



GAME OF THRONES™



PUZZLE OF ESSOS



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GAME OF THRONES

ESSOS



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INTRODUCTION

A massive landmass located to the east of Westeros, Essos is a diverse land composed of independent city-states, nomadic clans, slave cities, and the abandoned ruins of an earlier empire. In the western portion of the continent, nine independent Free Cities reign over their respected territories. These city-states, most former colonies of the Valyrian Empire before its fall, compete for power and engage in frequent trade with Westeros across the Narrow Sea. Stretching over the continental interior of Essos is the grassy expanse known as the Dothraki Sea, where nomadic Dothraki horsemen roam free.

On the continent's southern rim, the fragmented Valyrian Peninsula juts into the Smoking Sea, separating the Free Cities from the slaver cities of Slaver's Bay.

Set forth on a journey through time and place as you navigate this intricate landscape, learning about its peoples and past along your way. During your quest to construct this vast world, you will visit Daenerys's Great Pyramid in Meereen, exchange merchant goods with traders in Vaes Dothrak, sail amongst the Stepstones trudge across the harsh Red Waste, and gain a new understanding of the peoples and places that make up this epic land.



ESSOS HAS BEEN WAITING FOR YOU.

WELCOME.

| | |
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| 4, 5 | ESSOS JIGSAW MAP |
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ESSOS JIGSAW MAP

A continent of contradictions, Essos is rife with both bustling port cities and abandoned ruins, arid wastelands and dense forests, wealthy merchants and nomadic horse warriors. Throughout this vast and varied land, each region carries its own unique culture, history, and secrets. Your mission is to navigate this continent, recreating key structures and landmarks along the way.



Use generic glue to hold puzzle together.

LAYER 1 - JIGSAW MAP OF ESSOS



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

1026 PIECES

Carefully cut, 1026 pieces challenge you to recreate Essos.



Jigsaw map of Essos

DETAILS

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



Geography of Essos

KINGDOMS

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



Learn the Kingdoms



ESSOS TOPOGRAPHY JIGSAW MAP

When your first layer of Essos geography is complete, you will be ready to create its topography: features that have defined Essos regions and separate it from other areas of the known world. These features reveal the real nature of the continent with beautiful detail, climbing skyward from your map into full view. Here, Essos rises 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.

350+ PIECES

With over 350+ 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, Essos 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 Essos.



Terrain Formations



ESSOS STRUCTURES

Prepare to set the scene for Essos to truly come alive. In this third layer, 3D structures will manifest across the landscape. From the bustling port city of Qarth to the crumbling Yunkai on Slaver's Bay, structures of central importance to the continent's past and present hold intriguing stories waiting to be uncovered. Each structure is rich with the history of Essos and its peoples.



Find the location of the 3D Structures 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 EGGS

The Eggs (EG)

SLAVER'S BAY

Yunkai (YK)

Meereen (MR)

Astapos (AP)

FREE CITIES

Braavos (BR)

Pentos (PT)

Volantis (VL)

OTHERS

Qarth (QT)

Valvria (VV)

Vaes Dothrak (VD)

FROM STORY TO LIFE

These 3D pieces feature the most notable structures in Essos, 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 cities of Essos.



Discover each Sculpted Castle

STRUCTURE ARCHIVES

BRAAVOS, FREE CITY (BR)

Located on the northwestern tip of Essos and comprised of hundreds of small islands within a vast lagoon, Braavos is the wealthiest of all of the Free Cities. Unlike the other free cities that were established by the Valyrian Empire, Braavos was founded by a group of runaway slaves who kept the city hidden for more than a century. Once its existence was announced to the rest of the known world, Braavos rose to become a thriving center of banking and commerce. One of its primary economic influences is the Iron Bank, which lends money to the Seven Kingdoms.

The sea plays a central role in Braavos's history and identity. The port city is ruled by the Sealord, whose loyal warlords control the surrounding seas. Any ship that enters Braavos must pass beneath the massive stone Titan of Braavos, which lets out a roar to alert the city of the visitor. Innumerable canals, spanned by small stone bridges, spread throughout the city. The prominent Canal of Heroes, whose banks are lined with statues of deceased Sealords, leads to the Isle of the Gods in the city center. At the confluence of the Canal of Heroes and the Long Canal stands the massive Temple of the Moonsingers, dedicated to the priestesses who helped the original Braavosian refugees find shelter when they were fleeing the Valyrian Freehold.

