



CONSPIRACIES
OF



RUNETERRA

TABLE OF CONTENTS

<u>TITLE</u>	<u>PAGE NUMBER</u>
Pre-Game	3
Installation	3
System Requirements	3
Introduction	4
About this Manual	4
Object of the Game	4
Cards	5
Region Cards	5
Champion Cards	9
Spell Cards	11
Gameplay	12
Sequence of Play	12
Regular Actions	12
Attack	12
Transferring Gold	13
Moving a Champion	13
Interference	14
Privileged Attack	14
Free Actions	14
Gifts & Trades	14
Eliminating a Player	15
Leaving the Game	15
Winning the Game	15
Game Controls	16
Reference Guide	17

PRE-GAME

INSTALLATION

No additional software is required to play this game. After downloading the files from <https://github.com/davidkwonh/343-Group-H-Conspiracy-of-Runeterra> extract/unzip the folder and run the executable file. If the game isn't functioning properly, download the files and run the executable as administrator.

SYSTEM REQUIREMENTS

Minimum requirements	Windows	macOS
Operating system version	Windows 7 (SP1+) and Windows 10, 64-bit versions only.	High Sierra 10.13+
CPU	X64 architecture with SSE2 instruction set support	X64 architecture with SSE2 instruction set support
Graphics API	DX10, DX11, and DX12-capable GPUs	Metal-capable Intel and AMD GPUs
Additional requirements	Hardware vendor officially supported drivers	Apple officially supported drivers

INTRODUCTION

Based upon the award winning *Illuminati* board game comes a new crossover rendition, *Conspiracies of Runeterra*. Using the widely acclaimed Riot Game's, *League of Legends* as the cornerstone for its theme, *Conspiracies of Runeterra* is a virtual card game about the inner workings of Summoner's Rift. With each turn, a new champion is born but deceit and double edged swords lurk in every corner as you realize that your allies are now your greatest rivals. Live, Laugh, and Lie as you embark on your journey to rule the Rift, and remember, never trust anyone in Runeterra!

Will you be able to survive?

Find out in the next game of *Conspiracies of Runeterra*!

ABOUT THIS MANUAL:

This manual will be your guide to everything you need to know to play *Conspiracies of Runeterra*. This guide has been split into four different sections for the reader's convenience because nobody likes to read instructions. There is the Pre-Game, Cards, Actions, and Summary. The Pre-Game describes requirements and introduces the user into the journey they are about to embark. The Cards describe all of the gameplay pieces that you interact with. The Actions are all the possible choices you will take to rule Runeterra. At the very end there will be an essential summary of *Conspiracies of Runeterra* for those who do not wish to read the following pages.

OBJECT OF THE GAME

The purpose of the game, *Conspiracies of Runeterra* is to take control of Summoner's Rift. In the beginning, each player starts with a single Region card that represents the player's region. During the game, you commandeer Champions (represented by cards). These Champions are added to your faction and are at your command unless another player swipes them from you. The win conditions are controlling enough Champions or by fulfilling the special goal of your Region.

BEGINNING THE GAME

The eight region cards will be put onto the board for each of the players to draw. Once the player draws a region card, they flip it face side up so that each of the other players can read the description. Also after flipping the card, they withdraw the indicated Income from the shopkeeper and place it upon the card. The leftover cards are discarded for the entirety of the game.

The rest of the cards are shuffled and placed face-down in the center of the table.

Four (non-special) cards will be centered and placed face-up on top of the table. These four Champion cards will be the "Uncontrolled Champions"

Each player is to roll two dice and the player with the highest roll plays first. After following the Sequence of Play below; they start by collecting ko

CARDS

REGION CARDS



IRON

The Irons strive to have power. They can win the game by controlling groups with a total power of 35 (including their own power of 10). They make a privileged attack each turn at the cost of 5 gold.

As an Iron, their main form of strategy is to play firmly but at the same time with a hint of conservatism. Do not make waves or antagonize other players. If you have people team up against you, good luck.

