

Theon Greyjoy

Bio: Theon, you are known for your arrogance and your cocky smile. Vainly concerned with your appearance, you are a womaniser and possible sex addict, but behind your arrogant exterior you hide insecurities relating to your uncertain familial and social identity that at times rise to the surface. As a young boy of ten you were taken by the Stark family when your father's rebellion was crushed and your two brothers, Rodrik and Maron were killed, making you the heir to House Greyjoy and the Iron Islands. You were raised at Winterfell for nine years with the Stark children and tutored along with them in all disciplines. Your relationship with the Starks is respectful, while you considers Robb Stark a close friend and brother, you feud, however, with Jon Snow, the other outsider of the family. You seek approval from the Starks, but usually feel unsatisfied.

Round #1

Clues to Reveal During This Round:

- The Starks took you from your home as a hostage, but treated you well.
- The Starks have raised you. You have been Eddard Stark's ward for 9 years.
- Publically tell Jon Snow "I hate you!"
- Tell people Robb Stark is like a brother to you.
- Tell people the Starks are family to you.
- Find Asha. Tell her she looks striking and ask her if she would like to roll around with you later. After she responds, apologize, and say you didn't recognize her at first. Listen carefully to what she tells you.

Location: Front yard (Winterfell)

Objective: Make it clear that you are a Stark not a Greyjoy

Other: When asked to join allegiance to house Stark, join them and sign the Stark scroll of allegiance.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Theon Greyjoy

Round #3

Location: Outside then move inside to the kitchen

Clues to Reveal During This Round: (Do the following in order)

1. Spend 10 minutes *outside* doing the following:

- Tell everyone you come into contact with *outside* that you are fed up with the Starks.
- Find Greyworm and Varys to commiserate about your lost pillar and stones. Tell them this never would have happened to you if it hadn't been for the Starks.

3. ***Go into the kitchen*** and stand in a circle with any of the Stark family members standing in the kitchen. Some may not be there and will not be killed by you. Only the family members in the kitchen are your targets for today.

Objective: Slip a drop of red food dye into the glasses of the remaining Stark family members when you are all standing in a circle together in the kitchen. Be as discreet as possible. This will indicate to those set to die that they have been poisoned. This will trigger the next sequence of events. Yes, *you* are the killer. Your motive is that you were taken from your family at a young age. While you wanted to become a Stark, they never fully accepted you as one of their own. You could have been Lord of the Iron Islands, but instead you have been emasculated. None of this would have happened had they not kidnapped you and taken you hostage as a young boy. After you poison the Starks that are inside go back outside to the front yard immediately. Say nothing to anyone. Return to your conversation with Greyworm and Varys about losing your junk.

Arya Stark

Bio: Arya, you are a spirited girl interested in fighting and exploration, unlike your older sister, Sansa. You want to learn how to fight with a sword and ride in tourneys, to the horror of Sansa, who enjoys the more traditional pursuits of a noblewoman. You are particularly close to your half brother Jon Snow, who encourages your martial pursuits. Jon Snow gives you your first sword, Needle, as a gift. Throughout your travels, you display great resourcefulness, cunning, and an unflinching ability to accept hard necessity.

Round #1

Clues to Reveal During This Round:

- Nymeria is your Direwolf. Your father gave her to you.
- Thank Jon Snow for giving you a sword. Tell Jon you have named your sword “Needle” and ask Jon Snow to sign the Stark allegiance scroll.
- Tell people you hate Joffrey and that he is the reason the butcher’s son was killed.
- If the hound picks you up, hit his back softly while yelling various expletives

Items to carry: The Stark Scroll of Allegiance and a pen

Location: Front yard (Winterfell)

Objective: Carry around your house allegiance scroll, ask people to join allegiance to House Stark, and get signatures of those that agree to join House Stark. Be sure to ask Theon Greyjoy first, then Jon Snow and the Hound, and then anyone else you come into contact with to sign your scroll including the two direwolves. Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Arya Stark

Round #3

Location: Begin in the kitchen for 5 minutes, then move to the living room for two minutes, then move out to the iron isles (stone path) and stay there for the rest of the round.

Clues to Reveal in the kitchen, living room and yard:

Go up to people and repeat this list over and over to any characters that will listen to you: Ser Ilyn Payne, King Joffrey, Queen Cersei, Tywin Lannister, The Red Woman, The Hound.

At stone path (iron isles): chat with Brienne of Tarth about your father. Get upset and worked up if she says anything that might offend you.

Objective: FIND JAQUEN HA'GHAR. When you find Jaquen Ha'ghar, explain to him that you want someone murdered. Jaquen will murder any one person for you, so choose wisely. It can't be Stannis, Theon, Jon Snow, Catelyn Stark or Khaleesi!

Asha

Bio: Asha Greyjoy, you are the daughter of Lord Balon Greyjoy and his wife, Alannys. You are fierce and proud, and defy traditional ironborn gender roles by commanding your own ship, the *Black Wind*, and leading men into battle. After Theon's departure for Winterfell to be Eddard Stark's hostage and ward, you became Balon's only remaining child in Pyke.

Round #1

Clues to Reveal During This Round:

- When Theon comes on to you, make it clear you are his sister. Tell Theon you hope he doesn't become a traitor to the Greyjoy name. Remind him he is the heir to the Iron Islands and was kidnapped by the Starks. Take Theon by the shoulders and shake him. Say, "Don't forget who you are. Never forget who you are, Theon Greyjoy!"
- Throughout the game, constantly approach any and all Starks you come into contact with and tell them they stole your brother. He had a different fate before they took him.

Location: Front yard (Winterfell)

Objective: Any time you see Theon over the course of the entire party, remind him you are family, he is a Greyjoy, he is heir to the Iron Isles (This is your primary objective throughout the game. Tell anyone that will listen that the Starks stole your brother).

Other: Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Asha

Round #3

Clues to Reveal During This Round:

- Tell anyone that will listen that the Starks stole your brother as a child. He had a different fate before they took him (Specifically, be sure to tell the Direwolves, Khal Drogo, Oberyn, Tywin Lannister, Tyrion Lannister, and Little Finger).
- After 10 minutes leave the front yard and go sit on King's Landing (the porch) and converse with Sir Loras, the Dragon, and Jamie Lannister. Compare battle notes. Try to one up each other.

Location: Stay outside the house

Objective: Tell anyone that will listen that the Starks stole your brother

Ygritte

Bio: Ygritte, you are part of a wildling scouting party in Rattleshirt's band that was ambushed in the Skirling Pass by men of the Night's Watch including Jon Snow and Stonesnake. Your companions are slain, but you are spared as Jon balks at killing a woman. You and Jon begin a romantic relationship. You are proud to be a wildling.

Round #1

- Whenever you see Jon Snow say, "You know nothing Jon Snow!"
- Tell people you are a free woman and they don't know how oppressed they are.
- Tell Arya throughout the game that you admire her spunk
- Mock the lady-like behavior of Sansa, Cersei, and Margeary throughout the evening. Say things like, "You think a knight in shining armor will save you?" Mock their dresses and jewelry.

Location: Front yard (Winterfell)

Objective: Remind people that a life as a free woman is better than the life they lead within the walls of the seven kingdoms.

Other: Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Ygritte

Round #3

Location: Living Room

- Chat with Cersei
- Reveal to anyone that will listen your belief that Jon Snow never switched sides, he was always a crow.
- Tell people you plan to hunt Jon Snow down

Cersei Lannister

Bio: Cersei, you are willful, ambitious and cunning. In your own opinion, you are politically astute and like to think of yourself as her father's daughter. You feel slighted when people do not jump to your erratic commands. Your quick temper and her easily wounded pride frequently lead you to make rash decisions, and rarely considers what unintended consequences your actions might have. Your feelings toward your father are complex; you resent him for marrying her off to Robert Baratheon and for never granting you as much power and respect as you have craved, but you also admire and seek to emulate his brutal effectiveness as a politician. You loathe your younger brother Tyrion ever since his birth killed your mother. The only people you can truly be said to love are your twin brother Jaime, with whom you have carried on an incestuous relationship since your adolescence, and your children (all of whom carry the surname Baratheon, but were in fact fathered by Jaime). However, you seem to love Jaime and your children more as extensions of yourself than anything else, and can turn on them suddenly: while you protect your children fiercely from any others who would harm them, you provide them with little in the way of sound guidance or consistent discipline, and can react abusively when they defy or disappoint you.

******After Anni gives instructions, everyone introduces themselves, and Joffrey makes a toast, go up and stand next to him on the porch. Say, “Long live King Joffrey!” This will indicate that round #1 has begun******

Round #1

Clues to Reveal During This Round:

- You birthed a dark haired child that died before giving birth to Joffrey
- You resent that Eddard Stark was ever made Robert Barratheon’s hand.
- Call Sansa, “Little dove” whenever you see her during the game.
- Tell Ygritte she is just a mere widling. The power she thinks she has is nothing like the power you will have.
- When Joffrey comes and gets the scroll of allegiance from you, give it to him.
- Tell people you come in contact with: “When you play the game of thrones you either win or you die.”
- Ask people to sign the Lannister scroll of allegiance. Be sure to ask the Dire wolves and Sir Loras.