The Braavosi citizens are recognized by their dark blue and purple robes, while the city's many bravos can be found in the flamboyant colors that traditionally demark these young swordsmen. These bravos practice a unique style of sword combat known as the water dance, in which practitioners fight with light, slender blades in swift movements. Braavos is also well known for its courtesan women, each of whom controls her own barge and fleet of servants. These women are praised throughout the city, with many a life taken in their honor.

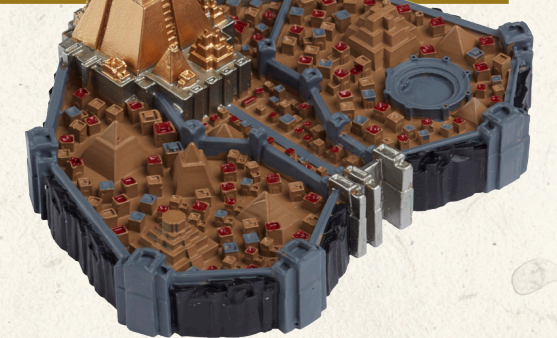


MEEREEN (MR)

Meereen is an independent city-state located at the mouth of the Skahazadhan River in Slaver's Bay. The city is surrounded by tall, multicolored walls that are punctuated with defensive fortresses to keep intruders at bay. Meereen is famous for its trade of slaves and is ruled by elite slaving families known as the Great Masters. Like the other slaver cities, Meereen was once a colony of the Old Empire of Ghis, which was built at the hands of slaves. When the Valyrians conquered the city, they acquired the practice of slavery from their captives and increased its prominence in the area.

The Great Masters live in pyramids scattered throughout the city. The greatest of these structures is the massive Great Pyramid, where Daenerys takes residence after she conquers Meereen and frees its slaves. Rather than return to Westeros to capture the Iron Throne, Daenerys decides to remain in Meereen to enforce her abolition of slavery in Slaver's Bay.

Meereen is also known for its extravagant fighting pits, where men fight to the death in a competition of strength and prowess. Winners of these contests are praised throughout the city, while the names of the fallen are engraved on a grand archway outside the Great Pit of Daznak. It is at this colossal fighting pit where Daenerys executes 163 Great Masters in retaliation for the slave children these rulers had previously crucified.



STRUCTURE ARCHIVES

VALYRIA (VR)

Located on a peninsula jutting into the Summer Sea, the ruined city of **Valyria** was once the capital of the Valyrian Freehold, the mighty empire that at one point controlled half of the known world. The city rose to prominence after its people discovered dragons in the nearby mountains and trained them to follow their command. Valyria was destroyed by the cataclysmic Doom that shattered the peninsula into many small islands, leaving the empire's surviving colonies to become competing city-states.



YUNKAI (YK)

Built of crumbling yellow bricks along the eastern coast of Slaver's Bay, **Yunkai** is a slaver city ruled by slave merchants known as the Wise Masters. In the Battle of Yunkai, Daenerys conquers the city and frees all of its slaves, disrupting the city's main economy and causing the Wise Masters to embark on a mission to undermine the Mother of Dragons.



ASTAPOR (AP)

Situated at the southern end of Slaver's Bay, **Astapor** is a frequent stopping point for ships traveling from Qarth to Westeros. The city is famous for its elite warrior slaves -- called the Unsullied -- whose discipline and skills in phalanx warfare are unparalleled. The streets and buildings of Astapor are all built of the same crumbling red brick, which casts a signature cloud of red dust across the city. Astapor's emblem, which can be found on its flag and on structures throughout the city, is the harpy: a mythological creature that is part woman, bat, eagle, and scorpion.



VAES DOTHRAK (VD)

Vaes Dothrak is a vast, unwalled city belonging to the Dothraki people, a nomadic tribe of warriors on horseback. Despite this warrior culture, the city itself is a peaceful one, and it is forbidden to carry a sword or engage in warfare within Vaes Dothrak. The city is ruled by the dosh khaleen, the wives of past Dothraki leaders, who are highly respected within the society. The two expansive marketplaces in Vaes Dothrak attract merchants from afar to engage in peaceful exchange.



