

The dim moonlight, the scanty flame of the lamps, and a human figure, struggle back and forth in the alleys where no lights seem to escape, as if they're looking for an "exit".

In a robe that seems to fade into the night, the figure endeavors to conceal its identity. It never stops looking around, and it never stops walking, just so it won't be caught. All of a sudden, it stops in front of a door where even the moonlight can't reach.

The door slowly cracks open, and a dim light leaks through the crack, welcoming its visit. However, it quickly blocks the light and gradually disappears in the darkness. Right before the door closes, a worn-out page silently drifts down to the ground.

Contents

► 24 Character Cards



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► 10 Role Cards



Exile

Joker

Back

► 3 Arcane Tiles

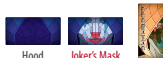


Death Stare

Secret Gaze

Twilight Zone

► 3 Traitor Tokens



Hood

Joker's Mask

Back

► 1 Vita-Mors Tile



► 15 Scroll Tokens



Reaper's Scythes

Shade

Substitute

Elixir

Requiem

Betray

Back

Joker's Tricks

► 10 Reaper's Quills



► 1 Metal Reaper



Character Cards Anatomy

The characters in Vitamors Conspiro are divided into 3 classes: the Lords, the Knights, and the Peasants. Each class is paired with a unique symbol; the symbol of the Lords is an azure iris, the Knights a crimson shield, and the Peasants a golden ear of wheat. The symbol is located on the top of the Character Card. Players can identify a character's class by looking at the symbol on the top of the card.

Lord



Knight



Peasant



In addition, there are Pretenders in each class.

A Pretender's symbol on the card face (the real class) is different from its back (the superficial class).

The color and number of the diamonds on the bottom of the card back tell the real classes inside a deck of the same card back.

Class Symbol



In the Lord's deck, there are 5 Lords, 2 Peasants, and 1 Knight.

Summary

In the realm of the Grim Reapers, it is the Joker's party who rules, for now. They oppress the reapers and banish the heretics. The banished Grim Reapers wish nothing but regaining their power, so they assemble secretly, endeavoring to take back their control over the Reaper's Realm through a mysterious sacrificial ritual. However, the assembly room is already penetrated by the Jokers; the orders of the offerings are disrupted, and the real class of the offerings can't be identified! The clock is ticking, and the right moment for the ritual is about to pass. The Exiles have no choice but to start a "Life-and-Death" battle with the Jokers.....

Vitamors Conspiro is a social deduction game of hidden loyalty. Players take the role of either the *Exile* or the *Joker*, through *Offering Up a Sacrifice* and *Start the Ritual* to attain victory. Players may start the ritual whenever the number of the character cards on the altar meets the requirements; however, to start the ritual successfully, the combination of the character cards has to be correct, too. That means players may also win the game by cheating their opponents, misleading them to start the ritual with a wrong combination, and cause the ritual to fail. When there are 9 character cards on the altar, yet the ritual hasn't been started, the Jokers automatically win the game (they are already in charge of the Reaper's Realm, after all).

There is a lot of hidden information, yet players have to make a series of important decisions by voting throughout the game. Therefore, **players are free to talk anytime**; they may, by discussion, negotiation, or persuasion, attain important information to help them deduct and distinguish their allies from the enemies, and vote strategically. Players may also choose to say nothing or even offer wrong information, turn the information gap to their advantage.

Game Setup

Setup the table

(Example of Beginner's Mode of 5 players)



- 1 Shuffle all the **Character Cards** and deal 1 to each player, and make a deck with the remaining cards.
- 2 Place the **Vita-Mors Tile** on the right side of the deck.
- 3 Refer to the chart on the next page. Place the **Arcane Tiles** on the top-right side of the **Vita-Mors Tile**.
- 4 Refer to the chart on the next page. Place the **Reaper's Scythes** face-up below the **Arcane Tiles**.
- 5 Refer to the chart on the next page. Place the **Joker's Tricks** face-up next to the **Reaper's Scythes**.

