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Game: **A GAME OF THRONES:
THE CARD GAME Second Edition**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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A GAME OF THRONES

THE CARD GAME

SECOND EDITION

SETUP

2 players games use the **just** format. 3-6 player games use the **melee** format. When setting up a melee game, place the 6 **title cards** in a title pool near the treasury.

Randomly choose a first player to take the **first player token**.

In player order, each player places his **faction** and **agenda** (if any) cards faceup in his play area.

Place the **gold tokens**, **power counters**, and **influence tokens** in piles. This area is the **treasury**.

Each player places his **plot deck** facedown next to his faction card. He then shuffles his **draw deck** and shuffles **7 cards**. In player order, each player may take a single *mulligan* by shuffling those cards back into his deck and drawing 7 new cards.

In player order, each player may place facedown in his play area up to **8 gold worth of character, location, and attachment cards** from his hand as setup cards. No more than 1 card with the *Limited* keyword may be placed. Each attachment must be eligible to be attached to a valid card under its owner's control. Additional copies of unique cards may be placed at no cost, as duplicates.

All players turn their setup cards faceup simultaneously. In player order, each player attaches his attachments and places his duplicates. Cards are not considered to have been *marshaled, played, put into play, or to have entered play* when they are revealed. The cards are considered *already in play* when the game begins.

Each player draws cards until there are 7 cards in hand.

Standing and Kneeling Cards enter play *standing* (upright). In order to declare for a challenge, or to use certain abilities, cards must *kneel*: rotate the card 90° (sideways). A kneeling position indicates that the card has been used, and the card is not able to kneel again until it is standing.

Unique Cards (♣) You cannot have in play more than 1 copy of any given unique card in play at a time. You may use additional copies of unique cards as **duplicates**.

Event Cards may be played directly from a player's hand throughout the round, as indicated on the card.

Plot Cards are in the plot deck, revealed, or in the used pile. A revealed plot card is placed on top of your previously revealed plot card. All plot cards under it are your used pile. When you reveal the final card of your plot deck, return the cards in your used pile to your plot deck (not the just revealed plot card) after all plot cards just revealed have taken effect.

PHASE SEQUENCE

1. PLOT

1. Choose Plot Cards

Each player chooses 1 card from his plot deck and places it facedown on the table.

2. Reveal Plot Cards

Each player simultaneously reveals his chosen plot card.

The player with the highest total **initiative** value wins initiative and chooses a first player for this round (that player takes the first player token).

On a tie, the tied player with the lowest total power wins initiative; on a further tie, decide randomly between the tied players.

When *Revealed* abilities on plot cards then resolve (in an order chosen by the first player, if necessary).

2. DRAW

Each player simultaneously draws 2 cards from his draw deck.

3. MARSHALING

In player order (starting with the first player and going clockwise), each player becomes the **active player**.

When you become the active player, **collect income** by adding the gold value on your revealed plot card to the total value of any active gold modifiers that affect that value. Take that number of **gold tokens** from the treasury and add them to your gold pool.

You may now **marshal** a character, location, or attachment card from your hand by paying its **gold cost** (upper left corner) and placing the card in your play area. Return the indicated number of gold tokens from your gold pool to the treasury.

Character cards enter play standing, in the front row of your play area. **Location cards** enter play standing, in the back row of your play area. **Attachment cards** enter play standing and attached to (overlapped by) another card.

You may continue to marshal cards until you choose to stop, or cannot marshal any more cards. You do not have to spend all of your gold in the marshaling phase.

4. CHALLENGES

In player order, each player becomes the **active player**.

The active player may initiate **1 challenge of each type** during this phase, in any order. There are 3 types: **Military**, **Intrigue**, and **Power**. A player initiating a challenge is the attacking player, and the opponent is the defending player.

Initiating and Resolving a Challenge

1. Declare attackers

Announce the type of challenge being initiated and the opponent against whom the challenge is being initiated. Then declare which characters (under your control) are being declared as **attackers** and kneel those characters.

