

SETUP

6 Cards per player

ROUND STRUCTURE

1. Active Player
 - a. Choose 1 clue word for 2 of their cards
 - b. Write clue word in all BUT 1 notebook
 - c. 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
4. Active Player announces the clue word
 - a. In player order explain/justify your card choices
 - b. Vote (except Active Player) via token for conspirator
5. 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