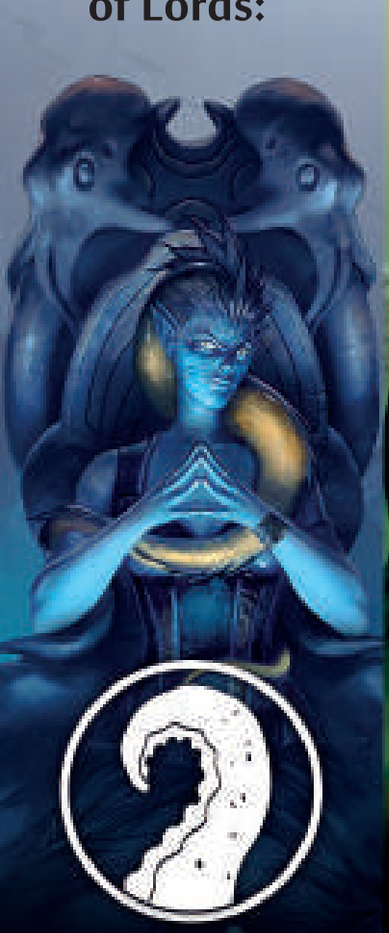
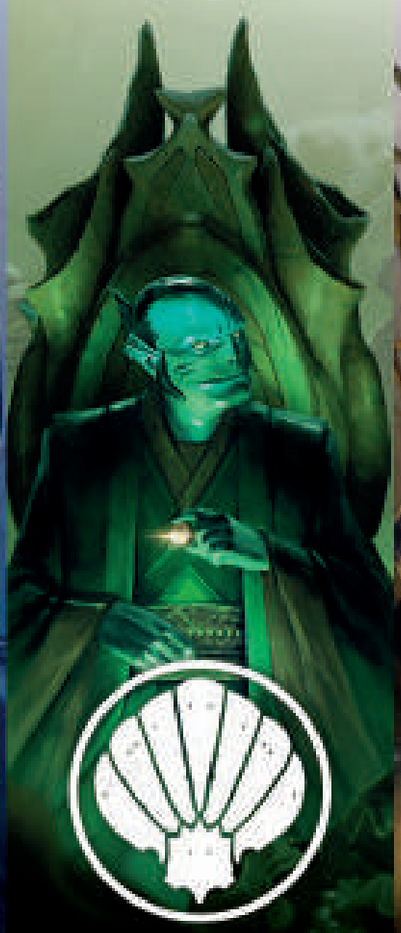
CONSPIRACY

ABYSS UNIVERSE

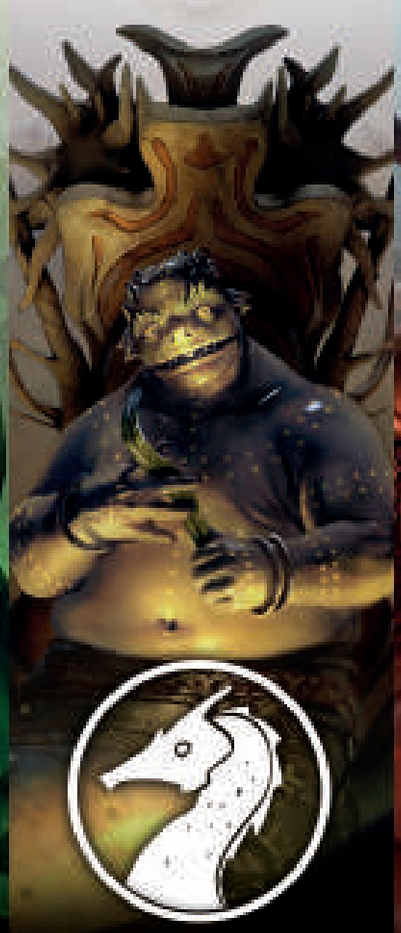
Within the ocean depths of Abyss' kingdom, intrigue and corruption are the rhythm of life. The Oceanic Senate Assembly is at the heart of this permanent power struggle, where opponents tirelessly scheme against each other to gain influence. Rally the most advantageous Lords before your opponents turn them against you and organize your Senate Chamber in the best way possible. Will you succeed in establishing your power and reigning supreme over the Assembly? In the kingdom of Abyss, five different races of creatures live together; each associated with a color and affiliated to a guild of Lords:



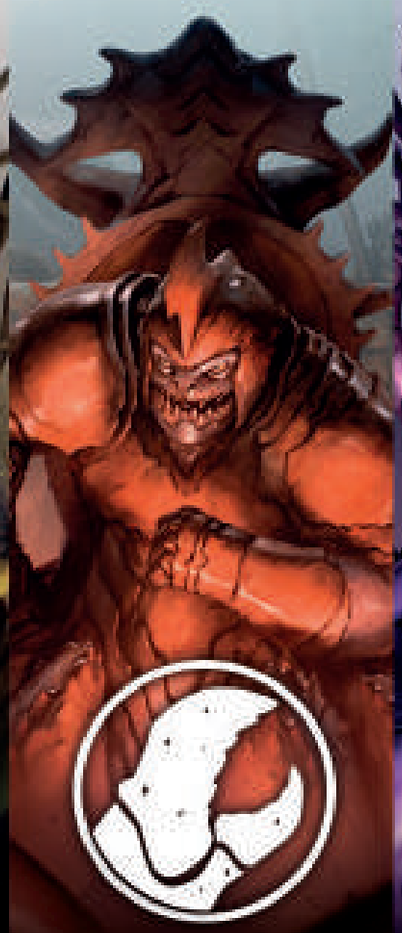
the Politicians Lords



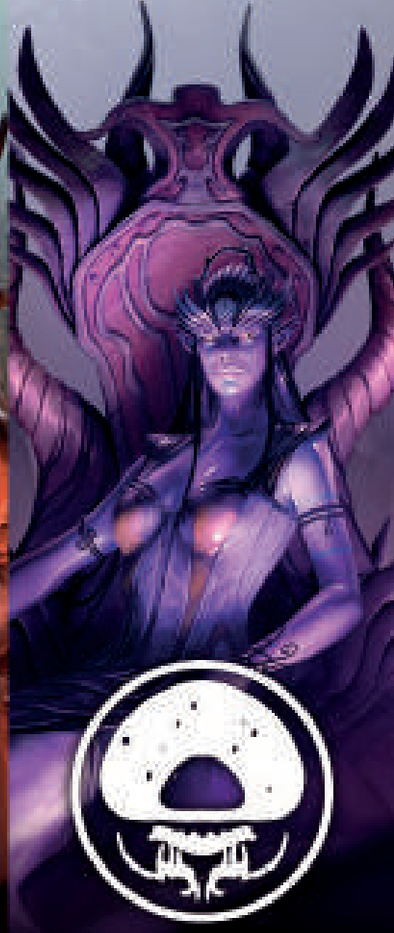
the Merchant Lords



the Farmer Lords



the Military Lords



the Mage Lords

Contents

- 60 Lord cards (12 cards for each of the 5 colors)



On the Lord cards, you will find:

- A The color of the Lord, indicating their guild and people.
- B The Influence Points (IP) of the Lord.
- C The Lord's Power. There are 6 different powers (see description at the end of the rulebook).

- 24 Location cards (see description at the end of the rulebook)
- 20 Coat of Arms tokens, 4 sets of 5 different colored tokens
- 1 Pearl Master token
- 1 Pearl track card
- 1 Pearl track marker

Object of the game

Rally the Lords to your cause, to form the most influential Senate Chamber of the hemicycle and ensure control over the Oceanic Senate Assembly. To do this, you will rely on:

- Your most influential Lord of each color;
- The Locations under your control;
- Your greatest coalition of Lords of the same color;
- The Pearls in your possession.

