A GAME OF THRONES
GENESIS

MANUAL

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

HELP - TECHNICAL SUPPORT

If you encounter difficulties installing or running **A Game of Thrones - Genesis,** do not hesitate to contact our technical support department by email.

E-mail : support@agot-genesis.com

Please provide a maximum amount of information on the problem encountered and the way it occurs. Attach a Dxdiag file to your mail.

SUMMARY

To install **A Game of Thrones - Genesis,** please insert the DVD into your DVD drive and then follow the on-screen instructions. If no window is displayed after you have inserted the disc into your drive, please do the following: double-click on the **[Computer]** icon on your desktop, then on the **[DVD Drive]** icon to launch the install program; then follow the install program instructions that appear on-screen.

License Agreement: You may look at the license agreement of **A Game of Thrones - Genesis** during the installation. You must read it thoroughly and accept the terms of use before installing the game.

Notice: Product offered subject to your acceptance of the Steam Subscriber Agreement *(«SSA»).* You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see **www.steampowered.com/agreement** to view the SSA prior to purchase. If you do not agree with the provisions of the SSA, you should return this game unopened to your retailer in accordance with their return policy.

Activate the game: When you have chosen to install **Game of Thrones - Genesis,** and you are connected to your Steam account, you will be asked to enter your product code to activate the game. This code is printed on the back of your manual. The game will start to install once you have entered the code and you can enjoy the game to the full!

Important: should a new window appear called "**Product activation**" requesting a serial number, please enter your product code which is printed on the back of your manual.

Minimum System Requirements
OS: WINDOWS XP SP3/WINDOWS VISTA SP1/WINDOWS 7
PROCESSOR: AMD/INTEL DUAL-CORE 2.2 GHZ
RAM MEMORY: 1024 MB (XP)/2048 MB (VISTA/7)
GRAPHICS CARD: 256 MB 100% DIRECTX 9 AND SHADERS 3.0 COMPATIBLE ATI RADEON X1600 XT/INTEL HD/NVIDIA GEFORCE 6600 GT OR HIGHER
DVD-ROM: 2X DRIVE
HARD DISK SPACE: 10 GB
SOUND CARD: DIRECTX 9 COMPATIBLE
INTERNET CONNECTION REQUIRED FOR ONLINE GAMING AND GAME ACTIVATION

«A Game of Thrones - Genesis» is the video game adaptation of George R.R. Martin's best-selling «A Song of Ice and Fire» series of novels. In this strategy game, your political prowess will be as important as your strategic and military skills!

«A Game of Thrones - Genesis» plunges you into the heart of the battles and intrigues between the Houses that shaped the Kingdom of Westeros.

The arrival of Nymeria in Dorne *(Year -700)* up until the defence of the Wall against the wildling invasions *(Year 300)* marks the genesis of the great saga of **A Game of Thrones** that you will experience through 1,000 years of history.

Become a player in the greatest battles and the founding events of Westeros, such as the invasion of the continent by Aegon the Conqueror and the War of the Usurper.

In this strategy game, victory does not necessarily result from brute force.
You can of course choose to use a military approach and besiege your opponents, but you may also strangle by economic warfare, or use all the dirty tricks possible and subtle diplomacy to politically crush them. Treachery, deception and backstabbing are everywhere… so watch your back, always!

You can also play **A Game of Thrones - Genesis** in multiplayer mode with a richly detailed campaign that will allow you to participate in the key moments in the history of Westeros, where 2 to 8 players can do battle in intense games for the **Iron Throne**… be prepared for alliances, betrayals, deception and ranged battles as you progress through the game!

You can play one of the 8 Houses in the continent of Westeros, each with its own history and characteristics. The Houses Bonuses are only available in House vs House mode.

TARGARYEN

House Targaryen is a noble family of Valyrian descent that escaped the Doom. They lived for centuries on the island of Dragonstone until Aegon Targaryen and his sisters rode their dragons to the conquest of the Seven Kingdoms. House Targaryen ruled as the Kings of Westeros for nearly 300 years, until expelled by Robert's Rebellion. Their seats were the capital city of King's Landing and the island castle of Dragonstone.

STARK

House Stark has had its seat at Winterfell for close to eight thousand years and the blood of the First Men flows in their veins. Being of the North, House Stark has always been close to the men of the Night's Watch and it has lent assistance in repelling attacks from beyond the Wall.

TULLY

House Tully never ruled as kings. Their seat is Riverrun, which is shaped in a triangle and is situated between the Red Fork and Tumblestone rivers; the opening of the sluice gates creates a wide moat on the third side. The walls of Riverrun rise sheer from the water and afford a commanding view of the opposite shores.

ARRYN

House Arryn can date back its line to the Andal invasion of Westeros, some six thousand years ago when they took the name of Kings of Mountain and Vale. However, they submitted to Aegon the Conqueror. Their main seat is the Eyrie, which sits astride a mountain known as the Giant's Lance and is accessible by a path of steps cut into the mountain.

TYRELL

House Tyrell were stewards to the Kings of the Reach until the death of King Mern during the Targaryen conquest. The position of the Tyrells was therefore contested and several families chafed at the fealty they owed to them. The Reach offered fertile lands providing the Tyrells with the income to finance a large army.

BARATHEON

House Baratheon is descended through the female line from the Storm Kings, having acquired both the lands and the daughter of Argilac the Arrogant at the outset of Aegon's Conquest. The seat of the family is therefore, historically, at Storm's End. The House Baratheon rose to overthrow Aerys II Targaryen and claimed the Iron Throne, gaining both King's Landing and Dragonstone.

MARTELL

House Martell was one of the ruling Lords of Dorne until Mors Martell married the warrior queen Nymeria and went on to unite all of Dorne under their rule. House Martell was the only House not to succumb to Aegon the Conqueror and his dragons. After two centuries of fighting off Targaryen occupation, House Martell ultimately submitted Dorne to Targaryen rule through marriage.

