

A GAME OF THRONES™

Collectible Card Game



IRON THRONE EDITION™
Starter Set

RULES OF PLAY

INTRODUCTION

Based on George R.R. Martin's *A Song of Ice and Fire* fantasy series, *A Game of Thrones* (AGOT) is a collectible card game of conquest, battle, intrigue, and betrayal. Each player represents one of the six Great Houses vying for control of the Iron Throne and power over the people of the Seven Kingdoms.

Power is gained by winning **challenges** against your opponent's House. There are three types of challenges: **military**, **intrigue**, and **power**.

The first player to gain 15 power wins the game.

THE IRON THRONE EDITION

This brand new edition provides a fresh start to the *Game of Thrones* CCG for new players and experienced players alike. It introduces 240 new cards and a few new rules. (If you are already familiar with the rules of the game, you need only look at the sections marked *(NEW)* to see what has been changed or added.) The cards in the Iron Throne Edition also feature a new, more open look.

CONTENTS

This starter includes 110 cards and two starter decks: one of House Stark, and one of House Lannister. House cards for the other four Great Houses are included as well. Finally, six new Multiplayer cards are included in this

starter, for use when playing with more than two players.

THE SIX GREAT HOUSES

In the AGOT CCG, each player takes on the role of one of the six great Houses depicted in the *Song of Ice and Fire* series.



House Stark (♠)



House Lannister (♣)



House Baratheon (♠)



House Greyjoy (♣)



House Targaryen (♠)



House Martell (♣)

IMPORTANT CONCEPTS

Unlike traditional card games where all players share a deck, in AGOT players customize their own decks of cards from any cards in their collection.

The cards you have just purchased are not all of the cards available in this game. You may purchase more cards or trade with your friends to add to your collection, giving you more options for building your own deck.

THE GOLDEN RULE

If the rules text of a card directly contradicts the rules of the game, the rules on the card take precedence.

KNEELING AND STANDING

When cards enter the game, they are placed faceup on the playing surface in front of you, 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

CLAIMING POWER

When you are instructed to “claim X power for your House,” take X tokens from the power pool (see “Game Setup”) and put them on your House card.

When card effects allow a **character** to claim X power, take X tokens from the power pool and place them on the character card.

THE CARDS

There are six different types of cards in the A Game of Thrones CCG. Five of these card types are found in this starter: Characters, Locations, Attachments, Events, and Plots. There are no Agendas in the Iron Throne Edition, but Agendas may be acquired from older sets.

Each card has a unique title, piece of art, and collector statistics. In this starter you will find cards of common, uncommon, and fixed rarity levels. Fixed means that you will always find this card in the appropriate starter. Each card’s rarity and collector number is printed next to the artist credits.

House Cards



Sample House Card

Each deck contains one **House card**. Each House card has its House name and House shield printed on it. Other cards affiliated with your House will have the same shield and background color as your House card. (Cards with no shields and a tan-colored background are **neutral cards**, and belong to no House.)

Characters



Sample Character

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

Locations



Sample Location

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. In the Iron Throne edition, Locations have a “map” or “parchment” pattern surrounding the title.

Attachments



Sample Attachment

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). In the Iron Throne edition, Attachment cards are distinguished by a chainmail pattern around the title.

CARD ANATOMY

1. Gold Cost: The amount of gold you must spend from your income 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 no 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 (NEW): 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

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.

Events



Sample Event

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 in the Iron Throne edition are distinguished by a bird pattern to the left of their rules text.

Plot Cards



Sample Plot Card

These cards are kept in a separate deck (your *plot deck*) and represent your short-term strategies. At the beginning of each round you will select a single plot card from your plot deck to use for the round.

Agendas



Sample Agenda

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.

Multiplayer Cards (NEW)



The Six Multiplayer Cards

Finally, there are 6 Multiplayer cards included in this starter, which are used only when playing with more than two players. These cards are easily distinguishable from your other cards since they do not have the standard AGoT card back. The rules for the multiplayer game are on the last 2 pages of this booklet.

SPECIAL ICONS IN RULES

TEXT

Income Bonuses and Penalties (NEW)

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, at all times, 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; thus you cannot “save” influence that was “overpaid” after kneeling an influence-providing card to pay for an effect.

