

# INTRIGUE™

By STEFAN DORRA

Players: 3 - 5

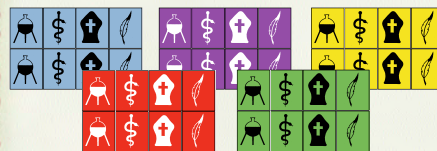
Ages: from 12 years

Duration: ~45 Minutes

## CONTENTS



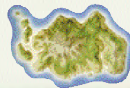
**5 palaces in 5 colors:**  
blue, yellow, green, red  
and violet. Each palace is  
composed of 4 salary  
areas: 1,000, 6,000,  
10,000, and 3,000.



**40 scholars in 5 colors:**  
blue, yellow, green, red,  
and violet. Each faction  
color has 2 scientists,  
2 doctors, 2 priests,  
and 2 clerks.



**Play money:** with the  
values 1,000, 5,000, and  
10,000 ducats.



*The island.*

## GAME SUMMARY

You begin the game with a palace (encompassing 4 areas) and 8 scholars in your color. You send your scholars to foreign palaces and try to place them in high-salary positions. In order to successfully apply for positions at other palaces (and try to ensure a high income), you must convince the palace owner of your scholar's excellent qualities. Competition for each position is fierce, and even a hired scholar can be replaced. Everything is allowed—a little bribe under the table, promises, threats, persuasiveness, and flattery—and every promise can be broken.

You make money in 2 ways during the game. You collect wages from all of your scholars employed in other players' palaces. You also make money from the bribes that you collect every time someone applies for a position in your palace.

The player with the most money—collected by whatever means possible—after 5 rounds wins the game!

## GAME PREPARATION

Take the palace of your color and place it face-up in front of you. Place the 1,000-ducat card to the left, the 6,000-card to the right of the first card, the 10,000-ducat card further right, and finally the 3,000-ducat card on the far right. (Use the palace picture to guide your card set-up.)

Take the 8 scholars of your color and place them to the side or underneath your palace cards.

Place the island in the middle of the table.

You receive 32,000 ducats (2 of each type of bill) as your starting capital. Keep your available cash secret from the other players. You can make change at any time.

After everyone receives their starting money, place the remaining money in the middle of the table. This is the bank.



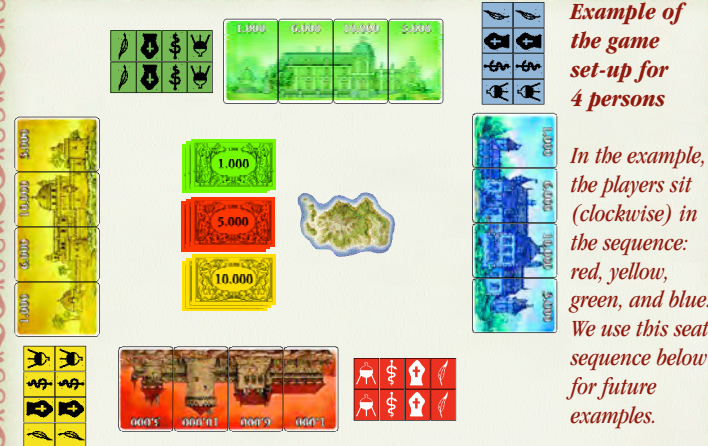
*The Blue Palace*



*The 8 Blue Scholars*



*32,000 Ducats*



*Example of the game set-up for 4 persons*

*In the example, the players sit (clockwise) in the sequence: red, yellow, green, and blue. We use this seat sequence below for future examples.*

## THE PALACES AND CONFLICTS

Before we discuss the actual game rules, we need to explain several important game concepts. Conflicts arise when several players want to fill in a position in a certain area, or when a scholar is sent to fill an empty position in another palace. You will find more complete explanations for these conflicts and the conflict-resolution sequence on page 6.