LANNISTER

House Lannister is, without doubt, the richest family in the Seven Kingdoms, due to the many goldmines in the Westerlands. They reigned as Kings of the Rock until the Targaryen conquest. The seat of the House is at Casterly Rock, a powerful fortress which sits atop a rock overlooking the sea.

GAME MODES

TUTORIAL

When you launch **A Game of Thrones - Genesis** for the first time, we recommend you start by opening the tutorial to understand the various processes *(creation of alliances, underhand actions and deception, peace, war, victory and pacts)*. This information will not only help you gain an in-depth knowledge of the game mechanics, but will also reveal the subtleties and nuances that will help you to master it.

You can access the "game interface" screen via the Pause menu at any time during the game.
The game interface contains basic information and strategic tips and hints.

CAMPAIGN

Through the 20 missions that make up the single player campaign, you will plunge headlong into the heat of the battles and intrigues between the large Houses that have shaped the Seven Kingdoms. Missions will be unlocked as you progress, and you can set the difficulty level in each one.

HOUSE VS HOUSE

In House vs House, up to 8 Houses can compete to claim the **Iron Throne!**
To achieve this objective, you must earn enough Prestige Points for the House you represent.
There are various ways you can do this: acquire riches, form alliances, control septs or massacre your enemy… However, some actions may lead you to lose Prestige Points, e.g.: besiege an enemy castle or town in a time of peace, be the victim of a secret alliance, see your bastards revealed…
Gain enough Prestige Points to accede to the **Iron Throne**. You have all the tools available to do this: assassinate their Great Lords, cut their business channels, buy-off their units and turn them against their House, capture their units and demand ransoms…
just do whatever it takes to win!

MULTIPLAYER

House vs House: Multiplayer House vs House mode is identical to the single player House vs House mode. Up to 8 players can compete online.
Ranked game: This is a multiplayer game with rankings.

REPLAY

Replays are video recordings of each of the matches you played, giving you the opportunity to watch your most glorious victories, or on the other hand to analyze your defeats to correct your mistakes.

PLAYING IN HOUSE VS HOUSE MODE

The House vs House mode works the same way in Solo mode and Multiplayer mode.

STARTING A HOUSE VS HOUSE GAME

To start a House vs House game, follow these steps:
• Map choice: A drop-down menu on the right of the screen allows you to choose the map to play on. Each map has a predefined number of corresponding Houses. All Houses on the map will be active during the game *(played by players or by AI)*. Some maps allow 2, 4, 6, or even 8 Houses to compete.
• Family choice: The player can choose which family he will play from the ones listed. The list will vary depending on the map selected.
• Team choice: It is possible to form teams among the Houses on maps for 4 players or more. Titles and Prestige Points are shared between the Houses that make up one team. This is completely different from the "Pacts" system.
• Difficulty choice: You can adjust the AI difficulty. The possibilities are: Beginner, Easy, Normal, or Hard.

End of the game: When a player wins, the game is over. Click on the **[Quit]** button to access to the game statistics screen. You can then see a global view of the tactical choices and the developments of each player or AI to help you improve your tactics. The player who wins the game can stay on the game map by clicking on **[Continue]**.

THE CONDUCT OF A GAME

In House vs House mode *(solo or multiplayer)*, the victory goes to the player who first reaches 100 Prestige Points. During a House vs House game, there are three game phases: development, underhand actions and war.

Development: Establish alliances with the towns and castles that make up the world of Westeros. The goal here is to get gold, food, to extend your territories and thus your power. Gold is the main resource for hiring your units. Food is only necessary to create and maintain your army.

Underhand actions: Be cunning and deceive your enemies to force them into submission. As other Houses are also looking to control the map, underhand actions are choice tactics that let you hold sway over your opponents.

War: You will inevitably take up arms; lead your troops into battle and, hopefully, emerge victorious. The task of acceding the Iron Throne will be an arduous one. You must form alliances with the towns and castles that make up the world of Westeros. Keep order by securing the loyalty of your vassals and quash any attempts at a revolution.
There will be many plots and betrayals, but nothing will stop you if you establish your political-economic rule.

VICTORY CONDITION

To snatch victory, your House must accumulate 100 Prestige Points or kill the enemy Great Lords and their descendants.

WINNING PRESTIGE

Prestige titles

Prestige Points are acquired through 4 different titles the player must hold. Each title regularly brings Prestige Points to the House who holds it. The more the titles the House possesses, the more quickly it will earn Prestige Points.

There are four titles which are awarded respectively to the House that:
- has the largest amount of revenue.
- controls the largest number of alliances with towns and castles.
- has created the largest number of victims *(units killed and deception)*.
- controls a sept *(religious building)*.

1st prestige title: form the most alliances

Send your envoys into neutral and enemy structures to create new alliances or to break old ones. The alliance percentage is shown by the red bar above the town.

Send out a spy to make secret agreements. The secret agreement percentage is shown by the blue bar above the town.

TIP: In House vs House mode, consider quickly marrying off your Great Lord by sending him to an allied town *(do this in the same way as with a noble lady)*

2nd prestige title: create more victims and make turncoats of enemy units with your spy or rogue.

Attack defenceless targets such as merchants, peasants and envoys.

Use mercenaries to harass the enemy.

Increase the assassin level and select the skill **[Poisoning]**, so that your assassin can use stealth when attacking a victim.

Protect your units with guardsmen to stop your enemy making too many victims.

3rd prestige title: earn the most income

Acquire the [Effectiveness] skill for your envoys and deploy them in the towns.

Kill the enemy merchants to seize the money they are carrying.

Incite uprisings in the enemy towns; this will immediately halt the flow of income from this town.

4th prestige title: control a sept

Send an envoy to the sept or near to it. Use guardsmen to protect the envoy.

Use an assassin, a rogue or a noble lady to kill, buy-off or seduce the enemy envoys who will be tempted to retake it from you. Place mercenaries near the sept and let their weapons do the talking.

