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.

SUMMARY

GAME INSTALLATION ............................................................ 4

PROLOGUE .............................................................................. 5

CONTROLS ........................................................................ 6
  Controls – XBOX® 360 for Windows® ......................... 6
  Controls - Keyboard ......................................................... 7

MAIN MENU ........................................................................ 8
  Menu Overview .............................................................. 8

INSTRUCTIONS .................................................................. 9
  Saving/Loading ............................................................ 12

SPECIAL HERO ATTRIBUTES .............................................. 13

IN-GAME DISPLAY ............................................................. 15
  Maps .............................................................................. 15
  Explorations .................................................................. 16
  Icons .............................................................................. 17
  Combats ......................................................................... 18
  Quest log ....................................................................... 20
  Codex ............................................................................ 20
  Characters page .......................................................... 20

INVENTORY ........................................................................ 21
  Inventory display .......................................................... 21
  Weapons and Armor ...................................................... 22
  Belt items ....................................................................... 22
  Quest items ................................................................... 22

CREDITS ........................................................................... 23
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.
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®**

Here are the game’s default keyboard controls.

<table>
<thead>
<tr>
<th>Button/Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RT</td>
<td>Move Forward</td>
</tr>
<tr>
<td>RB</td>
<td>Move Backward</td>
</tr>
<tr>
<td>Y button</td>
<td>Strafe Left</td>
</tr>
<tr>
<td>B button</td>
<td>Strafe Right</td>
</tr>
<tr>
<td>A button</td>
<td>Select / Attack</td>
</tr>
<tr>
<td>START</td>
<td>Move Camera</td>
</tr>
<tr>
<td>Left Mouse Button</td>
<td>Equip / Unequip (Inventory) – Buy / Sell (Shop)</td>
</tr>
<tr>
<td>Right Mouse Button (hold)</td>
<td>Activate / Deactivate Hero ability</td>
</tr>
<tr>
<td>Right Mouse Button</td>
<td>Activate Interactive Object</td>
</tr>
<tr>
<td>D-pad</td>
<td>Switch Character</td>
</tr>
<tr>
<td>Xbox Guide button</td>
<td>Display Inventory</td>
</tr>
<tr>
<td>Left Stick / LS button</td>
<td>Display Quest log</td>
</tr>
<tr>
<td>BACK</td>
<td>Codex</td>
</tr>
<tr>
<td>;</td>
<td>Local Map</td>
</tr>
<tr>
<td>C</td>
<td>Display Character Sheet</td>
</tr>
<tr>
<td>ESC</td>
<td>Game Menu / Action Wheel / Back</td>
</tr>
<tr>
<td>F5</td>
<td>Quick Save</td>
</tr>
<tr>
<td>F9</td>
<td>Quick Load</td>
</tr>
<tr>
<td>Mouse Wheel</td>
<td>Scroll Up / Down (Menu)</td>
</tr>
<tr>
<td>Q</td>
<td>Previous Enemy Target</td>
</tr>
<tr>
<td>E</td>
<td>Next Enemy Target</td>
</tr>
<tr>
<td>SPACE</td>
<td>Active Pause</td>
</tr>
<tr>
<td>1, 2, 3, 4…8</td>
<td>Stance Abilities</td>
</tr>
<tr>
<td>9</td>
<td>Recovery</td>
</tr>
<tr>
<td>Ctrl+1, Ctrl+2…Ctrl+8</td>
<td>Heroic Stance Abilities</td>
</tr>
<tr>
<td>Alt+1, Alt+2…Alt+4</td>
<td>Flasks</td>
</tr>
</tbody>
</table>
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

Magnar
- Berserker
- Domination
- Intensity
(Choose one)

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

Landed Knight
- Defense
- Elite Knight
- Domination
- Frenzy
(Choose one)

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

Hedge Knight
- Domination
- Elite Warrior
- Defense
- Dexterity
(Choose one)

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

Water Dancer
- Intensity
- Master Water Dancer
- Dexterity
- Frenzy
(Choose one)

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

Sellsword
- Assassination
- Hardened Killer
- Defense
(Choose one)

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

Archery
- Dexterity
- Elite Archer
- Intensity
- Assassination
(Choose one)

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.
• **Equipment Skills**
  At this point, you unlock equipment skills:
  You begin the game with 10 skills points to
  add to your existing skills points, with the
  maximum being 100.

• **Character Traits**
  You must then assign character traits:
  These features determine the character's
  personality, its physical ability, strengths and
  weaknesses. Upon creating a character,
  you can only choose a limited number of
  features. There must be a balance between
  strengths and weaknesses.

**SAVING/LOADING**

The game can be saved through the option ring at any time outside of combat and dialogue. It is a good idea to save often as new dangers may appear at every turn.