Item to carry: Carry the Lannister Scroll of Allegiance and ask people to sign

Location: Kingslanding (porch), then move to picnic table area (Winterfell), wander around outside talking to people

Objective: Get as many people to sign the Lannister scroll of allegiance. Ask everyone you talk to. Say no to anyone that asks you to change your allegiance. Do not change your allegiance at all during the game.

Cersei Lannister

Round #2 House Games (Neighborhood Park)

Know that at the end of the house games, Stannis will get everyone to form a giant circle. He will declare a victor of the games. You and several others will be asked to create a scene and act out the following:

- Joffrey will accuse Sansa Stark of cheating at the end of the house games. He will make a huge scene so that everyone can hear. He will be very dramatic and act outraged. He will demand that she be punished.
- Sansa will deny cheating. She will say she is not a good liar. She wouldn't lie. She didn't cheat
- Queen Cersei will encourage him to be sweet to his one true love.
- Tywin will also step in talk him down and explain he misunderstood and she did not cheat.
- Tyrion will also step in and explain that Joffrey is mistaken. J
- Joffrey will be outraged and curse at his uncle Tyrion. Then Joffrey will say, "Fine, Sansa didn't cheat, but it wouldn't be a true tourney if someone didn't die."
- Joffrey then grabs an axe and chops down the Weirwood tree that then falls to the ground and dies. As he axes her he says, "You didn't run fast enough in the relay you dumb tree."

Round #3:

Location: Living room

Clues to reveal:

- Tell Ygritte you envy her freedom. You are bound by duty and resent it.
- Explain to anyone that you love your children despite their flaws.
- Rave and rant about how mad you are at Tyrion for sending Mycella away to Dorne.

Viserys

Bio: Viserys Targaryen, you are the heir after your father Aerys II's and brother Rhaegar's deaths during Robert's Rebellion. The war, however, turned you into an exile who plots to regain control of the Iron

Throne. You were a young boy at the time of Robert's Rebellion. When your brother Rhaegar was defeated upon the Trident, you and your pregnant mother, Rhaella, were evacuated to Dragonstone. After the death of your mother and the end of the war, you and your sister, Daenerys, were smuggled to Braavos by the loyalist Ser Willem Darry before Stannis Baratheon's assault on Dragonstone.

Round #1

Clues to Reveal During This Round:

- Tell people the Baratheon's are not the true heirs of the iron throne. Ask people to sign your scroll of allegiance. Be sure to approach Sansa Stark, Jon Snow, Theon Greyjoy, Melisandre, and Khal Drogo.
- Tell people when Khal Drogo marries Khaleesi he will provide you with an army and they will be sorry
- Ask: "Has anyone seen my dragon eggs?"
- Tell people not to wake the dragon.
- Tell people "I am the dragon." "I want my golden crown. That is all I've ever wanted."
- Keep an eye out for when Khal Drogo comes outside and approach him about signing your scroll, marrying Daenerys, and providing you with an army.
- Interact with Sir Loras

Items to carry: The Dragon Scroll of Allegiance and a pen

Location: Front yard (Winterfell)

Other: Sign the Dragon Scroll of Allegiance. Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Location: Living room

- Chat with Ygritte and Cersei
- Tell them they are mere women.
- Rant and rave about how pissed you are that Khaleesi has abandoned you.
- Ask Cersei to tell you about her relationship with Tyrion.

Jon Snow

Bio

Round #1

Clues to Reveal During This Round:

- Talk to Arya and when she asks you to sign the scroll of allegiance. Tell her, “Yes, I will sign. Just because I am your half brother doesn’t mean I am only ½ Stark. I am 100% Stark.”
- Listen to what Melisandra, the lady in red has to say.
- Tell people you don’t like Theon Greyjoy and think he is an impostor.
- Tell people they should not trust Theon Greyjoy

Location: Front yard (Winterfell)

Objective: Sign the Scroll of Allegiance to the Stark family. Say no to anyone that asks you to change your allegiance later. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Items to carry: A cup of water

Location: outside for 1st 10 minutes then into kitchen

Location: Start the round outside. Stay there for 10 minutes. Go into the kitchen and find Theon, Hodor, and the rest of your family, the Starks. Stay in the kitchen for the majority of this round until you have been poisoned. Sorry, *you* are going to die tonight.

During this round do the following in this order:

Outside:

- Talk to people about how honorable Ned Stark is.
- Tell people you hope someday Bran will walk again.

In Kitchen:

- Stand in a small circle with Theon, Hodor, and several of your family members. Chit chat about how life was wonderful at Winterfell before Robert Baratheon made Ned the hand of the king and things went awry.
- When your water glass turns red during this round, know that this means you have been poisoned. Don’t make a scene yet. Don’t tell anyone you have been poisoned. *10 minutes after your cup has been poisoned run into the living room and begin to flail on the ground.* Cause a scene in the living room. Do not reveal you have been poisoned. Just convulse on the ground. Maybe even foam at the mouth.
- Do not reveal the culprit. Then collapse lifeless on the ground.
- After several minutes on the ground stand up and say nothing. Go into the bathroom in Anni’s bedroom (the master bedro and use the face make-up to turn into a Whitewalker.
- Return to the party, but reveal nothing

- You can only grumble.
- You speak incoherently.

Sansa Stark

Bio: Sansa Stark, you are the elder daughter of Catelyn and Eddard Stark. You have three brothers (Robb, Bran and Rickon), a younger sister, Arya, and a half-brother, Jon Snow. You have been raised a lady, and possess the traditional feminine graces of your milieu, with a keen interest in music, poetry, singing, dancing, embroidery, and other traditional feminine activities. Like many girls your age, you are enthralled by songs and stories of romance and adventure, particularly those depicting handsome princes, honorable knights, chivalry, and love. Initially those song and stories were your vision of the world beyond Winterfell, a world you desperately wished to experience, but you are later disabused of such innocent romanticized notions. You keep faith with both the old gods and the Seven. Your relationship with her sister Arya is often strained, and the two of you are opposites in most respects. You were briefly accompanied by a direwolf pup named Lady. You are fond of lemon cakes.

Round #1

Clues to Reveal During This Round:

- Find the Hound as soon as possible about ask him about his burned face.
- Listen to what Melisandra, the lady in red has to say. Then tell her you believe in the old gods and the Seven, not the Lord of Light. Do not sign her scroll
- Tell people you are a terrible liar.
- Tell Arya she needs to be more lady-like.
- Approach the direwolves, pet them, and tell them they represent your house sigil.

Location: Front yard (Winterfell)

Objective: Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

Know that at the end of the house games, Stannis will get everyone to form a giant circle. He will declare a victor of the games. You and several others will be asked to create a scene and act out the following:

- Joffrey will accuse Sansa Stark of cheating at the end of the house games. He will make a huge scene so that everyone can hear. He will be very dramatic and act outraged. He will demand that she be punished.
- Sansa will deny cheating. She will say she is not a good liar. She wouldn't lie. She didn't cheat
- Queen Cersei will encourage him to be sweet to his one true love.

- Tywin will also step in talk him down and explain he misunderstood and she did not cheat.
- Tyrion will also step in and explain that Joffrey is mistaken. J
- offrey will be outraged and curse at his uncle Tyrion. Then Joffrey will say, “Fine, Sansa didn’t cheat, but it wouldn’t be a true tourney if someone didn’t die.”
- Joffrey then grabs an axe and chops down the Weirwood tree that then falls to the ground and dies. As he axes her he says, “You didn’t run fast enough in the relay you dumb tree.”

Round #3:

Location: Outside by picnic table (Winterfell)

Clues to Reveal During this Round:

- Find Tyrion. Tell him you would rather marry him than Joffrey.
- Find Ros (the prostitute) and Shae by the picnic area. Chat with them about their relationships with Tyrion. When Shae asks you to follow her, do so. You are seeking the chance to kill her. Follow her to the clandestine front yard area by the yellow sunflowers known as Castle Black. Go someplace where no one can see you guys. Be sure nobody is watching. Listen to what she asks you to do and do it.

Melisandre

Bio: Melisandre, you are a priestess of R'hllor and a Shadowbinder, hailing from the eastern city of Asshai. You have joined the entourage of Stannis Baratheon, believing him to be Azor Ahai reborn, a hero destined to defeat the Great Other. You have become an influential advisor to him and his family. You are a mysterious woman who trusts completely in the power of your god and the visions he grants you in the flames. You calmly rebut all those who doubt you and scoff at the followers of other gods as deluded. Unlike many others with prescient abilities, you have complete faith in your ability to correctly interpret visions. You are careful to present yourself as mysterious, serene and powerful, wearing cool clothing even in the cold of the Wall, for example. Although you are genuinely skilled with magic, you enhance this with various smokes and powders that you keep concealed in your robes. You say you have practiced your art for "years beyond count" and may be very old. You have the ability to invoke a deadly shadow assassin against your enemies.

Round #1

Clues to Reveal During This Round:

- The Lord of Light is the one true God.
- Get a group (Sansa, Viserys, Arya, Jon Snow, Ygritte, and anyone outside) to gather around the fire pit and tell them you see Stannis on the iron throne. Try to convince them to sign your scroll of allegiance.
- Threaten people who won’t join you. Tell them they will be sorry. Say, “The night is dark and full of terrors.”

Items to carry: The Barratheon Scroll of Allegiance and a pen

Location: Front yard (Winterfell)

Objective: Convince others to join the Lord of Light and pledge their allegiance to House Barratheon by signing the Baratheon allegiance scroll. Be sure to approach: Arya Stark, Theon Greyjoy, Viserys, Sansa, and Ygritte.

Other: Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Location: Living room

- Chat with Viserys, Cersei, and Ygritte
- Tell Cersei you see Joffrey's death in the flames
- Tell Viserys you see his death in the flames
- Tell them you see the Starks perishing in the flames
- The Lord of Light is the one true king.

Stannis Baratheon

Bio: Stannis Baratheon, you are the head of House Baratheon of Dragonstone and the Lord of Dragonstone. You are the elder of King Robert Baratheon's two younger brothers, the youngest being Lord Renly Baratheon. You served on Robert's small council as Master of Ships before his death. You are a serious, stubborn, unforgiving man with an inflexible sense of duty and justice. You are an accomplished commander, sailor, and warrior, although your personality, much like that of Mateo Martinez, hinders your ascension to being a truly great leader. While you are respected and feared, you have never been loved, or had the affection of nobles or smallfolk. You have a cold relationship with his wife, Lady Selyse of House Florent, and have one daughter, Shireen, a sad little girl bearing a disfigurement from an ailment. Davos Seaworth is one of your most loyal servants.

Round #1

Clues to Reveal During This Round:

- Share with Oberyn your deep hatred for the usurpers of the Iron Throne--the Lannisters. Share with Oberyn the knowledge of the child of incest: Joffrey.

Location: Wander around and help facilitate as game master extraordinaire

Other: Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

Play your little heart out on the Barratheon team

At the end of the game get everyone to circle around so you can announce the victors of the Tourney

Help Anni throughout the games :)

Round #3: Help make sure people stay in their assigned locations

The Hound

Bio: Sandor Clegane, you are a member of House Clegane. You are the younger brother of the current head, Ser Gregor Clegane. You have been nicknamed the Hound for your savage nature and unquestioning obedience to your masters and for the three dogs featured in your family's crest. You are considered one of the most dangerous fighters in Westeros, though you frequently drinks yourself into stupors, much like the man known as “the Puppy” Sir Gregory Russell. As a child, you received gruesome facial burns when your brother shoved your face into a brazier. You loathe fire, your brother, and the hypocrisy of knighthood in general.

Round #1

Clues to Reveal During This Round:

- Approach Sansa and when she asks you about your burn scars tell her the whole story.
- Pick Arya up and put her over your shoulder. Tell her, “Boy, I will take you to the Eyrie and ransom you to your aunt Lysa.
- Call Arya “boy” for the rest of the game anytime you see her.
- Tell people you hate fire (Stay in the front yard until Melisandre asks you to approach the fire pit and then lose your cool, yell about your fear of fire and go running in the house to join the group in the living room).

Items to carry:

Location: Front yard (Winterfell) until you are asked to come in contact with fire then head inside to the living room (not the kitchen)

Objective: If asked to change your allegiance, say no to everyone except House Stark. Sign onto House Stark if asked.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Location: Living room

- Chat with Viserys, Cersei, and Ygritte
- Tell Melisandre you hate when she discusses fire
- Tell people you don't believe in magic. Men and women are just that, mere mortals.
- Listen to what Cersei says about her family.

Bran Stark

Bio: Brandon Stark (Bran), you are the second son of Lord Eddard Stark and Lady Catelwyn Tully. You have three older siblings: (Robb, Sansa, and Arya) and one younger (Rickon). You also have a bastard half-brother, Jon Snow. As a child, you were educated by Maester Luwin and trained with weapons. Since you were a babe, you would often climb the walls of Winterfell, scaring your mom, Lady Catelwyn to death. Once, she pleaded for you to stop, and extracted a promise for you to do so, a promise which you kept for barely a fortnight. Before your fall, you dreamed of becoming a knight. You are constantly accompanied by his direwolf, whom you have Summer and share a strong warg/ telepathic-ish connection. You also possess the greensight, meaning you have dreams that seem to be prophetic.

Round #1

Clues to Reveal During This Round:

- You have had dreams, visions that make you think your family is in danger.
- Anytime you see Cersei or Jamie Lannister, be sure to remind them that you are well aware of their incestuous ways. You saw it first hand.
- If Varys asks you about Cersei and Jaime, tell him that you saw them fornicating before they pushed you off a ledge and crushed your little legs.
- Try to find the Weirwood tree.

Items to carry: The Stark Scroll of Allegiance and a pen

Location: Kitchen (Casterly Rock)

Objective: Carry around your house allegiance scroll, ask people to join allegiance to House Stark, and get signatures of those that agree to join House Stark. Be sure to ask Hodor, Tywin, Tyrion, Shae, and The Hound, then anyone else inside the house that you come into contact with to sign your scroll. Say no

to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Stark team.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Items to carry: A cup of water

Location: outside for 1st 10 minutes then into kitchen

Location: Start the round outside. Stay there for 10 minutes. Then go into the kitchen with Hodor and find Theon, Jon Snow, and the rest of your family, the Starks. Stay in the kitchen for the majority of this round until you have been poisoned. Sorry, *you* are going to die tonight.

During this round do the following in this order:

Outside:

- Talk to people about how honorable your father is.
- Tell people you hope someday you will walk again.

In Kitchen:

- Stand in a small circle with Theon, Jon Snow, Hodor, and several of your family members. Chit chat about how life was wonderful at Winterfell before Robert Baratheon made Ned the hand of the king and things went awry.
- When your water glass turns red during this round, know that this means you have been poisoned. Don't make a scene yet. Don't tell anyone you have been poisoned. *10 minutes after your cup has been poisoned run outside and begin to flail on the ground.* Cause a scene. Do not reveal you have been poisoned. Just convulse on the ground. Maybe even foam at the mouth.
- Do not reveal the culprit. Then collapse lifeless on the ground.
- After several minutes on the ground stand up and say nothing. Go into the bathroom in Anni's bedroom (the master bedro and use the face make-up to turn into a Whitewalker.
- Return to the party, but reveal nothing
- You can only grumble.
- You speak incoherently.

Hodor

Bio: Hodor, you are a simpleton and a stableboy serving at Winterfell. After Bran Stark's fall, he has needed a way to move about the castle. Maester Luwin designed a basket strapped to your back to carry Bran. You have served as Bran's way of transportation ever since.

Round #1

Clues to Reveal During This Round:

- “Hodor” (You can only say Hodor throughout the night. While you don’t reveal much, do listen attentively to those around you as the mystery unravels.)

Items to carry: Bran

Location: Kitchen (Casterly Rock)

Objective: If asked to change your allegiance, say “Hodor” to everyone except House Stark. Sign onto House Stark scroll of allegiance if asked.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Stark team
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Items to carry: A cup of water

Location: outside for 1st 10 minutes then into kitchen

Location: Start the round outside. Stay there for 10 minutes. Go into the kitchen and find Theon, Jon Snow, and the rest of the Starks. Stay in the kitchen for the majority of this round until you have been posioned. Sorry, *you* are going to die tonight.

During this round do the following in this order:

Outside: “Hodor” (You can only say Hodor throughout the night. While you don’t reveal much, do listen attentively to those around you as the mystery unravels.)

In Kitchen:

- Stand in a small circle with Theon, Hodor, and several of your family members. Listen to them chit chat about how life was wonderful at Winterfell before Robert Baratheon made Ned the hand of the king and things went awry.
- When your water glass turns red during this round, know that this means you have been poisoned. Don’t make a scene yet. Don’t tell anyone you have been poisoned. *10 minutes after your cup has been poisoned run outside and begin to flail on the ground.* Cause a scene. Do not reveal you have been poisoned. Just convulse on the ground. Maybe even foam at the mouth.
- Do not reveal the culprit. Then collapse lifeless on the ground.

- After several minutes on the ground stand up and say nothing. Go into the bathroom in Anni's bedroom (the master bedro and use the face make-up to turn into a Whitewalker.
- Return to the party, but reveal nothing
- You can only grumble "Hodor"
- You speak incoherently.

Varys

Bio: Lord Varys, called "the Spider", you are the enigmatic member of the small council and Master of Whisperers, or spymaster, for the Iron Throne of the Seven Kingdoms. Secrets are your trade, and you are skilled at acquiring them which has earned you a reputation for being seemingly omniscient. Crucial to your trade is a spy network of children that you refer to as your *"little birds"*. Your history of providing information to all sides, of aiding enemies, of pitting rivals against one another, and of manipulation to achieve your ends has earned you a reputation of being distasteful and untrustworthy amongst the nobles at court. In private, however, you claim to value order, stability, and peace above all, and profess loyalty to those who work for those goals as well. Though nothing you say can be completely trusted, you claim to have been born a slave where your manhood was cut off at the stem.

Round #1

Clues to Reveal During This Round:

- Tell people "little birds" have whispered tales of death
- If asked to sign a scroll of allegiance, say "My allegiance lies with the realm" and sign the first scroll you are asked to sign
- Ask Bran what he knows about Cersei and Jamie
- Ask Tyrion about his relationship with Shae
- Go up to Grey Worm (the Unsullied captain) and commiserate about your missing pillar and stones.
- Ask anyone that will listen. "Want to hear a riddle? Three great men sit in a room; a king, a priest and a rich man. Between them stands a sellsword. Each great man bids the man kill the other two. Who lives and who dies?"