Game setup

1. Shuffle the Lord cards and form a deck placed facedown in the center of the table. Leave enough space for 5 different discard piles, one of each color.
2. Shuffle the Location cards and form a deck placed facedown next to the Lord deck. Reveal the top card of the Location deck.
3. Place the Pearl Master token and the Pearl track with its marker at 0 in the center of the table.
4. Each player receives a set of 5 tokens (one of each color). The remaining tokens, if any, are replaced in the box.
5. The first player, chosen at random, starts their turn.

EXAMPLE

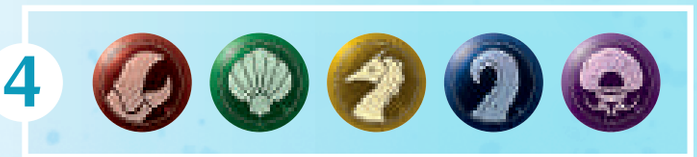


discard pile | discard pile | discard pile | discard pile | discard pile

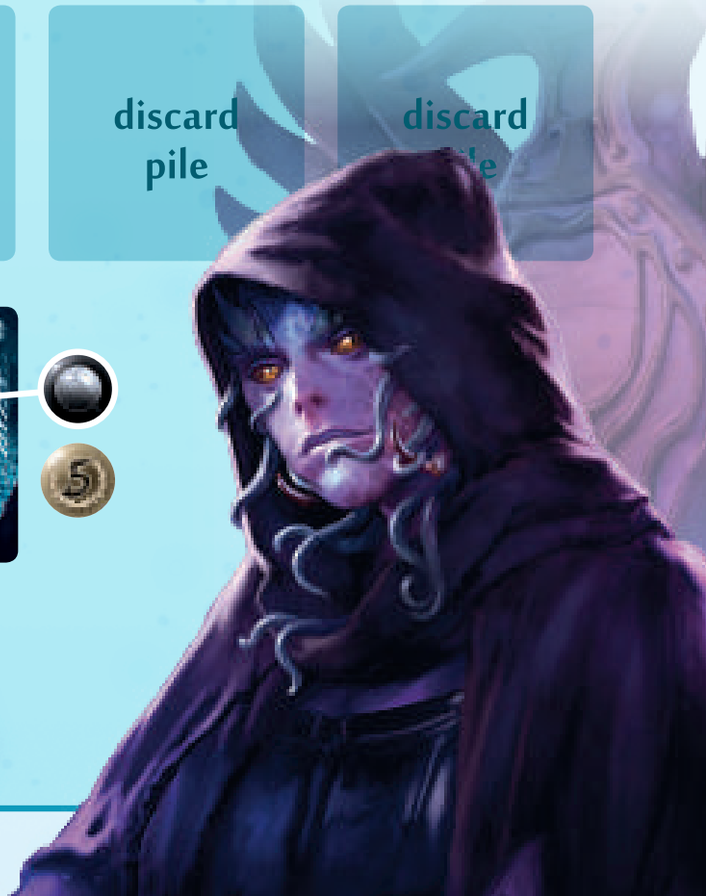








x number of players



Game overview

Players take turns, moving clockwise. During your turn, you must carry out the following steps, in order:

1. **Recruit Lords:** choose one or more Lords to add to your Senate Chamber.
2. **Extend your Senate Chamber:** place your chosen Lord(s) in your Senate Chamber and apply the effects of the cards you have just placed.

Recruit Lords

You can recruit one or more Lords:

- **EITHER with the Lord deck**

  1. Draw 1, 2 or 3 cards at the same time from the top of the Lord deck, and then place them on the table in plain view for the time it takes to review them.
  2. Choose ONE CARD ONLY to add to your Senate Chamber.
  3. The remaining cards are discarded faceup and divided according to their color in the different discard piles. There can therefore be up to 5 discard piles, one of each color. The Lords of the same discard pile are placed on top of each other so that the Influence Points and powers of each are visible.

