



Game of Throne Fan Game - Mission and Tasks

Mission

Jon!

The battle has gone on too long and we desperately need the most capable ruler of the 7 Kingdoms!

I have made a secret pact with the greatest houses of Westeros. Each remaining house will send its hero to master the mission with you.

Together with the chosen ones, you will now embark on a dangerous mission. You have to pass tasks, master trials and can only succeed together. The fate of us all depends on the success of your mission.

Winter is coming! Be prepared for White Walkers who lie in wait for you and whom you must fight.

To me, you are the greatest hero and I do not doubt for a heartbeat that you are the best ruler for the realm. However, if one of the other chosen ones wins the game for the iron throne, may he rule and you can return to your beloved North!

With this letter I am sending a duffel bag with important goods for the mission. Keep it safe!

Samwell Tarly



Tasks

Task 1: Race against time

Find a suitable means of transport to reach the Iron Islands dry! Also make sure you have the necessary provisions and take the duffel bag with all the mission items! Whoever finds and loads the means of transport first or decides to swim / wade with a completely packed duffel bag first gets 5 Braavosi coins (tokens), the second 2 Braavosi coins and all others none.

Task 2: Competition for the elixir

Travel to the Iron Islands and please the priest Aeron Damphair by having at least one hero visit the halls of the Drowned God! Steal the Elixir of the Drowned God from his holy halls!

- In return, throw a bottle of beer or a drink of your choice into the water.
- The first person to get the elixir gets 5 Braavosi coins.

Task 3: Knowledge is power!

What are the names of the rivers that form the Trident, the great river of the Riverlands?

For the correct number and each correct river name, the knowing hero gets a Braavosi coin.

Task 4: Defeat the White Walkers!

Winter is approaching! There are 4 White Walkers approaching. Take the enchanted dragonglass / obsidian from your pouch to defeat them. You can only drive the White Walkers away together!

- Set up 4 PET bottles as White Walkers at a distance of approx. 5 m from each other. Now take turns throwing the Hackysacks at the White Walkers. Each round the White Walkers come 0.5m closer!
- The hero who kills the most White Walkers gets 3 Braavosi coins, the one who hits the second most gets 2 Braavosi coins and the last one gets 1 Braavosi coin. If a hero manages to defeat all 4 White Walkers single-handedly, he gets 5 Braavosi coins.



Task 5: The houses of the 7 kingdoms

Find a dry spot and reflect, heroes! Stream out and search for materials with which you can lay the coat of arms of your house to the best of your ability! What is the motto of your house?

For each recognisable coat of arms the hero gets 2 Braavosi coins. Each own motto that the hero knows is also rewarded with 2 coins.

Task 6: Knowledge is power!

The Night's Watch has been guarding the Wall for thousands of years and built mighty fortresses. How many castles did they build, how many were occupied at most and what were their names?

For the correct number of castles and the correct number of occupied castles and each castle named correctly, the hero gets a Braavosi coin.

Task 7: The ambush and the decision

You are tired after the hard trials and miss an ambush by the White Walkers. At the last second Jon Snow saves your life. An argument ensues. Jon Snow demands to see if one of you is too weak and must be abandoned to his fate. Finally he agrees to fight each of you for 3 rounds so that all heroes can prove their strength.

- Each hero plays 3 rounds of Sword, Dragon's Egg, Parchment - known in these parts as Scissors, Rock, Paper - against Jon Snow. If he wins, he gets 2 Braavosi coins. If he loses, he has to give up one coin. At the end, Jon Snow plays against the best hero - the same rules apply to him.

Task 8: Winter is approaching!

More and more White Walkers are moving through the 7 Kingdoms. Together with Jon Snow, the heroes are facing an epic battle. Use the secret weapon in the competition to send White Walkers into hibernation! Each hero has 5 attempts!

- Find a spot with several trees with bare trunks. Draw a line on the ground and shoot with bow and arrow from there at previously agreed White Walkers alias trees.
- For each White Walker hit, the archer gets a coin. The hero who hits the most White Walkers gets an additional 3 coins.



Task 9: Who is the best ruler?

A good ruler is strong, patient, skilful and clever. Which hero is best suited to ascend the Iron Throne? Prove your skill and talent and collect precious glory points!

- Find a suitable branch, wall or other obstacle and throw a Hackysack at it. Now take turns to play cross boccia with 2 balls each (for rules see article on www.abenteuerfreundschaft.de) and try to throw your own balls as close as possible to the first marker ball.
- The thrower of the closest ball gets 5 Braavosi coins. For each ball that is also on the obstacle, another 3 coins are awarded.

Task 10: Final

You have reached the final! Everyone collects 3 cones / acorns or leaves and reports to the Game of Cards. Now fight the final battle for the Iron Throne and play for your survival!

- Play the game of Swimming (also Schnauz). In this quick, simple card game, everyone has 3 lives (cones/acorns) at the beginning until only 1 survivor remains at the end. You can find the rules at www.abenteuerfreundschaft.de!
- The survivor gets 5 Braavosi coins.

Who is the next ruler?

Information on the evaluation of the mission and the solutions to the knowledge tasks can be found in the second PDF at www.abenteuerfreundschaft.de!