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Welcome to the automatic processing version of A Game of Thrones the card game second edition on OCTGN!

This version includes brand new functions of automatic gameplay and card manipulating. The following part will give you a brief instruction on how to utilize these new functions.

Framework Event Buttons

Before each turn begins, each player will gain control of the following button (in player order), double click to proceed to the plot phase after you finished the previous phase or setup.


Before each phase ends, each player will gain control of the following button (in player order), double click to end this phase.


Each phase includes multiple action windows and triggering conditions. Follow the instructions during the game to make your move.

Select Mode

Select Mode is a straight new way of selecting cards. In select mode, you'll see selectable cards (normal display) and invalid cards (dim display) in different display.
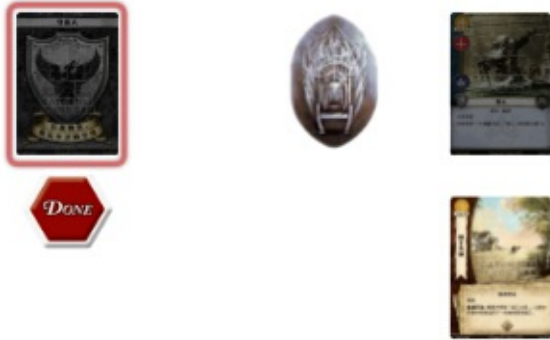
Double click to initiate card abilities and a confirm window will popup. Press "Yes" to proceed.
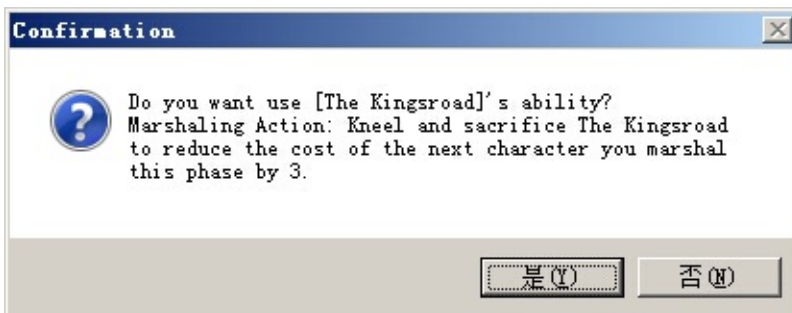
If a card ability includes selecting target(s), this card will turn blue.

One click on a valid target, and one more click to cancel.

Double click the "Confirm" button to proceed after you finish selecting target(s).

Double click the "Confirm" button with no targets selected will be considered by the system as abort.
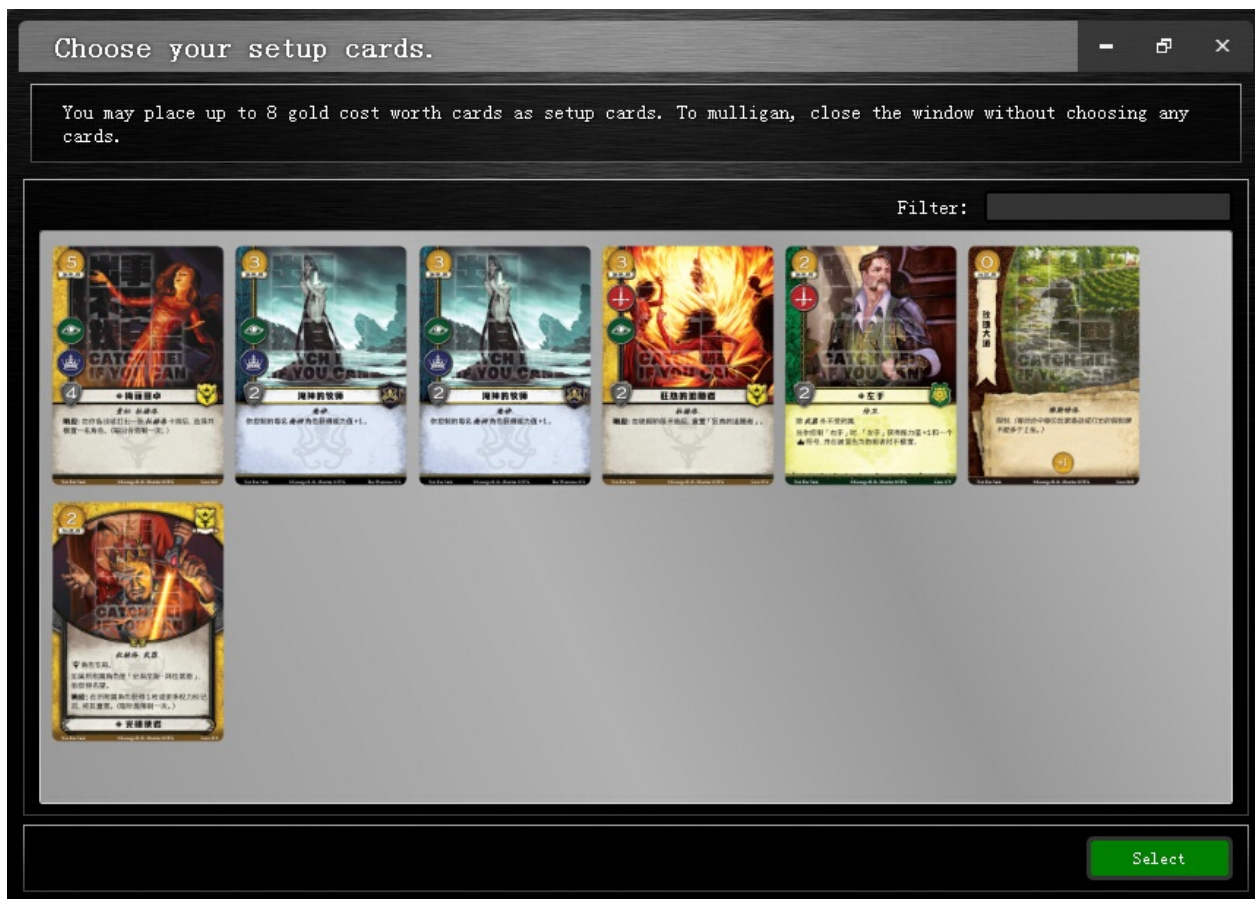

If you have no more abilities to initiate, double click "Pass" to proceed.

Setup

The setup window will popup after you load your deck. Only valid cards are allowed to be selected (8 gold in total, 1 limit card, attachments on valid targets and etc).

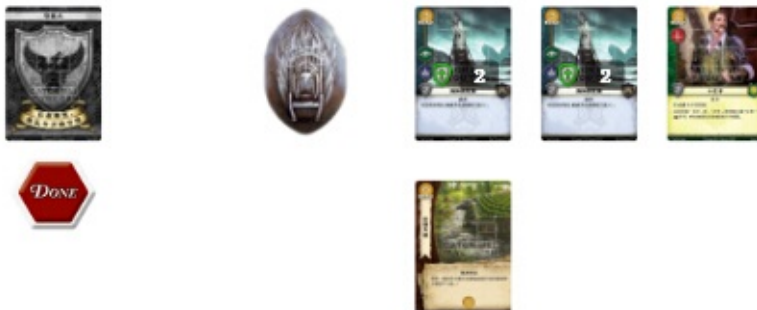If you close the window, you will get the only chance to mulligan.

