A Game of Thrones LCG Changelog

Version 3.1.0.x

April 19, 2013 Changelog

General

- Updated image files for several sets. More to come on this in the future.
- Added *ErrataText* field to cards.
  - All FAQ 4.0 text has been added to the card it refers to.
- Added *Enhancement* field to cards.
  - Cards with *"Naval"* enhancements will soon be searchable.

March 9, 2013 Changelog

General

- Changed the *Take a Mulligan* action's shortcut to 'F6' to correct a conflict.
- Reworked the *Take a Mulligan* action to prompt the user for the number of cards they wish to redraw. The default number will always be the current amount of cards in your hand, but can be changed. *This was done by request from the community, as it was brought to my attention that sometimes Mulligan'ing from a large hand occurs during deck testing.*

March 8, 2013 Changelog

General

- Added shortcut keys to most game actions based on a previous version of the game file.
- Changed initial table resolution from 800x600 to 400x300 per community feedback.

Table Actions – General

- Added a *Game Version Check* which will prompt you with your game version number and it's release date, and if you wish, direct you to the GoogleDrive download site, to check for a newer game version.

March 7, 2013 Changelog

General

- Reverted to the old (v1.0.1) background, '*Winter is Coming*', after several requests.

Table Actions – General

- Changed the "I'M DONE" action's hotkey to "ALT+D" to eliminate conflict with the "Draw a Card" action.

Hold Actions

- Created a *Reshuffle into Deck* action.

March 6, 2013 Changelog

General

- Various updates to the grammar in the chat notifications.
- Added a "Hold" pile for the Black Sails agenda. This card pile is to the far right, and starts off minimized.

Table Actions – General

- Created an "I'M DONE" action.*
- Created a category called *Card Actions* containing:
    - Stand All Cards. This will no longer stand face down cards.
    - Clear All Challenges. This will clear any challenge highlight on any card you control.
    - Scoop My Cards.* This will clear your half of the table, putting the cards in the correct location. (some quirks to it as the card Type property isn't uniform across sets)
- Created a category called *Exclamations* containing:
    - Response/Questions*
    - Military Challenge*
    - Intrigue Challenge*
    - Power Challenge*
    - Unopposed*
    - Opposed/Defend*
- Created a category called *Coin and Dice* containing:
    - Flip a Coin
    - Roll a 6-sided
    - Roll a 12-sided
    - Roll an x-sided
- Created a *Recalculate Power Totals* action. This will look at the power totals of every player at

the table and properly set their Power counter. Power counters do automatically increase whenever a new power is added to a card on the table, but since there was no easy way to track dragging a card with power off of the table, those totals were unreliable. This action will recalculate all power totals and properly set the counters.

Table Actions – Cards

- Created a category called *Challenges* containing:
  - Military (highlights the selected cards red)
  - Intrigue (highlights the selected cards green)
  - Power (highlights the selected cards blue)
  - (Remove)
- Compressed Power Markers and Gold Markers into their own categories.
- Created a *Lookup Card Info* action. This will take the card name and card type (character, location, event, ect.) and plug it into the cardgamedb.com search engine. Some cards will provide a list of results, so the correct card will have to be selected from there.

Hand Actions

- Created a *Random Discard Many* action.
- Improved the *Take a Mulligan* action. It will now return the amount of cards in your hand instead of a static (7) cards, and has a confirmation prompt.*
- Implemented the *Lookup Card Info* action here as well. This was done so cards can be looked up without having to place them face up on the table.

Deck Actions

- Created a *Discard Many From Top* action.
- Created a *Move Many to Hold* action.
  - The vision with the Hold is to have a player say, "I cut my deck of 60 cards into two piles, one of 25 cards, and the other of 35 cards. Which would you like to be my Hold?" After a response from the opponent, that many cards are sent to the hold. Decks are shuffled before cards are moved to the Hold.

Plot Pile Actions

- Created a *Draw Random Plot to Hand* action.

Discard Pile Actions

- Created a *Reshuffle into Deck* action.*
- Created a *Move One Random to Hand* action.

*Item ideas and/or initial code implemented from an old thread by **DcDennis** found [here](#).