

GAME OVERVIEW

Story

Set a few years after House Baratheon was chosen by The Seven for the throne, White Walkers have overtaken the wall and are threatening all of Westeros. Because the houses are bickering once again over who should sacrifice their manpower and resources to deal with the threat, much of the lands are destroyed by White Walkers in the ensuing chaos. The Masters have answered the call of the peasants to push the houses to act. If they do not rally and defend the lands of Westeros, there won't be anyone left to look forward to the returning summer, if it ever comes...

- Attendees will be sorted to one of four main houses from Westeros (Stark, Lannister, Baratheon, Martell)
- Members of the same house will be working together to amass resources and supplies (Points) to beat back the White Walkers.

Main Game

- Points represent “resources” that are earned through a variety of activities. Each house is readying their armies, enhancing their keeps, and obtaining supplies/allies. The points count will be displayed during the convention for all to see. Points will be completely digital, accessible from the FriendCon website, via a mobile interface.

Point earning methods

- On Saturday, you start with the convention with 20 points in your account
- On Sunday morning, you will be given an additional 10 points
- Your house's point total is the summation of all your house members' point totals.
- All game tournaments (both video and board games) provide points to the player and thus their winning house. The 1st place player also receives a tournament badge to commemorate their victory.
 - **50 points for 1st place**
 - **25 points for 2nd place**
 - **15 points for 3rd place**
- You can bet your points via an online interface on the FriendCon website. You can choose to bet points however you wish. There are **NO** restrictions on what constitutes a bet.
- FriendCon Card game
 - Winning against members in opposing houses grants 5 points per win
 - Winning against a Maester deck gives 25 points per win. Players can only collect these points once per Maester (there are 4 Maesters).
 - A way for people to still participate if they lose all their points the first day
- Achievements
 - A list of difficult feats in video games/board games can be attempted for points. Badge tokens can be awarded based on the specific task completed.

ACHIEVEMENTS

To have additional activities beyond board and video games during the convention, a set of somewhat challenging achievements have been devised for FriendCon. During the convention when an attendee would complete an achievement, an admin will be alerted, will verify it was completed, and will award that attendee with points

Easy - 15
Medium - 25
Hard - 50

- FriendCon Card Game Challenge:
Hard - Defeat all 4 Maester Decks
- Mario Kart 8 Challenge:
Hard - Be in first place, and dodge (Not destroy with an item) a Blue Shell
- Codenames Challenge:
Easy - Your team correctly guesses 4 agents in one turn
Hard - As the Spymaster, win while having none of your opponents' agents revealed on the field
- Amiibo Betting Challenge:
Easy - Win at least 100 points at Amiibo betting in one round of betting
- Joust Challenge:
Easy - Knock all 3 opponents out in Joust in one match
Medium - Survive until the end of a match in Joust while standing on one leg
- Jackbox Challenge:
Medium - TKO - Achieve a *SHIRTALITY* every time your shirt is up for a vote
Medium - Trivia Murder Party - Complete the game without dying once
- Vive Challenge:
Medium - In Audioshield, complete 'Through the Fire and Flames' on hardest difficulty with at least 99% accuracy.
- Werewolf Challenge:
Easy: Win a game of Werewolf as the lovers
- Hitman Challenge:
Easy: Complete all targets
Medium: Complete all targets with all costumes
Hard: Complete all targets with all weapons and costumes
- Ultimate Chicken Horse:
Easy: Complete the challenge in 5 lives
Medium: Complete the challenge in 3 lives
Hard: Complete the challenge in 1 life

COMMAND AND CAPTURE

Players compete to capture locations while avoiding traps and hazards with their armies. The player that captures the most Victory Points (VP) in 10 rounds wins the game.

Glossary:

Unit - Card played by the player to take encounters

Encounters - Location/event cards that need to be captured by Units to gain VPs

Base - A row in front of the player where they keep Units in play when not in an encounter

Field - The encounter game area, where cards are played from player's base

Deck Preparation:

Each player begins by preparing two decks.

1. Unit deck: used by the player to draw units which are used to capture encounters. Players must have a minimum of 10 unit cards in their decks and no more than two cards of any one unit.
2. Encounter deck: contain events and locations that units will attempt to capture for players to gain VP. Each player must have exactly 5 cards in their encounter deck.

Game Setup:

Both players mix and shuffle their encounter decks together to form one 10 card encounter deck. Draw 2 encounter cards per player and place them face down in the middle of the field area.

