

2  
**TOP SECRET**

MB-1982

# CONSPIRACY™ PAPERS

VERY CONFIDENTIAL GAME INSTRUCTIONS

FOR 3 OR 4 PLAYERS

## INTRODUCTION

Conspiracy is a spoof of all the spy stories ever written! Play it and meet a group of delightfully sinister spies, a very elusive top secret briefcase and several Swiss Bank accounts. . . well-funded and well-hidden.

You and your opponents are the Intelligence Heads of 4 major "Spy Centers" in Washington D.C., Moscow, London and Peking. Your mission is to hire a spy to bring the top secret briefcase to the Intelligence Headquarters you represent. If you're the first to do so, you'll win the game.

The spies are 8 in number, represented by unique, two-faced plastic playing pieces. They are a money-hungry bunch who are loyal to no one in particular. . . they work for the highest bidder.

## OBJECT OF THE GAME

Be the first player to bring the top secret briefcase to your headquarters.

## CONTENTS

- 1 gameboard
- 8 plastic spy playing pieces
- 1 plastic briefcase playing piece
- 4 Bank Books with tally sheets
- 1 instruction booklet
- label sheet

## HOW TO SET UP THE GAME

**1. CHOICE OF HEADQUARTERS:** open up the gameboard, place it on a flat surface between players so that you and your opponents each sit behind a headquarters. . . either Washington D.C., London, Moscow or Peking. Whichever headquarters you're sitting behind becomes your Home Headquarters and the place where you are trying to bring the briefcase to!

### 2. ASSEMBLY OF PLAYING PIECES:

**The briefcase.** . . carefully break off the two briefcase pieces from the runner and snap them together fitting the pegs of one piece into the holes of another, as in Figure 1. Then, peel off the briefcase labels and apply them to the case.

**The spies.** . . carefully break off the spy pieces from the runners. Each spy is made up of two of the same plastic pieces. To assemble a spy, just snap two identical pieces together being sure to fit the pegs of one piece into the holes of another piece, as you did with the briefcase.

**3.** Place the briefcase in the center "Conspiracy" space on the board. Then position the 8 spies as in Figure 2. Note, it doesn't matter which spy is placed where —remember, they DO NOT belong to any player or headquarters.

## IMPORTANT NOTICE TO NEW PLAYERS

Conspiracy is not like any other game you ever played. . . for the following reasons:

- No one owns the spy playing pieces. Their placement on the gameboard does not effect ownership either.
- The spies **do not** move by spinner or dice. Players are free to move any piece from space to space along the path.
- Any player can try to stop another player's move by announcing a **challenge** to the move. This action is called a **Move Challenge**.
- One spy can permanently remove another spy from play. This action is called **Blowing a Spy's Cover**.
- Any player can try to stop the removal of a spy from play by **challenging** the Blowing of a Spy's Cover. This action is called a **Cover Challenge**.

FIGURE 1.

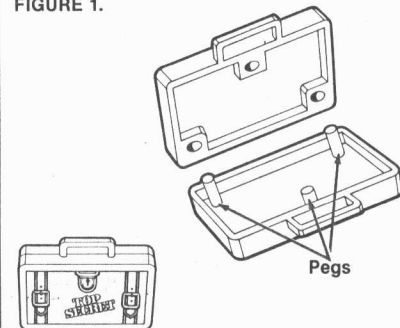
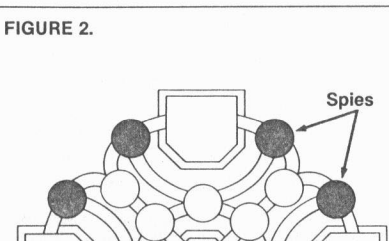
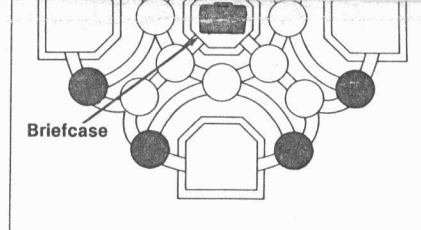


FIGURE 2.