You must take in foreign scholars who apply for work at your palace. Place the applicants who arrive at your palace above your palace cards. If you accept an applicant, place him on the palace card corresponding to the salary you have chosen for him (or set by a previous scholar of the same type). Banish the applicants you refuse or fire immediately to the island in the middle of the table, where they remain placed (unused) until the end of the game.

Only 1 scholar may occupy each of the 4 salary areas of your palace. When you fill a position at your palace, you must choose from all of the applicants. Your decision will be based primarily on the bribes and other promises offered by the applicants' owners.

**Very important:** *Only 1 scholar from each occupation (scientist, doctor, clerk, priest) may be employed at a given palace at any given moment!*



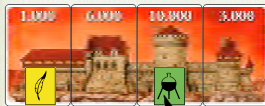


The owner of the green palace has already distributed the 3,000-area to the red priest. If hired, the blue scientist who is applying at the green palace must be placed in one of the 3 remaining areas. The green player can choose any of the 3 remaining areas for the blue scientist—either the 1,000-area, the 6,000-area, or the 10,000-area.

An INTERNAL CONFLICT occurs when 1 or more applicants of the same occupation arrive at a palace where a scholar of that occupation is already employed. Once you establish an occupation in 1 of your palace areas, then that occupation remains assigned to that area in your palace until the end of the game. Once assigned, a scholar may never leave his area. If another scholar with the same occupation applies, a conflict occurs and you must decide whether or not to kick out the old scholar in the area and replace him with the new applicant. In either case, you banish the losing scholar to the island.

*A yellow scientist applies for a position at the red palace.*

*Since there is already a scientist (green) in the 10,000-area, an internal conflict occurs. The red palace owner must decide whether he keeps the green scientist in the 10,000-area, or whether he replaces the green scientist with the yellow scientist in the same salary area. The red palace owner immediately banishes the rejected scientist to the island. The choice is entirely up to the red palace owner!*



**Internal conflict: Here comes trouble! Will the green scientist lose his position?**

If several persons of the same occupation apply at your palace, and you have not yet employed a scholar of that type, you have an EXTERNAL CONFLICT. You must choose only 1 of the applicants for the position; you banish all rejected scholars to the island.

As palace owner, the decision is always completely in your hands.



**External conflict: There can only be one priest!**

*3 priests (yellow, red, green) apply for a place at the blue palace. The palace owner must banish 2 applicants to the island and take in the selected priest at 1 of the 3 remaining salary levels. The palace owner must decide which applicant is hired, and which 2 are banished to the island.*

### GAME PLAY

Randomly determine which player will begin. The person who is taking his turn is the active player. The active player must complete 3 steps on his turn:

1. Collect salaries.
2. Consider applications, resolve conflicts, and take in scholars.
3. Send 2 of your scholars out to apply at other palaces.

When the active player accomplishes all 3 steps, the player to the left (clockwise) becomes the new active player and executes the 3 steps of his turn. Once each player has taken a turn, 1 round of the game is complete. A game consists of 5 such rounds, followed by a final salary round and the end of the game.

#### 1. Collect salaries

It's now your turn. You collect salary (the area amount) for each scholar you have working in another player's palace. Draw this salary from the bank, not from the other players' treasuries.



*Yellow is the active player. One of his yellow scientists is currently employed in the 10,000-area of the red palace. His second scientist is in the green 3,000-area, and he also has a doctor in the green 6,000-area. Yellow receives a total salary of 19,000 ducats from the bank.*



**First round note:** No one will have any scholars employed during the first round, so there will be no salaries paid during your first turn.

## 2. Consider applications, resolve conflicts, take in scholars

You must consider applications from—and resolve conflicts between—all of the applicants that apply at your palace.

When hiring scholars, you must consider applications from, and resolve conflicts between, all applicants in the following sequence: First, you must take in all applicants with uncontested applications (i.e., those who are applying for an unfilled occupation in your palace and have no competition, so there is no conflict). Second, you must resolve all external conflicts. Finally, you must resolve all internal conflicts.

**Note:** For the very first active player, during the first round there will be no applicants, so he will skip the second step of his turn.

