

CONSPIRACY



Everything's a Conspiracy

GAME COMPONENTS

For 4-5 Players (Ages 13+)

- 20 Candidate Cards
- 20 Attribute Cards
- 27 Effect Cards
- 5 Six-Sided Die
- 5 Conspiracy Chips

Time: 30 - 60 mins

GAME OBJECTIVE

As a member of the Illuminati, it is up to you to compete with other players to insure your candidate is molded into the perfect puppet. Groom the perfect candidate before the rest of the other players so that your candidate can be installed in the government.

SET-UP

- 1) Set up two separate decks: One deck of Attribute and Effect Cards and the other of Candidate Cards. Shuffle each deck and place it onto the center of the table. (*See Attribute Card and Effect Card*)
- 2) Each player is dealt out a candidate card randomly faced down. This card is kept secret from all other players. (*See Candidate Card*)
- 3) Each player is given 1 Six-Sided Die and 1 Conspiracy Chip.

GAMEPLAY

Players will go through each round until a player reaches their win condition. A round consists of a reveal, voting, and end phase.

REVEAL PHASE

- 1) Flip the top card of the Attribute and Effect deck, for the whole table to see. Players will vote on who will get this card.
- 2) Randomly choose which player goes first. Players then take turns rolling their die, going counterclockwise from whomever rolled first.
- 3) The player counterclockwise from whomever rolled first the previous round, rolls first for the current round.

VOTING PHASE

Players can pledge their votes to themselves or another player, try to convince others to give their votes to them, and/or conspire (*See Conspiracy Chips*) against another player. Voting order is the same as the rolling order.

1. When a player votes:
 - Players can't split their votes.
 - Players must place their die in front of the player they want to vote for.
 - Once you pledge your votes, you cannot unpledge.
2. If a player chooses to conspire against another player, they must:
 - Place their chip in front of the player they want to conspire against.
 - Have **more** than 50% of the players conspiring with them to succeed. (*See Conspiracy Chips*)
3. Votes are tallied and the player with the most votes gets the card.
4. In case of a tie, the players who tied both roll the dice. Whoever gets the highest number determines which of the tied players gets the card.

Reminder: If you are targeted by an effect card during any phase, you can discard half your attributes to negate it (round up).

END PHASE

The player that received the most votes will be given the card. If it is an attribute card, the player adds it to their hand. If it is an effect card, the effect is immediately applied to the player (unless stated otherwise). *Keep your hand hidden from the other players.*

- All conspiracy chips that were used are returned to the players.
- If there are no more cards to draw from, players must discard all of their attribute cards that do not apply to their candidate, and then reshuffle the deck.

Reminder: All used/discarded cards are placed in a discard pile.

WIN CONDITION

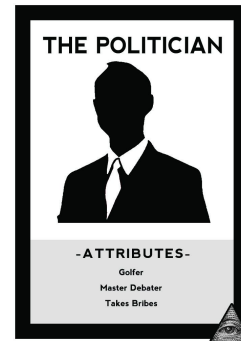
The game is won when a player reveals that he has gathered all 3 of the right attributes for his candidate to install him as a puppet leader. That player then wins the game.

Reminder: Only one attribute can be used per card.

CONSPIRACY REFERENCE SHEET

CANDIDATE CARD

This is the puppet figurehead you will be grooming into the perfect leader for yourself. Each player will only have one candidate, who will ultimately remain secret from the other players. Each candidate card has a unique combination of three attributes that the player will need to gather in order to put them forward in the government. When you have all three attributes on separate cards, you win.



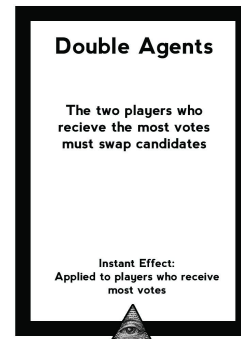
ATTRIBUTE CARD

These cards represent the wide variety of skills that are available to the candidates. The game is won when a player has all the attribute cards that their candidate needs to be a good puppet leader. Each card has 3 attributes, but a player can choose **only one** to count towards the candidate.



EFFECT CARD

These are the wild cards shuffled in between the attribute cards. Some effects are positive while other effects are negative. Most positive effects have you vote for the recipient of the card, while negative effects have you vote for the target of the effect. Cards will be marked with what kind of effect they are. At any time, you may discard half your hand (rounded up) to block an effect that targets you.



CONSPIRACY CHIPS

Each player has one conspiracy chip at the start of each round. During the voting phase, players may choose to pledge their conspiracy chip to another player.

There are two possible outcomes to using these chips:

Success: If one player receives more than 50% of the conspiracy chips by the end of the voting phase, the conspiracy succeeds and that player loses all of their votes. All players who used their conspiracy chip on the target player must re-roll their die and the voting phase restarts, with the targeted player not having the ability to vote.

Failure: If no player receives more than 50% of the conspiracy chips by the end of the voting phase, then all players that pledged their conspiracy chips lose their votes and play continues to the end phase.