- **OR with one of the Lord discard piles**

  Choose a discard pile of one color; take ALL the Lords to add to your Senate Chamber.

EXAMPLE

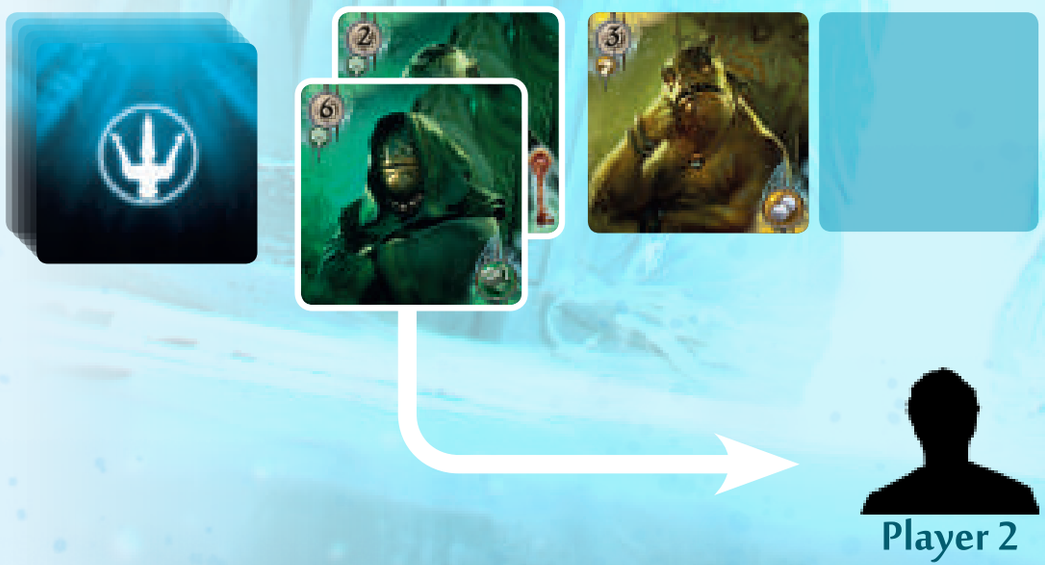
A



A

1. Player 1 takes 3 cards from the Lord deck.
2. They choose one to add to their Senate Chamber.
3. The two remaining Lords are discarded according to their color, placed so the IPs and powers of each are visible.