As an enemy of the Irons, good luck. They have little to no weakness. Only together can you defeat them.



BRONZE

The Bronzes have the ability to reorganize their power structure freely at the end of each turn and they win by collecting at least one example of ten different alignments. If one group has several alignments, it counts for each of them.

As a Bronze, dividing and conquering is your choice of strategy. This includes making deals with others for more champions. The more alignments you have, the better it is.

Do not let these guys get their alignments. Focus on which ones they need and keep them from them at all costs!



SILVER

The silvers can win by controlling five void champions and they receive an extra +4 on all of their attempts to control such champions. They are immune to attacks from the Demacians or the Frejlords which also includes an aid of an attack as well.

As the silvers, you must play the humble fool and once they think of you as nothing, BAM! Your groups are impervious as your strategy.

To oppose the silvers, one must destroy their unique champions and use their counterparts against them.



GOLD

The Golds may move money freely among all their groups at the end of a turn. They win by amassing 150 gold with all of their treasure in their whole power structure.

BE A GREEDY PIG. Go for the high income champions as fast as you can.

If you are against them, keep in mind their income. Group up and gang up upon them. Do not let him short you money for a deal.



PLATINUM

The Platinum draws two cards every turn. The network wins by collecting 25 points of transferable power which includes their own 7 points.

Keep one special card in your hand for bargaining purposes. Your win is to get a normal victory.

To oppose the Platitudes, One must destroy a group to keep them in check.



DIAMOND

The Diamonds seek to destroy everything in their sights. This player gets an extra 2+ pn every attempt to destroy a group. Their objective is to destroy eight other groups. If they know any other region their destroyed groups count as well.

One must destroy groups early in order to win this game. You are Godzilla, be King Kong.

You must get rid of this one early game or else he will eat everything in sight. Do not underestimate this one.



MASTER

The Masters win if they control six of the Noxus champions. Their special ability is an extra +4 on any attempt to neutralize an enemy controlled group

Be on the offense and never give in. Use it as a power threat and make sure you endorse violence.

To stop these masters, one must not be singled out as a foe.



CHALLENGER

The Challengers may attack or aid an attack twice per turn. He picks his any of the goals of the other seven secretly and he may reveal it at any time.

The advantage of this group is the unknown as well as speed.

To knock these people out of power, one must call their bluff or figure their objectives. Keep them away at all costs.

CHAMPION CARDS



The core element of *Conspiracies of Runeterra* are the champion cards. Each champion has their own attributes:

ALIGNMENT

Demacia – Inspired by the idea of absolute control and justice; its opposite **Ionian**.

Ionian - Shaped by the pursuit of freedom of choice and will; it's the opposite of **Demacia**.

Freijorian – Hunters of the night for the blood of their prey; its opposite **Monster**

Monster - Seek to kill everything in sight for pleasure; its opposite **Freijorian**

Noxian - Ruthless Mercenaries who seek nothing but themselves ; its opposite **Zaunist**

Zaunist - Lovers of tinkering, masters of recycled scraps ; its opposite **Noxian**

Yourdles - Fairy creatures who remind you of gnomes ; its opposite **Shurimist**

Shurimist - Sand creature who are desert nomads; its opposite **Yourdles**

Void - Some say they have invaded earth from another planet; have no opposite

Shadow Spirits – Revengeful souls from the Shadow Isles; Any two Shadow Spirits considered “opposite” to each other.

POWER

The power number on a card is its ability to dominate other groups. The higher the number, the greater the power. If a group has two numbers, the first number is its regular Power and the second represents the portion of that power which can assist another champion in an attack

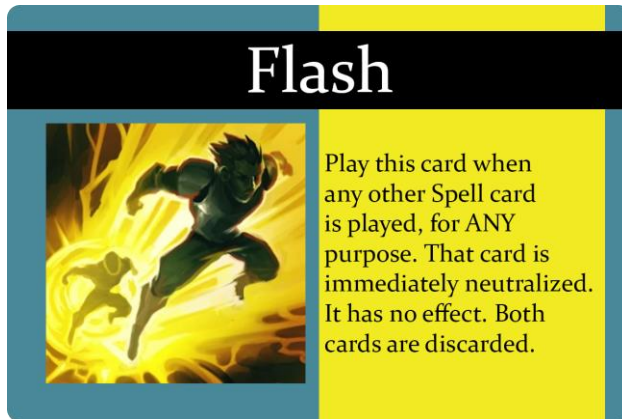
RESISTANCE

Measure of group’s ability to resist domination. The lower the Resistance, the easier it is to take over and the harder it is to control it.

