



GAME OF THRONES™

**MASTERS OF INTRIGUE
RULEBOOK**



GAME OF THRONES™

Masters of Intrigue Trick Taking Game

OVERVIEW

Delve into the cunning world of Westeros in Game of Thrones: Masters of Intrigue relying on power, betrayal, and savvy alliances to shape the fate of the Seven Kingdoms. Each player embodies an emissary of a noble house, vying for dominance in a treacherous political landscape. A hand of cards represents each player's house's strategic moves, military strength, and plots to control the realm.

The game is played in a series of rounds called chapters. Each chapter, players secretly choose a Rival House by playing a card face-down in front of them. This marks the noble house that the player is not aligned with. Any cards collected of this house represents setbacks and betrayals their house faces from this opposing house. Rival House cards collected reduce points from their score during scoring.

In a 3 or 4 player game, play 4 chapters.

In a 5 or 6 player game, play 3 chapters.

After completing all chapters, the player with the most points is declared the King or Queen of the Seven Kingdoms, of the Andols, the Rhoynar and the First Men, Protector of the Realm!

COMPONENT LIST



House Targaryen cards
numbered 0-14 including
1 Master of Intrigue card.



House Stark cards
numbered 0-14 including
1 Master of Intrigue card.



House Baratheon cards
numbered 0-14 including
1 Master of Intrigue card.



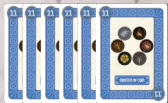
House Lannister cards
numbered 0-14 including
1 Master of Intrigue card.



House Tyrell cards
numbered 0-14 including
1 Master of Intrigue card.



House Greyjoy cards
numbered 0-14 including
1 Master of Intrigue card.



6 Master of Coin cards



6 Master of Whispers cards



1 Hand of the King pennant token



6 House Sigil tokens



6 Double-sided Reference Cards

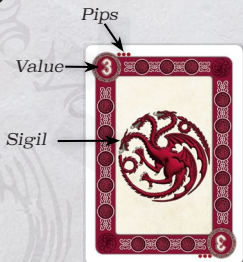
CARDS

Pips mark cards for inclusion in the Realm Deck based on the number of players.

Cards with a value of 0-8 have 3 pips and are used in all games

Cards with a value of 9-11 have 4 pips and are used in games with 4 or more players

Cards with a value of 12-14 have 5 pips and are used in games with 5 or more players





GAME SET-UP

Create the Realm Deck by combining cards from various houses depending on the number of players.

3 players select 5 of the 6 houses and use cards numbered 0 – 8 for each house.

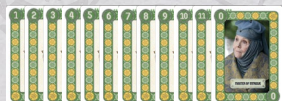
4 players select 5 of the 6 houses and use the cards numbered 0 – 11 for each house.

5 players select 5 of the 6 houses and use the cards numbered 0 -14 for each house.

6 players use all 6 houses and use all cards numbered 0 - 14 for each house

Add one **Master of Whispers** and one **Master of Coin** card for each player to the Realm Deck. Shuffle the Realm Deck and deal all the cards out evenly to each player.

The player that can name the most unique Game of Thrones characters becomes the **Hand of the King** (starting player) for the first chapter and takes the Hand of the King pennant token.



In a 4 player game, choose 5 Houses (ie. Stark, Lannister, Targaryen, Baratheon, and Tyrell). Set aside any House cards with 5 pips - cards valued 12-14. Add in 4 Master of Whispers cards and 4 Masters of Coin cards. The total Realm Deck should have 68 cards. Shuffle and deal these out to each player. Each player will have 17 cards.

HOW TO PLAY

Game of Thrones: Masters of Intrigue is played by chapters. The number of chapters played is defined by the number of players:

In a 3 or 4 player game, play 4 chapters.

In a 5 or 6 player game, play 3 chapters.

STARTING A CHAPTER

At the beginning of each chapter, each player reviews the cards in their hand and secretly selects their **Rival House** by playing one card face-down in front of them.

