

A Game of Thrones Tournament Rules (v.6.0)

Version 6.0; 9/30/2015

The organized play program for the *A Game of Thrones* (“AGoT”) card game, sponsored by Fantasy Flight Games (“FFG”) and its international partners, will follow the organization and rules provided in this document.

For the 2015 tournament season, all sanctioned AGoT tournaments can be run as either Melee (multiplayer) events or as Joust (head to head) events.

The beginning of this document provides general rules that apply to all event types. Following, there is a section on Melee events and a section on Joust events. At the end of the document are the cardpool and deckbuilding restrictions, such as the banned and restricted card list.

Card Interpretation and Rules

Sanctioned tournaments are played using the most recent rules set and the most updated version of the official FAQ document, both downloadable from the AGoT website (www.agameofthrones.com) at any time. Cards are interpreted using the appropriate card rulings on the most updated FAQ also found on the website. During sanctioned competition, players must refer to this version of a card to settle disputes concerning the interpretation of a card’s wording or powers. Card abilities are based on card text, not artwork or card titles. Also, remember the **golden rule** when interpreting card effects and interactions: if the rules text of a card contradicts the game rules, the rules on the card take precedence.

The Tournament Organizer (“TO”) is the final authority for all card interpretations, and he or she may overrule the FAQ when, in his or her opinion, a mistake or error is discovered.

Code of Conduct

Players are expected to behave in a mature and considerate manner, treat all opponents and judges with courtesy and respect, and to play within both the letter and the spirit of the rules, and not abuse them. For a detailed reference on player conduct and cheating, see the Code of Conduct on page 9 of this document.



Tournament Organizer Participation

The TO may participate in a tournament for which he or she is responsible only if there is a second Tournament Organizer present. This second TO must be present and announced at the beginning of the tournament, and is responsible for all rulings for games in which the primary TO is playing.

Tournament Organizers and Judges for premier championship tournaments (Regionals, Nationals, and Worlds) are expected to commit their full attention to organizing and judging the event, and therefore are not permitted to participate in their own Regional, National, or World Championship events as players.

Card Sleeves

For all officially sanctioned regional, national, invitational, and world championship events, players are required to use protective sleeves for their decks. If a player’s deck contains alternate art cards, the sleeves must be art sleeves or opaque. For all local level events, card sleeves are not required, but players are encouraged to use sleeves both to protect their cards and to protect themselves against accusations of marking or manipulating decks by the size of their cards.

Deck Size Limits

In constructed formats (Melee or Joust), decks must contain a minimum of sixty cards. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance. Plot decks must number exactly seven cards and have no more than one of any plot card with the same title.

Illegal Deck Procedure

If an illegal card is discovered in a player's deck during a tournament, that player immediately forfeits the game in which the card was discovered. The opponent in the round in which the illegal deck is discovered is credited with a full win. The player may drop from the tournament, or continue to play. If continuing, the player must turn each offending card around in its sleeve (this cannot be done while playing with transparent sleeves) and play with what are considered blank cards for the rest of the tournament. Results from previous rounds are not modified.

In a Melee game, the player with the illegal deck is immediately eliminated from the game.

If multiple restricted cards are the cause of an illegal deck, the restricted card identified on the player's decklist is maintained as a "real" card and all other restricted cards are blanks. Blank plot cards have 0 claim, 0 initiative, and 0 gold. A blank agenda is still considered an "agenda card" for the purpose of other card effects. Blank cards from a player's draw deck cannot be played, put into play, or used to pay costs. Card abilities that move them from a player's hand or deck to other out of play areas may still interact with the blank cards.

Examples of illegal decks include (but are not limited to): "House X only card" in the wrong faction; multiple different restricted cards; too many copies of a card; out of print (CCG era, non-reprint) card.

Pregame Procedure

Before a game begins, players randomly determine who goes first (see "Setup Turn Order," below). This may be done any time during the pregame procedure before the players look at their hands. The following steps must be performed before each game begins:

1. Players shuffle their decks. A combination of shuffling techniques should be used to sufficiently randomize the deck.
2. Players present their decks to their opponents for additional shuffling and cutting. Passing a deck back to its owner verifies that you are satisfied with its randomization.
3. If the opponent has shuffled a player's deck, the player may make one final cut.
4. Each player draws seven cards as their setup hand.
5. Each player, in turn, decides whether to Mulligan (see "Mulligan Rule," below). Once Mulligans are resolved, the game can begin.