Challenges

Another way of obtaining Prestige Points is to complete challenges; these are displayed on the top right of the screen and are issued to each House at the start of a game.

Once a House manages to fulfil the required condition(s), it will immediately gain ten Prestige Points and will be assigned a new objective.

If a House has not achieved its objective after several minutes, the challenge will be cancelled and a new challenge will be issued.

LOSING PRESTIGE

In a game with less than four Houses, there are only three ways of losing Prestige Points:
- when an enemy discovers one of your bastards.
- when you besiege an enemy town or castle in a time of peace.
- when you are the victim of a secret agreement when war is declared.

In a game of more than four Houses, there is a fourth way:
- when you break a pact with an enemy House.

PEACETIME AND WARTIME

A complete gaming phase includes two periods: Peace and War.

A game always begins in Peacetime, and, unless a player wins quickly, War is inevitable. Times of Peace and War are represented by a gauge at the top of the screen. At first, this gauge is blue to represent peacetime. It gradually turns red based on the player's aggressive actions. Once the bar is completely red, the game switches to Wartime.

In Wartime, only armies can take the cities and castles allied with other Houses.

In Peacetime, this action immediately triggers War.

PACTS

In a game involving at least four Houses, it is possible to send your Great Lord or heir to the Feudal Home of an enemy House in order to offer a pact.

The pact may be a non-aggression pact or a mutual benefit pact. The latter allows for the sharing of fields of vision as well as non-aggression.
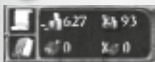
Of course, given that both parties to a pact are in competition for the final goal, the **Iron Throne**, there is no guarantee that either type of pact will be respected. The House who breaks a pact will lose 10 Prestige Points.

GAME INTERFACE

The income counter

There are three parameters to be taken into account when you look to hire a unit: available gold, available food and available time!

Prestige titles and the peace/war gauge

Prestige titles
During a House vs House game, one of the ways you can win is to accumulate Prestige Points, which are earned by holding a maximum number of prestige titles.

Peace/war gauge
Peace reigns at the start of a game and the gauge is blue.
The gauge will fill up with red with each aggressive action committed by the players, and when the gauge is completely red, war will be declared and there will be no way to return to the time of peace.

Objectives / challenges
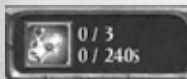
In Campaign mode the mission objectives will be displayed here. In House vs House, the challenges will be shown here. If the House has not achieved its objective after seven minutes, the challenge will be cancelled and a new challenge issued.

Current units panel

The icons of the units under your orders are displayed here *(except the merchants)*. They are listed by category and in order of creation.

Prestige bar

In House vs House, this bar enables you to see the prestige level of each House. This is useful for deciding whether to form an alliance and to therefore counter the advance of your main enemy.

Mini-map

The mini-map provides an instant overview of the geographic and political situation.
This allows you to immediately discern the nature of the alliances and the extent of the territories owned by each House. Signals will be displayed above the mini-map indicating the geographic location of events in the game.

There is a button in the top left of the map which allows you to view the game in full screen *(you can also press the Tab key on the keyboard)*. This is the strategic view on the map, which shows all the units and alliances.
You can also interact with your units in this view.
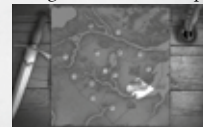
Selected unit panel

When you click on most in-game units or structures the panel at the base of the screen will change and an information bubble will be displayed

Unit hiring zone

You hire units via this panel which is made up two sections. The bottom section of the menu allows you to select the hiring point for your units.

VNITS

HIRING OF VNITS

Certain units have a cost in gold and others a cost in food. You must therefore create alliances with towns and gold mines so that your merchant can earn you gold through trade and you must send peasants to work the fields to build up stocks of food.

When you hire a unit the cost of the next unit of that type is increased. This increase in cost may be minimal. However, in the case of an envoy there is a considerable increase.

> **TIP :** Gold mines can accommodate two merchants simultaneously.

You may sometimes gain extra income by killing an enemy merchant or by obtaining a ransom against the freedom of an imprisoned enemy unit.

Note that an alliance gained through the marriage of a noble lady *(blood alliance)* procures the largest income, an alliance made by an envoy *(basic alliance)* provides an average income and an alliance made by a spy *(secret agreement)* will be the least lucrative.

Food allows you to raise an army. You can acquire some food when you kill an enemy peasant, but to guarantee an enduring supply of food there is only one solution: grow crops using peasants.

The running costs of your units represent a regular expense which reduces your stocks of food.
Each type of unit has specific running costs associated with it and it is armies which demand the most.

> **TIP :** In House vs House Mode, the [Sowing] skill enables a peasant to reduce the time to harvest by 80%. It is then possible to build up stocks of food at a far greater rate.

VNIT HIRING ZONE

A Types of unit
There are 3 categories of unit.
• Non-fighting units *(envoy, spy, etc.)*
• Fighting units *(assassin, mercenaries, etc.)*
• Army *(knights, men-at-arms, etc.)*

B Vertical timer
You can only hire one unit or acquire one skill at a time, but you can place up to 5 of them on the vertical timer. This gauge indicates the progress of hiring or skill acquisition.

> **TIP:** You can click an order to cancel it.

C Units you can hire
Click the portrait of a unit to start hiring.
Units have a cost in gold *(yellow)*, food *(white)* and in time *(blue)*. The more you hire, the more the costs will increase. In House vs House, you must first pay to unlock a unit category before you can hire units of that type.

D Acquiring skills
You can acquire skills to improve your units. This will only cost time, but this cost will rise each time you acquire a new skill. Bear this in mind when you devise your strategy.

E Move the hiring point
A new recruit normally appears at the Feudal Home of the House, but it is possible to have the unit appear in the castle or town where your Great Lord or heir is to be found. To do this, simply select the relevant portrait on the hiring panel.
This gives you the opportunity to have the unit appear in the location where he is most wanted and without having him travel long distances.

