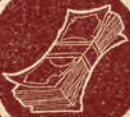


منبروع رئیس
A GAME OF
CORRUPTION



THE
MANUAL



GAME OVERVIEW

In Machrou3 Razis - a Game of Corruption, you'll be playing as political activists (ناشط سياسي), either a Corrupt (فاسد) or a Reformist (إصلاحي). Machrou3 razis is a social deduction and bluffing game whereby roles will be randomly and secretly distributed over players. While the Reformists ignore the identity of the other players, the Corrupt Elite know each other and will do everything they can to pretend otherwise, back each other up and sow confusion among the Reformists.

The game has 2 phases, phase 1 is the Battle for the Parliament (معركة النيابة) where the objective of every player is to acquire as many Parliamentary Seats as possible. And phase 2 is the Presidential Elections (معركة الرئاسة) where players vote for a president, each with the size of their Parliamentary Bloc (الكتلة النيابية). The Candidate (المرشح) with the highest number of parliamentary votes will be elected president. If the elected Candidate is Corrupt, the Corrupt win, and if not, the Reformists win.



MEET THE CORRUPT ELITE



Adnan is an outspoken mafioso-style business mogul. He is an avid socialite, hosting way too many galas at his various gentlemen's venues or private gatherings at either of his two mansions. He is a chain smoker — strictly Cuban cigars, of course. He has been in the business for 50+ years, and has accumulated quite a wealth for himself. He vouches that he is a “self-made” man. Many of his competitors (and associates) have “disappeared” over the years. Adnan strives to fulfill all his goals no matter what the stakes are.

Nisreen is the wife of a notorious drug lord. Inconceivably rich, she shadows her husband, and is his “ghost electee” as he strives to gain more governmental power while unable to register into the elections himself. Her campaign is very ambiguous, especially since her husband plans to win through bribery and fraud. She has nothing to give, and is not worried about it. She won't be making the decisions herself anyway.



Fawzi is a classic za3eem. In more ways than one, he's not afraid to show his militia side. He is used to gaining grounds through violence and corruption, all the while presenting himself as an intellectual — “a man of his time”. He also sticks to certain nationalistic traditions and customs (most probably just for show). He flaunts his humbleness although it is a known secret that he is loaded.

1

MEET THE REFORMIST TEAM

Mansour is an investigative journalist. He diligently strives for the truth and has more than once come close to dangerous thresholds in order to obtain certain state secrets. However, he is quite new in the political scene, yet has quickly become one of the most watched and listened to public personalities. He is very ambitious, and wants to make a difference through introducing total transparency into the government. For clear reasons, it is a large threat to the establishment.



Lara is a bold activist. Despite her young age, she has pushed through the ranks and has become a household name. Many have called her a modern-day Joan of Arc. She wants to get elected and apply her hardcore plan for change. She believes all current establishments need to go down in flames, and might want one or two current politicians dead.

Latif comes from old money, and is now a known philanthropist. He is a prominent banker, which is why many consider him part of the current establishment. However, he says he wants change and strives for a better nation, yet one cannot leave out certain questionable actions he's done. He is a workaholic, and thinks he is the best for the job — quite the inflated ego.



Nahida is one of Lebanon and the Middle East's most famous movie stars. She wants to “change the world”, and believes she can make the country a better place. She is a staunch animal advocate, and wants to cleanse the parliament from the “bad men”. She believes she can achieve great things even though she has no diplomatic/political background.

Faten is an intellectual, a university professor and public speaker on legislative reform. She has written three books on social and political change. She is one of the youngest nominees for a Pulitzer Prize, and wants to exercise her expertise and know-how in order to bring forth a new era in Lebanese politics.



Judge Saleh allows no bullshit in his court. He follows all the rules to a T. He is strict but fair and has never accepted a bribe in his life. He sides with the truth, the proof, and the justifiable. In fact, he is one of a kind amongst the judges. He is the best person for the job, which is why many are against him and want him out.

2

THE BEGINNER'S GAME

It is recommended that you learn and play the Beginner's Game a few times to get a grasp of the game's depth before venturing into the Advanced Game with more components, dimensions and variability.

A. Game Components

Prepare all the below components (from 1 to 11) for the Beginner's Game.

