

GAME OF THRONES™

PUZZLE OF WESTEROS



GAME OF THRONES™

WESTEROS

INTRODUCTION

The land of Westeros is a world in itself: a world forged by dragonfire, carved by ice, and traversed by men whose restless kingdoms and hearts compel them to conquest and conciliation. This is a world shaped by treaties and traitors, bannermen and battlesites—and much like its complex loyalties, it is yours to decipher...if you can.

This sprawling land of legend and lore comes complete with rolling landscapes, ancient castles, and new challenges. Build each kingdom and unite Westeros from the Bay of Ice to the Narrow Sea. Use topography pieces

to form the terrain and contours of Westeros. Build your houses and declare their rule with 3D replicas of the signature structures of the kingdoms. And when your Westeros has taken full form, markers for villages, battlesites, and natural features highlight where important events have taken place.

Through layer upon layer, your Westeros will be revealed in stunning beauty, bringing the captivating stories of this vast world right into your living room. Prepare yourself to experience Westeros as it has never been experienced before.

WESTEROS HAS BEEN WAITING FOR YOU.

WELCOME.



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Layer 3 - replica structures bring Westeros to full 3D life

11–15 STRUCTURE ARCHIVES

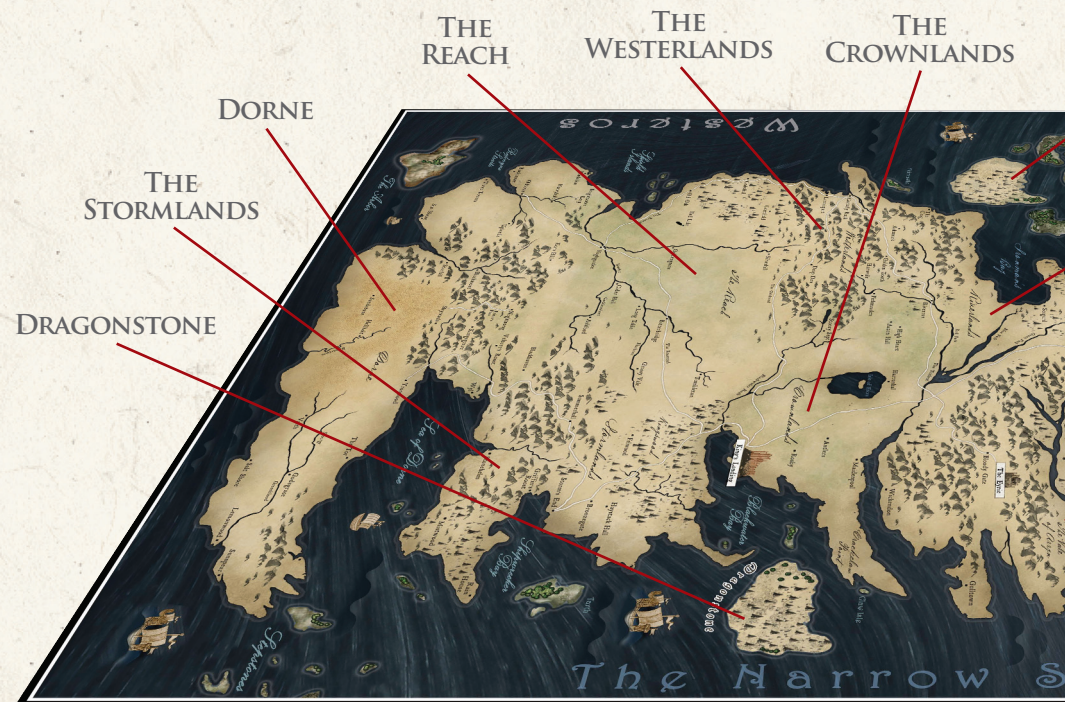
Learn the history and lore of each structure