Setup Turn Order

The winner of a coin toss (or other random method) is considered the First Player until the first plot card's initiative has been determined. This player must place his or her cards first during setup. Once all players have placed setup cards, all setup cards are revealed simultaneously. Thereafter each turn follows the standard order set forth in the AGoT game rules.

Mulligan Rule

Before each game begins, and before any setup cards are placed, a player may, for any reason, re-shuffle his or her opening hand into his or her deck, pass the deck back to his or her opponent for additional shuffling or cutting, and draw a new setup hand from the same deck. This may only be performed once per game. The decision of whether or not to Mulligan passes between players following the order established by the setup coin toss. Once a player passes the opportunity to Mulligan, that player may not change his or her mind.

Illegal Game State

An **illegal game state** (involving missed passives, missed game steps, overlooked restrictions, or an after-the-fact recognition of anything that "should" or "should not" have happened) may arise through inattention or distraction on the part of **both** players. If this occurs, the players' first recourse is to reach a compromise among themselves as to how best to proceed. If they cannot reach a compromise on their own, they may call a judge for arbitration. Once a judge is called for an illegal game state, the judge's solution is binding.

Spectators are not participants in a game, and cannot interact with the players in the game. If a spectator believes that a player is actively and intentionally breaking the rules of the game or the code of conduct, that spectator should immediately notify a judge of his or her suspicions.

Cards in Shadows

At the end of each game, players should reveal all of their cards that are in Shadows to their opponents, to ensure that no cards have been illegally placed in Shadows. Failure to do so is a breach of tournament sportsmanship, and could disqualify a player from the tournament. If a player has a strong suspicion during a game that a card is illegally placed in Shadows, the TO can be called to verify its legality.

Tiers of Play

Fantasy Flight Games' Organized Play events are broken into three tiers of play. Each tier communicates what expectations the players, judges, and tournament organizers should have when they are involved with an *A Game of Thrones: The Card Game* tournament. In addition, the Competitive and Premier tiers ensure that no matter where a tournament is held, it will be run with the same standards of play and rules enforcement as other tournaments of the same kind around the world.

Casual

Casual events stress fun and a friendly atmosphere. These events help build local communities and are a great way for new players to experience their favorite game without worrying whether they know every little rule. This tier may include leagues, weekly game nights, and any event using an *A Game of Thrones: The Card Game* variant, such as the "Kingsmoot" or "Civil War" variants.

Competitive

Competitive events require players to have general knowledge of a game's rules. While experienced players will come to these events to compete for prizes, players should not be punished for their lack of understanding in the finer points of the *A Game of Thrones: The Card Game* rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and unique, one-off events.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments, and all players, judges, and tournament organizers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game's rules, as well as the latest FAQ and tournament rules, and should expect all rules to be strictly enforced. Regional Championships, National Championships, and World Championships are premier events.

Tournament Software Strength of Schedule

FFG's tournament software, TOME, is currently in beta and accessible to some tournament organizers. This software uses a different strength of schedule calculation than that which is outlined in this document. We have made this change to improve the tournament experience for players and more accurately represent each player's actual standing in the tournament.

TOME calculates a player's strength of schedule by dividing each opponent's score by the number of rounds the opponent has played, then adding the results of all opponents played by that player. The software then divides that total by the number of rounds the player has played to find a player's strength of schedule.

Tournament organizers using TOME should communicate that use to players before the tournament starts so that players are aware of the different strength of schedule calculation.

Official AGoT Melee Tournament Rules

A *Game of Thrones* Melee (multiplayer) tournaments are held in a series of 105 minute tournament rounds. Tournament Organizers (“TOs”) can adjust this number down to 90 minutes or up to 120 minutes as they see fit. Each tournament round, players will score points based on their order of finish within their game. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the top point-scorers will play at a final table. The winner of the final table is the winner of the tournament.

Seating

Players are randomly assigned to tables during each swiss round of a Melee tournament. Both a player’s table and a player’s seat at that table should always be assigned by the TO. Tables should be broken down in the following manner, depending on the size of the field.

- 3 players:** 1 three player table
- 4 players:** 1 four player table
- 5 players:** 1 five player table
- 6 players:** 2 three player tables
- 7 players:** 1 four player table, 1 three player table
- 8 players:** 2 four player tables
- 9 players:** 3 three player tables
- 10 players:** 2 three player tables, 1 four player table
- 11 players:** 2 four player tables, 1 three player table
- 12 players:** 3 four player tables

For Melee tournaments with more than 12 players, add an additional four player table to the closest breakdown listed above. For instance, if there are 13 players, add a four player table to the 9 player breakdown; if there are 14 players, add a four player table to the 10 player breakdown, and so on.

