

GAME OF THRONES™



MANUAL

CYANIDE
studio

FOCUS
HOME INTERACTIVE

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 Game of Thrones, do not hesitate to contact our technical support department by email.

E-mail : support@gameofthrones-rpg.com

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

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GAME INSTALLATION

To install Game of Thrones, 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 during the installation. You must read it thoroughly and accept the terms of use before installing the game.

Activating the game: When you begin to install the game, you will be asked to enter your activation key. This key is printed on the back of your manual. Please be sure you are connected to the Internet during activation.

MINIMUM SYSTEM REQUIREMENTS

OS: Windows XP SP3/Windows Vista SP2/Windows 7

PROCESSOR: AMD/Intel Dual-Core 2.2 GHz

RAM MEMORY: 2048 MB

GRAPHICS CARD: 256 MB 100% DirectX 9 and shaders 3.0 compatible

ATI Radeon HD 2600 XT/NVidia Geforce 7900 GTX or higher

DVD-ROM: 2X drive

HARD DISK SPACE: 7 GB

SOUND CARD: DirectX 9 compatible

INTERNET CONNECTION REQUIRED FOR GAME ACTIVATION

PROLOGUE

Years have passed since Robert Baratheon took the Iron Throne from the Targaryens in a war that saw bloodshed by men from all reaches of the Seven Kingdoms. But, even in the present's relative peace, tensions are high.

Two heroes of the war have each had their lives go in drastically different directions: one to the inhospitable Wall to the North, the other across the Narrow Sea to the Free Cities. However, not even those far removed from the intrigues of the Seven Kingdoms are immune to their sway.

Strife grows in Riverspring, the seat of House Sarwyck, as the aged Lord Raynald Sarwyck lies ill with only his daughter to govern the interests of the town, its people, and the surrounding lands. Far to the North, the Night's Watch is stretched even thinner as another brother has fled their ranks.

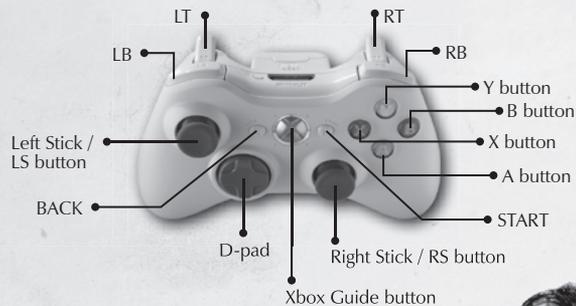
Now the two warriors are being called back to their old lives, one to return home to pay his final respects, the other to head South at the behest of the Hand of the King. The game of thrones is in play, and only the winners survive.



CONTROLS

The game lets you choose between two kinds of controls; you can use either the keyboard or the Xbox® 360 controller for Windows®. You can select the controls you want to use in the game options menu.

CONTROLS - XBOX® 360 FOR WINDOWS®



Left bumper	Action Wheel
Left trigger	Previous Page
Right bumper	Action Wheel
Right trigger	Next Page / Confirm Attributes
Y button	Change Characters / Return to Title Menu
B button	Advance Dialogue / Cancel Queued Actions
A button	Actions / Ability Selection
X button	Guard and Recover Energy
START	Pause Game
BACK	Skip Cutscene / Check Status Log Update
Right Stick	Adjust Camera
Right Stick button	Center Camera
Directional pad	Switch Targets
Left Stick Move	Character / Highlight Abilities
Left Stick button	Switch Weapons / Change Stances

CONTROLS - KEYBOARD

Here are the game's default keyboard controls.

W	Move Forward
S	Move Backward
A	Strafe Left
D	Strafe Right
Left Mouse Button	Select / Attack
Right Mouse Button (hold)	Move Camera
Right Mouse Button	Equip / Unequip (Inventory) – Buy / Sell (Shop)
R	Activate / Deactivate Hero ability
E	Activate Interactive Object
Tab	Switch Character
I	Display Inventory
J	Display Quest log
T	Codex
;	Local Map
C	Display Character Sheet
ESC	Game Menu / Action Wheel / Back
F5	Quick Save
F9	Quick Load
Mouse Wheel	Scroll Up / Down (Menu)
Q	Previous Enemy Target
E	Next Enemy Target
SPACE	Active Pause
1, 2, 3, 4...8	Stance Abilities
9	Recovery
Ctrl+1, Ctrl+2...Ctrl+8	Heroic Stance Abilities
Alt+1, Alt+2...Alt+4	Flasks

MAIN MENU

MENU OVERVIEW



RESUME GAME: Resume a game of Game of Thrones

NEW GAME: Start a new game of Game of Thrones

LOAD GAME: Load a game of Game of Thrones

OPTIONS: When Game of Thrones disc is inserted, a certain number of display, audio and control settings are configured by default. This is where you can set graphic and sound options.