If you setup attachments, you'll have to attach them to valid cards.
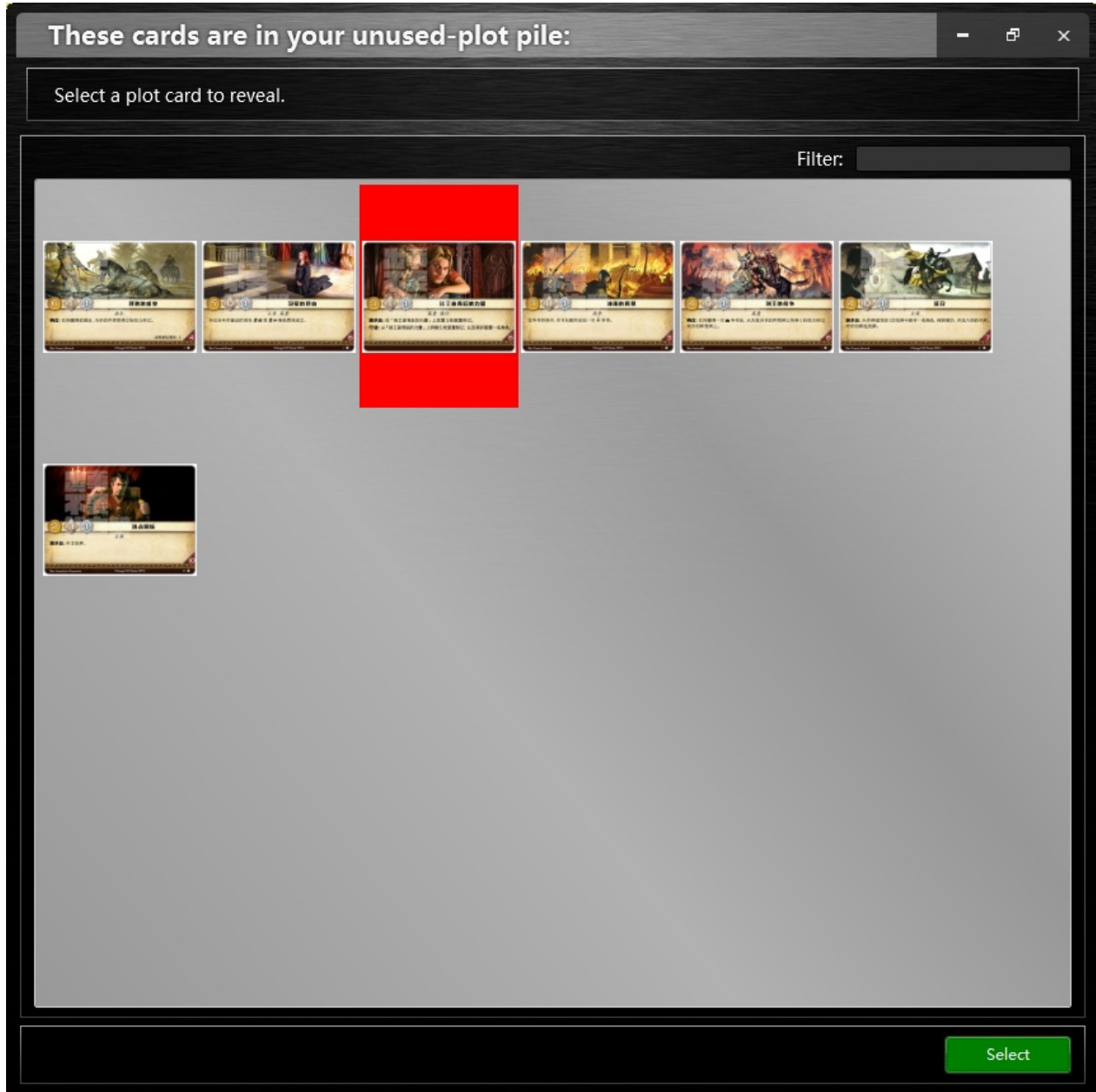
Double click "Confirm" to finish setup.

All cards will be turned face up automatically after both players finish setup.

Then the game will proceed to the plot phase.

Plot Phase
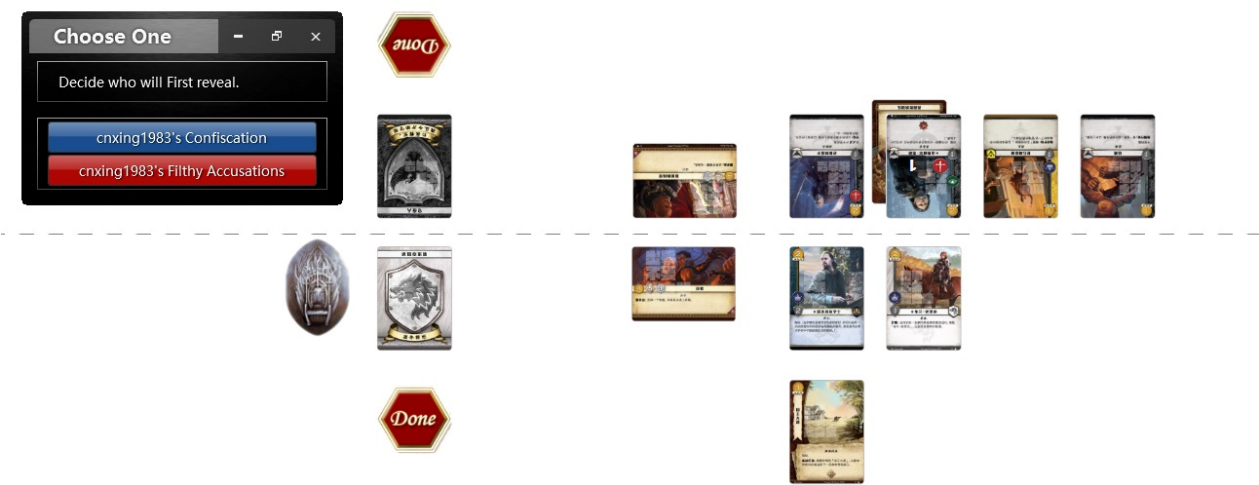
Plot cards window will popup to both players.