To be declared as an attacker, a character must be standing, and have a **challenge icon** that corresponds with the type of challenge being initiated. At least 1 character must be declared as an attacker to initiate a challenge.

2. Declare defenders

The defending player may declare characters he controls as **defenders**. To be declared as a defender, a character must be standing, and have a **challenge icon** that corresponds with the type of challenge underway. Each character declared as a defender then kneels.

3. Compare STR and determine winner

Total the STR of each attacking character, as well as any modifiers the attacking player has active, to find the **total attacking STR**.

Total the STR of each defending character, as well as any modifiers the defending player has active, to find the **total defending STR**.

The player with the higher total STR wins the challenge. On a tie, the challenge is won by the attacking player.

If the winner does not have a total STR of 1 or higher, and/or there are no participating characters on his side when the STR comparison occurs, neither player wins or loses the challenge.

If the attacking player wins a challenge of any type and the defending player has a total defending STR of 0 (no defending characters means a base defending STR of 0), **the attacking player gains 1 bonus power** for his faction (the **unopposed bonus**), in addition to all other effects of winning a challenge. If the defending player wins, no unopposed bonus or claim effect takes place.

If the attacking player wins, one of the following **claim effects** occurs:



Military challenge The defender must kill a number of different **characters under his control equal to the claim value** on the attacker's revealed plot card. They need not have participated in the challenge. Place killed characters on their owner's dead pile. Each attachment on any card that leaves play is returned to its owner's hand.



Intrigue challenge The defender must randomly **discard a number of cards from his hand equal to the claim value** on the attacker's revealed plot card. The opponent randomly chooses which cards are discarded.



Power challenge The defender removes a number of **power counters** from his faction card **equal to the claim value** on the attacker's revealed plot card, and moves them to the attacker's faction card.

5. DOMINANCE

Each player simultaneously counts the **total combined STR of his or her standing characters, plus 1 for each gold token in his gold pool**.

The player with the highest total wins dominance and gains 1 power. On a tie, no player wins dominance.

6. STANDING

Simultaneously stand each kneeling card in play.

7. TAXATION

1. Return unspent gold

Each player must simultaneously **return all unspent gold** in his gold pool to the treasury.

2. Check reserve

In player order, each player compares his current hand size with the **reserve value** on his revealed plot card (lower right corner).

If your hand size is higher, choose and discard cards from your hand until your hand size is equal to the reserve value.

WINNING AND LOSING

The first player to have **15 (or more) power** on cards he controls immediately wins the game.

A player that has no cards remaining in his draw deck is immediately eliminated from the game.

OTHER RULES

Actions (Action): can only be initiated during an action window, or during an action window in a specified phase.

When an action window opens, the first player has the first opportunity to initiate an action, or pass. Such opportunities continue in player order until all players consecutively pass. Passing does not prevent a player from initiating an eligible action later in that same action window. Resolve each action completely before the next action opportunity.

Agenda Cards Agenda cards are not *in play* and cannot be removed from the game by other card abilities.

Attachment Cards An attachment cannot enter play if there is no eligible card to attach it to. Any number of attachments may be attached to a card.

An attachment card stands and kneels independently of the card to which it is attached. An attachment you control remains under your control even if the card to which it is attached is under an opponent's control.

If a card to which an attachment is attached leaves play, return the attachment to its owner's hand. If an attachment is ever not legally attached, discard it.

Blank If a card's text box is considered *blank* by an ability, that text box (traits, keywords, card text and abilities, and non-challenge icons such as gold, initiative, and reserve modifiers) is treated as if it did not have any content. Text and/or icons gained from another source are not blanked.

Cancel abilities have timing priority over *all* other interrupts to the effect that is attempting to initiate. When the effects of an ability are canceled, the ability is still considered used, and any costs have still been paid. If the effects of an event card are canceled, the card is still played, and is placed in its owner's discard pile.

