



2 – 5 players



12 min/player



Ages 13+

Tails of Intrigue

A simultaneous-turn fantasy card game of influence and ego



Components:

124 cards:

10 Character cards

114 Recruit cards

Features:

High replayability

Blackjack inspiration

Deck Modification

Press-your-luck decisions

Simultaneous turns

Simultaneous card reveal

In *Tails of Intrigue*, players will assemble fantasy political factions from distinct reptilian tribes as they race to gain enough support to unite the tribes under one leader. Each round, players use Blackjack-inspired actions to decide which representatives to send from their personal deck of recruits. While each recruit offers valuable influence, they also have their own ego. If the total ego is too high, all that influence will mean nothing! Players are able to make a single change to their deck each round as they refine their political strategy and score their recruit cards. Each recruit card scored is a step toward victory, but at the cost of the card itself, leading to tough decisions! Gain support from scored cards to become the leader and win the game!

