

QUICK REFERENCE

TURN SUMMARY

At the start of a turn, any player can **release or torment hostages**.

1. PREPARATION

The challenger **draws an event card** to determine the defender.

- Each active player **draws one house card** and **distributes one power** from their leader sheet.
- First the challenger and then the defender **select a character** to participate in the encounter.

2. SUPPORT

Each non-active player may offer one character in support of either the challenger or the defender.

3. ENCOUNTER

Each active player chooses and places one card from their hand facedown. Character cards count as zero-value hostility cards. Then the cards are revealed.

4. RESOLUTION

Players receive rewards and penalties based upon the results of the encounter.

- Losing Participants:** Remove half the power from participating character, rounded up. Place lost power on leader sheet. A character with no power remaining immediately dies.
- Challenger Wins:** Each player on that side spreads one of their influence to the defender OR draws an ally. Active challenger then takes **one** hostage from **one** losing participant.
- Defender Wins:** Each player on defending side draws two house cards and distributes two power from their leader sheet OR draws an ally. Active defender then takes **one** hostage from **one** losing participant.
- Betrayal Outcome:** The side with the hostility card wins. All rewards and penalties apply. The active player on the losing side takes one hostage from **each** player on the winning side.
- Truce Outcome:** The active players enter an open discussion and may barter for up to one influence, two hostages, three power to be traded between leader cards, and/or any number of ally cards (ally cards may be shown to opponent). If active players do not come to an agreement, **all** participants suffer loss penalties.
- Hostility Draw:** all participants lose the encounter and suffer loss penalties.

After the resolution phase, each player draws until they have five house cards.



"When you play the game of thrones, you win or you tie..."

—Cersei Lannister



RELEASING OR TORMENTING HOSTAGES

Releasing a Hostage: When a player releases a hostage, they return the card to the original owner's hand. After doing so, they draw one card from their own house deck.

Tormenting a Hostage: When a player torments a hostage, they place the card in the original owner's discard pile. This has three possible effects, depending upon the type of card tormented:

- Leader:** Permanently remove four power from the leader sheet.
- Characters:** Remove four power from that character's token.
- Hostility or Truce:** The tormenting player chooses and removes one power from one character in that house. This power is placed on the leader sheet of the **tormenting player**.

CLARIFICATIONS

Leader card abilities are always optional.

A **character card** can be played during its specified timing for its effect only when the corresponding character is participating in the encounter. If the card matches the player's leader, then it can be played when any of the player's characters are participating in the encounter.

Hostages are taken from the top of an opponent's house deck, randomly from their hand, or directly from their pile of hostages.

House Card Breakdown: Each house deck contains four truce cards, 10 character cards (two per character), and 11 hostility cards (values 1-8, 10, 12, and 20).

WINNING THE GAME

The game ends in one of two ways:

- One or more players have spread all five of their influence tokens.
- All four characters from a single house are dead.

When the game ends, the player who has the most influence on other players' influence boards wins the game. In the case of a tie, the tied players share victory.