Constant Abilities are any non-keyword abilities with no boldface precursor defining their type. A constant ability is active as soon as its card enters play and remains active while it is in play. If multiple instances of the same constant ability are in play, each affects the game.

Copy (of a card) Any other card that shares the same title is a *copy*, regardless of type, text, artwork, etc.

Dead Piles and Discard Piles Place a killed character faceup on its owner's **dead pile**. You cannot marshal, play, put into play, or take control of a copy of any **unique** (☉) card in your dead pile. Place a discarded or sacrificed card faceup on its owner's **discard pile**.

Dead piles and discard piles may be looked at by any player at any time. The order of the cards may not be altered unless instructed to do so by a card ability.

If multiple characters are killed or cards discarded simultaneously, the owner of the cards may place them into the appropriate pile one at a time, in any order.

Delayed Effects When a delayed effect resolves, it is not treated as a new triggered ability, even if the delayed effect was originally created by a triggered ability.

Duplicates You may use additional copies, by title, of any **unique** card (☉) you own and control in play as **duplicates**. Place the duplicate faceup, overlapped by the copy of the card that was already in play. You may have more than 1 duplicate on a card. You cannot bring a duplicate into play if another copy of it is in your dead pile.

There is no cost to marshal a card as a duplicate. It is not considered marshaling a card of the duplicate's printed type; it is only considered *marshaling a duplicate card*.

A duplicate grants its controller this triggered game ability: *Interrupt: When the overlapping unique card would leave play, discard this duplicate to save that card. (Cannot be canceled.)* Duplicates are not attachments and have no text, titles, characteristics, type, or traits.

A different version of a unique card may be used as a duplicate. The version of the card that was first in play remains as the active version once the duplicate is attached. You may not switch a card with its duplicate.

Event Cards When a player plays an event card, its costs are paid, its effects are resolved (or canceled), and the card is placed in its owner's discard pile.

First Player During all framework event and action/reaction/interrupt windows the first player has the first opportunity to initiate action, interrupt, or reaction abilities at each appropriate moment.

If there is no other direction, the first player goes first, followed by other players in player order. If the first player is eliminated, the player to his left becomes the first player.

Forced Interrupts/Reactions must be resolved immediately whenever the specified trigger occurs. Forced interrupts take priority before non-forced interrupts, and forced reactions take priority before non-forced reactions.

For Your Faction instructs you to place the power you just gained on your faction card.

Immune A card *immune* to certain effects cannot be targeted or affected by them. Immunity does not prevent a card from being used to pay costs. Only the card is protected, not attachments, tokens, abilities originating from it, or duplicates. If a card gains immunity to an effect, pre-existing effects applied to the card are not removed.

Influence Tokens are used to track various game states and statuses.

Interrupts (Interrupt): are resolved before resolving the consequences of their trigger. Each interrupt may be initiated once each time its specified trigger occurs. Interrupts take place in the interrupt window in the same way as for *actions*.

Multiple interrupts may be initiated from the same trigger. Each must resolve completely before the next initiates. If multiple copies of the same interrupt are eligible, each copy may be initiated once against that trigger.

Leaves Play If a card leaves play, all tokens on the card are returned to the treasury, all duplicates on the card are discarded, all attachments that are on the card are returned to their owners' hands, and all lasting/delayed effects affecting the card while it is in play expire for it.

Look A player instructed to *look* at cards does not show them to his opponents.

Modifiers Any time a new modifier is applied (or removed), the entire quantity is recalculated from the start.

Calculate all + and - modifiers before doubling and/or halving modifiers, and round fractions up after all modifiers have been applied. A quantity cannot be reduced to function with a value below zero.

Moving Power Power that is moved from one card to another is not considered *gained*.

Ownership and Control A card's *owner* is the player whose deck held the card at the start of the game. A player controls the cards located in his out of play game areas.

If a card would enter an out of play area of a player who does not own the card, the card is placed in its owner's equivalent out of play area instead. If a participating character changes control during a challenge, it is immediately removed from the challenge.

