

GAME of INTRIGUE










a game about
being an asshole



Game of Intrigue

Version 0.3.0

Chapters

1. The Game	3
1.1. Outline	3
1.2. Setup	3
1.3. Phases	4
1.3.1. Discussion	4
1.3.2. Trade	4
1.3.3. Announcement	5
1.3.4. Draw	5
2. Cards	7
2.1.  Standing	7
2.2.  Pact	7
2.3.  Asset	7
2.4.  Influence	7
2.5.  Social	7
2.6.  Testimony	8
2.7.  Roles	8
2.8. Properties	8
2.8.1.  Illegal (I)	8
2.8.2.  Colored (C)	8
2.8.3. Value (X)	8
2.9. Material	8
3. Vocabulary	9
3.1. Legality check	9
3.2. Paying a fine (of X)	10
3.3. Removed from the game	10
3.4. Visible on Back	11

1. The Game

1.1. Outline

In the Game of Intrigue, you compete against at least two other players. You draw cards and **trade** them with other players to gain an advantage.

The most important cards are the ♠ **Standing cards**. If you loose all your ♠ **Standing cards** you are eliminated. You can play it safe and try to stay in the game or you can take risks and try to eliminate other players.

When everyone except two players are eliminated. The player with the most valueable cards wins.

But beware! After players draw their 🃏 **Role cards** they get powerfull abilities or goals that can even win them the game.

1.2. Setup

Separate the ♠ **Standing cards** from the rest.

Each player gets 3 ♠ **Standing cards**. The rest are **removed from the game**.

Separate the 🃏 **Colored cards** from the rest.

Sort them by 🃏 **Color** and give each player one of the piles.

The 🃏 **Color Token** is put on the table in front of the player visible to everyone. Each player then shuffles their 🃏 **Colored cards** and puts them face down in their **personal pile**.

The remaining 🃏 **Colored cards** are **removed from the game**.

The 🃏 **Role cards** are shuffled and each player is dealt one to the **bottom** of their **personal pile**.

The rest of the 🃏 **Role cards** are **removed from the game**.

Mix the rest of the cards into the **draw pile**. Each player can now draw a total of 5 cards from the **draw pile** or their **personal pile** or a mix of both (e.g. 4 from the **draw pile** and 1 from the **personal pile**) abd put them in their hand with their ♠ **Standing cards**.

1.3. Phases

The game is played in rounds, that are split up into phases. All players collectively decide when to move on to the next phase together. You can decide on a turn order inside of the phases (like clockwise or counter-clockwise) or spontaneously decide who goes next. After the last phase the next round starts.

The phases are:

1.3.1. Discussion

Players can openly or secretly (in another room or with paper notes or via messenger etc.) discuss the following round or future strategies.

Lying and manipulation are allowed

1.3.2. Trade

Each player now gets **one** Chance to **Trade one card** with a player of their choosing. You will have to **trade** to participate in the Announcement and Draw phase. So even just trading for the sake of it can be a good strategy. **Bluffing is allowed!**

A **trade** happens between two players:

1. Player 1 offers a card to Player 2 by openly stating the card and the player they want to **trade** with (can be a bluff)
2. Player 2 decides if they want to **trade**. If they do they offer a card to Player 1 (also openly stating which card; can also be a bluff)
3. Player 1 decides if they want to **trade**
3. If any player wants to object to the **trade** they can now do so. Upon an accusation the **legality of the traded cards is checked** (see **Legality check**)
4. If both parties decided to **trade** (and no **illegal cards** were found in the previous step) they each take the card offered to them.
5. Both players now qualify for the following phases.

Example:

- **Max** announces they want to **trade** an **Orange** 🗨️ **Favour** with **Nic**
- **Nic** accepts and offers an 💎 **Asset card** (Value 8) to **Max**
- **Max** accepts the **trade**
- **Alex** objects to the **trade** because they are **Orange** and know they haven't pulled any 🗨️ **Favour cards** from their **personal pile** yet, so it must be a bluff. They also know from a previous 🗨️ **Secret card** that **Max** has a lot of **illegal cards** in their hand.
- The **legality of the trade is checked**
 - No **illegal cards** were **traded**
- **Alex** gives **Nic** an 💎 **Asset card** (Value 6) as a fine
- **Max** gives **Nic** a 🗨️ **Testimony card** (Value 7) *secretly*
- **Nic** gives **Max** a **Blue** 🗨️ **Favour card** (Value 8) *secretly*
- **Max** and **Nic** now qualify for the Announcement and Draw phase
- **Alex** and the other players can still **trade** with each other

1.3.3. Announcement

*Only after a successful **trade** can a player participate in the Announcement and Draw phase.*

In the Announcement phase players can announce 🗨️ **Social** and 🗨️ **Testimony cards**.

1. Each qualifying player puts one card face down in front of them
2. If anyone wants to announce their card they turn it around for everyone to see
3. Announcements get resolved (See 🗨️ **Social cards** and 🗨️ **Testimony cards**)
4. All the cards in front of the players get put on the **discard pile**

1.3.4. Draw

*Only for players that successfully **traded** in the **Trade** phase and **announced** in the Announcement phase*

Each player draws cards from the **draw pile** or their **personal pile** until they have 8 cards in their hand.

If the **draw pile** is empty mix the **discard pile** into it

If a player has 0 $\hat{=}$ **Standing** they **loose** and have to decide where they want to put their cards:

- on the **discard pile**
- into a player hand (inheritance)
 - the chosen player must discard the amount of cards they received

If only two players are left the player with the most combined card value **wins**.