B



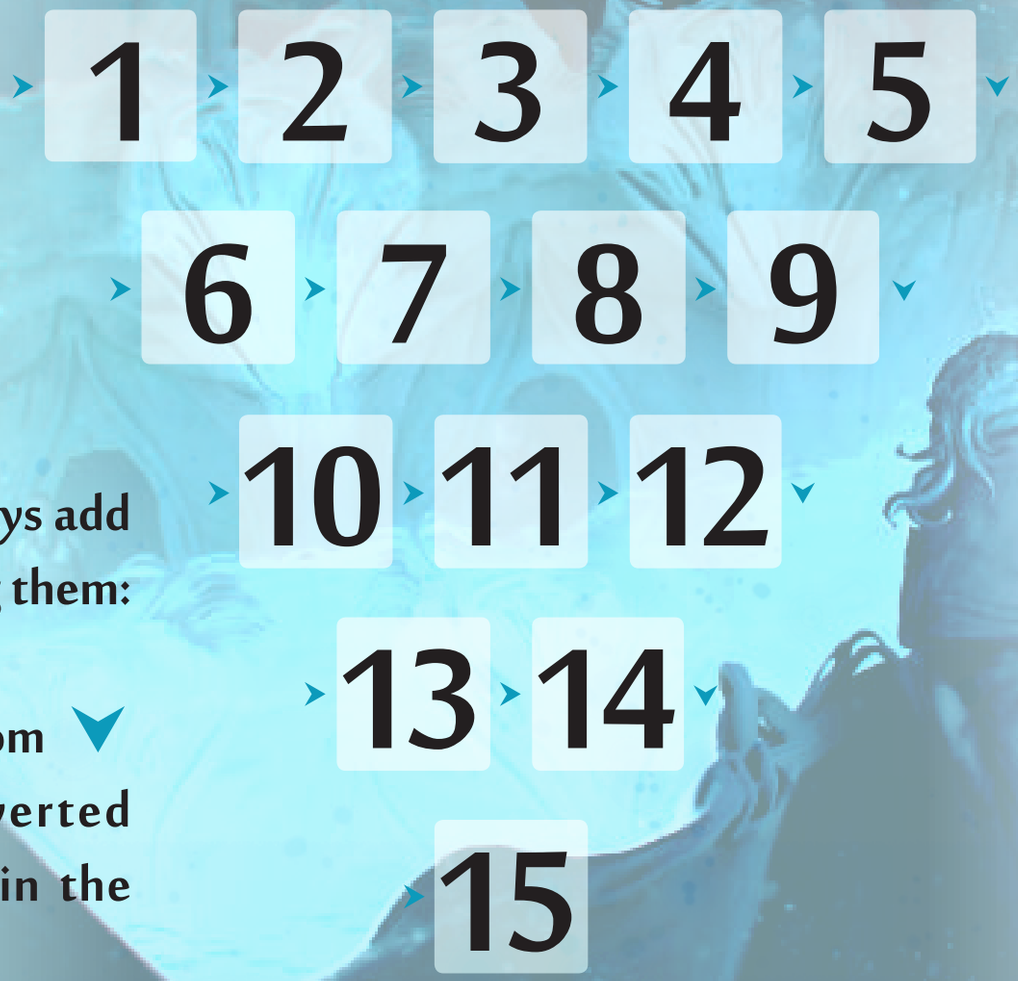
B

By doing this, player 1 allows the next player to take the two green Lords in the discard pile and add them to their Senate Chamber during their turn.

Extend your Senate Chamber

Place the chosen Lord(s) in your Senate Chamber, following the placement rules. If you recruit more than one Lord, choose the order in which they are placed.

The player must always add the Lord(s) by placing them: from left to right ➤ and from top to bottom ➤ so creating an inverted pyramid, as shown in the diagram.



Apply the powers of your new Lords (see Description of the Lords' Powers at the end of the rulebook) and update your Senate Chamber. It is possible that there may not be any powers to apply or update.

PLACING AND MOVING THE COAT OF ARMS TOKENS

- If you add a Lord of a color that is not yet present in your Senate Chamber, place the corresponding Coat of Arms token on the new card.

- If you add a Lord of a color already present in your Senate Chamber, check the Influence Points of the new Lord: if these are higher than those of the Lord that currently has the Coat of Arms token, move the Coat of Arms token to the new Lord.

Important: The Coat of Arms tokens must always be on the most influential Lord of each color. At the end of the game, it is only the Influence Points of the most influential Lord of each color in each player's Senate Chamber that are counted.

TAKING CONTROL OF A LOCATION

Lords with 1 and 2 Influence Points respectively give you a silver key or a gold key.
To take control of a Location, two identical keys are required.
When you add a Lord that gives you a second key, check the two keys in your possession:

- If they are identical, you immediately take control of a Location;

- If they are different, you will take control of a Location only after gaining a third key, whatever its color.

EXAMPLE







So, when you have either two identical keys, or three keys, you must take control of a Location by following these steps:

1. Choose a Location. To do this, you can:

- EITHER draw 1, 2 or 3 Location cards at the same time. Choose one of them, then place the rest faceup, next to the Location deck, making them available for later turns.
- OR take 1 of the available faceup Locations.

