

# ***Kingsmoot Variant Regulations***

The Kingsmoot variant supported by the Organized Play (“OP”) program for the *A Game of Thrones: The Card Game*, sponsored by Fantasy Flight Games (“FFG”) and its international partners, follow the rules provided in this document.

## **Introduction**

The most common type of *A Game of Thrones: The Card Game* event is a tournament following the Joust rules outlined in the *A Game of Thrones: The Card Game* Tournament Regulations. However, there are additional ways to play the game, called variants. A variant is a change to how the game of *A Game of Thrones: The Card Game* is played. This can be done by adding/subtracting players, changing the structure of an event, or changing the rules of the game. This document provides the rules for the Kingsmoot variant.

This document is a supplement to the *A Game of Thrones: The Card Game* Tournament Regulations, *A Game of Thrones: The Card Game* Rules Reference, and *A Game of Thrones: The Card Game* FAQ. All rules within the *A Game of Thrones: The Card Game* Kingsmoot Variant document take precedence when there is a conflict between it and the Tournament Regulations, Rules Reference, or FAQ. The *A Game of Thrones: The Card Game* Tournament Regulations, *A Game of Thrones: The Card Game* Rules Reference, and *A Game of Thrones: The Card Game* FAQ may be downloaded from the *A Game of Thrones: The Card Game* website at any time.

The Kingsmoot variant is an event where three to six players attempt to lay claim to the Iron Islands of Westeros, represented by collecting Kingsmoot titles.

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## **Event Materials**

There are many materials and game components needed to facilitate an event. The organizer and players are both responsible for supplying certain items.

### ***Organizer Materials***

In addition to arranging a location, the organizer is responsible for securing tables that have enough space for three to six players, as well as chairs for all players.

### ***Player Materials***

Players are responsible for bringing all of the game components they need to play a game of *A Game of Thrones: The Card Game*. This includes all cards, sleeves, and tokens. They should make sure that they have a legal deck. When a deck list is required, players should bring a completed list or arrive at the venue early to fill one out.

## **Deck Building**

Each player must build one draw deck and one plot deck to use for the duration of the tournament. Each draw deck must contain one faction card and a minimum of 60 other cards. A player may also include one agenda card that does not count toward the 60-card minimum. There is no maximum size for the draw deck. However, players must be able to shuffle their deck without assistance and within a reasonable amount of time. Each plot deck must contain exactly seven cards. In addition, each player must bring one set of Kingsmoot title cards.

## **Card Sleeves**

Players are required to sleeve each draw deck and plot deck, as well as their set of Kingsmoot title cards, in opaque card sleeves for Formal and Premier events. Players may use different sleeves between decks and set of titles, but all sleeves within a single deck or set must be identical in size, color, texture, and condition. At Relaxed events, if a player is not using opaque card sleeves, he or she must make sure that all card backs in each of their decks and set of titles have a uniform appearance. Players should bring a few spare sleeves for each of their decks and set of titles in case a card sleeve breaks or becomes unusable during an event.

## ***Legal Products***

Players may use only official *A Game of Thrones: The Card Game* components in Kingsmoot events, with the following exceptions for third-party replacements:

- Tokens that do not obscure card information

All *A Game of Thrones: The Card Game* components are legal for Kingsmoot events—including official promotional cards, tokens, and other components given out at events or tournaments—upon the product's official release. Official release dates will be updated on the Product Legality page on our website ([FantasyFlightgames.com/OP/Legality](http://FantasyFlightgames.com/OP/Legality)). Players outside North America should check with their organizer to determine which products are legal for Kingsmoot events.

## **Event Play**

This section provides information and considerations for playing a game of *A Game of Thrones: The Card Game* at a Kingsmoot event.

## ***Event Setup***

Before the event begins, the organizer must set up tables suitable for Kingsmoot Play. Each table must contain enough space for up to six players to sit at the table. Each seat should be arranged so that players have enough space on the table to comfortably place all of their cards and tokens over the course of a game.

## ***Game Setup***

During Kingsmoot events, players use modified first and second steps of Game Setup in the *A Game of Thrones: The Card Game* Tournament Regulations.

1. Players determine who is first player. This is done by flipping a coin, rolling a die, or another random process. Then the first player sets aside the “Lord Reaper of Pyke” and “Reek” titles and places his or her remaining six Kingsmoot title cards facedown on the table. All other players put away their sets of title cards, removing them from the game and keeping them off the table. The first player deals the remaining six titles to all players—starting with himself or herself—going in a clockwise direction. If there are less than six players, the first player deals any remaining titles in a counterclockwise direction, starting with the last person to receive a title.
2. Each player reveals their faction card, agenda card—if they have one—and title card(s) in player order, placing them prominently in their play area.