If a three player table is necessary for the size of the field, the lowest ranked players in the field should be assigned to the three player table. If a player seems trapped at a three player table because of this rule, the TO may, at his sole discretion, seed that player up to place him or her at a four player table for the final round of play.

Three Player Tables (Special Rule)

When playing at a three player table, multiplayer title cards are not returned to the title pool until the end of any game round in which the title pool would be insufficient to distribute one title to each player in the upcoming plot phase. This means that in the first game round, the players will each select one of the six titles, leaving three titles unclaimed, still in the pool. The selected titles are not returned at the end of the first game round (if there are enough titles for each player to choose one), and in the second game round the players will choose from the three titles they did not select in the first game round. (These titles replace their previously selected titles.) Then, at the end of the second game round, all six titles are returned to the pool for possible selection in the third game round.

Scoring

A player’s place in a melee game is determined by his or her proximity to his or her victory total at the end of the game. The player who is closest to his or her victory total wins the table, the next closest player finishes second at the table, and so forth.

A player scores 15 match points for winning a table. Each player who finishes in second, third, or fourth place earns match points equal to his or her power at the end of the game (to a maximum of 15) divided by his or her place at the table, rounded down. Any effects that are reducing a player’s victory condition add the amount of the reduction to his or her power total (before the division) when calculating his or her power for scoring purposes. If two or more players are tied for placement, their power is divided by the lowest of the positions for which they are tied.

For example: *Ed, Jamie, Greg, and Sara are involved in a Melee. All of the players are playing single House decks, with no agendas, and need 15 power to win. Jamie finishes in first, by reaching 15 power. Ed finishes in second, with 12 power (3 away from his victory total), Sara finishes in third with 7 (8 away from her victory total), and Greg finishes in 4th with 2 power (13 away from his victory total). The scoring for this finish will be as follows:*

Jamie (15 points for winning the table) = 15 points
Ed (12 power/ 2 for second place) = 6 points
Sara (7 power/ 3 for third, round down) = 2 points
Greg (2 power/ 4 for fourth, round down) = 0 points

For example: Aaron, Drew, Jerry, and Glen are involved in a Melee. Aaron, Drew, and Jerry are playing single House decks, with no agendas. Glen is playing House Stark and a Treaty with the Isles (agenda), and each of his opponents needs only 10 power to win. The game ends when Drew claims his 10th power. Aaron and Jerry finish tied for second/third, with 7 power each (3 away from their victory total of 10). Glen finishes in fourth, with 11 power (4 away from his victory total of 15).

Note that "closest to victory total" is determined by an absolute number (7 is closer to 10 than 11 is to 15) rather than by a percentage of the total (11/15 is a higher percentage than 7/10).

The scoring for this finish will be as follows. For scoring purposes, Aaron and Jerry are each considered to have 12 "effective" power, 7 that were earned plus the 5 by which each of their victory conditions are being reduced. Also, since they tied for 2nd and third place, their score is determined by using the lowest of the two tied positions,

*Drew (15 points for winning the table) = 15 points
 Aaron (12 power/ 3, tied for 3rd) = 4 points
 Jerry (12 power/ 3, tied for 3rd) = 4 points
 Glen (11 power/ 4, for 4th, round down) = 2 points*

Final and Semifinal Tables

After the tournament preliminary rounds are complete, the top point-scorers will compete at the final table. Most Melee tournaments will have 2 or 3 tournament rounds of preliminaries, but this figure will always be set by the TO before the start of the event.

At Melees with 11 or fewer players, the top 3 point-scorers will compete at the final table to determine the Melee champion. In Melees of 12 players or more, 4 players will advance to the final table.

In the case where a spot at the final table is contested by a tied overall score, any player who has defeated *each* opponent in the tied group is advanced. If no player has defeated each of the other tied players, strength of schedule is used as the tie-breaker. This is calculated by totalling and comparing the match points of each tied player's opponents. The player with the most tie-breaker points wins the tie and advances. If the strength of schedule of two or more tied players is also tied, calculating and comparing the strength of schedule of each tied player's set of opponents (in other words, the strength of schedule of each player's schedule) should be the next tie-breaker.

The player who wins the final table wins the tournament.

In larger events, the field can be cut (after the preliminary rounds) to a top 16 players, who are seeded throughout 4 semi-final tables. The winner of each semi-final table advances to the final table.

Placement Scoring Guide

The following tables are provided as a quick reference to the match points scored by each player at a melee table, as determined by his or her place and effective power at the end of a game.