Remember: at the beginning of the game, there is one available faceup Location. When the last available Location is taken, do not reveal another one.

❷ Place your Location on the Lord you have just added to your Senate Chamber, so as to mask the last key revealed. By doing this, your key count is reset to zero: none of the keys placed before a Location can be used. You can take control of another Location if you succeed in obtaining other keys.

❸ Apply, where necessary, the power of the Location (see the Description of the Locations' Powers at the end of the rulebook).

BECOME THE PEARL MASTER



Lords with 4 and 3 Influence Points respectively give you 1 and 2 Pearls.
The first player that gains one or several Pearls takes the Pearl Master token and places the marker on the Pearl track to correspond to the number of Pearls that they possess. If they gain more Pearls later, the marker is moved forward on the track.

- If an opponent reaches the same number of Pearls as held by the Pearl Master, they steal the Pearl Master token from them.

- If an opponent has more Pearls, they steal the Pearl Master token then move the marker forward to the number of Pearls in their possession.

At the end of the game, the player possessing the Pearl Master token gains a bonus of 5 Influence Points.

Note: The Pearl track marker must always show the number of Pearls owned by the Pearl Master, so that the other players know exactly the goal to reach to steal the title by taking the card.

EXAMPLE

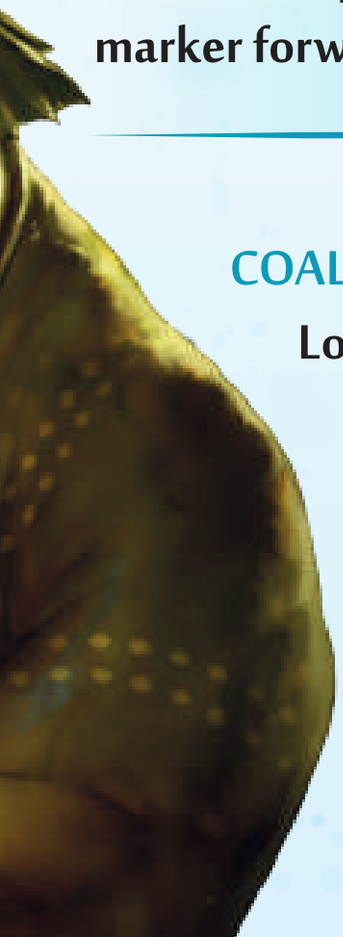


The active player updates their Senate Chamber after adding a yellow Lord with 2 IP and a gold key.

❶ The player moves the yellow Coat of Arms token onto this card as this new yellow Lord has more IPs that the one already in their Senate Chamber.

❷ This Lord also gives them a third key (necessary as the two first keys were different), which now allows them to take control of a Location. They decide to draw 2 cards and choose the one worth 3 IPs and 3 Pearls; they then place it on their Lord. The second Location is discarded next to the already available Location, so it too is available for the following turns.

❸ With the 3 Pearls they have just gained; they now have 4 Pearls which is more than the current Pearl Master. The player steals the Pearl Master token and moves the marker forward to number 4 on the Pearl track.



COALITION

Lords with the Coat of Arms tokens, Locations and Pearls allow players to gain Influence Points.

There is a fourth and final way to gain points: by organizing the Lords in your Senate Chamber in the best way possible.

Adjacent Lords of the same color form a Coalition. The larger your greatest Coalition, the more points you score at the end of the game (see chapter «End of the Game»).

END OF THE GAME

The game ends when a player completes their Senate Chamber by placing their 15th and final Lord. Each opponent then gets to play one last turn.

Note: if a player chooses to recruit Lords using a discard pile that contains more cards than free spaces in their Senate Chamber, they choose enough cards to complete their Chamber and replace the remaining cards faceup in the discard pile.