4. **GAME PLAY SPACES:** notice, there are 25 game play spaces that the spies with or without the case can be moved to. Twenty are the names of exotic cities, one is the center "Conspiracy" label space and four are the headquarters spaces which are also game spaces. **Please note:** the 3 headquarters spaces of your opponents are legal spaces to move to only if you move a spy there **without** the case. For if you moved a spy with the case to an opponent's headquarters, your opponent would win the game!



5. **THE BANK BOOKS:** each player is given a Bank Book to keep a secret record of the pay-offs he or she makes to the spies during the game. (Pencils are needed and are not provided.) Each player starts off the game with a total of \$10,000 from which varying pay-offs are made to various spies.

Open up your Bank Book. The inside cover pictures all 8 spies and gives you a quick summary of "How To Pay Off A Spy." See Figure 3 for pay-off example.

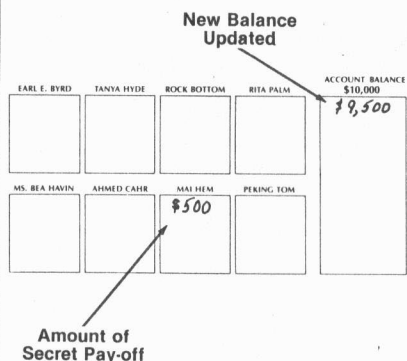


Here's How You Make A Pay-Off. . .

- A. On your turn, announce aloud that you're going to make a pay-off.
- B. Open up your Bank Book. Secretly write the amount of the pay-off you wish to make under the name of the spy you wish to bribe. **Do not tell your opponents the amount of the pay-off or what spy you bribed!**
- C. Subtract pay-off from the \$10,000 balance. Record updated balance in the Account Balance Column.
- D. Always make pay-offs in even \$100 amounts for easier tabulation. For example, you may make a pay-off of \$700 but not \$750!
- E. Make only one pay-off to one spy in a turn but you may pay-off as many spies as you wish during a game.
- F. Once a pay-off is made it cannot be transferred to another spy.
- G. Don't overdraw your account. Your total number of pay-offs cannot exceed \$10,000.

FIGURE 3.

Here's a graphic example of a pay-off of \$500 made to Mai Hem. . .



More details on pay-offs. . . why you make them and when you make them, all discussed in the Game Playing Section on page 2.

# OF CHALLENGES

## THE COVER CHALLENGE

### WHY WOULD YOU MAKE A COVER CHALLENGE?

If you wish to try and stop a player from eliminating a certain spy from the game, then challenge the blowing of that spy's cover. If you're successful in your challenge, you'll cancel out the elimination and the spy remains in the game. If you're unsuccessful in your challenge, the spy is eliminated and you'll lose your next turn.

### WHO CAN MAKE A COVER CHALLENGE?

Just as in a Move Challenge, any player can make a Cover Challenge as soon as the action of blowing a spy's cover is announced. The opportunity to challenge is done in the same order as a Move Challenge, always starting to the left of the player who is blowing a spy's cover. The same rules of a Move Challenge apply to a Cover Challenge and the same format of a bidding contest is conducted. The Challenger is the player who is trying to stop the action of blowing a spy's cover; the Challenged player is the player who is trying to eliminate the spy.

The most important thing to remember in a Cover Challenge is that the bidding contest involves the pay-offs made on the Informer spy, not the Victim spy.

### RESULTS OF A COVER CHALLENGE

- If the Challenger wins the Bidding Contest, the Victim spy is not eliminated from play. The Challenged player's turn is over and he or she does not have to deduct \$1,000 from the Informer's account.
- If the Challenged Player wins the Bidding Contest, the Victim spy is eliminated from the game. The Challenged Player then deducts \$1,000 from the account of the Informer in his or her Bank Book. The defeated Challenger loses his or her next turn as a penalty.

See Appendix, Section I, pages 3 and 4 for examples of Bidding Contests in a Cover Challenge.



See the following for examples of challenges and strategy hints

## APPENDIX

### SECTION 1

#### Examples of Move and Cover Challenges

### MOVE CHALLENGES

**Situation #1.** . . Player 1 moves Tanya Hyde to an adjacent space. Player 1 has made a pay-off totaling \$500 to Tanya. Player 2 has made a pay-off totaling \$700 to Tanya and decides to challenge the move.



