

## AN IMPORTANT DINNER PARTY

Some conspiracies cannot be rushed. Despite the dire straits the peasants find themselves in, the elite must not forget basic civility. The problems of the world are easily solvable over the course of a sophisticated soirée. A host's magnificent grandeur is on display during the pageantry and the guests demonstrate their worth through their meticulous etiquette. Truly, the dinner party is the best way to deal with the ills of the outside world.

This Conspire modification takes a normal conspiracy and paces it out over the course of an evening. Whereas most Conspire games are extremely fast-paced and aggressive, the dinner party module slows down the action. It focuses on interpersonal bargaining, private conversations, and convoluted schemes. The following rules explain the differences from the base game and assume you possess hosting talent.

### HOSTING THE DINNER

To be chosen by destiny to host a Conspire dinner party, you must be capable of actually hosting a party with food and beverages. The decadent provisions are provided to guests at particular junctures to pace the game. You will gather your guests to setup the scene, serve drinks and appetizers, have the main entrées, put out a dessert course, and then conclude the game. These moments are the only times guests are forced to be in one place. Each step has important gameplay moments.

- Arrival: Describe the game. Establish content safety guidelines. Begin brainstorming scene ideas.
- First Course and Drinks: Establish the setting, conflict, roles, and goals. Shuffle and assign roles. Give everyone two influence tokens and two bribery tokens.
- Main Course: Have everyone write and distribute one more goal. Give everyone one more influence token.
- Dessert Course: Give everyone one more influence token.
- Departure: Lead the final toasts. Evaluate goals.

Your main job as host is to keep the game flowing and the atmosphere thematically appropriate. You are also a player who contributes and receives a role. We advise you are intimately familiar with both Conspire and the dinner party variant so you can host the game and the party simultaneously. Keep that mind for your food plans so you are not purely disposed to the kitchen (potluck style is encouraged since any rivalries are created after the food is cooked).

### GUESTS

Every player is a guest at the party. Rally them to your event with a flavorful invite. The dinner party's focus on private conversations encourages a larger player count than Conspire's minimum. We recommend at least seven players, with the maximum increasing to fourteen.

Standard Conspire can be played with little role playing. The dinner party is greatly aided by the players taking on rich characters. Everyone should do their best to transform into an individual worthy of such an event. Costumes are encouraged, despite the uncertain setting. Anachronisms are made all the better by the game's fluctuating reality. As with standard Conspire, it is at a player's discretion how much they divulge their role. Having a strong character does not change this.

Establish a clear distinction between in-character discussions and out-of-character comments. Players should act as their character the entire night. The only exceptions are for rule clarifications and explaining the game phases as a host.

## **THE PARTY: SETTING AND CONFLICT**

One piece of Conspire's setup puzzle is placed for you: the scene takes place in your house (or a nicer, more elegant version of your house). Beyond that, there are no restrictions of the time and place. As long as the house is contextualized, the party could be in space or fantasy lands.

Similarly, the conflict must account for the dinner party atmosphere. Most conspiracy meetings work excellent with these trappings, but your group should avoid a scenario centered on imminent danger. Those present may be disconnected from the lives of their serfs, but they are not unhinged.

## **ROLES**

Guest's agendas are still cloaked from the group, but their public façades are more transparent when sitting across from each other at a table. Ideological roles are essential to maintain the secrecy necessary for Conspire. Guests should assume characters with ostentatious titles to encourage bombastic drama.

## **GOALS**

At first, goals are written and assigned like a standard conspiracy. However, during the main course, every player writes a goal and place it face-down in the center of the table. This goal must pertain to something that has developed in the story after the discussions started.

The new goals are shuffled and drawn by players one at a time. If someone draws a goal that either contradicts or is the same as one of their existing goals, they replace it with a new goal. If this happens on the last goal, whoever drew the invalid goal discards it and has the host write a new one.

## **INFLUENCE**

Influence Tokens remain a cornerstone of Conspire at the dinner party. To mete them properly over the evening, players receive them at particular courses. Each player gets two Influence Tokens at the first course, one at dinner, and one at dessert.

Spending a token remains a public spectacle. Place a bell in a central location and ring it whenever a token is spent. If the token's effects are public knowledge (do consider the numerous connections the elite have), the player spending the token announces to the group what is now true.

Adding to the "invalidate the premise" clause of influence limitations, Influence Tokens cannot cause the dinner party to end early. The point is to have a longer, more methodical Conspire experience.

## **BRIBES AND BRIBERY TOKENS**

Power shifts and concessions are the focus of the dinner party. Bribery Tokens have been added to increase this dynamic. Every player gets two Bribery Tokens during the first course.

Bribery Tokens are publically or privately passed between individuals. They should be traded to guarantee votes, opinion changes, or other supportive measures. Honoring those deals is up to the individual, but public shaming and retaliation should be expected when breaking a deal.

These tokens are spent during the toasts. After the toasts, whoever has the most Bribery Tokens gets two points. Whoever has the second most gets a single point. As per usual, Conspire is about telling a story, not mechanical scoring, but the rewards for Bribery Tokens help contextualize and incentivize greed and concession.

Bribery Tokens are a game mechanic and, as such, do not have goals associated with them. Remind players any goals must be about the subject matter, not about mechanical actions.

## **NARRATION**

The Conspire dinner party is confined to the house and remains about the interpersonal dialogue. It is extremely unlikely you need narration and should never vote for a narrator. Votes to break deadlock are still encouraged.

## **TOASTS**

Every dinner party ends with a series of toasts about the night's decisions. Each toast is a celebratory declaration of something destined to happen after the night's events. A player's toast is about a single narrow topic or event. It should succinctly summarize a plot thread and give its logical conclusion. This conclusion should be considered the canonical ending of that player's story for goal purposes. Like Conspire's epilogues, nothing should be completely random or out of line with anything established during the game.

Bribery Tokens may be spent during the toasts. Spending a Bribery Token during their own toast lets a player talk about another topic or event (if their toast was about the fate of their dissertation, the token lets them also talk about their sordid affair). Spending a token during another player's toast lets the player who spent the token add a small detail to the story. As with influence, new information cannot contradict existing facts.

## **PACING**

A dinner party is a relaxed event, at least on the surface. Allow for plenty of time to eat, drink, and scheme. Three hours is a good rough estimate for the evening's festivities.

The setup takes as long as it does in traditional Genesis: about fifteen minutes. Let guests graze on hors d'oeuvres and sip drinks for at least forty-five minutes or an hour before serving dinner. Allow for a similar interval between dinner and dessert. After the final course, another half an hour gives players ample time to use their final Influence Token and plot their toast. The toasts themselves last a minute or two per person before turning to the usual scoring procedure.

Encourage players to act in character and move about the physical space. This slows down the game to the right pace for the dinner party. It also encourages the clandestine meetings on which the story thrives.

## **SCORING**

After the epilogue has concluded, the Role Sheets are revealed. A normal evaluation occurs for each player's four goals. The player with the most Bribery Tokens gets two points and player with the second most gets a single point. Players tied for first each get two points, with no second place points awarded. Players tied for second each get a single point.