

A Game Of Thrones A Song Of Ice And Fire Book 1

Set 300 years before the events in A Song of Ice and Fire, FIRE AND BLOOD is the definitive history of the Targaryens in Westeros as told by Archmaester Gyldayn, and chronicles the conquest that united the Seven Kingdoms under Targaryen rule through to the Dance of the Dragons: the Targaryen civil war that nearly ended their dynasty forever. The thrilling history of the Targaryens comes to life in this masterly work by the author of A Song of Ice and Fire, the inspiration for HBO's Game of Thrones. With all the fire and fury fans have come to expect from internationally bestselling author George R.R. Martin, this is the first volume of the definitive two-part history of the Targaryens in Westeros. Centuries before the events of A Game of Thrones, House Targaryen - the only family of dragonlords to survive the Doom of Valyria - took up residence on Dragonstone. Fire and Blood begins their tale with the legendary Aegon the Conqueror, creator of the Iron Throne, and goes on to recount the generations of Targaryens who fought to hold that iconic seat, all the way up to the civil war that nearly tore their dynasty apart. What really happened during the Dance of the Dragons? Why was it so deadly to visit Valyria after the Doom? What were Maegor the Cruel's worst crimes? What was it like in Westeros when dragons ruled the skies? These are but a few of the questions answered in this essential chronicle, as related by a learned maester of the Citadel, and featuring more than eighty all-new black-and-white illustrations by artist Doug Wheatley. With all the scope and grandeur of Gibbon's The History of the Decline and Fall of the Roman Empire, Fire and Blood is the ultimate game of thrones, giving readers a whole new appreciation for the dynamic, often bloody, and always fascinating history of Westeros.

A NEW ORIGINAL SERIES, NOW ON HBO. Here is the first volume in George R. R. Martin's magnificent cycle of novels that includes "A Clash of Kings" and "A Storm of Swords." As a whole, this series comprises a genuine masterpiece of modern fantasy, bringing together the best the genre has to offer. Magic, mystery, intrigue, romance, and adventure fill these pages and transport us to a world unlike any we have ever experienced. Already hailed as a classic, George R. R. Martin's stunning series is destined to stand as one of the great achievements of imaginative fiction. A GAME OF THRONES Long ago, in a time forgotten, a preternatural event threw the seasons out of balance. In a land where summers can last decades and winters a lifetime, trouble is brewing. The cold is returning, and in the frozen wastes to the north of Winterfell, sinister and supernatural forces are massing beyond the kingdom's protective Wall. At the center of the conflict lie the Starks of Winterfell, a family as harsh and unyielding as the land they were born to. Sweeping from a land of brutal cold to a distant summertime kingdom of epicurean plenty, here is a tale of lords and ladies, soldiers and sorcerers, assassins and bastards, who come together in a time of grim omens. Here an enigmatic band of warriors bear swords of no human metal; a tribe of fierce wildlings carry men off into madness; a cruel young dragon prince barter his sister to win back his throne; and a determined woman undertakes the most treacherous of journeys. Amid plots and counterplots, tragedy and betrayal, victory and terror, the fate of the Starks, their allies, and their enemies hangs perilously in the balance, as each endeavors to win that deadliest of conflicts: the game of thrones. "From the Paperback edition."

George R.R. Martin's A Song of Ice and Fire series is a worldwide phenomenon, and the world of Westeros has seen multiple adaptations, from HBO's acclaimed television series to graphic novels, console games and orchestral soundtracks. This collection of new essays investigates what makes this world so popular, and why the novels and television series are being taught in university classrooms as genre-defining works within the American fantasy tradition. This volume represents the first sustained scholarly treatment of George R.R. Martin's groundbreaking work, and includes writing by experts involved in the production of the HBO show. The contributors investigate a number of compelling areas, including the mystery of the shape-shifting wargs, the conflict between religions, the origins of the Dothraki language and the sex lives of knights. The significance of fan cultures and their adaptations is also discussed.