All plot cards will be turned face up automatically after both players finish selecting.
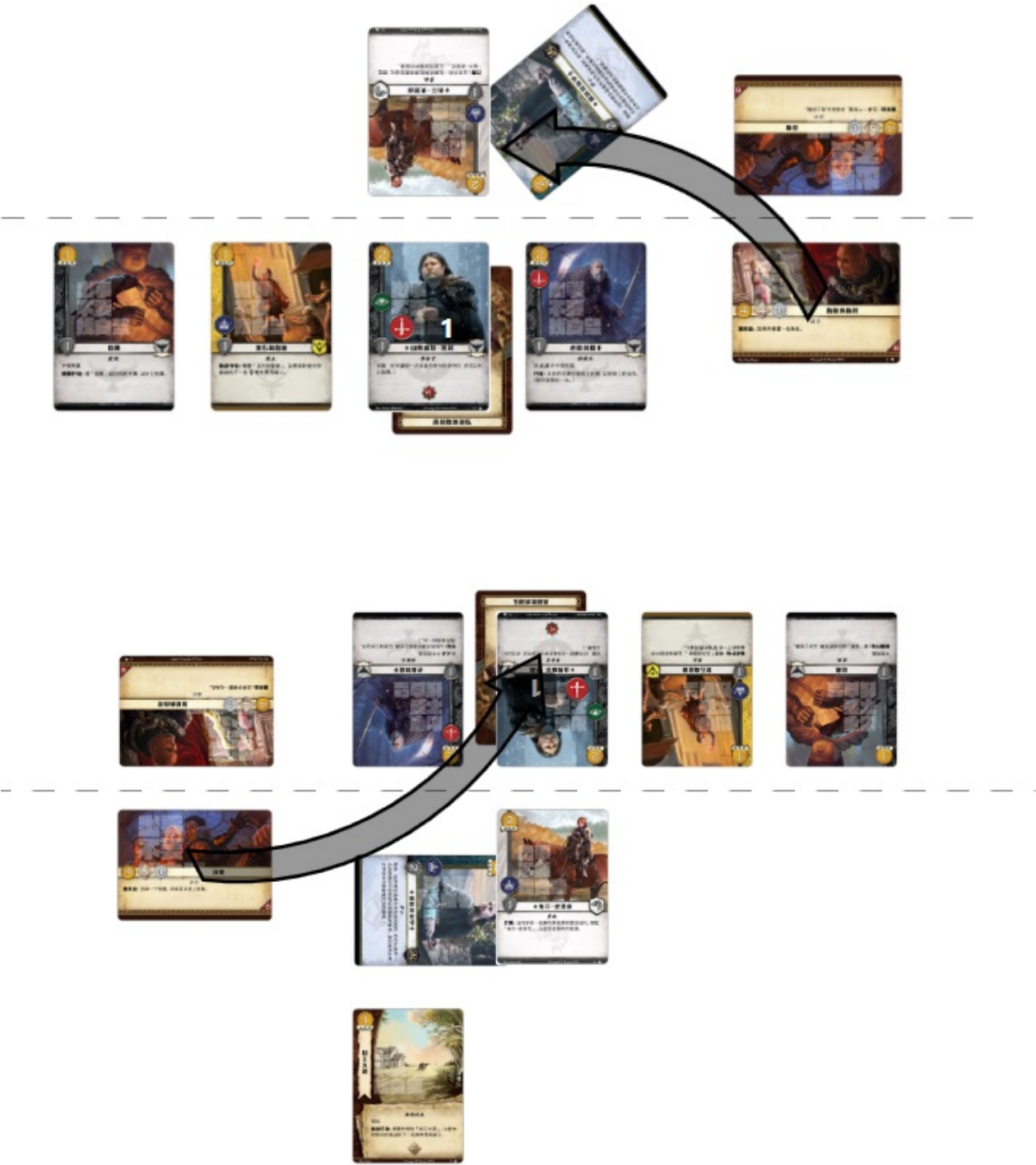
The player who wins initiative will get a window to decide the first player

The first player will get a window to decide which plot to resolve first.