## ***Table Talk***

Politics and bluffing are significant parts of the *A Game of Thrones: The Card Game* Kingsmoot variant. During a Kingsmoot game, players may discuss the game with one another, at any time, so long as it does not unnecessarily slow down the pace of the game. Of course, there is no guarantee that any given player is telling the truth, and the wise *A Game of Thrones: The Card Game* 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.

## **Event Concepts**

The event concepts create the framework for any *A Game of Thrones: The Card Game* Kingsmoot event.

## ***Round Times***

Each round of a Kingsmoot event is a predetermined length, giving players a certain amount of time to complete their games. A leader should start the timer for a round after most players have found their seats and begun to set up. If a game has not concluded when the time for a round runs out, the players play through the next taxation phase (see “End of Round” on page 6). The following round times apply based on the largest number of players at a table in an event:

- **3-4 Players Round Length:** 90 minutes each
- **5-6 Players Round Length:** 120 minutes each

## ***Pairings***

Each round, players are paired with between two to five opponents, against whom they play a Kingsmoot game of *A Game of Thrones: The Card Game*. The organizer must announce the number of rounds before the start of the event.

If a player no longer wishes to continue playing, he or she can notify the organizer of their intent. The organizer will avoid pairing him or her in future rounds by dropping them from the event. Players are also dropped if they do not appear for a round in which they are paired within a reasonable time limit, or if they are no longer able to play for another reason. If a player does not appear for a match with at least four players, the remaining three (or more) players play the round as a smaller game. If a player does not appear for a round at a three-player match, the organizer should re-pair players so that no game has less than three players, if possible.

Players can request that the organizer allow them to rejoin an event from which they were dropped, being assigned unpaired losses for each round they did not attend. Disqualified players are removed from the event, and cannot rejoin.

## **Swiss Rounds**

Most Kingsmoot events use a random pairing system that pairs random players in groups of three to six players for each round. It is possible for players to play against each other more than once during a Kingsmoot event, but organizers should modify pairings to prevent any group of three or more players from playing against each other more than once. At the end of Swiss rounds, the winner of the event is the player with the most tournament points

Players should be paired to maximize the number of large groups while attempting to create at least three or four tables and avoiding groups of three players. Less than 25 players should result in the following:

**6 Players:** Two 3-player tables

**7 Players:** One 4-player table, one 3-player table

**8 Players:** Two 4-player tables

**9 Players:** One 5-player table, one 4-player table

**10 Players:** Two 5-player tables

**11 Players:** One 6-player table, one 5-player table

**12 Players:** Three 4-player tables

**13 Players:** One 5-player table, two 4-player tables

**14 Players:** Two 5-player tables, one 4-player table

**15 Players:** Three 5-player tables

**16 Players:** One 6-player table, two 5-player tables

**17 Players:** Two 6-player tables, one 5-player table

**18 Players:** Three 6-player tables

**19 Players:** Three 5-player tables, one 4-player table

**20 Players:** Four 5-player tables

**21 Players:** One 6-player table, three 5-player tables

**22 Players:** Two 6-player tables, two 5-player tables

**23 Players:** Three 6-player tables, one 5-player table

**24 Players:** Four 6-player tables

## ***End of Round***

Each Kingsmoot round ends in one of the following ways:

- **A King is Declared:** One player collects six titles at one time. That player is the winner
- **Victory Condition:** One player meets their deck's victory condition. The player with the most titles is the winner. If there is more than one player with the most titles, see "End of Round Tiebreakers on page 7."
- **Time:** When time is called at the end of a Kingsmoot round, players must play through the taxation phase of the current game round. If no player has won by the end of the taxation phase, the player with the most titles is the winner. If there is more than one player with the most titles, see "End of Round Tiebreakers on page 7."
- **Concession:** All but one player in a game voluntarily concede defeat at any point during the game. The remaining player is the winner.

If a player's draw deck runs out of cards or a player concedes at any point during a game, that player is eliminated from the game, all cards he or she owns are removed from the game, and each card he or she controls but does not own is placed in their owner's discard pile. Any titles that player controls are returned to the middle of the table under the control of no one. If the eliminated player was the first player, the first player token is passed clockwise to the next player. The eliminated player receives 0 tournament points (see "Tournament Points" on page 7) and places one spot lower than the number of remaining players. For example, if a player is eliminated from a four-player game, he or she ends the game in fourth place. If a second player were to be eliminated before the game ends, he or she would end the game in third place.

