

CONSPIRACY THEORIES!

RULES FOR PLAY

- 1. TRUE CONSPIRACY:** Shuffle the Debunk cards then draw one and place it back in the box without looking at it. This card reveals the one Category that cannot be debunked.
- 2. DEAL:** Shuffle all of the Debunk, Smear Campaign and Conspiracy cards together and deal five cards to each player. Place the deck in the center and flip over the top card to begin the discard pile.
- 3. DRAW:** Player on dealer's left begins their turn by drawing one Conspiracy card plus one for every Theory they have in play. They may draw from the discard pile or from the deck.

4. PLAY YOUR CARDS: On their turn, a player may take any of the following actions:

- a.) place groups of 3 (or more) into a Theory
- b.) play a Smear Campaign card
- c.) add one or more cards to any of their own Leading Theories.

5. DISCARD TO 5: Player then discards (if necessary) so that no more than 5 cards are held at the end of their turn. Discards are placed face-up on the discard pile.

CONSPIRACY THEORIES: If a player can link three or more Conspiracy cards by Category, they may place them on the table where they become the Leading Theory in that Category. Place the appropriate Category card above the first card in the Leading Theory to clearly identify its Category. Players can strengthen their own Theories by adding one or more cards on subsequent turns.

'BUMP' THE LEADING THEORY:

A player with a Theory on the table is said to have the Leading Theory, but if another player can place a greater number of cards in the same Category at one time, they 'bump' the Leading Theory, forcing their colleague to pick up the cards in their own Theory and immediately Discard to 5.

The new player now has the Leading Theory and places the Category card at the top of their own Theory. (*Note that only 1 theory can be played in each Category)

DEBUNK CARDS: When it is played, each Debunk card permanently disproves and closes one Category, and can be played at any time, even out of turn. If a Debunk card is played, it causes all cards in a Theory within that Category to immediately go back into the box, while the Debunk card remains on the table to remind players that the Category has been permanently closed.

SMEAR CAMPAIGN: These cards attempt to muddy the water around a Theory by discrediting it or by slandering the researcher. On their turn, (not as a discard) a player may place a Smear Campaign card upon a colleague's Theory, causing them to pick up the cards and immediately Discard to 5.

SUPPRESSING EVIDENCE: A player with a Leading Theory in any Category to which they hold the corresponding Debunk card is said to be Suppressing Evidence. This is permissible in the game but other players may guess the secret and make an Accusation.

To make an Accusation, the accusing player must have at least one Leading Theory, which they lose to the accused player if they are found innocent. If, however, a colleague is found guilty, they lose all of the cards in the associated Theory plus all cards in their hand, which all go back into the box.

UNCOVER THE TRUTH: Play continues until 6 of the 7 Categories have been debunked, thereby revealing the one True Conspiracy and the player with the Leading Theory in this Category wins the game!