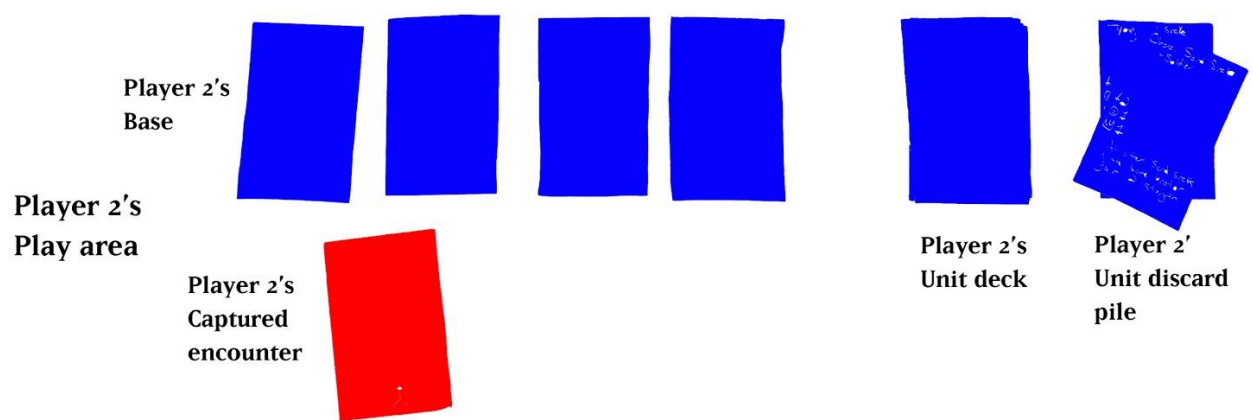
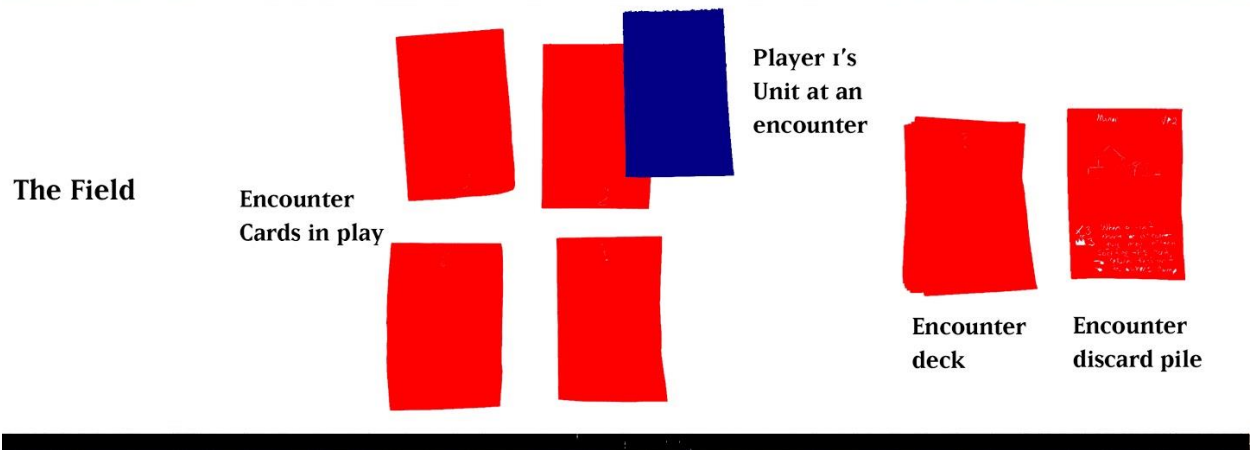
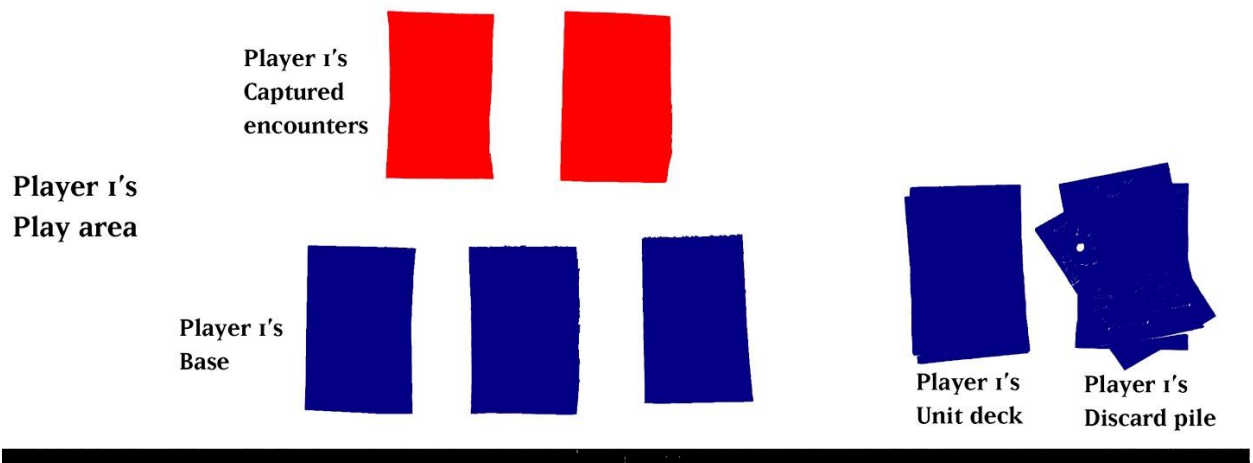
Each player shuffles their unit decks and draws 5 cards. Then, they place 3 of those units in their base their base. You're now ready to play.

Gameplay:

One round is when each player takes one turn.

On their turn, each player performs the following phases in order:

1. Upkeep - If any encounter cards are occupied by your units and your units fulfill the requirements to capture, then you take that encounter card. Place the card(s) underneath your base. Draw new encounter cards to replenish the captured encounter cards. Untap your units and encounters.
2. Draw - Draw one card from your unit deck. If you run out of cards, shuffle your discarded unit cards into a new deck. If you have no cards to draw, ignore this step. (First player skips their first draw)
3. Base - You may play one unit card from your hand into your base.
4. Field - You may play one unit from your base to an encounter in the field. Place the unit next to the encounter and reveal the encounter if it was facedown. If the encounter has Ambush, the unit must have equal to or greater stats to immediately take the card, or the unit is immediately discarded.
5. Combat - If units from more than one player are at the same encounter, combat occurs. Compare the total Strength of each side. If one side's Strength is greater than the other, then the player who has the lower strength must discard their units at that encounter. If there is a tie, both sides remain at the encounter until the next Combat phase.



Example Unit Card:



Example Encounter Card:

