandakan pemain yang dipilih oleh ketua untuk menyertai misi.

Vote Token
Digunakan semasa proses undian untuk meluluskan atau menolak cadangan pasukan.



Character Card



Quest Card


Leader Token


Team Token



Vote Token

Set Up

1. **Pilih tableau** mengikut jumlah pemain.
2. Letakkan **Round Marker** pada bulatan putih di bahagian "Quest 1".
3. Berikan setiap pemain **dua Vote Token.**
4. Kemudian, **pilih seorang ketua secara rawak-** pemain ini akan **menerima Leader Token.**



Tableau



Score Marker


Round Marker

Gunakan carta berikut untuk menentukan bilangan pemain untuk setiap pasukan:

Jumlah Pemain	5	6	7	8	9	10
Integrity Enforcers	3	4	4	5	6	6
The Syndicate	2	2	3	3	3	4

Shuffle character card kemudian agih kepada setiap dengan kad yang menghadap ke bawah.

Setiap pemain melihat kad mereka secara rahsia untuk mengetahui kumpulan masing-masing.

Selepas pemain mengetahui kumpulan mereka, pemain dari kumpulan The Syndicate perlu mengenal pasti ahli sesama mereka (kecuali pemegang karekter Alifwan) tanpa pengetahuan pemain dari kumpulan Integrity Enforcers.

Jika anda menerima kad The Whistleblower (Wesley**)** pada permulaan permainan, anda mempunyai kebolehan khas: **Anda tahu siapa ahli kumpulan** The Syndicate **(kecuali** Havesh**) sebaik sahaja permainan bermula.**

Untuk melakukannya:

Semua pemain perlu menutup mata.
Salah seorang pemain yang dipilih akan memberi arahan supaya hanya pemain ahli The Syndicate membuka mata dan mengenal pasti antara satu sama lain secara senyap.

Rujuk skrip ini untuk proses pengenalan rahsia:

"Semua pemain pastikan mata tertutup!"

"Ahli The Syndicate kecuali Alifwan (jika ada) buka mata dan lihat ahli kumpulan anda."

"Ahli The Syndicate, tutup semula mata anda."

"Ahli The Syndicate, kecuali Havesh angkat tangan supaya Whistleblower dapat mengenal pasti anda."

"Wesley, buka mata dan lihat ahli The Syndicate."

"Ahli The Syndicate, turunkan tangan semula."

"Wesley, tutup mata semula."

"Wesley dan Yee Fan, angkat tangan supaya Farhana dapat mengenal pasti anda."

"Farhana, buka mata dan lihat pemain yang berkemungkinan Whistleblower."

"Farhana, tutup mata semula."

"Wesley dan Yee Fan,turunkan tangan."

"Sekarang semua orang boleh buka mata."



Game Play
Permainan berlangsung dalam beberapa pusingan.

Setiap pusingan mempunyai dua fasa:
Team Building Phase (Pembentukan Pasukan)
Quest Phase (Fasa Misi)

Team Building Phase (Pembentukan Pasukan)
Setiap pusingan, ketua semasa akan memilih sejumlah pemain untuk menyertai misi dan menyerahkan Team Token kepada setiap pemain yang dicalonkan mengikut carta di bawah:

Jumlah Pemain	5	6	7	8	9	10
1st Quest	2	2	2	3	3	3
2nd Quest	3	3	3	4	4	4
3rd Quest	2	4	3	4	4	4
4th Quest	3	3	4	5	5	5
5th Quest	3	4	4	5	5	5



Ketua boleh mencalonkan dirinya sendiri untuk menyertai pasukan tersebut.

Selepas ketua selesai mengagihkan team token, ketua akan memanggil pemain untuk sesi undian bagi menentukan pasukan yang telah dicadangkan.

Kesemua pemain termasuk ketua mesti mengundi sama ada meluluskan atau menolak pasukan tersebut.

Nota:
Menolak pembentukan pasukan bukan tanda seseorang pemain itu jahat.
Kadang-kadang ahli The Syndicate sengaja setuju sebab mereka tahu ada rakan sekutu dalam misi tersebut.



Sesuatu cadangan pasukan **HANYA LULUS** jika mendapat majoriti undi "Approve".

Jika seri atau majoriti tidak tercapai cadangan **DITOLAK**



Vote Track Marker

Jika contoh undi ialah:
3 pemain undi Approve
3 pemain undi Reject

Cadangan itu **DITOLAK**
seri = gagal, tidak cukup majoriti = gagal.

Gerakan vote track marker 1 langkah setiap kali cadangan pasukan ditolak.
The Syndicate menang jika mencapai 5 kegagalan undian berturut-turut.