*Example: The Stark character card Septon of White Harbor states: “**Challenges:** Kneel 2 influence to choose a  character. Until the end of the phase, that character gets +2 STR.” In order to use this effect, you must first kneel characters or locations that provide a combined total influence of 2 or*

more. If you kneel a card that provides 3 influence, that will pay this cost, but the “overpaid” 1 influence is lost.

FOR YOUR FIRST GAME

For your first game playing with this starter, you will need to find an opponent. Either player may choose to use either the Stark deck or the Lannister deck.

After you have found an opponent, follow the instructions below:

- 1) Give one of the plastic-wrapped decks to each player. You should keep these decks separated once they are unwrapped.
- 2) Find your **House card** (Stark or Lannister). 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 all other House cards, as well as all of the Multiplayer cards, from your deck. These cards will not be used in this game.

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. *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.

2. *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 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.

3. *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.

4. *Draw your setup hand*

Draw 7 cards from your House deck into your hand.

5. *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 only place one **Limited** card during this step and you may not place duplicates of unique cards (see later). 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 later). After all players have placed their setup cards in front of them, all the cards are simultaneously revealed.

6. *Draw opening hand*

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

7. *Create the power pool*

Set aside at least 15 tokens per player. These represent power that can be claimed by characters and House cards during the game. If you run out of tokens in the power pool during the game, simply add more.

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.

Recommended Play Area

When playing AGOT, we recommend that your play area looks like the diagram on the right:

1. Revealed plot card
2. Power pool
3. Characters in play
4. Claimed power
5. Your House card
6. Dead pile
7. Plot deck
8. Locations in play
9. House deck
10. Discard pile

The game is now ready to begin.

ROUND SEQUENCE

The game takes place over several rounds, each divided into 6 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, in an order determined by the player who wins initiative.

The six phases are, in order:

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

For example, a 2-player game round would begin with both players simul-

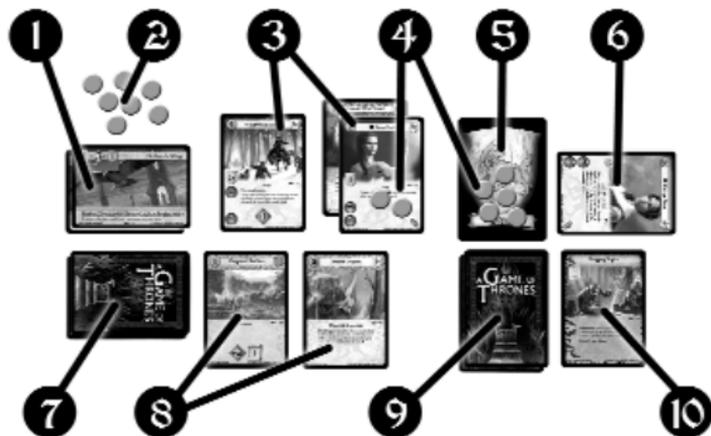
taneously revealing their plot cards, then drawing 2 cards each. If Player One wins initiative and chooses to act as first player, the round proceeds as follows: Player One takes his marshalling phase actions, followed by Player Two. Then Player One initiates up to 3 challenges, followed by Player Two. Then, both players simultaneously play the dominance phase, followed by the standing phase.

For your Reference

On the following pages, some portions of the round sequence are laid out in exact timing order.

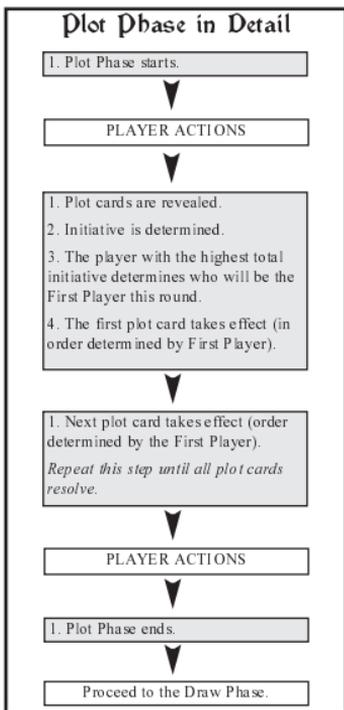
Everything in the grey boxes are events that are dictated by the game rules, while “player actions” are initiated by the player’s choice.

Recommended Play Area



Phase 1: Plot

Each player simultaneously **chooses** and reveals one plot card from his plot deck. Plot cards are kept in three states: unused, revealed, and used. When you reveal a plot during the plot phase, it moves from your unused pile to a revealed state. At the end of the standing phase, move your revealed plot to your used pile. If this was your last unused plot, return all your previously played plots (except the one just played) to your unused plot pile.