Participating A character that has been declared as an attacker or defender for a challenge is *participating* in that challenge. Once a character is participating, losing the challenge icon of that type does not remove the character from the challenge.

Put into Play If a card is caused to be *put into play* it is placed directly into play from an out of play state. Its gold cost is not paid and it is not considered *marshaled*. If it is an additional copy of a unique card a player already owns and controls, it enters play as a *duplicate*.

Reactions (Reaction): are resolved after the trigger to which they react. Each reaction may be initiated once each time its specified trigger. Reactions take place in the reaction window in the same way as for *actions*.

Reveal A player instructed to *reveal* cards must show them to his opponents.

Sacrifice When you *sacrifice* a card, choose a card in play that you control that matches the requirements, and place it in your discard pile.

Search A player instructed to *search* for a card may look at all of the cards in the searched area without revealing them to his opponents. If an effect searches an entire deck, the deck must be shuffled afterwards.

DECKBUILDING

You must choose exactly **1 faction card**. You may choose **1 agenda card**, or may choose to not use an agenda.

Your plot deck must contain exactly 7 cards. Up to one of the chosen plot cards may be duplicated once (by title) within the plot deck. No more than 1 copy of each of the other plot cards may be in the plot deck. If a card has the text *Plot Deck Limit: X* no more than X copies of that card may be included in your plot deck.

Your draw deck must contain a minimum of 60 cards, and can only contain up to 3 copies (by title) of any given card. If a card has the text *Deck Limit: X* no more than X copies of that card may be included in your draw deck. There is no upper limit on your deck size.

Unless otherwise permitted by an ability, each card in your deck and plot deck must be neutral or its affiliation must match the affiliation of your faction card.

A card is **loyal** to its faction if it has a scroll of parchment below its shield. A loyal card's affiliation must match the affiliation of a deck's faction card in order to be included in the deck. Certain card abilities permit players to use non-loyal cards out-of-faction in a deck.

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SECOND EDITION

1. PLOT

Round begins. Plot phase begins.

Choose plots.

Reveal plots.

1. Count initiative.
2. **Determine first player.**
3. Resolve *when revealed* abilities.

Select titles (Melee format only).

ACTION WINDOW

Plot phase ends.

2. DRAW

Draw phase begins.

Each player draws 2 cards.

ACTION WINDOW

Draw phase ends.

3. MARSHALING

Marshaling phase begins.

Active player collects income (first player starts as active player).

SPECIAL ACTION WINDOW

All players may use actions, but only the active player can marshal cards into play.

Next player becomes active player, until each player has been active player.

Marshaling phase ends.

4. CHALLENGES

Challenges phase begins.

ACTION WINDOW

Active player may initiate a challenge, if able (first player starts as active player). If the active player initiates a challenge, move to **CHALLENGE RESOLUTION**.

If active player does not initiate further challenges, next player in player order becomes active player; go back to **ACTION WINDOW**. If all players have been active player, proceed to end of phase.

Challenges phase ends.

5. DOMINANCE

Dominance phase begins.

Count standing STR and unspent gold. Player with the highest total **wins dominance and gains 1 power**.

ACTION WINDOW

Dominance phase ends.

6. STANDING

Standing phase begins.

Stand each kneeling card.

ACTION WINDOW

Standing phase ends.

7. TAXATION

Taxation phase begins.

Return unspent gold to treasury.

Each player must discard cards in hand down to **reserve value**.

Return all titles to the title pool (Melee format only).

ACTION WINDOW

Taxation phase ends. Round ends.

CHALLENGE RESOLUTION

Challenge is initiated.

ACTION WINDOW

Defending player declares **defenders**.

ACTION WINDOW

Compare STR to determine challenge winner.

Gain challenge bonuses.

Apply claim result.

Process challenge resolution keywords.

Challenge ends.

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KEYWORDS

Ambush (X)

You may, as a player action, pay the ambush cost (in gold) to put this card into play during the challenges phase. The (X) is the ambush cost.