CREDITS: Here you can view members of the development team behind Game of Thrones.

INSTRUCTIONS

At the start of the game, you are able to create your character, which includes choosing the weapons you prefer to use, as well as the character's fighting style. You can choose between different stances, attributes, equipments and character traits.

• Combat Style

You must initially choose the combat style of your character from 3 options: Combat style determines the character's background and, more specifically, what type of fighter he is. It also enables you to obtain bonuses in handling weaponry. Each combat style contains two combat stances.



• Attributes

You must also set the attributes of the character: Each attribute has a rating from 1 to 10, with 10 being the maximum. To start with, you can award five attribute points.



• Stance

You can unlock a maximum of two stances, one at Level 1 and one at Level 7:

A character's stance generally dictates its fighting style, as well as the weapons with which he can use certain abilities. For example, a defensive stance enables you to use your shield to knock out your opponents.



Depending upon the stance selected, you will then have access to the abilities tree. You will be able to queue three consecutive abilities at a time to use in combat.

MORS' COMBAT STYLES

• MAGNAR



A fierce warrior who is adept at melee combat and favors brute force over finesse. A Magnar dual-wields his weapons and prefers medium armors for maximum mobility and speed in combat.

• LANDED KNIGHT



A melee fighter who prefers a defensive stance over head-on attacks. Landed knights wear heavy armors and bear stout shields, which makes them dangerous foes to meet on the battlefield.

• HEDGE KNIGHT



An all-around fighter who can master both ranged and melee combat. A hedge knight can absorb a lot of punishment, and prefers to cut down his enemies with two-handed weapons.

ALESTER'S COMBAT STYLES

• WATER DANCER



A master swordsman who combines speed, balance, and grace when eliminating his foes. Water dancers utilize one-handed weapons and light armors to achieve their lightning quick attacks.

• SELLSWORD



These mercenaries use stealth, timing, and nimble movements to assassinate their targets. Sellswords specialize in one-handed weapons and medium armors, which allow them to inflict severe damage while they absorb most attacks.

• ARCHER



This class of warrior specializes in picking off enemies with ranged attacks. Though archers are formidable opponents in melee combat, they usually wear light armor and thus prefer to immobilize and eliminate targets from a distance.



• Alester Sarwyck

A red priest, Alester is the eldest son in House Sarwyck, and heir to Riverspring. He gave up his inheritance when he decided to flee Westeros and sought salvation by becoming a follower of R'hllor, the Lord of Light. Before leaving Westeros, he was a knight serving House Lannister and fought in Robert's Rebellion. His skill as a swordsman combined with the powers of R'hllor make him formidable fighter that can use a variety of tactics to takedown his foes.

• Attributes of Alester Sarwyck



As a red priest and follower of R'hllor, Alester has magic powers that enable him to control fire. Some of Alester's powers are:

- **Incombustible:** Alester has mastered the art of pyromancy, which enables him to be more resistant to flame attacks.
- **Flaming sword:** With the help of his powers, Alester can set his sword on fire, causing even greater damage.
- **Flame of life:** Alester can bring a person who has just died back to life.

Through the vision of R'hllor, Alester also has the ability to discover objects and secret passages.

IN-GAME DISPLAY

MAPS

• World Map

The World Map enables you to move directly from one zone to another by selecting a destination. Each location is represented by an icon or a coat of arms.



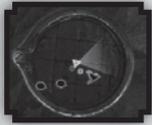
• Local Map

The Local Map enables you to find your bearings within an area. When you leave an area, the World Map will appear. You are represented by an arrow that indicates your location within the game. Other informative icons are shown in the legend.



EXPLORATION

• HUD



There is always a compass to direct you.



While controlling Mors, an icon representing the dog allows you to take control of the animal.

Keyboard control: To use or cancel the Skinchanger ability, press R or left-click this icon.