INCOME

Money is measured in gold and at the beginning of each player’s turn, each respective player collects the amount of gold listen on its card and its placed on top of the card, collectively becoming the group’s treasury. Uncontrolled groups do not get income. With certain cards, there is an increased income for certain region cards.

SPELL CARDS



Each of these cards give an edge to the person who draws it. They can be face down or shown but they must be able to be counted by all the players. Each spell card can only be used once. These cards may be traded, sold, or given away at any time. Any spell card may be used to make an attack privileged. Any two can be used together to abolish a privileged attack. If there are two that contradict, it is the last one that governs.

GAMEPLAY

SEQUENCE OF PLAY

A player's turn looks like the following:

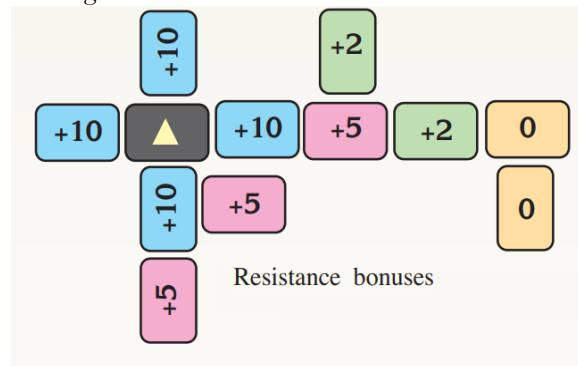
1. Collect income - For each champion that has an income, draw that income from the shop and put the gold on that card (champion treasury). Gold should not be placed on the card until that player's turn begins.
2. *Draw a card* if the card is a champion, it is placed face-up in the middle with uncontrolled groups. If it is a spell, the card may be flipped up or down but all other players must know of the spell card and how many that person has.
3. Take two actions as explained below.
4. Take any free actions as explained below.
5. Transfer gold - part or all the contents of treasuries may be moved to the treasures of adjacent groups.
6. Take special power actions unique to each region's ability.
7. Add targets. At the end of each turn, if the uncontrolled area has fewer than two champions, draw cards until there are two uncontrolled champions. If a spell is drawn, discard it.
8. Play continues counter-clockwise until a player wins by achieving their Goals.

REGULAR ACTIONS

A player has 2 regular actions per turn. These actions include attacking, money transferring, and moving groups. If a player decides not to take any action during their turn they will receive 5 gold. Regular actions reset to 2 at the beginning of each player's turn.

ATTACK

Power Structure Positioning: Champion resistance is affected depending on their proximity to the region.



ATTACK TO CONTROL:

Attack to control targets any champion on the table. The attacking player's champion must have at least one open arrow pointed outwards in order to proceed with the attack. The success of the attack is determined by rolling a number less than or equal to the (attackers "Power" - defenders "Resistance").

1. Rolling an 11 or 12 is always considered an unsuccessful attack.
2. Transferable powers may be passed if the "transferring" champion has not attacked. All players are notified of the power being transferred.
3. Remember to take the power structure positioning and special powers into consideration.
4. Add +4 to the attack for opposing alignments. Subtract -4 to the attack for similar identical alignments.
5. The success of an attack can be improved by spending gold from the region or the attacking champion card. If a successful attack requires a player to roll 2 or below then his chances can be improved by spending gold. Adding 2 gold will require the player to roll 4 or below. (1 gold = +1 to roll die).
6. Using money to defend will improve the chances of an unsuccessful attack. Adding one gold from the region's bag will improve the resistance by one (1 gold = -1 to attackers die roll). Adding one gold from the champion's bag will improve the resistance by 2 (1 gold = -2 to attackers die roll).
7. Successful Attack: Take control of the defending champion along with all of its subordinates and add it adjacent to the attacking champion. Take half of the gold from the defending champion's bag.
8. Unsuccessful attack: Defending champion remains unaffected.