Location: Rotate between Kitchen (Casterly Rock) and Living room (Dragonstone)

Objective: Uncover secrets that will help you manipulate others later in the game

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join the house whose scroll you signed and try to win.

- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Clues to Reveal During This Round:

Outside:

- First thing during this round is to find Theon to commiserate about your missing pillar and stones.
- Then tell Shae you know her secret
- Chat with Tyrion. Be sure to say, “Power resides where men think it resides. A very small man can cast a very large shadow.”
- Talk with Margaery Tyrell and plot the demise of the Lannisters but don’t act on your plans of treachery. At least not yet.

Margaery

Bio: Margaery Tyrell, you are the only daughter of Lord Mace Tyrell and his wife, Lady Alerie. You are an intelligent, shrewd and political savvy young woman, very much the protégé of your cunning grandmother, Lady Olenna Redwyne. You were married to Renly Baratheon, as a pledge of the Tyrells' support for his claim to the Iron Throne prior to his death; you are now betrothed to a Lannister.

Round #1

Clues to Reveal During This Round:

Outside:

- Listen to what Melisandre has to say
- Pet the two direwolves

Kitchen:

- Ask Tyrion about his relationship with Shae
- Talk with Tywin and see if you can get him to potentially let you marry Joffrey.
- Sign the Lannister scroll of allegiance when asked and no other scroll

Items to carry:

Location: Start outside then go to the kitchen after 10 minutes.

Objective: If asked to change your allegiance, say no to everyone except House Lannister. Sign onto House Lannister scroll of allegiance if asked.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.

- Join the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

- Start inside in the living room and listen to the conversation Cersei and Ygritte are having. Chat with them. Then go outside after 5 minutes.
- Find Varys and Littlefinger and plot the demise of the Lannisters, but don't act on your plans of treachery. At least not yet.

Oberyn

Bio: Prince Oberyn Nymeros Martell, you are known as the Red Viper and are a member of House Martell. You have eight bastard daughters, called the Sand Snakes, the four youngest of which by your current paramour Ellaria Sand. In your youth, you were fostered at Sandstone. At sixteen, you were found in bed with the paramour of Lord Edgar Yronwood, so the lord challenged you to a duel. The duel was to first blood, given the prince's youth and high birth, and you both took cuts. Lord Edgar's wounds festered and killed him. You have been known as the "Red Viper" ever since by friends and foes alike, due to rumors that you fought the duel with a poisoned blade. You had a very close relationship with your sister Elia. Following the Sack of King's Landing, you learned that she was raped and murdered by a Lannister knight, Gregor Clegane, along with her son. You and your brother Doran have worked in secret for years planning on bringing an end to the reign of Robert Baratheon and destroying House Lannister.

Round #1

Clues to Reveal During This Round:

- Ask Tyrion about his relationship with Shae
- Share with Stannis your deep hatred for the Lannisters, particularly Tywin. Reveal the history behind Elia's brutal death.
- Ask Stannis what he knows about Joffrey's lineage.
- Be extra friendly with any Lannister and tell them you would be willing to sign their scroll of allegiance.
- Tell anyone that will listen about the ultra-polyamorous relationships in Dorne

Objective: If asked to change your allegiance, say no to everyone except House Lannister. Sign onto House Lannister scroll of allegiance if asked.

Round #2 House Games (Neighborhood Park)

- You are playing for the Lions. You hate the Lannisters. Create believable ways to fail at the House Games.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Clues to Reveal During this Round:

- Hang out on King's Landing (the porch) and converse with the Dragon, Bronn, and Jamie Lannister. Compare battle notes. Try to one up each other.
- There is a deck of cards on the porch. Play a game of blackjack using the cards with the others on the porch. Have a serious card game battle. The person who plays the queen of hearts will be killed by the Dragon's fire breath. You will know if you have been killed because the Dragon will do something. If you are the victim, begin to scream that you are burning and go running out past the fence, beyond the wall. Return and say nothing. Go into the bathroom in Anni's bedroom and use the face make-up to turn into a Whitewalker. (Drogon is a fickle dragon. He can't be tamed and has a lack of self-control. He probably didn't mean to kill you, though he probably doesn't really care that he did.)
- Return to the party, but reveal nothing
- You can only grumble.
- You speak incoherently.

Location: The porch (King's Landing)

Khal Drogo

Bio: Khal Drogo, you are a powerful warlord of the fearsome Dothraki nomads. From an early age you were an extraordinarily gifted warrior even among the fierce Dothraki; before the age of thirty you led a *khalasar* forty thousand strong, the largest on the Dothraki Sea. You have never been defeated. You are married to Daenerys. In return for your bride, you have agreed to provide ten thousand Dothraki warriors for her brother's campaign to retake the Iron Throne.

Round #1

Clues to Reveal During This Round:

- You love horses
- You have never been defeated in battle

- Approach Mirri Maz Durr and ask her to bless your unborn child. (Note: After your conversation with Mirri Maz Durr go outside and find Viserys)

Location: Casterly Rock (Kitchen)

Other: Sign the Dragon Scroll of Allegiance and no other scroll of allegiance. Say no to anyone that asks you to change your allegiance and spit in their general direction. Do not change your allegiance at all during the game.

Round #2 House Games (Neighborhood Park)

- Play on the Dragon team
- Participate in the house games. Play your little heart out.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Location: Outside by the picnic table

Clues to Reveal During this Round:

- Talk with Grey Worm and Dario Naharis and convince them you are more loyal to Khaleesi than they are
- When Ser Jorah Mormont asks you to follow him, do so. You are seeking the chance to kill him.

King Joffrey

Bio: Prince Joffrey Baratheon, you are known to the Seven Kingdoms as the eldest son and heir of King Robert Baratheon and Queen Cersei Lannister. A member of House Baratheon of King's Landing, your siblings are Princess Myrcella and Prince Tommen. You are strong-willed and have an uncontrollable temper not unlike your mother's and an unchecked sadistic streak. You have little sense of right or wrong, which often leads you into trouble, especially when you lose your temper. When things go wrong, you always blame the problems on others. Despite being willful you are reckless, vicious, cruel and not very intelligent, all of which combine to make you prone to irrational and bad judgements.

Right after Anni gives instructions and has everyone introduce themselves: Have everyone gather before you in the front yard while you make a toast standing on the porch looking down at everyone. Be sure to hold up a toy sword while you make your toast

Round #1

Clues to Reveal During This Round:

- Tell people you are going to dismember your brother Tommen's cat, Sir Pounce
- Goad Tyrion and tell him he is nothing but a halfman, an imp.

- 15 minutes into the game go outside and get the Lannister Scroll of Allegiance from Cersei and then return inside to get as many signatures as you can. Be sure to ask Margery to sign.

Items to carry: Scroll of Allegiance and pen

Location: Start in the kitchen then move outside to get the Lannister Scroll of Allegiance from Cersei.

Other: Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game. You are a Lannister, only sign that scroll. Get the Lannister Scroll of Allegiance from Cersei and then approach people to sign.

Round #2: House Games

Play on the Lannister team. Know that at the end of the house games, Stannis will get everyone to form a giant circle. He will declare a victor of the games. You and several others will be asked to create a scene and act out the following:

- Joffrey will accuse Sansa Stark of cheating at the end of the house games. He will make a huge scene so that everyone can hear. He will be very dramatic and act outraged. He will demand that she be punished.
- Sansa will deny cheating. She will say she is not a good liar. She wouldn't lie. She didn't cheat
- Queen Cersei will encourage him to be sweet to his one true love.
- Tywin will also step in talk him down and explain he misunderstood and she did not cheat.
- Tyrion will also step in and explain that Joffrey is mistaken.
- Joffrey will be outraged and curse at his uncle Tyrion. Then Joffrey will say, "Fine, Sansa didn't cheat, but it wouldn't be a true tourney if someone didn't die."
- Joffrey then grabs an axe and chops down the Weirwood tree that then falls to the ground and dies. As he axes her he says, "You didn't run fast enough in the relay you dumb tree."

Round #3

Location: Living Room

- Chat with Cersei
- Tell Viserys you are the rightful king.
- Make fun of Viserys and tell him his dragon eggs are rotten.
- Tell Ygritte you will crush the wildlings

Dire Wolf X2

Bio: You are a direwolf, a close relative of the wolf, but larger and stronger. The grey direwolf in a white field is the sigil of House Stark. Direwolves are extinct north of the wall, as they are a very large and dangerous predator, and people have hunted them out.

Round #1

Clues to Reveal During This Round:

- Tell anyone you talk to that you are loyal to the Starks
- Tell them you can sniff out treachery. Sniff at people.
- Wander the frontyard and listen to people's conversations

Location: Front Yard (Winterfell)

Objective: If asked to change your allegiance, say no to everyone except House Stark. Sign onto House Stark scroll of allegiance if asked.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Stark team
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Location: Living room

- Sit at people's feet in the living room.
- Listen to conversations
- Bark anytime Joffery says something obnoxious
- Chat with other dire wolf and discuss your loyalty to the Starks.