Insight

After you win a challenge in which this character is participating, you may draw 1 card.

Intimidate

After you win a challenge in which you control 1 or more attacking characters with intimidate, you may choose and kneel a character, controlled by the losing opponent, with a STR equal to or lower than the amount of STR by which the challenge was won.

No more than one character can be knelt by intimidate per challenge.

Limited

A player may not marshal or play more than 1 limited card each round, or place more than 1 limited card during setup.

No attachments

This card cannot have attachments.

Pillage

After you win a challenge in which this character is participating, you may discard 1 card from the top of the losing opponent's deck.

Renown

After you win a challenge in which this character is participating, you may gain 1 power on this character.

Stealth

When this character is declared as an attacker, you may choose a character without stealth controlled by the defending player. That character cannot be declared as a defender for this challenge.

Terminal

Appears on attachments. If the attached card leaves play, this attachment does not return to its owner's hand, and is discarded from play.

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MELEE RULES (3-6 PLAYERS)

1. PLOT

The plot phase is divided into 3 steps:

1. **Choose plot cards** *As normal.*
2. **Reveal plot cards** *As normal.*
3. **Select titles**

Shuffle the **title cards** facedown. In a 4 or 5 player game, randomly remove one of them from the pool for this phase by placing it on the table facedown near the treasury. In a 3 player game, 2 titles are removed at random; in a 6 player game no titles are removed.

In player order, each player secretly selects one of the title cards from the pool and places it facedown near his faction card. Then all players simultaneously turn their cards faceup. Any cards not selected are returned facedown to the title pool and not used this round.

7. TAXATION

The taxation phase is divided into 3 steps:

1. **Return unspent gold** *As normal.*
2. **Check reserve** *As normal.*
3. **Return titles**

Each player simultaneously returns his title, facedown, to the title pool.

TITLE ABILITIES

Supports If your title **supports** another title, you cannot initiate challenges against the player holding the title you support.

Rivals If your title **rivals** another title, you are rewarded for winning a challenge against the player holding the title you rival.

You gain 1 additional power for your faction after winning a challenge (as the attacking or defending player) against an opponent holding a rival title. In each round, a player cannot gain more than 1 power per rival opponent in this manner by winning a challenge against that opponent.

Crown Regent

This title contributes 2 STR to its bearer's total during the determination of the dominance winner.

This title can also be used to **redirect** 1 challenge each round. After a player initiates a challenge and declares a target and attackers (but before any reactions), you may use this title to force that player to choose a new target for the attack. The attacking player may also choose new *stealth* targets if desired.

The challenge is still considered to have been initiated against the original opponent, but it resolves against the new opponent.

The Crown Regent title has no *supports* or *rivals* relationship with any of the other titles.

Hand of the King

This title contributes 1 STR to its bearer's total during any  challenge in which its bearer controls at least 1 participating character.

The bearer of this title may initiate one additional  challenge during the challenges phase. However, this challenge cannot be initiated against an opponent that this bearer has already initiated a  challenge against this phase. (In other words, the additional challenge must be initiated against a different opponent.)

Master of Laws

This title increases the number of cards its bearer draws during the draw phase by 1.

This title provides its bearer with a +1 reserve modifier.

Master of Ships

This title contributes 1 STR to its bearer's total during any  challenge in which its bearer controls at least one participating character.

During  challenges, the bearer of this title increases the claim value on his or her revealed plot card by 1 while attacking an opponent he or she rivals.

Master of Whispers

This title contributes 1 STR to its bearer's total during any  challenge in which its bearer controls at least one participating character.

The bearer of this title may resolve his or her claim effect against any number of opponents each time he or she wins an  challenge as the attacker. (The full claim effect is resolved against each opponent chosen by this title's bearer.) This ability only affects how claim is handled; the challenge is still considered won against (and lost by) the defending player.

Master of Coin

This title provides its bearer with a +2 gold modifier.