F Imprisoned units
When a unit is arrested by guardsmen, it will automatically be sent to the enemy Feudal Home and imprisoned there. An imprisoned unit represents an enormous handicap for other units of the same type belonging to his House. The only way of avoiding this penalty is to pay the ransom to the enemy to free the imprisoned unit.
When you hold an enemy unit in your dungeon, you may free him against the payment of a ransom. You may also free the unit without any ransom being paid. This will lead to an immediate increase in the level of peace, unless war has been declared.

Unit Panel
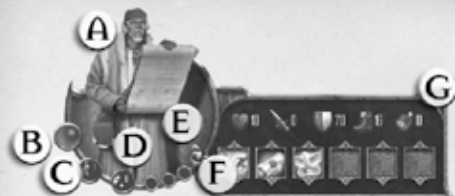
A Unit portrait

Image of the selected unit.

B Tracking

A unit will remain visible during several seconds after leaving an enemy's field of vision. This is called tracking time. When a unit is tracked, an eye will appear in this circle. In order to become invisible, the unit must be outside the enemy's field of vision and tracking time must be at 0. The icon will then no longer be displayed.

C Unit manpower

The number of individuals comprising that unit. This number will influence the attack value of fighting units.

D Unit Experience Points

The units gain experience by carrying out certain actions *(e.g. when an envoy signs alliances)*. They start out with no experience at level 0 and can move up to level 3.

E Upgrading the units

Each time you progress a level, you can select a specific bonus by clicking the arrow-shaped button.
For example, assassins can acquire {Poisoning} or {Rapid Movement} bonuses. A yellow circle will then be displayed to indicate this change. A unit can upgrade to a maximum of level 3. If a unit has not yet achieved the first level, you can click the arrow-shaped button to purchase the Experience Points you need to go from level 0 to level 1.

> **TIP :** Merchants and peasants do not acquire new skills when they change level, but they automatically become more effective.

F Unit skills

Each unit has several specific skills.

G Unit characteristics

Each unit has its own characteristics. These are: Health Points, attack, defence, movement and the operational costs of that unit.

Non-fighting Units

Diplomacy

Envoy
Enters towns to form alliances, but he does not fight.
The envoy may also deliver a message of peace to the Feudal Home of an enemy House in order to increase the level of peace.
This unit may be the target of an enemy spy or rogue and may thus be a turncoat in your enemy's pay.

The envoy will automatically exercise his right of expulsion if he encounters an enemy envoy or spy attempting a diplomatic action in an allied town or castle.
The expelled unit will make a compulsory return to the Feudal Home of his House. Once there, he may be assigned with a new mission.
The returning unit can neither be attacked nor employed while on the journey home.

Underhand actions

Spy
The spy has many uses. He can infiltrate the Feudal Home of an enemy House in order to become a turncoat unit; he can check the identities of your own units and he may also make secret agreements with towns or castles.
The spy is the only unit which can uncover enemy stealth units, but he must be standing still with his field of vision at maximum.

He can also scrutinise the units to unmask traitors, who will then be immediately thrown into prison.
Spies are stealth units in certain conditions. This stealth is lost when the spy is uncovered by an enemy spy or when his stealth timer drops to 0.

> **Turncoats**
> Three types of units may be turncoats: assassin, envoy and commander. Nothing will betray them in the eyes of the affected House, but their actions will be in favour of the enemy.
> There are two ways to create a turncoat:
> • send a spy to the Feudal Home of an enemy House and select one of the 3 enemy units
> • fill your rogue's moneybag with gold and send him on a stealth mission to buy-off an enemy envoy, assassin or commander.
> To uncover a turncoat, you must send a spy to check his identity. If he is a turncoat he will be imprisoned immediately.

Rogue
Instigates uprisings in enemy towns by inciting the citizens to revolt. It is possible to buy-off enemy units, using the rogue, if the latter has the necessary gold.

Noble lady
She can be sent to an allied town or castle to marry the local Lord *(in the case of a blood alliance)*. This type of alliance is very difficult to break and it generates the highest income. In House vs House mode, the noble lady can only be hired once the Great Lord is married. The noble lady can also win over lone enemy units to your House by seducing them.

Nobility

Great Lord
He is head of the House and if he is killed and he has no living heir, the game is lost. Note that if your Great Lord is in his Feudal Home, he cannot be killed. His presence in a town or an allied castle enables hiring from this location. It is possible to marry the Great Lord in a town or a castle to gain a trueborn son. This will put a stop to the appearance of bastards and it will allow you to name him as heir if no other heir exists at that time.

Trueborn son
The marriage of your Great Lord to a noble lady will engender a single trueborn son. To produce others, you must seduce a trueborn son or heir from another House, using a noble lady, or you may recognise as trueborn sons any bastards your Great Lord may have engendered. A trueborn son of any of these three origins can be designated as heir and any trueborn son can be seduced by an enemy noble lady.

Heir
The trueborn son, fruit of the marriage between a Great Lord and a noble lady, will automatically become heir if no other heir has been named. His presence in a town or allied castle enables hiring from this location. If your Great Lord is killed, your heir will automatically replace him as Great Lord. However, he will be unable to marry or engender a son unless the previous Great Lord has not married. Note that if your heir is in the Feudal Home of your House, he cannot be killed.

Bastard
A bastard appears when the Great Lord takes too long to marry. If an enemy uncovers one of these bastards, you will immediately lose 10 Prestige Points and the bastard will disappear from the game. A bastard may abandon this status and be recognised as a trueborn son in exchange for the payment of a sum of gold.

Succession
Should your Great Lord be killed, your House must immediately name its heir as the new Great Lord.

In order to ensure a seamless succession you should already have designated a trueborn son as heir. A trueborn son is produced as a result of a marriage; by the recognition of a bastard or by the seduction of an enemy trueborn son/heir.

Should you have several trueborn sons then you should recognise one as heir by using the Designate an heir button within his unit panel. The further an heir is from any potential enemy, the more likely he is to survive.

