

Chapter 1 – Base Game

In the captivating realm of Westeros, players take on the role of mighty houses, each with their eyes set on the illustrious Iron Throne. The path to victory is twofold, demanding triumph on both the sprawling battlefields that stretch from the vibrant Rainwood to the icy reaches of the north, as well as in the intricate duels fought on a more personal scale. Here, the actions of a single enigmatic figure can tip the scales in favour of an outnumbered adversary.

In *Tiny Epic Game of Thrones*, you engage in a fierce struggle for dominion over the various houses. With deft skill, you must manage your armies and other resources, strategically manoeuvring your forces to secure your claim to the throne. The game of thrones is not merely won through brute force, but also through cunning plots and calculated moves.

Prepare to immerse yourself in a world where power and influence are the currency of the realm. As you navigate the treacherous landscape of Westeros, your every decision will shape the destiny of your house. Will you rise above the rest and seize control of the Iron Throne, or will you be swept away by the tides of ambition and betrayal?

Tiny Epic Game of Thrones

Setup

Game Setup


1. Place the **6 Map Cards** in the centre of the table, laid out in three rows of two, to form the **Map of Westeros**:

1A. Note the **compasses** on each Map Card in the upper corner (*NW/ NE/W/E/SW/SE*) and lay them out to match the following:

Top Row:	<div>NW</div>	<div>NE</div>
Middle Row:	<div>W</div>	<div>E</div>
Bottom Row:	<div>SW</div>	<div>SE</div>

2. Place the **Score Mat** next to the Map, and the **Round Mat**, flipped to the *STANDARD* side, directly under it. Then on the Round Mat's track, do the following:

2A. Place the **Round Marker** on the first space on the left, marked with a crown icon.

2B. Place the **2 Vengeance Tokens**, one on each of the  marked spaces after spaces 3 and 5.

3. Place the **Action Mat**, flipped to the *STANDARD* side, on the opposite side of the Map and place the **5 Action Dice** nearby.

4. Each player selects a house (any of the 7 other than Arryn) and the **House Mat** for that house:



5. Place your chosen **House Mat** in front of you and flip it so the side marked *PLAYER* in the bottom left.

On your House Mat:

5A. Place your house's **9 Power Tokens** on the marked spaces on your House Mat's *Force Track*, lying face up.

5B. Take the **leftmost Power Token** on the track, and place it into your **home domain** on the Map (listed on your mat), standing upright.

5C. Place your house's **Hero Figure** in your home domain. Place its matching **Hero Card** in your play area as the first card in your hand of cards (*see step 7*).

5D. Place your house's **Shield** next to the first space on the Score Mat, icon side up.

5E. Place a **Gold Coin** on your mat's Gold Track on the 3 space, marked with the star.

6. Randomly select **3 of the unchosen House Mats**, then place them, along with the **House Arryn's mat**, in a row above the Map, NON-PLAYER side up. These are the 4 non-player houses for this game. The rest can be returned to the box (in a 4-player game, all 8 house mats are in play). For each mat:

6A. Place the house's **Shield** on the marked spot, icon-side up.

6B. Place **3** of the house's **Power Tokens** onto the home domain listed on the mat, standing upright.

6C. Place the remaining **6 Power Tokens** onto the image of the house's castle on its mat. This is its Token Pool.

6D. Place the house's **Hero Figure** onto the circle labelled "Hero," and its **Hero Card** next to the mat. (House Arryn does not have a Hero Figure or Card).

7. Shuffle the **Plot Cards** to form a facedown deck. Then **deal 4 cards** to each player, adding them to their single Hero Card to form a hand of 5 cards. These cards are kept secret from other players. Place the remainder of the deck within reach of all players, with room for a discard pile.

8. Place the **Iron Throne** onto the spot with the matching icon in King's Landing on the *E Map Card*.

9. Place the **12 Castles** onto the domains with a castle icon () on the Map.

9A. Each player begins with control of 1 Castle, in their home domain. Each player places that Castle on their Gold Track on the 9 space.

10. Give the **Hand of the King** (first player token) to the player who last attended a renaissance fair (or else use your own method to determine the first player).

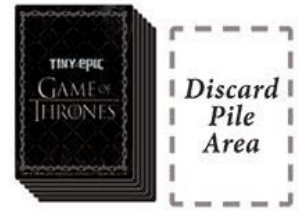
6 Non-Player House Mats



1 Map Cards



7 Plot Card Deck



Action Mat



Deal 4 Plot Cards



5C Hero Card




9A Castle from Home Domain



10 Hand of the King



Game Overview

The game is played over a series of six rounds (noted on the Round Track), intermixed with three scoring phases (marked with ):

1. Rounds 1-3 are played
2. Initial Scoring Phase
3. Rounds 4-5 are played
4. Intermediate Scoring Phase
5. Round 6 is played
6. Final Scoring Phase



Each round, each player takes a turn as the active player (the first player is marked with the Hand of the King), leading play while everyone else chooses whether to follow the active player's action.

After all players have taken a turn, the round ends. Players then check for alliances, collect taxes, and the Hand of the King passes clockwise. After playing rounds 3, 5, and 6, a scoring phase takes place, where players earn victory points based on how much of Westeros they control, plus additional bonuses based on scoring objectives of their house. After scoring the sixth and final round, the player with the most victory points is crowned the Lord of the Seven Kingdoms.

Resources Overview

The five main resources that you manage for your house are your Plot Cards, Castles, gold, Power Tokens, and alliances with non-player houses.

Plot Cards

Plot cards are kept in your hand, hidden from the other players. These are used to scheme for alliances, augment war efforts, and trigger unique events. You can have at most **4 Plot Cards** in your hand at any time (excluding your Hero Cards). If the draw deck is empty, then shuffle the discards to refresh the deck.

Castles

Prove your legitimacy to the throne by controlling castles, which you gain by controlling that castle's domain. Place each castle token you control on your Gold Track, covering one space each, from right to left.

This represents the upkeep required to maintain the castle as your maximum gold can never exceed the number of open spaces on your track. If gaining a castle means you have too much gold, move

your gold coin one space to the left. If you lose control of a castle domain, or decide to abandon it, either give the castle token to its new owner or return it to its domain (if no one owns it).

Gold

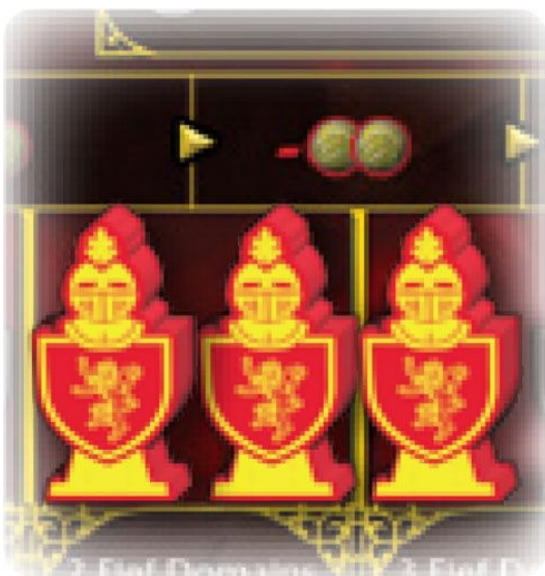
Your house's wealth is tracked by the **Gold Coin** on your House Mat's Gold Track. You gain, spend, and lose gold by moving the coin forward and backward, but you cannot exceed the 9 gold space, or the limit imposed by the castles you control. Also, you can never go lower than 0. Gold is used to recruit armies, plot against other houses, pay for your defences in battle, or pay for the Event actions of Plot Cards.