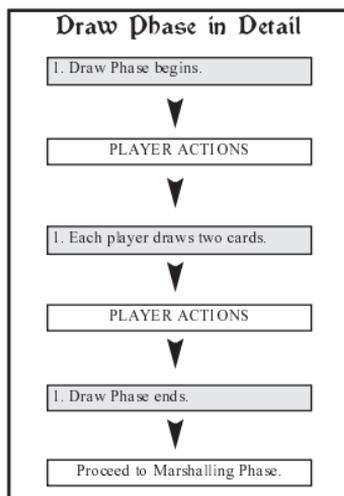


After the plot cards are revealed, first determine who wins the initiative. The player with the highest total initiative (the sum of his plot card's initiative and any initiative bonuses on cards he or she controls) wins initiative. In case of a tie, the tied player with the least amount of claimed power 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**.

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

Players take their turns in player order during the marshalling phase. The player currently taking his turn is referred to as the **active player**. The first player completes all his marshalling actions, then it is the next player's turn, etc.

On your turn, 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.

Note that any income-providing cards you play during marshalling do **not** add to your income until your next marshalling phase (remember that income is determined at the beginning of the phase before any new cards are played).

Complete your marshalling actions by playing cards from your hand and paying their gold cost from your income. You may keep playing cards until you either run out of gold, run out of cards to play, or choose to stop. All unspent income is lost at the end of this phase. (Note that you can only spend gold during your turn of the marshalling phase.)

You may also attach duplicates to your unique cards, at no gold cost (see later).

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** 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 challenge phase.

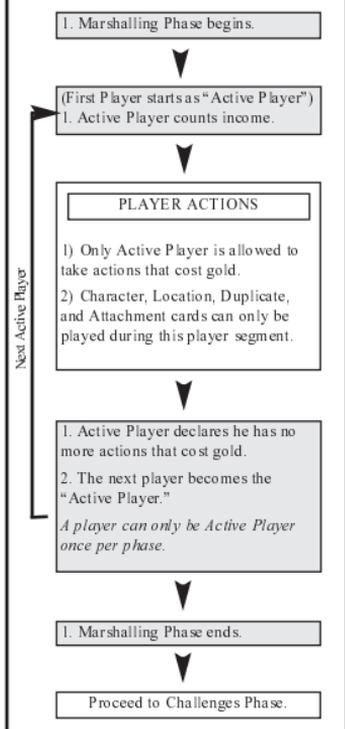
Important note: When a card is "put into play" by an effect, it bypasses all restrictions, including paying any gold cost or penalty.

Marshalling example: Darrell, who is playing House Stark, is the first player and begins his marshalling phase. His revealed plot card provides 5 income, and he controls 2 locations that provide a combined +3 income bonus. His income for the round is 8.

He chooses to play Robb Stark (House Stark, cost 4). Then, Darrell plays Northern Sentinel (House Stark, cost 3).

Darrell still has 1 gold to spend, but has no cards that cost just 1 gold, so he ends his marshalling turn, and the remaining 1 gold is lost. Then, his opponent gets to take his turn in the marshalling phase.

Marshalling Phase in Detail



Phase 4: Challenges

The first player may now initiate one of each type of challenge—military (♣), intrigue (👁), and power (👑)—against any opponent. Challenges are resolved one at a time, in any order you choose. You must completely resolve one challenge before moving on to the next.

To clarify: During a player's challenges phase, he may make one military, one intrigue, and one power challenge (in any order).

Resolving challenges is explained in detail below. 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

Challenges are the three types of conflicts that can be initiated between your House and your 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 force an opponent to choose and kill his characters in play.

The goal of an intrigue challenge (👁) is to force an opponent to discard cards at random from his hand.

The goal of a power challenge (👑) is to take power directly from your

opponent's House and place it on your House card.

Each of your challenges must follow these steps:

1. **Declare attackers**
2. **Declare defenders**
3. **Resolve**

Before and between (but not during) each step, you may play cards and use abilities that are playable during the challenge 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 1 attacking character to initiate a challenge.

Step 2: Declare defenders

The opponent you are challenging now kneels 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 to defend 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 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 tokens 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 Stark) initiates a military challenge against Brian (House Lannister), kneeling Knight of the Tumblestone (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.

