Survival Guide for the Known World

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Survival Guide

When it comes to life and death, one needs to ensure he or she is doing whatever it takes to succeed and survive in the vengeful and competitive world of the Game of Thrones and this paper sheds light on some recommendations to come out as a winner. Presently, numerous analytical studies are being conducted to predict who might stay alive and several factors affect this likelihood. A detailed analysis of the available information of 1946 characters suggests that the following are some of the variables with the most impact on the predictability of survival.

- Date of birth

- Popularity

- Presence in one or more books

- Social status

- House and culture affiliation

The AUC score of this model is 0.806.

Key insights

The date of birth or age of a person has the strongest impact on chances of not dying. With increase in age, the chances of survival start decreasing. As a person ages, and experiences various stages of life, he or she might make enemies during each stage, leading to a long list of people who are against him or her. Further, popularity also plays a major role since someone known by the masses is envied by all, thus, increasing the likelihood of death. The model also suggests that individuals present in the earlier times during A Game of Thrones (Book 1) and A Clash of Kings (Book 2) have a lower chance of surviving and on the other hand, characters from A Feast for Crows (Book 4) are more likely to survive for long. This signals that a person might

not be able to be a part of this world for a long time. Additionally, the social and economic status of an individual would also largely affect their chances of being alive because everyone wants to be at the top and because of the violent nature of the known world, people usually implement tactics that harm the opponent. Last but not the least, the culture and house of an individual can save them or put them in any dangerous situation. Members of some of the houses like House Targaryen are prone to more attacks than others like House Frey. Similar is the case for cultures since a small percentage of people belonging to cultures like Ironborn and Northmen have died. This requires either an isolated geographic location that acts as a benefit for the people and keeps the enemies away, or extreme strength and fierceness in battles so that they can defend themselves during any difficult situations. The Ironborn and Northmen are both a great example of the latter case. (A Wiki of Ice and Fire, n.d.).

Recommendations

The aforementioned insights have showed us a way to formulate a strategy to be able to survive. Firstly, being popular comes with its own downfalls, so one should work hard to achieve their goals but in silence so that the enemies are not aware of the individual's plans. Also, becoming successful and climbing the social ladder is everyone's dream but one should keep in mind the risky consequences of finally being at the top.

Most importantly, one should focus on forming alliances with the powerful houses and try to form friendships with people from cultures that showcase strength and toughness to have a strong backbone and support in case of any emergencies.

References

A Wiki of Ice and Fire. (n.d.). Ironborn. Retrieved from

https://awoiaf.westeros.org/index.php/Ironborn