Little Finger/ Lord Petyr Baelish

Bio: Petyr Baelish, you are sometimes called Littlefinger. You are the Master of Coin (or treasurer) and served on King Robert Baratheon's small council. Your father befriended Hoster Tully during their service in the War of the Ninepenny Kings, which led to your being sent to be fostered at Riverrun with Lord Tully's children: Catelyn, Lysa and Edmure. As you grew older, you fell in love with Catelyn, who in turn loved you as a brother, but no more. When the betrothal between Catelyn and Brandon Stark was announced, you challenged the much older Brandon to a duel for her hand. Brandon won handily, leaving you with a significant scar, but spared your life in compliance with Catelyn's request. Lysa, on the other hand, has always obsessively loved you. Overlooking your obsession with her sister, one night, while you were drunk and miserable over Catelyn's rejection, Lysa slipped into your bedchamber and bedded you.

Round #1

Clues to Reveal During This Round:

- Whenever you see Sansa this evening tell her you made her some lemon cakes special just for her
- Ask Shae about her relationship with Tyrion

- Tell people, “Only by admitting what we are can we get what we want. I want everything there is.”
- If approached to sign a scroll of allegiance sign the first one that comes your way.
- Talk about how you are “the master of coin”

Location: Dragonstone (Living room)

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out.
- Join your house or the house whose scroll you have signed and try to win.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Location: Outside

Clues to Reveal During this Round:

- Remind Shae and Ros that they belong to you
- Tell Tyrion that if he wants Shae he will have to pay you for her
- Chit chat with Varys and Margery. Plot with them the downfall of the Lannisters.

Tyrion Lannister

Bio: Tyrion Lannister, you are the third and youngest child of Tywin and Joanna. You are a dwarf; because of this you are sometimes mockingly called the Imp and the Halfman. You are shrewd, educated, and calculating, but receive little respect for this from your father who blames you for the death of his wife, your mother. You are capable of cruelty to your enemies, but also have great sympathy for fellow outcasts and the mistreated. Even though you are no warrior, you have instances where you show great bravery; you have stated that what you lack in size and strength you make up for in mental acuity. You display high intelligence and great promise during your brief tenure as Hand of the King, revealing yourself to be as politically savvy and astute as your father, yet receive close to no recognition for it.

You get on well with his brother Jaime but have a terrible relationship with your sister Cersei who despises you. Unbeknownst to him, he is actually despised by his sister largely because of a prophecy made to Cersei when she was a young girl. The prophecy claimed that a *valonqar* (High Valyrian for "little brother") would eventually snuff out her life. Cersei has always identified Tyrion as the little brother and has thus been determined to rid herself of him ever since.

Round #1:

Objective: If asked to change your allegiance, say no to everyone except House Lannister. Sign onto House Lannister scroll of allegiance if asked.

Location: Kitchen (Casterly Rock)

Clues to Reveal During this Round:

- When asked about your relationship with Shae, reveal to nobody but Varys that you are in a relationship with a whore.

Round #2: House Games

Play on the Lannister team. Know that at the end of the house games, Stannis will get everyone to form a giant circle. He will declare a victor of the games. You and several others will be asked to create a scene and act out the following:

- Joffrey will accuse Sansa Stark of cheating at the end of the house games. He will make a huge scene so that everyone can hear. He will be very dramatic and act outraged. He will demand that she be punished.
- Sansa will deny cheating. She will say she is not a good liar. She wouldn't lie. She didn't cheat
- Queen Cersei will encourage him to be sweet to his one true love.
- Tywin will also step in talk him down and explain he misunderstood and she did not cheat.
- Tyrion will also step in and explain that Joffrey is mistaken. J
- Joffrey will be outraged and curse at his uncle Tyrion. Then Joffrey will say, "Fine, Sansa didn't cheat, but it wouldn't be a true tourney if someone didn't die."
- Joffrey then grabs an axe and chops down the Weirwood tree that then falls to the ground and dies. As he axes her he says, "You didn't run fast enough in the relay you dumb tree."

Round #3:

Location: Outside

Clues to Reveal During this Round:

- Try not to let Shae see you talking to Sansa or Ros the prostitute. If they talk to you, be sure to warn them that Shae is a very jealous woman.
- Sit at the picnic table and talk with Tywin. Plot how you will defeat Stannis and the Starks.

Shae

Bio: Shae was serving as a camp follower with Lord Tywin Lannister's army, when Bronn brought her to Tyrion, who was looking for a female companion before the Battle. Tyrion slept with her both before and after the battle, took a liking to her and decided to take her with him to King's Landing despite his father's explicit command not to take the whore to court

Round #1:

Objective: If asked to change your allegiance, say no to everyone except House Lannister. Sign onto House Lannister scroll of allegiance if asked.

Location: Living Room (Dragonstone)

Clues to Reveal During this Round:

- When Littlefinger asks you about your relationship with Tyrion, reveal that you have a romantic relationship with Tyrion.
- Chat with Bronn about ways to keep your relationship with Tyrion hidden

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Lannister team
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Clues to Reveal During this Round:

- Start in the Living Room. Within the first 5 minutes, find your way outside towards the picnic table.
- Find Tyrion. Express your love for him.
- Find Sansa Stark and Ros (the prostitute). Bring them to the clandestine front yard area by the yellow sunflowers. Go someplace where no one can see you guys. Be sure nobody is watching. Explain that only one person can be the eye of Tyrion's affection. Tell them, "He is my lion." Explain you are going to play a game:
 - Rock, Paper, Scissors to the DEATH.
 - Shae plays Ros - best of 3
 - Winner plays Sansa - best of 3
 - Explain/ Read this to Sansa and Ros. Tell them: "The two people that die must give the winner ample time to escape. After the winner leaves, find the daggers and fake blood left by the hose. Come out clutching your gut with the dagger. Cause a scene. Do not reveal the culprit. Then collapse lifeless on the ground. After several minutes on the ground stand up and say nothing. Go into the bathroom in Anni's bedroom (the master bedro and use the face make-up to turn into a Whitewalker. Return to the party, but reveal nothing. You can't speak. You are a whitewalker now."

Talisa Stark

Bio: Talisa is a healer working on the battlefields of the War of the Five Kings. She claims to be from the Free City of Volantis. Talisa follows Robb Stark's army camp as it moves. One day as they talk they are interrupted by news that Catelyn has released Robb's key prisoner Jaime Lannister. Talisa later goes

to comfort Robb. After she reveals more of her past to him they admit their shared feelings for one another and sleep together. Talisa and Robb marry in secret before a septon.

Other: Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game. Only sign the Stark Scroll of Allegiance.

Round #1

Clues to Reveal During this Round:

- Approach Tyrion and tell him you have heard he is a witty fellow
- Tell people you think you may be pregnant with Robb Stark's child. Tell them this would make your first born the rightful heir to the throne.
- Tell anyone you come in contact with that you have a medical background and once even amputated a man's leg.

Location: Kitchen and Living room

Other: Say no to anyone that asks you to change your allegiance. Do not change your allegiance at all during the game. Only sign the Stark Scroll of Allegiance.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Stark team
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Items to carry: A cup of water

Location: Start the round in the living room. When you see Theon and Jon Snow in the kitchen go into the kitchen immediately. Stay in the kitchen for the majority of this round until you have been poisoned. Sorry, *you* are going to die tonight.

During this round do the following in this order:

In Living room:

- Talk to people about how honorable Ned Stark is and how you wish you had had a chance to meet him.
- Apologize to Catelyn Stark for marrying Robb when he was promised to another.

In Kitchen:

- Stand in a small circle with Theon, Hodor, and several of the Starks. Chit chat.
- When your water glass turns red during this round, know that this means you have been poisoned. *10 minutes after your cup has been poisoned run into the living room and begin to flail on the ground.* Cause a scene in the living room. Say you have been poisoned.

- Do not reveal the culprit. Then collapse lifeless on the ground.
- Stand up and say nothing. Go into the bathroom in Anni's bedroom and use the face make-up to turn into a Whitewalker.
- Return to the party, but reveal nothing
- You can only grumble.
- You speak incoherently.

Tywin

Bio: Tywin Lannister, you are Lord of Casterly Rock, Shield of Lannisport and Warden of the West. The head of House Lannister, Tywin is one of the most powerful lords in Westeros, and is the father of Jaime, Cersei, and Tyrion Lannister. You love your children Jaime and Cersei, but despise Tyrion. This is partly because Tyrion is deformed, but also because you blame Tyrion for causing the death of your beloved wife Joanna, as well as for shaming the family name with his frequent whoring. You are calculating, intelligent, politically astute, ruthless, and a controlling man. You dedicate your life and efforts into maintaining the Lannisters' prestige, ensuring House Lannister is respected or at least feared. You are a proven battle commander and politician and have a very powerful presence combined with an unflinching gaze that can make lesser men swiftly turn away.

Round #1

Clues to Reveal During This Round:

- Tell Tyrion that you will not allow him to turn Casterly Rock into a whore house.
- Ask people to sign your scroll of allegiance (Be sure to approach Oberyn, Talisa Stark, Mary Maz Durr, and Khal Drogo first before approaching anyone else).