Now they move to step 2: Declare defenders. Brian kneels Jaime Lannister (STR 3) to defend.

At this point, Darrell's total STR is 2, and Brian's total STR is 3.

Darrell now decides to play Moment of Glory, an event card with the text "Challenges: Choose an attacking or defending ✕ character. Until the end of the challenge, that character gets +3 STR. After the challenge resolves, choose and kill another participating character with lower STR, if able." This effect raises Knight of the Tumblestone's strength to 5. Not bad!

Neither Brian nor Darrell has any other cards or effects to play, so they move to step 3: Resolve. After counting the total STR on both sides, Darrell's side has STR 5, and Brian's side has STR 3. Since Darrell's strength is higher, Darrell wins the challenge!

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 Jaime Lannister is going to be the victim. Jaime is removed from play and put into Brian's dead pile. (Brian could have chosen to kill a character who was not participating in the challenge – but if he did, Darrell would just use Moment of Glory's ability to kill Jaime anyway!)

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

Defender wins?

If you win the challenge as the defender, no effects take place (except for card effects which are triggered by a player "winning a challenge"). 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.

Challenges Phase in Detail

1. Challenges Phase begins.
2. First Player starts as "Active Player."

PLAYER ACTIONS

1. Active Player declares a challenge type.
2. Active Player kneels attacking character.

PLAYER ACTIONS

1. Active player chooses Stealth targets.
2. Defending player kneels defending characters.

PLAYER ACTIONS

1. Determine winner of challenge.
2. Challenge result is implemented.
3. Reward for unopposed challenge is awarded.
4. Renown is awarded.

1. Active player is finished with challenges.
2. Next player becomes Active Player.
A player can only be active player once.

1. Challenge Phase ends.

Proceed to Dom inance Phase.

Next Active Player

Active Player's Next Challenge

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

All players now count the total combined STR of all of their **standing** characters. The player with the highest total standing STR wins dominance, and immediately claims 1 power for his or her House. No player wins dominance if there is a tie for the highest standing STR.

Dominance Phase in Detail

1. Dominance Phase begins.

1. Reward dominance.

PLAYER ACTIONS

1. Dominance Phase ends.

Proceed to Standing Phase.

Phase 6: Standing

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

After all players have completed the standing phase, a new round begins. Move your currently revealed plot to your used pile in anticipation of revealing a new plot in the next plot phase.

Standing Phase in Detail

1. Standing Phase begins.



1. All kneeling cards stand.



PLAYER ACTIONS



1. Standing Phase ends.



Proceed to next Plot Phase.

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.

There are many card effects that allow characters to claim power. 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).

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 this 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.

If one of your unique cards is about to be killed or discarded from play, as a **response** (see later) you may discard an attached duplicate to save it from being discarded or killed.

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 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.

There is no limit to how many duplicates a card may have attached.

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.

Dual-House Cards (NEW)

Some cards have two House shields printed on them instead of just one. This indicates that it is a dual-House card. Dual-House cards are considered to be affiliated with two 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 played from their owner's hand.

Doomed

Characters, locations, attachments, and events that have a black raven icon in the lower left-hand corner of the card are Doomed. A player is eliminated from the game at any time he has 5 or more Doomed cards in his dead pile. If all but one player is eliminated from a game, the remaining player wins the game. (There are no Doomed cards in the Iron Throne edition.)

If multiple players simultaneously have 5 or more Doomed cards in their dead piles, the first player chooses the order in which they are eliminated. Also, if one player is eliminated from the game and simultaneously reaches the victory condition, the first player determines which event (elimination or victory) happens.

Immunity

Cards with immunity ignore the effects of cards to which they are immune. Furthermore, a card with immunity cannot be targeted by effects to which it is immune.

Limited

You may play only one card (of any type) with the "Limited" keyword 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 maybe be played during step 5 of the Game Setup.

CARD SYMBOLS

There are two symbols that you may find next to the title of an AGOT card. These symbols are:

Perpetual Cards ∞ (infinity)

This symbol is a reminder that this card may be retrieved from the discard or dead pile if certain conditions are met.

Promotional Cards ☠ (skull)

This symbol means that you may not use this promotional card in a tournament deck.

EXPERT RULES

When playing A Game of Thrones, you will sooner or later 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, attachments, and events that cost gold during *your turn* of the marshalling phase.

Event cards (without gold cost) 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 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), and d) the cards in your hand.

