

A Game of Thrones: The Card Game World Championship

Day 1A

Day: Wednesday, November 1st

Location: Fantasy Flight Games Center

Check-In: 12:00 - 12:30 PM

Required Components: 1 legal draw deck and 1 legal plot deck, a completed deck list, and other core set components

Swiss Rounds: 6 rounds

Round Length: 55 minutes

Break: 1-hour break after Round 3

Leaderboard Posted: After Rounds 4, 5, and 6

Size of Cut: All players with 18 or more tournament points

Report to Flight Control by 9:30 AM Friday, November 3rd

Day 2

Players must have qualified for Day 2 during Day 1A or 1B of the *A Game of Thrones: The Card Game* World Championship. Players retain their tournament points.

Day: Friday, November 3rd

Location: Fantasy Flight Games Center

Check-In: 9:00 - 9:30 AM

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

Swiss Rounds: 2 rounds

Round Length: 55 minutes

Leaderboard Posted: After each round

Size of Cut: The top 16 players advance to Elimination Rounds, starting shortly after Swiss rounds end

Day 1B

Day: Thursday, November 2nd

Location: Fantasy Flight Games Center

Check-In: 12:00 - 12:30 PM

Required Components: 1 legal draw deck and 1 legal plot deck, a completed deck list, and other core set components

Swiss Rounds: 6 rounds

Round Length: 55 minutes

Break: 1-hour break after Round 3

Leaderboard Posted: After Rounds 4, 5, and 6

Size of Cut: All players with 18 or more tournament points

Report to Flight Control by 9:30 AM Friday, November 3rd

Elimination Rounds

Day: Friday, November 3rd

Location: Fantasy Flight Games Center

Elimination Rounds: 4 single-elimination rounds

Round Length: 55 minutes (120 minutes for the final match)

Additional Notes: Prior to each game, each player will be provided with his or her opponent's deck list for a short review. Deck lists will not be available for reference during the game.

Time Topics

- When pairings are posted, the round start time will be announced approximately 3 minutes later.
- When a round starts, it will be announced along with the round end time. You can find 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 or had a modified win and initial. Only write in 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

Information on prizes for the *A Game of Thrones: The Card Game* World Championship can be found on the Prize page at www.FantasyFlightGames.com/OP/World-Championships/Nov/Prizes.

A Game of Thrones: The Card Game Side Events

Draft Pods

Day: Friday, November 3rd

Location: Fantasy Flight Games Center

Check-In: 1:00 - 1:30 PM

Required Components: 1 Valyrian Draft Starter and 1 Valyrian Draft Pack (Player must provide these)

Swiss Rounds: 3 rounds

Format Rules

Players will draft a card from their draft pack and then pass the remaining cards. They will continue doing this until all cards have been drafted. Afterward, players must build a draw and plot deck to play with from the cards they drafted, along with those provided in the Draft Starter.

Melee

Day: Saturday, November 4th

Location: Fantasy Flight Games Center

Check-In: 1:00 - 1:30 PM

Required Components: 1 legal draw deck, 1 legal plot deck, 1 set of agendas, and other core set components

Swiss Rounds: 4 rounds

Round Length: 105 minutes

Melee Top 16

Day: Sunday, November 5th

Location: Fantasy Flight Games Center

Check-In: 11:00 - 11:30 AM

Required Components: The same draw deck and plot deck used during Swiss rounds, 1 set of agendas, and other core set components

Single-Elimination Rounds: 2 rounds

Round Length: 105 minutes (180 minutes for the final match)

Sign-up for all *A Game of Thrones: The Card Game* side events begins at 2 PM the day before the event and is located at the Info Booth in the Games Center. Waitlist spots will be announced 15 minutes after check-in for the event closes. The game's Tournament Regulations, Rules Reference, and other support documents can be found at www.FantasyFlightGames.com/OP/Games.