16, 17 CASTLE / VILLAGE MARKERS

Mark the locations of important castles and villages

18, 19 NATURE / BATTLE MARKERS

Natural features and battle locations are marked and explored



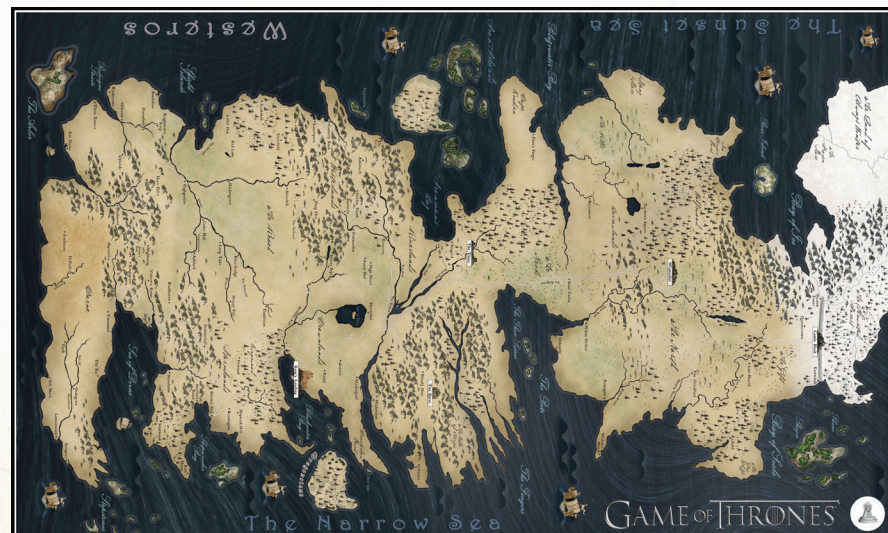
WESTEROS JIGSAW MAP

The continent of Westeros has weathered many ages of conquerors, knights, and sell-swords and its long history has left its castles and curses on the people of Westeros. Your expansion across Westeros begins by recreating this map. Build each of the seven kingdoms in their rightful place and the geography of this vast and varied land will unfold. But mistake one region for another and the seven kingdoms will fall into disarray! The mini map will help you along your way.

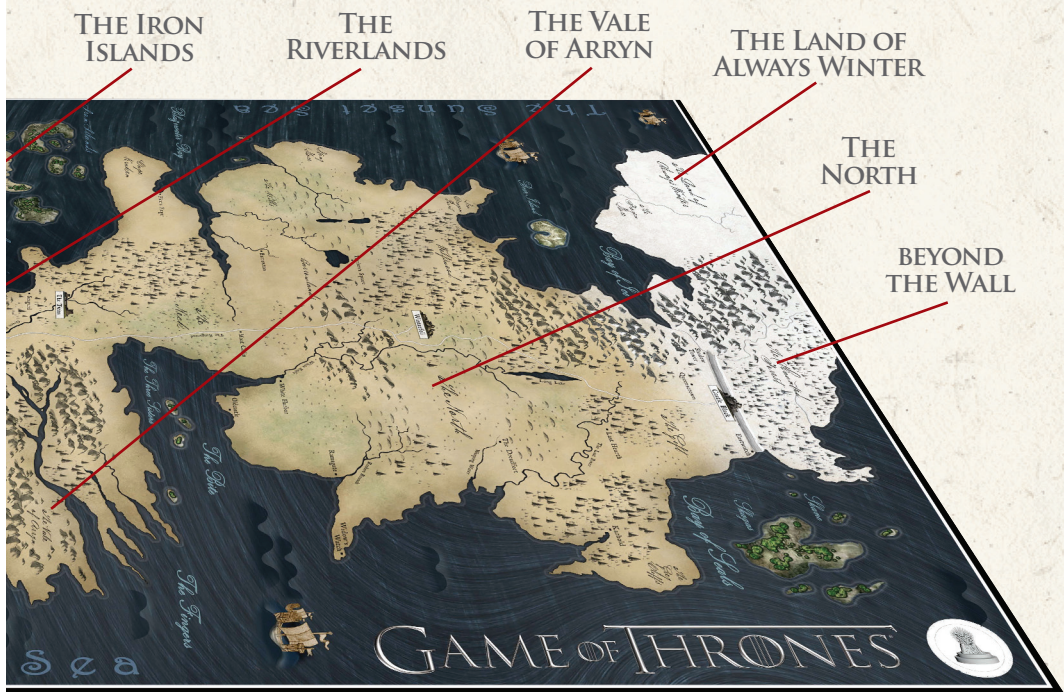


Use generic glue to hold puzzle together.

LAYER 1 - JIGSAW MAP OF WESTEROS



Refer to the mini map as a guide to assemble puzzle.



1030 PIECES

Carefully cut, 1030 pieces challenge you to recreate Westeros.

DETAILS

Illustrated with attention to detail, this layer brings out the beauty of Westeros.

KINGDOMS

See individual kingdoms and regions as cartographers of the realm, each with unique characteristics.