Players may not use a Master of Coin or Master of Whispers card as your Rival House card.

Your Rival House

Do not show your Rival House card to anyone, it remains secret until the end of the chapter.

Your opponents will have the opportunity to learn your Rival house by using a Master of Whispers or Master of Coin card.

If you capture any cards of your Rival House, it will reduce the points you score at the end of the chapter.

The Hand of the King



This is the player who leads each intrigue cycle and selects the lead house. At the start of each chapter, the player sitting to the left of the player with the lowest score is appointed Hand of the King.

A new Hand is appointed at the end of each intrigue cycle based on it's result.

The player that controls this pennant at the end of the chapter scores 2 bonus points.

PLAYING A CHAPTER

Each chapter is played in **intrigue cycles**. At the start of the first cycle, the **Hand of the King** selects a card from their hand, and plays it face-up in the center of the table, the House depicted on the card played is known as the lead house. The Hand also takes the corresponding house marker and places it on top of their card.

*A player may never lead with a **Master of Intrigue** card unless it is the last remaining card in their hand.*

The remaining players then select, and in clockwise order, play a card from their hand face-up for all other players to see:

If you play a card matching the lead House, you are declaring yourself an ally of this House for this cycle.

If you play a card from any other House, you are in rebellion against the Hand and the lead House this cycle.

RESOLVING INTRIGUE CYCLES

Once all players have played one card, and the intrigue cycle is resolved as follows:

Only allies played: If only allies were played (cards that match the lead House), the player who played the highest valued card is considered the winner, will claim the cards and be appointed to Hand of the King.

One player in Rebellion: If only one player rebels against the lead House, they are considered the winner, will claim the cards and be appointed to Hand of the King.

Multiple players in Rebellion: If more than one player rebels against the lead House, the player who with the highest valued card among all the houses in rebellion is considered the winner, will claim the cards and be appointed to Hand of the King.

If more than one player played cards of the same value in rebellion, the one who played first is the winner.

Leading With Special Cards

If the Hand leads with a **Master of Whispers** card they declare which house it is and places the corresponding house marker on top of the card.

If the Hand leads with a **Master of Coin** card, it is not considered to be any house and all other house cards are considered to be in rebellion for this intrigue cycle.

Playing an ally = playing a card matching the lead house.

Playing in rebellion = playing a card from any house that is **not** the lead house.



Lead House = Lannister



Winner!



In this example all players remained as **allies**. However the player who played the 10 value card wins the cycle, claims the cards and is appointed Hand of the King.



Lead House = Lannister



Winner!



In this example one player played in **rebellion**. They win the cycle, even with a lower value card. They claim the cards and is appointed Hand of the King.



Lead House = Targaryen



Winner!



In this example the Stark, Baratheon and Lannister Houses overthrow the Targaryen House. The player who played Baratheon has the highest value, and wins the cycle.



PLAYING SPECIAL CARDS

When a **Master of Whispers** card is played, the player that played it declares which house it is allied with for that intrigue cycle.

The winner of the intrigue cycle who claims the card may secretly look at the face-down Rival House card of any one player.

*Each claimed Master of Whispers card is worth **-3 points** when scoring a chapter.*

Multiple copies may be played and claimed during the same chapter. If multiple copies are played during the same cycle where only allies are played, and it is the highest valued card, the one who played first is the winner.



When a **Master of Coin** card is played, the card is automatically allied with the lead house. The winner of the intrigue cycle who claims the card must reveal their rival house card to all players and leave it face up for the remainder of the chapter. They also may secretly look at the face-down Rival House cards of the other players.

When looking at another player's Rival House card, nothing can be said or done that would reveal the card identity to the other players.

*Each claimed Master of Coin card is worth **2 points** when scoring a chapter.*

If more than one Master of Coin card is played during the same cycle where only allies are played, and it is the highest valued card, the one who played first is the winner.