Power Tokens

Each house (both player and non-player) has **9 Power Tokens**. These tokens represent different things based on where they are placed and who owns them:



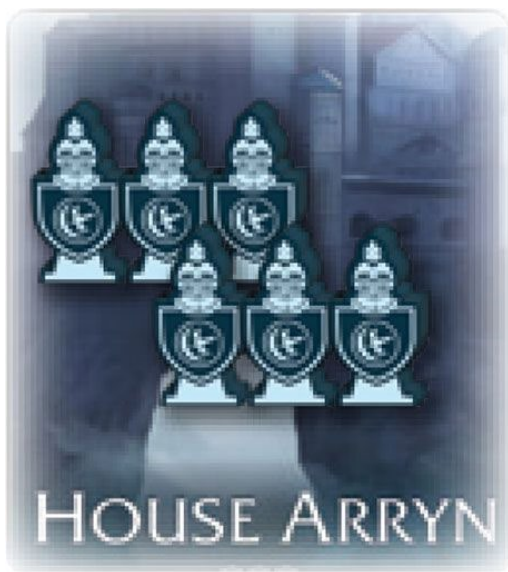
Any Power Token on the Map of Westeros represents military strength for the house that controls it (see *Battling*). *For instance, a Lannister Power Token in Casterly Rock represents one military strength.*



When on the Force Track of your House Mat, these represent military units that you may pay gold to Recruit (see *Action: Recruit*).



When non-player Power Tokens are in the Ally Pool of your House Mat, they represent leverage that you have gained over that house through Plots (see p13) or from resolving a battle (see *Action: Plot*). Whichever player has the most Power Tokens of a specific non-player house in their Ally Pool controls that house (see *Alliances*).



When they are of a non-player house and are on their own House Mat, they are undesignated and can be taken and used for either purpose (to boost a player ally's troops or to build leverage over the non-player house).

Alliances

A key element of the game is that each non-player house starts the game as a potential ally. Being the first to gain **2 of a non-player house's Power Tokens** in your Ally Pool potentially grants you that house's **Shield** and therefore, their alliance (see *Checking Alliances*). Once you are a non-player house's ally, all of that house's Power Tokens on the map are now considered military strength for your house, and tokens on their mat may be recruited as well.



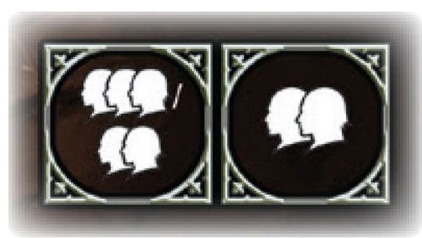
However, do not get too comfortable, as loyalty is fleeting. Alliances are checked at the end of each round. Players with at least 2 Power Tokens, and more of that nonplayer house's Power Tokens than anyone else, gain the alliance of that house. See *Checking Alliances* for more details on how alliances are earned and how they change.

Playing a Round

In each round, players take turns in clockwise order performing actions based on dice, locking each of them onto the Action Mat. At the beginning of each playing round, the player with the **Hand of the King Token** will roll all 5 dice. Then, starting with the player to the right of the player with the Hand of the King Token, and going in counter-clockwise order, each player selects one of the available dice and places it into their play area for use on their turn. The player with the Hand of the King Token receives the remaining two dice and begins the round.

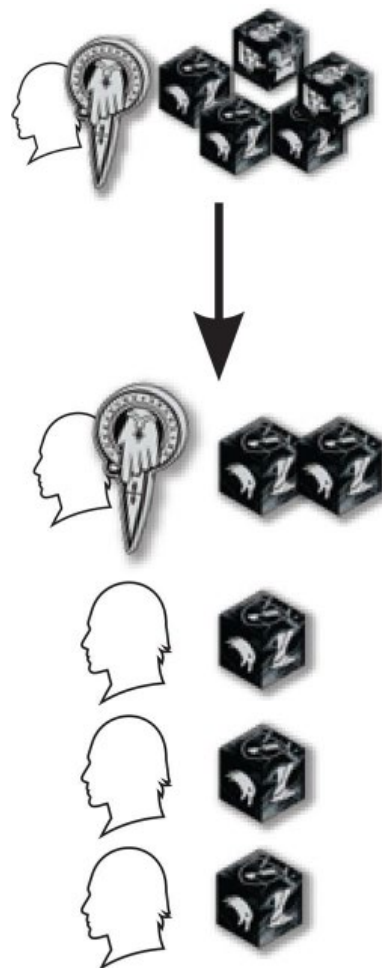


For a 3-player game: The player to the right of the player with the Hand of the King Token (first) selects a die to place into the **left slot** at the bottom of the Action Mat, then (second) selects a die to place in their play area. Then, the die selection process continues as normal.



For a 2-player game: The player without the Hand of the King Token (first) selects a die to place into the **left slot** at the bottom of the Action Mat, then (second) selects a die to place in their play area. Then, the player with the Hand of the King Token (third) selects a die to place into the **right slot** at the bottom of the Action Mat, then, begins

the round.



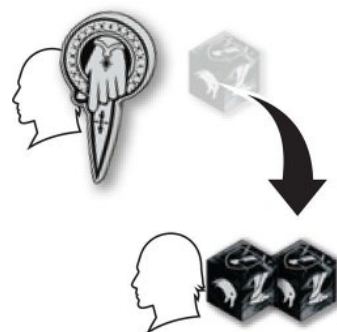
On Your Turn

If you have two Action Dice, you are considered the “active player” and perform the following steps:

1. Choose one of the two dice to place on the Action Mat, placing it in one of the **open Action Slots** on the right side of the mat. The first player of each round has all 6 Action Slots to choose from. The icon in the slot you select determines an **Optional Action** that only you may perform first, before performing the die’s action (see *Optional Actions*).



2. You then may perform the action shown on the die (see *Performing Actions*).
3. Going in order around the table clockwise, all other players may “follow” your die’s action, performing it as well (see *Following Actions*). Players may always follow a die, even if the active player chooses not to perform it.
4. Once all players have decided whether or not to follow the active player’s action, pass the unused die to the player clockwise of you, making sure not to change its rolled die face. With 2 dice, that player is now the active player and takes a turn.



Changing a Die Face

House abilities, whether your own or gained through alliances, give you the ability to change the face of one of your two dice on your turn, or even to reroll your dice. The die you change does not have to be the die you place on the Action Mat (see *On Your Turn*).



Optional Actions



When you are the active player, you, and you alone, have the option of performing an additional action before your chosen die’s action. The Action Slot where you place your die shows one of the six icons you may take as an Optional Action. *For instance, placing a March die on the Recruit slot means the active player alone can perform a Recruit before performing their die’s March.* You can only choose your optional action from the remaining open slots, and not those already covered up by a die from a previous player.

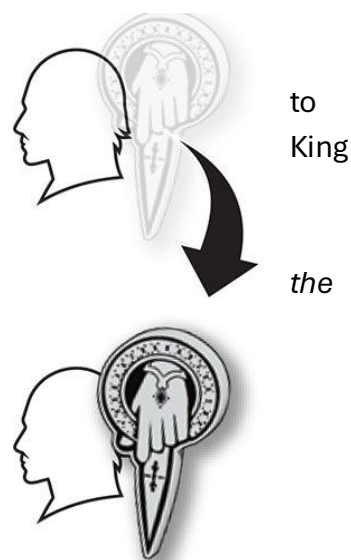
Following Actions

After the active player performs their Optional Actions, each player going in clockwise order may choose to follow the die action chosen by the active player. *For instance, you choose to perform the die action March. After you complete your March, all other players, in clockwise order, may also choose to March.* There is no alternative benefit gained if you do not follow.



All Players Take a Turn

Continue taking turns in clockwise order until all players have had a chance to be the active player. Then, starting with the player who has the Hand of the King Token and going clockwise, check alliances (see *Checking Alliances*). Then players Collect Taxes (see *Collecting Taxes*). Pass the **Hand of the King Token** to the next clockwise player, and the round is now over (see *End of Round*). Either start the next round or score (see *End of the Round and Scoring Phase*).



Changes for a 2- or 3-Player Game

After all players have taken turns as the active player and before Checking Alliances, all players now may **follow** the die (or dice) at the bottom of the Action Mat. Starting with the first player and going clockwise:

For 3 players: each player chooses whether or not to perform the action of the die at the bottom of the mat.



For 2 players: each player chooses whether or not to perform the left die action first. After all players have had an opportunity to perform the first action, each player chooses whether or not to perform the right die action.