Check your hand

Each player takes 1 **Reaper's Quill** and checks if they all get 1 **Character Card** and 1 **Role Card**. Only you can look at your own **Role Card**. Unless mentioned in the rules, or the **Character Card** must also be kept unseen by others.

Assign loyalty

Refer to the chart below and shuffle the appropriate number of **Joker Cards** and **Exile Cards**. Deal 1 card to each player face-down. Each player secretly looks at their assigned loyalty on their Role Card, and places it in front of them face-down.

Role Cards		
Players	Exiler	Joker
5	3	2
6	4	2
7	5	2
8	5	3
9	6	3
10	7	3

Beginner Mode				
Players	Reaper's Scythe Position & Number		Joker's Trick Number	
	Death Stare	Secret Gaze	Shade	Substitute
5	2	2	1	0
6	3	3	1	1
7	3	3	1	1
8	3	3	1	1
9	3	4	1	1
10	4	4	2	1

Expert Mode							
Players	Reaper's Scythe Position & Number			Joker's Trick Number			
	Death Stare	Secret Gaze	Twilight Zone	Shade	Substitute	Elixir	Requiem
5	2	2	1	1	0	1	1
6	3	3	1	1	1	1	1
7	3	3	1	1	1	1	1
8	3	3	2	1	1	1	1
9	3	3	2	1	1	1	1
10	3	4	2	1	1	1	1

Note 1: Leave the unused Arcane Tiles, Scroll Tokens, Traitor Tokens, and Role Cards in the box.

Note 2: If you're a beginner, please skip all the rules that include the word **Expert Mode**

After you get the hang of this game, try playing again in the **Expert Mode** and have more fun!

Joker's Tricks

The Jokers are in the minority, but have knowledge of each other and hidden from all. Also, they know each other's starting hand, and they can swap **Reaper's Scythe** with **Joker's Trick**. To make sure Jokers have their advantage, the player who wears a hoody most recently becomes the 1st active player, takes the **Metal Reaper**, and recites the following script:

"Everyone, close your eyes" (The 1st active player must also close their eyes)

"Jokers, open your eyes"

“Jokers, show your Character Card to your allies” (Wait for about 5 seconds)

“Jokers, swap the Scrolls” (Wait for about 10 seconds)

“Jokers, close your eyes”

“Everyone, open your eyes. The game starts”

If you're a Joker.....

- ▶ Remember to show your **Character Card**, not your Role Card, to your allies.
(You're in the same party. Your Role Cards should be the same!)
- ▶ When you swap the **Scrolls**, simply replace **Reaper's Scythe** with **Joker's Trick**.
1 **Joker's Trick** can replace 1 **Reaper's Scythe**. Make sure your allies know the position of all **Joker's Tricks**. After swapping, turn all the tokens to the side with the **Scroll** icon, and discard the swapped **Reaper's Scythes**. They won't be used during the game.
- ▶ In the **Expert Mode**, there will be additional tricks, **Elixir** and **Requiem**, and from which you can only choose one to swap. Discard another one face-down.

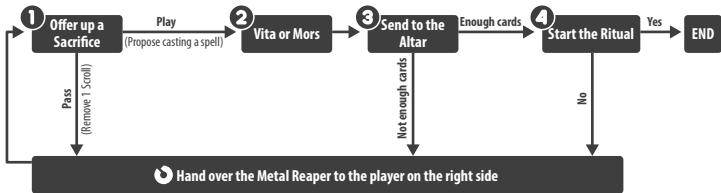
If you're an Exile.....

- ▶ Close your eyes and DO NOT PEEK!
- ▶ While swapping the **Scrolls**, the **Jokers** might accidentally make some noises, which shouldn't be taken as clues for making deductions. After all, in the story, the **Exiles** are supposed to focus on preparing the ritual and can't notice anything else.



