

A GAME OF THRONES™ THE CARD GAME



RULES OF PLAY

Introduction

Welcome to *A Game of Thrones*, a card game of conquest, battle, intrigue, and betrayal based on George R.R. Martin's bestselling *A Song of Ice and Fire* fantasy novel series. This Core Game provides a fresh start to the *A Game of Thrones* (AGoT) card game for new players and experienced players alike.

For an in-depth video tutorial that explains how to play *A Game of Thrones: The Card Game*, visit <http://www.agameofthrones.com/howtoplay>.

Each player represents one of the six Great Houses of Westeros vying for control of the Iron Throne and power over the people of the Seven Kingdoms.

Power is gained by winning challenges against an opponent's House. There are three types of challenges: military (♣), intrigue (♠), and power (♠).

The first player to gain 15 power wins the game.

The Living Card Game

The *A Game of Thrones* card game is a four player experience that can be played using only the contents of this Core Game. In addition, *A Game of Thrones* is also a Living Card Game (LCG), and your enjoyment and experience of the game can be customized and enhanced through the addition of regularly released 40-card expansions, called Chapter Packs. Each Chapter Pack provides you with new options and strategies for each of the decks in this set, as well as cards you can use to build original decks of your very own.

Components

Your copy of the *A Game of Thrones* Core Game should include the following components.

- This Rulebook
- 220 Cards, divided into 4 decks (Stark, Lannister, Baratheon, Targaryen)
- 1 Game Board
- 60 Power Counters
- 44 Gold Dragon Tokens
- 6 Title Figures

Component Overview

Cards

The AGoT Core Game features 220 cards divided into four unique decks that are playable right out of the box: one of House Stark, one of House Lannister, one of House Baratheon, and one of House Targaryen. House cards for the other Great Houses (Greyjoy and Martell) are included as well as six reference cards for the titles.



Game Board

The game board features three areas: the Throne Room, the Treasury, and the Small Council Chamber. During the game, power counters are taken from the Throne Room, Gold Dragon counters are taken from the Treasury, and Multiplayer Title figures are selected from the Small Council Chamber.



Power Counters

Players place power counters on their House cards, characters, and locations when they claim power during the course of the game. Generally, the first player to collect 15 power counters wins the game.



Gold Dragon Tokens

Gold Dragon tokens are used to keep track of each player's gold throughout the course of the game. Gold is used to play cards, to pay for effects, and to fuel some card abilities.



Title Figures

Each of these figures represents a title (or role) in the world of Westeros that players utilize for a part of the game. A title is selected from the Small Council Chamber and placed on or near a player's House card to signify that that player has chosen that title.



The Six Great Houses

In the AGoT card game, each player takes on the role of one of six Great Houses depicted in the *A Song of Ice and Fire* series.



House Baratheon



House Lannister



House Stark



House Targaryen



House Greyjoy



House Martell



Card Types

There are eight different types of cards in the *A Game of Thrones* card game: Characters, Locations, Attachments, Events, Plots, House Cards, Agendas, and Multiplayer Titles.

House Cards

Each player chooses to play one of the six Great Houses, and this choice is signified by that player's House card. Each House card has its House name and House shield printed on it. Other cards affiliated with a House will have the same shield and background color as that House card. Cards with no shields and a tan-colored background are neutral cards and belong to no House.



Card Anatomy Key

1. Gold Cost: The amount of gold you must spend from your gold pool to play this card.

2. House Shield: Indicates the House this card belongs to. The card's background color also indicates this. Neutral cards have a blank shield.

3. Title: The name of this card. A card with a banner icon (🏴) next to its title is unique.

4. Strength (STR): The effectiveness of a character during challenges.

5. Challenge Icons: Indicates the types of challenges this character may participate in as an attacker or defender. They are:

🏹 **Military challenges (axe)**

👁️ **Intrigue challenges (eye)**

👑 **Power challenges (crown)**

6. Traits: Text designators that, while carrying no rules in themselves, may be affected by other cards in play. **Examples:** *Lord, Lady, Knight, Maester, House Tully.*

7. Rules Text: The special abilities unique to this particular card.

8. Crests: Visual designators that, while carrying no rules in themselves, may be affected by other cards in play. The 4 crests are:

👤 **Holy** 📖 **Learned**

👑 **Noble** ⚔️ **War** 🌑 **Shadows**

9. Income: How much gold this plot card provides.

10. Initiative: Determines whether or not you choose which player acts first this round.

11. Claim Value: How much damage you do when you win a challenge as the attacker.

12. Set Icon and Collector Number: Every AGoT card has an icon denoting the set it belongs to, as well as a unique identification number within that set.

Characters

When in play, characters participate in challenges against other players by either attacking or defending. Character cards are easily distinguishable since they are the only cards with Strength (STR).



Locations

When in play, locations provide you with benefits to your House as indicated in their rules text. Some locations will provide you with extra gold income (denoted by a large gold coin), some reduce the cost of playing cards, others may give you special triggered abilities, etc. Locations usually form the backbone of your playing area, and do not participate in challenges. Locations have a “map” or “parchment” pattern surrounding the title.



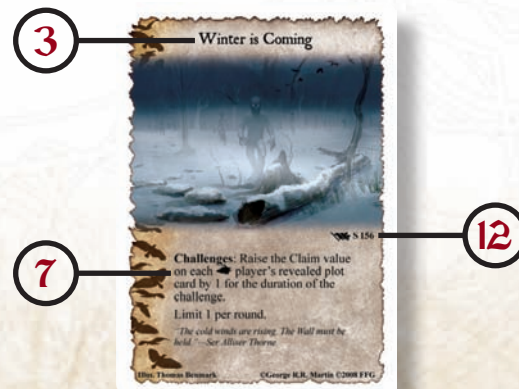
Attachments

Attachments are played underneath other cards (either yours or an opponent’s) already in play and modify them with their rules text. Most attachments are played on characters, but some are played on other types of cards. Attachments are discarded from play if the card they are attached to leaves play for any reason (such as being killed, discarded, or returned to your hand or deck). Attachment cards are distinguished by a chainmail pattern around the title.



Events

Event cards are played from your hand for their text effect. After an event card effect has been resolved, it is immediately placed into your discard pile. Though many events’ text abilities refer to a specific House, events are always considered neutral. Event cards are distinguished by a bird pattern to the left of their rules text.



Plot Cards

These cards are kept in a separate deck (your plot deck) and represent your short-term strategies. At the beginning of each round each player selects a single plot card from his or her plot deck to use for the round.



Agendas

These cards are permanent modifiers to your House card, giving you access to new specialized powers and appropriate limitations.

Before you start the game, you may choose a single agenda and place it beside your House card to gain its benefits (and drawbacks) for the entire game. Agendas cannot be removed from the game by any card effects and are not considered to be in play.



Title Reference Cards

These cards can be used as a quick reference to the capabilities of the six titles in the game. They are easily distinguishable from your other cards since they have a red back instead of the standard (dark blue) AGoT card back.



Special Icons in Rules Text

Income Bonuses and Penalties

Some cards (mostly locations) have a large gold coin marked with a value of +X or -X in their rules text. These cards modify the income value on your revealed plot card, even when kneeling.



Initiative Bonuses

Some cards have large copper diamonds with a +X value in their rules text. These cards raise the initiative value on your revealed plot, even when kneeling. Your total initiative is the sum of your revealed plot card's initiative value and all initiative bonuses provided by cards you control.



Influence

Influence is a special resource provided by many locations and characters. The amount of influence provided by a card is denoted as a number in a scroll icon, which is found inside the text box of some cards. For example, a character that provides 2 influence would have the number 2 inside its scroll.



