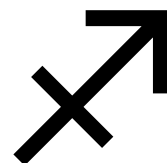
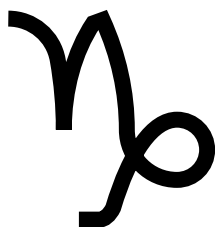
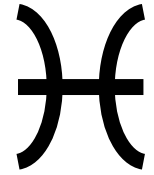
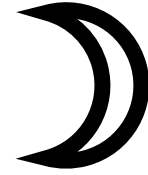
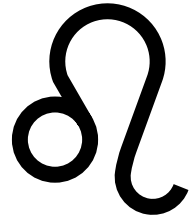
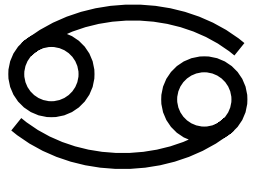
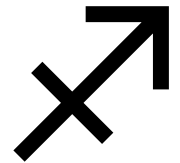


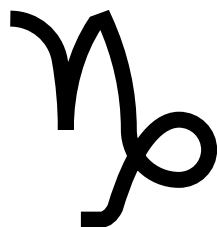
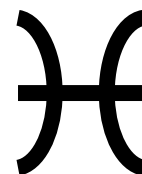
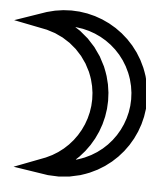
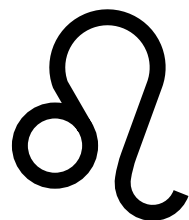
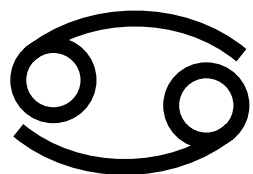
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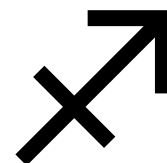


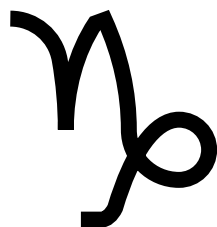
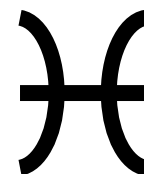
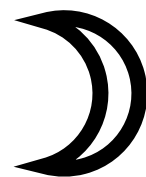
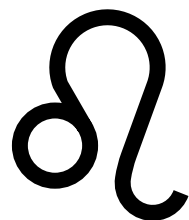
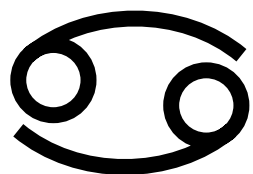
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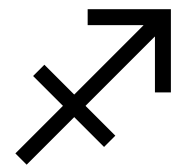
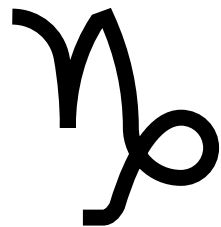
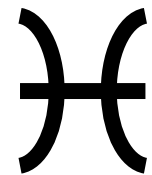
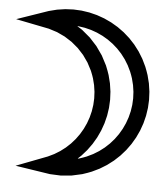
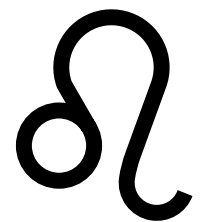
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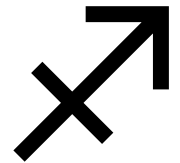
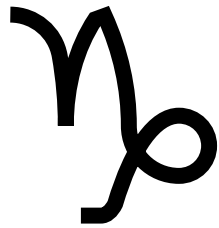
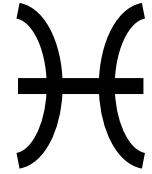
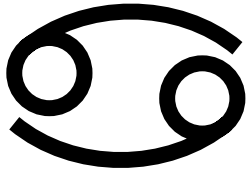


