

CONSPIRED

A game of Myth Conception

2-7 players

15-60 minutes

For too long They've been hiding behind their lies, grazing the world on Falsehoods. But you know The Truth! You've uncovered this conspiracy! Reveal it to the world! Break the mainstream narrative! Gather your Followers! Go Mainstream!

You are a Leader! Your conspiracy theory is The Truth! You must build your Area of Influence so that you can share your theory on mainstream media. The world needs to know!

Build an Area of Influence of 8 tiles to WIN the game, but make sure no one else steals your limelight!

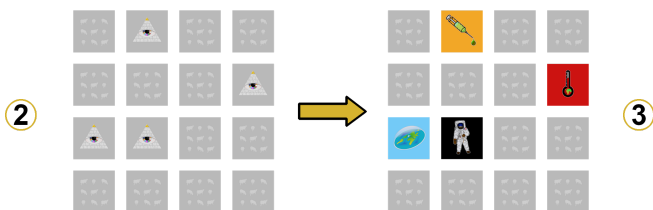
GAME CONTENTS:

- 1 Box
- 9 Turn tiles
- 1 Rulebook
- 9 x 13 Follower tiles
- 14 Info tiles
- 9 Leader tiles

SETUP:

Players	2-player	3-player	4-player	5-player	6-player	7-player
Leader tiles	4	5	6	7	8	9
Followers per Leader	3	4	5	6	7	8
Grid size	4 x 4	5 x 5	6 x 6	7 x 7	8 x 8	9 x 9
Turn tiles	4	5	6	7	8	9

- Choose a conspiracy theory to lead. Add 2 non-player theories.
- Shuffle the **Leader** and **Follower** tiles needed for your game face down, then place them randomly into a square grid of the correct size. Leave space between the tiles.
- Flip the **Leader** tiles face up, but leave **Follower** tiles face down as **Sheeple**. This grid is the game board.
- Shuffle the **Turn** tiles face down and place them in a line. Flip them face up. This is the turn order.
- Take 5 spare **Follower** tiles and keep them in front of you. Keep 5 spare **Followers** available for each non-player as well.



Setup for a 2 player game (Game Board)



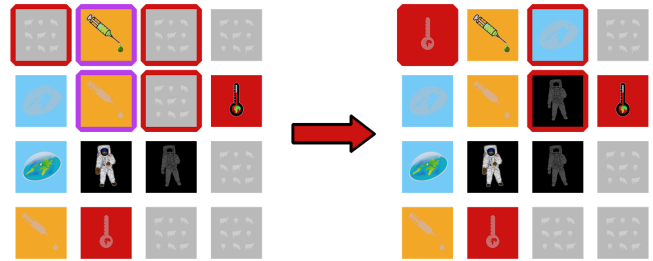
Setup for a 2 player game (Turn order)

RULES:

Turn order is determined randomly using the Turn tiles (see setup above). On your turn, choose 1 action from the these 4 choices:

1. Spread

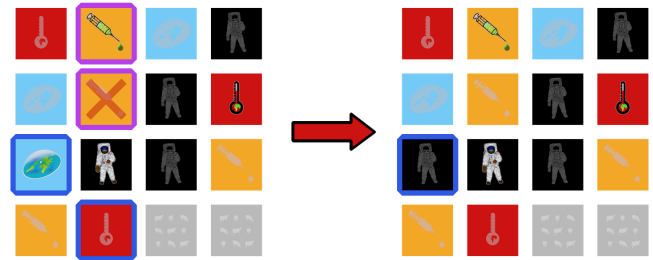
- Flip **ALL Sheeple** tiles adjacent to your **Area of Influence***
- Note:** non-player Theories will only **Spread** on their turn