1. Game Board

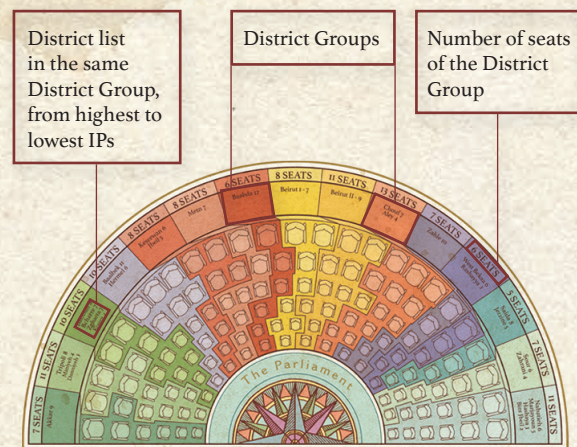
The map is divided into 5 Governorates (محافظة) each divided into Districts (دوائر إنتخابية):

- North Lebanon, in green
- Bekaa, in purple
- Mount Lebanon, in orange
- Beirut, in yellow
- South Lebanon, in blue

Fact check: Lebanon is actually divided into 9 governorates as of 2022 (Akkar, North Lebanon, Baalbek-Hermel, Bekaa, Keserwan-Jbeil, Mount Lebanon, Beirut, Nabatieh and South Lebanon) but for the sake of this game, we are only considering 5. Also election Districts change depending on the latest electoral law amendment.



Drawing 1: Active Newsflash, Round Tracker & Vote/No Vote Track



Drawing 3

2. The Parliament

The Parliament (مجلس النواب) is divided into District Groups. Each group has a number of seats. A District Group is controlled by the player who has the highest sum of IPs in this particular group. And so this player gets the number of seats of that District Group.

3

3. Character Cards

This card will determine your secret identity for the game. Green-ish for Corrupt Elite and Red-ish for Reformists. Green is the color of money and sickness while red is the color of life and energy.



Notice the eye symbol on Adnan's card. He is the Exposed Corrupt who will be revealed to the Judge. * Feature used in the Advanced Game

4. District Cards

Possessing a District Card means that you have this particular District under your influence. And so you put your colored pawn on that District on the map. This becomes a Partisan District to you (دائرة محسومة).

The Governorate of that District

x/2: 2 is the total number of Districts in the District Group of this District.



Influence Points (IPs)



District of Origin Powers * Feature used in the Advanced Game

Drawing 4

5. Colored Pawns

Each player chooses one color. Pawns are to be put on the map in each District controlled by that player, on the Parliament District Group also controlled by the player and on the Parliamentary Blocs Track.

6. Speaker of the House's Gavel

(مطرقة رئيس مجلس النواب)



7. Objective Cards

These cards contain the players' Hidden Agenda Objectives (أهداف أجندة خفية). When achieved, players get Exceptional Powers.



8. Exceptional Powers Cards

Exceptional Powers (صلاحيات استثنائية) give you a unique and instantaneous power to boost your game.



9. Media Station Tokens

Districts with Media Stations don't need to share a frontier with each other to Spread Influence over one another, or to intervene in the Battle of Influence when the Defending district has a Media Station.



10. Vote / No Vote Tokens

In the Beginner's Game, use these Tokens only on their beige back side as round trackers. Each time a round starts, cover its number (1 to 5) on the Map's Round Tracker.



11. Vote With or Against Cards

Every player gets 1 Vote With Card and 1 Vote Against Card. Use them to vote with or against where you need to.



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B. Game Setup

1. District Cards: divide the District Cards in different piles. The unused District Cards are to be placed at the right side of the board face up and are called Swing Districts (دوائر غير محسومة). These belong to no one and can swing to any player throughout the game.