Game Flow

After the *Jokers* have made their moves, the active player becomes the *Sacrificer* of the round and follows the steps below. Each player takes turns to be the *Sacrificer* in counter-clockwise order. When there are 3 Character Cards on *Vita Altar* or 4 on *Mors Altar*, players must vote to decide whether to *Start the Ritual* to end the game or not. When the sum of Character Cards on both *Vita* and *Mors Altar* reaches 9 and the ritual hasn't been started, the game ends, and the *Jokers* win automatically.



1 Offer Up a Sacrifice

The *Sacrificer* must decide whether to play the Character Card, or pass the round

► When you choose to *PLAY*.....

Place your **Character Card** face-down to the *Twilight Zone*, and draw 1 card from the deck top.

How to propose casting a spell

Once a Character Card is played, players who have **Reaper's Quill** may propose casting a spell. The player who proposes must discard their **Reaper's Quill**, pick 1 from all players (including themselves) to be the *Spellcaster*, and choose 1 **Scroll**. The *Spellcaster* reveals the chosen **Scroll**. If it is the **Reaper's Scythe**, activate the **Arcane** power depicted above the chosen **Scroll**; if it is the **Joker's Trick**, activate the power of the **Trick**. After activating the power, discard the revealed **Scroll** face-up.

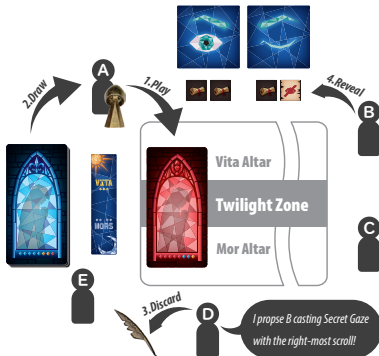
Note 1: Only 1 player per round can propose casting a spell. When multiple players wish to propose, the one who discards their **Reaper's Quill** first becomes the proposer.

Note 2: Only players who have **Reaper's Quill** can propose.

Note 3: In the **Expert Mode**, before the *Spellcaster* reveals the **Scroll**, all players must vote by their thumb to decide whether to approve or reject the proposal. When approve votes (thumbs-up) outnumber reject votes (thumbs-down), the *Spellcaster* reveals the **Scroll**; otherwise, they can't reveal the **Scroll**, and the **Reaper's Quill** must still be discarded. In the event of a tie, the *Sacrificer's* vote counts as the result.

e.g.

Mr. A is the *Sacrificer* and he plays the Character Card from his hand. Ms. D then discarded her **Reaper's Quill** and proposes Mr. B revealing the **Scroll** on the bottom-right side of the **Secret Gaze** tile. Mr. B reveals it and finds the Joker's trick **Shade**, so the power of **Shade** is activated, instead of **Secret Gaze**.



► When you choose to *PASS*.....

Remove 1 of the unrevealed **Scrolls**, and handover the **Metal Reaper** to the player on your right-hand side. When there is no unrevealed **Scroll**, you CANNOT choose to pass.

② Vita or Mors?

Players take a majority vote by their thumb to decide whether to put the **Character Card** on *Vita* or *Mors Altar*.

Thumb up for *Vita*, and thumb down for *Mors*. In the event of a tie, the *Sacrificer's* vote counts as the result.

③ Send to the Altar

Move the **Character Card** to the appropriate altar corresponding to the voting result. When there are 3 or more **Character Cards** on *Vita Altar*, or 4 or more cards on *Mors Altar*, do step 4. Otherwise, the *Sacrificer* handover the **Metal Reaper** to the player on their right-hand side, and start a new round.

④ Start the Ritual

Players take a majority vote by their thumb to decide whether to start the ritual or not. Thumb up for yes, and thumb down for no. As long as 2 or more players thumb up, the game ends. Otherwise, the *Sacrificer* handovers the **Metal Reaper** to the player on their right-hand side, and start a new round. However, when the sum of the **Character Cards** on both *Vita* and *Mors Altar* reaches 9 and the *Ritual* hasn't been started yet, the game ends, and the *Jokers* win automatically.