Jika majoriti bersetuju, **pasukan yang dipilih akan terus ke Quest Phase.**

Setiap **pemain yang terpilih** untuk menyertai misi akan **menerima sepasang Quest Cards.**

Setiap pemain dalam pasukan mesti **secara rahsia** memilih sama ada ingin menyokong misi (dengan memainkan kad `success') atau mensabotajnya (dengan memainkan kad `fail').

Ahli Integrity Enforcers **wajib memilih kad 'success'.**



Namun ahli The Syndicate boleh memilih sama ada `success' atau `fail', bergantung pada strategi mereka dan apa yang dapat menguntungkan kumpulan.

Pemain kemudian meletakkan kad pilihan mereka menghadap ke bawah di hadapan masing-masing.

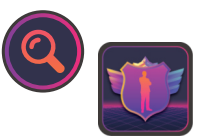
Ketua akan mengumpulkan semua kad tersebut, mengocoknya tanpa melihat, dan kemudian mendedahkan hasilnya.

Misi berjaya:
Misi dianggap berjaya **jika tiada kad gagal** di antara kad yang didedahkan.



Misi gagal:
Misi dianggap gagal jika **sekurang-kurangnya satu kad gagal** didedahkan.

Gunakan score marker bagi merekod keputusan misi pada tableau.



Gerakkan round marker ke ruang misi seterusnya.

Serahkan leader token **mengikut arah jam** kepada pemain seterusnya dan mulakan pusingan baru.

Permainan akan tamat serta-merta jika sama ada **tiga misi berjaya** atau **tiga misi gagal.**

Kumpulan The Syndicate menang jika **tiga misi gagal**.

Namun, selepas 3 kemenangan Integrity Enforcers, The Syndicate mendapat **satu peluang terakhir untuk menang.**



Pemain yang memegang watak **Nurain: The Shadow Bureaucrat** akan mendedahkan kadnya dan **menamakan seorang pemain daripada kumpulan** Integrity Enforcers

Jika pemain yang dinamakan itu ialah The Whistleblower (Wesley), maka The Syndicate menang. Jika salah, Integrity Enforcers menang.

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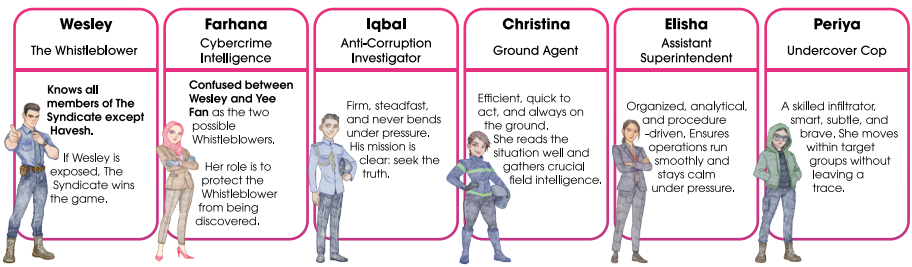
Objective
Operasi Korupsi is a game built on **strategy, loyalty, and deception.**

Each player represents one of the following factions:

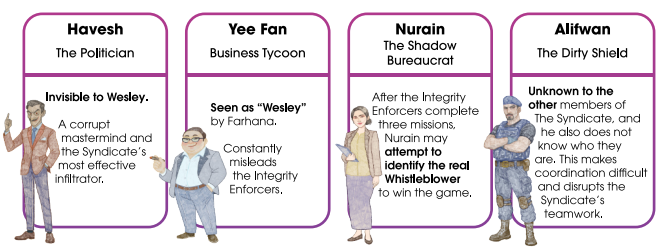
Integrity Enforcers
– A team fighting to uphold honesty and integrity.
– Their goal is to successfully complete three missions.

The Syndicate
– Individuals who operate behind power, manipulating the system for personal gain.
– Their goal is to sabotage three Integrity Enforcer missions.

Member of Integrity Enforcers



Member of The Syndicate



Cards dan Tokens

Character Cards
Determine each player's faction. Cards belonging to the Integrity Enforcers feature a **blue handcuff symbol**, while cards belonging to The Syndicate feature a **red mask symbol.**

⚠️ Character cards must not be revealed or discussed directly at any point during the game.

Quest Card
Determine whether a mission succeeds or fails.

Leader Token
Indicates the player responsible for proposing the team for the current mission.

Team Token
Used to mark the players selected by the leader to participate in the mission.

Vote Token
Used during the voting phase to approve or reject the proposed team.





