

# CORRUPTION

By the publisher of *Lunch Money*™ and *Once Upon A Time*™ and the designer of *Knightmare Chess*

## DEMONSTRATION



In **Corruption**, you discreetly fork over bribes to the powers that be — specifically, the powers that award lucrative construction contracts. If your bribes are sufficient, your firm will get good contracts and its bottom line will swell. If your competitors' lucre shines brighter, though, you've lost opportunities, profits, and the satisfaction that some bureaucrat's Caribbean tour on your dime was at least good for something.

**Corruption** is a card game of pure strategy. It combines poker's crafty deception with the crooked milieu of the Gilded Age. This airtight European design from French game creator Bruno Faidutti (*Knightmare Chess*, *La Vallee des Mammouths*, *Meurtre a L'abbaye*) will tempt game players of all stripes.

Location:

Date:

Start Time:

End Time:

Moderator:

Note:

ATLAS  
GAMES

CHARTING NEW TERRITORIES  
OF IMAGINATION