When an event or triggered ability requires you to kneel a certain amount of influence, you must kneel characters or locations that provide at least that much total influence. Any remaining influence you kneel is lost. This means you cannot save influence that was “overpaid” after kneeling an influence-providing card to pay for an effect.

Example: The character card Arya Stark states: “**Any Phase:** Kneel 1 influence to choose a character with stealth or renown. Until the end of the phase, that character loses those keywords, and Arya Stark gains any keyword that was lost in this way.” In order to use this effect, you must first kneel characters or locations that provide at least 1 point of influence. If you kneel a card that provides 2 influence, that will pay this cost, but the “overpaid” influence is lost.



for Your first Game

The first time you play the AGoT Core Game, you will need to find three opponents. Each player must choose to use either the Stark deck, the Lannister deck, the Baratheon deck, or the Targaryen deck. All the cards in the Stark deck have an “S” before their collector number, all the cards in the Lannister deck have an “L” before their collector number, all the cards in the Baratheon deck have a “B” before their collector number, and all the cards in the Targaryen deck have a “T” before their collector number.

After you have found your opponents, follow the instructions below:

- 1) Give one of the four decks to each player. You should keep these decks separated once they are unwrapped.
- 2) Find your House card. You will be playing that House.
- 3) Separate the seven plot cards from your House deck. These will form your plot deck for your first game.
- 4) Remove any other House cards, and the Multiplayer Title cards from your deck. The other House cards (House Greyjoy and House Martell) will not be used for this game. The Multiplayer Title cards can be used as a quick reference to the effects and abilities of the Titles, but are not a part of your deck.



After this short sorting process, you should now have a House deck (filled with event, character, location, and attachment cards) and a plot deck (of exactly seven plot cards). You are now ready to begin!

Game Setup

Before you begin each game of AGoT, follow these quick steps in order:

1. Arrange game board

Place the game board centrally in the play area so it can be easily reached by all players. Place at least 15 power counters per player in the Throne Room. These represent power that can be claimed by characters and House cards during the game. Then, place at least 10 Gold Dragon tokens per player in the Treasury. These represent the gold that each player receives in the marshaling phase and uses to play cards from hand, to fuel card abilities, and to pay for card effects. If the Throne Room runs out of power counters or if the Treasury runs out of Gold Dragon tokens during the game, simply add more. Finally, place the Multiplayer Title figures in their corresponding areas in the Small Council Chamber. The figures represent the titles that each player will choose each round.

2. Separate your House deck and plot deck

Characters, locations, attachments, and events go into your House deck. Your plot deck must consist of exactly 7 different plot cards.

3. Declare your House and agenda

Randomly determine which player will be the first player. This player now announces which House card and agenda (if any) he or she will use for this game. Then all opponents, in clockwise order, do the same. Note that more than one player may play the same House and agenda.

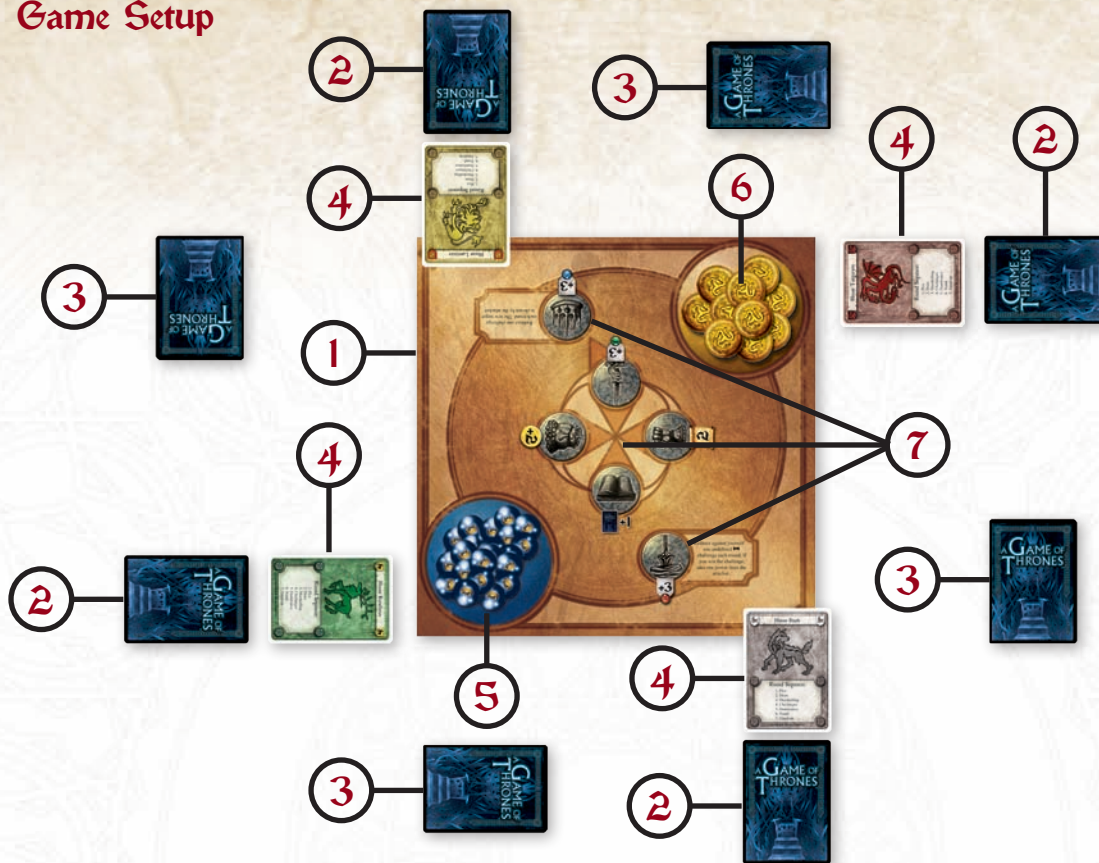
4. Shuffle your House deck

As you would with a deck of playing cards, shuffle the cards in your House deck until they are sufficiently randomized.

5. Draw your setup hand

Draw 7 cards from your House deck into your hand.

Game Setup



6. Place setup cards

The first player places his setup cards first, followed by other players in clockwise order. When placing your setup cards, you may place up to 5 gold worth of characters and/or location cards from your hand facedown in front of you. You may not place attachments during this step unless they include the “Setup” keyword in their game text; your setup must also include valid targets for such attachments. You may only place one card with the “Limited” keyword during this step and you may not place duplicates of unique cards (see page 15). Cards affiliated with a different House (than the House you are playing) cost 2 additional gold to play (this is called a gold penalty, see page 11). After all players have placed their setup cards in front of them, all the cards are simultaneously revealed.

Note: Cards are considered neither “played” nor “put into play” when revealed during setup. Thus, any card effect that triggers after being played from your hand or when “put into play” will not trigger when revealed during setup.

