A GAME OF THRONES THE GRAPHIC NOVEL VOLUME TWO Textbook

Introduction to A Game of Thrones: The Graphic Novel Volume Two

A Game of Thrones: The Graphic Novel Volume Two continues the epic adaptation of George R.R. Martin?s renowned fantasy series, bringing the intricate world of Westeros vividly to life through stunning illustrations and compelling storytelling. Following the success of the first volume, this second installment immerses readers deeper into the complex political machinations, fierce battles, and richly developed characters that have captivated millions worldwide. Adapted by writer Daniel Abraham and artist Tommy Patterson, the graphic novel series offers a visually engaging alternative to the dense prose of the novels, making it accessible for new fans and a delightful tribute for longtime enthusiasts.

This volume is essential for fans eager to experience the saga through a visual lens, combining the depth of Martin?s narrative with striking artwork that enhances the story?s emotional and dramatic moments. Whether you're a seasoned reader or new to Westeros, Volume Two provides a compelling bridge to understanding the ongoing conflicts, alliances, betrayals, and characters that define the series.

Overview of the Graphic Novel Series

What Is A Game of Thrones: The Graphic Novel?

A Game of Thrones: The Graphic Novel is an officially licensed adaptation of George R.R. Martin?s groundbreaking book series, A Song of Ice and Fire. Published in multiple volumes, the graphic novels distill the complex plots and character arcs into visually rich narratives. The adaptation aims to preserve the depth and nuance of Martin?s writing while providing a more accessible format for readers who appreciate visual storytelling.

Why Graphic Novels for This Epic Series?

- Visual Engagement: High-quality artwork captures the grandeur of Westeros and Essos.
- Accessibility: Easier to digest for readers who prefer images over dense text.
- Enhanced Experience: Illustrations add emotional depth and atmosphere to key moments.
- Broad Audience: Appeals to both fans of graphic novels and the original book series.

Plot Summary of Volume Two

Volume Two continues the journey through the complex political landscape of Westeros, focusing on key characters and their intertwined stories.

Main Narrative Threads

- The War of the Five Kings: The chaos and battles following King Robert Baratheon?s death escalate as various noble houses stake their claims.
- The Rise of House Lannister: Tywin Lannister consolidates power, and Tyrion navigates the dangerous political terrain of King?s Landing.
- Ned Stark?s Legacy: His family deals with the fallout from his arrest and execution, leading to further conflicts.
- Daenerys Targaryen?s Journey: Her quest for power in Essos continues as she begins to gather followers and dragons.
- The Night?s Watch and the Threat Beyond the Wall: The looming danger of the White Walkers and the growing threat from the far North.

- Tyrion Lannister: Faces the consequences of his actions and begins to establish his cunning political strategies.
- Jon Snow: Tries to find his place beyond the Wall and encounters new threats.
- Daenerys Targaryen: Gains confidence and begins her transformation into a leader.
- Sansa Stark: Endures her captivity and begins to understand the brutal realities of court life.
- Stannis Baratheon: Declares himself king and seeks to rally support.

Visual and Artistic Highlights

Artwork and Style

Tommy Patterson?s artwork in Volume Two is characterized by its detailed character expressions and dynamic scene compositions. The dark, moody color palette emphasizes the gritty and often brutal atmosphere of Westeros. Key scenes such as battles, political interrogations, and dragon hatchings are rendered with dramatic flair, heightening the emotional impact.

Illustration of Major Events

- The infamous execution of Ned Stark, depicted with visceral intensity.
- The Battle of the Blackwater, vividly illustrating the chaos of the conflict.
- Daenerys?s emergence as a khaleesi amidst her growing army.
- The ominous presence of the White Walkers beyond the Wall.

Themes Explored in Volume Two

Power and Loyalty

The graphic novel explores how characters navigate the treacherous waters of power, often at the expense of loyalty. The visual storytelling underscores moments of betrayal, alliances, and shifting allegiances.

Honor and Morality

Ned Stark?s unwavering sense of honor contrasts sharply with the moral ambiguity of other characters, a theme vividly illustrated through facial expressions and scene compositions.

