

# Outrageous Conspiracies

## Rule Book

By Yoni Maor & Yaniv Kahana

**GRAVITIX GAMES**



3-6



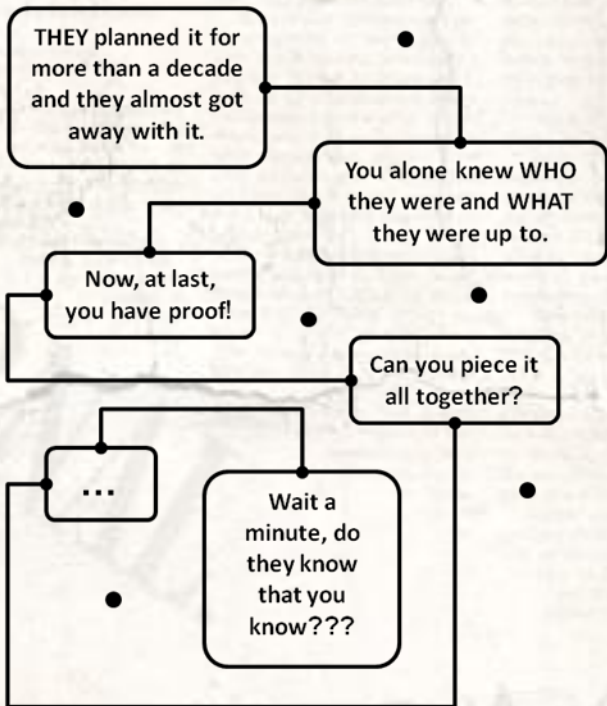
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12+

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# Game teaser



# Components

160  
Conspiracy  
Cards



7 Question  
Cards



25 Scoring  
Tokens



Timer



Tin Foil Cap



# Overview

In **Outrageous Conspiracies** you will compete to create the best conspiracy, while being challenged by a rival player. All other players will take the role of judges and choose which conspiracy was more entertaining.

## Setup

First, separate the **Conspiracy Cards** into 3 piles according to type: WHO, WHY and WHAT. Shuffle the piles and place them face down in the center of the table.



Place the **7 question cards** face up on the table in the following arrangement:



The most suspicious player puts on the **tin foil cap** to get into the role of the paranoid conspiracy theorist. This player will then choose another player to compete against, preferably a life-long nemesis! They will play the two **Theorists**.

All the other players will play **The Judges**. Give each of these players 1 **Scoring Token**.

# turn Order

## Deal Cards to Theorists:


Deal each theorist 3 cards from the WHO and WHY piles (6 cards each).

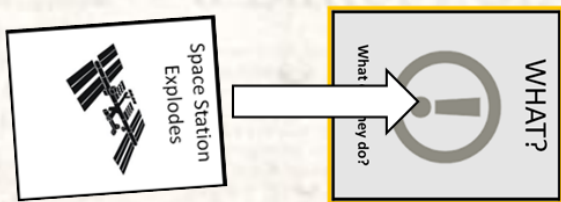
## Judges choose a WHAT card:

Place 3 cards from WHAT pile face up. The judges choose one card from the face-up cards to place on the WHAT question and discard all other face up cards. This card will determine what the conspiracies will be about.

After choosing a card the judges may add a short sentence that elaborates on the card they put down.

Note – If the judges can't agree on a card, a card will be drawn randomly from the WHAT pile.

 It is recommended to limit this stage to **one** minute.



### Theorists Choose a WHO and a WHY card:

The two theorists choose a WHO card and a WHY card and place them face down on their matching questions (Each on his/her side of the table).

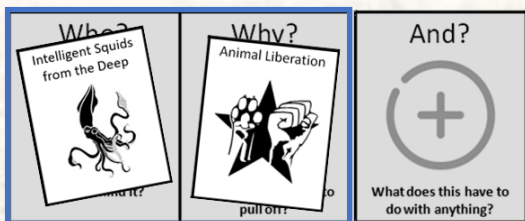
After both theorists have put down their cards, the 4 cards are revealed.

🕒 It is recommended to limit this stage to **one** minute.

### Explaining a conspiracy:

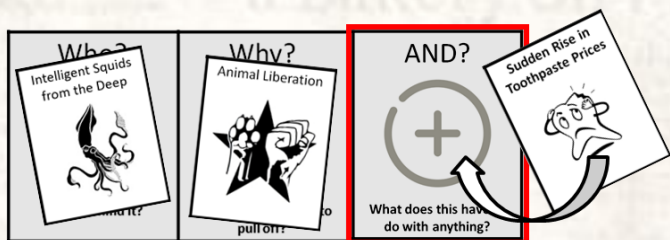
The first theorist (wearing the tin foil cap) now attempts to build a conspiracy to explain the WHAT card. The theorist **must** use the 2 cards placed on the WHO and WHY questions as the

backbone of the conspiracy theory (the theorist can say anything as long as it fits the cards making up the conspiracy).



After the first theorist concludes the description of the conspiracy theory, the rival theorist places one card from his/her hand on the AND question card as a challenge to the first theorist (any type of card can be placed down). It is now up to the first theorist to explain what the connection is between the new card and the conspiracy.





🕒 At any time a judge can, if bored, start the timer, and the theorist then has to wrap up and finish his/her explanation before the time is up.

❓ Before moving on, all players are allowed to ask the theorist questions for clarification (but not while the timer is running).

### Theorists switch roles:

The tin foil cap is passed to the rival theorist who then explains his/her own conspiracy, while the first theorist challenges him/her.

The judges choose the better conspiracy:

Each judge gives a scoring token to the theorist who invented the conspiracy he/she liked more.

Note – This should reflect how much sense the conspiracy made, and how entertaining it was for the judge.



End of the turn:

Clear all conspiracy cards from the table. The tin foil cap is given to another player who has not yet worn it. This player chooses a rival theorist (a player who has not yet worn the tin foil cap always takes priority).

The theorists then discard all cards from their hands.

# End of Game

The game ends after all players have worn the tin foil cap twice, i.e. they have all built a conspiracy twice.

After the final turn the player with the most points wins the game. If there is a draw, the victory is shared.

We supply a tin foil cap, but if you want you can make your own.  
Learn from this guy...



# CREDITS

**Game Design:** Yaniv Kahana & Yoni Maor

**Rules Editing:** Sally Halon

**Thanks to all those who have helped with the development of this game:** Sally Halon, Oren Shanin, Galit Kahana, Jeremie Kletzkine, Izi Eshkenazi, Eliran Teller, Ofer Frank, Vlad Vilenski, Jagos Kalezic, Asaf Budara, Yair Lempert, Michael Treser, Pery Mimon, Baruch Mustakis, Assaf Neiger, Vital Pinchas, Ron Lempert, Aviad Ben Dov and all other play testers for their great support and valued suggestions.

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