



# How to Play Teaching Guides: #33 Game of Thrones

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #33 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

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## The Hook - What the Game is About

*"Welcome to Game of Thrones. In this game you are one of the six noble families on the continent of Westeros seeking to expand your power to claim the Iron Throne.*

*The six families have declared war and the first to assert their dominance by claiming seven castles will win the game. On each turn all players will simultaneously declare an order for each area where they control units by placing an order disc in that area. Then all players will reveal their orders simultaneously and we will resolve the orders. The heart of the game is deciding which order to choose in which area.*

*The most important of these orders being the three with the axe icon which allow you to move your armies into adjacent territories to either claim an empty region or attack a defended region. Some of the other orders allow players to defend, support adjacent battles and generate the critical resources tokens symbolizing power.*

*Play begins immediately with all players placing discs in each region with which they control units. When all players have finished placing their discs, all discs are placed face up. Then the main part of turn involves the players resolving one of their march orders one at a time in turn order, until all players have completed all of their marches.*

*Starting with the second turn, each turn begins with revealing three event cards that have a major effect on the game, then we return to all players placing their order discs and resolving marches. We continue playing until one player takes seven castles or in the rare case that no player achieves this by the end of ten turns, then at that point the player with the most castles will win the game."*

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# The Meat - How to Play the Game

## The Five Different Order Tokens

1. March (The Axe Symbol);
  - 1.1 Move or attack any adjacent regions
  - 1.2 Can split movement (but may only start one battle)
  - 1.3 Can chain movement
  - 1.4 Boats are essentially bridges with unlimited capacity
2. Defend (Helmet) - Gives a strength bonus if attacked
3. Support (Fist) - Lets you add your strength to adjacent battles
  - 3.1 Sea may support land battles, land may not support sea battles
4. Get Power (Crown) - Gets you one power token + Crown symbols
  - 4.1 Only boats in port may use the get power action
5. Raid (Torch) Remove Raid, Support or Power (Pillage)

## Combat

1. Calculating Strength (Unit Value + Order Token + Support)
2. Preview, Select and Reveal House Cards
3. Resolve Battle
  - 3.1 Determine Casualties with Swords and Towers
  - 3.2 Loser must retreat to a friendly or adjacent area and “rout units”
  - 3.3 Routed units have 0 strength, die if retreating, recover next turn

## The Influence Tracks

1. Iron Throne Track - Throne: Tiebreaker - Determines Turn Order
2. Fiefdoms - Sword: Combat +1 - Breaks ties in combat (local support)
3. King's Court - Raven: Swap or Scout - Number of usable special orders

## **The Event Cards**

1. Deck I: Supply OR Muster
  - 1.1 Supply (about 50%) Adjust barrels - Limitations of Armies
  - 1.2 Muster ( about 50%)
    - 1.2.1 Strongholds vs. Castles
    - 1.2.2 Point Values and Characteristics of Units
2. Deck II: Get Power OR Bid on Tracks
  - 2.1 Get Power “Game of Thrones”( about 50%)
  - 2.2 Bid on Tracks “Clash of Kings” ( about 50%)
3. Deck III: Wildling Attacks OR Order Restrictions
  - 3.1 Wildling Attacks ( Deck III: about 33%)
    - 3.1.1 Wildling Icons Increase Threat
    - 3.1.2 Secret Bid and Determine Results with Wildling Card
  - 3.2 Order Token Restrictions ( Deck III about 66%)
4. Some events allow choice by holder of Throne, Sword or Raven

## **Other Important Rules**

1. Functions of Special Orders - Special Raid, Muster Crown
2. Establishing Control - Leaving Power Tokens
3. Functions of Ports - Allow you to get out and provide power
4. Neutral Force Tokens - Defeat with Units + March Order + Support
5. Siege Engines and Garrisons
6. Geographical Features - Rivers, Bridges, Islands

## **Full Flow of the Game**

1. Resolve Event Cards (From turn two on)
2. Place Order Disks
3. Reveal Discs and player with Raven may swap or scout wildling card
4. Resolve Raids, Resolve Marches, Resolve Consolidate Powers
5. Continue playing turns until one player gets 7 castles (or strongholds) who wins the game immediately or play 10 turns

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## The Hamster - How to Win the Game

1. Grow like a blob, push out and control your area of the world
  - 1.1 Do not separate your forces too much
  - 1.2 Adjacent forces provide strength
2. When placing orders, think about marches first
  - 2.1 Recognize the impact of turn order
  - 2.2 Next consider supporting and defense
  - 2.3 Also guess what your opponent will do
3. Think before you march
  - 3.1 Calculate battle results before marching, be aware of tiebreaker
  - 3.2 Beware the counter attack
  - 3.3 Don't forget about supply, limits attack and ability to muster
4. Use the Power of the Sea
  - 4.1 Use and Recognize the potential allowed by boats
  - 4.2 Support with the sea
  - 4.3 Do not allow an opponent too much control in the sea
5. Accumulate Power Tokens
  - 5.1 Get crown areas, use crown action
  - 5.2 In bids recognize what you need and who you need to beat
  - 5.3 Save some for the Wildlings
6. Be aware of your opponents score, try to get adjacent to leaders
7. Good Luck and Have Fun!

#### Credits:

Game Design: Christian T. Petersen

Game Publisher: Fantasy Flight Games

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Teaching outline based upon How to Play Podcast Episode #33

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