ATTACK TO DESTROY:

Attack to destroy targets any champion card with power greater than 0. The success of the attack is determined by rolling a number less than or equal to the (attackers "Power" - defenders "Power"). If the attack is successful then the targeted card is discarded and thrown into the abyss. Remember, certain spell card abilities make it possible to attack a champion with the power of 0.

ATTACK TO NEUTRALIZE:

Attack to neutralize targets champions that are already in control. The success of the attack is determined by rolling a number less than or equal to the (attackers "Power + 6" - defenders "Resistance"). If the attack is successful then the targeted card along with its puppets will be knocked back into the uncontrolled area.

TRANSFERRING GOLD:

1. Gold can only be transferred to adjacent champions.
2. A regular action can be used to transfer gold.

MOVING A CHAMP:

1. Shifting champion in the power structure counts as a regular action.
2. Overlapping champions will be sent to the uncontrolled area.
3. Subordinates must be controlled by the same champion leader.

INTERFERENCE

An attack can be interfered by any player in the match. The player is given the choice of either help or preventing an attack. Gold is directly taken out the aiding players region card and sent to the bank. Each gold spent affects the die roll required.

PRIVILEGED ATTACK

Interference can be prevented by discarding a spell card and announcing that the attack will be privileged. Certain spell cards special abilities are able to stop an attack from becoming privileged.

FREE ACTIONS

Some things may be done during the “action” part of a turn without counting as “actions”. These include:

DROPPING CHAMPIONS

Removing a Champion from your Power Structure and returning it to the Uncontrolled Area. (Its minions must also become uncontrolled.)

AIDING AN ATTACK

Using Transferable Power to assist another Champion. This counts as part of the attack being aided.

GIVING AWAY A SPELL OR GOLD

This may be done at any time, not just during your turn. Gold may be transferred only between Region treasuries when it goes to another player.

USING A SPELL

Follow the instructions on the card. (Exception: Using the Bribery card is a regular action.)

GIFTS AND TRADES

Champions, Spells, and gold may be transferred between players: traded, sold (that is, traded for money) or given away. Gold or Spells may be transferred any time (except when a privileged attack is underway). This does not count as an action. When gold is transferred, it must come from a

Region card and go to another one. Other Champions cannot give their gold to another player, or receive gold from another player.

ELIMINATING A PLAYER

A player is eliminated if, at any time after their third turn, they control no Champions except their Region. The player's gold goes to the bank. Exception: If the Diamond Region destroys their own last Champion, and in doing so, achieves their Special Goal (eight Champions destroyed), they are not destroyed themselves . . . they win!

LEAVING THE GAME

If a player drops out, their Champions go to the Uncontrolled Area and their gold is returned to the bank.

WINNING THE GAME

The game ends when at the end of any turn a player meets one of his Goals. If multiple players meet their Goals at the same time, they share the victory, dividing the world between them.

The Basic Goal is the same for all players: to control a certain number of Champions. This number depends on the number of players at the beginning of the game, and does NOT change if a player leaves or is eliminated.

The Special Goal is an alternate way to win. This is different for each player, representing the goal of that particular Region. All Goals are listed in the Reference Guide.

Let the game begin!

You have been given the opportunity to lead an organization of devout soldiers in the world of Runeterra. Each organization carries their own agendas to fulfill. Will you be successful in taking complete control over Runeterra?