### First, you must accept all uncontested applications at your palace.

You must take in all applicants for occupations with neither an external nor an internal conflict. Beginning with the player on your left and proceeding clockwise, discuss their applicants' specific salary requests. This is an open, public discussion. You should discuss any future promises, threats, and influences in front of all the players. Finally, the applicant must publicly offer you an immediate cash bribe (of no less than 1,000 ducats).

**Note:** Each applicant must offer his potential employer a cash bribe during each negotiation. The minimum bribe is 1,000 ducats. It must be offered (and given) in addition to any other promises or offers made. Once a player has banded the active player his bribe, his applicant may not offer any further bribes.

After you have negotiated with and received bribes from each of the unchallenged applicants, you must decide where to assign them. You then hire them as scholars in the designated position and at your appointed salary.

**Note:** You have to take into account all threats, negotiations, promises, and bribes when placing applicants, but you do NOT have to honor any agreement. Similarly, no agreement is binding on other players for any actions that you take with their applicants.

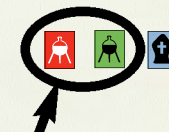
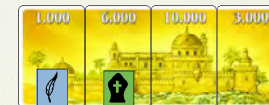


### A little conflict

*You are yellow and it's your turn. You've previously accepted an applicant in the 6,000-area. Looking at the 4 new applicants this turn, only the blue clerk is making an uncontested application. Blue says: "I'll give you 5,000 ducats, and you put my clerk in the 10,000 area, OK?! During the next round, I also promise to hire one of your people into my 10,000-area. Just send someone over!" You answer: "If you pay me 8,000, then we're in business!" Blue nods agreement and announces that he is paying 8,000 ducats to yellow. You smile slyly. You then puts the blue clerk in the 1,000-area instead of the promised 10,000-area! Blue swears bitter revenge. (Note that you could not refuse to hire blue's clerk, as you had not yet hired a clerk.)*

### After resolving all uncontested applications and placing all the applicants with no conflict, resolve all external conflicts in the same way.

Beginning to your left, you negotiate with all players who have sent applicants to your palace that are involved in an external conflict. Each applicant must negotiate with, and eventually bribe, you. Then you decide which applicant involved in each external conflict you want to hire. You immediately banish all the losing applicants to the island.



### External conflict

*You are yellow and it's your turn. The red and the green scientists apply for the same unfilled position at your palace. They are involved in an external conflict. Green sits on your left, so you begin negotiations with him. You discuss his offer and listen to his pleas, threats, etc. Green then offers you a bribe. Green states he would be content with the 3,000-area, and then pays you a 4,000 ducat bribe. Red is very eager to get into the 10,000-area. After a short negotiation and a swearing of long-term friendship, gives you 12,000 ducats. You take pity on red and banish the green scientist to the island. You don't*



*feel enough pity for red, however, to give him the desired 10,000-area. Instead, you place the red scientist in the 3,000-area.*

¶ **Finally, you resolve all of the internal conflicts between applicants using the same process.**

For internal conflicts, begin your negotiations with the player who owns the currently-employed scholar affected by the conflict. Then proceed clockwise from your left and negotiate with all of the other involved players. Once you conclude negotiations and receive your bribes, you decide, using any criteria that you desire, whether to keep the old scholar in the area or hire a new applicant.



When you face several different internal conflicts, handle each one individually, starting with the smallest salary and working up. (This may mean that you negotiate with other players several different times. An example on page 10 illustrates this scenario.)