Second Place

Power	Points
15(+) to 14	7
13 to 12	6
11 to 10	5
9 to 8	4
7 to 6	3
5 to 4	2
3 to 2	1
1 to 0	0

Third Place

Power	Points
15(+) to 14	5
14 to 12	4
11 to 9	3
8 to 6	2
5 to 3	1
2 to 0	0

Fourth Place

Power	Points
15(+) to 12	3
11 to 8	2
7 to 4	1
3 to 0	0

Multiplayer Titles: When One Player “Supports” Another Player

For officially sanctioned Melee tournament play, the following adjustment has been made to the rules of the multiplayer title cards.

If your multiplayer title card “Supports” another player’s title card, you cannot declare challenges against that player. In addition, when a player you support is attacked by another player, if the defending player declares no defenders, you may, by virtue of your supporting title, declare any number of your own eligible characters as defenders to that challenge. If your characters defend a challenge in support of another player, you are considered the winner (or loser, depending on the results) of the challenge, but the original target of the challenge is still responsible for any claim that would need to be resolved. (If the attacker wins, the player for whom you have declared defenders will still have to deal with the challenge’s claim.) Stealth, if applicable, must be declared against a character controlled by the player who is the original target of the attack.

For example: Jamie (with the Master of Coin title) supports Sara (with the Master of Laws title). Greg declares a military challenge against Sara, and declares stealth on her only eligible defender. Sara declares no defenders to the challenge. Since Jamie’s Master of Coin title supports Sara’s Master of Laws title, he now has the option of declaring any of his eligible characters as defenders for this challenge. Not wanting Greg to claim a free power, Jamie takes advantage of this option and declares one of his characters as a defender. If Jamie wins the challenge, he is considered the winning player for the purpose of responses, passive effects, and keywords like renown. If Jamie loses the challenge, he is considered the losing player for the purpose of responses, passive effects, and keywords. However, Sara would still have to satisfy the claim of the challenge if Jamie does not win as the defender.

Table Talk

During a Melee game, players may discuss the game with one another, at any time. Of course, there is no guarantee that any given player is telling the truth, and the wise AGoT player takes everything that is said with a grain of salt. Players are not allowed, however, to show the contents of their hand, deck, or unrevealed plot cards to an opponent, unless a card effect or game effect instructs them to do so. Making implicit or explicit deals before or in between games is deemed collusion and is expressly forbidden.



Official AGoT Joust Tournament Rules

Joust (head to head) tournaments for the *A Game of Thrones* card game are held in a series of 60 minute tournament rounds. Tournament Organizers (TOs) may adjust this number down to 50 minutes or up to 70 minutes as they see fit. Each tournament round, players will score points based on the result of their game. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the top point-scorer is the winner of the tournament, if there is no championship round scheduled. For larger tournaments, the field will cut to a final elimination bracket. In such a tournament, the top point scorers (usually a top 4 or top 8) will then play off in single elimination championship brackets to determine the tournament champion.

Seating

Standard Swiss style pairings are used. Random pairings are allowed for the first round. The TO should avoid pairing family members or players who travelled together to get to the tournament, if at all possible, for the first round. For future pairings, pair players within the same score group as per Swiss style pairings.

TOs should always pair in halves, rather than randomly, within score groups. This allows for the subtle adjustment of players if one player has already played another player. (Note: If the TO has access to rankings or ratings, or can number his players by estimated strength, this will make pairings much easier.)

When pairing in halves, always sort the players by score group, then by the player number. Split the score group in half, pairing the top half versus the bottom half.

This has the same effect as using brackets so that the top 2 players do not meet until the last round.

Round two example: *If there are eight players in the 3 score group, sort them in player number order, then separate into two groups, 1-4 and 5-8. Pair player number 1 vs 5, 2 vs 6, 3 vs 7 and 4 vs 8. If there are seven players in the 3 score group, sort them in player number order, then separate into two groups, 1-3, 4-7. The "odd" player is always put on the bottom stack, and will be paired down to the next score group playing the highest ranked player of that score group.*





Scoring

Players earn tournament points at the end of each game as follows:

Match Win = 5 points

Modified Match Win = 4 points

Draw = 2 points

Modified Match Loss = 1

Match Loss = 0 points

If a player meets his deck's victory condition before the time limit has been reached, that player earns a match win and his opponent receives a match loss. If the time limit has been reached, the player closest to his victory total (in power) earns a modified match win and his opponent receives a modified match loss. If both players are equally close to their victory total, ends in a draw for both players. These points are used to determine the winner of the tournament, or, in the case of a larger event, they are used to determine who makes the cut to the championship elimination rounds.