Performing Actions

The 5 Action Dice are identical. There are six icons on each die, each representing an action you may perform. All are listed on the Action Mat. They are:



Recruit



March



Sail



Whisper



Plot



Event

Action: Recruit

You may Recruit **one or two Power Tokens**, deploying them onto the Map. The tokens may come from either your house's Force Track or from the mat of a nonplayer house that you have an alliance with (see *Action: Plot*). Power Tokens can be Recruited from any combination of these two sources:

1. From your house: You may pay the gold cost listed on the leftmost token's section at the top of the Force Track. Once paid, place the Power Token in any domain you control. However, the number of units in the domain cannot exceed the *Domain Unit Limit (DUL)*; see *Domain Unit Limit*).



For instance, recruiting this token in the picture on the left in the Force Track costs 2 gold. If your Force Track is empty, you cannot recruit Power Tokens from your own house. You may also pay 3 gold to recruit your Hero if it has returned to your mat (see *Heroes and Houses*).

2. From an allied house: You may pay 1 gold to Recruit a Power Token from a nonplayer house's mat that you have an alliance with. Take the token from the house's Token Pool and place it into a domain that you control (subject to domain limits).



For instance, if Arryn is your ally, it costs 1 gold to Recruit one Arryn token from its House Mat. If it does not have any tokens left on its House Mat, you cannot recruit Power Tokens from that house. You may also pay 2 gold to recruit the non-player house's Hero if it is on its House Mat (see *Heroes and Houses*). When you recruit a non-player house's Hero, you also gain that Hero's Card. It **does not count against your hand limit**.

Domain Unit Limit (DUL)

At the end of an action, there can never be more than **3 units from a single house** in a domain. These units include Power Tokens and Heroes. In addition, you may occupy a single domain at the same time with one non-player allied house. So therefore, a domain can have, at most, **6 total units**.

For instance, there are 3 Lannister player units and 3 allied Arryn units in The Eyrie. You cannot combine allied Power Tokens from different non-player houses in the same domain.



Action: March

You may move an army up to two adjacent domains. A march is moving by land any number of Power Tokens you control (your house's and/or an allied house's) from one domain into an adjacent domain. All of the moving units are called an "army."

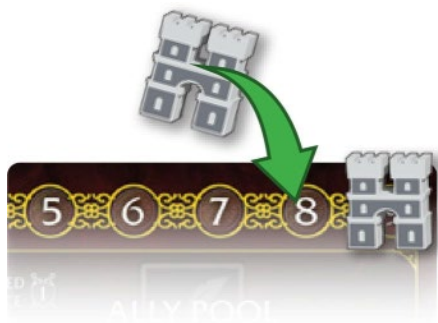
"Adjacent" requires moving over a border. Corner-to-corner domains, such as *Ashemark* and *The Eyrie*, are not adjacent. However, water borders between domains are considered adjacent: *Pyke* is adjacent to *Riverrun* and *Ashemark*.



When marching units:



- You may move up to **two adjacent domains** (which have white borders). **1** For instance, you may march from *Castle Black*, through *Last Hearth*, to *Hornwood*.
- You may move into domains you control, and **pick up and/or drop off units** from your army (including allied tokens) anywhere along your marching path, moving from domain to domain. **2** For instance starting in *Castle Black*, dropping off a token and picking up an *Arryn* from *Last Hearth*, before moving to *Hornwood*.
- You may march from one Map Card to another. **3** For instance, moving from *Hornwood* to *Winterfell*.
- You cannot move two separate armies from two different home domains with a single March action. All units that move must either be part of the initial army or be picked up along that initial army's path.
- You cannot move through domains with another player's Power Tokens or an unallied house's Power Tokens (unless a power lets you do so). Marching into a hostile domain immediately results in a **battle** (see *Battling*).
- If you end your march in an unoccupied Castle Domain, you take control and add the Castle to the rightmost open space on your Gold Track (see *Castles*).



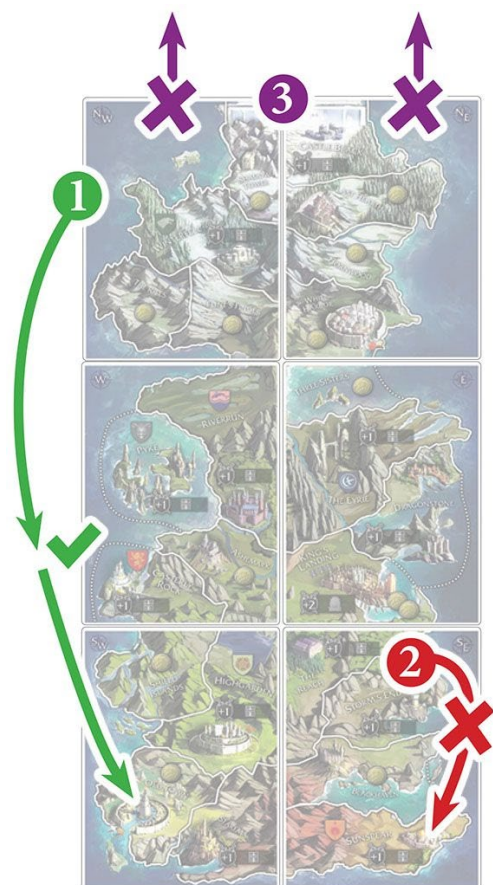
- You cannot end your march in King's Landing unless you currently control **3 Castles** (see *Sitting on the Iron Throne*). However, you may move through King's Landing if it is not currently occupied by another player or unallied house.
- The final result of a march cannot exceed the *Domain Unit Limit* (see previous *Domain Unit Limit*).

Action: Sail

You may move an army a large distance by sea around Westeros, from one domain to a domain on another Map Card up to two seas away. All domains have a coast, so you can launch or end a Sail action at any domain. The seas of Westeros are the deep blue waterways on the outer edges of each Map Card. Westeros is divided into six seas marked by the compass icon in their top corners.

When sailing units:

- You may move to any land domain up to two Map Cards away from your current card, moving either clockwise or counterclockwise around Westeros. **1** For instance, you could sail from Winterfell 2 Map Cards counter-clockwise to Old Town.
- You cannot sail to a domain on your current Map Card. **2** For instance, you cannot sail from The Reach to Sunspear. You cannot sail “north” above the NW and NE Map Cards to travel to the opposite side. **3** That is, you cannot sail North of the Wall.



- You may end your Sail at a domain you control (either with your Power Tokens or an ally's). However, sailing into a hostile domain immediately results in a **battle** (see *Battling*).
- If you end your sail in an unoccupied Castle Domain, you take control and add the Castle to the rightmost open space on your Gold Track (see *Castles*).
- You cannot end your sail in King's Landing unless you currently control **3 Castles** (see *Sitting on the Iron Throne*).
- You must always end your sail in a domain; a sea cannot be occupied by any units and the final result cannot exceed the *Domain Unit Limit*.

Action: Whisper

Discard as many Plot Cards as you wish from your hand, gaining **1 gold** for each discarded card, and then redraw up to the hand limit of 4 (Hero Cards do not count against your hand limit). You may never discard Hero Cards. Discarded Plot Cards go to the discard pile. *For instance, discarding 2 Plot Cards from your hand gains you 2 gold, and then you draw cards up to your hand limit of 4 cards.*



Action: Plot



You may gain Power Tokens to your Ally Pool from a non-player house to be used as leverage against them. Play a single Plot Card from your hand, and perform a Plot affecting any house whose Shield is listed in the upper-right corner of the card. Each Plot action costs gold, and if the Plot Card has more than one Shield, you may choose to act against either or both. **If the Shield is for a:**

- 1. Non-Player House:** Pay 1 gold to take a Power Token from that house's Token Pool on its mat and add it to your Ally Pool. If there are no tokens in its pool, then choose a player with one of the tokens in their Ally Pool and return it to its house's pool. That Power Token is now available to gain with another Plot. *For instance, an Arryn Shield allows you to gain 1 Arryn Power Token.*
- 2. Your Own House or a House Not in the Game:** Pay 2 gold to take a Power Token of ANY non-player house and place it in your Ally Pool. *For instance, a Lannister Shield allows you to gain 1 Arryn Power Token, if you are playing the Lannisters.*

3. An Opponent's House: Pay 3 gold to steal any 1 Power Token from that player's Ally Pool and place it in your pool. That player does not gain the 3 gold you spent. *For instance, a Stark Shield allows you to steal 1 Arryn Power Token from the Stark player.*

After playing and resolving a Plot Card, place it into the discard pile.