For 4 players:

Pile 1: Sour, Jezzine, Baalbek, Aley, Metn, Bint Jbeil
 Pile 2: Baabda, Zahrani, Beirut II, Miniyeh, Tripoli, Nabatieh
 Pile 3: West Bekaa, Zahle, Akkar, Keserwan, Hermel, Zgharta
 Pile 4: Bcharre, Chouf, Saida, Marjayoun, Hasbaya, Jbeil

For 5 players:

Pile 1: Sour, Baalbek, Aley, Metn, Bint Jbeil
 Pile 2: Baabda, Beirut II, Miniyeh, Tripoli, Nabatieh
 Pile 3: West Bekaa, Zahle, Akkar, Keserwan, Zgharta
 Pile 4: Bcharre, Chouf, Jezzine, Marjayoun, Hasbaya
 Pile 5: Beirut I, Batroun, Jbeil, Koura, Saida

For 6 players:

Pile 1: Baalbek, Jezzine, Keserwan, Nabatieh
 Pile 2: Bcharre, Beirut II, Miniyeh, Tripoli
 Pile 3: Zahle, Akkar, Metn, Zgharta
 Pile 4: Chouf, Zahrani, Marjayoun, Hasbaya
 Pile 5: Beirut I, Batroun, Jbeil, Saida
 Pile 6: Sour, Baabda, West Bekaa, Aley

2. Districts on map: place the different District piles face down. Every player randomly takes a pile and places their Player Pawns on the map depending on the Districts they got. For the Beginner's Game, "District of Origin Powers" is to be ignored.

3. Seats on the Parliament: the numbers on the Districts are called Influence Points or IPs (نقاط نفوذ). Every Group of Districts has Parliamentary Seats (مقاعد نيابية) on the Parliament.

Some Groups have only 1 District, for example Baabda is alone in its District Group and has 6 Seats. In this case, whoever has these Districts

will put one of their Pawns on the equivalent Parliament Group.

A District Group with more than one District in it will go to the player with the highest IPs in this group of Districts.

Example: Fouad has Batroun and Koura (8 and 4 IPs respectively) and Leila has Bcharre and Zgharta (7 IPs each), Fouad has a total of 12 IPs while Leila has a total of 14 IPs. Leila claims the Parliamentary Seats of this group (in this case 10 Seats) and puts her Pawn on the Parliament board.

In the case of highest equal Influence Points between 2 players in a Group of Districts, no player takes the Parliament Seats of the group.

4. Parliamentary Blocs: the sum of all the Parliament Seats you have represents the size of your Parliamentary Bloc (حجم الكتلة النيابية) and your potential ability to influence the presidential elections in phase 2 of the game.

Sum the Parliament Seats you have and place one of your Pawns on the Parliamentary Bloc Track accordingly.

Example: Nour has the Parliament Seats of Baalbek-Hermel, Baabda and Beirut I (10, 6 and 8 Seats respectively). She then has a total of 24 Parliament Seats and places her Pawn on number 24 on the Parliamentary Blocs Track that goes around the map. This helps keeping track of the size of the Parliamentary Bloc of every player.

5. Speaker of the House: the player with the smallest Parliamentary Bloc (the lowest number of Seats) becomes the Speaker of the House. They claim and take the gavel. In case of equality between players, the older player will be the first Speaker for the game.



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6. Media Stations: for the Beginner's Game, place the Media Stations as below:

For 4 players:
 on Sour, Tripoli, Zahle and Jbeil

For 5 players: on Sour, Tripoli, Zahle, Jbeil and Hasbaya

For 6 players: on Baalbek, Beirut II, Akkar, Hasbaya, Saida and Baabda

An example of how the board should look like after doing the above setup for 4 players:



Drawing 5

7. Objective Cards: Shuffle the Objective Cards and place the pile face down next to the board. Every player then draws one Objective Card that is to be kept secret and will try to complete it. It is imperative for Reformists to achieve at least one Objective before Phase 1 of the game ends, else their vote will be cancelled during Phase 2!

Anytime on their turn, a player can declare their Objective achieved if its criteria are met. Place your achieved Objective Cards at the side of the board with one of your Pawns on it to track who completed Objectives (Refer to Drawing 5). Draw an Exceptional Powers Card and apply its effect right away.

In the Beginner's Game, discard the Objective Cards that include "District of Origin" in their text (these will only be used in the Advanced Game) and draw a new one.

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8. Exceptional Powers Cards: shuffle the Exceptional Powers Cards and place them face down in a pile next to the Objectives pile. Some Exceptional Powers Cards involve Districts of Origin. In the Beginner's Game, treat these as if they are the standard Districts.

9. Character Cards: Prepare the Character Cards deck depending on the number of players in-game:

Number of Players	Number of Corrupt	Number of Reformists
4	1	3
5	2	3
6	2	4

Table 1

Shuffle the prepared Character Cards. Every player secretly draws one and places it face down in front of them. Each player gets 1 Vote With Card and 1 Vote Against Card. These are your Voting Cards.

