

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

HOW TO PLAY THE GAME

- Before actual play begins, each player secretly makes an Opening Pay-Off to any spy in his or her Bank Book. Remember, the pay-off must be in even \$100 amounts and it can be made only to one spy. Subtract pay-off amount from \$10,000 balance.
- Choose a player to go first. Play proceeds to the left.
- On your turn, you may do ONE of the following. . .
 MOVE ONE SPY with or without the briefcase.
 MAKE A SECRET PAY-OFF to a spy in your Bank Book.
 BLOW A SPY'S COVER by using one spy (called the Informer) to expose another spy (called the Victim) and eliminate it from play.

All of the above actions are explained below in detail.

"Moving a Spy" and "Blowing a Spy's Cover" can be challenged by any player at any time. These two kinds of challenges, the Move Challenge and the Cover Challenge, are explained in the columns to the right.

MOVING ONE SPY

On your turn, you may choose to move one spy to an adjacent space connected by the gamepath. Here are some basic rules of movement. . .

1. Game spaces are connected by the gamepath. When moving a spy with or without the case, you must move it to an adjacent space connected by the path, moving only one space per turn.
2. You may move a spy even if you have not made a pay-off to that spy.
3. No one owns the briefcase! It can be picked up and carried to another space by any spy who is on the same space with the case at the beginning of your turn. For example. . .
 You're Player 2. Player 1 moves Spy C with the case into the space occupied by Spies A and B. Player 1's turn is now over. You (Player 2) may, if you wish, move either Spy A, Spy B or Spy C with or without the case to an adjacent space.
4. The briefcase must never be moved by itself—a spy must carry it to an adjacent space, if it is to be moved.
5. Any number of spies can be on the same game space at the same time.

After you move a spy, with or without the case, such a move is open to a challenge by any player. This kind of challenge is called a Move Challenge. See the specifics of making a Move Challenge in the column to the near right. If there is no challenge to your move your turn is over and play proceeds to your left.

You now know how to move a spy. If you prefer not to move a spy on your turn, you may do either of the following 2 actions. . . either make a secret pay-off in your bank book or blow a spy's cover. Both are discussed below.

MAKING A SECRET PAY-OFF

Secret pay-offs are strategic moves. As you can see from the "Moving A Spy" and "The Move Challenge" sections, if you have made the largest pay-off to a particular spy, then you can move that spy from space to space without losing a Move Challenge. . . certainly a powerful advantage!

To make a pay-off, simply add any amount in your Bank Book to the account of the spy you wish to pay-off. Then subtract that same amount from your balance. Remember to make pay-offs in amounts of even hundreds. Be sure to follow the step-by-step pay-off procedure in Rule 5 under the "Bank Books" section in "How To Set Up The Game." Here are two additional rules. . .

1. You may make more than one pay-off to a certain spy, but only one pay-off each turn. When you do add more money to a spy's account be sure to add it to the previous pay-off in the account. For example, if you had previously paid Earl E. Byrd \$200 and you decide to pay him \$500 more, total the \$700 and enter it right under Earl's account.
2. **BLUFFING:** if you wish, you can bluff making a pay-off. Announce aloud that you're going to make a pay-off and "fake" doing so. This clever play will deceive your opponents into thinking that you may have more money on a spy than you really do.

BLOWING A SPY'S COVER

The purpose of blowing a spy's cover is to remove that particular spy from the game. If you wish to blow a spy's cover, you must use another spy to do so. The spy that eliminates another spy from play is called THE INFORMER; the spy that is to be eliminated is called THE VICTIM. Here's how you blow a spy's cover. . .

1. At the beginning of your turn, both the Informer and the Victim must be on the same game space.
2. You must have previously paid the Informer at least \$1,000 in your Bank Book.
3. Announce aloud to your opponents that you're blowing a spy's cover and declare which spy is the Informer and which spy is the Victim.
4. If any player wishes to try and stop this action, he or she may make a Cover Challenge. See column to the far right for the specifics of making a Cover Challenge.
5. If there are no challenges to the action, remove the Victim spy from the board and from the game.
6. The Victim has now been eliminated. The cost to you for "exposing" the spy is \$1,000. Deduct \$1,000 from the account of the Informer spy in your Bank Book.

IMPORTANT: the \$1,000 cannot be taken from the balance in your Bank Book. It must be in the Informer's account and it must be there before you announce the action of blowing a spy's cover!

THE TWO KINDS

THE MOVE CHALLENGE

WHY WOULD YOU MAKE A MOVE CHALLENGE?