Key (Game Set Up)

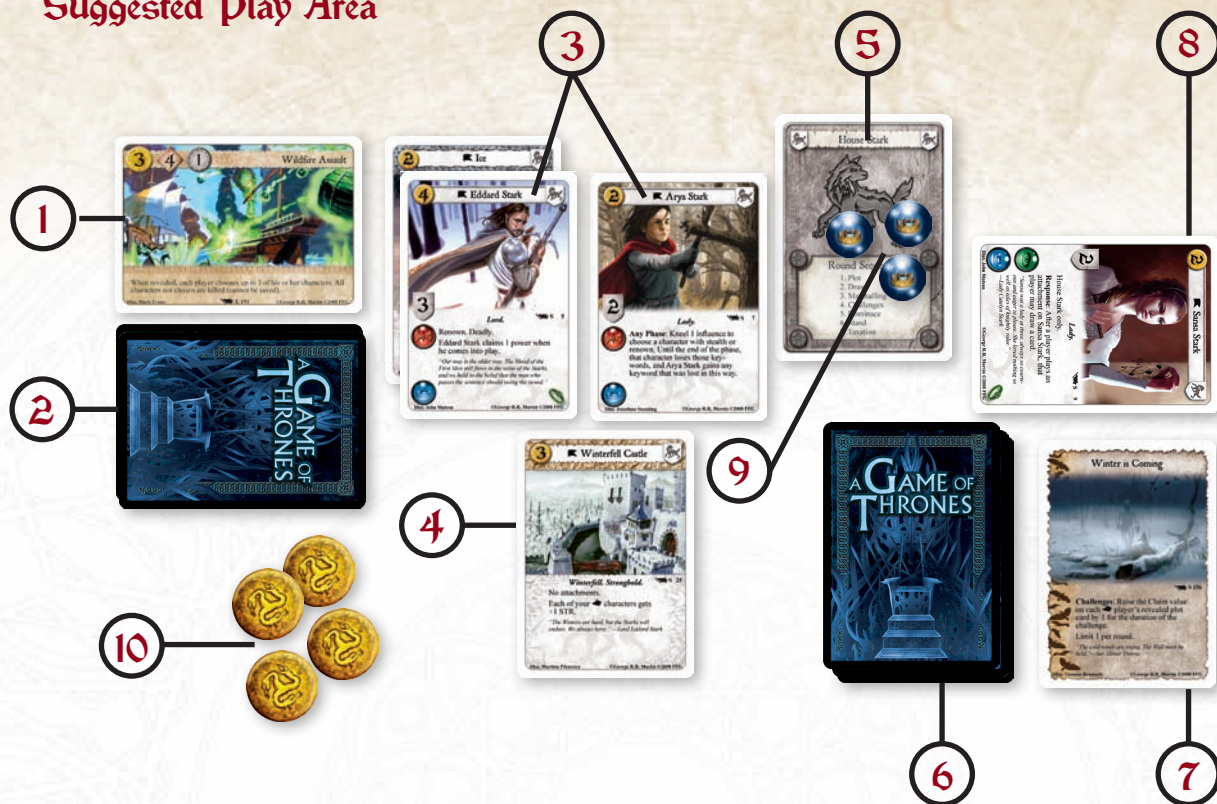
1. Game board
2. Draw deck
3. Plot deck
4. House card
5. Throne Room (power pool)
6. Treasury (Gold Dragon tokens)
7. Multiplayer titles

7. Draw opening hand

All players draw cards until they have 7 cards in their hands once more.

The game is now ready to begin.

Suggested Play Area



Key (Suggested Play Area)

1. Your revealed plot card
2. Your plot deck
3. Your characters in play
4. Your locations
5. Your House card
6. Your House deck
7. Your discard pile
8. Your dead pile
9. Your claimed power
10. Your gold pool



Round Sequence

The game takes place over several rounds, each divided into seven phases. Most phases are played simultaneously by all players, with the exception of the marshalling and the challenges phases. During these two phases, players act separately, with the first player acting first, and play proceeding clockwise around the table.

The seven phases are, in order:

1. Plot
2. Draw
3. Marshalling
4. Challenges
5. Dominance
6. Standing
7. Taxation



Phase 1: Plot

The plot phase is played in two steps:

1. Choose and reveal plot cards
2. Select Titles

Plot Phase, Step 1: Choose and Reveal Plot Cards

Each player simultaneously chooses and reveals one plot card from his plot deck. Plot cards are kept in three states: in the plot deck, revealed, and used. When you reveal a plot card during the plot phase, it moves from your plot deck to a revealed state. When you reveal a new plot

card, place it on top of your previously revealed plot card. (All plot cards under your currently revealed plot card are considered your “used” plots.) If this was the last card in your plot deck, return all your previously played plots (except the one just revealed) to your plot deck after your revealed plot has taken effect.

After the plot cards are revealed, first determine who wins the initiative. The player with the highest total initiative (the sum of his plot card’s initiative and any initiative bonuses on cards he or she controls) wins initiative. In case of a tie, the tied player with the least amount of claimed power in total (between his House and his characters) wins initiative. If both players are still tied, then the winner of initiative must be determined randomly.

The player who wins initiative chooses who will act first during all subsequent phases of the round. The chosen player becomes the new first player.

Play always starts with the first player, and proceeds clockwise. And finally, when multiple passive effects occur simultaneously, the first player determines the order in which these effects are resolved.

Step 2: Select Titles

The first player selects one of the titles, from the Small Council Chamber, to use for the rest of that round, and places that title’s corresponding figure on or near his House card. Proceeding clockwise from the first player, each player chooses one of the remaining titles to use for that round. Any titles not chosen are not used that round.

Titles give each player a unique advantage and simultaneously create relationships among the players. They are not considered to be in play, and their effects cannot be canceled. Their particular effects are detailed on the following pages.

The terms and symbols associated with the titles, along with a complete explanation of their effects on the game, are discussed in detail on pages 16-18 of this rulebook.

Phase 2: Draw

Players draw 2 cards from their House deck, and add them to their hand. If you have no cards remaining in your House deck, you may not draw.

Phase 3: Marshalling

The player currently taking his turn and marshalling cards is referred to as the active player. The first player completes all his marshalling, then it is the next player's turn, etc. Only 1 player can marshal cards (i.e., play cards from his hand to the play area by paying the printed gold cost on the card) at a time, but other players can still take "Marshalling:" or "Any Phase:" actions as usual.

On your turn in the marshalling phase, you must first determine your income by adding the income on your revealed plot card to any income bonuses provided by cards in play that you control. Then, take that number of gold tokens from the Treasury, and place them near your House card. This is your gold pool.

Income is determined at the beginning of your turn, before any new cards are played. So if you play any cards that provide income bonuses when you count income, you will not add this bonus to your total until you count income during the next round's marshalling phase.

Complete your marshalling actions by playing cards from your hand and paying their gold cost from your gold pool. When you pay gold from your gold pool, you place the appropriate number

of gold tokens back in the Treasury. You may keep playing cards until you either run out of gold, run out of cards to play, or choose to stop. You may not want to spend all of your gold in the marshalling phase, as it can be used throughout the round to pay for effects, or to influence the actions of the other players in the game. However, any card that you want to play from your hand by paying its gold cost must be played during your turn of the marshalling phase.

You may also attach duplicates to your unique cards, at no gold cost (see "Duplicates," page 19).

If, during marshalling, you wish to play a character, location, or attachment that is affiliated with a different House, the gold cost to play that card is increased by 2. This is called the **gold penalty**, and it is the price that must be paid for playing characters that are not loyal to your House. You pay no gold penalty when playing neutral cards.

After a player has completed his marshalling actions, opponents, in clockwise order, may complete their marshalling actions, one at a time. After all players have finished marshalling, proceed to the challenges phase.

Important Note: When a card is "put into play" by an effect, it bypasses all restrictions, including paying any gold cost or penalty.

Marshalling example: Darrell, who is playing House Stark, is the first player and begins his marshalling phase. His revealed plot card provides 4 income, and he controls 4 locations



that provide a combined +4 income bonus. His income for the round is 8 gold, so he takes 8 gold tokens from the Treasury, creating his gold pool.

He chooses to play Eddard Stark (House Stark, cost 4), and moves 4 gold tokens from his gold pool, back into the treasury. Then, Darrell plays Jon Snow (neutral, cost 3), and moves 3 gold tokens from his gold pool, back into the treasury.

