# Setup

6 Cards per player

# Round Structure

1. Active Player
	1. Choose 1 clue word for 2 of their cards
	2. Write clue word in all BUT 1 notebook
	3. Shuffle and distribute notebooks to other players
2. Play a single card matching clue
3. Play a second card matching clue
* Play cards without comment
* Draw back up to 6 card hand
* Start with Active Player
* Active Player cards are played to table center
1. Active Player announces the clue word
	1. In player order explain/justify your card choices
	2. Vote (except Active Player) via token for conspirator
2. Reveal notebooks and Score

3 VP to each player who voted for the conspirator

5 VP to conspirator if they have less than 2 votes

4 VP to active player if conspirator had less than 2 votes

# End Game

* 4 to 5 players: everyone has been Active Player **twice**
* 6 to 8 players: everyone has been Active Player **once**
* Tiebreaker: quantity of VP tokens