Action: Event

Accomplish a powerful action, such as altering alliances, manoeuvring armies, or launching a powerful intrigue against your opponents. Each is unique and thematic to the captivating story!



Events may have a cost or prerequisite listed. If you cannot pay or meet this, then the card cannot be played. If the card involves a Hero, you must already have control of a Hero on the Map. After resolving, place the card into the discard pile.

If an Event says to “**eliminate**” a unit, this means to remove the unit from it's location and return it to its House Mat.

Battling

When you enter a domain that an opponent or a non-allied house controls, it results in a battle. The player who triggered the battle by entering the domain is the attacker. To determine each side's **military strength** (X), follow these steps:

1. The attacker (X) may immediately play one face-down Plot Card from their hand for free (attackers do not pay). This card's strength bonus is based on the icon in the top left corner of the card, but it may also represent a **Special Battle Action** that you may perform (see *Special Battle Actions*).



2. The defender () then may also play a face-down Plot Card from their hand. However, they are required to **pay any gold cost** (listed under the card's battle icon). If battling a non-player house that is not in an alliance, then draw and reveal the top Plot Card from the deck for its battle icon (it does not need to pay gold).



3. Both sides total their strengths based on their units in the domain:

- Each **Power Token** in the domain contributes 1.
- Each **Hero** in the domain contributes 2.
- If a defender controls a **Castle** in the domain, it contributes 1.
- If defending King's Landing, the **Iron Throne** contributes 2.
- Both sides now reveal any **played Plot Cards** and add any listed in the top left corner.
- Note any additional from an Event that the attacker may have used to initiate this battle.

In this example, House Lannister is attacking House Stark at Winterfell:

 **Attacker (Lannister):**
 2  Power Tokens,
 3  Tokens, and Jaime
 Lannister total 7.
 The Plot Card adds 5.

The Lannisters' total
 is 12.





 **Defender (Stark):**
 2  Power Tokens,
 1  Power Token, and
 Eddard Stark total 5.
 The Castle adds 1.
 The Plot Card adds 5 and
 Stark must pay 3  to play.

The Starks' total is 11.

The Lannisters win the battle, gaining 1 Victory Point and the Castle! House Stark loses 1 Tully Power Token () and then retreats (see Retreating).

Resolving the Battle

The side with the higher total  wins the battle. If there is a tie, the defender wins.

- The player who wins the battle is awarded **1 Victory Point** () , moving their token forward 1 space on the Score Track. They also remain in the domain and do not lose any units.
- The losing side must immediately **lose 1 unit** from that domain.



If the losing side is a player: They must lose either a Power Token or a Hero from that domain. If they had allied Power Tokens in the domain, they must **lose 1** of those tokens and it goes to the **winning player's Ally Pool**. If they did not have allied Power Tokens in that domain, then they can choose to lose one of their own Power Tokens or a Hero, and they gain any benefit listed for returning the unit to its spot on their House Mat (see *Returning Power Tokens or Heroes*).

If the losing side is a non-player house: The winner **takes 1 Power Token** of the non-player house from the domain and places it in their Ally Pool.

Then all of the remaining losing units from the battle must Retreat (see *Retreating*).

Retreating

All units in the domain that belong to the losing side must move, by land, out of the domain to the nearest friendly domain with available capacity that they control, or to the nearest Fief domain that is unoccupied by any house. This domain's distance is counted as if they were marching. Follow these movement rules when your army is retreating:

- You may move any number of domains, and through enemy domains (this does not start a battle), to reach the nearest unoccupied Fief domain or friendly domain that can support the number of units moving.
- You must follow the *Domain Unit Limit* rules (see *Domain Unit Limit*). If there are no domains on the Map that can support the number of units moving, then you must return any retreating units that would go over the limit back to their mats. You still gain the benefits for the returning tokens.
- If two or more closest available domains (either friendly or unoccupied) are equidistant, then you may choose which domain to move to.

- You can only retreat into King's Landing or a Castle domain if you control it and no other option are as near.




Special Battle Actions

Listed on the tops of some cards are special icons. These include:



Immediately retreat from the battle (see *Retreating*). The other player does not gain a Victory Point for winning. If both players retreat, the defender retreats first.



Gain  from each friendly unit in domains adjacent to the one the battle is in. Gain +1 () for each Power Token, and +2 () for each Hero. These units offer their strength, but remain in their domain and do not lose units or retreat.



You must draw the top Plot Card from the deck and resolve it as if you just played it. If defending, you only pay the 1 gold shown on your chosen card; **don't pay the gold of the card drawn.**

Sitting on the Iron Throne

The domain of King's Landing operates differently than other domains. First, you must control at least **3 Castles** to either march or sail into it, and you may not retreat into it if it is unoccupied.

When you meet the 3 Castle requirement, only then can you move into King's Landing and gain the Iron Throne, adding it to your Ally Pool. Having it offers these benefits:



- The Iron Throne is a “**wild**” Power Token in your Ally Pool, meaning sitting on it counts as **1 Power Token for every non-player house.**

- When King's Landing is attacked, it offers 2 (2) in defence.
- You gain 1 during a scoring round if you have enough units recruited (see *Scoring Phase*).
- Ally Power Tokens may occupy King's Landing with you, but be careful—losing that alliance means that you must retreat.

Losing Control of King's Landing

If you no longer control 3 Castles then you must **immediately retreat** from King's Landing (see *Retreating*). Then return the Iron Throne to its spot on King's Landing.

Returning Power Tokens or Heroes

When you are instructed to return or remove any unit, you are returning it to its House Mat, and you gain a benefit listed on the spot you return it to, including gold, Plot Cards, or even Victory Points:



- **Your Power Token:** Place the token in the rightmost open space and either gain 1 or draw a Plot Card ().

- **Your Hero:** Place it on its spot on your House Mat and gain 2 and 1 (see *Heroes and Houses*).




- **A Non-Player Power Token:** Return it to its House Mat, and receive nothing.
- **A Non-Player Hero:** Return it to its House Mat, and gain 1 and 1 (see *Heroes and Houses*).

A House's Final Unit on the Map

If a house is down to a single unit (either a Power Token or Hero) on the Map, that unit cannot, for any reason, leave the Map. That unit cannot attack alone, be attacked by other players, or be eliminated by an event. This is true for units of both player and non-player houses. However, that final unit may battle, and be battled, if it shares its domain with at least 1 ally's unit that is not the last unit on the map of that allied house.

Heroes and Houses

Each house, except for House Arryn, has a Hero which consists of two components:

1. A **figure** that acts as a powerful unit while on the Map, offering  in battle.
2. A **card in your hand** that can be played for plotting, a powerful event, or as strength to be secretly played in a battle. Once played for any of those purposes, the card remains face-up in your play area (it is not removed from the game when played as an event). Hero Cards are returned to your hand after the end of each round. A Hero must be on the Map in order for you to have its Hero Card in your hand.

If you lose a Hero, you lose its Hero Card as well until you have recruited it again (see *Action: Recruit*). Having an alliance also grants you an **Alliance Ability** that can be used on your turn (see each House Mat's non-player side).



Checking Alliances

When you have **2 of a non-player house's tokens** in your Ally Pool, you may potentially gain that house's alliance (see below).



After all players have taken a turn as active player in a round (and chosen whether to perform the additional dice in a 2-3 player game), then it is time to check alliances. Starting with the player who has the **Hand of the King Token** and going clockwise, award alliances to the players who have at least **2 Power Tokens** of a nonplayer house AND more of its Power Tokens in your Ally Pool than anyone else.