STRUCTURE ARCHIVES

VOLANTIS, FREE CITY (VT)

The first colony of Valyria, **Volantis** is the oldest and one of the most powerful of the nine Free Cities. The port city is located at the continent's southernmost point, where the Rhoyme empties into the Summer Sea, and controls a great range of territory and trade along the Rhoyme. Following the Doom of Valyria, Volantis unsuccessfully attempted to conquer the other colonies and establish its own empire, but the Free Cities temporarily united against Volantis to maintain their independence.



PENTOS, FREE CITY (PN)

Pentos is a large and wealthy Free City situated on the western coastline of Essos. The city-state's merchant lords benefit from Pentos's position as the closest of all the Free Cities to King's Landing in Westeros. A relatively friendly people, these merchants pay tributes to the Dothraki to stay in the good graces of these nomadic warriors.



THE EGGS (EG)

Dragons were once prevalent and powerful creatures used by House Targaryen to conquer the Seven Kingdoms of Westeros hundreds of years ago. They eventually died out and were considered to be extinct for centuries until Daenerys receives three dragon eggs as a wedding gift, and, with love, care, and the "fire and blood" of Targaryen legend, miraculously hatches the eggs into live dragons. These dragons imprint upon her and follow her as they might their mother, and Daenerys thus becomes the Mother of Dragons throughout the land.



QARTH (QR)

The ancient port city of Qarth is centrally located between Westeros, the Free Cities, Slaver's Bay, and eastern lands, making it a powerful point of commerce and culture in the region. The thriving city displays its wealth with opulent architecture, grand statues, public fountains and bronze archways. Although Qarth is officially ruled by the Pureborn, these royal descendants fight for prominence with other powerful merchant groups, notably the Thirteen, the Tourmaline Brotherhood, and the Ancient Guild of Spicers.



FREE CITY MARKERS



● FREE CITY MARKERS

VILLAGE MARKERS



● VILLAGE MARKERS

1. NORVOS

Norvos is a Free City ruled by a sect of warrior priests known as the Bearded Priests of Norvos.

2. QOHOR

One of the nine Free Cities in western Essos, Qohor is most famous for its expert blacksmiths, whose dexterity is unparalleled throughout the region.

3. MYR

Among the nine Free Cities, Myr is considered a center of art, culture, and sophistication.

4. ELYRIA

Located on an island off the coast of Essos, Elyria is a small city that trades with the slaver cities of nearby Slaver's Bay.

5. MANTARYS

Located on the Valyrian Peninsula at the northern rim of the Sea of Sighs, Mantarys has an ugly reputation as a city of corrupt, monstrous residents.

6. BAYASABHAD

Bayasabhad is a fortress city defended by warrior women on the premise that only those who give life have the right to take it away.

7. VOLON THERYS

Governed by Volantis, the small town of Volon Therys is the last stop for merchants travelling to the powerful Free City itself.

8. LYS

A peaceful port city on an island south of Essos, Lys is known for its pleasure houses and beautiful citizens.



1. SAR MELL

Sar Mell is a ruined Rhoynar city located on the river's less populated eastern bank.

2. SELHORYS

The walled town of Selhorys sits on the eastern coast of the Rhoynne, isolated from other major towns on the river's western bank.

3. TYROSH

Located on an island northeast of the Stepstones, the fortress city of Tyrosh is known for its greedy citizens adorned in bright colors.

4. VALYSAR

A massive settlement along Rhoynne's western bank, Valysar is a vassal town under the rulership of Volantis.

5. OLD GHIS

Old Ghis is the ruined remnant of Ghis, the ancient capital of one of the oldest empires in the known world.

6. NEW GHIS

Situated in the Gulf of Grief, the island city of New Ghis boasts a disciplined army of Iron Legions and a powerful naval fleet.

7. VILLAGE OF LHAZAREEN

The Village of Lhazareen is home to a peaceful community of farmers and shepherds who are often attacked and enslaved by the Dothraki.

8. TOLOS

The port city of Tolos is known for its top quality slingers, who use dangerous lead pellets instead of mere stones to wound their enemies.

9. BHORASH

A city destroyed by the Doom of Valyrian, the ruins of Bhorash can be found on the northern coast of Slaver's Bay.

10. OROS

Once a majestic city prior to the Doom, Oros now sits in ruins on the northern coast of the Smoking Sea.

11. SAMYRIAN

The city of Samyrian is found in eastern Essos, along the banks of the Jade Sea.

