



**A GAME OF THRONES
ORGANIZED PLAY
TOURNEY RULES
2004 SEASON.
September 15th, 2004
- August 31st, 2005.
Version 1.0**

The Organized Play program for the A GAME OF THRONES COLLECTIBLE CARD GAME (“GOT”), sponsored by Fantasy Flight Games (“FFG”), will follow the organization and rules provided in this document.

Participating in an Organized Play Event.

Except for the official GOT events sponsored by FFG (see later), all local organized play events (or “Tournaments”) will be organized by members of the **Night’s Watch**. For information on how to join the Night’s Watch (or “take the black”) please refer to the GOT official website at www.agameofthrones.com. GOT Tournaments hosted by members of the Night’s Watch will be referred to as “Local Events”.

Tourney Formats and Rankings:

The type and format of all local events will be decided by the Night’s Watch member running the event. For the 2004-2005 GOT season, the Night’s Watch members can choose from three types of events:

- Standard Format
- Classic Format
- Limited Format

Players will gain points and be ranked in all three formats separately. In other words, a player playing in a specific format will gain points towards his ranking in that format only, leaving his rankings in the other two formats unaffected.

The basic rules for playing all three formats are found under the “Floor Rules” section of this

document. The specific individual rules for each format is found under the following three sections.

STANDARD FORMAT

In addition to the “Floor Rules”, these are the rules that apply to a “Standard” Tournament during the 2004-2005 organized play season.

Authorized Cards

For purposes of the Standard Format, cards from the following sets are allowed. These sets are

- ICE & FIRE EDITION
- ICE & FIRE PREMIUM STARTER
- A THRONE OF BLADES EXPANSION
- A CROWN OF SUNS EXPANSION
- VALYRIAN EDITION
- A TOURNEY OF SWORDS EXPANSION (December 2003 release)
- VALYRIAN EDITION PREMIUM STARTER (March 2005 release)
- A REIGN OF KINGS EXPANSION (May 2005 release)

In addition, all promotional cards with the numbers P10 and higher are also allowed in Standard Play. Note that cards P1 through P9 are not allowed in Standard Play.

Banned Cards

The following cards, even though found in the legal sets, are banned from Standard format tournament play:

Ice & Fire edition

- (U30) ALLEYS & WHISPERS

Older Card Versions

Some cards from older sets are reprinted in the legal sets mentioned above for Standard play. Any version of a (non-banned) card found in the legal environment is legal for play.

CLASSIC FORMAT

In addition to the “Floor Rules”, these are the rules that apply to a “Classic” Tournament during the 2004-2005 organized play season.

Authorized Cards

For purposes of the Classic Format, cards from the following sets are allowed.:

- All GOT sets are allowed in the Classic format.
- All promotional cards are allowed in the Classic format.

Banned Cards

The following cards, even though found in the legal sets, are banned from Classic format tournament play:

Westeros edition

- (R 226) KING’S PEACE
- (U 114) HEADS ON PIKES
- (R 105) COUNTERPLOT
- (U 151) THE THINGS I DO FOR LOVE

Westeros Premium Starter

- (R 105) COUNTERPLOT

Ice & Fire edition

- (U30) ALLEYS & WHISPERS

LIMITED FORMAT

In addition to the “Floor Rules”, these are the rules that apply to a “Limited” Tournament during the 2004-2005 organized play season.

Limited tournaments are broken down into the following two types: **sealed deck** or **booster draft**. Regardless of which type of limited tournament you play in, the results will be applied towards your limited player ranking.

SEALED DECK RULES

Deck-Size Limits

Decks must contain a minimum of forty cards. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance. Plot decks must number exactly five cards.

A player’s main deck may contain any number of any specific card (i.e. more than three copies of a card). Plot decks must contain exactly five cards, and may have only one copy of each Plot card.

Materials Provided

Each player participating in the tournament must have the following:

- o 1 sealed starter deck
- o 2 sealed booster packs
- o 1 draft pack

It is recommended that the starter deck is from the most recent base set (i.e. Valyrian Edition) and the booster packs are from the most recent expansion. If the most recent expansion was a base set, then both starter and boosters should be from that set.

Deck Construction

Each player now has a pile of cards that they have taken from their starter deck and booster

packs, as well as the 19 cards from their Draft Pack. Decks are then constructed using these cards only (players cannot add cards from their collection).

Once decks are constructed, players may select either one or two House cards. If a player chooses two House cards, they require 20 power to win the game, but they may play *House X Only* cards (including plot cards) of either House. Both House cards are considered a **combined single card** consisting of both houses for purposes of attachments, etc.

You may only play with an Agenda card if you have declared a single House card.

Players should be allowed a minimum of twenty minutes for the Deck Construction process.

BOOSTER DRAFT RULES

Booster draft is a type of limited environment tournament format in which players construct decks made from only the contents of four booster packs and the official Game of Thrones Draft Packs.