If more than one player have an **equal number of Power Tokens** for a non-player house and one of those players are **already allied with that house**, they retain the alliance. If none of the tied players

are already allied with that house, the player who comes first in player order gains the alliance. The Shield from that house's mat is placed in their play area (you must have at least 2 Power Tokens of a nonplayer house to have an alliance with them).

Having an alliance immediately grants you these benefits:

- All of that house's Power Tokens on the map are now under your control, along with the domain(s) they occupy and any **Castle(s)** they control. Move any Castles gained to your Gold Track.
- You may occupy domains with those units, as long as they are the only nonplayer house in a given domain.
- You have the option with future Recruit actions to recruit their Power Tokens or Hero to domains you control (see *Action: Recruit*). When you recruit a nonplayer house's Hero, you also gain that Hero's Card. (It does not count against your hand limit.)

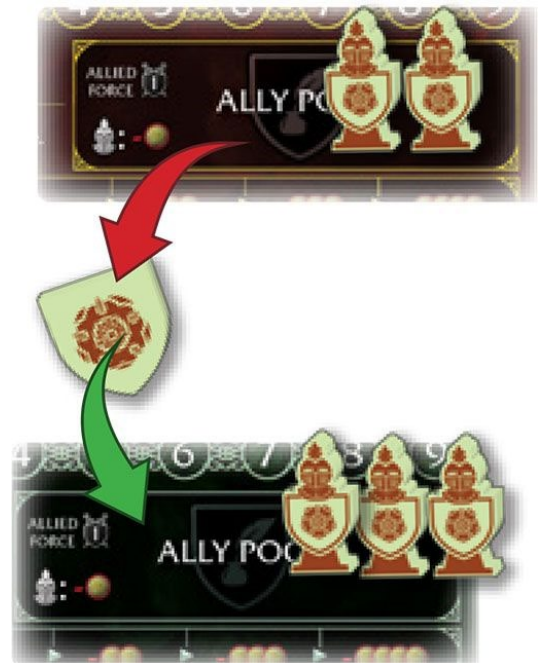


Losing an Alliance

Just as easily as you gained an alliance, you can lose one as well: **when Checking Alliances** if another player has **more of an ally's Power Tokens than you in their Ally Pool**, or possibly by them controlling the **Iron Throne** (see *Sitting on the Iron Throne*), than that player **steals the alliance** from you. Follow these 3 steps:

1. That player immediately takes the house's Shield and control of all the non-player house's units on the Map, including its Hero and Hero Card if on the Map.
2. For each domain that you share with your former ally's units, your units must retreat (see *Retreating*).
3. Since that player is gaining an alliance, they then immediately also gain any Castles that the non-player house controlled (any domain with those non-player units and a Castle).

Alliances cannot be lost during the round, unless due to an event. If you lose an Ally Token from your Ally Pool, and that brings you below 2 tokens for that ally, retain that alliance until alliances are checked at the end of the round. If no players are eligible for that alliance, then return the Shield and Hero Card (if taken) to its House Mat. The player still must retreat from all shared domains, and return any lost Castles back to their spots on the Map.



Collecting Taxes

After Checking Alliances, it is time to Collect Taxes, advancing your **Coin 1 space** on your Gold Track for each gold gained. First, gain **gold** (🪙) and **Plot Cards** (🃏) from any open space on your Force Track as a result of recruiting. Plot Cards are gained in player order starting with the player who has the Hand of the King Token.



Then, gain 1 gold from each **Fief Domain** you control—These domains do not have castles and instead have a single gold icon listed on their Map Card. Advance your Coin 1 space on your Gold Track for each gold gained from collecting taxes, and if you control King's Landing, advance an additional 2 spaces.



Fief Domains



King's Landing

Culling the Ally Pools

After players collect taxes, cull the number of Power Tokens in each player's Ally Pool down to just **2 tokens per non-player house**, returning excess tokens to their House Mats. This will not cause any alliance changes. *For instance, culling a third Tyrell and a third Arryn token from your Ally Pool.*

If a player controls King's Landing and now has more Power Tokens for a house they are not allied with, that will be resolved when Checking Alliances at the end of the next round.





















End of the Round





After checking alliances, collecting taxes, and culling, advance the **Crown 1 space** on the Round Track. If the next space is a scoring phase (marked with a 🏰) then proceed to the Scoring Phase (see *Scoring Phase*). If not, then start the next round.


Scoring Phase

There are three scoring phases in the game where players **advance their Shields** on the Score Track: one after round 3, one after round 5, and then a final one after round 6. If your score exceeds 30, flip your Shield to its 30+ side.

				
<i>Most</i>				
<i>Second most</i>				
<i>Third most</i>				-
<i>Fourth most</i>			-	-
<i>Fifth most</i>		-	-	-


- **Number of Castles** you control compared to all other players:

If there is a tie, all tied players get the **full points of the level they tie for**, and any players afterward get their full points too. *For example, if 2 players in a 3-player game are tied for most Castles, then both players gain , and the remaining player ranks second most, gaining .*

- **House Objectives:** The specific requirements listed at the bottom of each player's House Mat. These objectives are connected to Power Tokens you have recruited from the Force Track. You must have all Power Tokens above the objective recruited and control the required domains to score the points. *For instance, House Lannister **does not gain**  for their control of 2 Fief domains since they have recruited only 3 Power Tokens and not 4.*



Note: the last objective on each mat does not require control of a domain.

- **Alliances:** Gain  for each alliance you have (NP Shields in your Ally Pool).

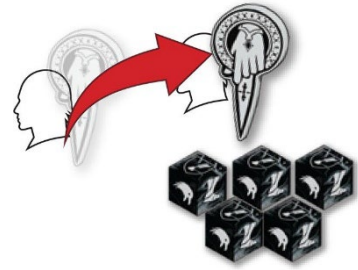
Vengeance Tokens



When the Crown reaches a Scoring Phase and lands on a Vengeance Token, the token is given to the player with the **lowest Victory Point score** after the Scoring Phase is resolved. For the rest of the game, this player now gains 1 Victory Point any time they start a battle (even if the battle is halted by a Retreat or other effect). It is possible to get both tokens and this means you get 2 Victory Points for starting a battle! If players are tied for the fewest points, the token for that phase is not given to a player and is instead removed from the game.

Starting the Next Round

The player given the **Hand of the King Token** (clockwise from last round's first player) is the new first player. Give them all 5 dice to roll and start the next round.



End of the Game

After the final Scoring Phase, the player with the **most Victory Points** is crowned the Lord of the Seven Kingdoms! If there is a tie, use these steps to break the tie:

Who has the Iron Throne > Who controls the most Castles > Who currently has recruited the most of their house's Power Tokens > Who has the most gold > If there is still a tie, share victory... just sleep with one eye open.

Chapter 2 – Ice & Fire expansion

Ice & Fire Prologue

In the chilling struggle for Westeros, the once-disparate Seven Kingdoms have found themselves united in the ultimate battle between the living and the dead. Players must set aside the differences of their houses, and all must fight as one to vanquish the Night King and his army of White Walkers.

Amidst the mounting terror, two powerful leaders emerge: Daenerys Targaryen, the Mother of Dragons, and Jon Snow, the King in the North. They unite their forces with the realm and embark on a perilous campaign against the relentless advance of the Night King! The fate of Westeros hangs in the balance. With your help, there is hope for its survival!

Expansion Overview

This rulebook describes two different modes of play, and adding a fifth player (see *Game Variants*); choose one before setting up:

Ice & Fire Standard Gameplay (see *Game Variants*)

This game mode adds two new playable houses to the standard gameplay:

1. The Night's Watch, with its home in Castle Black, led by Jon Snow,
2. House Targaryen, with its home in Dragonstone, led by Daenerys Targaryen, and in control of 3 Dragons (see *The Mother of Dragons*).

These House Mats and components may be used as players, or as non-players, as per the standard rules. The *Ice & Fire* plot cards should be shuffled into the main deck to accommodate these new houses.