Item to carry: Carry the Lannister Scroll of Allegiance and pen, ask people to sign

Location: Kitchen (Casterly Rock)

Objective: Get as many people to sign the Lannister scroll of allegiance. Say no to anyone that asks you to change your allegiance. Do not change your allegiance at all during the game. Be sure to ask Hodor, The Hound, Margaery, Shae, then anyone else inside the house that you come into contact with to sign your scroll.

Objective: If asked to change your allegiance, say no to everyone except House Lannister.

Round #2 House Games (Neighborhood Park)

Play on the Lannister team. Know that at the end of the house games, Stannis will get everyone to form a giant circle. He will

declare a victor of the games. You and several others will be asked to create a scene and act out the following:

- Joffrey will accuse Sansa Stark of cheating at the end of the house games. He will make a huge scene so that everyone can hear. He will be very dramatic and act outraged. He will demand that she be punished.
- Sansa will deny cheating. She will say she is not a good liar. She wouldn't lie. She didn't cheat
- Queen Cersei will encourage him to be sweet to his one true love.
- Tywin will also step in talk him down and explain he misunderstood and she did not cheat.
- Tyrion will also step in and explain that Joffrey is mistaken. J
- offrey will be outraged and curse at his uncle Tyrion. Then Joffrey will say, "Fine, Sansa didn't cheat, but it wouldn't be a true tourney if someone didn't die."
- Joffrey then grabs an axe and chops down the Weirwood tree that then falls to the ground and dies. As he axes her he says, "You didn't run fast enough in the relay you dumb tree."

Round #3:

Location: Start in the living room for the first 5 minutes then go out to the picnic table

Clues to Reveal During this Round:

- Chat with Cersei in the living room
- Plot with Tyrion at the picnic table. Discuss at length the demise of the Baratheons, Targaryens, and the Starks.

Catelyn Stark

Bio: Catelyn Tully is the wife of Lord Eddard Stark and Lady of Winterfell. Together they have five children: Robb, Sansa, Arya, Bran, and Rickon. Catelyn was born into House Tully of Riverrun, the liege lords of the Riverlands. She is the daughter of Lord Hoster Tully and Minisa Whent, and her siblings are Edmure and Lysa. Catelyn is proud, strong, kind, and generous. She is seen as honourable and upright by acquaintances, holding duty over desire as a governing principle of behaviour. Catelyn also has a strong grasp of politics and possesses considerable insight into what makes Westeros run. Nevertheless, Catelyn is also a fiercely protective woman and more often than not follows her heart rather than her head, especially when it comes to her family, whom she loves deeply. She follows strongly the words of her house. (House Tully's words are "Family. Duty. Honor.", in that order). However, she regards the bastard Jon Snow as an outsider to her family, and has never forgiven Eddard Stark for bringing him into the Stark household. She holds to the Faith of the Seven.

Round #1

Clues to Reveal During this Round:

- Approach Brienne of Tarth and devise a plan for getting your daughters, Sansa and Arya, back.

Location: Front Yard (Winterfell)

Other: Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game. Only sign the Stark Scroll of Allegiance.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Stark team
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Items to carry: A cup of water

Location: Start the round in the living room. When you see Theon and Jon Snow in the kitchen go into the kitchen immediately. Stay in the kitchen for the majority of this round until you have been poisoned. Sorry, *you* are going to die tonight.

During this round do the following in this order:

In Living room:

- Talk to people about how honorable Ned Stark is.
- Tell people you hope someday Bran will walk again.

In Kitchen:

- Stand in a small circle with Theon, Hodor, and several of your family members. Chit chat about how life was wonderful at Winterfell before Robert Baratheon made Ned the hand of the king and things went awry.
- When your water glass turns red during this round, know that this means you have been poisoned. *10 minutes after your cup has been poisoned run outside and begin to flail on the ground.* Cause a scene. Say you have been poisoned. Tell Ygitte you love her.
- Do not reveal the culprit. Then collapse lifeless on the ground.
- Stand up and say nothing. Go into the bathroom in Anni's bedroom and use the face make-up to turn into a Whitewalker.
- Return to the party, but reveal nothing
- You can only grumble.
- You speak incoherently.

Ned Stark

Bio: Eddard Stark, also affectionately called "Ned", is the head of House Stark, Lord of Winterfell, and Warden of the North. He is a close friend to King Robert Baratheon, whom he was raised with and helped to win the Iron Throne, and is eventually named his Hand. Eddard is known for his unwavering

sense of honor and justice and his family finds him kind, although some consider his reserved personality a sign of coldness and disdain.

Round #1

Clues to Reveal During this Round:

- Theon is your ward.

Location: Front Yard (Winterfell)

Other: Say no to anyone that asks you to change your allegiance and sign their allegiance scroll. Do not change your allegiance at all during the game. Only sign the Stark Scroll of Allegiance.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Stark team
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Items to carry: A cup of water

Clues to Reveal During this Round:

Location: Start the round outside then move into the kitchen and only the kitchen. Stay in the kitchen for the majority of this round until you have been poisoned. Sorry, *you* are going to die tonight.

During this round do the following in this order:

Outside:

- Talk to people and tell anyone you come in contact with that you suspect Joffrey is a product of incest.
- Tell people the seed is strong with the Baratheons.
- Tell people you hope someday Bran will walk again.

In Kitchen:

- Stand in a small circle with Theon, Hodor, and several of your family members. Chit chat about how life was wonderful at Winterfell before Robert Baratheon made you the hand of the king and things went awry.
- When your water glass turns red during this round, know that this means you have been poisoned. *10 minutes after your cup has been poisoned run outside and begin to flail on the ground.* Cause a scene. Do not reveal you have been poisoned. Just convulse on the ground. Maybe even foam at the mouth.
- Do not reveal the culprit. Then collapse lifeless on the ground.
- After several minutes on the ground stand up and say nothing. Go into the bathroom in Anni's bedroom (the master bedro and use the face make-up to turn into a Whitewalker.
- Return to the party, but reveal nothing
- You can only grumble.
- You speak incoherently.

Brienne of Tarth

Bio: You are Brienne, the Maid of Tarth, sometimes mockingly called Brienne the Beauty. You are a member of House Tarth. You are the only living child and heir of Lord Selwyn Tarth of Evenfall. You have spent most of your life as the object of scorn, rejection and – at best – pity. When you tried to dress and act like a proper lady, you were met with mockery and disdain for your unattractive appearance and lack of feminine social graces; when you turned to a career more suited to your talents as a warrior, you received only contempt and resentment for her gender despite her considerable skill. You yearn for respect and acceptance from others, and easily gives your love and loyalty to the few people who treat you with any degree of genuine courtesy. Renly Baratheon, Catelyn Stark and Jaime Lannister are among those who have won your friendship and service in this manner.

You can be headstrong and judgmental, but you are also honest, straightforward, loyal and determined. Although you have received extremely poor treatment from most knights, you cling to a naïvely idealized concept of knighthood. You strive to live up to the ideal of a true knight at all times.

Round #1

Clues to Reveal During this Round:

- Tell Catelyn Stark whenever you see her that you are at her service
- Tell Jamie Lannister whenever you see him that you are at his service
- Approach Catelyn Stark and tell her that you will keep her daughters (Sansa and Arya) safe at whatever cost.
- Approach Jamie Lannister and thank him for saving you from the bear.
- If approached about signing a scroll of allegiance, choose one house to sign on to.

Location: Front Yard (Winterfell)

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the team whose scroll you signed
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Location: Start in the kitchen for the first 5 minutes then go out to the iron isles

Clues to Reveal During this Round:

- Inside: Tell Catelyn Stark you are loyal to her. Chat about how honorable Ned was, but reveal that you have grown to respect Jamie Lannister.

- Outside: Chat with Arya by the iron isles (stone path) about how great the Starks are, but reveal that you have grown to respect Jamie Lanister

Lysa Arryn

Bio: Lysa Tully, you are also known as Lysa Arryn and are a member of House Tully. You are the daughter of Hoster Tully and Minisa Whent and wife of Jon Arryn. Since your husband's death, you are the Lady Regent of the Vale of Arryn. You were raised at Riverrun alongside your siblings and your father's ward, Petyr Baelish. When you were young, you learnt to kiss by taking turns kissing Petyr. Catelyn recalls it being very innocent, though Petyr was more forward with you, since you allowed him to kiss you with tongue. During this time, you fell in love with Petyr, but your feelings were not reciprocated. One night Petyr tried to kiss Catelyn, and she rejected him, laughing. Petyr got drunk because of this, and you climbed into his bed that night to "give him comfort". Petyr took your virginity that night, telling her he loved you, but called you "Cat" before falling asleep. During Robert's Rebellion, you were married to Lord Jon Arryn, Lord of the Eyrie and Defender of the Vale. You gave birth to Robert who you still breast feed.

Round #1

Clues to Reveal During this Round:

- Whisper to Little Finger that you will do anything for him whenever you see him. Be pushy. Tell him you have done things for him you would never have done for anyone else.
- Find Catelyn Stark and tell her you think Jon Arryn was poisoned by the Lannisters
- Offer people your breast milk
- Refuse to sign anyone's scroll of allegiance if you are asked.