Deck Size Limits

Decks must contain a minimum of forty cards. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance. Plot decks must number exactly five cards.

A player's main deck may contain any number of any specific card in Sealed Deck format (i.e. more than three copies of a card). Plot decks must contain exactly five cards, and may have only one copy of each Plot card.

Materials Needed

Each player participating in the tournament must have the following:

- o 4 sealed booster packs
- o 1 draft pack

It is recommended that two of the booster packs are from the most recent base set (i.e. Valyrian Edition) and two are from the most recent expansion. If the most recent expansion was a base set, then all four booster packs should be from that set.

Drafting

Each player opens one booster pack, picks one card to keep for his or her deck, and then passes the remaining cards to the **left**. The player then picks one card from the cards passed to him from the player on his or her right, and then passes the remaining cards to the left. This process is repeated until each player's first booster pack is depleted.

Next, each player opens the second pack, picks

one card, and passes the remaining cards to the **right**, following the process outlined above until each player's second booster pack is depleted. The third booster gets passed to the **left**, and then the fourth gets passed to the **right**.

Players should be allowed a minimum of 30 minutes for the Drafting process.

Booster Draft Deck Construction

Each player now has a pile of 44 cards that they have drafted from the booster packs, as well as the 19 cards from their Draft Pack. Decks are then constructed using these cards only (players cannot add cards from their collection).

Once decks are constructed, players may select either one or two House cards. If a player chooses two House cards, they require 20 power to win the game, but they may play *House X Only* cards (including plot cards) for either House. Both House cards are considered a **combined single card** consisting of both houses for purposes of attachments, etc.

Players should be allowed a minimum of twenty minutes for the Deck Construction process.

FLOOR RULES

102. 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 at any time. Cards are interpreted using the appropriate card rulings on the most updated FAQ found on the A Game of Thrones web site. 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.

The head judge 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.

103. Unsportsmanlike Conduct

Players are expected to behave in a mature and considerate manner, to play within the rules and not abuse them. This includes intentionally stalling a game for time, abusing an infinite combo, inappropriate behavior, etc. The Tournament Organizer, at his or her sole discretion, may remove players from the tournament for unsportsmanlike conduct.

104. Minimum Number of Players

A minimum number of four players is required for a sanctioned tournament.

105. Tournament Organizer Participation

The Tournament Organizer may participate in the 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.

106. Match Time Limits

The minimum time limit for any match is **60 minutes**. The Tournament Organizer may choose to use a longer time limit.

107. Deck Size Limits

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.

A player's deck may not contain more than three of any card with the same title (regardless of which set the card is from), and may not have more than one of any Plot card with the same title.

108. Pairings

Standard Swiss style pairings are preferred. Random pairings are allowed for the first round. The tournament director should avoid pairing family members or players who traveled 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.

A good rule of thumb is to always pair in halves, rather than randomly, within score groups. This allows for the subtle adjustment of players if one has already played another player. (Note: If the tournament director 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, similar to the seeding process used at Wimbledon, for example.

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.

109. Byes

Byes are awarded when there is an odd number of players. Byes are not awarded to late entrants except by special permission from the TO. A player may only be awarded one full win bye (three points) per tournament. If applicable, a bye is always given to the lowest ranked player of the lowest score group.

110. 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. He must place and then reveal his or her cards first during setup. Thereafter each turn follows the standard order set forth in the A Game of Thrones play rules.

111. Mulligan Rule

Before each game begins, and before any setup cards are revealed, a player may, for any reason, shuffle his or her opening hand into his or her deck and draw a new setup hand. This may only be performed once per game.

The decision of whether or not to Mulligan passes between players following the order established in section 110. Once a player passes the opportunity to Mulligan, that player may not change his or her mind.

112. Pregame Procedure

Before a game begins, players determine who goes first (see section 110). 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.
2. Players present their decks to their opponents for additional shuffling and cutting.
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 (see section 110), decides whether to Mulligan (see section 111). Once Mulligans are resolved, the game can begin.

113. End-of-Match Procedure

If the match time limit is reached before a winner is determined, both players finish the current round through the end of the Stand Phase.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), then the end-of-match procedure does not occur until

the end of the time extension.

114. Determining a Match Winner

Players are awarded match points at the end of each match as follows:

Match Win = 3 points
Match Loss = 0 points
Draw = 1 point

If the time limit has been reached without a winner being declared, both players are awarded a draw.

115. Breaking Ties

If a tiebreaker between players with identical win-loss records is needed, use the following method: Award "tie breaker points" by calculating the strength of each player's schedule by combining total match points of all their opponents. The player with the most tie-breaker points wins the tie and advances. This way, the person who played the most "difficult" games wins the tiebreaker. This procedure is also called the "strength of schedule".