For a game of 5-6 players, the Speaker of the House will be the moderator and will guide the players through the following Identification Steps. Speaking aloud:

- 1) All players close your eyes.
- 2) Corrupt open your eyes, and recognize each other.
- 3) Corrupt close your eyes.
- 4) All players open your eyes.

The game can now start!

C. Gameplay

The game is played in rounds. The round ends once every player has taken one action. At the start of every round, the player with the smallest Parliamentary Bloc becomes the Speaker of the House. In case of equality, the current Speaker decides who of these 2 players will be the next Speaker.

In the Beginner's Game, the Speaker has one privilege: as an action, they have the right to

Spread Influence (Campaigning) over a Swing District without the vote of the majority. This will become clearer once you go through the rest of the rules.

PHASE 1: THE BATTLE OF THE PARLIAMENT:

Every round, starting with the Speaker and going left, every player must take one action. On their turn, a player has exactly 1.5 minutes to think, discuss and declare which action they want to take (use your mobile phones to time it). If after the time is up, the player is undecided, their turn is over.

Once the action is declared, it cannot be changed but you can further negotiate your alliances and seal your deals.

Keep in mind that promises of future commitments do not have to be kept, and any kind of negotiation is possible. However:

- District Cards can only be swapped during a Swap action or lost through a Battle for Influence.
- Other cards cannot be swapped nor given.

Player actions:

A player can perform only 1 action on their turn, after which their turn is over. Choose between the following 5 actions:

- 1. Pass Turn:** you skip your turn.
- 2. Change an Objective:** you discard your current Objective Card and draw a new one **or** **Draw a new Objective:** if you completed an Objective and decide to draw a new one.
- 3. Swap Districts:** swap one of your Districts with another consenting player's District of equal or inferior IPs.
- 4. Spread Influence: Campaigning:** try to Spread Influence over a Swing District.
- 5. Spread Influence: Battle of Influence:** try to Spread Influence over another adjacent or connected player's District.



Drawing 6

Attention:

- A player cannot have more than 10 Districts at the same time!
- A player with 10 Districts cannot take one of the Spread Influence actions!

Spread Influence: Campaigning:

You need to run an electoral campaign to take over a Swing District. After negotiations are done, all players will secretly vote using their Voting Cards.

For that, create 2 piles: one Play Pile and one Discard Pile. The Speaker of the House will shuffle and then reveal the cards in the Play Pile. (This is all done to make sure no one guesses who voted what by simply looking at the sequence of the Voting Cards).

If the majority of the cards in the Play Pile are With, the campaigning player takes the Swing District. If not, their turn is over. Return 1 With and 1 Against Card to each player.

You are allowed to say (truthfully or not) what you're going to vote but you are not allowed to reveal your Voting Card!

You can try to take over any Swing District wherever they are on the map.

Spread Influence: Battle of Influence:

You need to battle a player if you are to take over one of their Districts. You will be the **Challenger**, and they will be the **Defender**. Negotiate well your alliances and make deals when needed. You can only Battle for Influence a District connected to one of yours: either sharing a frontier with it, or connected through a Media Station (review page 4, section 9).

Also, starting with the player on the left of the Challenger, every player that has one or more Districts sharing a frontier with the **Defending District** can decide to stay neutral or intervene,

with either the Challenger or the Defender. Don't forget that Districts with Media Stations are connected.

For better visualization (refer to Drawing 6), Challenger and Defender put their involved Districts face to face on the table. Supporters can place their District cards entering the battle next to the player they are helping!

For an example, refer to Drawing 6 (the map setup is the one in Drawing 5 as a reference): Baalbek (11) is Challenging Zahle (10); they are adjacent Districts.

Zahle shares frontiers with West Bekaa, Rashaya, Metn, Baabda and Aley, so they can be used to intervene in this battle. Sour, Tripoli and Jbeil can also intervene, each having a Media Station linking them to Zahle (the Defender).

The Challenger has Metn (7) and Aley (4) sharing a frontier with Zahle, as well as Sour (6) that is a Media Station. The total of the Challenger team's IPs is $11 + (7 + 4 + 6) = 28$.