If you wish to try and stop a certain player from moving a particular spy to a particular location, then challenge that move. If you're successful in your challenge, you'll cancel out the move. If you're unsuccessful in your challenge, the move remains and you'll lose your next turn.

WHO CAN MAKE A MOVE CHALLENGE?

As soon as a spy is moved, any player may challenge that move in an attempt to cancel it out. This opportunity to challenge is done in a specific order starting to the left of the player who moved the spy and then continuing clockwise. For if one player decides not to challenge or loses the challenge, the player to his or her immediate left may then challenge. **IMPORTANT:** you may challenge only once during an opponent's turn. If you pass up the challenge, you are not allowed to challenge again in that same opponent's turn.

HOW TO MAKE A MOVE CHALLENGE

Do the following in order to challenge a move (the Challenger mentioned below is the player who is trying to cancel out the move; the Challenged player is the person who just moved a spy).

1. Challenger calls out, "I challenge that move."
2. If the Challenged player does not want to fight the challenge, he or she simply moves the spy back where it was (and the briefcase, too, if the spy was carrying it). The Challenged player's turn is then over.
3. If the Challenged player wants to fight the challenge, he or she says, "Bid for it," to the Challenger. A Bidding Contest now begins. This contest involves the amount of previously placed pay-offs the Challenger and the Challenged player made in their Bank Books to the Just Moved Spy.

IMPORTANT: no money is actually exchanged during a Bidding Contest. . . rather, amounts are revealed. Remember, only previously placed pay-offs are considered in the bidding. No additional pay-offs may be made once the bidding begins.

The Bidding Contest. . . in a Bidding Contest, you cannot bid more than the pay-off amount you made to the Just Moved Spy. To declare more than you paid-off would be cheating and spoil the strategy of the game. You may, of course, bid less than the amount you paid-off.

Here's How A Bidding Contest Is Conducted—Play By Play:

- Challenger announces a pay-off amount (not the total amount yet), he or she has made on the Just Moved Spy (it must be a minimum of \$100).
- If the Challenged player has made that pay-off amount to the spy, he or she says "Covered."
- Then the Challenger may up his or her bid (pay-off amount) in \$100 raises. The Challenged player says "Covered" each time he or she can match that bid.
- At any point in the bidding, either player may stop, even if he or she has not yet reached or revealed the total pay-off amount he or she had made.

RESULTS OF A MOVE CHALLENGE: either of the following two events can happen. . . If a Challenger's bid is "covered" and he or she does not wish to bid higher or can't bid higher, the Challenger loses the challenge. The Just Moved Spy remains where it is and the Challenger loses his or her next turn as a penalty. Or if the Challenged player cannot "cover" or does not wish to "cover a bid," the Challenged player loses the challenge. The move is cancelled out. The Just Moved Spy is returned to its previously occupied position (and the briefcase, too, if the spy was carrying it).

PLEASE NOTE: it is possible that you could challenge two different players and lose before you take your next turn. If this happens, you only receive one "Lost Your Turn" penalty.

See Appendix, Section I, page 3 for examples of Bidding Contests in a Move Challenge.

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.



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.

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	Result:
1st Bid \$100	Answer: "Covered"	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.
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 \$600 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) \$600 on Tanya Hyde	Result:
1st Bid \$500 (From previous challenge, it is known that Player 1 has made at least a \$400 pay-off to Tanya)	Answer: "Covered"	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.
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

The Bidding Contest

Player 1 (the Challenger) \$1,100 on Peking Tom	Player 2 (the Challenged Player) \$1,500 on Peking Tom	Result:
1st Bid \$500	Answer: "Covered"	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.
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.



BITA 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 (CONT.)

Situation #2. . . in a repeat of the above situation, if Player 3 had made a pay-off totaling \$1,500 to Rock Bottom, then Player 3 would have challenged Player 2's attempt at blowing Rita Palm's cover. The following would happen. Player 3 announces a Cover Challenge and a Bidding Contest results.



The Bidding Contest

Player 3 (the Challenger)	Player 2 (the Challenged Player)
\$1,500 on Rock Bottom	\$1,700 on Rock Bottom
1st Bid \$1,100	Answer: "Covered"
2nd Bid \$1,200	Answer: "Covered"
3rd Bid \$1,300	Answer: "Covered"
4th Bid \$1,400	Answer: "Covered"
5th Bid \$1,500	Answer: "Covered"
No further Bid	

Result:
Player 3 loses the Cover Challenge. Rita Palm is removed from the game. Player 2 deducts \$1,000 for the cost of the "exposing" from Rock Bottom's account. Player 3 loses his or her next turn as a penalty for losing the challenge.

