A Game of Thrones
Hand of the King

Setup

- 6x6 grid of all 36 **Character cards**.
- Shuffle and place face-up 6 **Companion cards**.

Playing the Game

- Declare a **direction** and a **house**. Move Varys **orthogonally** to the furthest card of the declared house in the declared direction. Take **all** the cards from the declared house that Varys moved over.
- If the player has **equal** to or **more** cards of a house than another player, take that house's **Banner token**.
- When a player takes the final card of a house from the grid, they choose and perform the action of one of the available **Companion cards**. Discard the card after use (unless stated otherwise).

Ending the Game

- The game ends when Varys has no more legal moves.
- The player with the **most** Banner tokens wins. In case of a tie, the tied player with the Banner token from the house with the highest number of characters wins.