Production

Peasant
He has only one purpose: working the fields to grow crops. Every crop harvested will go towards building up stocks of food. It is impossible to place more than one peasant per field.

Merchant
He increases Income by travelling between a town or gold mine and the Feudal Home of the House. The greater the distance between the two points, the more gold the merchant carries. There can only be one merchant per town and two merchants per gold mine. When a merchant is killed, the aggressor pockets the gold he was carrying.

Fighting Units

Assassin

He is used to kill lone units. However, he fears guardsmen and units in number. The assassin is the only one with the guardsmen to be able to end an uprising in a town.

Assassins are stealth units in certain conditions. This stealth is lost when the assassin is uncovered by a spy, when his stealth timer drops to 0 or when he stabs an enemy.

By gaining experience, he may choose the **[Poisoning]** skill which will allow him to poison an enemy unit without losing his stealth.

This unit may be the target of an enemy spy and may therefore be a turncoat in the pay of your enemy.

Stealth

There are 3 types of units which can use stealth: spies, assassins and rogues. These stealth units are invisible to others unless they are within the field of vision of an enemy spy who is standing still.

Every time that the stealth unit leaves a territory controlled by its House, its stealth timer begins to count down towards 0, at which point the unit becomes visible to everybody. If the stealth unit returns to a territory belonging to its House, the stealth timer is reset back to the maximum.

Mercenaries

There are three types of mercenary: men-at-arms, bowmen and horsemen. Each category has its particular strengths and weaknesses. Their attacking capability is lower than that of regular troop as they can neither enter nor lay siege to a town or castle. Moreover they are prone to flight unless a commander is close by and they can be bought-off by a rogue. Despite these many drawbacks, they are still effective fighters.

Guardsmen

Guardsmen never flee a battlefield. If they have acquired the **[Bodyguard]** skill they can be used to protect friendly units as well as towns or castles. When protecting, guardsmen are invisible to the enemy, except the spy or until they are called into action. Guardsmen will automatically exercise their right of expulsion if they encounter an enemy envoy or spy attempting a diplomatic action in an allied town or castle. Guardsmen are the only ones, with the assassin, to be able to put an end to an uprising in a town, if they kill the rebel. A guardsman may not act inside enemy territory except within the scope of a protection role. Guardsmen may imprison an assassin, a rogue, a noble lady or a spy but they must fight against mercenaries or enemy armies.

Army

Armies are made up of a given type of unit: men-at-arms, bowmen, pikemen, horsemen, crossbowmen or knights.

Each army has its strengths and weaknesses vis-a-vis other types of units.

An army without a commander which loses more than 66% of its manpower during a battle will flee back to the Feudal Home of the House. Once there, the men are integrated into the next army of the same type, reducing its hiring costs.

If your army has lost men in battle, it is possible to replace them whilst the army is not engaged in combat.

You must, of course, have enough food and the army must be stationed on your territory or that of an ally. The cost of rebuilding is commensurate with the level of your losses and, as for all hirings, you must wait before the new recruits become active.

However, as soon as you launch an order to rebuild, you may move your army. The new recruits will join up, wherever your army may be, even if it is engaged in battle.

Men-at-arms

They are good in sieges and they become formidable when they acquire the **[Siege Technique]** skill.

Bowmen

They are ineffective at close quarters, but they are lethal at a distance.

Knights

They are very effective during battles in open countryside, but they have high hiring costs.

Their power serves little purpose during a siege.

Pikemen

These are poor fighters, but are formidable against knights and horseman; they are not very effective in sieges.

Crossbowmen

Crossbowmen are very effective against armoured units such as knights and men-at-arms. There are two parameters which impact on this. Firstly, their line of fire must be clear of all obstacles. Secondly, the enemy must be at a certain distance.

Horsemen

Very quick, their power is based more on their mobility than their brute force. Their role will therefore be harassment and outflanking on the battlefield.

Commander

This is the leader of an army. A commander possesses an **[Aura of Fervour]**, of varying size, which prevents an army from fleeing the battlefield when it suffers heavy losses.

The **[Aura of Healing]** skill enables him to provide non-stop healing to the unit closest to him, when outside a combat zone.

A commander may be the target of an enemy spy and may thus be a turncoat in the pay of your enemy.

Unique Units

These units are only available in House vs House mode.

Each House possesses a unique unit with its own special characteristics. A House can only have one unique unit active at any one time, but should the unit be eliminated a new one can be hired. There is no monetary cost associated with their hiring, only time.

Targaryen - Raven

The Raven is very useful for collecting information, as it can be sent to fly anywhere over the map. Its flight will only last a few seconds, but it will be able to see everything in a given zone, including enemy stealth units. Once a mission is completed, it returns to the Feudal Home from where it can be sent out on a new mission after a few moments rest.

Stark - Direwolf

The Direwolf is the sigil of the Starks. This unique unit can take on the bodyguard role and he can also uncover enemy stealth units within his field of vision.

Tully - Singer

He is a unique unit who can transfix an enemy unit for an unlimited amount of time. First, select the Singer with a left click and then click on the intended target with the right button; the latter will stop all activity. Should one of your own units be a victim of the Singer, you can put an end to the effects of his singing if you select another of your own units and then right click on the Singer. In the same way, an enemy can break the Singer's hold when you try to transfix one of his units.

Arryn - Thief

He can divert the Income from an enemy town into your own coffers. For him to be active you must place him inside the town in question (where he will be invisible to enemy eyes). He will immediately begin diverting all Income generated by the merchant in the town towards your House. If he is uncovered by an enemy spy he can be assassinated or arrested.

Tyrell - Maester

This is a fragile unit, but one which can heal any friendly unit in its field of vision. Keep this unit alive, and it will ensure that your troops are in the best of health.

Baratheon - Captain of the Guards

He is an accomplished warrior who is, single-handedly, able to confront mercenaries. He is also able to watch over a large area thanks to his extended field of vision or to serve as a bodyguard.