In 1996, George R.R. Martin electrified fantasy fans around the world when he published A Game of Thrones, the first book in his acclaimed A Song of Ice and Fire series. Since then, Martin has published three more books in the series. The engrossing tale Martin spun with these first novels in his saga has gained more and more fans across the world and has resulted in a number of spin-off products, such including HBO's TV series, card and board games, computer games, sword replicas, comic books and calendars. Perhaps paradoxically, the number of years between each time Martin publishes a new book in the series has increased. Fans have been clamoring for the fifth volume, A Dance with Dragons, since 2005: A book that promises to pick up the storylines of fan-favorite characters left hanging since 1999. As Martin struggles to reach the finish line, or indeed even the halfway point in his epic, his fans wait for the next fix. One way to keep sane during the long waits is to re-read the already published novels. Journey to Westeros with Remy J. Verhoeve as he celebrates his tenth reading of A Game of Thrones. Chapter by chapter, the author, a Dutch-Norwegian English teacher and self-confessed fantasy geek, is both fellow traveler and tour guide as he shares his insightful reflections on Martin's writing techniques, major - and seemingly minor - plot points and characters, and much more. True to its origins as a blogging project undertaken while not-so-patiently waiting for A Dance With Dragons, the author does not hold back in this unauthorized companion book that is both an unabashed homage to the novel that started it all, as well as a candid - and at times controversial - commentary on the issues surrounding the delayed release of the fifth book. Whether or not they agree with everything the author has to say, all fans of A Song of Ice and Fire, from those who have loved the series since its inception in 1996 to those who have only just discovered it through the HBO series, will enjoy this thought-provoking and outspoken book.

The everything-you-missed, wanted-to-know-more-about, and can't-get-enough guide to the Game of Thrones television series—from the first episode to the epic finale. Valar morghulis! Spanning every episode across all eight seasons, INSIDER's entertainment correspondent Kim Renfro goes deep into how the show was made, why it became such a phenomenon and explores every detail you want to know. It's the perfect book to look back at all you may have missed or to jump-start you on a second viewing of the whole series. As an entertainment correspondent, Renfro has covered the show's premieres, broken down key details in scenes, explored characters' histories, and interviewed the cast, directors, and crew. In this book, she sheds new

light on the themes, storylines, character development, the meaning of the finale, and what you can expect next. Some of the questions answered here include: What was the Night King's ultimate purpose? How did the show effect George R.R. Martin's ability to finish the book series? Why were the final seasons shorter? Why did the direwolves get shortchanged? How were the fates of Jon Snow and Daenerys Targaryen foretold from the start? Was that really a bittersweet ending? Winter may have come and gone, but there is still plenty to discover and obsess over in this behind-the-scenes fan guide to the Game of Thrones HBO series.

New threats emerge to endanger the future of the Seven Kingdoms, as Daenerys Targaryen, ruling in the East, fights off a multitude of enemies, while Jon Snow, Lord Commander of the Night's Watch, faces his foes both in the Watch and beyond the great Wall of ice and stone.

The kingdom of the royal Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons and the arrival of barbarian hordes. 75,000 first printing.

A dazzling illustrated edition of the book that started it all—for readers of *A Song of Ice and Fire* and fans of HBO's *Game of Thrones*. Published in celebration of the twentieth anniversary of George R. R. Martin's landmark series, this lavishly illustrated special edition of *A Game of Thrones*—featuring gorgeous full-page artwork as well as black-and-white illustrations in every chapter—revitalizes the fantasy masterpiece that became a cultural phenomenon. And now the mystery, intrigue, romance, and adventure of this magnificent saga come to life as never before. **A GAME OF THRONES A SONG OF ICE AND FIRE: BOOK ONE** With a special foreword by John Hodgman Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys.

The uneasy peace that exists following the death of Robb Stark is threatened by new plots, intrigues, and alliances that once again will plunge the Seven Kingdoms into all-out war for control of the Iron Throne.

“The best novel concerning the American pop music culture of the sixties I've ever read.”—Stephen King From #1 New York

Times bestselling author George R. R. Martin comes the ultimate novel of revolution, rock 'n' roll, and apocalyptic murder—a stunning work of fiction that portrays not just the end of an era, but the end of the world as we know it. Onetime underground journalist Sandy Blair has come a long way from his radical roots in the '60s—until something unexpectedly draws him back: the bizarre and brutal murder of a rock promoter who made millions with a band called the Nazgûl. Now, as Sandy sets out to investigate the crime, he finds himself drawn back into his own past—a magical mystery tour of the pent-up passions of his generation. For a new messiah has resurrected the Nazgûl and the mad new rhythm may be more than anyone bargained for—a requiem of demonism, mind control, and death, whose apocalyptic tune only Sandy may be able to change in time . . . before everyone follows the beat. “The wilder aspects of the '60s . . . roar back to life in this hallucinatory story by a master of chilling suspense.”—Publishers Weekly “What a story, full of nostalgia and endless excitement. . . . It’s taut, tense, and moves like lightning.”—Tony Hillerman “Daring . . . a knowing, wistful appraisal of . . . a crucial American generation.”—Chicago Sun-Times “Moving . . . comic . . . eerie . . . really and truly a walk down memory lane.”—The Washington Post

Filled with gorgeous illustrations and artwork from HBO's hit series, *The Art of Game of Thrones* is the definitive collection. Beautifully crafted and presented in a deluxe, large format, these pages present a visual chronicle of the meticulous work done by artists to bring the world of Westeros to life on-screen.