Ice & Fire Cooperative Gameplay (see *Cooperative Gameplay Overview*)

In this game mode, players unite as the Westeros Kingdoms to confront the imminent threat of the Night King and his undead army of White Walkers. Players strive for a collective triumph by defeating the Night King in battle. They lose if he is undefeated after 6 game rounds.

The Wall

The Wall is a barrier against the undead hordes. In the beginning of the game, the Wall shows that the Night King has not yet attacked “South of the Wall.” Players CANNOT march or sail to any domain “North of the Wall” while it is standing. As soon as the Night King attacks any domain South of the Wall, the Wall is destroyed and players can now move North, and the Wall is then replaced with the Ice Dragon Token (see *The Ice Dragon*).



Cooperative Gameplay Overview

Players work together as the Westeros Treaty and play against the Night King and his icy horde of White Walkers. The movements of the Night King and his army are directed through the **Ranger Cards**, which serve as vital intelligence reports from the valiant Rangers of the North. Each round a Ranger Card is revealed, marking the Night King’s whereabouts and his destructive plan. To stand a chance against this formidable foe, players must embark on daring expeditions, both North of the Wall and in the Seven Kingdoms, in search of invaluable weapons and other resources to aid in their epic battle.



Victory for the Treaty is achieved if the players can vanquish the Night King before the conclusion of the final round. Players lose if they cannot defeat the Night King before the end of round 6. The Shields on the Score Track are not used in determining victory. They are only used in determining if the Treaty has enough morale to attack the Night King (see *Battling the Night King*).

Cooperative Round's Order

Rounds in the cooperative mode follow these **4 Steps**:

- 1. Reveal a Ranger Card:** Draw the top card of the Ranger Deck (its number should match the current round). Follow its directions, and resolve the Night King's attack and any battles with players.
- 2. Perform Player Actions/Evoke Terror:** Each player takes a turn; after each turn, draw a Plot Card from the deck to Evoke Terror on the houses.
- 3. Check Alliances/Terrify:** Alliances for the Treaty and Terror for the Night King.
- 4. Collect Taxes:** Players collect gold, and the Night King has the opportunity to score points based on White Walkers in the game.

Step 1: Reveal a Ranger Card

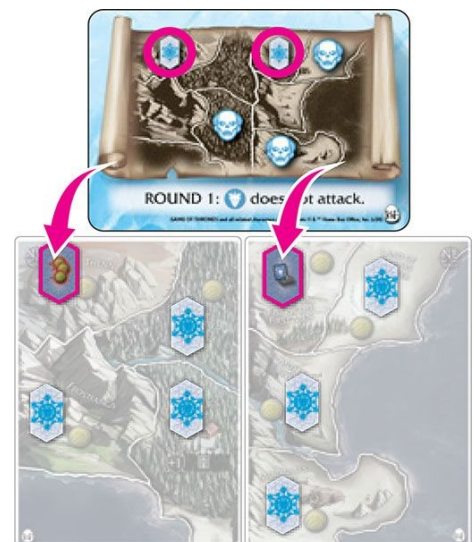
At the start of each round, flip over and read aloud the card from the Ranger Deck that matches the current round. *For example, the first card revealed in the game is the "Round 1" card.* This card directs you to perform 4 actions:



1. Add/reveal Blue Exploration Tokens (see *Exploration Tokens*).
2. Add White Walkers to the domains North of the Wall (see *Adding White Walkers*).
3. Move the Night King to a Castle Domain to attack (see *The Night King Attacks*).
4. Resolve any Night King/White Walker battles (see *Battling the Night King* and *Battling a White Walker*).

Exploration Tokens


Across the map are Exploration Tokens for players to gain; you must control the domain with an **army of at least 3 units**. If you enter the domain via either a March, a Sail, or moving as the result of an Event Card, and this results in a battle, it must be resolved before an unrevealed token can be revealed. There are **2 colours** of token:



Blue Tokens (North of the Wall) - When resolving a Ranger Card, if a domain on the card marked with a blue token matches one with a face-down token, immediately flip that token (and resolve it if it is a negative effect). If there is no token in the domain marked by the card, or there is already a face-up

token in that domain, add a new face-down token to that domain. When adding a new facedown token to a domain with an army of 3+ units, reveal and resolve the token.



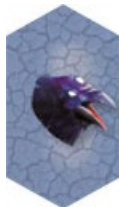
Brown Tokens (South of the Wall) - At the start of the game 12 of the 14 tokens are placed face-down, one into each of the 11 Fief Domains (domains with a ) and 1 in King's Landing. Both blue and brown tokens have a variety of effects:



Dragon Glass - These relics reduce the overall strength of the Night King (see *Battling the Night King*). Each **must be picked up by an army 3+ units from its domain**. However, you first must win a battle against the **Ice Dragon** to do so (see *Ice Dragon*). Place it on the rightmost spot on the Night King's Mat.



Valyrian Steel - These heirlooms reduce the overall strength of the White Walkers (see *Battling a White Walker*). Place it on the rightmost spot on the White Walkers Mat.




Three-Eyed Raven - A cryptic glimpse into the Night King's plan! Immediately flip next round's Ranger Card to view it before next round. Discard this token afterward.



Remove a White Walker - Immediately remove 1 White Walker from anywhere on the map and return it to its pool. This token does not have to be picked up when revealed; it may be picked up later and remain face-up in its domain. Discard this token afterward.



Cache of Gold - Gain the listed amount of gold () . This token does not have to be picked up when revealed; it may be picked up later and remain face-up in its domain. Discard this token afterward.



Loss of Gold - When this token is revealed, the Treaty immediately loses 3 gold, or as much as possible. Discard this token afterward.



Add a White Walker - Immediately add a White Walker to that domain (see *Adding White Walkers*). If a player has revealed this token in a Treaty-controlled domain, then resolve the battle. Discard this token afterward.



Evoke Terror - Immediately perform an *Evoke Terror* action (see *Evoke Terror*) and discard this token afterward.


Adding White Walkers

White Walkers can be added from their pool in 4 ways:

1. Into domains marked on the round's Ranger Card.
2. Into the Night King's domain and each adjacent domain after he attacks and gains control of a domain (see *The Night King Attacks*).
3. The result of resolving certain blue Exploration Tokens.
4. Into the domain of the Night King when moving with the Ice Dragon (see *The Ice Dragon*).



If a player has units in that domain, this immediately results in a battle (see *Battling a White Walker*). If there are only units of a NP house in the domain, one unit is placed onto the Terror Pool and the remaining units must retreat. If there is already a White Walker in a domain, then the Night King instead gains a Victory Point. There may only be **1 White Walker per domain**.


Likewise, if all the White Walkers are on the map and more must be placed, the Night King gains  per White Walker that cannot be placed (this is listed on the White Walker Mat). Players may decide in which order they are placed and in which order battles are resolved. If a White Walker occupies a domain with a castle, it does not receive its defence bonus and the castle remains on the map.

The Night King Attacks

At the start of each round (except for Round 1 and possibly 2), the Night King attacks a castle. Place the Night King's figure in the domain listed on the bottom of that round's Ranger Card. He does not move through connected domains like a normal player, and his movement cannot be blocked—he moves directly to the castle.

If any player has units in that domain, this may start a battle (see *Battling the Night King*). If no player units are in the domain, he immediately takes control of the domain. If the Night King gains control of the domain, the following steps occur:



1. **The castle is destroyed** for the remainder of the game. Lay the castle on its side to indicate that it is destroyed. It still offers the  defensive bonus but can no longer be controlled by the players.



2. If there are any non-player units in the domain, he gains a Terror Token. Place **1 non-player Power Token** from the domain into the **Terror Pool**. All other units from that domain must retreat to the nearest friendly or unoccupied domain, with players choosing which one if there are multiple options.



3. **Add 1 White Walker** to that domain, and then add 1 to each adjacent domain (this is listed on the Night King's Mat). If this results in additional battles, resolve each in any order you wish (see *Battling a White Walker*).



Attacking King's Landing: The Night King does not need to control any castles to enter King's Landing or place a White Walker there. This gives him control of the Iron Throne, which counts as a **“wild” Terror Token** when checking alliances (see *Step 3: Checking Alliances/Terrifying*).