Darrell still has 1 gold token to spend, but has no cards that cost just 1 gold, so he ends his marshalling turn. The gold remains in his gold pool until it is spent to pay for an effect, taken by another player's effect, or returned to the Treasury in the taxation phase.

Kneeling and Standing

When cards enter the game, they are placed face-up on the playing surface in front of the player who played them, in what is called the standing position. When a card has been “used” for something (primarily by participating in a challenge), it is rotated 90 degrees clockwise to show this. This is known as the kneeling position. Only cards that are standing may be used for actions that require kneeling; you cannot, for example, challenge with an already kneeling character.



Standing.



Kneeling.

Phase 4: Challenges

Challenges are the three types of conflicts that can be initiated between your House and an opponent's House. Each type of challenge follows the same general rules, but with different potential outcomes.



The goal of a military challenge (🗡️) is to kill an opponent's characters.



The goal of an intrigue challenge (👁️) is to attack an opponent's choices.



The goal of a power challenge (👑) is to take an opponent's power counters.

After the challenge phase begins, the first player may initiate one of each type of challenge—military, intrigue, and power—against any opponent.

Challenges are resolved one at a time, in any order chosen by the active player. Each challenge must completely resolve before moving on to the next. To clarify: During a player's challenges phase, he may initiate one military, one intrigue, and one power challenge, in any order.

After the first player has initiated and resolved all of his or her challenges, the opponent seated clockwise may then initiate his challenges, and so on. The player currently initiating challenges is referred to as the active player.

Resolving Challenges

Each challenge must follow these steps:

1. Declare attackers
2. Declare defenders
3. Resolve

Before and between (but not during) each step, players may play cards and use abilities that are playable during the challenges phase.

Step 1: Declare attackers

First declare the type of challenge being initiated (military, intrigue, or power), and which player you are challenging. Then declare attackers by kneeling any number of your characters that have the corresponding challenge icon (or are enabled to participate by some card effect). Already

kneeling characters may not be declared as attackers. You must declare at least one attacking character to initiate a challenge.

Step 2: Declare defenders

The opponent you are challenging now has the option to kneel any number of his or her characters that have the corresponding challenge icon (or are enabled to participate by some card effect) to defend against your challenge. Already kneeling characters may not be declared as defenders. Your opponent must declare at least 1 defending character in order to be considered defending against a challenge.

Step 3: Resolve

Add the total STR of the attacking characters. This becomes the total attacking STR. Then add the total STR of the defending characters. This becomes the total defending STR.

The player whose side has the highest total STR wins the challenge. Tied STR goes to the attacker, as long as the attacker has at least 1 total STR on his side. (A challenge may not be won by an attacker or defender whose total STR is less than 1, or who has no participating characters when the challenge is resolved.)

If you win a challenge as the attacker, then the following claim effect happens, depending on the type of challenge initiated:

Military Challenge: The defending opponent must choose and kill a number of his characters in play equal to the claim value on the attacker's revealed plot card (these do not have to be characters who participated in the challenge). Killed characters are placed in their owner's dead pile.

Intrigue Challenge: The defending opponent must discard, at random, a number of cards from his hand equal to the claim value of the attacker's revealed plot card.

Power Challenge: The defending opponent takes a number of power counters from his House card equal to the claim value on the attacker's revealed plot card, and places them on the attacker's House card.

Example of a Challenge

Darrell (House Lannister) initiates a military challenge against Brian (House Stark), kneeling Raff the Sweetling (STR 2) to attack.

Darrell's revealed plot card has a claim value of 1. If Darrell wins this challenge, Brian will have to choose and kill one of his own characters in play. At this point, both players have the option to take player actions, but they choose to wait until after defenders are declared.

Now they move to step 2: Declare defenders. Brian kneels Grey Wind (STR 4) to defend.

At this point, Darrell's total STR is 2, and Brian's total STR is 4.

*Again, both players have the opportunity to take player actions. Darrell now decides to play *Insidious Ways*, an event card with the text "**Challenges:** Choose an attacking character. Until the end of the phase, that character gets +2 STR. If you win the challenge, draw 2 cards." This effect raises Raff the Sweetling's strength to 4. Not bad!*

Neither Brian nor Darrell has any other cards or effects to play, so they move to step 3: Resolve, where the players compare the total STR on each side of the challenge.

Darrell's side has STR 4, and Brian's side has STR 4. Remember, that ties are won by the attacker, so Darrell has won this military challenge against Brian.

Darrell does not claim the bonus power for an unopposed challenge, since Brian has a total defending STR higher than zero.

Because he lost a military challenge as the defender, Brian must now choose one of his characters to be killed...and it seems that the poor Sansa Stark is going to be the victim. Sansa is removed from play and put into Brian's dead pile.

Brian may not play another copy of Sansa Stark for the remainder of the game (as long as Sansa is in Brian's dead pile). If Sansa had a duplicate attached, Brian could have chosen to discard the duplicate to save Sansa from being killed.

Defender Wins?

If you win the challenge as the defender, no claim effect takes place. (Card effects that are triggered by a player “winning a challenge” or “losing a challenge” can still be triggered.) You are simply considered to have successfully stopped the challenge against your House.

“Participating Characters”

Characters that are either attacking or defending in the current challenge are considered to be participating in that challenge.

If for any reason a character is removed from that challenge before challenge resolution, that character is no longer considered to be a participating character.

Unopposed Challenges

During the “Resolve” step of any challenge, if the attacker wins the challenge, and the defender had a total STR of 0 (or no defending characters), then the attacker claims 1 bonus power for his or her House from the power pool. This bonus power is in addition to all other effects of winning a challenge.

After all players have made their challenges, proceed to the dominance phase.



Phase 5: Dominance

At the beginning of the dominance phase, all players count the total combined STR of all of their standing characters, and add 1 to this total for each gold token in their gold pool. The player with the highest value wins dominance and immediately claims 1 power for his or her House. Power is awarded for dominance before any player has an opportunity to take actions (such as playing an event card that stands a knelt character or steals gold from another player’s gold pool). No player wins dominance if there is a tie for the highest value.

Phase 6: Standing

All players simultaneously stand their kneeling characters, locations, and attachments.


Phase 7: Taxation

All players simultaneously move any unspent gold tokens in their gold pool back to the treasury. After all players have completed the Taxation phase, a new round begins and play cycles back to the plot phase.

At the end of the round, all titles are returned to the Small Council Chamber on the game board, and new titles are selected at the appropriate time during the following plot phase. (Unless you are playing in a three player game, see page 24.)

Other Uses for Gold

Besides paying the gold cost of the cards you play from your hand during the marshalling phase, there are some reasons to save your gold for use throughout the round.

*Some cards have effects that require you to pay gold outside of the marshalling phase. For example, Tyrion Lannister reads: “**Response:** After you win an  challenge or a challenge in which Tyrion Lannister participated, pay 1 gold to draw a card.” Gold must always be paid from your gold pool, unless you are instructed otherwise by a card effect.*

Other cards may interact with your gold pool in a more passive manner. For example, Littlefinger reads: “Littlefinger gets +1 STR for each gold in your gold pool.” To take advantage of this

ability, you will need to keep some gold in your gold pool each round, and the more you keep, the higher Littlefinger's strength.

Any gold that is in your gold pool when you count standing STR for dominance will add to your count, so no gold will ever be completely wasted.

Finally, there are some cards that allow you to keep some of your gold from round to round. For example, *Looking Ahead* reads: "Skip the taxation phase this round." With cards like this, you can plan for the future, and save up your gold for one big turn.

Power and Victory

The game is immediately over when one player has claimed 15 or more total power between his or her House and/or characters in play. That player wins the game.

If two or more players reach the victory condition simultaneously, the first player chooses which of these players wins the game.

When you are instructed to "claim X power for your House," take X counters from the power pool in the Throne Room (see "Game Setup") and place them on your House card.

When a card effect allows a character to claim X power, take X counters from the power pool and place them on the character card. Power thus claimed is put on the character instead of the House card. This counts towards your 15 power victory total, but does not count as power on your House. If a character leaves play for any reason, power on that character is discarded and lost (placed back in the power pool).



The Multiplayer Titles

Following is a detailed explanation of the terms, symbols, restrictions and effects that are associated with the six Multiplayer titles.

Supports

If your title supports another title, you cannot initiate challenges against the player holding that title. In addition, when a player you support is attacked by another player, if the defending player declares no defenders, you may declare any number of your own eligible characters as defenders to that challenge. If your characters defend a challenge in support of another player, you are considered the winner (or loser, depending on the results) of the challenge, but the original target of the challenge is still responsible for any claim that would need to be resolved. (If the attacker wins, the player for whom you have declared defenders will still have to deal with the challenge's claim.) Stealth, if applicable, must be declared against characters controlled by the player who is the original target of the attack.

Example: *Jamie (with the Master of Coin title) supports Sara (with the Master of Laws title). This means that Jamie cannot initiate challenges against Sara, and that he can also declare defenders for any challenge initiated against Sara that she cannot or does not defend.*

Greg declares a military challenge against Sara, and declares stealth on her only eligible defender. Sara declares no defenders to the challenge. Since Jamie's Master of Coin title supports Sara's Master of Laws title, he now has the option of declaring any of his eligible characters as defenders for this challenge. Not wanting Greg to claim a free power, Jamie takes advantage of this option and declares one of his characters as a defender. If Jamie wins the challenge, he is considered the winning player for the purpose of responses, passive effects, and keywords like renown. If Jamie loses the challenge, he is considered the losing player for the purpose of responses, passive effects, and keywords. However, Sara would still have to satisfy the claim of the challenge if Jamie does not win as the defender.

Four of the six titles support another title as depicted below:

*Master of Laws supports Hand of the King.
Hand of the King supports Master of Whispers.
Master of Whispers supports Master of Coin.
Master of Coin supports Master of Laws.*

On the game board, a title is positioned clockwise from the title it supports. Additionally, a title's curved arrow points to the title it supports.

Opposes

If your title opposes another title, you are rewarded for winning a challenge against the player holding that title. If you win a challenge against a player who chose a title that your title opposes, you claim 1 power for your House in addition to any other power you might claim for winning that challenge. You cannot claim more than one power per round in this manner.

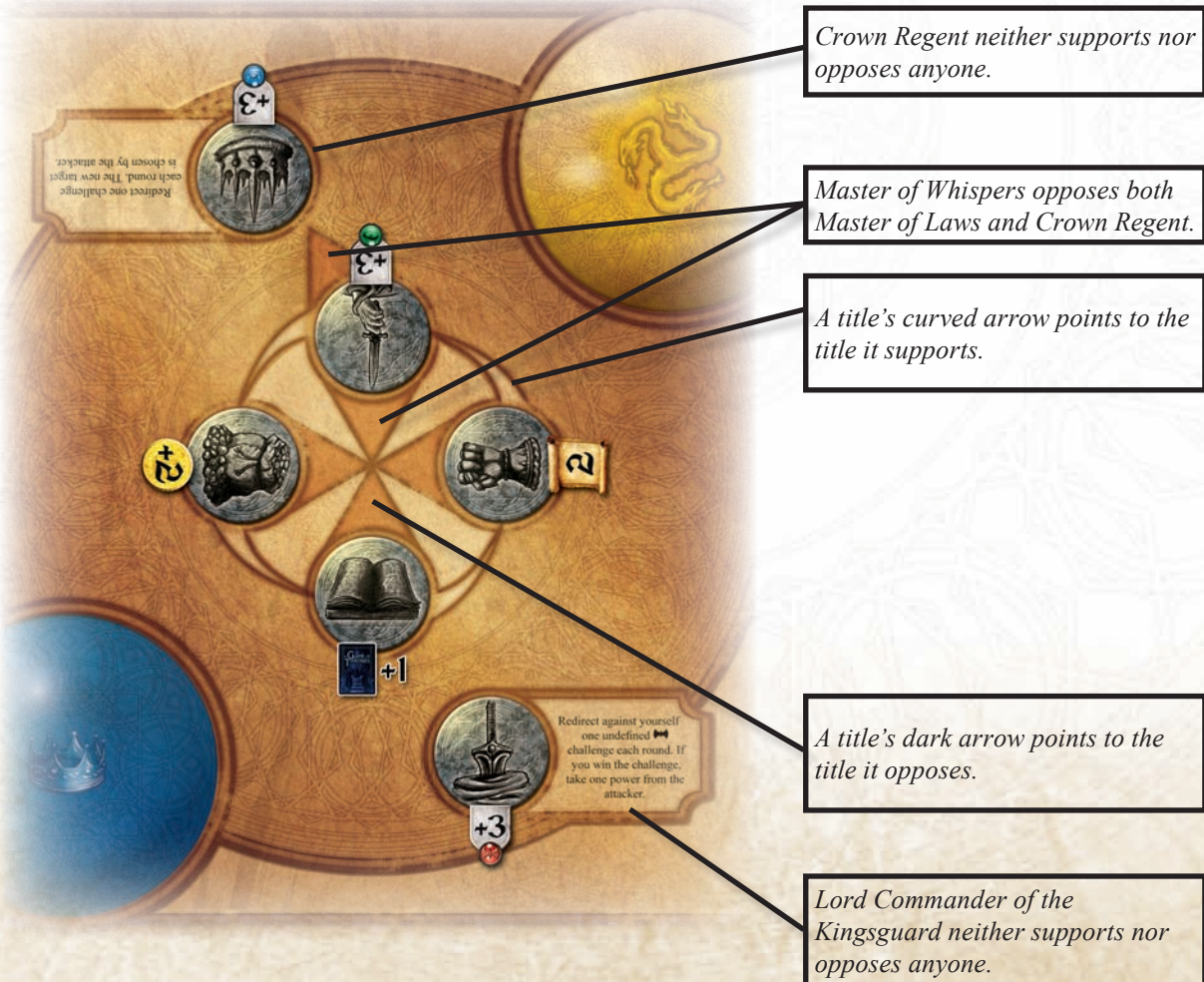
Example: *Master of Whispers reads "Opposes: Master of Laws, Crown Regent." If you chose this title and you win a challenge against the player who chose the Master of Laws, you claim 1 power for your House. For the rest of that round, if you win another challenge against the player who chose the Master of Laws, or if you win a challenge against the player who chose the Crown Regent, you may not claim additional power through this effect.*

The titles are opposed to one another in the following manner:

*Hand of the King opposes Master of Coin.
Master of Coin opposes Hand of the King.*


*Master of Laws opposes Master of Whispers.
Master of Whispers opposes Master of Laws **and** Crown Regent.*

On the game board, a title is positioned opposite the title it supports. Additionally, a title's dark arrow points to the title it opposes.



Title Effects


Crown Regent



If you choose this title, you add 3 to your side's total STR in any  challenge in which you have at least one participating character.

This title also has a special ability that allows you to redirect one challenge each round. After a player initiates a challenge and declares a target and attackers, you may use this title to make that player choose a new target for the attack! That player must choose a legal target. If there are no other legal targets, the attack goes through against the original target. Players can never choose to attack themselves.



Lord Commander of the Kingsguard

If you choose this title, you add 3 to your side's total STR in any  challenge in which you have at least one participating character.

This title also has a special ability that allows you to redirect against yourself one undefended  challenge each round. When an opponent is attacked by another opponent in a  challenge and decides not to declare any defenders, you can use this title to change the target of the attack. The attacker cannot back out of the challenge, and any characters he declared as attackers against the original opponent are now attacking you! If you win the challenge, you move one power from the attacker's House to your own. Be careful, though, because if you lose the challenge you will have to satisfy the attacker's claim. If, for any reason, you are not a legal target for the declared attack, you cannot use this ability to redirect the challenge.




Hand of the King

If you choose this title, you may use it once, at any time throughout the round, to produce 2 influence.



Master of Whispers

If you choose this title, you add 3 to your side's total STR in any  challenge in which you have at least one participating character.



Master of Laws

If you choose this title, you draw an additional card when you draw cards during the draw phase. This additional card does not count towards your draw cap for the round.



Master of Coin

If you choose this title, when you count income during the marshalling phase, you add two to your total income.



Other Game Concepts

Unique Cards

Some cards have a banner icon (*) next to their title. Such cards are unique. Each player may only have one copy of a unique card in play. Thus, you cannot put into play or take control of a unique card which you already own or control (except for duplicates, see below).

You also may not play or take control of a unique card if there is a copy of that card in your dead pile, or if your opponent has taken control of another copy of that unique card from you.

Duplicates

If you have a duplicate (another card of the same name) of a unique card in your hand but you already control and own a version of that card currently in play, you may attach the duplicate from your hand to the unique card in play, for no gold cost, during your marshalling. Do this by simply placing the duplicate under the version already in play. (You control a card you have played as long as no opponent has taken control of that card through the use of an effect. A card you own is one you brought to the game.)

If one of your unique cards is about to be killed, discarded from play, or returned to your hand or deck, as a triggered “**Response:**” effect (see later), you may discard an attached duplicate to save the unique card from being killed, discarded, or returned to your hand or deck.

Duplicates, once they have been played, are not considered attachments. That is, although they are attached to a character, they are not affected by effects that specifically affect attachments.

Duplicates have no crests, text, titles, or traits. Duplicates may only be played on unique cards that you control and own. A card attached in this way is thus only considered to be a “duplicate card” while it is actually in play and attached to a version of itself.

You may have more than one duplicate attached to a single card.

Multiple Character Versions

Different versions of unique cards (i.e., cards that have the same name but different stats and effects) are considered to be the same unique card (and thus only one version may be in play on your side at any one time). If you are playing with multiple versions of a unique card, and have the option to play a different version as a duplicate, only the abilities of the first card played (i.e., the card on top) are in effect. You cannot switch a card with its duplicate.

Multi-house Cards

Some cards have two (or more) House shields printed on them instead of just one. This indicates that it is a Multi-house card. Multi-house cards are considered to be affiliated with two or more Houses, as indicated by their shields, for all game purposes.



Keywords

Some cards have keywords in their texts. They always appear at the top of the rules text, on a line by themselves. Keywords are explained in detail below.

Deadly

During a challenge, if the attacking player controls the most participating characters with the “Deadly” keyword, the defending player must choose and kill a defending participating character after the challenge resolves.

Deathbound

Cards with the “Deathbound” keyword are placed in the dead pile whenever they would otherwise be placed in the discard pile from play.

Event cards with the Deathbound keyword are placed in the dead pile only after they are successfully played from their owner’s hand. If the effects of an event with the “Deathbound” keyword are canceled, that event is placed in its owner’s discard pile.

Immunity

Some cards have an Immunity keyword, such as “Immune to character abilities,” “Immune to triggered effects,” or “Immune to events.” A card with immunity ignores the effects of card types to which it is immune. Additionally, a card cannot be chosen as the target of any effect to which it is immune.



Limited

You may play only one card (of any type) with the “Limited” keyword per round.

Note that some cards have a “**Limited Response:**” action, which is not the same thing as the Limited keyword. As noted on the cards, each player cannot trigger more than one “**Limited Response:**” per round.

No Attachments

A card with the text “No Attachments” may not have any attachments on it at any time. Note that duplicates, however, may be played on unique cards with the text “No Attachments,” since duplicates are not considered to be attachments.

Renown

If you win a challenge (either as attacker or defender), each of your participating characters with the “Renown” keyword claims 1 power after the challenge resolves.

Stealth

For each of your attacking characters with the “Stealth” keyword, you may choose, before defenders are declared, a character without Stealth on the defending side. That character may not defend during this challenge.

Setup

Cards with the “Setup” keyword may be played during step 5 of the Game Setup.

House Specific Keywords

Ambush (House Targaryen)

You may put a card with the “Ambush” keyword into play from your hand as an “Any Phase:” action, by paying its printed gold cost with influence.

Infamy (House Lannister)

When you claim power or move power to your House, you may place it on any card with the “Infamy” keyword instead of placing it on your House. Power on a card with “Infamy” does count towards your victory total, regardless of the card’s type.

Intimidate (House Greyjoy)

While a character with the “Intimidate” keyword is attacking, characters with a lower STR than that character do not count their STR for that challenge.

Stalwart (House Stark)

When a card with the “Stalwart” keyword is killed or discarded from play, it is placed on the top of its owner’s deck instead of being placed in the dead or discard pile.

Vengeful (House Martell)

After you lose a challenge as the defender, you may stand any number of cards with the “Vengeful” keyword that you control.

Vigilant (House Baratheon)

After you win a challenge as the attacker, you may stand any number of cards with the “Vigilant” keyword that you control.

Keywords from Prior Card Sets

If you are playing with players who have cards from older sets, you may encounter keywords or symbols that you would not otherwise see in the Core Game. A complete explanation for these older keywords and symbols can be found in the support section of our website:

www.AGameofThrones.com



Expert Rules

When playing *A Game of Thrones*, you will occasionally encounter situations that require a more detailed explanation. Below you will find the answers to many of the more complex situations that can arise during game play.

Playing Cards

You are only allowed to play characters, locations, and attachments from your hand by paying their printed gold cost during your turn of the marshalling phase.

Event cards may be played, and card abilities may be used, at any time during the phase stated in their text. If a card ability states “**Any Phase:**” then the ability may be used during any phase of the game.

“In Play”

All non-plot cards in the game are considered “in play” except for a) cards in your House deck, b) cards in your discard and dead piles, c) your agenda (if any), d) any card that has been “removed from the game” and e) the cards in your hand.

Removed from Game

Some effects remove cards from the game. These cards are completely removed from the playing area, and have no further interaction with that game.



The Draw Cap

Players cannot draw, by any card effect, more than 3 additional cards in addition to the 2 cards drawn during the draw phase. Thus, each player draws 2 cards during the draw phase as normal, and through card effects may draw up to a maximum of 3 additional cards in the course of a single round. Note that only effects that contain the word “draw” are considered under this restriction.

High-claim Military Challenges

If, during a military challenge, the defending player loses a challenge, and the attacking player has a claim of 2 or higher, the defending player must kill the required number of different characters, all at once. Thus, the defender may not choose to kill the same character multiple times, even if that character could be saved.

Actions and Passive Abilities

Taking an action is defined as playing a card (including the playing of any card during the marshalling phase, by the active player, for which a gold payment is required) or using the ability of a card already in play (responses do not count as actions).

The effects of each action are completely resolved immediately after they are announced. Once an action has completely resolved, another action may be taken. Note that you may take actions during any player’s turn as long as your card allows for its effect to be executed at that time.