You (Orange) **Spread** distrust to flip the 3 adjacent Sheeple tiles

2. Convert

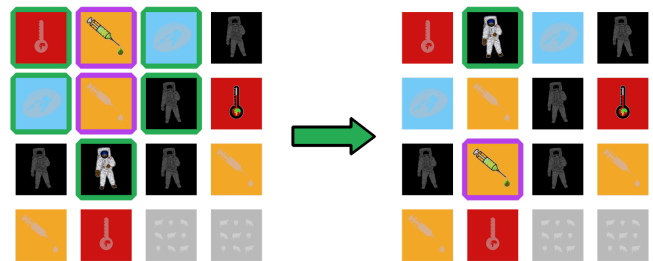
- Replace a Follower tile with one of your spare Follower tiles
- To **Convert** a tile it must be **directly adjacent to your Leader**
- To be **susceptible** a tile **must NOT be in another player's Area of Influence***
- Note:** you can **Convert** any non-player Leader or Follower tile
- Return a converted tile to its player's spare Follower supply



You (Black) **Convert** the adjacent Blue (non-player) Leader tile

3. Infiltrate

- Swap the locations of **ANY** tile in your **Area of Influence*** with **ANY** tile adjacent to your **Area of Influence*** (but not within it)



You (Orange) **Infiltrate** the neighbouring Black Leader with your Leader

4. Jump-Ship

- Change to a non-player conspiracy theory. Become its Leader, take its turn order. Your abandoned leader becomes a non-player conspiracy theory.

Once you complete your action, the next Theory in the turn order has their turn.

WINNING: Reach 8 tiles in your **Area of Influence*** to win!

STALEMATE: The game ends in a draw if ALL players repeat an identical set of moves (eg. repeated reversing of an **Infiltrate**)

DEFINITIONS:

Area of Influence = tiles of your colour connected (adjacently) to each other (note: this *must always* include your Leader). For example, Black (right) has an **Area of Influence = 5**



Adjacent = touching along the flat edge. This does not include diagonals

Sheeple = a face-down Follower tile

Susceptible = a face-up tile not in a player's Area of Influence

EXAMPLE GAMEPLAY:



Turn order - Alex is playing against Sam.

Blue (non-player) must **Spread**, flipping the 2 adjacent Sheeple to Followers

Alex (Black) chooses to **Spread**, flipping the 3 adjacent Sheeple to Followers

Sam (Orange) chooses to **Spread**, flipping the 3 adjacent Sheeple to Followers

Red (non-player) must **Spread**, flipping the 2 adjacent Sheeple to Followers

Blue cannot **Spread**, so does nothing

Alex chooses to **Convert** the Blue Leader (now no one can **Jump-Ship** to Blue). Alex now has an **Area of Influence = 4**

Sam chooses to **Infiltrate**, swapping the locations of their Leader with Alex's Leader. Sam has an **Area of Influence = 2**, and Alex's **Area of Influence = 1**

Red cannot **Spread**, so does nothing. This ends the second round of turns. The game would continue until a winner (**Area of Influence = 8**) is crowned!

Introducing the Conspiracy Theories!



The Earth is Flat - NASA lies! The earth is a flat plane with a dome of artificial stars and planets, surrounded by a giant ice-wall!



The Moon Landing was Faked - We never landed on the moon! It was all filmed in Hollywood! They slowed the footage down to look like low gravity!



Climate Change is a Hoax - Scientists of the World are deep in the pockets of Big Renewable Energy! All to scare people into buying their products!



Fluoridation turns us into Zombies - Repeat doses of Fluoride reduce our ability to resist domination, submitting to the will of the Government!



Area 51 is Hiding Alien Life - Aliens have visited Earth, and the Government captured one, keeping it away from us all in Area 51 to experiment on it!



Elvis is Still Alive - Elvis' death was faked! He was an undercover FBI agent, who went into hiding to escape the Mafia!



Chemtrails are Chemical Warfare - Put on your tinfoil hats! The government uses chemtrails to spread psychologically manipulative chemicals!



In the pockets of Big Pharma - Big Pharma pays Doctors and Scientists to push vaccines, hide the cure to Cancer, and block natural therapy!



Reptilian Aliens Control US Politics - Reptilian Aliens control the US government, waiting to overtly take control

For more information, in depth rules, example videos and gameplay please visit conspired.weebly.com

\$5 from each game sold will be donated to Wikipedia to support our greatest self-education tool



by Calan Spielman
more creative works at cs-co.weebly.com