

INTRIGE

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A post as a scholar at the court of a nobleman is good for the reputation – and extremely lucrative as well. And it's completely filled with intrigue. The players stop at nothing, using arrangements, bribery, threats and payoffs as necessary to realize their goal and rake in the most money. The court isn't as noble as it seemed at first... Intrige is a game where bribery, negotiation, and greedy self-interest aren't merely sideline interests but the very core of the game.

Editor's Note: These rules represent the 2003 Amigo version. Known differences from the 1994 FX-Schmidt version include:

- All money values are smaller by a factor of 10
- 8 relatives per player instead of 10
- The game lasts 6 rounds instead of 7

All other changes are cosmetic.

Contents.

- 5 Palazzos (red, green, yellow, purple, blue). Each Palazzo consists of four cards which when assembled form a picture of a different Palazzo in a different Italian city. Each card within a Palazzo represents an area of employment offering a salary of \$1,000, \$3000, \$6,000 or \$10,000 respectively.
- 5 sets of relatives, one set in each Palazzo color. Each set consists of 8 tiles (2 scribes, 2 ministers, 2 alchemists, and 2 healers as denoted by a symbol on each tile).
- 1 island.
- 1 Bundle of Money in \$1,000, \$5,000, and \$10,000 denominations.

Setup.

- Each player receives:
 - The four cards forming a Palazzo.
 - Eight relatives of the same color as the Palazzo.
 - \$32,000 in cash made by two bills of each type.
- The Island is placed in the center of the table.
- A player is selected as banker.
- A starting player is selected. Typically this is the oldest player.

Each player places their four Palazzo cards in a row so that a picture of their Palazzo is formed. The top section of each card is where other player's relatives will be employed. The bottom section of the Palazzo, below the building, is known as the *park*, and is where candidates for employment gather.

Game Play. Play proceeds clockwise from the starting player. Order of play does not change during the game. Each player's turn consists of the following three required actions performed in order:

- (1) Collect income.
- (2) Assign jobs.
- (3) Send relatives out to look for work.

Collect Income. Each of a player's relatives placed ("given a job") in another player's Palazzo will receive a salary equal to the value of the position. Salaries are paid from the bank.

Assign Jobs. During the course of the game, other players (fulfilling Part 3 of their turns) will have sent their relatives to your Palazzo in the hope of finding employment with you. They wait at the bottom of your Palazzo in the park.

Each of the 4 buildings in each Palazzo may employ only one relative. If you have exactly as many open jobs (unoccupied cards) in your Palazzo as there are job applicants in your park, and all of the job applicants are from different professions (See *Conflicts While Assigning Jobs*), then each applicant must be assigned by you to one of the open jobs in your Palazzo.

However, just because an applicant must get a job does not mean the job will be particularly high paying. To help their relatives get better paying jobs, the players will try and bribe you. First, everyone can make threats and promises, then you ask for your bribes. Starting with the first player clockwise from you who has an applicant in your park and proceeding clockwise, you ask for a bribe. That player must state loudly and clearly the amount of the bribe and at the same time hand the amount of the bribe to you. This money is yours to keep. Once you have received bribes from all of the applicants, you now assign them their jobs. You may give out the jobs as you see fit. No one can force you to give their applicant a high paying position no matter how high their bribe. Each applicant gets only one shot at a bribe and it must be at least \$1,000.¹

Conflicts While Assigning Jobs. No two members of the same profession may be employed by the same Palazzo. Whenever two or more members of the same profession are on the same Palazzo or that Palazzo's park, a conflict occurs. There are two kinds of conflict: exterior and interior. The handlings for each differ slightly and are explained below.

Jobs are always assigned in this order:

- (1) "No conflict" assignments
- (2) "External conflict" assignments
- (3) "Internal conflict" assignments (lowest to highest salary)

¹Editor's note: There appears to be some ambiguity in the original German rules on whether a bribe of \$0 is allowed. The common consensus seems to be that bribes of \$0 are not allowed.

External Conflict. If two or more applicants of the same profession are waiting in the same park then there is an external conflict. Again, the seating order determines who makes the first bribe. Also again, once the landlord of the Palazzo has collected all of the bribes he determines which one applicant of the conflicting profession will stay and get a job. The other conflicting relatives are banished to the island for the remainder of the game.

Example: It is Player A's turn. In Player A's park are 4 applicants: B, C, D, and E. B and D bribe first because their applications are conflict free. Player A decides to put B into the \$10,000 office and D into the \$1,000 office. Next, Player A must resolve the exterior conflict. C is the first clockwise player so he bribes first, then E. E gets the nod and is placed into the \$6,000 position. C's relative is banished to the island.

Internal Conflicts. In this case, a position has already been filled by one of the professions and one or more applicants from the same profession have shown up in the park looking to get the same job. In this case the bribes are handled a little differently. First the player whose relative already holds the position may place a bribe to protect their position. Then in clockwise order, the other player(s) who have conflicting relatives make bribes.

Once the bribes have been paid, the landlord must decide if the "attacker" takes over and the "defender" goes to the Island, or if the "defender" stays and the "attacker" is banished.

If there are several Internal Conflicts, they are resolved in order of the value of the position being fought for, from lowest to highest.

Example: Here there are three internal conflicts. The \$1,000 conflict is resolved first. D bribes first, then E. E wins the position from D. D is banished to the Island. Next, the \$3,000 conflict. C bribes first as his relative currently holds the position, then B, then D. B wins the position from C. Both C and D are banished.

Finally, the \$10,000 conflict is decided. B bribes first followed by C. B is successful in defending his position and stays. C is banished. Note that the \$6,000 conflict did not have to be resolved first as an outer conflict between B and D and then as an inner conflict between either B or D and C. No matter how many of the same profession there are in a park, if the same profession also holds one of the 5 jobs in the Palazzo it is an internal conflict.

Seek Employment.

- You must send two of your relatives out to look for work.
- They must be sent to two different parks.
- They may be from the same profession or from different professions.
- You may not send your own relatives to your own park.
- There are no other restraints.

In particular, a player does not have to evenly distribute his relatives among the other Palazzos. For instance, it is possible that four of your relatives may win all of the jobs in another player's Palazzo (they must be of four different professions of course).

End of the Game. After the fifth round, players collect income one last time, then the game ends. The player with the most money wins.²

Variants.

- *Banished relatives recover bribes:* When an applicant loses a conflict he is still banished to the island but now the player gets his bribe money back. This variant makes it easier to break alliances between players who have mutually conspired to give each other's relatives high paying jobs as a third player can now offer a very large bribe to oust one of them without necessarily running the risk of losing the bribe money.
- *Binding promises:* Promises and commitments made during the bribery phase are binding if both parties honor their parts of the agreement and the promise can be fulfilled on that player's turn. As such promises of future actions aren't enforced, but promises that relate to further actions within the current turn are enforced.

²Translator's note: There is some ambiguity in the original German rules regarding how many times income is paid. Some think that this rule means that each player collects income only five times. I think it means that each player collects income six times. After all, in the sixth round you are still deciding the fate of the applicants placed by the last (in turn order) players from the fifth round.