

# A GAME OF THRONES

THE CARD GAME

## Rookery Variant

The *A Game of Thrones: The Card Game* Rookery variant offers players additional deck building opportunities with the introduction of a new deck-building rule: up to 12 additional cards that a player can use to modify their deck before each game begins.

The *A Game of Thrones: The Card Game* Rookery format follows the rules outlined in the *A Game of Thrones: The Card Game* Learn to Play and *A Game of Thrones: The Card Game* Rules Reference. If any rule within those documents conflicts with the rules contained herein, the *A Game of Thrones: The Card Game* Rookery Variant rules take precedence.

### Player Materials

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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

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Each player must build one draw deck, one plot deck, and a rookery to use in a 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. A rookery may contain up to 12 total cards—up to 10 cards for a draw deck and up to two plot cards—and all cards must be cards that can be legally included in a player's draw or plot deck. A player can have only one card on the Restricted List between their decks and rookery.

During setup of each game (see below), players have the opportunity to modify their draw and plot decks with cards from their rookery. Players must still adhere to required deck sizes.

Players must use the same draw deck, plot deck, and rookery for the duration of the tournament.

### Game Setup

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During Rookery events, players use a modified second step of Game Setup.

2. Each player reveals their faction card and agenda card—if they have one—in player order, placing them prominently in their play area. After revealing faction and agenda cards, each player may add cards from their rookery to their draw deck. They may also remove cards from their draw deck, so long as they do not go below their minimum deck size and do not finish with more than 12 cards in their rookery. Each player may swap plot cards from their rookery with plot cards in their plot deck. After modifying decks, each deck must fulfill all agenda and deckbuilding requirements. After the game, players must return all cards to their original location (draw deck, plot deck, or rookery).