## **CONSPIRACY**

# RULES 1/3 PREGAME

For n players, deal each player:

- n + 2 **Stance** cards
- 4 Action cards
- 4 Final cards

Each player should prepare a **Stance** mat, which should be a page with a space for every other player. During the game, **Stance** cards will be placed here to indicate your bargains and betrayals.

Remaining **Action** cards should be placed in a deck, face down, in the center of the table. This is the **draw deck**.

The first player is the person whose birthday is closest to July 6th.

# **CONSPIRACY**

# RULES 2/3

Each player must do the following in their turn:

- If the player has played a **Stance** against every other player, their turn is skipped. Otherwise:
- Play a Stance face-down, unless otherwise specified.
- 3. Optionally play one **Action**, and resolve its effect
- If you are holding fewer than 8 Action cards, draw an Action from the draw deck
- 5. Your turn is now over, and the player to your left begins!

This continues until every player has filled their **Stance** mat.

## CONSPIRACY

RULES 3/3

POST-ROUND

Once all **Stance** mats have been filled, the ??? part of the round is complete. Before revealing each of your **Stance** cards, each player may choose and play a **Final** card, face-down.

At the same time, all players must flip their played **Stance** cards face-up, along with their played **Final** card.

Resolve the effects of **Final** cards in order of priority, lowest-to-highest. Once they have all been resolved, calculate points by resolving all **Stance** interactions in a clockwise direction. Then, go onto the next round! Play 4 rounds if there are fewer than 5 players, otherwise play 3 rounds.

# NIL

All players must immediately play a **Stance** card.

## CURIOSITY

All players holding at least one

♠ must raise their hands. You may swap any held Stance of yours for a ♠ of their choice.

#### **MISERY**

#### Persistent.

All other players discard 2 **Action** cards. If **Joy** is in play, double this effect.

#### **JOY**

#### Persistent.

You may play 3 **Action** cards immediately. If **Misery** has been played this round, you may play 3 **Action** cards immediately instead.

#### **IMPLOSION**

Instant At any point while a player is playing an Action.

Cancel the effects of another player's Action.

# THAT WHICH is UNSEEN

You may look at the **Action** draw deck. You may order it or shuffle it in any way you wish before putting it back.

#### **PARANOIA**

#### **DUPLICITY**

You may swap two of your played **Stance** cards.

#### **BURNING TRUTH**

Choose any player who must reveal their held **Stance** cards to everyone, then give that player this **Burning Truth** card instead of discarding it.

#### **LANDMINE**

Instant If a player tries to take or swap any of your held cards.

Negate that effect. The player must also discard all their Action cards.

### TOXIC SHOCK

All other players must discard 2 **Action** cards.

#### **SUBTERFUGE**

You may look at the played **Stance** cards of any one other player.

#### **FAMINE**

#### Persistent.

While this card is in effect, no **Action** cards may be drawn.

#### **ABUNDANCE**

Remove **Famine** from play.

Draw as many **Action** cards as there are players, then give each player one card of your choosing.

# **AMNESIA**

Remove all persistent **Action** cards from play.

#### **HONESTY**

You may turn any of your own played **Stance** cards face-up.

#### **FEAR**

While you hold this card, you may not play any other **Action** cards.

#### LOVE

If another player has **Love**, they may reveal it and discard it, and you both gain 2 points. Only the first player to reveal will gain points. If no player reveals **Love**, you lose 2 points.

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#### **TITHES**

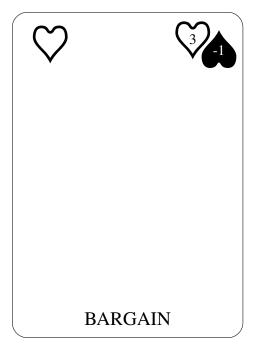
All players must give you one of their **Action** cards, of their choosing.

### **PURIFICATION**

All players, including yourself, must reveal one of their played **Stance** cards and then return it to their hand.

# TURNABOUT is FAIR PLAY

Instant If an Action allows a player to take cards from your hand You may pick the card up and play it yourself immediately afterwards.















































### **SYMBIOSIS**

♡: both players gain an additional 2 points.





### **EXCOMMUNICATION**

This card must be played face-up.