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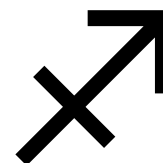
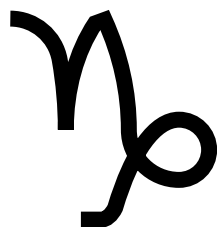
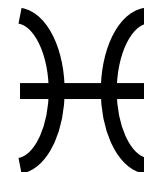
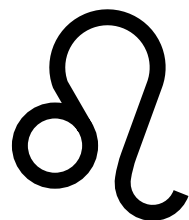
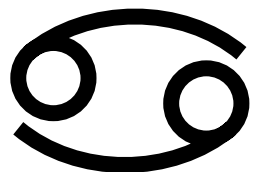
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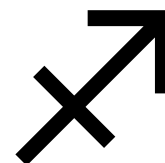
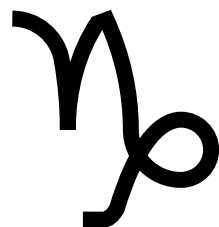
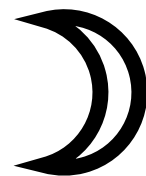
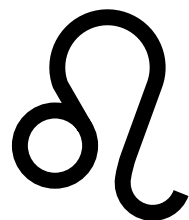
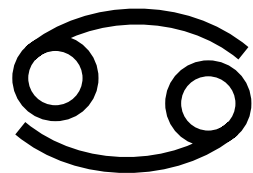
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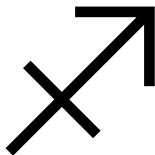
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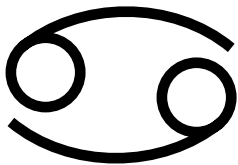


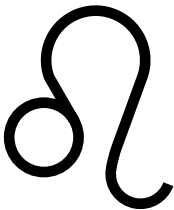
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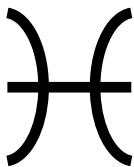












CONSPIRACY

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

ROUNDS

Each player must do the following in their turn:

1. If the player has played a Stance against every other player, their turn is skipped. Otherwise:
2. Play a Stance face-down, unless otherwise specified.
3. Optionally play one Action, and resolve its effect.
4. 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 Souls 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.

CACOPHONY

All players must immediately reveal their Cacophony cards.

If there are 3 or fewer other Cacophony cards revealed, gain that many Souls. Otherwise, discard all your Action cards.

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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

All players holding at least one ♡ must raise their hands. You may swap any held Stance of yours with a ♡ of their choice.

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 Souls. Only the first player to reveal will gain Souls. If no player reveals Love, you lose 2 Souls.

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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.



BARGAIN



BARGAIN



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SYMBIOSIS

♡: both players gain
an additional 2 Soul.



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
loses 2 additional Souls.



FAIR DEAL

This card must
be played face-up.



COUP d'ETAT

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



CONTRACTUAL OBLIGATIONS

♠: the other player
loses 3 Souls.



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 Souls.



TRUE LOVE

If this card is ♡ with another True Love, you do not lose any base Souls from ♥ in this round.



TRUE LOVE

If this card is ♡ with another True Love, you do not lose any base Souls from ♥ in this round.



ZERO SUM

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



SONNET

If this is played ♥♠,
you may sing a song
to avoid losing Souls.



HOSTILE TAKEOVER

Gain 1 Soul for every
♡ you have played.



the SUBLIME



NIHILISM

0

ENTROPY

Cancel the effects of all
Final cards this round.

1

CURSED DECK

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

2

STOIC HYMNAL

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

3

VOW of VENGEANCE

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

ACT of PENANCE

If you have played a ♠, you may change your stance to a ♥, if you are holding one. If you do so, the other player gains 2 extra Souls.

5

LORD of the PIT

Gain 3 Souls for every time you
have played a ♠ in this round.

6

PIETY

Gain 3 Souls for each of
your ♠ in this round.

7

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 Souls. If
you are already the player
with the lowest score before
losing these Souls, only the
other player loses 5 Souls.

9

PANTHEON

If more than half the Final cards have already been resolved, gain 3 Souls. Otherwise, lose 1 Soul.

10

the ABYSS

The player of the next Final
to resolve loses 4 Souls.

11

FLAGELLATION

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

12

CHAOS

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

13

FUNERAL PYRE

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

14

INTERREGNUM

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

15

P'Zea-ia-Gwlfth

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

16

ANARCHY

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

17

BURNT OFFERINGS

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

18

MÓRRÍGAN

Gain 1 Soul for every
♥ in this round.

19

SACRIFICE

Gain 3 Souls and discard all of
your Action and Final cards.

20

CONTRITION

Ask a player you have played a ♠ against if they forgive you. If they do, you gain 3 Souls, and they gain 1 Soul.

100

FINAL RITES

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