Three Draw Limit

Players cannot draw, by any card effect, more than three additional cards in addition to the two 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 three 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 2 or higher, the defending player must kill the required number of **different** characters. 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 triggered 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.

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.

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: Darrell kneels 3 influence to play the event card Guilty!, but Brian responds by playing Put to the Question, an event that cancels the effect of Guilty! The effect of Guilty! does not take place, yet Guilty! is still considered played and Darrell'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.

For example, a character without a military icon could be simultaneously affected by both Needle, which adds a military icon to the character, and The Broken Arm, which removes a power icon from the character. The two lasting effects negate each other, and the character is left without a military icon.

In another example, Eddard Stark's ability allows him to gain +2 STR until the end of the phase if he wins a military challenge. If he does, and then an opponent uses the ability of Corrupt Goldcloaks to lower Eddard's strength by 2 until the end of the Challenges phase, the net modifier affecting Eddard is 0 STR ($2 - 2 = 0$). Eddard is left with only his base strength (which is 3).

If a character's STR is ever lower than 0 after all effects are applied, its STR is rounded up to 0.

DECK CONSTRUCTION RULES

Much of the enjoyment of playing collectible card games lies in customizing your own deck. When constructing your own deck for tournament play, the following rules apply:

- Your plot deck must contain exactly 7 cards, and may not contain any duplicate plot cards. Thus, each card in your plot deck must be unique.
- Your House deck must contain at least 60 cards, and may not contain more than 3 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).

MULTIPLAYER RULES (NEW)

The A Game of Thrones collectible card game can also be played as a multiplayer game. To play, you will need 3 to 6 players, each with their own AGoT CCG deck, plot deck, and House card.

In this starter, there are also 6 cards designed specifically for the multiplayer version of the game. These cards are numbered 249-254 and should be placed faceup in the center of the table at the beginning of the game.

Each of these cards represents a title (or role) in the world of Westeros that you will hold (or play) for a part of the game. During the plot phase, after

initiative has been determined and the first player has been selected, that first player selects one of the Multiplayer cards, or titles, from the middle of the table to use for the rest of that round. 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 a relationship amongst the players. Their effects are detailed on the following pages. At the end of the standing phase, all titles are returned to the pool in the center of the play area, and new titles are selected at the appropriate time during the following plot phase.

Multiplayer title cards are not considered to be in play, and their effects cannot be canceled.

In all other ways, multiplayer AGoT works exactly as it does in head to head play. Just remember that play always starts with the first player, and proceeds clockwise. Response opportunities also always begin with the player to the left of the player who initiated the action to which you wish to respond, and proceed clockwise from that player. And finally, when multiple passive effects occur simultaneously, the first player determines the order in which these effects are resolved. So being named the first player, while important in head to head play, is even more important in multiplayer!

The new terms and symbols on the Multiplayer cards are discussed in detail below.

New Terms

Supports

If your title supports another title, you cannot initiate challenges against the player holding that title.

For example, Master of Laws reads: "Supports: Hand of the King." The player who chose the Master of Laws card cannot initiate challenges against the player who chose the Hand of the King card.

Opposes

If your title opposes another title, you will be rewarded for winning a challenge against the player holding that title. If you win a challenge against a player who chose a title card that your title opposes, you claim 1 power for your House. You cannot claim more than one power per round in this manner.

For 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 MULTIPLAYER CARDS

Crown Regent



If you choose this card, you add 3 to your side's total STR in any  challenge in which you have at least 1 participating character.

This card 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 kneel this card 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.

Hand of the King



If you choose this card, you may kneel it at any time throughout the round to produce 2 influence.

Lord Commander of the Kingsguard



If you choose this card, you add 3 to your side's total STR in any  challenge in which you have at least 1 participating character.

This card 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 kneel this card 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.

Master of Coin



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

Master of Laws



If you choose this card, 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 Whispers



If you choose this card, you add 3 to your side's total STR in any  challenge in which you have at least 1 participating character.

A GAME OF THRONES COMMUNITY

Players are encouraged to visit Fantasy Flight's A Game of Thrones website, where they will find the AGoT FAQ document, which contains all sorts of helpful tools for understanding and mastering the game. Fantasy Flight also sponsors organized play around the world and supplies prizes for regular tournaments. For more information about organized play, as well as message boards, rules discussions, and tournament listings, visit:

WWW.AGAMEOFTHRONES.COM

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