

CONSPIRACY

SOLO MODE



CONTENTS

- ▶ 5 Legendary Opponent cards representing 5 potential opponents



- ▶ 1 Replay token



GAME SETUP

- 1 Choose or draw at random the Legendary Opponent you are going to confront. Place the card and the Replay token on the side of the table.
- 2 You start.

YOUR TURN

Your turn follows the rules of the original game, but as soon as you create a new area of at least 3 cards of the same color in your Senate Chamber, place the Replay token in front of you. You can use it now or later during your turn, to gain an extra turn when you play it. Once used, it must be replaced next to your Legendary Opponent. If you fulfil the condition to take the Replay token when it is already in front of you, nothing happens.

LEGENDARY OPPONENT'S TURN

On their turn, your opponent constructs their Senate Chamber by taking Lords according to the conditions on their card.

The discard piles

Check the discard piles first.

- If one of them fulfils the first condition on your Legendary Opponent's card, they take all the cards in that discard pile and add them to their Senate Chamber in the order you choose. If more than one pile fulfil this condition and are of equal interest to the Legendary Opponent, you choose which one they take.

- ▶ If no discard pile fulfills this first condition, move on to the next condition, and so on from left to right until one of the conditions is fulfilled.

Important: If at the end of this step your Legendary Opponent has taken one of the discard piles, their turn is over. It is your turn to play.

EXAMPLE

The diagram shows a central card with three conditions at the bottom: condition 1 (a key icon), condition 2 (a hand icon), and condition 3 (a book icon). An arrow points from condition 1 to the first discard pile (a green card with a hand icon), which is highlighted with a white circle. Below the card are four discard piles: a blue card with a hand icon, a brown card with a hand icon, a green card with a hand icon, and a purple card with a hand icon. The labels 'deck', 'discard pile', 'discard pile', and 'discard pile' are placed to the right of each respective card.

condition 1 | condition 2 | condition 3

The conditions to be fulfilled are shown on your opponent's card, in order of priority, from left to right as indicated by the arrow.

- If none of the conditions can be fulfilled with cards from the discard pile, your Legendary Opponent will take from the Lord deck.

The Lord deck

- 1 Your opponent reveals the first card from the Lord deck and places it on the corresponding discard pile.
- 2 Check to see if it fulfils any of your Legendary Opponent's conditions. If it does, they take that discard pile and add it to their Senate Chamber. This is the end of their turn. Otherwise, go back to point 1 until a discard pile fulfils your opponent's conditions.

Important: When your Legendary Opponent places a Lord with 6 Influence Points (IP) in their Senate Chamber, the top Lord card from the deck is revealed and placed on the corresponding discard pile. When they place a Lord with 0 Influence Points, the Lord's power is not applied.

TAKING CONTROL OF A LOCATION

When your opponent takes control of a Location, they take one at random from the available faceup Locations. If there are no available faceup Locations, they draw the top card from the Location deck. The Location is placed facedown on the Lord they have just added to their Senate Chamber. At the end of the game, each Location in your opponent's Senate Chamber earns them 5 Influence Points. Yours follow the usual rules.

Card Details



- 1 Influence Point Bonus at the end of the game
- 2 Special power of your opponent
- 3 Conditions to be fulfilled in order of priority (from left to right)

The Conditions



The discard pile must contain several Lords.



The discard pile must contain at least one Lord with a key.



The discard pile must allow the opponent to extend a coalition.



The discard pile must contain at least one Lord with a Pearl.



The discard pile must contain at least one Military Lord (red).



The discard pile must contain a Lord with 6 Influence Points.



IP bonuses



At the end of the game, your Legendary Opponent gains 1 IP for each pair of Pearls in their possession.



At the end of the game, your Legendary Opponent gains 1 IP for each Location under their control.



At the end of the game, your Legendary Opponent gains as many IP as their most influential Lord.



At the end of the game, your Legendary Opponent gains 1 IP + a bonus of 2 IP for each Military Lord in their Senate Chamber.



Special Powers



To take control of a Location, your Legendary Opponent only needs 2 keys, irrespective of their type.



When your Legendary Opponent adds a Military Lord to their Senate Chamber, they force you, on your next turn, to extend your Senate Chamber only by taking the first Lord from the deck.