

## BERMUDA TRIANGLE



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**P: 3 points** for each of your influences on another Bermuda Triangle.

**B: +2 points** if at least one Bermuda Triangle is influencing you.

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## SECRET MASTERS



*You are working with the other Secret Masters to find different conspiracies.*

**P: 2 points** for each unique conspiracy all Secret Masters are influencing.

**B: +1 point** per kept Plot Card if you are the only Secret Master.

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## ASSASSIN'S LEAGUE



*You are hunting and destabilizing.*  
**P: 4 points** for each of your influence on a hunted conspiracy.

**B:** If you influence two hunted groups, each member of the hunted conspiracy **loses 1 point**.

## ANARCHS OF DISCORD



*You are trying to convince others to influence you.*

**P: 2 points** for each influence on your group.

**B: +2 points** If both your influence are on two members of the same conspiracy.

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## FLYING SAUCERS



*You are trying to escape detection and blending in.*

**P: 2 points** for each other influence on the groups you are influencing.

**B: Lose 1 point** for each influence on your Group, and **+1 point** to whoever is influencing you.

## FLYING SAUCERS



*You are trying to escape detection and blending in.*

**P: 2 points** for each other influence on the groups you are influencing.

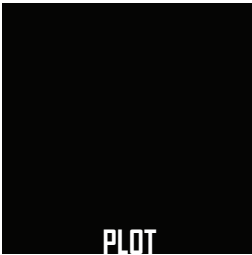
**B: Lose 1 point** for each influence on your Group, and **+1 point** to whoever is influencing you.

## HACKTIVISM



Guess an unused conspiracy. Flip it face up. If you guessed correctly, keep this card for 2 points. Otherwise, discard this.

## DOUBLE AGENT



Swap your conspiracy with a conspiracy you have locked your influence on.

## FALSE FLAG



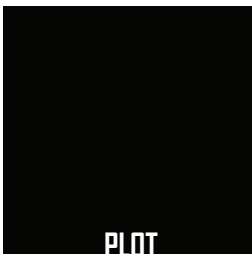
Shuffle two other player's conspiracies. If either are face up, turn them face down. Give them back randomly without looking at them.

## DEFECTION



Swap your conspiracy with an unused conspiracy you are influencing.

## COVER UP



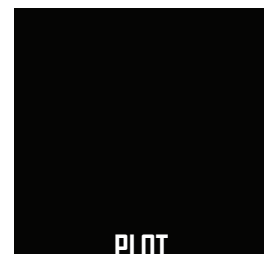
Keep this face up on top of your conspiracy. Your conspiracy cannot be viewed or changed by plot cards.

## INFORMATION EXCHANGE



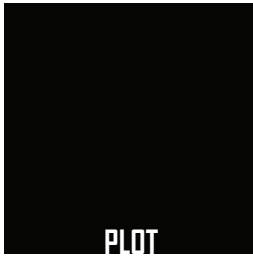
If another player is influencing you and you are influencing them, show each other your conspiracy cards.

## INFILTRATE



View another player's conspiracy that is influencing you.

## UPHEAVAL



Take another player's conspiracy, your conspiracy, and an unused conspiracy. If any are face up, they become face down again. Deal one at random to each spot you took them from.

## REWRITE HISTORY



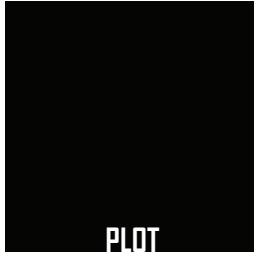
Take a card from the discard pile and add it to your hand.

## ELABORATE SCHEME



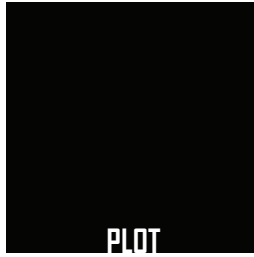
Choose a player, and steal one plot card at random from them. They keep this card face-up as 1 point.

## IT'S A TRAP



Lock one influence that is influencing you. They do not draw a card.

## EXPOSED



If both your influence are locked and there are still plot cards in the deck, flip your conspiracy card face up, and keep this card for 2 points.

## SUDDEN INFLUENCE



Unlock one of your locked influence. It cannot be re-locked.

## HUNTED: DISCORD OR SAUCERS



-1 point to the Anarchs and Saucers if the Assassin's League influences two Anarchs and/or Saucers.

## HUNTED: SECRET MASTERS



-1 point to the Secret Masters if the Assassin's League influences two Secret Masters.

## HUNTED: BERMUDA TRIANGLE



-1 point to the Bermuda Triangle members if the Assassin's League influences two Bermuda Triangles.

ANONYMOUS



POINTS

INFLUENCE

CONSPIRACY

CHEMTRAILS



POINTS

INFLUENCE

CONSPIRACY

GMOs



POINTS

INFLUENCE

CONSPIRACY

LIZARD PEOPLE



POINTS

INFLUENCE

CONSPIRACY

THE MEDIA



POINTS

INFLUENCE

CONSPIRACY

#HASHTAGS

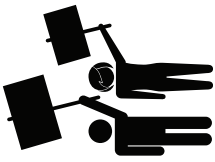


POINTS

INFLUENCE

CONSPIRACY

SOCIAL JUSTICE WARRIORS



POINTS

INFLUENCE

CONSPIRACY

TRUTHERS

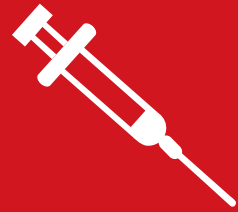


POINTS

INFLUENCE

CONSPIRACY

VACCINES

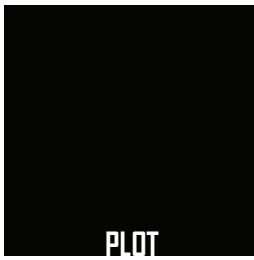


POINTS

INFLUENCE

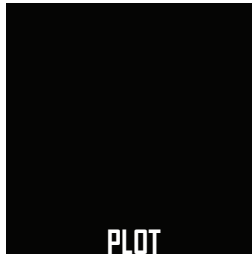
CONSPIRACY

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## DEFECTION



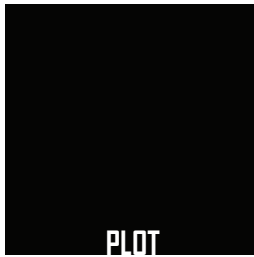
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## ELABORATE SCHEME



Choose a player, and steal one plot card at random from them. They keep this card face-up as 1 point.

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## THE CONSPIRACIES



Try to find the other Bermuda Triangles.



Work with your partner to find as many different conspiracies as you can.



Try to get other people to influence you, and find a pair of the same conspiracy.

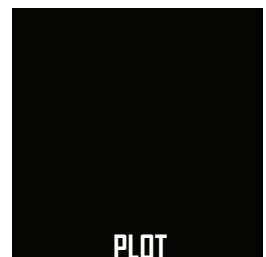


Try to find members of the Hunted conspiracy.



Try to avoid notice and place your influence where other people have their influence.

## SUDDEN INFLUENCE



Unlock one of your locked influence. It cannot be re-locked.

## THE CONSPIRACIES



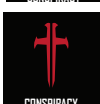
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