

WORLD CHAMPIONSHIPS

A Game of Thrones: The Card Game World Championship

Joust Day 1A, 1B

Day 1A: Friday, February 7

Day 1B: Saturday, February 8

Location: Fantasy Flight Games Center

Start Time: 10:00 AM

Check-In: 9:00 AM to 9:45 AM

Required Components: One legal draw deck, one legal plot deck, a completed deck list, and other core set components.

Structure: Six 55 minute rounds, with a 1 hour break (when announced). Players with an x-2 record will advance to Joust Day 2.

Joust Day 2

Date: Sunday, February 9

Location: Fantasy Flight Games Center

Start Time: 10:00 AM

Check-In: 9:00 AM to 9:45 AM

Required Components: The same draw and plot decks used on Joust Day 1A or 1B and other core set components.

Structure: 55 minute elimination rounds, with a 1 hour break (when announced). The final match will have a 120 minute time limit. Decks will be checked before the start of the elimination rounds.

Deck lists are required at check-in for the main event. If you are assigned to play on the FFG livestream, you must show up and play at your assigned table, otherwise the round will be counted as a loss.

Tournament Regulations, FAQs, and other support documents can be found at

[FantasyFlightGames.com/OP/Games](https://www.fantasyflightgames.com/OP/Games)

A Game of Thrones: The Card Game Side Events

Melee Qualifier Day 1A, 1B

Day 1A: Friday, February 7

Day 1B: Saturday, February 8

Start Time: 11:00 AM

Check-In: Registration will open 24 hours before the event begins and close 15 minutes before the listed start time.

Required Components: One legal draw deck, one legal plot deck, a completed deck list, and other core set components.

Structure: Three 105 minute randomly paired rounds, with a 1 hour break (when announced). The Top 32 players will advance to the Melee World Championship.

Cost: \$10. Players must pay at the time of entry.

Melee World Championship

Date: Sunday, February 9

Start Time: 11:00 AM

Check-In: 10:00 AM to 10:45 AM

Required Components: The same draw and plot decks used on Melee Qualifier Day 1A or 1B and other core set components.

Structure: 105 minute elimination rounds, with a 1 hour break (when announced). The winner from each table advances. Decks will be checked before the start of the elimination rounds.

Kingsmoot

Date: February 7, 8, 9

Start Time: 12:00 PM

Check-In: Registration will open 24 hours before the event begins and close 15 minutes before the listed start time.

Required Components: One legal draw deck, one legal plot deck, a completed deck list, and other core set components. Playsets of the Kingsmoot titles will be provided to each participant.

Structure: Three 105 minute randomly paired rounds. Note: The Kingsmoot variant uses the Melee restricted list found in the FAQ.

Cost: \$10. Players must pay at the time of entry.

Hand of the King

Date: Sunday, February 9

Start Time: 11:00 AM

Check-In: Registration will open 24 hours before the event begins and close 15 minutes before the listed start time.

Required Components: One legal draw deck, one legal plot deck, a completed deck list, and other core set components. Playsets of the Hand of the King variant will be provided to each participant.

Structure: 55 minute Swiss rounds. Players may join or leave the Hand of the King side event at any time. Note: The Hand of the King variant uses the Joust restricted list found in the FAQ.

Cost: \$10. Players must pay at the time of entry.

Time Topics

- When pairings are posted, the round start time will be announced approximately 5 minutes later.
- When a round starts, it will be announced along with the round end time at each pairings location and near the result slip basket. If you need to leave, be sure to return by that time.
- If you are assigned a bye for a round you must report to and wait at Flight Control until 5 minutes have passed in the round. This allows proper correction of any pairings and ensures that you receive any associated prizes.
- If a player is less than 5 minutes late, please call a judge when they arrive; a corresponding time extension will be given.
- If a player does not arrive at their table by 5 minutes after the start of a round, they will be dropped. Their opponent must raise their hand and call a judge at that time and will receive a win. The dropped player can report to Flight Control to be re-enrolled

Result Slip & Records

- Each round, you will receive a result slip. Always verify your table number, name, and current tournament points.
- At the conclusion of your game, next to your name, mark if you won and initial. Only write or mark the last column if you are dropping! The winning player must immediately bring the slip to Flight Control and place it in the basket.
- Leaderboards will be posted after certain rounds. Check and verify your tournament points. Mistakes cannot be corrected after a leaderboard becomes final.

Prizes

- Prizes for the A Game of Thrones World Championship can be found online at FantasyFlightGames.com/OP/