12. NY SAR

Once the capital of the Rhoynar prior to the Valyrian invasion, the abandoned city of Ny Sar sits in ruins at the confluence of the Rhoynne and the Noyne.

NATURAL MARKERS

● NATURAL MARKERS

1. QHOYNE

The Qhoayne is a river that flows from the Forest of Qohor to Dagger Lake in central Essos.

2. HILLS OF NORVOS

The Hills of Norvos stretch across northwestern Essos for several hundred miles.

3. FOREST OF QOHOR

The vast Forest of Qohor extends from the Selhoru swamps in the south to the Shivering Sea in the north.

4. THE FLATLANDS

The Flatlands are an expanse of fields and farms located near the Free City of Pentos.

5. THE ORANGE SHORE

The Orange Shore lines the southern coast of Essos, between the Rhoayne delta and the Disputed Lands.

6. DAGGER LAKE

Formed by the confluence of the Qhoayne and the Rhoayne, Dagger Lake is a large body of water in central Essos, home to many pirates.

7. BRAAVOSIAN COASTLANDS

Claimed by the Free City of Braavos, the hilly Braavosian Coastlands form the northwestern coast of Essos.

8. THE SEA OF SIGHTS

The Sea of Sights is an inland sea on the Valyrian Peninsula whose waters flow blood-red.

9. THE DISPUTED LANDS

Located along the western coast of Essos, the Disputed Lands are a region in contest between the Free Cities of Myr, Tyrosh, and Lys since the fall of the Valyrian Freehold.

10. THE AXE

The Axe peninsula juts off the northern coast of Essos and into the Shivering Sea.

11. THE FOOTPRINT

The Footprint is a heavily wooded region along the coast of the Shivering Sea.

12. THE GOLDEN FIELDS

The Golden Fields are an open region located to the southeast of the Flatlands.

13. GHISCAR

Located on the eastern coast of the Gulf of Grief, Ghiscar was once the basis of the Old Empire of Ghis.

BATTLES OF ESSOS

● BATTLE MARKERS



14. RHOYNE

The most extensive river system in the known world, the Rhoayne branches into several major tributaries and serves as a main source of transport and trade throughout Essos.

15. THE DOTHRAKI SEA

The Dothraki Sea is an expansive region of grasses and plains in central Essos, home to the Dothraki warriors.

16. LHAZAR

Located just south of the Dothraki Sea, the sleepy town of Lhazar is a land of shepherds and pastures.

17. SKAHAZADHAN

The Skahazadhan river flows from the Dothraki Sea into Slaver's Bay, passing through Meereen and several Free Cities along the way.

18. THE RED WASTE

The Red Waste is a barren and hostile expanse of land south of the Dothraki Sea.

1. SIEGE OF ASTAPOR

At the start of her campaign to free the slaves of Slaver's Bay, Daenerys steals thousands of Unsullied from the Good Masters of Astapor, frees the slaves and deposes the Masters, leaving the city in the hands of a council of free men. In her absence, however, the despotic Cleon the Butcher overthrows this council in the Siege of Astapor. In this battle, Cleon manipulates the former slaves of Astapor into turning against Daenerys's council and establishes himself as the city's new King. His reign is temporary, however, as shortly thereafter the former slave-masters retake control of Astapor.

2. BATTLE AT YUNKAI

After the fall of Astapor, Daenerys raids Yunkai with her army of Unsullied and her loyal dragons. In the Battle at Yunkai, Daenerys turns two of the city's sellsword companies to her side and defeats the ruling Wise Masters, forcing Yunkai to yield to her demands of freeing its slaves. After Daenerys has left the city, however, Yunkai returns to its practices of slavery and sets out to turn other free cities against the Queen.

3. SIEGE OF MEEREN

Daenerys storms her third slaver city in the Siege of Meereen. Unlike the former two cities in Daenerys's liberation crusade, Meereen is prepared for the attack: the Great Masters have left hundreds of crucified slave children at the outskirts of the city, daring Daenerys and her army to enter. After a day of fighting from outside of Meereen's barricades, a troop of Unsullied – led by Grey Worm – infiltrates and rallies the city's slaves in a rebellion against their Masters. The slave rebellion crushes the Great Masters and Daenerys takes Meereen, establishing residence in the city's Great Pyramid.