**Inner Conflict**



*You are yellow and it's your turn. The blue and the green priests are in the middle of an internal conflict. Green would like to remain in the 6,000-area, but figures his scholar is about to take a permanent island vacation. He pays you the minimum bribe of 1,000 ducats. Now blue smells his chance to cheaply snatch the 6,000-area and offers you a bribe of 4,000 ducats. You feel that the salary is worth a bit more and demand 8,000 ducats. Blue is not ready to double his commitment and leaves his bribe at 4,000 ducats, which he hands over to you. Unimpressed, you introduce the Blue priest to island life. Blue is deeply insulted and vows eternal enmity.*

**Note:** *It is possible to face all 3 types of applicants on a turn, or no applicants at all. Simply follow the order described above (no conflict, external conflict, internal conflict in order of salary), as needed. (More examples of possible conflict situations follow on pages 9 and 10.)*

**3. Send 2 of your scholars out to apply at other palaces**

You must send any 2 of your scholars, who are still beside your palace, out to apply at foreign palaces. Place these applicants in front of the palace(s) of your choice. Your applicants can be 2 of the same type of scholar, or different scholars; both can be sent to a single palace, or each can apply at different palaces.

**Note:** *A scholar can never find employment in the palace of his own color.*

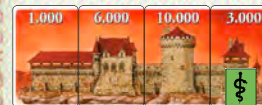
**FINAL PAYMENT AND THE END OF PLAY**

The 5 rounds (and the end of the game) play out as follows:

- During the first round, only steps 2 (resolve applicants) and 3 (send out scholars) take place.
- In the second to fourth rounds, all steps of a turn take place.
- During the fifth round, only steps 1 and 2 occur, since all scholars have already been sent out. At the end of the fifth round, there are no more applicants. All of the scholars are either working in palaces or banished to the island!
- Finally, all players receive 1 final salary payment from the bank for all of their scholars employed in palaces.

¶ The game now ends. The winner is the player with the most ducats.

**TWO MORE CONFLICT EXAMPLES**



For the following 2 examples, there are 5 players. The clockwise seat sequence is: Red, Yellow, Green, Blue, and Violet.



*You are red and it's your turn. 5 scholars apply at your red palace. The violet priest faces no conflict.*

*Both scientists and both clerks face external conflicts.*

*You first negotiate with violet. You come to an agreement and he pays you a bribe. You must now take in the violet priest in 1 of your 3 free palace areas.*

*You then turn to the external conflicts. You negotiate with the applicants according to the seat sequence. Yellow provides you with the first bribe, then green, blue, and finally violet. After receiving all your bribes, you must hire a scientist and a clerk for your palace. The refused scientist and the refused clerk are immediately whisked away to the Island of Misfit Scholars.*

**Note:** *The green doctor spends another round in your 3,000-area, since no one applied for his doctor's position.*





*Four scholars apply at your yellow palace. You must resolve 2 internal conflicts. The first conflict is in the 3,000-area. Here, red (as the current employee) must negotiate with you and pay you a bribe. Green follows suit. Then you ship a scientist of your choice off to study coastlines and beaches*

*for the rest of the game. You place the other scientist in your 3,000-area.*

*Now resolve the internal conflict in your 10,000-area. First violet pays his bribe, then (going clockwise) red, green, and blue. Three of the four applicant priests obtain a new non-career in seaside proselytizing.*

*Note: The red clerk spends another round in your 6,000-area, since no other clerks apply for his job.*

### TIPS & TACTICS

- ❖ **Special Rule:** If you are broke, you may only offer the minimum bribe of 1,000 ducats. The bank pays your bribe.
- ❖ **Be Careful:** If you assign scholars the 2 lowest salaries in your palace, the other players may take advantage of the situation to pay a small bribe for a lucrative salary.
- ❖ In order to hang onto a 10,000-area salary until the end of the game, try to cut a deal with another player to trade 10,000-area salaries. Remember the **Intrigue Golden Rule: As long as I keep my post, you keep yours.**
- ❖ As you send your scholars out (and accept scholars in your palace), keep an eye on which scholars remain. If you have doctors applying at your palace, and no more doctors are in the game, try to extract additional bribes, since no one will be able to replace them. Also pay attention for opportunities to move your scholars against occupants of high salaries that may be in weak bargaining positions.
- ❖ Take every opportunity to deflect the conversations and negotiations of other players. Ask, threaten, implore, flatter, and swear. Everything is allowed; but don't forget that the goal is cold, hard cash. There's no arrangement that cannot be broken. But, remember that trustworthiness and loyalty are often necessary to ensure some predictable income flow.
- ❖ Don't forget, as you backstab (or are backstabbed): it is only a game! After the game is over, offer your hand in friendship to your opponents, no matter how much blood and dirt got on them during the game!

