

Game of Intrigue

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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.

You win when everyone except you and another player is eliminated and you have the most combined card value.

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.

Each player is assigned a **■ Color Token** and gets a **personal pile** of their respective **■ Colored cards**.

The remaining **■ Colored 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.

1.3. Phases

Each round all players go through these phases:

1.3.1. Discussion

- Players can openly or secretly (other room or with paper notes or messenger etc.) discuss the following round or future strategies.
- Lying and manipulation are allowed

1.3.2. Trade

- Everyone gets a Chance to **Trade** one card with a player of their choosing.
- A **trade** happens between two players:
 1. Each trading player... (happens hidden from other players)
 1. ...Offers a card
 2. ...Looks at the offered card
 3. ...Decides if they want to **trade**
 2. 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.
 3. If both parties decided to **trade** they each keep the card offered to them

1.3.3. Announcement

1. Each 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
4. All the cards in front of the players get put on the **discard pile**

1.3.4. Vote

- Vote for someone to discard **≈ 1 Standing**
 - On a draw no one has to discard **≈ Standing**

1.3.5. Draw

- Each player draws a new card from the **draw pile** or their **personal pile**
- If the **draw pile** is empty mix the **discard pile** into it

If a player has **≈0 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**.

2. Cards

2.1. ≈ Standing

(10X)

- Loose condition is met when all **≈ Standing** is lost

2.2. ♠ Pact

(C, I?, 0X)

- Can only be **traded** for another ♠ Pact card
- You can only **trade** with ♠ Pact cards of your color
- Cannot be discarded unless **traded illegally**
- If you have someone's ♠ Pact card you cannot use a social card on them or object to their **trades**

2.3. ♣ Asset

(I?, 1-9X)

2.4. ♥ Influence

(I?, 2-5X)

- You cannot deny to **trade** for this card (except if you offered a ♠ Pact)

2.5. ♦ Social

(C, I?, 7-9X)

- Can be a ♦ Secret, ♦ Hook, ♦ Threat or ♦ Favour
- Can be announced to make the player with that Color...
 - ♦ Favour: **Trade** with you now
 - Follow the steps in the **Trade** phase
 - ♦ Hook: Vote for the same person as you
 - If two of the same Color are played the player can decide between those players votes
 - ♦ Threat: Not vote
 - ♦ Secret: Loose **≈ 1 Standing**

2.6. ♣ Testimony

(I?, 7-9X)

- When Announced you are immune to social cards with less or equal value this Announcement phase

3. Card properties

3.1. Illegal (I)

- Visible on back

















3.2. Colored (C)

- Belongs to a specific player

3.3. Value (X)

- A Number from 0-10
- Visible on back

4. Card amounts

- 6  Color Tokens
- 6 times per color:
 - 3  Standing (10X)
 - 1  Pact (0X)
 - 3  Pact (**illegal**, 0X)
 -  Favour (8X)
 -  Favour (**illegal**, 9X)
 -  Hook (**illegal**, 7X)
 -  Hook (**illegal**, 8X)
 -  Threat (**illegal**, 7X)
 -  Threat (**illegal**, 8X)
 -  Secret (7X)
 -  Secret (**illegal**, 9X)
- 18  Assets (1-9X)
- 18  Assets (1-9X, **illegal**)
- 4  Influence (2-5X)
- 6  Testimony (7-9X)

Tokens: 6


 Colored cards : 15 per player (90)

Non-colored cards: 46

Total cards: 142

5. Vocabulary

5.1. Legality check

1. If any **traded** card is **illegal**:
 1. Anyone who agreed to the **trade** in 2.3. will have to pay a fine of the combined value of all the **illegal cards** offered to the accuser
 2. If any **illegal**  Pact was found to be offered **remove them from the game** (do not put them on the **discard pile**)
 3. The **trade** does not happen; Everyone keeps their offered cards
2. If no card is **illegal**:
 1. The accusing player will have to pay a fine of 5 to any of the accused
 2. The **trade** goes on

5.2. Paying a fine (of X)

You have to give a card of at least the value X to another player. If you cannot pay, you have to discard a \approx **Standing**

5.3. Visible on Back

- (Invisible ink marker on the back?)
- (Hard to see lines/patterns that can be decoded with tool?)

5.4. Removed from the game

- Put them back in the box