After Rita is removed from play, all players announce aloud how much money they had paid Rita. . . this, of course, is optional!

Situation #3. . . in a repeat of the above situation, if Player 3 had made a pay-off of \$1,900 to Rock Bottom and Player 2 had made a pay-off of \$1,700 to Rock Bottom, the following action would occur: Player 3 announces a Cover Challenge and a Bidding Contest results.



The Bidding Contest

Player 3 (the Challenger)	Player 2 (the Challenged Player)
\$1,900 on Rock Bottom	\$1,700 on Rock Bottom
1st Bid \$1,100	Answer: "Covered"
2nd Bid \$1,200	Answer: "Covered"
3rd Bid \$1,500	Answer: "Covered"
4th Bid \$1,700	Answer: "Covered"
5th Bid \$1,800	Answer: "Not Covered"

Result:
Player 3 wins the Cover Challenge. Rita Palm is saved and remains in the game. Player 2 does not deduct \$1,000 from Rock Bottom's account because the action of blowing Rita's cover was never completed. Player 3 does not lose any money or his or her next turn!

APPENDIX

SECTION II
Strategy Hints

GENERAL STRATEGY

- Secrecy and bluffing are crucial to the game. Try to keep your pay-offs hidden as long as you can. Don't challenge too frequently or if challenged, don't always disclose the full amount of a pay-off in a Bidding Contest.
- Bluffing is fun and often very effective. Pretend to make a pay-off on your turn. . . you could deceive your opponents into thinking that you have more money on a spy than you actually do. . . often a clever play that will leave you free to move without being challenged.
- Hold back on making pay-offs until later in the game, so you have an insight into what spies have been paid off by which players and how much those pay-offs really are.

TACTICS

PROBLEM: How do you stop a player who seems to be about to win? Here is the situation. Player 1 has made a large pay-off to Ahmed Cahr. This is apparent to the other players because of previously successful defenses of Move Challenges to Ahmed. Player 1 has moved Ahmed and the briefcase within 2 spaces of his or her home headquarters. How do you stop Ahmed? You'll discover it will take cooperation among the other players. Here are some possible solutions. . .

Solution #1. . . try to steal the briefcase. One player moves another spy onto the space with Ahmed. The next player picks up the case with the "just moved spy" and moves both to an adjacent space away from the headquarters in the hope that Player 1 will not challenge such a move.

Solution #2. . . increase control over Ahmed by making a large pay-off to him. . . any number of players can do so. Then when Player 1 moves Ahmed, challenge the move and hope for a successful challenge.

Solution #3. . . blow Ahmed's cover. Openly suggest to other players that a particular spy be moved into the space that Ahmed occupies so that on your turn you can try and blow Ahmed's cover. Of course, this involves a sacrifice of \$1,000 (cost of the "elimination") on your part, but it's worth it if you can continue play.

- Don't let a player run away with the game early. You may have to cooperate with other players (openly table-talk) to stop a player who has made a large pay-off to a spy and is moving that spy quickly towards a headquarters for a win!
- Avoid making a big pay-off to one spy early in the game. If this spy is exposed (cover blown), you may suffer a fatal loss of money. One possible strategy is to hold back making pay-offs and challenging and let your opponents do all the dirty work while you wait until later to gain control of a spy!

PROBLEM: How do you keep a spy that you have made a big pay-off to from being eliminated in a "blowing cover" action? Here's a possible solution. . .

Solution #1. . . when it appears that an Informer spy is being moved in to eliminate a spy that you have paid off hand-some, do the following on your turn. Pay-off the suspected "Informer" spy. Then you have a chance at challenging the "blowing cover" action or a move of the suspected "Informer" spy.

PROBLEM: How do you hide the fact that you're moving in a certain spy to eliminate or blow another spy's cover? Here are 2 possible solutions. . .

Solution #1. . . in addition to your intended Informer spy, also move another decoy spy into the space occupied by the spy you wish to expose (the Victim). This might confuse your opponents. . . and they won't know who will be the Victim or the Informer!

Solution #2. . . think ahead where the spy you wish to "expose" may be moved. Position your intended "Informer" spy in a space that the intended Victim spy is sure to move to. Once both spies are on the same space, on your turn, you can attempt to eliminate the intended Victim spy.