

15 Minute Conspiracy

by Dave Chalker

- 5-9 Players, 15 Minutes (-ish)

Components

- 9 Group Cards
- 18 Influence Markers (2 each for each Group's color, with Locked/Unlocked sides)
- 11 Conspiracy Cards
- 18 Plot Cards
- 3 Hunted Cards
- Score Tokens or Pen & Paper
- Conspiracy Reference Cards
- Timer

For PnP purposes, you will need to print out all the cards in the PDF. You will also need to provide the Influence Markers, 2 for each player in the colors that match their group, with one side of the marker indicating Unlocked and the other side Locked. You will also need to provide a timer and some way to keep score (poker chips or similar are best, score pad also works fine.)

Got feedback? Email dave@critical-hits.com, contact me on Twitter at @DaveTheGame, or leave feedback using the Unpub form: <http://unpub.net/feedback/>

Overview

Everyone is a conspiratorial group, influencing the other groups in order to follow the commands of their secret conspiracy overlords. By using their influence and initiating plots, they try to maximize the favor of the secret conspiracy they belong to. However, the conspiracies themselves trade your group among each other, and so each round you may serve someone different.

The game is played over three rounds. It is a real-time, no turns game, with a time limit that gets shorter with each round. Each player receives a secret Conspiracy Card at the beginning of the round, which gives them their way to earn points for that round, and a Plot Card that gives each player a special action to take (or keep for points.) When the timer begins, players play their Influence Markers on each other to try and complete their secret goals, while also disguising what their true motive might be. At any point a player can lock in their influence to draw another Plot Card, but leaves them more stuck to adapt to what happens in the game.

Once the timer goes off, everyone reveals their secret Conspiracy and tallies up their points for the round. After three rounds, the highest score has served their conspiracies the best, and takes over the world.

Beginning of Game Setup

Have everyone pick a Group card and take the two matching Influence markers, unlocked side up.

Use the following Conspiracies per number of players (set aside the rest):

- **5 players:** 2x Secret Masters, 3x Bermuda Triangle, 1x Anarchs of Discord, 1x Flying Saucers, 1x Assassin's League (you will have one extra unused Conspiracy)
- **6 players:** 2x Secret Masters, 3x Bermuda Triangle, 1x Anarchs of Discord, 1x Flying Saucers, 1x Assassin's League
- **7 players:** 2x Secret Masters, 3x Bermuda Triangle, 2x Anarchs of Discord, 1x Flying Saucers, 1x Assassin's League
- **8 players:** 2x Secret Masters, 3x Bermuda Triangle, 2x Anarchs of Discord, 1x Flying Saucers, 2x Assassin's League
- **9 players:** 2x Secret Masters, 3x Bermuda Triangle, 2x Anarchs of Discord, 2x Flying Saucers, 2x Assassin's League

Shuffle the Hunted deck.

Beginning of Round Setup

Shuffle the Plot Cards. Before each round, remove a number of Plot Cards at random based on the number of players:

- 5 players: Remove 6 Plot Cards
- 6 players: Remove 5 Plot Cards
- 7 players: Remove 3 Plot Cards
- 8 players: Remove 1 Plot Card
- 9 players: Remove 0 Plot Cards

Deal everyone a Plot Card for their starting hand, then place the Plot Card deck somewhere in the center where everyone can reach it. Reveal the top card of the Hunted deck. Deal everyone a Conspiracy Card. You may look at your own Conspiracy Card at any time, even if it changes.

The remaining undealt Conspiracy cards (usually 2) go into the center face down: these are the unused Conspiracies.

If this is the first round, set the timer for 6 minutes. If this is the second round, set the timer for 5 minutes. If this is the third and final round, set the timer for 4 minutes.

If everyone in the game has played before and is familiar with the rules, you can cut a minute from each round, making it 12 Minute Conspiracy.

Setup Summary

- Shuffle the Plot deck, remove Plot Cards at random depending on number of players, then deal 1 to each player. Put the remainder in the center of the table.
- Flip the top card of the Hunted deck.
- Shuffle the Conspiracies and deal 1 to each player, with the remainder in the center.
- When everyone is ready, start the timer, then play.

Play

Once everyone has seen their starting cards, start the timer.

At any time, you may do the following things, but only one at a time:

- Move one of your unlocked Influence Markers onto any other player's Group, or onto one of the unused Conspiracies in the center. You cannot have both of your influence markers on the same card.
- Flip over one of your unlocked Influence Markers that has been placed on another Group to its locked side, and draw a Plot Card from the deck. (If there are no more Plot Cards in the deck, you do not draw a card.)
- Play a Plot Card from your hand, and execute its effects. Place the Plot Card in the discard pile unless it says otherwise.

You can do these as long as you are able, until the timer goes off. During the round, you can make whatever claims you want, but you cannot show your Conspiracy card to anyone else unless a Plot Card specifically allows you to do so.

The Conspiracies

The Bermuda Triangle: You are trying to form a Triangle, by influencing two other Bermuda Triangle cards, and have at least one Bermuda Triangle influencing you back.

Primary: 3 points for each of your influence markers on another Bermuda Triangle.

Bonus: +2 points if at least one Bermuda Triangle is influencing you.

Secret Masters: You are working with a partner, trying to influencing all the other conspiracies between the both of you. If you are working alone, you are trying to influence two different conspiracies and hold onto your plots.

Primary: 2 points for each unique conspiracy ALL Secret Masters are influencing.

Bonus: If you are the only Secret Master (the other Secret Master is among the unused Conspiracies), +1 point per kept Plot Card at the end of the round.

Anarchs of Discord: You are trying to shake things up by getting the other conspiracies to influence you.

Primary: 2 points for each influence on your group.

Bonus: +2 points if both your influence are on two members of the same conspiracy. (For example, if you place both your influence on two different members of the Bermuda Triangle, you would earn 2 points.)

Assassin's League: You are hunting a particular conspiracy or conspiracies, and destabilizing them as you do.

Primary: 4 points for each of your influence on a hunted conspiracy (as shown on the Hunted card revealed to all players.)

Bonus: If you influence two hunted conspiracies, each member of the hunted conspiracy loses 1 point.

Flying Saucers: You are trying to escape detection and avoid being influenced by blending in with a crowd.

Primary: 2 points for each other influence marker on each card that you are influencing.

Bonus: You lose 1 point for each influence on your Group, and each group influencing you gains 1 point.

End of Round

When the timer goes off, all play ends immediately. Reveal every Conspiracy, and give each player their score for the round based on their Conspiracy. The Primary (P:) line on the Conspiracy card gives the base scoring, and the Bonus (B:) line gives some additional scoring. Each player also receives one more point for each unused Plot Card left in their hand.

In the unlikely event you lose more points than you'd gain for a round, you earn no points that round, but you do not give up points earned in a previous round.

If it is the first or second round, take all the Plot Cards and Conspiracy Cards, and prepare them as listed in Beginning of Round Setup. Set aside the previous Hunted card and flip up a new one: you will use a new Hunted Card in each round. Give every player their Influence Markers back, unlocked side up.

Game End

At the end of the third round, after scoring, whoever has the most points has pleased their overlords and wins. If there is a tie, your groups share control of the world... until one of you betrays the other.

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