

Action Phase

1 Take one House Action:

- Raise Suspicion
- Create Scandal
- Trigger Event
- Use House Ability
- Make Masterstroke

If your House is still favored after taking your House Action, you may take a **second House Action** if you wish.

If you have no cards in hand, skip to 2.

If you have cards in hand but cannot take an action, **discard a card** as your action.

Acquire Phase

2 Draw cards:

If you have **no cards in hand**, draw 2 cards from the Web of Suspicion.

If you have cards in hand, you may either draw 1 card from the Web of Suspicion or discard a card from your hand and draw 2 cards from the Web of Suspicion.

* You may reveal your conspiracy card if it is concealed. This is a **reveal by choice** and does not count as an action.

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How to play a...

Disfavored House

Action Phase

1 Prepare your hand:

If you have no cards in hand, skip to 3. If you have 3 or more cards in hand, choose 2 cards at random and set the rest aside. Those 2 cards are your hand for your turn.

2 Take one House Action:

- Raise Suspicion
- Create Scandal
- Trigger Event
- Use House Ability
- Make Masterstroke

If you have cards in hand but cannot take an action, discard a card as your action.

Acquire Phase

3 Draw cards:

If you have no cards in hand, draw 2 cards from the Web of Suspicion.

If you have cards in hand, you may either draw 1 card from the Web of Suspicion or discard a card from your hand and draw 2 cards from the Web of Suspicion.

4 Recover your hand:

Pick up the cards you set aside and add them back to your hand. You may use your whole hand when it is not your turn.

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How to play a... Villain

PERFORM a Villainous Act:

On your turn, you must perform a **villainous act** on any House:



Expose

Choose a concealed card on any House card and reveal it (flip the card face up).



Defame

Replace a revealed suspicion card on any House card with a scandal from the Web of Scandal.



Scandalize

Take scandal card from the Web of Scandal and place it on any favored House card.

Remember:

- As a villain, time is your friend. Keep the game going as long as you can to **reduce the scores** of the other players.
- Villains can still **make deals** at any time.
- Your score is based on the **number of villains**, not the cards on your House.

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How to take advantage of a...

Conspiracy

How was your card revealed?

By choice:

If your House was favored and **you chose** to flip your conspiracy card face up on your turn, take a scandal card from the Web of Scandal and put it on your own House card.

By consequence:

If an **event card** caused your conspiracy card to flip face up or your House **lost favor**, take a scandal card from the Web of Scandal and put it on the House depicted on your conspiracy card. If that House already has a card count of 5, replace a revealed suspicion on that House with the scandal card (replace a concealed card if there are no revealed suspicions).

Revealed conspiracies*

If **both** your House and the House shown on your conspiracy card have **standing**, then...

- If **your House** is shown on your conspiracy card, you may use your House's ability on **concealed cards**.
- If a **different House** than your own is shown on your conspiracy card, you may use that House's suspicion cards to use **that House's ability**.

* Concealed conspiracy cards have no effect on game play.

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Icon Guide

* Or concealed card if your House is on your conspiracy card and your conspiracy card is revealed.

House Abilities

SHIFT SUSPICION



Move revealed suspicion.*

CONCEAL SUSPICION



Flip over revealed suspicion.*

SHIFT SCANDAL



Move revealed scandal.*

CONCEAL SCANDAL



Flip over revealed scandal.*

RESCIND SUSPICION



Pick up revealed suspicion,* put it into your hand, and then discard a card.

CONVERT INDIGNITY



Replace revealed suspicion* with a scandal **or** replace revealed scandal* with a suspicion. Discard the replaced card.

Villainous Acts



SCANDALIZE
Put a scandal on any favored House.



EXPOSE
Flip over concealed card.



DEFAME
Replace revealed suspicion with a scandal. Discard replaced card.

- A **masterstroke** is a **House Action**
Even though it requires **two cards**, a masterstroke is a **single House Action**.
- **To make a masterstroke...**
... discard any **two matching suspicion cards** from your hand and declare that you are making a masterstroke. (The House on the suspicion cards does not matter.)
- **A masterstroke allows you to...**

- Place a scandal card from the Web of Scandal on any favored House.
- Remove and discard a scandal card from any House (including a vilified House).
- Reveal a concealed card on any House (including a vilified House).

**Must be done
on your turn**

- Negate the effect of any event card (after the event card is played).
- Negate the effect of any House ability (after the ability is activated).
- Negate the effect of a masterstroke (including a masterstroke used to negate another masterstroke).

**May be done
out of turn**