Each player then calculates their Influence Points. Points come from:

1. Your Lords: the total of Influence Points from the Lords with the Coat of Arms tokens (the most influential Lord of each color in your Senate Chamber).
2. Your Locations: the total of Influence Points from the Locations you control.
3. Your greatest Lords Coalition: the biggest area of adjacent Lords of the same color is identified and 3 points are scored for each Lord within it.
4. The Pearl Master: the player who has the Pearl Master token gains a bonus of 5 Influence Points.

The player with the highest Influence Points score wins the game!
In case of a tie, the tied player with the most Pearls wins. If there is still a tie, the victory is shared.

EXAMPLE



1. 3+3+2+6+3= 17
2. 2+3= 5
3. 3x5= 15
4. 5

42

Lords' Powers



Lord with 0 Influence Points (1 per color)
When this Lord is placed in the Senate Chamber, two Lords in this Chamber (including this one) can be swapped places, except those with keys.



Lord with 1 Influence Point
(4 per color)
This Lord gives you 1 silver key.



Lord with 2 Influence Points
(2 per color)
This Lord gives you 1 gold key.



Lord with 3 Influence Points
(2 per color)
This Lord gives you 2 Pearls.



Lord with 4 Influence Points
(2 per color)
This Lord gives you 1 Pearl.



Lord with 6 Influence Points (1 per color)
When this Lord is placed in the Senate Chamber, the top Lord card is taken from the Lord deck and placed in the corresponding discard pile.

Locations' Powers



At the end of the game, this Location is worth 7 IP.



Immediately gain 1 Pearl.
At the end of the game, this Location is worth 5 IP.



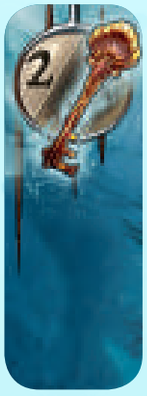
Immediately gain 2 Pearls.
At the end of the game, this Location is worth 4 IP.



Immediately gain 3 Pearls.
At the end of the game, this Location is worth 3 IP.



At the end of the game, this Location is worth 1 IP per silver key held in your Senate Chamber, regardless of whether or not it has been used to take control of a Location.



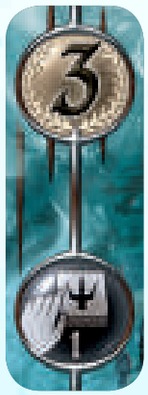
At the end of the game, this Location is worth 2 IP per gold key held in your Senate Chamber, regardless of whether or not it has been used to take control of a Location.



At the end of the game, this Location is worth 1 IP per pair of Pearls in your possession.
For example, if you have 4 Pearls you get 2 IP; with 3 Pearls you get 1 IP.



At the end of the game, this Location is worth 2 IP per Location in your control.



Until your next turn, each opponent MUST only increase the size of their Senate Chamber by taking the first Lord from the deck.
At the end of the game, this Location is worth 3 IP.



Immediately replace all the discarded Lords in to the Lord deck and reshuffle.
At the end of the game, this Location is worth 3 IP.



Until the end of the game, to take control of a Location, only 2 keys are needed, irrespective of their type.
At the end of the game, this Location is worth 3 IP.



At the end of the game, this Location is worth as many IP as your most influential Lord of the indicated color.



Until your next turn, each opponent MUST only increase the size of their Senate Chamber by taking first 2 Lords from the deck. Adding one to their Senate Chamber and discarding the other. At the end of the game, this Location is worth 3 IP.



Immediately replace all the available Locations to the Location deck and reshuffle.
At the end of the game, this Location is worth 3 IP.



Until the end of the game, when you take control of a Location, you choose this location from the Location deck (No longer from the available Locations). The deck is then reshuffled. At the end of the game, this Location is worth 3 IP.



At the end of the game, this Location is worth 1 IP + a bonus of 1 IP per Lord of the indicated color present in your Senate Chamber.

Note: The Influence Points of the Location do not change the number of Influence Points of the Lord on which it is placed.