The Defender has only West Bekaa (6) sharing a frontier with Zahle. But after a series of successful deals, they bring Yellow to their cause. Yellow supports the Defender with Baabda (12), and Tripoli (8) that is a Media Station. After teaming up with Yellow, the Defender is now favorite. The total of the Defender team's IPs is $10 + (6 + 12 + 8) = 36$.

The Challenger loses the battle. Baalbek becomes a Swing District.

Note that in this scenario, Green stayed neutral despite being able to intervene from Jbeil.

Attention:

- Challenger or Defender can refuse the help of any other player!
- Once a player gives their support, it cannot be taken back!

- A player cannot help both Challenger and Defender in the same battle!

The team with the highest total of IPs wins the battle.

- When the Challenger wins the Battle of Influence, they take the Defending Card, and place their player Pawn over that District on the map.

- When the Challenger loses the Battle of Influence, the Challenging District becomes a Swing District.

- In case of equal Defending vs Challenging IPs, the Challenger wins.

Update the Parliament District Groups and the Parliamentary Seats Track if needed.

Round ends once every player has taken one action, proceed to the next round and update the Round Tracker.

Round 1 is done, Round 2 is starting.



Drawing 7

Phase 1 ends when:

- 6 Objectives in total are completed or
 - 5 rounds have passed
- And so you proceed to Phase 2!

PHASE 2: THE PRESIDENTIAL ELECTIONS:

The moment of truth! Candidates for Presidency present themselves, and players give the total votes of their Parliamentary Blocs to one of them!

1. Players have exactly 5 minutes to debate between each other on who's to be a Candidate for the Presidential Elections. No candidacy is accepted after that time.

2. Within the 5 minutes, any player who places their Character Card next to the board and says "I am Candidate" is officially Candidate and is

not allowed to withdraw their candidacy.

3. After closure of candidacy, every player takes one pawn of the color of each Candidate. Every player secretly places the Pawn of the Candidate they decided to vote for in the palm of their closed hand.

4. The moderator proceeds to a countdown (3 2 1) at the end which, all players are obliged to vote (irrespective of whether they achieved an Objective or not) by opening their hand revealing the colored Pawn of the Candidate they chose.

5. Vote count (فوز الأصوات): all players reveal their Character Cards. If any Reformist (including the Judge in the Advanced Game) didn't achieve at least 1 Objective, it means they were "not eligible" to vote and so their own vote is cancelled (ملغاة) and the Seats they voted with are equal to zero.

The Corrupt on the other hand, **are always Eligible to vote**, irrespective of Objectives completed.

The Candidate with the most Eligible Seats that voted for them wins!

Every Eligible player gives all their Parliament Seats votes to the Candidate they voted for. The Candidate who accumulated the most Seats becomes President.

- A Candidate can only vote for themselves!
- A Reformist who did not achieve at least 1 Objective can still be Candidate but their own Seats do not add up to the total votes they receive.

Who wins?

If the elected President is a Corrupt Elite, team Corrupt wins. If not, Reformists win.

If there is a tie for the highest numbers between a Corrupt Candidate and a Reformist Candidate then team Corrupt wins.

In the case where 2 winning Reformists are at a tie, team Corrupt also wins. This trick could be used by the Corrupt to engineer a win by making 2 Reformists go head to head and end up with a tie.

THE ADVANCED GAME

You will need to add the 3 below new components. Also, some rules will change.

A. Game Components

1. The Judge

The Judge is a Reformist but knows the secret identity of the Exposed Corrupt. The Judge needs to understand the gameplay of the Corrupt and can give hints to the Reformists. Play very carefully to avoid getting caught! You also cannot be Candidate for the Presidential Elections.



2. Newsflash Cards

These Cards activate a passive rule to be applied for the round, or until a new Newsflash is drawn. A new card is drawn at the beginning of every round by the Speaker of the house. 3 Newsflash cards with this symbol (⚡) are chaotic and entirely change the course of the game. Remove them if you would like a more strategic game rather than a fun hectic one.



3. Districts of Origin Tokens

A District of Origin (بلدة الأصل) is where you come from. You have more power in that District.



B. Some New Rules

1. District Distribution

Districts are now randomly distributed at the beginning of the game, following Table 2:

Number of Players	Districts per Player	Number of Corrupt	Number of Reformists	Number of Judge
4	6	1	3	0
5	5	2	2	1
6	4	2	3	1

Table 2

The rest of the Districts will be Swing Districts.

