

WESTEROS INTRIGUE VARIANT: SOLO SCHEMING

Based on rules by Vasilis Karkoulas at boardgamegeek.com

By Andrew Domino – Domino Writing (www.dominowriting.com/tabletop-gaming-3)

This variant is for one player (**House Stark**) and three AI opponents controlled by the following rules (**Houses Lannister, Baratheon, Targaryen**). Optional rules are labeled in italics. Any or all of them can be used in multi-player games, not just this solo variant, though each player will have to select a House before the game begins.

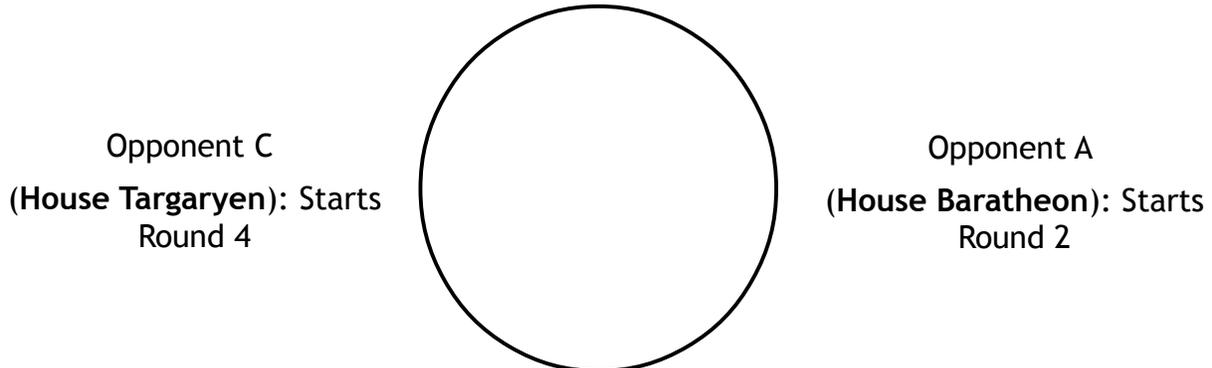
Set Up: Shuffle and draw 5 Iron Throne cards face down. Place the rest in the game box.

Shuffle and deal 9 character cards to the player and each opponent. Separate your character cards by House (i.e., color). Leave each opponent's character cards face down in a stack.

Play: You will take the first turn in the first round, creating the court using the Westeros Intrigue rules, and with the cards facing you. After the top Iron Throne card is dealt to the winner of the round, the next round begins. The opponent to the left takes the first turn in that round, all the way around the table until you take the first turn in the last round.

- *Anyone Can Die:* At the end of each round, reshuffle all the character cards together, and discard two of them face down. They are out for the rest of the game. In the next round, distribute the remaining cards as evenly as possible between the player and opponents. Any excess cards are randomly placed to start the bottom row of the court.

You (**House Stark**): Starts Round 1 and Round 5



Opponent B (**House Lannister**): Starts Round 3

On your turn, place a character card in the court as written in the Westeros Intrigue rules. On each opponent's turn, draw the top card in that opponent's stack.

If the card can be placed in the court, place it on the highest possible row. If there are multiple positions where it can be placed, place it in any of the possible positions, starting with the highest position closest to the left of the court (facing you) for the Lannister or Baratheon opponents or the right of the court for the Targareyn opponent.

If the card cannot be placed in the court, put the card to the side of the opponent's stack face down into a second stack, and draw the next card. If the opponent has no more cards in his initial stack, he is out of the round.

Once an opponent places a card, put all the cards that were set aside in the second stack underneath the remaining stack without shuffling. An opponent can be out of the round even if the opponent has cards in the second stack that could still be placed in the court. You can keep playing cards until you can no longer place a card in the court, however.

Scoring: The standard scoring rules are used in this variant (the player who placed the last card in the court earns the Iron Throne card for that round, and each player takes penalty point tokens equal to his remaining cards).

- *House Affiliation:* If the last card played in the court for this round is from the player or opponent's House, that player or opponent takes 1 fewer penalty point token for this round. He will still be awarded the Iron Throne card if he was the last player to play a card in the court. For example, if the last card played is a Lannister (red) card, the Lannister opponent takes 1 fewer penalty point token, even if he has cards left in his stack.
- *Rivalry:* If the last card played in the court for this round is from the rival House (Stark and Lannister, or Baratheon and Targaryen), the player or opponent must take 1 penalty point, in addition to any other penalty point tokens he receives this turn. For example, if the last card played is a Lannister (red) card, you (the Stark player) take 1 penalty point for being the rival House.