The perfect gift for fans of George R. R. Martin's *A SONG OF ICE AND FIRE* and HBO's *GAME OF THRONES*, this one-of-a-kind colouring book features more than forty-five exclusive illustrations!

#1 NEW YORK TIMES BESTSELLER Novelist Daniel Abraham and illustrator Tommy Patterson are not merely turning George R. R. Martin's epic fantasy *A Game of Thrones* into a graphic novel: They are meticulously translating one art form into another, and capturing the intricate nuances of Martin's novels just as HBO is doing with the blockbuster series. The Abraham/Patterson collaboration is more than just a faithful adaptation. It is a labor of love—and a thrilling masterwork in its own right. Now, in the second volume, the sweeping action moves from the icy north, where the bastard Jon Snow seeks to carve out a place for himself among bitter outcasts and hardened criminals sworn to service upon the Wall . . . to the decadent south and the capital city of King's Landing, where Jon's father, Lord Eddard Stark, serves as the Hand of King Robert Baratheon amid a nest of courtly vipers . . . to the barbarian lands across the Narrow Sea, where the young princess Daenerys Targaryen has found the unexpected in her forced marriage to the Dothraki warlord Khal Drogo: love—and with it, for the first time in her life, power. Meanwhile, the dwarf Tyrion Lannister, accused by Lady Catelyn Stark of the attempted murder of her now-crippled youngest son, must call upon all his cunning and wit to survive when he is captured and imprisoned in the lofty dungeons of the Eyrie, where Lady Stark's sister—a woman obsessed with vengeance against all Lannisters—rules. But Catelyn's impulsive arrest of the Imp will set in motion a series of violent events whose outcome is fated to shake the world at the worst possible moment. For now is not the time for private feuds and bloodthirsty ambitions. Winter is coming . . . and with it, terrors beyond imagining.

HBO's hit series *A GAME OF THRONES* is based on George R R Martin's internationally bestselling series *A SONG OF ICE*

AND FIRE, the greatest fantasy epic of the modern age.

"A coloring book based on the Game of thrones." --

As the Seven Kingdoms face a generation-long winter, rival families battle over control of the Iron Throne, while preternatural forces and barbarian hordes threaten the land.

THE HIT ORIGINAL SERIES FROM HBO #1 INTERNATIONALLY BESTSELLING AUTHOR GEORGE R. R. MARTIN A SONG OF ICE AND FIRE Includes GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS A DANCE WITH DRAGONS

The sixth book in George R. R. Martin's critically acclaimed, world wide best-selling series A SONG OF ICE AND FIRE - the inspiration behind HBO's GAME OF THRONES. 'An absorbing, exciting read ... Martin's style is so vivid that you will be hooked within a few pages' The Times

"The official, definitive oral history of the blockbuster show from Entertainment Weekly's James Hibberd, published with HBO's official support"--

The perfect gift for fans of HBO's Game of Thrones—a boxed set featuring the first four novels! George R. R. Martin's A Song of Ice and Fire series has become, in many ways, the gold standard for modern epic fantasy. Martin—dubbed the "American Tolkien" by Time magazine—has created a world that is as rich and vital as any piece of historical fiction, set in an age of knights and chivalry and filled with a plethora of fascinating, multidimensional characters that you love, hate to love, or love to hate as they struggle for control of a divided kingdom. This bundle includes the following novels: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS

A Game of Thrones Voyager

HBO's hit series A GAME OF THRONES is based on George R. R. Martin's internationally bestselling series A SONG OF ICE AND FIRE, the greatest fantasy epic of the modern age. A GAME OF THRONES is the first volume in the series.

Set 300 years before the events in A Song of Ice and Fire, FIRE AND BLOOD is the definitive history of the Targaryens in Westeros as told by Archmaester Gyldayn, and chronicles the conquest that united the Seven Kingdoms under Targaryen rule through to the Dance of the Dragons: the Targaryen civil war that nearly ended their dynasty forever.