Example: Tom, playing 2 Night's Watch agendas (The Stewards and The Builders), needs 19 power to win the game. Steve, playing no agenda, needs 15 power to win the game. At the time limit, Tom has 14 power (5 away from his victory total), and Steve has 12 power (3 away from his victory total). Since Steve is closer to his goal, he is awarded a modified match win for this game.

If, through a card effect, a player "cannot win the game," he cannot be awarded a win or a modified win for that match. (His best possible result is a draw.)

Breaking Ties

If a tiebreaker between players with identical win-loss records is needed, any player who has defeated *each* opponent in the tied group is advanced. If no player has defeated each of the other tied players, strength of schedule is used as the tie-breaker. This is calculated by totalling and comparing the match points of each tied player's opponents. The player with the most tie-breaker points wins the tie and advances. If the strength of schedule of two or more tied players is also tied, calculating and comparing the strength of schedule of each tied player's set of opponents (in other words, the strength of schedule of each player's schedule) should be the next tie-breaker.

Championship Rounds

If a tournament champion is to be determined by championship brackets, the number of players who will make the cut into the championship bracket must be determined and announced before the start of the tournament. Each player's order of finish in the preliminary rounds will determine his or her seeding in the championship brackets; the player with the best record in the preliminary rounds will play against the player with the worst record in the preliminary rounds, the player with the second best record will play against the player with the second worst record, and so on. A player moves on in the brackets with a win, a player is eliminated from contention with a loss. Elimination rounds may or may not be timed depending on the demands of the tournament. There is no time limit on the final championship game.

Overall Championship Scoring

Some championship events are held as combined events, in which players score points in both a melee tournament and a joust tournament to create an Overall Champion.

To be eligible to win an Overall Champion title, a player must compete in both the melee and joust portions of a combined event.

Players score points towards the overall title based on their final position in each tournament. A player's points scored in the melee and joust events are added together, and the player with the highest combined point total is the winner.

Points for placement in the melee and joust tournaments are awarded as follows:

- 1st:** 48 points
- 2nd:** 42 points
- 3rd:** 37 points
- 4th:** 33 points
- 5th:** 29 points
- 6th:** 26 points
- 7th:** 23 points
- 8th:** 20 points
- 9th:** 17 points
- 10th:** 15 points
- 11th:** 13 points
- 12th:** 11 points
- 13th:** 9 points
- 14th:** 7 points
- 15th:** 5 points
- 16th:** 3 points

17th and up (did not place): 1 point

A player's position in the joust tournament is based on where he places in the tournament, after the championship rounds are played. Players who are eliminated during the same round of joust championship play are ranked among themselves based upon their seeding leading into the championship rounds.

For example: Tom, Kris, Mike, and Nick each won their first game in the top 16 playoff, and advanced to the round of eight. Unfortunately, each of them lost his game in that round of play. These four players are then ranked in positions 5-8 based on their seeding leading into the championship rounds. Tom was the number 2 seed, Kris was the number 8 seed, Mike was the number 9 seed, and Nick was the number 12 seed. Tom is awarded 5th place, Kris is awarded 6th place, Mike is awarded 7th place, and Nick is awarded 8th place.

A player's position in the melee tournament is based on where he places in the tournament, after the championship rounds are played. Players at the final table are ranked based upon their finish at the final table. Places 5th-8th are awarded to players who finished second at a semi-final table, in order of their respective seeding leading into the championship rounds. Places 5th-12th are awarded to the third place finishers at all semifinal tables (in order of pre-championship round seeding), and places 13th-16th are awarded to the fourth place finishers at all semifinal tables (also in order of pre-championship round seeding).

For example: Eric, James, Donny, and Bo each finished in 4th place at a semi-final table. These players are then ranked in positions 13-16, based on their seeding at the end of the swiss rounds. Eric was seeded first, James was seeded fifth, Donny was seeded 11th, and Bo was seeded 14th. Eric is awarded 13th place, James is awarded 14th place, Donny is awarded 15th place, and Bo is awarded 16th place.

If there is a tie between players for the overall title, whichever player placed the highest in the tournament with the most players will be declared the Overall Champion. If there is still a tie then both players are declared Co-Champion.

Code of Conduct

By entering an *A Game of Thrones* organized play event, you attest that you are and will be competing as an individual. You attest that you will do your utmost to show respect to fellow competitors, tourney officials, and Fantasy Flight Games, by observing and honoring both the letter and the spirit of the rules. You acknowledge that you are here to compete with like-minded individuals, and that everyone is here to have an enjoyable gaming experience. You understand that competing in *A Game of Thrones* organized play is a privilege and not a right, and that the breaking of this Code of Conduct is cause for Fantasy Flight Games to suspend or even permanently revoke this privilege.