Tipp: Keep your cards hidden as long as possible.

You almost never have to show your cards to other players (see **Visible on back**).

2. Cards

2.1. ♠ Standing

(10X)

You loose when all your ♠ **Standing** is lost.

2.2. ♣ Pact

(C, I?, 0X)

This card symbolizes a pact between you and another player. It can only be **traded** for another ♣ **Pact card** and only you can **trade** with your ♣ **Pact card**. It cannot be discarded.

If you have someone else's ♣ **Pact card** you cannot:

- use a 🗨 **Social card** on them
- accuse them of **illegal trades**

2.3. ♦ Asset

(I?, 1-9X)

♦ **Assets** are worth their value. Thy do not have any special abilities.

2.4. ♠ Influence

(I?, 2-4X)



♠ **Influence cards** must be **traded** openly and cannot be declined. They are low value cards that can bloat your hand.

2.5. 🗨 Social

(C, I?, 7-9X)


A social card can be a 🗨 **Secret**, 🗨 **Hook**, 🗨 **Threat** or 🗨 **Favour**. It can be **announced** during the Announcement phase to make the player with that 🗨 **Color** ...

- 🗨 **Favour: Trade** with you now (Follow the steps in the **Trade** phase, but both players have to agree to the **trade**)
- 🗨 **Hook: Discard 1 ♠ Standing**


-  **Threat:** Let you draw a card from their hand or **personal pile** (excluding roles)
-  **Secret:** Show everyone how many **illegal cards** they have (**Visible on back**)

2.6. **Testimony**

(!?, 7-9X)

When Announced you are immune to  **Social cards** with less or equal value this Announcement phase

2.7. **Roles**

 **Roles** can be obtained by drawing all the cards from your **personal pile**.

 **Roles** come in two types:

- **Goal:** You win if you fulfill a specific condition
- **Perk:** You get a special ability

2.8. Properties

2.8.1. **Illegal** (I)

- Relevant during **legality checks** in the **Trade** phase
- **Visible on back**









2.8.2. **Colored** (C)




- Belongs to a specific player

2.8.3. **Value** (X)

- A Number from 0-10 (0 is not shown on the card)
- **Visible on back**

2.9. Material

- 6  **Color Tokens**  **Color Tokens** : 6
- 12 x  **Role**  **Roles**: 12
- 6 x 3  **Standing** (10X)  **Standing**: 18
- Each  **Color** (6 times):
 - 1 x  **Pact**



- ▶ 3 x  **Pact** (**illegal**)
 - ▶ 1 x  **Favour** (7X)
 - ▶ 1 x  **Favour** (8X)
 - ▶ 1 x  **Favour** (9X, **illegal**)
 - ▶ 1 x  **Hook** (7X, **illegal**)
 - ▶ 1 x  **Hook** (8X, **illegal**)
 - ▶ 1 x  **Threat** (7X, **illegal**)
 - ▶ 1 x  **Threat** (8X, **illegal**)
 - ▶ 1 x  **Secret** (7X)
 - ▶ 1 x  **Secret** (8X)
 - ▶ 1 x  **Secret** (9X, **illegal**)
-  **Colored cards** : 14 per player
(= 84)
- 30 x  **Asset** (1-10X)
 - 20 x  **Asset** (1-10X, **illegal**)
 - 6 x  **Influence** (2-4X)
 - 6 x  **Testimony** (7-9X)
- Non-colored cards: 62
-
- Total cards: 182

3. Vocabulary

3.1. Legality check

When a player objects to a **trade** the **legality of the traded cards is checked**. You can see if a card is **illegal** by looking at the back of the card (see **Visible on back**).

If any **traded** card is **illegal** :

1. The player offering an **illegal card** will have to **pay a fine** of half its value (rounded down) to the accuser.
2. If any **illegal**  **Pacts** were found to be offered **remove them from the game**. (Tipp:  **Pacts** are the only **illegal cards** without a value)
3. The **trade** does not happen; Everyone keeps their offered cards

If no card is **illegal**:

1. The accusing player will have to **pay a fine** of 3 to one of the trading players (accusors choice)
2. The **trade** goes on.

3.2. Paying a fine (of X)

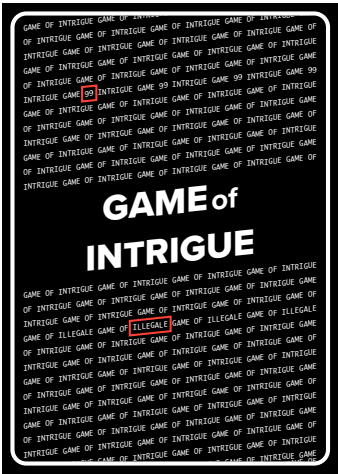
You have to give a card of at least the value X to another player.

3.3. Removed from the game

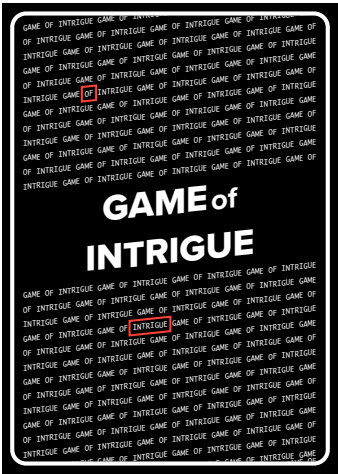
Put them back in the box. They are not to be used this game anymore.

3.4. Visible on Back

- The small text on the back of the card contains the card's value and if it is **illegal**



Value: 99, **Illegal**



No Value, Legal