If the Hand leads with Master of Coin, and another player plays a Master of Coin in the same cycle, neither player can win, the winner is the player who plays the next highest value card in rebellion.



COMPLETING INTRIGUE CYCLES

The new **Hand of the King** takes the pennant token, claims all the cards played and adds them to their **victory pile**. They begin the next intrigue cycle.

Play continues until all players have played all the cards in their hands, ending the chapter.

Players then move to scoring.

ENDING A CHAPTER

A chapter ends when all the cards have been played.

Players keep a running tally of the scores from their victory piles at the end of each chapter. Reshuffle the deck and deal all the cards evenly to each player to start the next chapter. When the last chapter is played, the player with the most points is the winner.

At the start of each new chapter, players begin by secretly selecting a new Rival House and the cycles of intrigue begin again.



SCORING

Each player reveals their **Rival House**, separating all the cards from their Rival House from the other houses in their **victory pile**. The chapter is scored as follows:

Hand of the King Bonus: The player who ended the chapter as Hand gains **2 bonus points**.

Allied Houses: Each player scores **1 point** for cards in their victory pile belonging to any house that is not their Rival House.

Master of Coin cards: Players score **2 points** for each Master of Coin card in their victory pile.

Master of Whispers cards: Players score **-3 points** for each Master of Whispers card in their victory pile.

Rival House cards: Each player totals the value of the Rival House cards in their victory pile, including the card they selected at the start of the chapter, and subtracts that number from their total score. *This may result in a player having a negative score.*

Maintain a running tally of the scores at the end of each chapter. At the end of the final chapter, the player with the most points is crowned the winner.



Crowning a Winner:

At the end of the final chapter, the player with the most points has gained control of the Iron Throne and is declared the King or Queen of the Seven Kingdoms, of the Andols, the Rhoynar and the First Men, Protector of the Realm!

SCORING EXAMPLE



Rival House

Reveal and separate matching cards from your victory pile.



= +2 POINTS



= +8 POINTS

Allied Houses

+1 Point per Card



= +4 POINTS

Master of Coin

+2 Point per Card



= -3 POINTS

Master of Whispers

-3 Point per Card



= -10 POINTS

Rival House

-1 Point equal to the value of each Card

Total Score = 1 POINT

DEFINITIONS

Ally Card: This is a card played that matches the Lead House.

Hand of the King: This is the player who leads the game each cycle and selects the lead House. This player takes the Hand of the King pennant token, and if they control this pennant at the end of the chapter they score 2 bonus points. A new Hand is appointed at the end of each intrigue cycle based on it's result.

Lead House: This is the House played by the Hand of the King at the start of a cycle and signifies the House with the most power at the beginning of a cycle. Players may ally themselves or rebel against the Lead House each cycle.

Rebellion Card: This is a card played that does not match the Lead House.

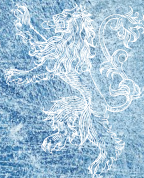
Realm Deck: The deck of cards dealt out to all players. This deck is sized according to the number of players.

Rival House: Each player designates a Rival House at the start of each chapter and tries to avoid collecting cards from that house. Rival Houses remain secret from all other players unless revealed by a Master of Whispers or Master of Coin card.

Special Cards: The Master of Whispers and Master of Coin Cards have special abilities and change their House allegiances based on the other cards played. There is one Master of Intrigue card for each house. This card has a value of zero.

Victory Pile: At the end of each cycle, the winning player collects all the cards played during that cycle and adds them to their victory pile. This pile is used for scoring at the end of a chapter.





**Who will be the
Master of Intrigue
and claim the
Iron Throne?**



CREDITS:

Game Design: Brad Zander

Design & Production: Resurrection Gaming Company

Artwork courtesy of: Home Box Office Inc, WBDCP

Characters & Story: George R.R. Martin and Home Box Office Inc.



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