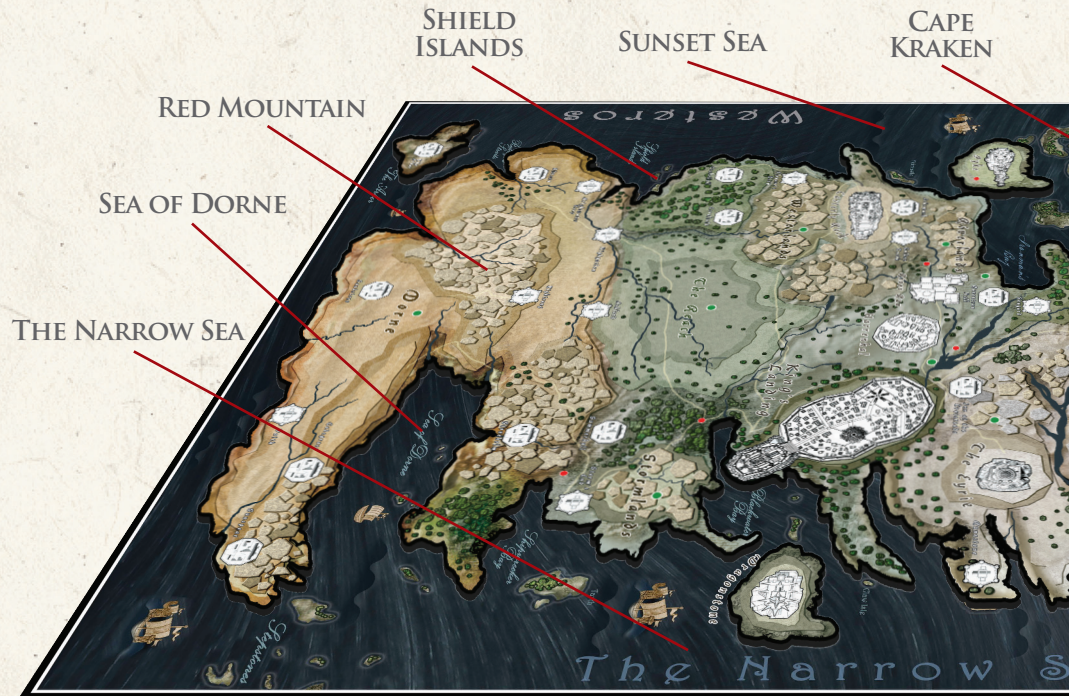
Jigsaw map of Westeros



Geography of Westeros



Learn the Kingdoms



WESTROS TOPOGRAPHY JIGSAW MAP

When your first layer of Westeros geography is complete, you will be ready to create its topography: features that have defined Westerosi regions and separated Westeros from the other continents of the known world. These features reveal the real nature of the terrain with beautiful detail, climbing skyward from your map into full view. Here Westeros rise to its true shape.



Use double sided tape to hold puzzle together.

LAYER 2 - GEOGRAPHICAL TOPOGRAPHY



Refer to the mini map as a guide to assemble puzzle.



355+ PIECES

With over 355+ pieces, the challenge continues. This sizable number of pieces ensure every land formation is rendered in full.



Detailed Jigsaw Map

PHYSICAL PANORAMA

When its topography becomes tangible in this layer, Westeros marches into reality. These pieces add a physical nature to your map that represents the Game of Thrones world.



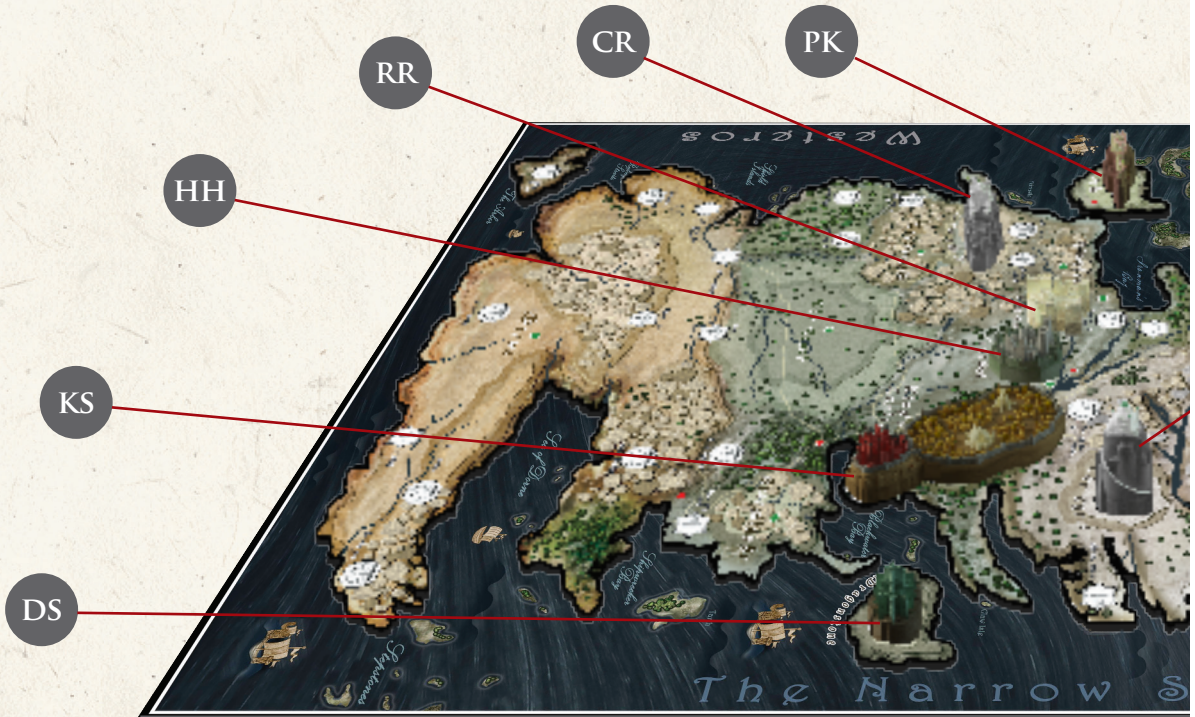
Topography Landscape

DETAILED TERRAIN

Intricately illustrated with the characters of the prairies, forests and mountains. These topography pieces represent the contours of Westeros.