Evoked Terror

After each player has taken their turn, and players resolve any “follow” actions, the Night King Evokes Terror (noted by the icon next to each die slot on the Action Mat). This occurs following each player's turn.



Evoking is similar to plotting, but the Night King steals non-player Power Tokens from House Mats to place in his Terror Pool. Reveal the top card from the Plot Deck, and for each the shield on it, resolve it as follows:










- **One of the 4 non-player house shields in the game:** Take 1 Power Token from that House Mat (if available) and add it to the **Terror Pool**.
- **ANY other shield:** Move 1 White Walker from the White Walker Mat's pool to the Terror Pool. If there are not enough White Walkers in the pool to move, the Night King immediately gains  for each Shield that did not result in moving a White Walker (this is marked on the White Walker Mat).

After Evoking Terror, place the card into the discard pile.

Battling the Night King

Defeating the Night King in battle is the only way for players to win the game. You can be attacked by him (you are the defender), and the only time you can battle the Night King (either as the attacker or the defender) is if the Treaty's score on the Score Mat is **equal to or greater** than that of the Night King's (that is, you are beating or are tied with him). If he attacks a domain you control, and the Treaty's score is less than the Night King's, you **must lose a unit and retreat** (see *The Night King Attacks*). The Night King's total strength comes from **5 sources**:





1. A base of .
2. *Conscripts* (): He gains the total  from each White Walker in his current domain and adjacent domains.
3. A *Secret* card () drawn from the deck (a  counts as a  since he does not retreat).
4. Bonuses listed on the Strength Track on his mat that are not covered by **Dragon Glass** tokens.
5.  from the **Ice Dragon** if it is in his domain.



Note: He DOES NOT gain strength from castles or The Iron Throne in his domain.


Battling a White Walker

Players may attack a White Walker by entering its domain (you are the attacker), or if one is added to a domain where a player has at least 1 unit (you are the defender). Each White Walker's strength is totalled by these 3 sources:


1. A base of .
2. A Secret card () drawn from the deck (a  counts as a  since they do not retreat).
3. Bonuses listed on the Strength Track on their mat that are not covered by **Valyrian Steel** tokens.



Note: They DO NOT gain strength from castles or The Iron Throne in their domain.

If you defeat a White Walker: the Treaty gains  for winning the battle and returns the White Walker to its pool on the White Walker Mat.

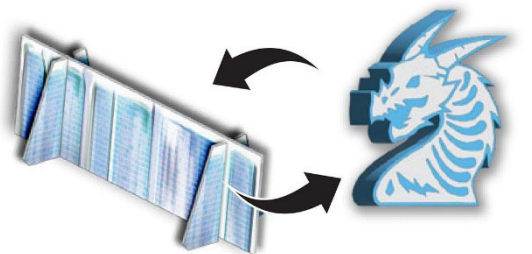
Losing a Cooperative Battle

When a battle is lost against the Night King or a White Walker, 1 unit must be lost from the domain before retreating (if you played a  card, you ignore this). If at least 1 non-player Power Token was in the domain, that unit must be lost and it is placed in the Terror Pool. If it is a non-player Hero, it returns to its House Mat (gain its benefit like normal) and the Night King takes 1 Power Token from the house's mat and places it in the Terror Pool. If only your units are in the domain, you must return 1 unit to your House Mat before the remaining units retreat. The Night King and White Walkers never gain victory points for winning battles.



The Ice Dragon

The Ice Dragon enters the game when the Wall is destroyed. It is not initially placed in a domain, but instead is placed in the space where the Wall was.



The Ice Dragon acts differently in its 2 phases (noted by each side of its card):

1. It protects the Dragon Glass found North of the Wall until all 3 Dragon Glass Tokens have been collected by the players.
2. Once all 3 Dragon Glass Tokens have been collected, it serves the Night King and provides him additional movement to attack castles after he Evokes Terror.

Phase 1: Protecting the Dragon Glass

To collect Dragon Glass, players must win a battle against the Ice Dragon. When anyone in the Treaty enters a domain with a Dragon Glass Token, immediately move the Ice Dragon to that domain. The player is considered the defender in this battle and the Ice Dragon is the attacker (perhaps with a White Walker that was already there). The Ice Dragon has a strength of 3 and draws a Secret Card (☞):

- If you win the battle, collect the Dragon Glass Token and the Ice Dragon returns to the spot where the Wall was.
- If you lose the battle, you suffer the standard cost of losing and must retreat from that domain. The Dragon Glass Token remains face-up in that domain, and the Ice Dragon stays in that domain as well. If the dragon is still there when the Treaty enters that domain again, you are **attacking** the Ice Dragon this time.



Phase 2: Serving the Night King

Once all 3 Dragon Glass Tokens have been collected, flip the Ice Dragon Card to its “Phase 2” side and move the Ice Dragon to the domain with the Night King. The Ice Dragon moves with the Night King until the end of the game.

Attacking Castle Domains

In Phase 2, after **Evoking Terror** (see *Evoke Terror*), the Night King and the Ice Dragon together move to **attack the nearest castle** that isn’t destroyed, controlled by White Walkers, or controlled by a Terrified House. If there is a tie for nearest, he prefers to move to a castle controlled by one of the players. If still tied, it is the players’ choice.



Immediately **add 1 White Walker** to that domain. If a player in that domain is able to battle the Night King then they must. If not, they must retreat (see *Battling the Night King*). If they lose or retreat, then the Night King gains control of the domain and the castle in that domain is **destroyed** (laid on its side).


Step 3: Checking Alliances/Terrifying

After the players' actions are completed, first resolve any White Walkers in the Terror Pool: for every 2 White Walkers, the Treaty must move 1 Power Token of their choice from the Treaty's Ally Pool, moving tokens into the Terror Pool. Afterward, return all White Walkers from the Terror Pool back to the White Walker Mat.



Then players check alliances, comparing Ally Tokens in the Treaty's Ally Pool with tokens in the Terror Pool. The side which has more of a single NP house's tokens gains that house's Shield Token. If there is a **tie** for tokens, the Treaty **ALWAYS gains the alliance**. Note that the **Iron Throne** counts as a wild Terror Token if the Night King controls it (meaning it counts as one of any NP house). If the Night King wins an alliance, he terrifies that NP house (see *Terrified Houses*).

Terrified Houses

The Night King does not have alliances, but instead places that house's Shield in the Terror Pool (if that house's Hero is in the game, return its card and figure to its House Mat) and follow rules for losing an alliance as in a standard game. All terrified houses' domains can be attacked by players, but they are  when they are defending. Terrified houses are NOT considered allied with the Night King.






Culling Ally and Terror Tokens

After resolving alliances and terrifying, Ally Tokens are culled from the Treaty Mat, and Terror Tokens from the Terror Pool. All Power Tokens on both mats are reduced to **2 per NP house**. Removed tokens are returned to their House Mats.



Step 4: Cooperative Collecting Taxes




After the Checking Alliances Phase is complete, collect taxes with the following changes:

- Players collectively gain 1  per **Fief Domain** the Treaty controls, and 2  if they control **King's Landing**. They DO NOT gain gold from open spaces on their House Mats' Force Tracks, however they may each **draw new Plot Cards** based on their Force Track icons and pick up Hero Cards.
- The Night King then gains  for each **White Walker on the Map**.

Cooperative Scoring Phases

There are only 2 Scoring Phases: one after Round 3 and one after 5. The last Round's Scoring does not matter, since players will have won or lost by that point, depending on whether the Night King has survived.

On each Scoring Phase: All victory points the players score are tracked collectively using one of the player shields.

- Score  for every 2 **Castles** on the Treaty Mat.
- Each player individually scores  based their **House Mat's Objectives** (based on tokens not on the Force Track like in the base game). For the Fief Domain objectives, only count Fiefs that you individually occupy. Fiefs that are SOLELY occupied by allied NP units do not count. A player only scores for King's Landing if their house occupies it.
- Score  for each **NP alliance** the Treaty has (each NP Shield on its mat).

