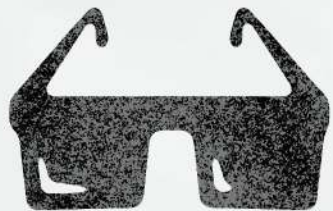# PUSH-PINS

a game of **connecting the dots**
and **finding the truth**
in the parts of The Conspiracy
that **nobody cares about**

People talk about a global conspiracy, about the powers that own the world, but they don't seem to grasp just how big the world is. How remote parts of the world are. And this isn't just like, people living in the mountains. We're talking about places like, Idaho. And Nebraska. There's a lot of nothing going on over there, and do you think the conspiracies that run the world care about it?

Well, you know they do.

*Because taking care of these boring places is **your job.***

You are one of the nobody drones of an embarrassing conspiracy, taking care of the nonsense they don't care about, and you do it in part by hanging out with this conspiracy theory group, seeing what they already believe about your particular plans.

Access

To play *Pushpins*, you need some ways to connect the conspiracies to one another. If you're using cards, we recommend yarn and paperclips. If you're using the print-and-play game, you can use pushpins and string without fear of damaging anything expensive.

You'll need a table, or a corkboard, or a whiteboard and some magnets, as a place to play. You only need to shuffle the decks once and you won't need to hold the cards to look at them. You do need a way to draw connections between cards.

Pushpins is a game about silly conspiracy theories and making fun of people who believe them – the actually ridiculous ones. The problem is there's a lot of conspiracy theory talk that's bound up in anti-Semitism, so just as a thought, don't make jokes about that while you play, because that's awful and you should be ashamed.

And always: **Remember to respect the players and their needs.**

Components

In your copy of *Pushpins*, you should have the following:

- 48 Conspiracy Cards, made up of:
    - 12 Common conspiracies
    - 9 Bored Alien conspiracies
    - 9 Local TV Illuminati conspiracies
    - 9 CIA Intern conspiracies
    - 9 Sasquatch Empire conspiracies

How To Play

First, shuffle the common conspiracies and draw three off the top of the deck and set them in the middle of the play area, face up. Each player can move **one** of these cards **once**.

Then, each player picks a faction and gets their deck of conspiracies. Each player shuffles their conspiracies and draws three of them.

Connecting The Dots

Starting with the player who **most recently saw a duck**[1], players do the following on their turn:

- Place a conspiracy anywhere on the table
- Connect a common conspiracy to another conspiracy
- Connect one of their conspiracies to another conspiracy

You connect a conspiracy by putting a pin in it, then drawing string roughly straight to another conspiracy. Keep it in place with another pin (or something like that). The lines need to be roughly straight. You can't connect a conspiracy to itself.

Each conspiracy can only be connected to a number of conspiracies equal to their number of pins visible on the card.

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[1] Or, pick at random, whatever

Once you're done with those three steps, play passes to the next player, around and around until everyone has placed all their conspiracies.

Winning

When the last player has placed their final conspiracy, connected it, then done the other connections, conspiracy has been connected, players tally up their results and see how well their plans have been integrated into the local conspiracy.

Players score accordingly:

- 1 point for each connection to each of your conspiracies
- 1 point for each conspiracy that has *all* its pins used
- 1 point per player if each of your conspiracies is connected to *only* your own conspiracies and common conspiracies
- -1 point for each crossed connection
- If any conspiracy is connected to a conspiracy from an enemy faction, then both those conspiracies score a maximum number of points equal to the lowest number of pins of those two conspiracies. So a 3 connected to a 1 can only score 1 point
- If *all* your conspiracies have all their pins used, you get 1 point for each player.

This means if your draw is mostly 1-point conspiracies, you can use them to hamper other conspiracies; but if you drew 2 or 3 point conspiracies, you can connect them heavily to common conspiracies for more, bonus points.

The winner is the player with the most points, though realistically speaking, you're all winners because look at the mess you've made and ask yourself if anyone can coherently explain it. If someone can, give them a point, why not.