Martell - Dornishman

In combat, Dornishmen are renowned for being elusive and swift of movement. This unique unit is able to hide in bushy vegetation, making it almost impossible to track once it leaves an enemy's field of vision. With its range attack and high speed, it is a perfect unit for harassing the enemy.

Lannister – Mole

This unit, which is specialised in deceptive tactics, opens up new strategic possibilities with its ability to take the place of an enemy envoy, assassin or commander who is already active in the field. This unit does not need to infiltrate the enemy Feudal Home; it only requires a few seconds to kill the target and replace it, thus proceeding to assume the role of traitor. The enemy will control the unit, but the unit's actions will be illusions to your enemy.

STRUCTURES

The term structure covers towns, castles, ruins, septs and gold mines.
Each structure has a given way of working and each procures a given type of bonus.
The Great Lord of a House only controls his Feudal Home. This is all he has, and it will be up to you to form alliances with the Lords of the other towns and castles.

FEUDAL HOME

This is the primary fortress of a House. It cannot be attacked or taken by diplomacy. This is also the default hiring point for your House. An attack will automatically be launched from the Feudal Home against any belligerent enemy units if there are too close.

TIP: If you leave your Great Lord or his heir in the primary Feudal Home, they will be protected from assassination attempts.

TIP: The only way to save a poisoned unit is to return it to the Feudal Home of the House where an antidote can be administered.

ALLIANCES

Town

An envoy, a spy or an army may take control of this structure.
When allied with this structure it provides a large field of vision as well as an income, thanks to the merchant. Each town is governed by a Lord who has a particular character and that will determine his diplomatic attitude towards you. A town can also become a hiring point in the presence of the Great Lord or heir in his domain.

Castle

An envoy, spy or an army can take control of this structure.
When allied with this structure it provides a large field of vision as well as a reduction in the time required to hire units and to acquire skills. Each castle is ruled by a Lord who has a particular character and that will determine his diplomatic attitude towards you. A Castle can also become a hiring point in the presence of the Great Lord or heir in his domain.

VARIOUS

Gold mine

Control can only be gained by an envoy.
It contains enough gold to enable two merchants to be associated with it to manage the transport of the gold.

Sept

This religious building, which can only be controlled by an envoy, allows you to earn Prestige Points.
It is only present in House vs House mode or in a ranked game.

Ruin

Control can only be gained by an envoy.
When allied with this structure it decreases the speed at which the strength of alliances is reduced during peacetime and it prevents all susceptible units from taking flight during wartime.

Field

These are scattered all over the map, and can only be cultivated by peasants. This is also the best way of generating stocks of food. A peasant can tend a field even if the field is not in a zone controlled by you.

PLAYING IN MULTIPLAYER MODE

Clicking on the House vs House button takes you to a screen where you can create or join a game.

JOIN A GAME

The list of the available games is displayed.
It is possible to filter the available games by the number of players. It is also possible to join a game booked for friends.

CREATE A GAME

The button "Create a game" allows you host a game. It is the host who decides on the map, number of players, and the AI difficulty *(if present)*. You can exclude undesired players from the game or book access for your friends. You can invite people from your friends list to join the game.

RANKED GAME

On this menu, you can choose the type of game you are looking for and, once it is found, the game is automatically launched.

FRIENDS

Steam system lets you invite people or join a game created by your friends connected on Steam. You can not play ranked games with this type of game.

CHAT

A chat window allows you to converse with other players in the game *(Key {Enter})*.

SOME ADVICE

PROTECT YOURSELF

Deploy rapidly

Send your envoys into neutral and enemy structures to create new alliances or to smash existing ones. If the character of a Lord is unfavourable to you, it may be in your interest to form a blood alliance within this structure.

When you try to change an enemy alliance, monitor the enemy envoys very closely.

You can remove your envoy from the structure to avoid him being expelled and returned to your Feudal Home.

Consider forming secret agreements by deploying a spy.

For a secret agreement to work, its level must be above that of any existing alliance, if there is one.

Your enemy will not see that there is an agreement with you.

Your enemy may believe himself to be in alliance, but he will receive no income and his field of vision over the territory of his supposed ally will provide false information.

In House vs House mode the strength of an alliance will decrease slowly during peacetime. You may lose them if you don't watch out!

You should therefore make sure to regularly visit those structures with which you are allied. You need not worry about a blood alliance, however, as once sealed the level will not move *(unless, of course, your enemy kills the bride)*.

The shield above a structure provides all the information on the alliance.

Sigil of an alliance:

1 This is the sigil of the House allied with the structure.

2 The thumb points upwards or downwards, depending on whether the character of the local Lord is favourable to you or not. This information will determine how easy or difficult securing an alliance will be.

3 This gauge shows the level of the alliance and will be red *(enemy)* or green *(ally)* depending on with whom it is allied.

4 This blue bar shows the level of a secret agreement.

5 The money bag will be displayed if a merchant has been assigned to the town or gold mine.

Protect your alliances

Consolidate your alliances by forming blood alliances.

This type of alliance is very strong and, in the case of a town, it will earn you more money. To break a blood alliance your enemy will have to either kill the wife or capture the structure by siege.

Deploy guardsmen in your towns to prevent uprisings; they will also stop the enemy envoys from breaking your alliance.

Assign guardsmen to guard your envoys and married noble ladies to protect them from assassins.

Monitor strategic zones

Send out your spies to monitor strategic zones detect enemy stealth units; then use guardsmen to arrest them. Send a spy out regularly to check allied towns and castles, particularly when war is looming. Disrupt the activities of noble ladies and rogues using another unit; the rogue will lose his gold and the noble lady will return to her Feudal Home.

PLAY DIRTY

Destabilise the enemy

Assassinate key enemy units: Envoy, Noble Lady, Heir and Great Lord. Married noble ladies are the only units that cannot seek an antidote when they are poisoned; take advantage of this weakness using your assassins. Use the rogue to instigate uprisings in enemy towns. Use the rogue to buy-off enemy envoys, assassins and mercenaries. Use a noble lady to seduce enemy units.

