

# A GAME OF THRONES THE CARD GAME

## Storyline League: Rules

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### League Play

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2009 AGoT LCG league play is divided into six-week seasons. Each league is played as a self-contained entity, and the results of each season contribute to the overall storyline of the league. Following are the rules for a single season.

### Weekly Scheduling and Results Tracking

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Each league will run for six weeks. Each league member can play up to two official (recorded) games against every other league member each week: one “sparring” game and one “league” game on league night.

Playgroups are encouraged to set up a consistent time during which league members will meet at the store to play league games. At the TO's discretion, players can meet at the store to play their league games at other times as well. All league games must be played at the host store.

Each week, on “league night,” a swiss tournament should be held in which players meet and compete with a league deck. Players earn votes towards the league storylines based on their performance in these tournaments.

### Cardpool

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The initial cardpool for a league is the A Game of Thrones Core Set (GOT36) and two Chapter Packs. (Each of the five seasons scheduled for the 2009 league campaign will begin with two different Chapter Packs.) An additional chapter pack will be added to each player's cardpool twice throughout the course of each six week season.



Players can use the same A Game of Thrones Core Set at the beginning of each league, but they are encouraged to purchase the supplementary Chapter Packs through the game and hobby store that is hosting the league. This is the incentive that store owners have to host and promote Organized Play leagues, which in turn will draw more attention and player support for the game in your area.

## **Deckbuilding**

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League decks must have a minimum of 50 cards, with no more than 3 copies of any card (by title) permitted in any deck. Plot decks must contain 7 plot cards, with no more than 1 copy of any plot card (by title) permitted in any plot deck.

## **House Cards**

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At the beginning of each league session, each player must commit to a specific House card. That player must then play all of his or her games that week using that House. Players are welcome to change or tweak their deck between games, but the House card must remain consistent throughout the tournament. At the beginning of each session or play night, players are welcome to change to a different House if they so desire.

## **Trading**

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Players are permitted to make a single trade, 1 card for 1 card, with their opponent after each officially recorded “sparring” game. All trades must be recorded on each player’s trade roster, which is provided in the league kit. Players are not obligated to make a trade if they cannot work out a mutually beneficial deal. Playing “sparring” games and fine-tuning your decks through trade is a key aspect of long-term success in an LCG league.



## **Results Tracking**

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Players are responsible for reporting the results of their official games to the Night’s Watch member running the league, who is then responsible for recording the results of the games.

## Storylines

Each 6-week campaign will contribute votes to four different storylines. The results of these storylines will influence the future design of the game.

Three of the four storylines are based around the three challenges in the A Game of Thrones card game. For example, during the first league, the military campaign is called “Kneel before Tywin Lannister,” the intrigue campaign is called “Conspiracies Afoot,” and the power campaign is called “Dawn of a Legend.” (These storylines are presented in full on the A Game of Thrones support page.)

Each of these storylines will present a number of options regarding cards to print, characters or mechanics to feature, and directions the game can take. Depending on their finish in each week’s league tournament, players earn votes towards one of the three (military, intrigue, or power) storylines. This “first place” vote counts as 3 points towards whichever option that player chose. The “second place” finisher then gets to cast their vote towards one of the two remaining storylines, with this vote counting as 2 points. Finally, the last place finisher in each tournament earns the “Sansa award,” and can cast their vote towards the remaining storeline, with this vote counting as 1 point.



The fourth story line, “The Minstrels Muse,” is based on the Houses of those who qualified to vote played in the tournament in which they acquired those votes. In other words, the first place finisher is allowed to cast a 3-point vote towards either the military, the intrigue, or the power storyline. In addition to having these three votes count towards that storyline, the three votes will also, automatically, be counted for the House that player was playing.

In addition to the weekly voting, at the end of the entire 6-week season, an overall vote will be cast in which players are able to vote on the storylines in the same manner as they would in the weekly voting, this these votes carrying double weight (6 points, 4 points, 2 points) toward the storylines to which they are cast. Win and loss results from both tournament games and sparring games are tallied throughout the league, and the player with the best W-L record (by percentage) earns the first place vote, the runner up earns the second place vote, and the player with the most losses earns the third vote. A minimum of 12 games (2 per week) is required for a player to be eligible for this final vote.

All votes are officially recorded on the campaign map by the TO running the campaign. At the end of the campaign, the TO will be responsible for submitting the final results of the league to FFG using the recording system available at Fantasy Flight Games’ organized play website. These decisions will be recorded along with the decisions that were made by other stores and playgroups, after which the results for each league will be tabulated by FFG and applied to the future design of the game.

