

A GAME OF THRONES™ THE CARD GAME

A Tale of Champions, the seventh Chapter Pack cycle for *A Game of Thrones: The Card Game*, centers on the tournaments of Westeros. Lords, ladies, knights, and peasants gather from across the Seven Kingdoms to take part in the celebrations or compete in the tournament events, and as with any gathering of the nobles, the intrigues and political machinations shortly follow. This cycle features knights, lords, and ladies, placing a strong emphasis on the unique characters who would be at the forefront of the tourney environment. The set also focuses on the multi-player format with new cards that allow players to make or break alliances in the game, as well as cards that, while useful in the one-on-one format, increase in power with multiple opponents at the table.

Tournaments in Westeros are an opportunity to gain fame and fortune, as well as a time for remembering past champions. Since the first *A Game of Thrones: The Card Game* World Champion was crowned in 2003, FFG has given each champion the opportunity to work with the design team to design a card for publication in the game. In 2008, *A Game of Thrones: The Card Game* changed from a collectible card game into a Living Card Game (LCG). With the switch to the LCG format, a number of these champion cards were rotated out of tournament play. *A Tale of Champions* brings these historic cards back to the LCG environment, with minor modifications to update them for the current meta-game.

A Tale of Champions also introduces two new keywords, joust and melee, that capture the feel of the tournaments of Westeros. The tourneys are an opportunity for warriors to practice specific skills needed to be successful in battle in a comparatively safe setting. In a joust, the ability to ride alone and place a lance just so requires self-reliance, concentration, and a strong sense of purpose. These skills, while excellent for the lists of the joust tournament, also serve well on the battlefield, and even in the shadowed alleys of King's Landing. Normally in *A Game of Thrones*, combat is handled *en masse*, with multiple attackers squaring off against multiple defenders. The joust keyword changes this dynamic, providing a character with the ability to narrowly focus on his or her task and force an engagement with just a single combatant.

In a melee, being surrounded by foes and fighting through requires situational awareness, the ability to use the opponents' greater numbers against them, and the heart to keep fighting against what may seem like impossible odds. Whether engaged in the melee of a tourney, a battle at the gates of Harrenhal, or during a kingsmoot on Nagga's Hill, identifying the opponents and using their numbers against them is a skill to be desired. The melee keyword does just that, letting a character take advantage of the chaos of mass combat to increase its own strength when engaged with multiple enemies.



New Keywords

“Joust” and “Melee” are two new keywords added to the *A Game of Thrones* Living Card Game with the *A Tale of Champions* Chapter Pack series. This section explains how the two keywords function, and should be treated as an addition to the rulebook in the *A Game of Thrones: The Card Game* Core Set.

Joust

While a character with the joust keyword is attacking alone, the defending opponent cannot declare more than 1 character as a defender.

Melee

While a character with the melee keyword is participating in a challenge, it gets +1 STR for each participating character controlled by an opponent.



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Shadows Cards

“Shadows” is a feature that was added to the *A Game of Thrones Living Card Game* in the *King’s Landing* Chapter Pack series. This section explains how the Shadows mechanic functions, and should be treated as an addition to the rulebook in the *A Game of Thrones: The Card Game* Core Set.

There are two distinguishing characteristics on a card that can be played in Shadows.

- Any card that can be played in Shadows has a Shadows Crest (S). In game terms, Shadows cards are referred to as “cards with the S crest.”
- The gold cost of any card that can be played in Shadows is preceded with the letter “s.” This shows there is a cost to play the card into Shadows, and a second cost to bring the card out of Shadows.

The Shadows mechanic can be found on characters, locations, attachments, and events.



Playing a card into Shadows

Any player can play S cards into Shadows by paying two gold during his or her marshalling phase. This is considered a player action. Playing any card *into* Shadows costs two gold, and there is no out of house gold penalty. The cost to play cards into Shadows can be reduced, but only by effects that specifically reduce the cost of playing a card into Shadows.

Any card that is marshalled in Shadows or moved into Shadows by a card effect should be played facedown, and in an area that is notably distinct from the rest of the play area. (See the adjacent diagram.)

S cards can also be placed into Shadows during setup, by spending 2 gold from the initial 5 gold allocated for setup.

Cards without the S crest and the Shadows cost cannot be marshalled or moved into Shadows.

S cards must first be marshalled into Shadows, and then brought into play from Shadows at the appropriate time. S cards cannot be marshalled directly into play.

If the value of a S card’s “printed cost” must be determined (because of another card effect), the value is determined by adding the cost of playing the card into Shadows (two gold) to the cost of bringing the card out of Shadows (as shown on the card).

While a card is in Shadows

Cards that are in Shadows are not considered to be “in play,” nor are they considered to be “in hand.” They are considered to be “in Shadows.”

Cards remain facedown while they are in Shadows. A player can look at any card he or she controls, at any time, while it is in Shadows. Players cannot look at an opponent’s cards that are in Shadows.

Bringing a card out of Shadows

At the beginning of the any phase, a card that is in Shadows can come out of Shadows and into play at the discretion of the player controlling the card. Each player has the option of bringing one card out of his or her Shadows area each phase. When a card is brought out of Shadows in this manner, the non-Shadows portion of its gold cost (the number printed after the “s” in the card’s cost), as well as any applicable gold penalties, is paid, or the card cannot come out of Shadows.

When more than one player wants to bring a card out of Shadows at the beginning of a phase, the players do so one at a time, starting with the first player and proceeding clockwise. This happens before any other “beginning of the phase” effects occur. Each player has one chance to bring a card out of Shadows each phase. If this opportunity is passed, it is lost until the beginning of the next phase. Each card that comes out of Shadows is treated as a separate action, and must be fully resolved (including all responses) before the next card is brought out of Shadows.

Character, location, and attachment cards that come out of Shadows come out standing. Attachment cards attach to another card when they come out of Shadows, as indicated in their text – if there are no eligible cards to attach to, the attachment card is discarded.

After an event card comes out of Shadows, it is treated in the same manner as a non-Shadows event card played from a player’s hand. S event cards may only be played by marshalling the cards into Shadows.

Unique cards and Shadows

Unique cards can be marshalled into Shadows (by paying the two gold cost), even if that card’s owner already has a copy of that unique card in play or in his or her dead pile.

A unique card cannot be brought out of Shadows if another copy of that card is in its owner’s dead pile. If another copy of a unique card that you own and control is in play, you still may bring the card out of Shadows by paying its cost. However, the card immediately attaches to its copy as a duplicate. If you own—but do not control—an in-play copy of a unique card you have in Shadows, you cannot bring that card out of Shadows unless you regain control of the card. If you have taken control of another player’s copy of a unique card you have in Shadows, you cannot bring that card out of Shadows.