GAME CONTROLS

Player Controls:

Left Click - Activate Button / Select a Card

[Esc] - Open Menu

[R] - Roll the Dice

[1] - Pass the Turn / End Turn

[2] - Draw a Card

Action Controls:

[3] - Open Attack Options

[T] - Transfer Gold

[M] - Move a Champion

[4] - Attack to Control

[5] - Attack to Neutralize

[6] - Attack to Destroy

Free Action Controls:

[F] - Drop a Champion

[G] - Gift / Trade

[Y] - Use Spell

Camera Controls:

Scroll - Zoom In / Out

Scroll Click - Reset the Camera

[Q] - Rotate Counterclockwise

[E] - Rotate Clockwise

[A] - Move Camera Left

[D] - Move Camera Right

[W] - Move Camera Up

[S] - Move Camera Down

REFERENCE GUIDE

Sequence of Play

Play goes counter-clockwise around the table.

1. **Collect gold on all cards that have an Income number.**
2. **Draw a card.** If it is a Spell card, the player keeps it. If the card is a Champion, it is placed face-up in the Uncontrolled Area.
3. **Take two “actions.”** See list, below.
4. **Take any “free actions.”** These do not count against the two actions allowed during each turn. They may be taken before, between, or after the two regular actions. See below for list.
5. **Transfer money.** Part or all of any Champion’s gold may be moved to an adjacent Champion. Two money transfers are allowed per turn.
6. **Take special-power actions.**
7. **Add targets.** Draw cards until there are two uncontrolled Champions. Discard any Spells drawn.

Actions

Regular Actions:

1. Attack a Champion (to control, neutralize, or destroy)
2. Transfer gold
3. Move a Champion
4. Give a Champion away

Free Actions:

1. Drop a Champion
2. Give away gold or Spells
3. Use a Spell (Exception: Bribery is a regular action.)

Passing: A player may choose not to take any actions of any sort and collect 5 gold instead.

Basic Goals

Champions to be controlled, including Region:

2 or 3 players (not recommended) - 13

4 players - 12

5 players - 10

6 players - 9

7 or 8 players (not recommended) - 8

Special Goals

Iron: Control Champions with a total power of 35 or more (including their own Power of 10).

Bronze: Control at least one Champion of each alignment. A Champion with more than one alignment counts for each of its alignments.

Silver: Control five Zaunist Champions.

Gold: Collect 150 gold (in the whole Power Structure’s treasuries).

Platinum: Control Champions with a total Transferable Power of 25 (including their own of 7).

Diamond: Destroy eight Champions.

Master: Control six Freljordian Champions.

Challenger: At the beginning of the game, after players choose their Region, the Region 8 player picks the Special Goal of any other Region, keeping it secret from the other players.

Attacks

Attack to Control. Defending Champion’s Resistance is subtracted from attacking Champion’s Power, including any Transferable Power from other Champions aiding in the attack. Only members of attacker’s own Power Structure can aid the attack.

Modify this number for attacker’s or defender’s special power, for gold spent by both sides, and for other factors shown below.

Using two dice, attacker must roll this number or less. A roll of 11 or 12 is an automatic failure.

Modifiers:

Same alignment (e.g. Void vs. Void) +4
Opposite alignment (e.g. Ionians vs. Void) -4
Each gold spent by attacker +1
Each gold spent by defending Champion -2
Each gold spent by defender's Region -1
Each gold spent by other players to Interfere -1
Each gold spent by other players to Assist +1
Defending Champion is controlled directly by Region -10
Defending Champion is 1 Champion away from Region -5
Defending Champion is 2 Champions away from Region -2

Attack to Neutralize. As above except that attacker receives a +6 bonus.

Attack to Destroy. As above except:

1. Roll "Power minus Power", instead of "Power minus Resistance."
2. +4 for opposite alignment, -4 for identical.
3. Attacking Champion does not need an open control arrow.

Alignments

Demacian is the opposite of Ionian.

Freljordan is the opposite of Monster.
Noxian is the opposite of Zaunist.
Yordles is the opposite of Shurimist.
Void has no opposite.
Shadow Spirits - Any two Shadow Spirits considered "opposite" to each other.