Location: Start in Dragonstone (Living room) then move around as you would like

Round #2: House Games (Neighborhood Park)

- Play on whatever team Little Finger is on
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Location: Start in the living room. In 10 minutes go outside to the iron isles (stone path)

- Livingroom: Listen to Cersei and share parenting advice
- Pet the direwolves
- Outside on stone path: Chat with Brienne of Tarth and Arya.

Weirwood

Bio: You are the weirwood, a species of deciduous trees found all over Westeros. Your five-pointed leaves and the sap are blood-red, while you have smooth bark on your wide trunks and wood are bone white. You, like most weirwoods have a face carved into your trunk. This was done by the children of the forest in ancient days, and is now done by the free folk as well as other descendants of the First Men, such as followers of the old gods in the Seven Kingdoms praying to heart trees in godswoods. In some cases sap has collected in the crevices of the carved faces, giving the trees red eyes which have been known to drip sap as if the trees were weeping.

Round #1

Clues to Reveal During this Round:

- If you are found by Bran Stark, reveal to Bran that “you may not walk again, but you will fly with the wings of a dragon.”
- Sign the Baratheon scroll of allegiance and refuse all others

Location: Front Yard (Winterfell)

House Games: If there's a relay race, you may start it, but halfway through you must stop, throw your arms out and yell, “I cannot move! I am a Weirwood Tree!” This will cause your team to lose the race.

Round #2 House Games (Neighborhood Park)

Play on the Baratheon team. Know that at the end of the house games, Stannis will get everyone to form a giant circle. He will

declare a victor of the games. You and several others will be asked to create a scene and act out the following:

- Joffrey will accuse Sansa Stark of cheating at the end of the house games. He will make a huge scene so that everyone can hear. He will be very dramatic and act outraged. He will demand that she be punished.
- Sansa will deny cheating. She will say she is not a good liar. She wouldn't lie. She didn't cheat
- Queen Cersei will encourage him to be sweet to his one true love.
- Tywin will also step in talk him down and explain he misunderstood and she did not cheat.
- Tyrion will also step in and explain that Joffrey is mistaken. J
- Joffrey will be outraged and curse at his uncle Tyrion. Then Joffrey will say, “Fine, Sansa didn't cheat, but it wouldn't be a true tourney if someone didn't die.”

- Joffrey then grabs an axe and chops down the Weirwood tree that then falls to the ground and dies. As he axes her he says, “You didn’t run fast enough in the relay you dumb tree.”

Round #3:

Clues to Reveal During this Round:

- Hang out on King’s Landing (the porch) and converse with the Dragon and Jamie Lannister. Tell them about the things you have seen.
- There is a deck of cards on the porch. Play a game of blackjack using the cards with the others on the porch. The person who plays the queen of hearts will be killed by the Dragon’s fire breath. Though you already died, there is no reason you can’t become fire wood. You will know if you have been burnt because the Dragon will do something. If you are the victim, begin to scream that you are burning and go running out past the fence, beyond the wall. Return and say nothing. Go into the bathroom in Anni’s bedroom and use the face make-up to turn into a Whitewalker. (Drogon is a fickle dragon. He can’t be tamed and has a lack of self-control. He probably didn’t mean to kill you, though he probably doesn’t really care that he did.)
- Return to the party, but reveal nothing
- You can only grumble.
- You speak incoherently.

Location: The porch (King’s Landing)

Jaquen H'ghar

Bio: Jaquen H'ghar, you are a sly Lorathi criminal who meets Arya Stark on her way to the Wall. At Harrenhal, you find her again and tell her that she is owed three deaths and to select three people for you to kill, to repay the deaths stolen from the "Red God". Arya uses you to eliminate two of her enemies at Harrenhal, Chiswyck and Weese, but you reject her request for aid in any other way. Once your debt is filled, you prepare to take his leave, but first gives Arya an old iron coin and instruct her to give it to any man of Braavos, saying the words "*valar morghulis*" should she ever need more help. Then you announce that "Jaquen H'ghar" must die, and pass a hand over his face. Your face magically reshapes into that of a hook-nosed man with a gold tooth.

Round #1

Clues to Reveal During this Round:

- Tell people, “The debt has been paid.”

- Approach as many people outside as possible to watch your magic trick. Say, “I have a coin in one of my hands, guess which?” If they guess correctly say, "*valar morghulis*." If they guess incorrectly say, "*valar morghulis*." This means “All men must die.”
- When you have approached at least 5 people outside, go inside and do the same thing.

Location: Start in the Front Yard (Winterfell) then go inside

Items to carry: coin

Other: Say no to anyone that asks you to sign their allegiance scroll. You have no allegiance to anyone for all men must die.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Barratheon team
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Clues to Reveal During this Round:

- Wander around as you please from location to location. You are the faceless man. Listen to conversations.
- If Arya Stark finds you, tell her, “*valar morghulis, all men must die.*” Tell Arya you will kill one person for her--anyone she wants. When she tells you the name of the person, you must find him or her. In order to kill this person, you must both be alone. You cannot kill this person until you are both alone. When you are alone, you can tell the other person that they have been murdered by Arya Stark.

Daario Naharis

Bio: Daario Naharis, you are the captain and commander of the sellsword company called the Stormcrows. You became captain of the Stormcrows after killing the other two captains. You are a capable warrior and like most sellswords are fickle, faithless and brutal. You are also quick to anger and reckless, despite these flaws, however, you seem to have some genuine affection for Daenerys Targaryen.

Round #1

Clues to Reveal During This Round:

- Watch Melisandre perform the fire ritual when she beckons everyone closer. If she asks you to sign her scroll of allegiance, agree to do so, if the price is right. If you are asked to sign the Dragon scroll of allegiance, change allegiances.

- Approach Sir Jorah, Greyworm, and Khal Drogo throughout the evening. Each time you see them be sure to tell them how you feel about Khaleesi and that they are your competition

Location: Front Yard (Winterfell)

Objective: Win Khaleesi's affection

Round #2 House Games (Neighborhood Park)

- Play on the team whose scroll you signed
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Location: Outside by the picnic table

Clues to Reveal During this Round:

- Talk with Grey Worm and Khal Drogo and convince them you are more loyal to Khaleesi than they are
- When Ser Jorah Mormont asks you to follow him, do so. You are seeking the chance to kill him.

Grey Worm

Bio: Grey Worm, you were chosen by your fellow Unsullied as the most able among them to become an officer and as a result have placed under the tutelage of Ser Jorah Mormont to learn how to command. When Daenerys abolished the Unsullied tradition of being given new names every day, you chose to keep your Unsullied name, Grey Worm. You are loyal to Daenerys and she holds you in high esteem.

Round #1

Clues to Reveal During This Round:

- If you are asked to sign the Dragon scroll of allegiance sign on. Do not sign any other scrolls of allegiance throughout the entire game.
- Go up to Varys and commiserate about your missing pillar and stones.

Location: Rotate between Kitchen (Casterly Rock) and Living room (Dragonstone)

Objective:

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Dragon team
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Location: Outside by the picnic table

Clues to Reveal During this Round:

- Talk with Daario Naharis and Khal Drogo and convince them you are more loyal to Khaleesi than they are.
- When Ser Jorah Mormont asks you to follow him, do so. You are seeking the chance to kill him.

Drogon

Bio: Drogon, you are one of the dragons born in the Dothraki Sea. Commanded by Daenerys Targaryen, you have been named for her dead husband, Drogo. You are the largest and most aggressive of Daenerys's three dragons, Daenerys has problems reining you in.

Round #1

Clues to Reveal During This Round:

-

Items to carry:

Location:

Objective:

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Dragon team
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Clues to Reveal During this Round:

- Hang out on King's Landing (the porch) and converse with Oberyn, Loras, and Jamie Lannister. Compare battle notes. Try to one up each other.
- There is a deck of cards on the porch. Play a game of black jack using the cards with the others on the porch. Have a serious card game battle. The person who plays the queen of

hearts will be killed by your fire breath. Spray them with a spray bottle in the green plastic watering container. (Note: If you draw the queen of hearts you choose who you want to spray, spray them and tell them they have been killed.

Location: The porch (King's Landing)

Mirri Maz Duur

Bio: You are a Lhazareen godswife enslaved by the *khalasar* led by Khal Drogo. Khaleesi frees you from your slavery and trusts your mystic ways. She calls upon you to treat Khal Drogo for a wound he took during the sack of your village. He becomes gravely ill and you convince Daenerys to let you use your blood magic to save Drogo's life. You leave Drogo in a vegetative state, taking the blood price of Daenerys' unborn child in vengeance for the attack on your people and your gods.

Round #1

Clues to Reveal During This Round:

- When Khal Drogo attempts to speak with you about blessing his unborn child, tell him that his child will die a terrible death, just like the hundreds of people from your village that his *khalasar* murdered.
- When Khal Drogo leaves, follow him outside.
- Ask Greyworm about his loyalty. Tell Greyworm you think he should not be loyal to Khaleesi.
- When outside talk to Melisandre about magic

Location: Start in Kitchen (Casterly Rock) then move outside.

Objective: When anyone asks you to sign a scroll of allegiance, refuse them and spit in their general direction (but only outside, please). Interact with as many people as possible.