The first player always has the option to take the first action of each phase (but is not allowed to play a character, attachment, or location card during the marshalling phase, unless it is his turn). After a player’s action resolves, he must allow each opponent (in clockwise order) the opportunity to take an action or pass. A player may not take another action until all opponents have taken an action or passed.

A passive ability is a card effect that takes place automatically, without action from any player. Some passive abilities are automatically initiated at a certain time, while others may be lasting effects (see later). Actions and passive abilities are not interchangeable: If a card has a passive

ability, resolving that ability is not considered taking an action by the player. Passive abilities are always resolved before player actions may take place. (If two or more passive abilities are initiated at the same moment, they are resolved in the order determined by the First Player.)

Responses

Some card abilities, instead of listing the phase in which they may be used, have a “**Response:**” label. These abilities may only be used specifically when the card in question states they may be used. Responses resolve before the next action may be taken.

Response opportunities always begin with the player to the left of the player who initiated the action to which a player wishes to respond, and proceed clockwise from that player.

Save/Cancel Responses

Normally, when a player takes an action, either through playing a card or choosing to trigger the ability of a card already in play, the effects of that action are completely resolved before another action can be taken. The exception to this is a response action that contains the words cancel or save.

Cancel responses are special effects that interrupt an action and prevent its effects from resolving. However, any costs of the canceled action must still be paid.

***Example:** David kneels 3 influence to play the event card *Lords of the Narrow Sea*, but Greg responds by playing *Countered Plots*, an event that cancels the effects of *Lords of the Narrow Sea*. The effect of *Lords of the Narrow Sea* does not take place, but the event is still considered played and David’s 3 influence remains spent.*

Save responses are special effects that interrupt and prevent the killing or discarding of a card in play. However, any costs of the killing/discarding action must still be paid.

Lasting Effects

Most effects last only for the duration of one action (immediately after being triggered), but some effects last for a set period of time, or even indefinitely. Effects that last for longer than a single action are considered lasting effects.

Multiple lasting effects may affect the same card at the same time. The order in which the lasting effects take place is irrelevant, since the net sum of all lasting effects is applied to the character.

***Example:** Tyrion Lannister is simultaneously affected by both *Insidious Ways*, which gives him +2 STR, and by *Poisoned Wine*, which gives him -2 STR. The net modifier affecting Tyrion Lannister is 0 STR ($2 - 2 = 0$). He is then left with his base STR of 3.*

If a character’s STR is ever lower than 0 after all effects are applied, its STR is rounded up to 0. Any time a new modifier is added to the mix, re-evaluate to net sum from scratch before applying it to the base STR.

for your Reference

Advanced timing rules, flow charts, frequently asked questions, card notes, clarifications, and errata can be found in the FAQ document on the support section of our website: www.AGameofThrones.com



Tournament Play and Deck Construction Rules

Much of the enjoyment of playing the *A Game of Thrones* card game lies in customizing your own deck, and competing in organized tournament play. When constructing your deck for a sanctioned tournament, the following rules apply. These are the rules for standard tournament play, and following them will allow you to enjoy the game in its optimal form. It is possible to play the game casually with decks of other sizes and specifications, as long as all players have customized their decks under the same set of guidelines.

- Your plot deck must contain exactly seven cards, and may not contain any duplicate plot cards.
- Your House deck must contain at least 60 cards, and may not contain more than three copies of a card.
- Your plot deck and your House deck may not contain any card that contains the words “House X only,” unless House X is the House you are playing (i.e., the House denoted on your House card).



Game Variants

Three Players

When playing a three player game, multiplayer title cards are not returned to the title pool until the end of a game round in which the title pool is empty. This means that in the first game round, the players each select one of the six titles, leaving three titles unclaimed, still in the pool. The selected titles are not returned at the end of the first game round, and in the second game round the players will choose from the three titles they did not select in the first game round. (These titles replace their previously selected titles.) Then, at the end of the second game round, all six titles are returned to the pool for possible selection in the third game round.

Two Players

The two player game is played in the same manner as the four player game, but without the use of the titles. When playing against a single opponent, bypass step two (select titles) of the plot phase, and proceed to the draw phase after both plot cards have resolved.

“Two on Two” Variant

“Two on two” play is played with two teams of two players each, with partners sitting across from one another. The first team to score 30 power, in any combination, wins the game. In other words, if one player collects 28 power, and that player’s partner collects 2, that team wins the game.

For the purpose of resolving card effects, the other player on your team is considered your partner, but not your opponent. Any card that refers to “you” only affects you, any card that affects “an opponent” or “all opponents” can only affect the players on the other team, and any card that affects “all players” affects you, your partner, and your opponents.

You cannot, for any reason, initiate a challenge against your partner.

Two on two play does not use the multiplayer title cards.

“Littlefinger” Variant

In the “Littlefinger” variant, players can also use their gold to influence (some might say “bribe”) the actions of the other players in the game. This is because, in this variant, gold can be offered and exchanged between players, for any reason, during any phase other than the marshalling phase. (This restriction is essential to prevent players from pooling their gold before they marshal.)

The only catch is that money must always be paid in advance of the desired action (or inaction). Players can negotiate deals at any time, but it should not be employed as a tactic to stall and slow down the game, or to intentionally irritate another player.

Also, remember that this is *A Game of Thrones*, and players can (and will!) back out of deals, even after money has changed hands. So proceed with caution!

Negotiation can be a powerful tool, as long as you remember that every deal you honor (and dishonor) is going to carry consequences of its own. If you and one other player are continuously making deals and exchanging gold, you may eventually force the rest of the table into an alliance against you!

Multiplayer titles are used in the “Littlefinger” variant.



Credits

Lead Game Design: Nate French

Original Game Design: Eric M. Lang and Christian T. Petersen

Editing: Michael Hurley

Graphic Design: Andrew Navaro

Art Direction: Zoë Robinson

Cover Art: Tomasz Jedruszek

Line Coordinator: Morgan C. Stana

Production Manager: Gabriel Laulunen

Publisher: Christian T. Petersen

Special Thanks:

To George R.R. Martin. As always, you are our inspiration. To Rob Curtis, Jason Grall, Joe Becker, and Geoff Daniel for the amazing flavor text hunt To our intrepid playtesters. Every year there are more and more of you, and on every set you work even harder. Thank you, thank you, thank you.

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Now that you've experienced the intrigue and excitement of *A Game of Thrones: The Card Game*, see the Seven Kingdoms in a whole new way with *Battles of Westeros*!

This epic board game of battlefield tactics lets players control either House Stark, the stoic and honorable wards of Winterfell, or House Lannister, a cunning force funded by an endless supply of gold. And with an ever-growing selection of expansions, you can even enlist the support of House Tully, the clans of the Vale, and more! Manage realistic factors like troop deployment, communication, and morale as you guide your forces into the fray. Only the most clever and fearless tacticians can claim victory. Are you ready to earn glory for your house?

BW01 - Battles of Westeros
BW02 - Wardens of the West

BW03 - Wardens of the North
BW04 - Lords of the River

BW06 - Tribes of the Vale
BW07 - Brotherhood Without Banners



GEORGE R. R. MARTIN'S A GAME OF THRONES THE CARD GAME

Want more intrigue, strategy, and warfare? While the *A Game of Thrones: The Card Game* Core Set provides a fantastic standalone game experience, its Living Card Game® format means that those who wish to can expand even further! Whether you want to enhance your strategic options for your favorite House, or deepen your deck-building experience for all of them, the LCG format delivers the expansions you need.