Players that finish the game are ranked above any players eliminated or that conceded and are ranked by the number of titles they control at the end of the game. The player with the most titles (after the winner) is ranked second, the player with the next-most titles is ranked third, and so on.

### **End of Round Tiebreakers**

If multiple players are tied with the most titles when a round ends, the tied player with the most power on his or her House card is the winner. If multiple players are tied with the most titles and power, the highest initiative is the winner. If there is still a tie between multiple players, the player with the "Heir of the Iron Islands" title is the winner. If none of the tied players control "Heir of the Iron Islands," then all players with the same number of titles, amount of power, and highest initiative tie.

If two or more players that did not win have the same number of titles, those players are ranked in the order of their power. The player in that group with the most power is ranked above all other players in that group, the player with the second-most power is ranked second, and so on. If two or more players have the same number of titles and the same amount of power, they tie for the lowest ranking they would hold. For example, if two players are tied for 3rd/4th place, they are both ranked 4th.

### ***Tournament Points***

Players earn tournament points at the end of each round based on their placement at the table at the end of the game. The player who claims six titles—or the most titles, if the game ends before any player claims six—wins the table, the player with the second-most titles finishes second at the table, and so on.

The winner of a table scores 15 tournament points. Each player who finishes in second through sixth place earns tournament 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, plus the number of titles they control at the end of the game. A player with any effects that reduce their victory condition add that amount to his or her power total, before dividing by his or her placement, when calculating his or her tournament points.

**Scoring Example:** Ed, Jamie, Greg, and Sara play against each other in a game. None of the players have effects that modify the amount of power they need to win the game. Jamie wins the game by acquiring six titles. Ed and Sara finish with one title each, but Ed has 12 power, while Sara has 10. Greg finishes fourth with zero titles and 4 power. Jamie receives 15 tournament points for winning the game. Ed earns tournament points based on second place: 12 divided by 2 for 6 points from his power and then adds 1 for his title, for a total of 7 tournament points. Sara earns tournament points based on third place: 10 divided by 3 for 3 points from her power and then adds 1 for her title, for a total of 4 tournament points. Greg earns tournament points for fourth place: 4 divided by 4 for 1 point from his power. He has no titles, so he finishes with 1 tournament point.

If two or more players are tied for first place after tiebreakers are applied, each player receives tournament points equal to the total points earned by all places those players would hold, divided by the number of players, rounded down.

**Tied Winner Scoring Example:** Dan, Sam, Julia, and Gabe play against each other in a game that goes to time. At the end of the game, Sam and Julia are tied with two titles and 10 power, Dan has one title and 9 power, and Gabe has one title and 5 power. First place would normally earn 15 tournament points, and second place would earn 7 tournament points when ending a game with two titles and 10 power. Sam and Julia split the total of 22 tournament points, so each receive 11 tournament points. Dan earns tournament points normally for third place: 9 divided by 3 plus 1 for his title, for 4 tournament points. Gabe earns tournament points normally for fourth place: 5 divided by 4 plus 1 for his title, for 2 tournament points.

## Tiebreakers

If two or more players have the same number of tournament points, tiebreakers are used to determine each player's standing within that group. Tiebreakers are used in the following order until all players within that group have been given a standing.

- **Strength of Schedule:** A player's strength of schedule is calculated by adding the total tournament points of each opponent in a single round, and dividing by the number of opponents that round. Do this for each round the player has competed in, then add the result of each round and divide by the number of rounds that opponent has played. The player with the highest strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest strength of schedule is ranked second among all players in the group not yet ranked, and so on.
- **Extended Strength of Schedule:** A player's extended strength of schedule is calculated by adding each opponent's strength of schedule and then dividing by the number of opponents that player has played. The player with the highest extended strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest extended strength of schedule is ranked second among all players in the group not yet ranked, and so on.
- **Random:** If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

## Event Structure

The structure of a Kingsmoot event determines how many Swiss rounds are used.

### *Custom Kingsmoot Structure*

The Custom Kingsmoot structure is meant to be flexible and be modified based on an event's and community's needs. Below is an example structure for *A Game of Thrones: The Card Game* Kingsmoot events, but an organizer may use a different structure as long as he or she announces the structure to players before the start of the event.

Number of Registered Players	Number of Swiss Rounds
6-12	2
13-42	3
43 and Above	4

This and other supported documents for *A Game of Thrones: The Card Game* can be accessed from the game's page:

[FantasyFlightGames.com/AGoT-LCG](http://FantasyFlightGames.com/AGoT-LCG)

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