Proceed to select mode to resolve each plot cards.

Proceed to action window after all plots have been resolved.

Then the game will proceed to the draw phase.

Draw Phase

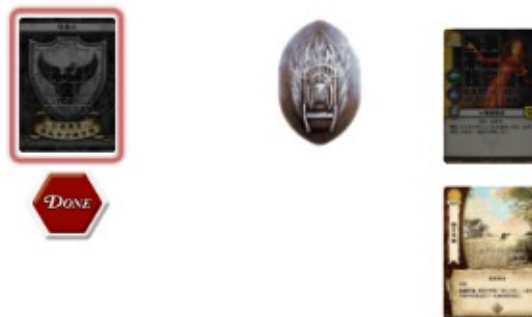During the draw phase, each player draws 2 cards automatically.

After both players finish their actions, the draw phase ends. The game proceed to the marshaling phase.

Marshaling phase

After the marshaling phase begins, the first play become the active player, his/her faction card will be highlightened.
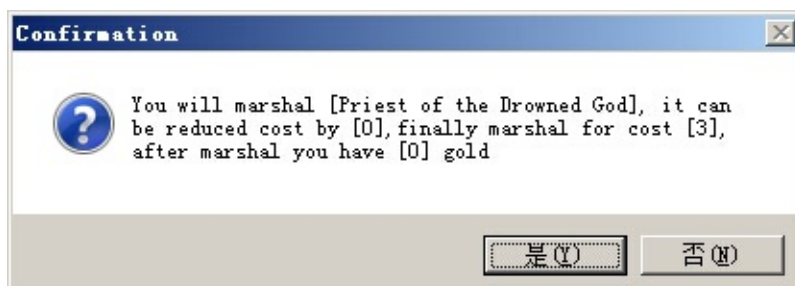

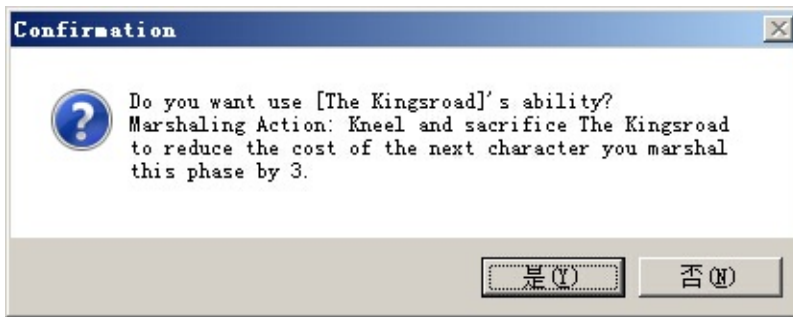Valid cards are selectable (normal display).

Double click the card you want to marshal or use.

If you marshal a card or play an event, a cost reducing confirm window will popup.

If you initiate an action, a normal confirm window will popup.

Press "Yes" to proceed.

If a player does not make any move, double click "Finish Marshaling" (active player) or "Pass" (non-active player) to end this action.

After a marshaling or an action is made, the opportunity will be passed to the next player, but only active player can marshal cards.

After both players finish their actions, the next player becomes the active player.

After both players have become the active player, the marshaling phase ends. The game proceed to the challenges phase.

Challenges Phase

After the marshaling phase begins, the first play become the active player, he/she gains the challenge buttons. Double click to initiate challenges.

If the active player does not want to initiate more challenges, double click the following button and the next player will become the active player.

After the active player initiates a challenge, non-active player gains defense buttons. Double click to defend.

If the defending player does not declare defenders, double click the following button.

Automatic processing of the other parts have not yet been finished.

Dominance Phase

During the dominance phase, the system decides who wins dominance.

After both players finish their actions, the dominance phase ends. The game proceed to the standing phase.

Standing Phase

During the standing phase, the system stands all cards.

After both players finish their actions, the standing phase ends. The game proceed to the taxation phase.

Taxation Phase

During the taxation phase, all golds unspent will be returned to the treasury automatically.

If your hand is larger than your reserve, a select window will popup for you to choose which card to discard.

End Game

When a player reaches 15 power, he/she wins the game and the gameplay ends.

Players can also concede through the desktop menu.