End of Game

Check which party starts the ritual

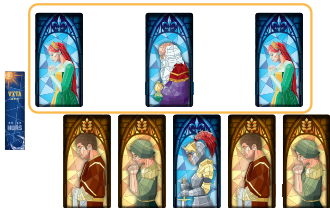
Everyone who just votes for starting the ritual must reveal their **Role Card**. Look at the revealed **Role Cards**, the party with more revealed **Role Cards** starts the ritual. In the event of a tie, the *Exiles* start the ritual.

Check if the ritual is complete

Reveal all the **Character Cards** on the altars so players can check their *real class*. As long as the combination of the **Character Cards** meets one of the requirements below, the ritual is complete:

Vita Altar

On *Vita Altar*, 3 Character Cards of the same *real class* lie together.



Mors Altar

On *Mors Altar*, 2 pairs of Character Cards of the same *real class* lie together, and the classes of the pairs are different.



Who's the winner?

When the ritual is complete, the party that starts the ritual wins the game.

When the ritual is incomplete, the party that starts the ritual loses, and their opponent's party wins the game.

Powers of Arcane Tiles



Death Stare

The *Spellcaster* checks 1 played **Character Card**.



Secret Gaze

All players close their eyes. The *Spellcaster* opens their eyes and checks 1 played **Character Card** secretly.



Twilight Zone

Move this tile in front of the *Spellcaster*. When they play their **Character Card**, they must discard this tile and skip steps 2 and 3, and send their **Character Card** directly to the *Twilight Zone*. The **Character Card** is then considered settled on both *Vita* and *Mors* altars.

Powers of Joker's Trick



Shade

Overlap **Shade** on the **Character Card** of that round. The shaded card cannot be checked until the game ends.



Substitute

The *Spellcaster* tucks their hand back to the bottom of the deck, draws 1 from the top without looking at it, places it face-down, and overlaps **Substitute** on it. Without the power of **Death Stare** or **Secret Gaze**, no one can check the card overlapped with **Substitute**.



Elixir/Requiem

The **Character Card** played during that round gains 3 *Vita/Mors* votes.

Ready for challenges...

If you're a veteran of this game, you might want to try replacing 1 of the **tricks** above with **Betray**. However, it is not recommended to use **Betray** in a 5-player game.

Just think: in the *Exile's* assembly room, there are more *Jokers* than *Exiles*. What a curious situation!



Betray

The *Spellcaster* shuffles the 3 **Traitor Tokens**, take 1 and deal the rest to 2 other players. Players who get the **Traitors Token** may check it secretly. If an *Exile* gets the **Joker's Mask**, they turn their loyalty to the *Joker's* party; if they get the **Reaper's Hood**, nothing happens. As for the *Jokers*, they remain loyal to the *Joker's* party no matter what they get.

⚠ Warning (Please Read)

▼CHOKING HAZARD: This product contains small parts. Not for children under 3 years. ▼ Do not use or store the product in a hot or humid environment to prevent damage.▼Keep away from candles or open flames to reduce the risk of the spread of fire.

Credits

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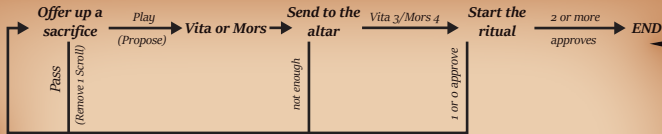


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Grim Reaper's Note



Hand over the Metal Reaper to the player on the right-hand side

Correct Combination

Vita: 3 Character Cards of the same real class lie together. Example:



Mors: 2 pairs of Character Cards of the same real class lie together. Classes of the pairs are different. Example:



Victory Condition

The ally's party starts the ritual when one of the combinations is correct.

The enemy's party starts the ritual when no combination is correct.

Hereafter, Vita and Mors shall return to order, and we too will be back in glory.

p.c0n5