Terrain Formations



WESTEROS STRUCTURES

Prepare to set the scene for Westeros to truly come alive. In this third layer, 3D structures will manifest across Westeros. From the Iron Throne in King's Landing to The Wall in The North, structures of crucial importance to the kingdoms hold their ground and their histories for all to see. Each structure, like each house, is rich with the history of the world of Westeros.

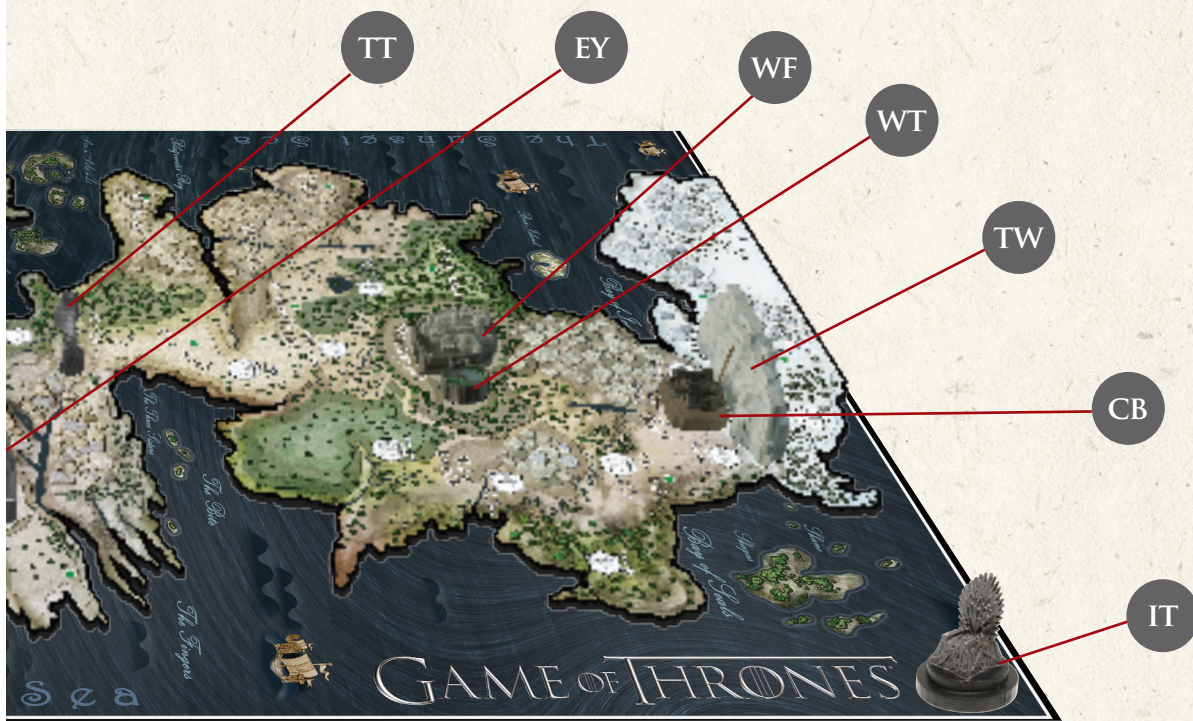


Find the location of the 3D castle on layer 2 map; then remove the foam and insert corresponding structure into opening.

LAYER 3 - 3D CASTLES, HALLS, AND VILLAGES



Refer to the mini map as a guide to assemble puzzle.



THE THRONE

Iron Throne (IT)

THE NORTH

Castle Black (CB)

The Twins (TT)

The Wall (TW)

Weirwood Tree (WT)

Winterfell (WF)

THE SOUTH

Casterly Rock (CR)

Riverrun (RR)

Dragonstone (DS)

Harrenhall (HH)

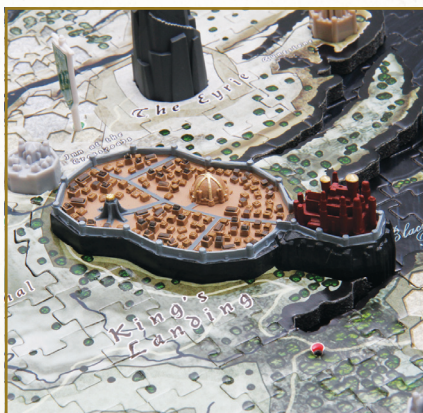
King's Landing (KS)

Pyke (PK)

The Eyrie (EY)

FROM STORY TO LIFE

These 3D pieces feature the most notable structures in Westeros, in all their grandeur.



Revisit the Houses of Legend

DETAILED REPLICAS

Crafted as described in the series, these pieces are perfect miniature replicas of the great houses of Westeros.