2. Districts of Origin

Players must choose one of their Districts to become their District of Origin (DOO) before the start of the game and place their DOO Token on it on the map.

Your DOO gives you some advantages and a unique power:

- You can use your DOO Powers only when you are in possession of it.
- If you are Spreading Influence from your DOO and lose the Battle of Influence, your DOO does not become a Swing District.
- A DOO cannot be part of a Swap when players take the Swap action.
- DOOs can only be lost when failing to Defend them in a Battle of Influence. The only exception is when stated otherwise in an Exceptional Powers Card.
- If you lose all your Districts, including your DOO, you can exceptionally Spread Influence over it (no matter with who it is) as if it is a Swing District.

3. Media Stations

- Each player gets 1 Media Station Token.
- Players must choose before the start of the game a District they have to place their Media Station Token on.
- There can only be 1 Media Station in the same District.

4. Vote / No Vote Tokens

In addition to counting rounds, these Tokens now determine if a particular round is a Vote or a No Vote round.

Before the game starts, turn all 6 Tokens on their beige back and shuffle them.

At the start of each round, the starting player will randomly pick one Token to reveal and place on the Round Tracker. If the revealed token is Green, that round would be a Vote round, if Red, then the round would be a No Vote round. You will use at most 5 out of 6 tokens, as the 5th revealed token will indicate the game's 5th and last round.

A Vote round (Green Token) means that players who want to Spread Influence over another player's District will now need the majority's approval before they can undertake the Battle of Influence. So just like you do for Swing Districts, you now have to vote With or Against, allowing a Battle of Influence to take place. All players have to participate in this voting, whereas only players whose Districts share a frontier with the Defending District can intervene in the battle, shall the voting allow the battle to happen.

A No Vote round (Red Token) means that players do not need the approval of the majority to Battle for Influence, and just like in the Beginner's Game, they declare the action and proceed to the battle straight away.

Attention:

Cards contain instructions that sometimes go against the standard rules. Follow the card instructions, irrespectively.


Quick summary for Game Setup

- 1- Distribute the Districts.
- 2- Place the player Pawns.
- 3- Declare a Speaker.
- 4- Place your DOO first then your Media Outlet. Always start with the Speaker and continue counter clockwise.
- 5- Draw Objective Cards.
- 6- Draw Character Cards.
- 7- Run the Identification Steps (close eyes etc.).
- 8- The game starts with the Speaker who draws and activates a Newsflash and a Vote / No vote Token.

C. A New Character: The Judge

Depending on the number of players, add the Judge and other Characters as per Table 2.

Also, when players close their eyes in the Identification Steps, add 3 extra steps before all players open their eyes:

- 1) Judge open your eyes.
- 2) Exposed Elite (card with the  silently and blindly, raise your hand.
- 3) Judge close your eyes.

For a fun game variant, allow the Corrupt to decide who will be the Exposed Corrupt. Remember that the Judge is not allowed to run as a Candidate for the Presidential Elections.

D. A New Action: Unmask the Judge

A Corrupt Elite, as an action, can formally point out that another player is the Judge. The alleged player needs to answer by yes or no if they indeed are the Judge.

If the Corrupt is wrong, nothing happens and the game goes on.

If the Corrupt has successfully unmasked the Judge, they get to steal one District Card of their choice (it can also be the Judge's DOO) from the Judge and all the rest of the Judge's Districts become Swing Districts.

In addition to that, the Corrupt who unmasked the Judge no longer needs the vote of the majority to Spread Influence for the rest of the game, irrespective of the Vote / No Vote Tokens.

The judge needs to be really careful when helping the Reformists, and the Corrupt very careful when unmasking the judge.

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A thank you note to the SuperHeated Neurons team who actively reviewed and playtested the game along the way: Rima, Michel, Dory, Saad, Elias, Michelle, and Randa.

Special thanks to all the friends and supporters of this project, for contributing to making this happen: Dorian, Big Boss, Georgy, Celine, Roland, Pricilla, Justin, Georgio, Christelle, Anthony, Mina, Pierre, Khawaja, Karl, Hadi, Philip, Tim, Lea, Nadim, Jad, Kobe and all the others.

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