

GAME OF THRONES™ WESTEROS INTRIGUE

A CARD GAME FOR 2–6 PLAYERS

CLAIM THE IRON THRONE!

Game of Thrones: Westeros Intrigue is a fast and fun card game for two to six players. The game features 36 character cards from four of the Great Houses of Westeros. Players take turns playing one character from their hands, creating a pyramid-shaped formation representing each Great House's progress toward claiming the Iron Throne. The object of the game is for each player to play as many character cards as possible from his hand during each game round.

COMPONENTS



36 Character Cards



7 Iron Throne Cards



24 Penalty Point Tokens
("1," "2," and "5")

GAME SETUP

Shuffle all character cards together, facedown, to form the character deck. Shuffle all Iron Throne cards together, facedown, to form the Iron Throne deck. Place all penalty point tokens in a pile near the decks.

RULES

Starting with the youngest player, each player draws a number of random character cards from the character deck. The number of character cards a player draws depends on the total number of players, as follows:

- 2 Players:** Each player draws 14 character cards. The remaining character cards are not used.
- 3 Players:** Each player draws 12 character cards.
- 4 Players:** Each player draws 9 character cards.
- 5 Players:** Each player draws 7 character cards. There will be one character card left over; place it faceup in the play area as the first character in the court.
- 6 Players:** Each player draws 6 character cards.

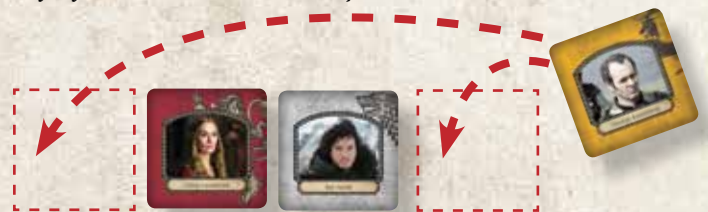
The youngest player takes the first turn of the first game round, and then play proceeds clockwise. The person taking a turn is the **ACTIVE PLAYER**. During his turn, the active player must place one character card from his hand in the play area, which is called the **COURT**. As a game round progresses, the court grows into multiple rows of character cards which create a pyramid-shaped formation.

When taking a turn, the active player must place a character card using the following rules:

1. A player must place the first character card of each game round in the middle of the play area. This first card is part of the bottom row of the court.
2. When placing a character card in the court, a player can place the character card to either vacant side of an existing character. A player cannot place a character card between two existing characters (see "Example 1"), and the bottom row of the court cannot contain more than eight character cards, or more than seven character cards in a two-player game.

EXAMPLE 1

Stannis Baratheon (a yellow card) is the third character placed during a game round. It must be placed either to the right or the left of the two characters already in the court's bottom row.



3. If a row contains at least two character cards, a player may place a character card above two existing characters in a pyramid-shaped formation, creating a new row (see "Example 2" on the other side of this sheet). However, when placing a character card above two other character cards, the color of the new character card must match at least one of the two character cards below it.
4. If a player is unable to play a character card from his hand or if he has already played all of his character cards, he is **ELIMINATED** from the game round. If a player is eliminated and has character cards remaining in his hand, he keeps those cards in his hand until the end of the game round.



EXAMPLE 2

In this example, Tyrion Lannister (a red card) can be placed in one of two positions in the court, both of which are in the second row. Tyrion can be placed either above Sandor Clegane or above Jaime Lannister because both of those character cards are red. Tyrion cannot be placed above the white or yellow character cards in the second or third rows since there would be no red character card below him. Tyrion cannot be placed in the bottom row because it already contains eight characters.



Players continue taking turns, skipping each eliminated player, until all players are eliminated. It is possible for the last player to place several consecutive characters before he is eliminated.

END OF ROUND

The game round ends when all players are eliminated. The player who placed the last character card in the court draws one Iron Throne card from the Iron Throne deck, looks at it, then places it facedown in front of him in his **SCORE PILE**. Each player keeps his Iron Throne cards hidden in his score pile until the end of the game.

Then, each player takes unused penalty point tokens equal in value to the number of character cards remaining in his hand, making change as necessary. Each player places his penalty point tokens in his score pile.

Example: James had four character cards in his hand at the end of the previous game round, so he took two “2” penalty point tokens, which he placed in his score pile. During the current game round, James is able to place all his character cards. Thus, he draws one Iron Throne card from the Iron Throne deck while avoiding adding additional penalty points to his score pile. James secretly looks at the Iron Throne card and places it facedown in his score pile.

Players play as many game rounds as there are players, with each round starting with the player seated to the left of the player who started the previous round.

At the end of the final round, each player reveals any Iron Throne cards he has in his score pile. Then, each player adds the values of all his penalty point tokens in his score pile and subtracts the values of all of his Iron Throne cards from his penalty point token total. The player who finishes with the lowest total score is the winner! If there is a tie, the tied player with the Iron Throne card with the fewest number of \times icons wins. If none of the tied players have Iron Throne cards, they share in the victory.

CREDITS

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