Espionage

Use the spy to form secret agreements shortly before the outbreak of war. Your enemy will lose Prestige Points for each secret agreement that is discovered when you enter war. Use bushy vegetation in the enemy zone to stop the stealth counter of the unit from decreasing.

You can send a spy to infiltrate the Feudal Home of an enemy. Once there he can take the place of the next envoy, assassin or commander that is hired, leaving you with a turncoat in your pay.

BE COMBATIVE

Defend yourself against your enemies

Hire some guardsmen at the start of the game; they are powerful and less expensive than mercenaries.

If you are up against mercenaries, hire some rogues and buy-off the enemy mercenaries. Anticipate the arrival of the enemy armies, hire knights or horsemen and send them into enemy lands to slaughter his peasants.

Hire fighting units

Hire mercenaries in the early stages of the game, ideally knights, who will harass your enemies. Acquire and develop your armies' skills to take maximum advantage of your units. After losing men in battle, return your army to your own lands, in order to rebuild your forces. You must, of course, have sufficient food. Make sure that your army is led by a commander, as he will stop the troops from taking flight during combat.

Bear in mind that each unit is more effective against one or several types of units, so combine your units to minimise their weaknesses. Use areas of bushy vegetation to gain an attack bonus and reduce the damage you sustain.

Units that enter bushy vegetation must remain still for a few seconds before they pass out of view. However, an enemy spy can see them if his field of vision is at maximum. All units who enter bushy vegetation are slowed down and their field of vision is reduced. Mounted units can take no advantage of bushy vegetation and they are also slowed down.

During ambushes, station a scout outside the bushy areas, as the field of vision will be reduced by half once the unit is concealed.

An army which attacks an enemy army, gains a bonus if it attacks on the flanks or from the rear. An army of bowmen or crossbowmen will be much more effective at a distance than in close combat.

An army of knights or horsemen which charges a stationary enemy will enjoy a large bonus for a few seconds.

An army that wins a level can acquire the skill **[Pillage]**.

Once acquired it is automatically activated and it allows you to receive 150 golden dragons each time this unit is victorious in the siege of a town or castle.

MANAGE YOUR RESOURCES

Think intelligently when hiring your units

You can hire units from a town or castle. Simply send your Great Lord or heir to that location and select the relevant portrait in the hiring panel.

Note that units will appear at the location which was active when you hired them, and not at the location which is active at the moment they leave the vertical timer.

Certain units must be unlocked before you can hire them.

Hired units become available one at a time and all must pass via the vertical timer; bear this delay in mind when you intend to hire several units.

Optimise your income

Create alliances with gold mines and ensure that there is always a merchant to trade with mines and towns.

Favour blood alliances rather than secret agreements, in particular with the structures that are nearest to the Feudal Home of your Great Lord.

There is no monetary cost associated with hiring your unique unit. You can therefore hire it whenever you desire and it will always procure a strategic advantage.

Harvest crops

You must assign a peasant to work a field to produce food.

To accumulate a large stock of food in a short time, send peasants out into the fields at the start of the game; they will gain experience and will be more productive. You should also consider using your guardsmen to protect the most productive peasants. Several units have operational costs expressed in terms food. This cost will reduce your stocks.

Cut off your enemy from his resources

Attack enemy merchants and peasants in order to hinder his production of gold and food.

WAR AND PEACE

Peace reigns at the start of the game and the gauge at the top of the screen is blue. The gauge will slowly fill with red with each act of aggression committed by the players; war is declared when the gauge is completely red. Another way of starting a war is to besiege a town with your army. Once war has been declared, you cannot return to a time of peace. From this point, only armies can capture towns and castles. Houses that hold secret agreements will officially gain the support of these towns and castles.

Effects of peace

In times of peace, all units can enter the towns and castles.

Certain types of action *(murder, buying-off, seduction, uprising, etc.)* reduce the level of peace. However, you can again increase this level by freeing an enemy prisoner or by sending an envoy to deliver a message of peace to the Feudal Home of an enemy. This message

will raise the level of peace by 10 points. Once the envoy has delivered the message, he must return to your Feudal Home.

You can use an army to take a town or castle, but if you are in a time of peace and the structure belongs to an enemy House, you will start a war and lose Prestige Points. During a time of peace, the control of a ruin will slow down the rate of the loss of alliances. Don't hesitate to sign a maximum number of secret agreements are revealed at the outbreak of war and the victim Houses will lose both the associated territories and Prestige Points.

EFFECTS OF WAR

When war is declared, the allied Lords will abandon their specific character and become loyal.

Towns and castles will accept neither envoys nor spies and their field of vision will be reduced.

It is possible to lay siege to a town or castle with an army of regular soldiers; mercenaries cannot lay siege. Once a siege begins units inside the town or castle cannot leave. Their only hope of escape is for the siege to fail.

When laying siege to a town or castle, men-at-arms are the most effective fighters. Horsemen and knights are not adapted to siege warfare. Towns are easier prey than castles.

In war time, the control of a ruin acts like a commander and stop the armies from fleeing.

USEFUL INFO

A complete encyclopaedia is available from the main game main menu or you can access to it from within the game by using the book-shaped button at top-left of the screen. It contains extensive information about the game world, and will deliver all you need to know in order to play the game of thrones *(details on units & structures, gameplay mechanics, etc.)*.

Do not hesitate to consult the encyclopedia at any time to perfect your strategies!

CHARACTERS OF THE LORDS

In time of peace, towns and castles are headed by a Lord who has a particular character and that will determine his diplomatic attitude towards you.

When war is declared, the Lord abandons his particular character and becomes loyal.