Discover each Sculpted Castle

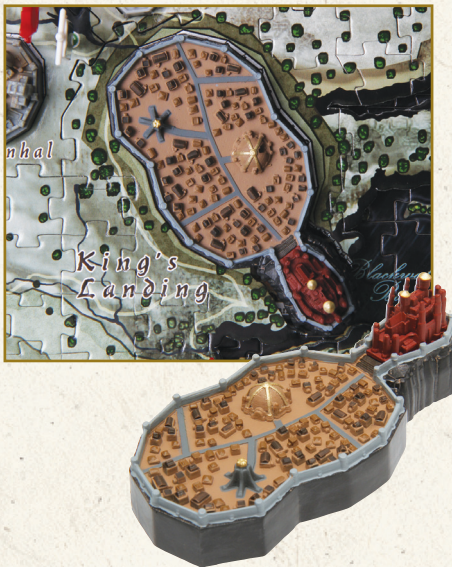
STRUCTURE ARCHIVES

KING'S LANDING (KS)

Named upon the arrival of the conquering king Aegon Targaryen, this city long served as a home to the ruling family until Robert Baratheon deposed Aerys Targaryen, known as the Mad King. The southern region's balmy climate contributes to a life of lavishness for those who can afford it, but the city's mobbed streets demand caution from even its most powerful residents.

HOUSE BARATHEON

Founded after the conquest of Aegon Targaryen by the conqueror's general Orys Baratheon. More recently, following Robert's Rebellion, the Baratheons of Storm's End seized the Iron Throne from the Mad King Aerys Targaryen and have ruled the Seven Kingdoms since.



"OURS IS THE FURY"
SIGIL - STAG

WINTERFELL (WF)

The home of the Stark family has stood for millennia in the North, and the winding tombs beneath the castle tell the history of the many Stark kings and lords who have dwelled in it. The fortified keep sits atop a series of hot springs, which make the harsh winter months somewhat more livable.

HOUSE STARK

The Stark family traces its lineage back to the First Men, who landed in Westeros more than 10,000 years ago and eventually forged a lasting peace with the continent's druidic natives, the Children of the Forest. The Starks still worship the Old Gods of their forebears at the heart tree in Winterfell.



"WINTER IS COMING"
SIGIL - DIRE WOLF

CASTERLY ROCK (CR)

Warden of the West Legend has it that Lann the Clever tricked the Casterly family into giving up their castle, thus beginning the Lannister bloodline. The fortress guards a region rife with gold mines, which have allowed the Lannisters to amass significant wealth.

HOUSE LANNISTER

The Lannisters descend in part from a group of Andals who invaded Westeros more than 6,000 years ago and settled at Casterly Rock. The family ruled as kings in their realm until the Targaryens brought dragons to conquer the continent, placing all the lords of Westeros under control of the Iron Throne.



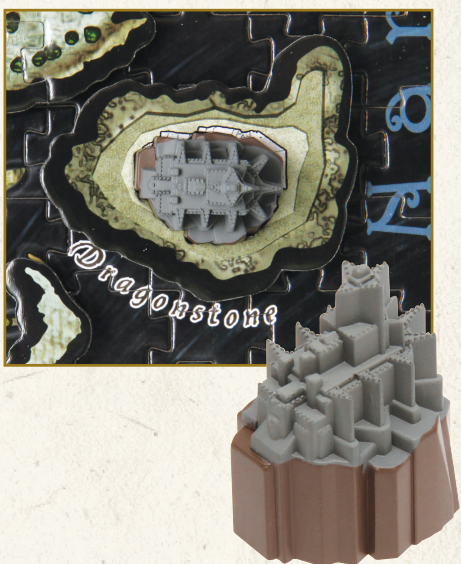
"HEAR ME ROAR"
SIGIL - LION

DRAGONSTONE (DS)

When the Targaryen family first arrived in Westeros - long before conquering the continent - they made their home at Dragonstone. Built using Valyrian techniques of stonemasonry, since lost to the ages, the castle looks unlike anything else.

HOUSE TARGARYEN

The Targaryens came from the ancient civilization of Valyria, bringing dragons from the eastern continent and settling on the island of Dragonstone. After an unknown disaster known as the Doom of Valyria wiped out their homeland and killed most of the world's dragons, the Targaryens invaded Westeros.



"FIRE AND BLOOD"
SIGIL - THREE
HEADED DRAGON

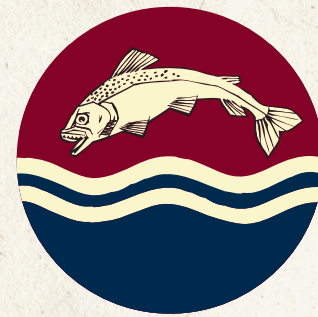
STRUCTURE ARCHIVES

RIVERRUN (RR)

The lush Riverlands lack the natural defenses of some other regions, but the seat of Riverrun itself has a unique barricade. The three-sided castle on the Red Fork of the Trident River can redirect the water's flow to completely encompass its wall, blocking attack.

HOUSE TULLY

The principal house of the Riverlands, the Tullys of Riverrun rose to power during the Targaryen conquest. When the invaders attacked, Edmyn Tully rebelled against the King of the Isles, Harren the Black, and sided with Aegon Targaryen. Harren's other supporters soon followed suit, paving the way for the new king.