Character Card





Quest Card


Leader Token


Team Token





Vote Token

Set Up
1. Select the **tableau** according to the number of players.
2. Place the **Round Marker** on the white circle at "Quest 1."
3. Give each player **two Vote Tokens.**
4. Choose a **leader** at random- that player **receives the Leader Token.**



Tableau





Score Marker


Round Marker

Use the chart below to determine the number of players on each team:

Number of Player	5	6	7	8	9	10
Integrity Enforcers	3	4	4	5	6	6
The Syndicate	2	2	3	3	3	4

Shuffle the character cards, then deal one card face-down to each player.

Each player secretly looks at their card to find out which faction they belong to.

After all players know their faction, players from The Syndicate must quietly identify each other (except the player with the Alifwan character) without the knowledge of the Integrity Enforcers.

If you receive **The Whistleblower (Wesley) card** at the start of the game, you have a special ability: **You know which players belong to The Syndicate (except Havesh)** as soon as the game begins.

To resolve this:

All players must close their eyes.
One chosen player (the narrator) will read the instructions so that only the Syndicate players open their eyes and secretly identify one another.

Use this script for the secret identification phase:

"Everyone, make sure your eyes are closed."

"Members of The Syndicate, except Alifwan (if in play), open your eyes and look at your teammates."

"Members of The Syndicate, close your eyes again."

"Members of The Syndicate, except Havesh, raise your hand so the Whistleblower can identify you."

"Wesley, open your eyes and look at the members of The Syndicate."

"Members of The Syndicate, lower your hands."

"Wesley, close your eyes again."

"Wesley and Yee Fan, raise your hands so that Farhana can identify you."

"Farhana, open your eyes and look at the players who might be the Whistleblower."

"Farhana, close your eyes again."

"Wesley and Yee Fan, lower your hands."

"Now everyone may open your eyes."



Game Play
The game progresses over several rounds.

Each round has two phases:
Team Building Phase
Quest Phase

Team Building Phase
In each round, the current Leader selects a number of players to join the mission and gives a Team Token to each chosen player, according to the chart below:

Number of Player	5	6	7	8	9	10
1st Quest	2	2	2	3	3	3
2nd Quest	3	3	3	4	4	4
3rd Quest	2	4	3	4	4	4
4th Quest	3	3	4	5	5	5
5th Quest	3	4	4	5	5	5

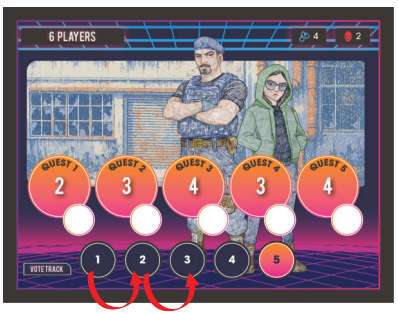


The Leader may nominate themselves to join the mission.

After the Leader finishes distributing the Team Tokens, the Leader calls for a voting session to decide whether the proposed team will proceed.

All players, including the Leader, must vote to either approve or reject the team.

Note:
Rejecting a team does not mean the player is evil.
Sometimes members of The Syndicate purposely approve a team because they know there is an ally on that mission.



A proposed team is **ONLY APPROVED** if it receives a majority of "Approve" votes.

If the votes are tied, or if a majority is not reached, the proposal is **REJECTED.**



Vote Track Marker

For example:
3 players vote Approve
3 players vote Reject

The proposal is **REJECTED.**
A tie = fails, not enough majority = fails.

Move the vote track marker forward by 1 space each time a team proposal is rejected.
The Syndicate wins if they reach 5 consecutive failed votes.

If the majority approves, the selected team **proceeds to the Quest Phase.**

Each selected player receives a pair of Quest Cards.

Each player on the team **must secretly choose** whether to support the mission (by playing a Success card) or sabotage it (by playing a Fail card).



Players from **Integrity Enforcers must always choose Success.**

Players from The Syndicate may choose Success or Fail, depending on their strategy and what benefits their side.

Players place their chosen card face-down in front of them.

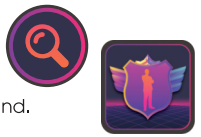
The leader gathers all the cards, shuffles them without looking, and then reveals the results.

Mission Success:
A **mission succeeds if no Fail cards** are revealed.



Mission Failure:
A **mission fails if at least one Fail card** is revealed.

Use the Score Marker to record the result on the tableau.



Move the Round Marker to the next mission space.
Pass the Leader Token **clockwise** to the next player and begin a new round.

End of Game
The game ends immediately when either **three missions succeed or three missions fail.**

The Syndicate wins if **three missions fail.**



However, after three successful missions by the Integrity Enforcers, **The Syndicate gets one final chance to win.**

The player holding **Nurain: The Shadow Bureaucrat** reveals her card and **names one player** from the Integrity Enforcers.

If the named player is The Whistleblower (Wesley), The Syndicate wins.
If the guess is wrong, Integrity Enforcers win.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