## **QUID PRO QUO**

At any time once played, this card can be flipped face-up to negate a player's **Action**.





#### **ASSASSINATION**

♡: the other player loses2 additional points.





#### FAIR DEAL

This card must be played face-up.





#### COUP d'ETAT

If played against the player with the most points in the last round, they lose 2 additional points.





## CONTRACTUAL OBLIGATIONS

♠: the other player loses 3 points.





A TRUE NAME, SPOKEN SOFTLY





### **PEACEKEEPING**

**♦**: you may take all **Action** and **Final** cards of the other player.





#### "PEACEKEEPING"

♡: take all the **Action** cards of the other player.





**CAMERADERIE** 





#### **BITTER TASTE**

The other player must also redraw all their ♡ cards at the beginning of the next round.





#### LOVE-TACKLE

If a player reveals this card during the game, it is flipped face-up, and they must give you all their **Action** cards.





# THROWN to the LAMPREYS

This card must be played face-up and cannot be moved or interacted with. The player this card is played against must immediately play 2 of their **Stance** cards.





## **QUISLING**

♡: both players gain an additional 2 points.





#### TRUE LOVE

If this card is ♥ with another **True Love**, you do not lose any base points from ♥.





#### TRUE LOVE

If this card is ♥ with another **True Love**, you do not lose any base points from ♥.





#### **ZERO SUM**

Completely negate the points gained or lost by both players in this interaction.





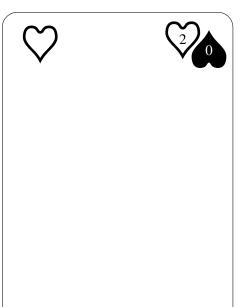
#### SONNET

If this is played **(a)**, you may sing a song to avoid losing points.





#### HOSTILE TAKEOVER



the SUBLIME





**NIHILISM** 

## **ENTROPY**

Cancel the effects of all **Final** cards this round.

### **CURSED DECK**

Swap two played **Stance** cards between any two players other than yourself.

## STOIC HYMNAL

Your **Stance** cards cannot be changed by any future **Final** effects this round.

## VOW of VENGEANCE

If you have played a **A**, you may take all their held **Action** and **Final** cards.

## **ACT of PENANCE**

If you have played a  $\mathfrak{C}$ , you may change your stance to a  $\heartsuit$ , if you are holding one. If you do so, the other player gains 2 extra points.

### LORD of the PIT

Gain 3 points for every time you have played a **\times** in this round.

# PIETY

Gain 3 points for each of your a in this round.

### **PERJURY**

Replace one of your played **Stance** cards with one of the opposite **Stance**, if you hold one.

#### **MARTYRDOM**

Choose another player. Both of you lose 5 points. If you are already the player with the lowest score before losing these points, only the other player loses 5 points.

#### **PANTHEON**

If more than half the **Final** cards have already been resolved, gain 3 points. Otherwise, lose 1 point.

# the ABYSS

The player of the next **Final** to resolve loses 4 points.

# FLAGELLATION

Lose 3 points. You may not lose any further points this round, for any reason.

# CHAOS

Pick up 4 played **Stance** cards, shuffle them, and randomly deal them back to where they were taken from before revealing them.

#### **FUNERAL PYRE**

Take 3 points from one player, and give 3 points to a player other than yourself.

#### **INTERREGNUM**

Choose another player. All other players vote for you, or for the other player. If you win a majority of votes, take 3 points from the other player. If you do not, give 3 points to them.

# P'Zea-ia-Gwlfth

If this is the last **Final** to resolve, gain 5 points.

#### **ANARCHY**

Every player gains 1 point for every ♡ they have played. You gain an extra point for each ♡ you have played.

# **BURNT OFFERINGS**

You may ignore any points lost due to any one ♠.

# MÓRRÍGAN

Gain 1 point for every in this round.

# SACRIFICE

Gain 3 points and discard all of your **Action** and **Final** cards.

# CONTRITION

Ask a player you have played a ▲ against if they forgive you. If they do, you gain 3 points, and they gain 1 point.

#### FINAL RITES

Select 3 pairs of **a** and swap them. You may only select 1 interaction involving yourself.