

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 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.

CACOPHONY

All players must immediately reveal their **Cacophony** cards.

If there are 3 or fewer other **Cacophony** cards revealed, gain that many points. 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 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.



BARGAIN



BARGAIN



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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 loses
2 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.

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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.

4

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 points.

5

LORD of the PIT

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

6

PIETY

Gain 3 points 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.

8

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.

9

PANTHEON

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

10

the ABYSS

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

11

FLAGELLATION

Lose 3 points. You may not lose any further points 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 points from one player, and give 3 points 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 points from the other player. If you do not, give 3 points to them.

15

P'Zea-ia-Gwlfth

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

16

ANARCHY

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

17

BURNT OFFERINGS

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

18

MÓRRÍGAN

Gain 1 point for every
♥♠ in this round.

19

SACRIFICE

Gain 3 points 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
points, and they gain 1 point.

100

FINAL RITES

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