

Conspiracy: Abyss Universe

Objective: Players compete to have the most influential senate by gathering lords, building their senate chamber, controlling locations, and gaining pearls.

Setup

1. Shuffle the square Lord cards into a face-down deck and place it in the middle of the table.
 - Leave enough space to the right of the Lord deck for 5 discard piles (one of each colour).
2. Shuffle the rectangular Location cards into a face-down deck and place it under the Lord deck.
 - Draw the top card of the Location deck and place it face-up, to the right of the Location deck.
3. Place the Pearl Track card and Pearl Master token () in the middle of the table.
 - Place the Pearl Track token () on the '0' space of the Pearl Track card.
4. Each player takes a set of 5 Coat of Arms tokens ( ,  ,  ,  , and ), one of each colour.
 - Any remaining tokens are returned to the game box.
5. Randomly select a starting player to take the first turn of the game.

End of Game

The end of the game is triggered when a player completes their Senate Chamber by placing the 15th and final Lord card in their Chamber.

- When a player triggers the end of the game, all other players get one final turn before the game ends.
- If a player chooses to recruit Lord cards from a discard pile that contains more cards than they have spaces in their Senate Chamber, they only add enough cards to complete their Chamber and place any remaining cards in the respective discard pile.

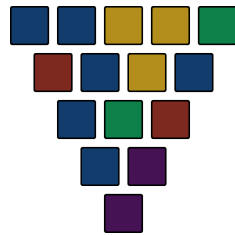
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Each player adds up their Influence Points from the following sources:

Lord Cards: The combined total Influence Points from each of the player's Lord cards with a Coat of Arms token (, , , , and ) on it.

Location Cards: The total number of Influence Points from the Location cards the player controls.

Lord Coalition: The biggest area of adjacent Lord cards of a single colour in the player's Senate Chamber scores 3 Influence Points for each Lord card that makes up that group.



Example: This player's largest Coalition is made up of 5 connected blue cards on the left-hand side of their Senate Chamber. This player would score 15 points (5 Lord cards x 3 Influence Points).

The Pearl Master: The player that possesses the Pearl Master token () gains 5 Influence Points.

The player with the most Influence Points wins the game.

Tie-breaker: In the event of a tie, the player with the most Pearls wins the game, and if still tied, the tied players share the win.

Pearls and the Pearl Master

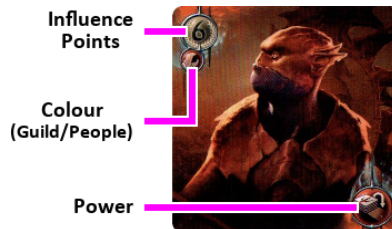
Some Lord and Location cards provide Pearls; the player that has the most Pearls is the Pearl Master.

- The first player that gains one or more Pearls takes the Pearl Master token () and places the Pearl Track token () on the space of the Pearl Track card that corresponds to the number of Pearls they possess.
- If the player with the Pearl Master token gains more Pearls, they adjust the Pearl Track token on the Pearl Track card to indicate the new total number of Pearls they possess.
- If an opponent of the current holder of the Pearl Master token reaches or exceeds the number of Pearls held by the current Pearl Master, they steal the Pearl Master token from that player.
- The Pearl Track token must always show the number of Pearls owned by the player that holds the Pearl Master token; if a player steals the Pearl Master token, they must adjust the Pearl Track token to show the number of Pearls that they possess.
- At the end of the game, the player with the Pearl Master token gains 5 additional Influence Points.

Lord Cards

There are 60 cards in the Lord deck (12 cards in each of the 5 colours.

- Each player will only score the Influence Points on the most influential Lord card (the card worth the most Influence Points) of each colour at the end of the game; each of these is tracked with a Coat of Arms token ( ,  ,  ,  , and ).



When a player places this Lord card in their Senate Chamber, this Lord card gives the player 1 Pearl.

2x per colour



When a player places this Lord card in their Senate Chamber, this Lord card gives the player 2 Pearls.

2x per colour



When a player places this Lord card in their Senate Chamber, this Lord card gives the player 1 Silver Key.

4x per colour



When a player places this Lord card in their Senate Chamber, this Lord card gives the player 1 Gold Key.

2x per colour

When a player places this Lord card in their Senate Chamber, they can swap the positions of 2 Lord cards in their Chamber, except for any



Lord cards with Keys ( / ).

- When played, this card's effect can be used on itself to swap its position with another card that is already present in the player's Senate Chamber.

1x per colour



When a player places this Lord card in their Senate Chamber, they draw the top card from the Lord deck and place it face-up in the corresponding discard pile.

1x per colour

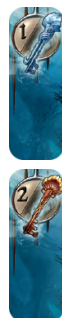
Location Powers

- The Influence Points of a Location card do not change the number of Influence Points a Lord is worth when it is placed on a Lord card.