CHARACTER OF THE LORD	EFFECT
LOYAL	Favours an alliance. Penalises secret agreements.
OBSTINATE	Favours the Houses with the least number of Prestige Points.
QUARRELSOME	Favours the House that creates a maximum number of victims.
PACIFIST	Favours the House that creates few victims.
BELIEVER	Favours the Houses that control a sept.
LIBERAL	Favours the Houses that do not control a sept.
EGALITARIAN	Favours the House with a low income.
IDEALIST	Favours the House that has few allies.
REBEL	Below 30 alliance points, mercenary rebels will appear and will attack on sight.
RECALCITRANT	Above 70 alliance points an uprising will take place immediately.

HOUSES BONUS

House	Bonus in House vs House
Targaryen	Secret agreements advance 33% faster, knights are 10% more powerful and have 10% more Armour Points.
Stark	Commanders have twice as many Health Points and Armour Points; regular and mercenary men-at-arms move 20% faster.
Tully	All mounted units *(regular and mercenary)* move 10% faster and are 10% more powerful.
Arryn	Mercenaries are unlocked instantaneously and the operational costs of all military units are reduced by 33%.
Tyrell	Marriages require half the normal time, seduction is 33% faster and the operational costs of armies is reduced by 10%
Baratheon	Diplomatic actions by envoys are carried out 10% faster, armies of bowmen are raised 50% faster and they move 20% more quickly.
Martell	The Field of Vision of a spy grows 40% faster, all horsemen have a Field of Vision which is 25% larger.
Lannister	Buying-off an enemy unit takes half as long and costs half the price. Merchants procure 15% more gold at each level.

SHORTCUTS

W, A, S, D / Arrow keys	Move on the map
Left-click	Select a unit
Right-click	Deploy the unit
Right-click (when the Feudal Home is selected)	Set a rallying point
Click mouse wheel + sideways movement	Change the camera angle
Mouse wheel up	Zoom in
Mouse wheel down	Zoom out
F1	Hire units in your Feudal Home
F2	Hire units close to your Great Lord
F3	Hire units close to your heir
Tab (hold down)	Display map
Space	Place the game in active pause *(action is frozen, but you can issue orders to units)*
Esc	Pause the game and display the menu *(Continue/Game interface/Restart/Quit)*
ctrl+1, ctrl+2, etc.	Memorise groups of units
Cap+right-click	Establish checkpoints for the unit
Cap+left-click	Select several units

CREDITS

CYANIDE STUDIO MONTREAL

President / Executive Producer
Patrick Pligersdorffer

Studio Director / Producer
Yves Bordeleau

Lead Game Designer
Régis Robin

Technical Director
Fabrice Granger

Lead Artist
Guy England

3D Artists
Francis Brunet
William Faucher
Ramuel Vohrrillon

Technical 3D Artist
Christian Preciado Castello

Lead Animator
Alexandre Roche

Lead Programmer
Grégory Challant

A.I. / Gameplay Programmers
Aurélien Simoni
Aurélien Caussin

3D Programmer
Fabrice Granger
Thibault de Sainte Maresville

Tools Programmer
Freddy Brigthon
Guillaume Lemasson

Network / GUI Programmer
Henri-Jean Dornbierer
Lucas Larrigaudiere

Integrator / Additional Design
Inouk Samson

Additional Art
Volta
Elven Studio
TakeOff CSH

Cutscene Director
Jordi Asensio

Cutscene Lead Animator
Christophe Live Tha Kine

Cutscene Animator
Jonathan Emery
Grégoire Gendron
Thomas Ognibene

Cutscene Lead Artist
Faouzi Hamida

Cutscene Modeler
Samuel Compain

Cutscene Prop modeler
Mary Tomczak
Laurent Lecroisey

Cutscene Rendering
Faouzi Hamida
Christophe Live Tha Kine

Music & Sound Effect Production
Game Audio Factory

Audio Director
Vincent Percevault

Lead Sound Designer
Sylvain Buffet

Sound Design
Benjamin Michenaud
Charles Cedric Hubert
Sylvain Buffet

Music Supervisor
Xavier Collet

Voice Over Artists
Duncan Mountain
Henry Sargeant
Allen Orpin
Isabel Vaughn
John Kirby
Julia Lawrence
Mark Lyndon
Michael Stiebel
Paul Goodyear
Roger Graves
Jeremiah Costello

Editing/Additional Writing
Joe Ryan
Yves Bordeleau
Inouk Samson
Karine Malenfant
Elio & Linda : Westeros.org

System Administrator
Vincent Puech

Based on a Song of Ice and Fire
George R.R. Martin

FOCUS HOME INTERACTIVE

Lord Commander
Cédric Lagarrigue

The White Cloaks
Thomas Barrau
Olivier Macqueron
Xavier Assémat
Vincent Teulé
Benjamin Rigot
Adrien Rotondo

Brothers of the Night's watch
Luc Heninger
Mohad Semlali
Nathalie Phung
Thierry Ching
Romain Collignon
Florent D'Hervé
William Huber
Léo Hervillard
Théophile Gaudron

Alchemists' Guild
François Weytens
Diane Dufraisy-Couraud
Manon Lestrade

Princess of Dorne
Marie-Caroline Le Vacon

Ancient Guild of Spicers
John Bert
Aline Janzekovic
Aurélie Rodrigues
Damien Mauric
Pierre Vinson
Vincent Chataignier

Maesters of the Citadel
Jean-Michel Hellendorff
Damien Duca
Jean-Joseph Garcia

Knight of Flowers
Stephan le Gac

Masters of Whisperers
Nathalie Jérémie
Linda Hanoun
Estelle Labastide
Danielle Ahekpa
Florette Nsele

Master of Coin
Deborah Bellangé

King of the Seven Kingdoms
Jean-Pierre Bourdon

Special thanks to:
George R.R. Martin
Tear *(cartographersguild.com)*
Westeros.org
lagardedenuit.com
Camille Bizet
Brian Burzynski
Lea Canne
Samuel Thauvin
Pierre-Luc Vettier
Anthony Pigeot
Antoine Trouvé
Alexandre Kapusta
Ludovic Cornu
Florian Dufour
Théo Solary

PRODUCT CODE