Game of thrones: A Family History Volumes I & II recounts the epic tales of six of the largest and most prestigious houses in the series. Learn how the Targaryens originally took control of the Seven Kingdoms, and how the Lannisters came to be masters of Casterly Rock. Chart the development of the Starks, first as Kings in the North then as king makers under their popular Lord, Eddard Star. See how the Baratheons, the Martells and the Tyrells each conquered and held the rich, fertile kingdoms of the Stormlands, Dorne, and the Reach, and just why it is that the families of Game of Thrones are eager to avenge themselves on one another.

Game of Thrones: A Guide to Westeros and Beyond, The Complete Series is a visual exploration of the world of HBO's Game of Thrones®. In two parts, the book follows the story of the South, where kings and queens battle for the Iron Throne, and of the North, where the White Walkers and their army of the dead gather. Covering all eight seasons of the show, this definitive guide is a must-have companion for every Game of Thrones fan. • Filled with bold infographics and illuminating timelines • Features original essays that unpack 8-season-long plot lines and character arcs • Stunning photography featuring the show's characters Packed with original art, photography, essays, illustrations, and infographics, this volume grants devout fans access into the world of

Game of Thrones. • The perfect gift for fans of Game of Thrones and George RR Martin • Great for those who enjoyed Inside HBO's Game of Thrones: Seasons 1 & 2 by Bryan Cogman and Inside HBO's Game of Thrones: Seasons 3 & 4 by C.A. Taylor. ©2019 Home Box Office, Inc. All rights reserved. Game of Thrones and related trademarks are the property of Home Box Office, Inc.

The light gravity and limited supply of metal fabric wings in the space colony lets only a few humans fly, and Maris, a fisherman's daughter, challenges the closed order of Flyers, later discovering that a revolution is threatening to destroy the world of the Flyers. NEW YORK TIMES BESTSELLER * Taking place nearly a century before the events of A Game of Thrones, A Knight of the Seven Kingdoms compiles the first three official prequel novellas to George R. R. Martin's ongoing masterwork, A Song of Ice and Fire. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY LOS ANGELES TIMES AND BUZZFEED These never-before-collected adventures recount an age when the Targaryen line still holds the Iron Throne, and the memory of the last dragon has not yet passed from living consciousness. Before Tyrion Lannister and Podrick Payne, there was Dunk and Egg. A young, naïve but ultimately courageous hedge knight, Ser Duncan the Tall towers above his rivals--in stature if not experience. Tagging along is his diminutive squire, a boy called Egg--whose true name is hidden from all he and Dunk encounter. Though more improbable heroes may not be found in all of Westeros, great destinies lay ahead for these two . . . as do powerful foes, royal intrigue, and outrageous exploits. Featuring more than 160 all-new illustrations by Gary Gianni, A Knight of the Seven Kingdoms is a must-have collection that proves chivalry isn't dead--yet. Praise for A Knight of the Seven Kingdoms "Readers who already love Martin and his ability to bring visceral human drama out of any story will be thrilled to find this trilogy brought together and injected with extra life."--Booklist "The real reason to check out this collection is that it's simply great storytelling. Martin crafts a living, breathing world in a way few authors can. . . . [Gianni's illustrations] really bring the events of the novellas to life in beautiful fashion."--Tech Times "Stirring . . . As Tolkien has his Silmarillion, so [George R. R.] Martin has this trilogy of foundational tales. They succeed on their own, but in addition, they succeed in making fans want more."--Kirkus Reviews (starred review) "Pure fantasy adventure, with two of the most likable protagonists George R. R. Martin has ever penned."--Bustle "A must-read for Martin's legion of fans . . . a rousing prelude to [his] bestselling Song of Ice and Fire saga . . . rich in human drama and the colorful worldbuilding that distinguishes other books in the series."--Publishers Weekly

The kingdom of the Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons, and the arrival of barbarian hordes.

Immerse yourself in the world of Game of Thrones through this beautifully and intricately illustrated coloring book for adults. Complete portraits of your favorite characters, and experience the dramatic landscapes and cities of the Seven Kingdoms and beyond. This is a coloring book of truly epic proportions. Official HBO Licensed Product © 2016 Home Box Office, Inc. All Rights Reserved. HBO and related trademarks are the property of Home Box Office, Inc.