• Points of Interest

Points of Interest are there to guide you as you make your way through the adventure. As soon as you close in on an interactive element or a character, a symbol appears. Points of Interest are also displayed on the compass and the Local Map.



Icons with a gold outline are interactive objects in your vicinity.



The scroll indicates the position of the objective within the main quest.

• Compass

To avoid going back to the Local Map, you can use the compass for short distances.

Enemies
Field of vision
Mors' dog



Your character

Allies, both
controllable and
non-controllable

ICONS



Journey

An interactive object that enables you to open the World Map to change area.



Door

An object that can be opened or used to move elsewhere (doors, gates, trap doors, etc.).



Loot

An object to collect, in particular from a corpse, a bag or a chest.



Trade

A non-player character with whom you can haggle.



Hidden Loot

An interactive object that makes loot appear for the dog's master to pick up.



Mechanism

Any other inanimate interactive object (a lever, a rock to push, etc.).



Call

An interactive object that enables you to summon the dog's master.



Dialogue

A non-player character with whom you can talk.

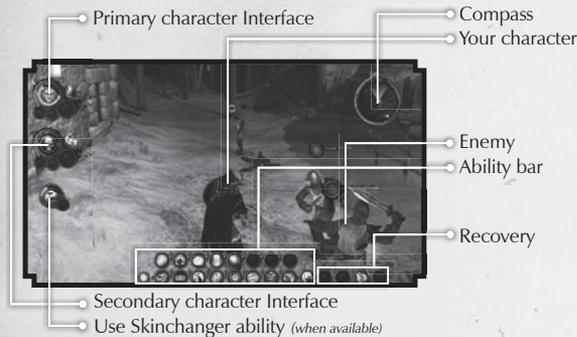
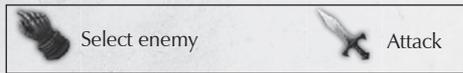
COMBAT

• Combat (Keyboard):

Once you enter combat mode or you select an enemy, the combat interface appears. You can target an enemy by left-clicking on him or by pressing Q and E. You can also move the camera by holding the right mouse button down. To choose the ability to attack your enemy with, left-click on the ability you want to use and then left-click on the selected enemy.

Once an enemy is selected, you can attack him by left-clicking. You can also stack several attacks each time an attack action applies to the selected opponent.

By pressing Tab, you can switch the character you are attacking with. Here are the different cursors that appear during combat:

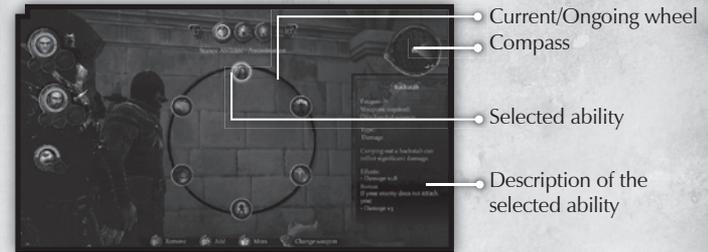


Active pause: Pressing SPACE during combat will slow down the game allowing you to take more time to manage your attacks. Press SPACE again to quit the active pause.

Note: When in Skinchanger mode, you can access the ability bar for gathering scents. It is used in the same way as the combat ability bar: you can stack scents and select one by left-clicking to have the dog follow a specific scent.

• Combat (Xbox® 360 Controller)

When you go into combat, pressing RB will slow down time and bring up the Ability Wheel, allowing you to perform your sequence of blows. There are three kinds of Ability Wheels: stance abilities, hero abilities, and flasks.



1 -Health

This is the health of the character. When health is at 0, the character is dead.

2 -Energy

Used to perform abilities.

Recovery: When energy reaches zero, the character cannot use any abilities for a short period of time. However, during this time the character can still auto-attack the enemy.

3 -Active Stance

This is the stance used by you.

4 -Action Queue

This is the order of attacks and abilities used by you.

QUEST LOG

The Quest Log groups together all the information that you must know about the quests that are in progress, as well as summaries of all quests completed.

The Quest Log is classified according to the chapter containing the main and secondary quests.

The log also shows the number of quests discovered so far and the total number of quests in the chapter. Each quest contains a summary of the quest in progress. This summary updates automatically as you complete your objectives and unlock new ones.