Cheating

Cheating is defined as any behavior outside the rules of the game and the event performed with the intent to create an unfair advantage for one or more players.

Fantasy Flight Games has a zero tolerance policy on cheating at organized play events. Upon suspicion of cheating, a judge may give a player or group of players a warning; it is then upon the warned players to act in a manner beyond reproach and suspicion for the remainder of the event. If a judge believes that he or she has observed or confirmed cheating, appropriate penalties ranging from forfeiture of a match, loss of tourney points, or disqualification from the event may be issued. Upon investigation of the incident, Fantasy Flight Games reserves the right to suspend or outright ban players from participating in future organized play events.

Categorical methods of cheating include (but are not limited to): sleight of hand tricks, component manipulation, collusion, misrepresentation, and unsportsmanlike conduct. Each of these methods is discussed in further detail below.

Sleight of Hand Tricks

Sleight of hand trick refers to any attempt by the cheating party to manipulate the game state in a hidden or veiled manner with the intent of gaining competitive advantage. Some examples of sleight of hand tricks include (but are not limited to): secretly drawing extra cards, secretly moving extra power onto one's cards, secretly counting additional gold,

exploiting a messy or unclear play area to confuse or mislead an opponent (this involves attempting to exploit unclear situations like "half-knelt" cards, allowing cards from the discard or dead pile to creep back into the play area, not keeping a "hand" distinct from the shadows area, etc.), palming or isolating cards for use at a specific time ("card up one's sleeve"), hiding cards from an opponent's view, stacking a deck, or dealing/drawing from the bottom of the deck.

Physical Manipulation

Physical manipulation refers to any attempt by the cheating party to manipulate his own or an opponent's game components, or the play environment, with the intent of gaining competitive advantage. Some examples of physical manipulation include (but are not limited to): playing with marked cards, playing with an illegal deck, removing or changing the cards in one's deck between tournament rounds, using reflective surfaces to acquire forbidden knowledge about an opponent's hand or deck, revealing a card that is supposed to be hidden, or using an electronic device to assist with calculation, tracking of the game state, or play decisions.

Collusion

Collusion refers to any attempt by two or more players to act as partners or teammates sharing a common hidden or premeditated strategy for a match or tournament, with the intent of gaining competitive advantage for one or more of the cheating party.

Collusion does not refer to temporary, tactical agreements that are made between players who are legitimately competing for themselves (i.e., not working as partners), in response to natural developments that arise during the course of a game.

Categorical methods of collusion include (but are not limited to) the following:

Soft Play refers to behavior by which one partner either takes an action in a situation that would not normally warrant it, or fails to take an action in a situation that would normally warrant it, with the primary intent of helping the other partner.

Throwing a Game refers to behavior by which one partner deliberately loses to another partner, or allows a partner to move up in rank or score before closing out a game.

Information Sharing refers to the communication of exclusive information between partners during a game with the intent of gaining a competitive advantage. This can refer to behavior that is taking place secretly within a game via gestures, codes, or signals exchanged with a partner at the table, or to information being received from a partner who is observing the match.

Bribery and Coercion refers to any attempt by a player to use external threats, or promises of compensation, incentive, or service, in an attempt to manipulate the outcome of a game or tournament.

Bullying refers to any situation in which partners have identified a player and are competing with the artificial goal of minimizing that player's results and/or tournament experience.

Team Play refers to the act of entering and/or approaching an event as a team or block of players, with the intent to manipulate the field so as to gain advantage against players who are competing as individuals. The team uses one another's deck selections to inform or dictate their own deck selections, which are intended to be made as individuals. Such an approach may be accompanied by an implicit agreement to not fully compete with one another, or to allow identified members (such as the strongest players on the team, or the members of the team who are ranked highest in the competition) of the group to advance any time another member of the team is encountered in the tournament.

Misrepresentation

Misrepresentation refers to any attempt to gain competitive advantage through disingenuous or insincere means. Some examples include stalling a game for time, "forgetting" to acknowledge passive effects, acting out of turn, rushing the game state forward without giving an opponent the opportunity to act, intentionally misrepresenting open information (for example, attacking and declaring 10 STR, when the reality is 12 STR), intentionally misrepresenting the known interpretation of a card or rule to a less experienced opponent, misrepresenting a known data point (such as number of cards in hand, amount of power on a card, or the amount of power needed to win), or mis-reporting the results of a game to a tournament judge.