You have bought a product of the highest quality that we can provide. However, if you have any problems or missing components, please let us know!

Mayfair Games, Inc.  
Skokie IL, USA  
[www.mayfairgames.com](http://www.mayfairgames.com)



**Designed by Stefan Dorra.**

**Translation from German:** Alex Yeager.

**English Language Edition:** Robert T. Carty, Jr., S. Coleman Charlton, Pete Fenlon, Will Niebling, William Niebling, Larry Roznai, Guido Teuber, and Alex Yeager.

**Production:** Pete Fenlon.

Copyright © 2005 Amigo-Spiele and Mayfair Games, Inc. Published under license from AMIGO Spiel & Freizeit GmbH ([www.amigo-spiele.de](http://www.amigo-spiele.de)). "Intrigue," and all other product titles and marks listed herein, are trademarks of Mayfair Games, Inc. All rights reserved.

### RULES SUMMARY

You get 1 palace (of 4 salary areas) as well as 8 scholars of the same color. Set them up in front of you. Place the island in the middle of the table. Place the bank next to the island. You receive 32,000 ducats as your starting capital. Keep your money hidden in your hand. Money may be changed at any time.

Only 1 scholar can occupy each salary area of a palace at a given time. Only 1 scholar can be hired in a given occupation in each palace at a given time.

Your scholars may only apply at, and be employed in, other players' palaces.

Resolve all applications for employment in the following order:

- **No conflict:** A new applicant makes an uncontested application. He is the only scholar applying for an open (as yet unfilled) occupation at a palace.
- **External conflict:** Several applicants of the same occupation apply for an open (as yet unfilled) occupation at a palace.
- **Internal conflict:** 1 or more applicants apply for an already-filled occupation at the palace.

Each bribe (following and ending any negotiations) must total at least 1,000 ducats and must be announced publicly. No agreements are binding.

#### Game Turns

The active player must (where applicable) perform 3 steps each turn. Then the next clockwise player becomes the active player. A round is complete when each player has had a turn being the active player.

1. Collect salaries: The active player collects money from the bank for all of his scholars currently working at foreign palaces.
2. Consider applications, resolve conflicts, and take in scholars:
  - First, the active player must negotiate and resolve all uncontested applications, filling his palace positions where there is no conflict between applicants. Going clockwise (beginning to the left of the active player), each player negotiates with, and bribes (minimum 1,000 ducats), the active player on behalf of his applicants. The active player then assigns applicants to any available open salary areas.
  - Second, the active player must negotiate and resolve all applications for currently unfilled (open) palace positions where there is external conflict between applicants. Going clockwise (beginning to the left of the active player), each player negotiates with, and bribes (minimum 1,000 ducats), the active player on behalf of his applicants. The active player now assigns 1 applicant per occupation to any available open salary area. Refused applicants are banished to the island.
  - Third and finally, all internal conflicts are resolved (as applicable). The active player must negotiate and resolve all applications for already filled (closed) palace positions. The already employed scholar's player first negotiates with, and bribes, the active player. Then, going clockwise, the other applicant(s) negotiate with and bribe the active player. Either the old employee remains in the corresponding position (job), or a new applicant replaces the old scholar in this position (refused or replaced scholars are put on the island). If there are several internal conflicts, each is resolved separately, in order, by increasing salary level.
3. Send 2 of your scholars out to apply at other palaces.

The active player sends 2 scholars out to the front of foreign palaces (either 2 different palaces or both to the same palace).

After completing 5 rounds, players get 1 last round of salaries for all their employed scholars at foreign palaces. The player with the most ducats is then declared the winner.