For an in-depth video tutorial that explains how to play *A Game of Thrones: The Card Game*, visit:

<http://www.agameofthrones.com/howtoplay>

How to Begin

The *A Game of Thrones: The Card Game* library of expansions is extensive, and it continues to grow every month. Begin by augmenting your Core Set with one of our Deluxe Expansions; each expands your deck-building options through customization and further strategy, and builds upon your favorite House.

The Deluxe Expansions are themed around one of the six great Houses of Westeros, featuring a majority of House-specific cards among the 165 cards featured (3 copies each of 55 unique cards). Also included are decklists that you can use as jumping off points to delve into a certain House's various strengths. These decks can be constructed using only the contents of one *A Game of Thrones* Core Set and one copy of a Deluxe Expansion, and are a great way for a new player to start exploring the art of deck customization.

Two of our Deluxe Expansions feature Houses not included in the Core Set: House Martell and House Greyjoy. *Princes of the Sun* and *Kings of the Sea* provide you with a complete play set for these Houses, and a way to begin Martell and Greyjoy competitive deck-building.

Once you have mastered the cards and strategies found in your favorite House's Deluxe Expansion, *A Game of Thrones* monthly Chapter Packs are your next step to delving deeper into the A Song of Ice and Fire universe. These Chapter Packs will introduce you to new cards that will strengthen your existing strategies, feature new approaches, and include more beloved characters from George R. R. Martin's epic series. Every Chapter Pack features 60 cards (3 copies each of 20 unique cards) and continue to provide new variety to your game.

Chapter Packs are released in a thematically-linked series called a cycle. While there are six Chapter Packs in each expansion cycle, you can choose to pick up any Pack from any cycle that will fit your deck-building goals and play style. Find out more information about our upcoming Chapter Packs in the following pages and on our Upcoming Page featured on our website.

Choose from these options to add exciting new cards to your deck, and gain the edge in the war for the Iron Throne!

Organized Play

When you're ready to test your mettle against experienced opponents, *A Game of Thrones: The Card Game*'s vibrant player community will be waiting. For more information on how to take part in competitive play, visit www.agameofthrones.com.





LORDS OF WINTER™

EXPANSION

Lords of Winter takes the cold honor of House Stark to new heights! This chilling expansion contains all-new cards, including Eddard and Catelyn Stark, Winterfell, and “The King in the North,” Robb Stark. Players of other Houses will also find a wealth of new strategies, tactics, and deck-building options. A cold northerly wind is blowing onto your tabletop. Do you have the stomach to look a man in the eye before you swing the sword?



QUEEN OF DRAGONS™

EXPANSION

The rightful heir to the Iron Throne lives, and within her veins flows the blood of the dragon. *Queen of Dragons* provides Westeros' great Houses with all new cards, specifically House Targaryen. Add the Unburnt, Daenerys Targaryen, and her Dragons Drogon, Rhaegal, and Viserion to your arsenal – along with even more drawing capabilities. The Mother of Dragons is ready to ride to war, so be prepared for the return of the true queen!



LIONS OF THE ROCK™

EXPANSION

The Lions of Casterly Rock have honored their sigil colors of crimson and gold well, through blood split and wealth gained. *Lions of the Rock* focuses on the ambitious House Lannister, their vast resources, and their talent for intrigue. It features new cards that include Clansmen, Tywin Lannister, Bronn, and devastating Lannister-specific Events. Be careful not to prick a lion's pride... a Lannister always pays his debts.



KINGS OF THE SEA™

EXPANSION



Kings of the Sea adds the forces of House Greyjoy to *A Game of Thrones: The Card Game*, bringing their fearlessness and willpower to your deck. With strong **Locations** in the form of Warships, a host of stealthy characters, and the ability to “raid” an opponent’s deck, *Kings of the Sea* translates the defiance of the Iron Isles into compelling strategies and combinations. Bring the fury of House Greyjoy into the war!



PRINCES OF THE SUN™

EXPANSION

The defiant and treacherous serpents of Dorne, House Martell enters *A Game of Thrones: The Card Game* with a vengeance. Begin House Martell deck-building with *Princes of the Sun*, and expand your game play with the included “Civil War” variant. Seek your vengeance on the battlefield with infamous characters such as Prince Doran, Ser Arys Oakheart, and the Red Viper himself. “Unbent, Unbowed, Unbroken.” ...and unforgiving.



KINGS OF THE STORM™

EXPANSION



A storm is coming, raging under the banner of House Baratheon. From the Iron Throne at King’s Landing to their ancestral home of Storm’s End, the lords of House Baratheon bring power awesome enough to rein in the Seven Kingdoms of Westeros under one rule, but as civil war threatens to tear the land apart, even brothers bound by blood will be drawn against each other...



Chapter Pack Cycles

Expand your experience and continue the story with our thematic cycles of monthly Chapter Packs! The *A Game of Thrones: The Card Game* library of expansions continues to grow every month. Choose the cycle that's right for you, and gain an edge in your war for the Iron Throne.

A Song of the Sea

From personal foibles and follies are born the greatest of wars. As ship captains seek glory and riches, the seas churn under the violent confrontations of epic naval battles. Search your hearts, launch your ships, and rule the seas!



Beyond the Narrow Sea

Sailors from the east speak of dragons, rekindled magic, and a silver-haired girl Queen. Years of war have reshaped Westeros, but still the Great Houses jostle for power and position. Now, their best chance to advance their causes may lie amid the intrigues of the eastern continent.



A Tale of Champions

The great tournaments of the Seven Kingdoms gather together lords, ladies, kings, and when the nobles of Westeros gather, intrigues and machinations soon follow! Against the backdrop of dueling champions, alliances will be made and broken, foes fought, and honor defended.



Secrets of Oldtown Cycle

Prepare to venture into the South, beneath the shadow of a great pillar of learning and wisdom: the great Citadel of the Maesters. The Maesters are choosing sides, and they'll join the struggle to bring peace to Westeros through knowledge...or cunning.



Brotherhood Without Banners Cycle

Explore the adventures of the outlaws, loyalists, and mercenaries who continue to support the name of the "true" king, Robert Baratheon. Meanwhile, across the sea, the Dothraki horde gathers in support of the exiled Queen. Can you lead them?



Defenders of the North Cycle

The fantastic creatures from Old Nan's stories are all too real, and they're set to invade. An epic struggle awaits at the Wall between the Night's Watch and the stealthy Wildlings. Winter is coming; prepare to defend the North!



King's Landing Cycle

The heart of the Seven Kingdoms, home to the Iron Throne, is a city of lies, deceit, and treachery. However, King's Landing dictates the future of Westeros. The great Houses hide their secrets in shadows...waiting to strike and take control.



A Time of Ravens Cycle

In the aftermath of the war, the songs of ravens fill the sky. For broken men and armies it is a time of reassessment, reaching out for allies, and burying the dead. But for the opportunistic, it is a time to seize power!



A Clash of Arms Cycle

The only good enemy is a dead enemy. The realm is past signing treaties and any hope for peace is lost. The five kings have summoned their mighty hosts, and are about to clash in epic fashion. Take to the field of battle; blood calls.



GEORGE R. R. MARTIN'S A GAME OF THRONES™ THE BOARD GAME

SECOND EDITION

A Game of Thrones: The Board Game Second Edition places players in charge of the six Great Houses of Westeros, where they must unseat their foes and claim dominance over a continent shattered by war and political upheaval. By mustering and sustaining massive armies, conquering territory, vying for power, and forming fragile alliances, each player will aim to ultimately control the most castles and strongholds, affirming himself as the peoples' chosen leader and rightful king. You'll need aid on your path, but be careful in whom you place your trust...