---

**SPECIAL HERO ATTRIBUTES**

• **Mors Westford**
  The Westfords are a bloodline of knights who have
  been in service to House Lannister for generations,
  and Mors is the last of the Westford line. Its sigil is
  a black dog on a blue field. Cruif and direct, but
  also an experienced strategist, he prefers effective
  action to fruitless discussion. As their sigil suggests,
  the Westford family has deep affection for dogs and
  House Westford has been known to utilize special
  training methods for their canine companions.

• **Mors’ Skinchanger Abilities**
  Mors Westford is distinctive for always being accompanied by his dog. He has
  a skinchanger ability that enables him to take control of his animal. To do so,
  Mors must enter into a trance and can no longer control his own body. When
  in combat, Mors does not have enough concentration to use his skinchanger
  ability, but he can give orders (abilities) to his dog.
  Mors’ dog can carry out three types of actions:

  • **Attack enemies:** The dog can close in on enemies to attack them
    without arousing suspicion. Please note that the dog can only attack
    a lone enemy.

  • **Explore an area:** The dog can explore an area to provide his
    master with information before combat.

  • **Follow a scent:** The dog can follow a scent to find a person or
    an object.
**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 take down 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.
The exploration section of the game manual contains the following information:

**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.

**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:

- **Select enemy**
- **Attack**

**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**

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.
Quest Programmer
Amandine Reliat

Dialogue Programmer
Adrien Cambon

Combat Programmer
Simon Delsart

Additional Combat Programmer
Quentin Jacquet

Additional Dialogue Programmer
Thomas Machado

Additional Programmer
Cyril Ledref

Additional Cam Programmer
Sophie Linh

Art Director
Thomas Veauclin

Lead Artist
Cyril Tahmassebi

Additional Artist
Romain Simonet
Johann Blais
Hai Ly

Lead 3D Artist
Faouzi Hamida

Character Artist
Samuel Compain

Additional Character Artist
Marie Merieu
David Atexide

Lead Environment 3D Artist
Sébastien Lachambre

Environment 3D Artist
Xavier Leguenn
Pablo Cerisier
Sophie Legrand
Matthieu Gueguen

Additional Props Artist
Mary Tomsak
Laurent Lecroisey

GUI Artist
Alexis Lienard

Lead Animation
Christophe Live Than Kine

Animator
Jean Philippe Lebrun
Thomas Og nibene

Additional Animator
Anne Defenelous
Nicolas Lozach

Lead Sound Designer
Vincent Percevault

Sound Designer
Sylvain Buffet
Charles Cédric Hubert

Cinematic Director
Jordi Asencio

Lead Cinematic Animation
Christophe Live Than Kine

Cinematic Animator
Steven Ligot
Grégoire Gendron
Jonathan Emery

QA Testers
Benoit Dufourd
Thomas Planque

Additional QA Testers
Alessandro Costa
Quentin Guillemin eau
Yoann Gueritot
Emmanuel Como
Tomas Pondelik

Testers
Christophe Blan pied
Cyrille Imbert
Geoffray
Jeremy Fouques
Matthieu Gasperin
Alexandre Leplat
Romain D’Escriviennes
Armand Rah manl
William Maugein
Kevin Goyon
Fabien Mullenheim
Alexandre Leplat

Administration
Human Resources Manager
Hanane Fariad

Production Director
Antoine Villepreux

Third Party Relations
Joe Ryan

System Administrator
Bastien Semene

Assistant Project Managers
Barbara Basquin
Benjamin Chauvière

Business Developers
Laurent Jorda
Olivier Masclef

Others
EPIC Games
Mark Rein
Sheri Christie

FMOD
Brett Paterson
Martin Wilkes

Speedtree
Kevin Meredith

PS3 SONY
Xbox360 Microsoft

Thanks to all the people of Cyanide
and
Game Audio Factory
Linda Antonsson
Elio
Fantasy Flight Games
Patricia Meredith
Game Connection Event
Master Class Speaker
Noah Falstein
Mac Walters
Christophe Balestra
All our wives, girlfriends, family and
friends

HBO
Wilson PRICE
Josh GOODSTADT
Stacey ABIRAJ
Diana PESSIN
Janis FEIN
James COSTOS
Jeff PETERS
Elana LOEWENTHAL

Select tracks based on Game Of
Thrones themes written by Ramin
DJAWADI
FOCUS HOME
INTERACTIVE

Lord Commander
Cédric Lagarrigue

White Cloaks
Thomas Barrau
Xavier Assémat
Vincent Teulé
Anne-Sophie Vernhes
Adrien Rotondo
Sandra Mauri
Tristan Hauvette

Brothers of the Night’s Watch
Luc Heninger
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 Dufraisy-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

Governor
Jean-Pierre Bourdon