Unsportsmanlike Conduct

Unsportsmanlike conduct refers to any behavior which treats an opponent or tournament judge with a lack of respect. Some examples include hostile or demeaning language, physical intimidation, belittlement of an opponent, and exhibiting a lack of social grace or acceptance in victory or defeat.

Tournament Organizer Authority

This Code of Conduct is intended to provide guidance to players and TOs when evaluating ethical behavior and sportsmanship issues. It does not and cannot cover every possible situation that may arise.

If a TO believes that he has encountered behavior that would be considered unethical by either the letter *or* spirit of the rules outlined in this document, he may and should, at his sole discretion, take the measures (including match forfeitures, penalties, and/or disqualifications) he sees as necessary to ensure the integrity and fairness of his event.

Tournament Card Pool

All *A Game of Thrones* Melee and Joust events use the following sets of authorized cards with the exceptions noted on the Banned and Restricted Lists.

Authorized Cards

Cards from the following sets are legal upon their release for the 2015 tournament season. In North America, all cards are tournament legal upon that pack's release. Tournament competitors outside North America should check with their TO to determine which cards are tournament legal.

A Game of Thrones: The Card Game Core Set

- *A Clash of Arms* Chapter Pack Expansion Set (*War of Five Kings, Ancient Enemies, Sacred Bonds, Epic Battles, The Battle of Ruby Ford, Calling the Banners*)
- *A Time of Ravens* Chapter Pack Expansion Set (*A Song of Summer, The Winds of Winter, A Change of Seasons, The Raven's Song, Refugees of War, Scattered Armies*)
- *King's Landing* Chapter Pack Expansion Set (*City of Secrets, A Time of Trials, The Tower of the Hand, Tales from the Red Keep, Secrets and Spies, The Battle of Blackwater Bay*)
- *Defenders of the North* Chapter Pack Expansion Set (*Wolves of the North, Beyond the Wall, A Sword in the Darkness, The Wildling Horde, A King in the North, Return of the Others*)
- *Brotherhood Without Banners* Chapter Pack Expansion Set (*Illyrio's Gift, Ritual's of R'hllor, Mountains of the Moon, A Song of Silence, Of Snakes and Sand, Dreadfort Betrayal*)
- *Secrets of Oldtown* Chapter Pack Expansion Set (*Gates of the Citadel, Forging the Chain, Called by the Conclave, The Isle of Ravens, Mask of the Archmaester, Here to Serve*)
- *A Tale of Champions* Chapter Pack Expansion Set (*Tourney for the Hand, The Grand Melee, On Dangerous Grounds, Where Loyalty Lies, Trial by Combat, A Poisoned Spear*)
- *Beyond the Narrow Sea* Chapter Pack Expansion Set (*Valar Morghulis, Valar Dohaeris, Chasing Dragons, A Harsh Mistress, The House of Black and White, A Roll of the Dice*)
- *Song of the Sea* Chapter Pack Expansion Set (*Reach of the Kraken, The Great Fleet, The Pirates of Lys, A Turn of the Tide, The Captain's Command, A Journey's End*)
- *The Kingsroad* Chapter Pack Expansion Set (*The Banners Gather, Fire and Ice, The Kingsguard, The Horn that Wakes, Forgotten Fellowship, A Hidden Agenda*)
- *Conquest and Defiance* Chapter Pack Expansion Set (*Spoils of War, The Champion's Purse, Fire Made Flesh, Ancestral Home, The Prize of the North, A Dire Message*)
- *The Wardens Cycle* Chapter Pack Expansion Set (*Secrets and Schemes, A Deadly Game, The Valemen, A Time for Wolves, House of Talons, The Blue is Calling*)
- *Kings of the Sea* Deluxe Expansion Set
- *Princes of the Sun* Deluxe Expansion Set
- *Lords of Winter* Deluxe Expansion Set
- *Kings of the Storm* Deluxe Expansion Set
- *Queen of Dragons* Deluxe Expansion Set
- *Lions of the Rock* Deluxe Expansion Set



Restricted Cards (NEW)

The following cards are restricted for tournament Melee and Joust play. A player may select 1 card from the restricted list for any given deck, and cannot then play with any other restricted cards in the same deck. A player may run as many copies of his chosen restricted card in a deck as the regular game rules (or card text) allow. There are separate restricted lists for the Joust format and the Melee format.