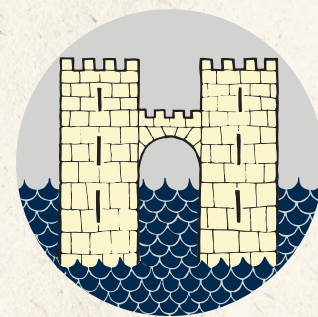
"FAMILY, DUTY, HONOR"
SIGIL - SILVER TROUT

THE TWINS (TT)

The Frey family spent three generations building their river-spanning fortress, and they've grown rich from the tolls charged to travelers for crossing.

HOUSE FREY

Wealthy and powerful, the Freys are bannermen sworn to House Tully and control the river crossing known as The Twins. The House is led by Walder Frey, who took his eighth wife, a 15-year-old, when he himself was over 90. With his enormous brood of children, it is said of him that he could "field an army out of his britches."



SIGIL - THE TWO
GREY TOWERS AND
BRIDGE OF THE
TWINS

PYKE (PK)

This ancient stronghold, which takes its name from the island it stands on, is situated on a scattering of huge stones in the sea, with bridges connecting its towers. Its rocky, moss-covered foundations prevent any ships from landing.

HOUSE GREYJOY

House Greyjoy's power dates back to the great Grey King during the Age of Heroes. Legend has it that the Grey King ruled the sea itself and took a mermaid for his wife. After the Targaryen conquest, the people of the Iron Islands chose the Greyjoys to serve as lords from Pyke.



"WE DO NOT SOW"
SIGIL - KRAKEN

THE EYRIE (EY)

Nestled high in the Mountains of the Moon, the Eyrie is almost entirely impregnable. The castle uses its high placement to other advantage as well, locking criminals in three-walled "sky cells" that open to a sheer drop down the mountainside.

HOUSE ARRYN

Located in the Vale, the Arryns serve as wardens of the East from their mountain stronghold, the Eyrie – a key defense against the violent clans that surround their home. According to lore, the Andal knight Ser Artyr Arryn took the Vale from the First Men, fighting from the back of a giant falcon.



"AS HIGH AS HONOR"
SIGIL - WHITE FALCON
AND CRESCENT MOON

STRUCTURE ARCHIVES

IRON THRONE (IT)

Built by Aegon I Targaryen, the first king of the Seven Kingdoms, the Iron Throne was forged in the breath of Balerion the Black Dread from the swords surrendered by his enemies. As the seat of kings, the chair is cold, hard, and jagged. Only the king himself and a few exclusive individuals who act on his behalf, such as his Hand or regent, may sit on the Iron Throne.

KING JOFFREY

Young Joffrey Baratheon now sits on the Iron Throne, but whispers about his parentage swirl around the kingdom, giving his uncles possible claim to his seat. Joffrey resembles his mother Cersei in both looks and comportment.



“ A KING DOES NOT ASK
HE COMMANDS ”

— Joffrey Baratheon

THE WALL (TW)

Considered one of the nine Wonders Made by Man, the Wall is over 700 feet high and was constructed entirely of ice and stone over 8,000 years ago by Brandon the Builder. Defended by the Night's Watch, the Wall stretches over 300 miles across the North, protecting the Realm from the wildlings and White Walkers. According to myth, old spells were woven into it to strengthen it and The Wall is believed to have the ability to protect itself from invaders.

THE NIGHT'S WATCH

Founded eons ago, the Night's Watch guards the Wall, protecting the Seven Kingdoms from the wilds of the Far North. In recent times, the order's ranks have dwindled and are now supplied mainly from the dungeons.



“ Night gathers, and now my watch begins. It shall not end until my death. I shall take no wife, hold no lands, father no children. I shall wear no crowns and win no glory. I shall live and die at my post. I am the sword in the darkness. I am the watcher on the walls. I am the shield that guards the realms of men. I pledge my life and honor to the Night's Watch, for this night and all the nights to come. ”

— The Night's Watch oath



HARRENHAL (HH)

Captured by the Lannisters from Tully allies House Whent, Harrenhal was given to Janos Slynt as thanks for his part in the capture of Ned Stark. The castle was built centuries ago by Harren the Black, who was betrayed by his bannermen during the Targaryen Conquest. As no lord has lasted long within its walls, it is believed to be cursed.

HOUSE BAELISH

As the kingdom's Master of Coin, Littlefinger always managed to balance the books, even when spending surpassed income. Littlefinger is a childhood friend of the Tully sisters, Lysa and Catelyn, the latter of whom he still harbors feelings for. Nakedly ambitious, Littlefinger was awarded Harrenhal by King Joffrey for uniting the houses Lannister and Tyrell. He often finds himself at odds with Varys.



CASTLE BLACK (CB)

One of three fortresses on the Wall still manned by the Night's Watch (in addition to Eastwatch and the Shadow Tower), the castle provides a dark and chilling home for those committed enough - or unlucky enough - to take up its defense.

