

## **Intrigue Quick Reference**

### **Setup**

- 1 – Each player chooses a color and receives the Palazzo and relatives (tiles) for that color, and \$320,000 (2 bills of each type).
- 2 – Place the island in the center of the table.

### **Turn Overview**

Each player in turn performs the following actions in this order:

- 1) **Collect Income:** calculate the combined salaries of all your relatives in paying positions and collect the total from the bank.
- 2) **Assign Jobs:** from previous turns, other players' tiles will be in your Park and they must be assigned jobs as space allows.
  - First, determine if any conflicts exist and what types:
    - Exterior conflicts occur when 2 or more applicants of the same profession are waiting in the Park
    - Interior conflicts occur when 1 or more applicants in the Park have the same profession as someone with a job in the Palazzo. Note: any interior conflict supercedes any exterior conflict.
  - Bribes are offered in clockwise order among the involved players (exception: interior).
  - For applicants not in any conflict, all involved players have one opportunity to offer you a bribe (minimum \$10,000) in hopes of a favorable position placement. No promises or threats are binding in any way. Place the applicants in whatever position desired.
  - Then accept bribes from all players with applicants involved in exterior conflicts. Place those applicants.
  - Finally, accept bribes from all players with applicants involved in interior conflicts, starting with that of the lowest salary and working upwards. The player "defending" their job offers the first bribe, then clockwise among any other applicants. Place those applicants.
  - Applicants not placed in a job are sent to the island (removed from the game). You must assign an applicant if you have a position open, and may only have 1 of each profession type working in your Palazzo.
- 3) **Seek Employment:** Send 2 relatives to 2 different opponents' parks to look for work. They may be of the same profession.

### **Game End**

The game ends after the 6<sup>th</sup> round (the first round that no one will have relative to send out for employment). After this 6<sup>th</sup> round, everyone collects income one last time. The player with the most cash wins.

### **Clarification**

Once you have placed a particular profession at a certain salary level, only that profession type may fill that job. There is no way to change how much money a certain type earns in your Palazzo once it has been assigned.