TANYA HYDE

#### The Bidding Contest

Player 2 (the Challenger) \$700 on Tanya Hyde		Player 1 (the Challenged Player) \$500 on Tanya Hyde		<b>Result:</b> Player 2 wins the challenge. Tanya Hyde returns to her previously occupied space. Player 1's turn is over. Player 2 has made a successful challenge and does not lose his or her turn.
1st Bid	\$100	Answer:	"Covered"	
2nd Bid	\$200	Answer:	"Covered"	
3rd Bid	\$400	Answer:	"Covered"	
4th Bid	\$600	Answer:	"Not Covered"	

**Situation #2.** . . Player 1 moves Tanya Hyde with the briefcase to an adjacent space. Player 1 has made a pay-off totaling \$800 to Tanya. Player 4 has made a pay-off totaling \$800 to Tanya and decides to challenge the move.



TANYA HYDE

#### The Bidding Contest

Player 4 (the Challenger) \$800 on Tanya Hyde		Player 1 (the Challenged Player) \$800 On Tanya Hyde		<b>Result:</b> Player 4 loses the challenge. Tanya Hyde stays on her present space with the briefcase. Player 4 loses his or her next turn as a penalty for losing the challenge.
1st Bid	\$500 (From previous challenge, it is known that Player 1 has made at least a \$400 pay-off to Tanya)	Answer:	"Covered"	
2nd Bid	\$800 (Player 4 cannot bid higher)	Answer:	"Covered"	

**Situation #3.** . . Player 2 moves Peking Tom to an adjacent space. Player 2 has made a pay-off to Tom totaling \$1,500. Player 1 has made a pay-off to Tom totaling \$1,100 and decides to challenge the move.



PEKING TOM

**POINT OF INTEREST:** when a spy's cover is blown and it is eliminated from the game, all players may, if they wish, reveal how large a pay-off (if any) they had on the eliminated spy. The money is lost, of course, since the spy is out of the game!

## OPEN DISCUSSION BETWEEN PLAYERS

In Conspiracy, players are encouraged to "table-talk" and discuss the possible meanings of certain actions. Often players can cooperate with each other to stop a certain player from making a critical move to win the game. No discussion of specific pay-off amounts, however, is ever allowed. Secret bank accounts must remain secret (except after a spy is eliminated). At the end of the game, Bank Books should be exchanged to prove the honesty of the players.

## HOW TO WIN THE GAME

Continue to play as outlined above until one player moves a spy with the briefcase into his or her headquarters to win the game.

### The Bidding Contest

Player 1 (the Challenger) \$1,100 on Peking Tom		Player 2 (the Challenged Player) \$1,500 on Peking Tom		<b>Result:</b> Player 1 wins the challenge. Peking Tom returns to his previously occupied space. Player 2's turn is over. Player 1 has made a successful challenge and does not lose his or her next turn.
1st Bid	\$500	Answer:	"Covered"	
2nd Bid	\$600	Answer:	"Not Covered"	

**PLEASE NOTE:** Player 2 could have "covered" the last bid of \$600 but chose not to thus keeping his or her pay-off a secret. Remember, any player can legally stop the bidding at any amount less than the total pay-off made to a spy.

## COVER CHALLENGES

**Situation #1.** . . it is known that Player 3 has made a large pay-off to Rita Palm because of previously successful defenses of Move Challenges by Player 3. Player 1 moves Rock Bottom onto the same space occupied by Rita Palm. Player 2 then decides to blow Rita's cover and announces such an action declaring Rita the Victim and Rock the Informer. Player 2 has made a pay-off to Rock Bottom totaling \$1,700. Player 1 has made a pay-off to Rita Palm totaling \$2,200 but has made NO pay-off to Rock Bottom. Therefore, Player 1 **cannot** challenge the "blowing of Rita's cover" because he or she has no money on Rock, the Informer. No other players challenge the action of blowing Rita's cover.



RITA PALM  
THE VICTIM



ROCK BOTTOM  
THE INFORMER

**Result:**  
Rita Palm is removed from the board and from play. Player 2 deducts \$1,000 (the cost of the exposing) from Rock's account leaving a balance of \$700.

Cover Challenges continued on next page. ►