COMMANDER MORMONT

A grave and formidable fighter who gave up his claim on his ancestral home of Bear Island to assume command of the Night's Watch, Mormont is referred to by his troops as "Old Bear." The father of the disgraced knight Jorah Mormont, he has taken Jon Snow under his wing and is training him to lead.

“ THE COLD WINDS ARE RISING. AND THE DEAD RISE WITH THEM. ”

— Jeor Mormont

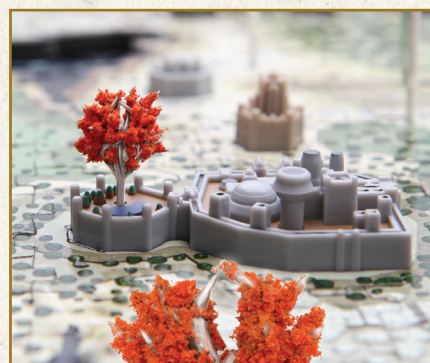


WEIRWOOD TREE (WT)

Sacred to the followers of the Old Faith and known as heart trees, many Weirwood trees have faces carved into their trunks so that the old gods may watch over the followers and witness important events such as marriages. The carving of faces was done by the Children of the Forest before the coming of the First Men across the Narrow Sea. Greenseers of the children of the forest are able to see through the eyes of weirwoods at any point in time. Weirwoods only still grow in significant numbers in the forests of the North. Beyond the Wall, they even are more prevalent.

HEART TREE

A heart tree is the center of a Godswood. A heart tree is a weirwood tree that has a face carved into the wood of the trunk, with red sap giving the appearance of tears of blood. They are sacred in the religion of the Old Gods of the Forest.





CASTLE MARKERS

● CASTLE MARKERS

1. ASHFORD

Seat of House Ashford, Sworn to House Tyrell.

2. BRIGHTWATERKEEP

Seat House of Florent, Sworn to Highgarden.

3. CASTLE CERWYN

Seat of House Cerwyn, Sworn to Winterfell.

4. CLEGANE'S KEEP

Seat of House Clegane, Sworn to House Lannister.

5. DREADFORT

Seat of House Bolton, Sworn to Winterfell.

6. EASTWATCH

One of three fortresses on the Wall still manned by the Night's Watch.

7. GOLDEN TOOTH

Seat of House Lefford, Sworn to Casterly Rock.

8. HIGHGARDEN

Seat of House Tyrell, Warden of the South.

9. KARHOLD

Seat of House Karstark, Sworn to Winterfell.

10. NIGHTSONG

Seat of House Caron, Sworn to Storm's End.

11. RUNESTONE

Seat of House Royce, Sworn to the Eyrie.

12. SEAGARD

Seat of House Mallister, Sworn to Riverrun.

13. SHADOW TOWER

One of the three fortresses on the Wall still manned by the Night's Watch.

14. STORM'S END

Seat of House Baratheon. It is said that ancient spells have been woven into the castle's walls.

15. TORRHEN'S SQUARE

Seat of House Tallhart, Sworn to Winterfell.

16. VAITH

Seat of House Vaith, Sworn to House Martell.



VILLAGE MARKERS



VILLAGE MARKERS ●



17. ASHEMARK

Seat of House Marbrand, Sworn to Casterly Rock.

18. CORNFIELD

Seat of House Swyft, Sworn to Casterly Rock.

19. CRAKEHALL

Seat of House Crakehall, Sworn to Casterly Rock.

20. CRASTERS KEEP

Craster's Keep is home to the wildling that the Night's Watch depends upon for shelter and supply beyond the Wall.

21. GODSGRACE

Seat of House Allyrion, Sworn to House Martell.

22. HORNWOOD

Seat of House Hornwood, Sworn to Winterfell.

23. INN AT THE CROSSROADS

All roads lead to this house of hospitality, situated at the four corners where the major highways of Westeros meet.

24. LAST HEARTH

Seat of House Umber, Sworn to Winterfell.

25. MOAT CAILIN

This ancient stronghold of the First Men has been reduced to ruins over the centuries.

26. OLDTOWN

Founded by the First Men, Oldtown home to the Citadel, the school for maesters.

27. RAVENTREEHALL

Seat of House Blackwood, Sworn to Riverrun.

28. SANDSTONE

Seat of House Qorgyle, Sworn to House Martell.

29. STONEHELM

Seat of House Swann, Sworn to Storm's End.

30. SUMMERHALL

This Targaryen summer home was destroyed by a fire that killed King Aegon V and his heir.

31. SUNSPEAR

Seat of House Martell and the capital of Dorne.

32. THE ARBOR

Seat of House Redwyne, Sworn to Highgarden.

NATURE MARKERS

*Insert stickers into nature markers and follow the guide below.

1. BARROWLANDS

Holding many barrows of the First Men, this wide region of the North is shaped with hills and plains and is cut by the Kingsroad.

2. CAPE KRAKEN

Named for the Iron Islanders' kraken sigil, Cape Kraken survived frequent raids by the Ironborn.

3. DORNE

A land in the southern desert of Westeros, Dorne is ruled by the Martell family.