Joust Restricted List

Core Set

- (S13) BRAN STARK

A Clash of Arms

- (F13) PYROMANCER'S CACHE
- (F25) FURY OF THE WOLF
- (F28) FURY OF THE KRAKEN
- (F29) FURY OF THE DRAGON
- (F48) TO BE A DRAGON
- (F93) CASTELLAN OF THE ROCK

A Time of Ravens

- (F97) VALE REFUGEE

King's Landing

- (F32) STREET WAIF
- (F74) THE DRAGONPIT
- (F78) THE RED KEEP
- (F115) VENOMOUS BLADE

Defenders of the North

- (F40) FEAR OF WINTER
- (F48) NAVAL ESCORT
- (F50) THE HATCHLING'S FEAST
- (F112) BURNING ON THE SAND
- (F117) VAL

Princes of the Sun

- (F1) THE RED VIPER
- (F15) ORPHAN OF THE GREENBLOOD
- (F16) THE VIPER'S BANNERMEN

- (F56) THREAT FROM THE NORTH

Kings of the Storm

- (F48) NARROW ESCAPE

Brotherhood Without Banners

- (F100) BUNGLED ORDERS

Secrets of Oldtown

- (F19) THE MAESTER'S PATH
- (F58) TIN LINK
- (F74) THE PRINCE'S PLANS
- (F117) VALYRIAN STEEL LINK

- (F120) SEARCH AND DETAIN

Queen of Dragons

- (F55) THREAT FROM THE EAST

Lions of the Rock

- (F76) THE ART OF SEDUCTION

A Tale of Champions

- (F2) MEERA REED

Beyond the Narrow Sea

- (F46) THE RED QUEEN'S FAITHFUL
- (F60) MANNING THE CITY WALLS
- (F64) PENTOSHI MANOR
- (F96) LONG LANCES

Song of the Sea

- (F59) NEGOTIATIONS AT THE GREAT SEPT
- (F99) DESPERATE MEASURES
- (F118) BLESSED BY THE MAIDEN

Kingsroad

- (F47) ARIANNE MARTELL
- (F57) SER PRESTON GREENFIELD
- (F63) MELISANDRE'S FAVOR
- (F88) HARRY THE RIVERLANDS
- (F105) LONGSHIP MAIDEN'S BANE
- (F119) BLOODTHIRST

Conquest and Defiance

- (F76) DAENERYS TARGARYEN
- (F78) HARRENHAL
- (F107) WHEELS WITHIN WHEELS

Melee Restricted List

A Clash of Arms

- (F27) FURY OF THE STAG

A Time of Ravens

- (F99) WAR OF FIVE KINGS
- (F103) NORTHERN CAVALRY FLANK

King's Landing

- (F119) BATTLE OF THE BAY

Defenders of the North

- (F40) FEAR OF WINTER
- (F117) VAL

Princes of the Sun

- (F16) THE RED VIPER
- (F16) THE VIPER'S BANNERMEN
- (F42) MAKE AN EXAMPLE
- (60) TO THE SPEARS

Kings of the Storm

- (F47) SUPERIOR CLAIM
- (F48) NARROW ESCAPE

Secrets of Oldtown

- (F19) THE MAESTER'S PATH
- (F53) HELLHOLT ENGINEER
- (F57) THE CONCLAVE

Queen of Dragons

- (F22) DAENERYS TARGARYEN

Lions of the Rock

- (F52) THE ART OF SEDUCTION

A Tale of Champions

- (F55) THE SCOURGE
- (F70) ASHA GREYJOY
- (F87) CORPSE LAKE

Song of the Sea

- (F39) BATTLE FOR THE SHIELD ISLANDS
- (F99) DESPERATE MEASURES
- (F118) BLESSED BY THE MAIDEN

Kingsroad

- (F61) COLDHANDS
- (F63) MELISANDRE'S FAVOR

Conquest and Defiance

- (F78) HARRENHAL
- (F114) BY SWORD OR BY GUILF

Removed Cards (NEW)

The following cards have been removed from a restricted list with this version of the tourney rules document:

Removed from Joust Restricted List

A Game of Cyvasse (AToR F57)
The Conclave (F57)
Crossing the Mummer's Ford (C&D F20)

Removed from Melee Restricted List

No cards removed with this update.

Banned Cards

The following cards, even though found in the legal sets, are banned from LCG format tournament play in both the Melee format and the Joust format:

No banned cards at this time.

The following cards have been reprinted with updated text, and have been removed from the banned list by version 4.1 of the tourney rules document. The updated text for each of these cards can be found in the card errata section of the FAQ.

Jaqen H'ghar (ACOA F43)
Compelled by the Rock (ACOA F106)