Round #2 House Games (Neighborhood Park)

- Choose any House to play for except the Dragons.
- Participate in the house games. Play your little heart out.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Location: Start in the living room. In 10 minutes go outside to the iron isles (stone path)

- Livingroom: Talk with Viserys about how you hate his sister Khaleesi, listen to Cersei, pet the direwolves
- Outside on stone path: Chat with Brienne of Tarth and Arya.

Ser Jorah Mormont

Bio: You are a knight from Westeros, and you have fled your homeland, Bear Island, in the far north, to live in exile in the Free Cities. You are the son of the late Jeor Mormont, the former Lord Commander of the Night's Watch. You were the Lord of Bear Island and head of House Mormont. You lost your status after disgracing House Mormont by trying to sell poachers into slavery to pay your debts. While exiled, you took to Daenerys Targaryen, and became one of her most trusted advisers alongside Ser Barristan Selmy, the former Knight-Commander of the Kingsguard. Most recently, you have been turned away by Khaleesi after she discovered that you had been spying on her for King's Landing.

Round #1

Clues to Reveal During this Round:

- Sign the Targaryen scroll of allegiance. You may change your allegiance if you are persuaded to do so by another House.
- Follow Khal Drogo and Mirri Maz Duur outside when they leave the kitchen. Warn both Khaleesi and Khal Drogo that you do not trust this woman (Mirri Maz Duur).
- Tell Mirri Maz Duur you don't trust her. Ask her about her black magic.

Location: Kitchen (Casterly Rock) to start then move outside and interact with as many people as possible.

Objective: To gain the love of Khaleesi.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Dragon team
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Clues to Reveal During this Round:

- Start in the Living Room. Within the first 5 minutes, find your way outside towards the picnic table.
- Find Khaleesi. Express your love for her.
- Find Daario Naharis, Khal Drogo, and Grey Worm. Bring them to the clandestine area by the hose outside. The hidden spot by the rose bushes where no one can see you guys. Be

sure nobody is watching. Explain that only one person can be the eye of Khaleesi's affection.

- Rock, Paper, Scissors to the DEATH.
 - Jorah plays Grey Worm - best of 3
 - Winner plays Daario - best of 3
 - Winner plays Khal Drogo- best of 3
 - Explain/ Read this to them: "The two people that die must give the winner ample time to escape. After the winner leaves, find the daggers and fake blood left by the hose. Come out clutching your gut with the dagger. Cause a scene. Do not reveal the culprit. Then collapse lifeless on the ground. After several minutes on the ground stand up and say nothing. Go into the bathroom in Anni's bedroom (the master bedro and use the face make-up to turn into a Whitewalker. Return to the party, but reveal nothing. You can't speak. You are a whitewalker now."

Ros

Round #1:

Clues to Reveal During this Round:

- You have bedded more men than you can count
- You know all of Varys's secrets because you are one of his "little birds"
- Joffrey is a sadist
- Joffrey is the product of incest
- Little Finger is a master manipulator. He has been sitting on the small council because he wants power.
- Go outside and up to Melasandre. Tell her you want to join the Barratheon house and sign her scroll of allegiance.

Location: Kitchen and Living room for 10 minutes then go outside to find Melisandre.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the team whose scroll of allegiance you signed.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3

Clues to Reveal During this Round:

- Start in the Kitchen. Within the first 5 minutes, find your way outside towards the picnic table.
- Find Tyrion. Tell him you always enjoyed rolling in the hay with him. He is more man than most others you have been with in the brothel.
- Find Sansa Stark and Shae by the picnic area. Chat with them about their relationships with Tyrion. When Shae asks you to follow her, do so. You are seeking the chance to kill her. Follow her to the clandestine front yard area by the yellow sunflowers. Go someplace where no one can see you guys. Be sure nobody is watching. Listen to what she asks you to do and do it.

Sir Loras

Ser Loras Tyrell, you are a member of House Tyrell and are Lord Mace Tyrell's third son. You are known as the Knight of Flowers. You are a highly skilled knight and joustier. Your tournament successes, dazzling good looks, and ostentatious showmanship have made you a celebrated figure in the courts of the Seven Kingdoms.

Round #1:

Clues to Reveal During this Round:

- Sign the Baratheon scroll of allegiance.
- Approach the Hound and tell him you would defeat him in battle.
- Tell people your loyalty is first to Renly Baratheon before anyone else.
- Scoff at anyone who asks you to sign their scroll
- Find Melisandre, ask her about her magic.
- Tell people you have heard that Oberyn is prone to cheat in battle

Location: Outside for the first 15 minutes then inside to kitchen and living room.

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the Baratheon team.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Clues to Reveal During this Round:

- Hang out on King's Landing (the porch) and converse with the Dragon, Oberyn, and Jamie Lannister. Compare battle notes. Try to one up each other.
- Your sister Margaery is conniving and seeks power. Tell anyone that will listen to you.

- Reveal that you were once in love with Renly Barratheon.
- There is a deck of cards on the porch. Play a game of blackjack using the cards with the others on the porch. Have a serious card game battle. The person who plays the queen of hearts will be killed by the Dragon's fire breath. You will know if you have been killed because the Dragon will do something. If you are the victim, begin to scream that you are burning and go running out past the fence, beyond the wall. Return and say nothing. Go into the bathroom in Anni's bedroom and use the face make-up to turn into a Whitewalker. (Drogon is a fickle dragon. He can't be tamed and has a lack of self-control. He probably didn't mean to kill you, though he probably doesn't really care that he did.)
- Return to the party, but reveal nothing
- You can only grumble.
- You speak incoherently.

Location: The porch (King's Landing)

Jamie Lannister

Ser Jaime Lannister, you are known as the Kingslayer. You are a knight from House Lannister. You are the second child and first-born son of Lord Tywin Lannister of Casterly Rock and his wife Lady Joanna, also of House Lannister. You are the twin brother of Queen Cersei Lannister. Raised at the age of fifteen to the Kingsguard of the Mad King, Aerys II Targaryen, you became the youngest member in the history of the prestigious knightly order. You earned the derogatory nickname "Kingslayer" when you treasonously slew King Aerys near the end of Robert's Rebellion.

Round #1:

- Boast about your ability to wield a sword
- Pat Tyrion on the back every time you see him and say, "Good to see you little brother."
- Whisper sweet nothings in Cersei's ear every time you see her throughout the game. At times tell her she is beautiful and at other times say lewd things to her.
- Tell people you don't trust Little Finger
- Tell people you hear Daenerys Targaryen is pregnant.
- Sign onto the Lannister scroll of allegiance and none others.

Location: Kitchen and living room

Round #2 House Games (Neighborhood Park)

- Reminisce with Brienne about the time you saved her from the bear.
- Participate in the house games. Play your little heart out on the Lannister team.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Clues to Reveal During this Round:

- Hang out on King's Landing (the porch) and converse with Sir Loras, Oberyn, Bronn and the Dragon. Compare battle notes. Try to one up each other.
- There is a deck of cards on the porch. Play a game of blackjack using the cards with the others on the porch. Have a serious card game battle. The person who plays the queen of hearts will be killed by the Dragon's fire breath. You will know if you have been killed because the Dragon will do something. If you are the victim, begin to scream that you are burning and go running out past the fence, beyond the wall. Return and say nothing. Go into the bathroom in Anni's bedroom and use the face make-up to turn into a Whitewalker. (Drogon is a fickle dragon. He can't be tamed and has a lack of self-control. He probably didn't mean to kill you, though he probably doesn't really care that he did.)
- Return to the party, but reveal nothing
- You can only grumble.
- You speak incoherently.

Location: The porch (King's Landing)

Bronn

Round #1:

- Boast about your ability to wield a sword
- Tell people your sword is for sale. Tell everyone you come in contact with.
- Tell Ros you enjoyed her company last week and look forward to seeing her again.
- Tell people you don't trust Little Finger
- Listen to what Melisandra, the lady in red has to say. Then tell her you believe in the old gods and the Seven, not the Lord of Light. Do not sign her scroll of allegiance.
- Tell people you hear Daenarys Targaryen is pregnant.
- Sign onto the whichever scroll of allegiance you choose if asked.

Location: move inside and outside as you please (no specific location).

Objective: Interact with as many people as possible

Round #2 House Games (Neighborhood Park)

- Participate in the house games. Play your little heart out on the team whose scroll you signed.
- At the end of the games the victors will be announced. Stand in a circle and listen quietly.

Round #3:

Clues to Reveal During this Round:

- Hang out on King's Landing (the porch) and converse with Sir Loras, Jamie Lannister, and the Dragon. Compare battle notes. Try to one up each other.
- There is a deck of cards on the porch. Play a game of blackjack using the cards with the others on the porch. Have a serious card game battle. The person who plays the queen of hearts will be killed by the Dragon's fire breath. You will know if you have been killed because the Dragon will do something. If you are the victim, begin to scream that you are burning and go running out past the fence, beyond the wall. Return and say nothing. Go into the bathroom in Anni's bedroom and use the face make-up to turn into a Whitewalker. (Drogon is a fickle dragon. He can't be tamed and has a lack of self-control. He probably didn't mean to kill you, though he probably doesn't really care that he did.)
- Return to the party, but reveal nothing
- You can only grumble.
- You speak incoherently.

Location: The porch (King's Landing)