Inspired by the Emmy® Award–winning credits sequence that opens each episode of the hit HBO® series, Game of Thrones: A

Pop-Up Guide to Westeros is guaranteed to thrill the show's legions of fans. Featuring stunning pop-up recreations of several key locations from the series, including the formidable castle of Winterfell, the lavish capital city King's Landing, and the Wall's stark majesty, this book—designed by renowned paper engineer Matthew Reinhart—takes you into the world of the series like never before. *Game of Thrones: A Pop-Up Guide to Westeros* features a total of five stunning spreads, which fold out to create a remarkable pop-up map of Westeros that is perfect for displaying. The book also contains numerous mini-pops that bring to life iconic elements of the show, such as direwolves, White Walkers, giants, and dragons. All the pops are accompanied by insightful text that relays the rich history of the Seven Kingdoms and beyond, forming a dynamic reference guide to the world of *Game of Thrones*. Visually spectacular and enthrallingly interactive, *Game of Thrones: A Pop-Up Guide to Westeros* sets a new standard for pop-up books and perfectly captures the epic scope and imagination of the series.

The complete box set of George R R Martin's internationally bestselling series *A SONG OF ICE AND FIRE*, the greatest fantasy epic of the modern age. George R.R. Martin's *A Song of Ice and Fire* series has set the benchmark for contemporary epic fantasy. Labeled by Time magazine as one of the top 100 most influential people in the world, Martin has conjured a world as complex and vibrant as that of J.R.R. Tolkien's, populated by a huge cast of fascinating, complex characters, and boasting a history that stretches back twelve thousand years. The box set includes: *A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS, 1: STEEL AND SNOW A STORM OF SWORDS, 2: BLOOD AND GOLD A FEAST FOR CROWS A DANCE WITH DRAGONS* The dimension of the box set is 178mm x111mm.

The three surviving contenders for the throne of the Seven Kingdoms continue to struggle among themselves, Robb defends his kingdom from the Greyjoys, Jon confronts an escalating threat, and Daenerys and her dragon allies continue to grow in power. NOW THE ACCLAIMED HBO SERIES *GAME OF THRONES*—THE MASTERPIECE THAT BECAME A CULTURAL PHENOMENON Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys.

The ultimate, definitive companion to the biggest TV series in the world - *Game of Thrones* _____ Delve deeper into Westeros than ever before. Covering all eight seasons, this remarkable volume offers a unique and exciting visual exploration of the world of *Game of Thrones*. In

two parts, the book follows the story of the South, where kings and queens battle for the Iron Throne, and of the North, where the White Walkers and their army of the dead gather. Filled with bold infographics, illuminating timelines, stunning photography, and insightful essays, this essential guide celebrates the many complexities of this extraordinary world.

A guide to the great families and major houses of the "Game of Thrones" universe details the family trees, history, character profiles, allegiances, and house sigil of each.

A THRILLING REINVENTION OF THE VAMPIRE NOVEL BY THE MASTER OF MODERN FANTASY, GEORGE R. R. MARTIN Abner Marsh, a struggling riverboat captain, suspects that something's amiss when he is approached by a wealthy aristocrat with a lucrative offer. The hauntingly pale, steely-eyed Joshua York doesn't care that the icy winter of 1857 has wiped out all but one of Marsh's dilapidated fleet; nor does he care that he won't earn back his investment in a decade. York's reasons for traversing the powerful Mississippi are to be none of Marsh's concern—no matter how bizarre, arbitrary, or capricious York's actions may prove. Not until the maiden voyage of *Fevre Dream* does Marsh realize that he has joined a mission both more sinister, and perhaps more noble, than his most fantastic nightmare—and humankind's most impossible dream.

For the first time, all five novels in the epic fantasy series that inspired HBO's *Game of Thrones* are together in one eBook bundle. An immersive entertainment experience unlike any other, *A Song of Ice and Fire* has earned George R. R. Martin—dubbed “the American Tolkien” by *Time* magazine—international acclaim and millions of loyal readers. Now this bundle collects the entire monumental cycle in the most convenient format available: *A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS A DANCE WITH DRAGONS* “One of the best series in the history of fantasy.”—*Los Angeles Times* Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys. “Long live George Martin . . . a literary dervish, enthralled by complicated characters and vivid language, and bursting with the wild vision of the very best tale tellers.”—*The New York Times*

George R. R. Martin's epic fantasy masterwork *A Game of Thrones* is brought to life in the pages of this full-colour graphic novel. This is the first volume in what is sure to be one of the most coveted collaborations of the year. (Due to the layout of the book, content is best viewed on a large-screen tablet.)

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