The player immediately gains the depicted number of Pearls.

End of game Points: 5/4/3 respectively.



End of game Points: The player gains 1/2 Points for every Silver/Gold Key respectively that is present in their Senate Chamber, regardless of whether it has been used or not.



End of game Points: 7



End of game Points: 1 Point for every 2 Pearls the player has (rounded down).



End of game Points: 2 Points for every Location card the player controls (has in their Senate Chamber).



The player immediately places all of the discarded Lord cards into the Lord deck and then shuffles it.

End of game Points: 3



The player immediately places all of the Location cards next to the Location deck into the deck and then shuffles it.

End of game Points: 3



Until the player's next turn, each of their opponents must only expand their Senate Chamber by taking the first card from the top of the Lord deck.

End of game Points: 3



Until the player's next turn, each of their opponents must only expand their Senate Chamber by taking the first 2 cards from the top of the Lord deck, and then adding one to their Chamber and discarding the other.

End of game Points: 3



End of game Points: 1 Point, plus 1 Point per Lord card of the matching colour present in the player's Senate Chamber.



End of game Points: As many Points as the player's most influential Lord card of the matching colour.



Until the end of the game the player only needs 2 Keys ( / ) to control a Location card, regardless of colour.

End of game Points: 3



Until the end of the game, whenever the player takes control of a Location card, they choose the card from the Location deck instead of from the cards next to the deck and shuffle the deck afterwards.

End of game Points: 3

Turn Order (Single player turns in clockwise order)

On their turn, a player must carry out the following steps:

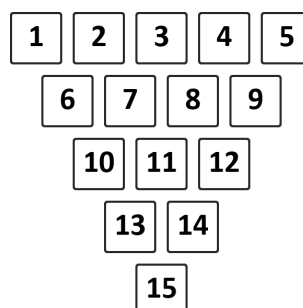
1. **Recruit Lords:** The player chooses one or more Lord cards to add to their Senate Chamber. The player performs one the following options:

Recruit from the Lord Deck: The player chooses to draw 1 – 3 cards from the top of the Lord deck and then places them face-up on the table while they review them.

- If the player chooses to draw cards, they must draw their chosen number cards at the same time; they cannot review a card and then choose to draw additional cards.
- Of the cards drawn, the player must choose one card to add to their Senate Chamber.
- The remaining unchosen cards are discarded face-up and placed in the corresponding discard piles according to their colour.
- Lord cards in each discard pile are placed on top of each other so that the Influence Points and powers on each card remain visible.

Recruit from One Lord Discard Pile: The player chooses a discard pile of one colour and takes all of the Lord cards from that pile to add to their Senate Chamber.

2. **Expand Senate Chamber:** The player places their chosen Lord card(s) from the previous step in their Senate Chamber following the placement rules, and then applies the powers of the cards they have placed.



Placement Rules: When adding Lord cards to their Senate Chamber, a player must add them from left to right and top to bottom, forming a 15 card, inverted pyramid over the course of the game (*see above*).

- If a player has recruited more than one Lord card, they choose the order in which they are placed.

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Placing and Moving Coat of Arms Tokens ( ,  ,  ,  , and ): Coat of Arms tokens are used to track a player's most influential Lord card of each colour; at the end of the game, each of these Lords will score Influence Points.

- If the player has added their first Lord card of a particular colour that is not present in their Senate Chamber, they place the corresponding Coat of Arms token on the card.
- If the player adds a Lord card of a colour that is already present, they check to see if the new card is worth more Influence Points, if so they move the corresponding Coat of Arms token onto the new card.
- The Coat of Arms tokens must always be on the most influential Lord card (the card worth the most Influence Points) of each colour in player's Senate Chamber.

Taking Control of a Location Card: When a player gains a matching pair of Keys ( / ) in their Senate Chamber or 3 Keys of any colour, they must take control of a Location card as follows:

1. **Choose a Location Card:** The player can either take one of the available face-up Location cards next to the Location deck or choose to draw 1 – 3 cards from the top of the Location deck and choose one of them to keep.
 - If the player chooses to draw cards, they must draw their chosen number cards at the same time; they cannot review a card and then choose to draw additional cards.
 - If the player draws more than 1 Location card, the cards that were not chosen are placed next to the Location deck, face-up.
 - If the last available face-up Location card is taken from beside the deck, the empty space is not refilled with a card from the Location deck.
2. **Place the Location Card:** The player places the Location card on the Lord card they have just added to their Senate Chamber so that it covers up the last Key ( / ) revealed.
 - When a player does this, it resets their number of Keys back to zero; none of the Keys prior to the Location card can be used. To take another Location card a player will need to collect another pair of matching Keys or 3 different Keys.
3. **Apply the Power of the Location Card:** The player applies any immediate effects of the Location card.