The Night King **does not score during a Scoring Phase**. Instead, he only scores for each White Walker on the Map during the Collecting Taxes Phase (see *Step 4: Cooperative Collecting Taxes*).

Cooperative End of the Game

If the players defeat the Night King before 6 complete rounds, they are victorious! Players lose if they do not defeat the Night King by the end of round 6.






Step 2: Player Cooperative Actions

After resolving the Ranger Card and all of the Night King's effects, players take turns, starting with the player with the Hand of the King. After each turn, the Night King *Evokes Terror* (see *Evokes Terror*).

Players are allied together as the Westeros Treaty. They share gold, castles, and nonplayer (NP) allies using the Treaty Mat. There are several key changes to the game for cooperative play (see *Cooperative Actions* category).



House Mats, Shared Gold and Alliances



Ignore the Gold Track and Ally Pool on your House Mat. Instead, the Treaty uses the Gold Track and Ally Pool on the Treaty Mat. Whenever you spend , use this shared track to reduce the Treaty's current holdings. When you gain  through collecting taxes on Fief Domains, turning in cards, and so forth, raise the marker on the track (max 10 ).

Similarly, players gain and lose alliances with individual NP houses jointly, using the Treaty Mat to hold all the Treaty's NP Shields and Power Tokens. Any player can recruit or lead any NP house in the Treaty. Hero Cards of NP house leaders may only be used by a player sharing a domain with that leader. White Walkers can never be taken as Ally Tokens and the Night King can never be an ally. The Night King does not make alliances, but instead he Evokes Terror to **Terrify** houses (see *Evoke Terror*).



Dice and Actions

Playing rounds are the same as in the Standard Game. You cannot use any other player's House ability, but you can use any NP ally's ability. For 2- and 3-player games, the starting player still **rolls additional dice** to place in the bottom slots of the Action Mat.




Cooperative Scoring

The Treaty gains victory points in all the same ways as in the base game, noting the changes to scoring rounds in a cooperative game (see *Cooperative Scoring Phases*). Use a single Shield Token to track , but note that the only use for  is to determine if the alliance is able to battle the Night King.

Cooperative Battling

Players cannot attack other players' domains, or the domains of NP houses already in the Treaty. NP houses who are not in the Treaty may be attacked, following the same rules as in the base game. When you defeat an NP house, the Ally Token you gain is placed in the pool on the Treaty Mat. Terrified houses gain  when battling against players (see *Terrified Houses*). *Conscripts*  includes any adjacent allied unit—a powerful option, indeed!

Cooperative Castles

All castles controlled by the Treaty are placed on the spaces on the Treaty Mat (it is possible to control more than the 10 castles listed on the mat). During the scoring phases, players score  for every 2  they control. Destroyed castles remain in their domains lying on their sides and do not count as being controlled by the Treaty. The Treaty must control at least 6  in order to enter **King's Landing**. (Instead of 3 in the base game. A reminder of this is listed on the Treaty Mat).



Cooperative Movement

Players may move their armies through domains controlled by other players, but units of two players cannot end a turn occupying the same domain. Allied NP units are shared by all players and may be picked up or dropped off in domains you pass through, but all results must still follow the *Domain Unit Limit*. Players must stop movement in domains occupied by a non-allied house, a White Walker, or the Night King, unless an event's effect allows them to move through "enemy domains."

Cooperative Recruiting

Allied NP Power Tokens can be recruited by any player from that NP's House Mat and added to any domain controlled by the Treaty, even one controlled by another player.

Cooperative Plotting

In addition to using NP Shields, players can use any player's Shield or the Shield of a House that is not in the game to gain any NP Power Token by paying 2 . They can also use ANY Shield on their card and pay 1  to **remove 1 White Walker** from the Night King's Terror Pool, returning it to the White Walker Pool. (A reference of these costs are listed on the Ice & Fire Round Mat.) If there are no Power Tokens remaining on an NP House Mat, plotting instead returns Power Tokens from the Terror Pool back to the NP House Mat.

Cooperative Whispers

Players still have individual player hands that hold a maximum of 4 cards (in addition to Hero Cards). Gold gained from discarding cards is added to the shared Treaty's Gold Track.

Cooperative Events and Hero Abilities

There are several changes to how text is interpreted on both Event and Hero Cards:

- Text that refers to “your Ally Pool,” means the Ally Pool on the Treaty Mat.
- Text that refers to the “enemy,” “opponent,” or “another player,” means the Night King. *For instance, if it says to remove tokens from an “another player’s Ally Pool,” consider that the Terror Pool. In another example, an “enemy unit on the map” can refer to a White Walker or a non-allied house’s unit.*
- White Walkers on the Map are considered “Power Tokens” in terms of “eliminating,” however they cannot ever be added to “your Ally Pool,” and instead are returned to the White Walker Pool. White Walkers cannot be “transferred,” however NP Power Tokens in Terror Pool can.
- The Night King’s Figure or the Ice Dragon cannot be targeted as “Heroes” (since they are not Heroes).
- Text that allows you to steal gold from the Night King or his White Walkers always is successful (even though he has no Gold Track). You however cannot steal gold from non-players or Terrified Houses.

Open Hands

You may (and should) show your hand to the other players, but you can’t use or receive another player’s cards.

Chapter 3 – Game Variants

The Mother of Dragons

Daenerys Targaryen would not be complete without her dragons. These loyal and dangerous beasts can be implemented in both a standard or cooperative game when House Targaryen is in play, and either as a player or a non-player house! Place the **3 Dragons**, the **3 Eggs**, and the **Dragons Card** near the **Targaryen Mat**.





Gameplay: If you have Daenerys’s Hero Figure and Card, you also gain her Dragons. Take all of the components listed above and place them next to your House Mat. This also means that if House Targaryens are a NP and you choose not to take Daenerys as a hero, then you do not get her Dragons.

Daenerys's Hero Card Event: Played as an event, you spend 2 gold to **place an Egg** (all 3 are the same) into any domain you control (as noted on Daenerys’s card). You may place multiple Eggs if you can afford to pay the 2 gold for each. You may also place more than 1 in the same domain (this cannot exceed the *DUL*).

Eggs: While on the map, these units count toward the *Domain Unit Limit*, but do not offer any strength in a battle. If another player attacks the domain and wins the battle, the Egg is the unit that is lost and is returned to their House Mat. Eggs can move with other units and cannot be abandoned. An Egg can NEVER be the only unit in a domain.

At the end of the **Collecting Taxes** Phase, an Egg in any domain “hatches” and is swapped with a Dragon matching that colour (marked by the House Targaryen’s ability). There can only ever be 3 Dragons in play (not counting the Ice Dragon).

Dragons: They are treated like Heroes for the purpose of events, and therefore count as  in a battle. Each Dragon gains 1 additional  when Collecting Taxes.

Flying: Dragons may March or Sail with other units normally, OR they may Fly. Perform either a March or a Sail action to **directly move only 1 Dragon** (either alone or carrying Daenerys) to a domain up to 3 adjacent domains away.

Game Variants

1-4 Player Competitive with Ice & Fire - When setting up for a standard, competitive game, DO NOT add these Cooperative Play components to the game, as the Night King **cannot be used**: Night King components (his mats, figure, and shield), Ice & Fire Action and Round Mats, the Treaty Mat, Blue and Brown Exploration Tokens, Ranger Cards, the 2 North of the Wall Map Mats, and the single castle for Craster’s Keep.

Instead, set up components this way:

1. Use the **Action Mat and Round Mat** from the base game (instead of Ice & Fire).
2. Shuffle the *Ice & Fire Plot Cards* into the deck.
3. Shuffle the **Night’s Watch** and **House Targaryen** into the house components.

5-Player Competitive - Use the **additional Action Die and Coin** for a fifth player! Instead of using the base game's Round Mat, flip the **Ice & Fire Round Mat** to its 5-PLAYER side. Note that there are only 5 rounds and the scoring phases are different.

5-Player Cooperative - Flip the **Treaty Mat** to its 5-PLAYER side. You now need to control 8 Castles to enter and control King's Landing.