4. FISTS OF THE FIRST MAN

This hilltop plateau has served as a natural fortification for thousands of years, dating back to the arrival of Westeros' first conquerors.

5. FROSTFANG MOUNTAINS

The mountain range northeast of the Wall takes its name from its jagged peaks.

6. MOUNTAIN PASS

A narrow road marks the only path through the Mountains of the Moon.

7. RIVERLANDS

The lush Riverlands lack the natural defenses of some other regions, but the seat of Riverrun itself has a unique barricade.

8. STONY SHORE

An area of small fishing villages, Stony Shore is raided during the War of the Five Kings by Theon Greyjoy.

9. STORMLANDS

Ruled by House Baratheon and led from the castle of Storm's End, the Stormlands are named for the storms that often hit its coast.

10. THE GIFT

A swath of open land in the north, the Gift was donated to the Night's Watch by the Stark family.

11. THE LANDS OF ALWAYS WINTER

The northernmost area of Westeros, the Lands of Always Winter remain largely unexplored, although it is believed that the White Walkers originated from here.

12. THE NECK

As treacherous swampland populated by the crannogmen, the Neck makes any attack on the North difficult.

13. THE REACH

The Reach is known as the home of chivalry in Westeros, where knighthood is highly revered.

14. THE TRIDENT

Takes its name from its three forks - the Red Fork, Green Fork and Blue Fork.

15. THE VALE OF ARRYN

Enclosed almost entirely by the Mountains of the Moon, the Vale is accessible only during warmer seasons.

16. WESTERLANDS

Ruled by House Lannister and protected by extensive hills and mountains.

17. WHISPERING WOODS

A small forest in the Riverlands grows near the Trident, which played host to a key battle during the War of Five Kings.

18. WOLFSWOOD

Known as the Wolfswood for the many wolves to be heard howling at night.

NATURE MARKERS



BATTLE MARKERS



BATTLES OF WESTEROS



*Insert stickers into battle markers and follow the guide below.

1. BATTLE OF BLACKWATER

Aware that King's Landing could not withstand an attack by Stannis Baratheon's ships, Tyrion Lannister ordered the Alchemists Guild to prepare a quantity of wildfire to defend the city walls. When Stannis' forces drew near, the King's archers unleashed flaming arrows to ignite a cache of wildfire, destroying most of the Baratheon ships. Any of Stannis' men who managed to make their way to King's Landing were immediately set upon by the Hound and his men — until the Hound, spooked by the flames, abandoned his post. Tyrion then took up the charge to keep the rebel forces at bay until the “ghost of Renly Baratheon” (Loras Tyrell) terrified the rest of Stannis' men into dispersing.

2. BATTLE OF THE RUBY FORD

As one of the last battles in the War of the Five Kings, the Battle of Ruby Ford was led by Roose Bolton in order to reduce the number of Stark supporters able to retaliate. Once upon the Ruby Ford, torrential rains forced Bolton's men to cross in small boats, providing the perfect opportunity for Ser Gregor Clegane to attack the men who were yet unable to cross the river. Many were killed or taken captive by Ser Clegane for a Lannister victory. Bolton left six hundred men at the ford, then continuing on to The Twins with a force of 3,500 men. As this battle occurred shortly after the Karstarks lost their Lord to Robb Stark's justice, any Stark loyalists were removed from Bolton's force.

3. BATTLE OF WHISPERING WOOD

Robb Stark dealt Tywin Lannister an unexpected blow at Whispering Wood when he managed to outsmart the veteran commander. Although Robb's march south

was backed by a combined force of Stark, Tully and Frey troops, the Young Wolf was sorely outnumbered. To help even the odds, Robb fed fake intelligence to a captured Lannister scout, implying that his entire host would attack the Lannisters at the Green Fork. In truth, Robb sent only 2,000 men against Lord Tywin, sacrificing their lives to allow a surprise attack elsewhere. The larger part of his force marched to Whispering Wood, where they outmaneuvered Jaime Lannister — and took him hostage.

4. SIEGE OF STORM'S END

Storm's End has never surrendered to any of the enemy forces that have tried to penetrate its walls over the centuries. But during Robert's Rebellion, an army of Targaryen loyalists besieged the castle for a year. Stannis Baratheon, tasked with protecting the family seat, was reduced to eating rats and glue while Mace Tyrell attempted to breach the castle's walls. Smuggler Davos Seaworth managed to slip through the blockade and supply Stannis' soldiers with onions and salt fish, keeping them alive until Ned Stark arrived to lift the siege.

5. SIEGE OF PYKE

The Greyjoy Rebellion was all but extinguished when Robert Baratheon led an attack on Balon Greyjoy's ancestral stronghold. In the ensuing assault, Maron Greyjoy, the second of Balon's sons, gave his life to his cause when a watchtower collapsed upon him. Future adversaries Ned Stark and Jaime Lannister stood out among the battle's strongest fighters, as did Jorah Mormont, whom Robert knighted for his valor. To guarantee Balon Greyjoy's fealty, Ned Stark took his only surviving son, Theon, to raise as his ward at Winterfell.

WESTEROS

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