CODEX

The codex is the game's encyclopedia. It can be opened at any time. It provides information on the gamer's story and on the world of A Song of Ice and Fire. Here you can find entries on the characters, the Houses, myths, religions, peoples, factions, places, society, history, quest documents and tutorials of the world in which the game is set.



CHARACTER PAGE

You can consult your character page at any time.

Description

You can view your character's attributes.

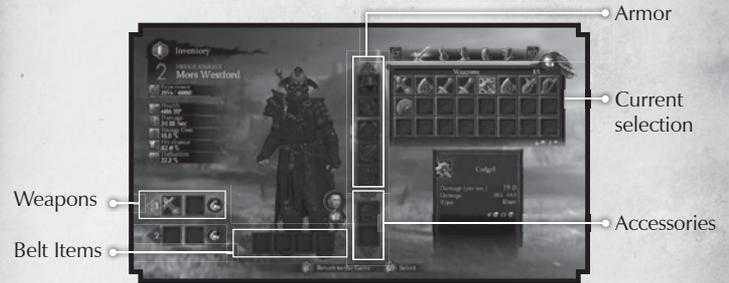
Stances and Abilities

You can also find out your stances as well as your abilities and character traits.



INVENTORY

INVENTORY DISPLAY



The inventory consists of 5 parts: Weapons, Belt Items, Armor, Accessories, and Quest Items.

• Weapons

You have access to two sets of weapons, each associated with a particular stance.

When you change stance during a fight, you also change your weapon set.

• Belt Items

The items placed on the belt can be used in combat. In order to use the items, they must first be collected and equipped.

• Armor

You can select your armor and protect different parts of your body: the head, hands, chest, back and feet.

• Accessories

These trinkets and baubles can be equipped to help you in a variety of ways. Two can be equipped at a time.

• Quest Items

Various items must be acquired in order to complete quests. These items cannot be sold.

WEAPONS AND ARMOR

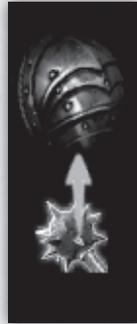
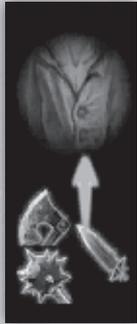
Certain weapons receive a 15% damage bonus depending on the enemy's armor type.

All weapons get a bonus against clothing.

Cutting weapons get a bonus against light armor (leather)

Perforating weapons get a bonus against medium armor (mail)

Blunt weapons get a bonus against heavy armor (plate)



BELT ITEMS

To equip items, you must use flasks which can be obtained at certain key points in the game, and which are carried on the belt. You must then find an alchemist to buy the contents to fill the flasks.

QUEST ITEMS

You collect quest items as the adventure progresses. These items are unique, indestructible and cannot be sold. Quest items are used to complete the quest objectives. The inventory gives you access to a description of all such objects.

CREDITS

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Thanks to all the people of Cyanide and
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Master Class Speaker
Noah Falstein
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Christophe Balestra
All our wives, girlfriends, family and
friends

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FOCUS HOME INTERACTIVE

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Vincent Teulé
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Sandra Mauri
Tristan Hauvette

Brothers of the Night's Watch

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Mohad Semlali
Nathalie Phung
Thierry Ching
Florent D'Hervé
Théophile Gaudron

Wildlings

Naddir Meridji
Marie-Thérèse Nguyen
Olivier Baudart
Renaud Blondel
Morgan Salvi
Jérémy Boistière
Vincent Semat-Parize
Julian Ricq

Alchemists' guild

François Weytens
Diane Dufraisys-Couraud
Manon Lestrade

Sand Snake

Marie-Caroline Le Vacon

Lannisport Councillor

John Bert
Aurélie Rodrigues
Aline Janzekovic
Vincent Chataignier
Pierre Vinson

Maesters of the citadel

Jean-Michel Hellendorff
Damien Duca
Jean-Joseph Garcia
Gildas Souka

Rainbow Guard

Stéphane Le Gac Savoye
Camille Lallement

Septons

Nathalie Jérémie
Linda Hanoun
Estelle Labastide
Adrien Bro
Florette Nsele
Sebastien Lin
Lasconie Lukusa M.

Master of Coin

Deborah Bellangé

Gouvernor

Jean-Pierre Bourdon

NOTES



ACTIVATION KEY



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