War and Conflict

The brutal depiction of battles and political scheming highlights the destructive nature of war, emphasizing its impact on individuals and kingdoms alike.

Supernatural Elements

The mystical aspects, such as dragons and White Walkers, are brought to life with eerie, captivating art, underscoring their significance in the overarching plot.

Why You Should Read A Game of Thrones: The Graphic Novel Volume Two

For Fans of the Series

- Visualize complex characters and scenes vividly.
- Gain a new perspective on familiar scenes.
- Appreciate the detailed artwork that enhances storytelling.

For New Readers

- An accessible entry point into the world of Westeros.
- Enjoy the story without the dense reading required by novels.
- Experience the epic tale through compelling visuals.

Collectibility and Gift Appeal

The high-quality printing and artwork make Volume Two an attractive addition to any comic or fantasy collection. It also makes a perfect gift for fans of graphic novels, fantasy, and A Song of Ice and Fire.

Where to Buy and How to Access

- Bookstores: Major retailers often stock the series.
- Online Retailers: Amazon, Barnes & Noble, and specialized comic shops.
- Digital Editions: Available for Kindle, iPad, and other e-readers.
- Libraries: Check local libraries for borrowing options.

Conclusion

A Game of Thrones: The Graphic Novel Volume Two offers a visually stunning, compelling retelling of one of the most intricate fantasy series in modern literature. Through its detailed artwork and faithful adaptation, it captures the essence of George R.R. Martin?s storytelling, making it an essential read for fans and newcomers alike. Whether you?re drawn to its epic battles, political intrigue, or richly developed characters, this volume provides a captivating glimpse into the dangerous, fascinating world of Westeros. Embrace the adventure, and experience the saga anew through the powerful combination of art and storytelling.

A Game of Thrones: The Graphic Novel Volume Two continues the visually stunning adaptation of George R.R. Martin?s epic fantasy series, bringing the intricate world of Westeros to life through bold artwork and compelling storytelling. As a follow-up to the first volume, this installment deepens the narrative, expands character arcs, and offers fans a unique way to experience the richly layered saga. The graphic novel format provides a fresh perspective on the complex political machinations, brutal conflicts, and nuanced characters that have captivated readers for decades. In this review, we will explore the artistic qualities, storytelling effectiveness, character development, and overall impact of Volume Two, helping fans and newcomers alike determine the value of adding this installment to their collection.

Overview of the Graphic Novel Adaptation

George R.R. Martin?s A Game of Thrones is renowned for its sprawling narrative, multi-layered characters, and unpredictable plot twists. Translating such a dense literary work into a graphic novel is a formidable challenge, and Volume Two succeeds in capturing the essence of the source material while offering a visually engaging experience. This volume covers key events from the first book, including the political scheming in King?s Landing, the rise of House Stark, and the early signs of chaos looming on the horizon.

The adaptation is crafted with care, maintaining fidelity to the original story while leveraging the unique advantages of the comic medium. The artwork is detailed and atmospheric, effectively conveying the mood, setting, and character emotions. Dialogue is concise yet impactful, and the pacing is well-managed to keep readers engaged from start to finish.

Artistic Style and Visual Presentation

Artwork Quality and Style

The visual artistry in Volume Two of A Game of Thrones: The Graphic Novel is a standout feature. The illustrations employ a dark, gritty palette that mirrors the tone of the story?grim, tense, and often violent. The character designs are realistic, emphasizing facial expressions and body language that communicate complex emotions like betrayal, despair, and ambition.

The backgrounds are richly detailed, depicting the medieval-inspired architecture of Westeros with authenticity. From the cold stone walls of Winterfell to the opulent chambers of King?s Landing, each setting feels immersive. The use of shadows and lighting enhances the dramatic atmosphere, especially during pivotal scenes such as court intrigues or battles.

Pros and Cons of the Artistic Approach

Pros:

- Highly detailed and atmospheric artwork enhances storytelling immersion.
- Effective use of color and shading to evoke mood.
- Character expressions convey nuanced emotions.

Cons:

- Some readers may find the dark color palette too bleak or oppressive.

- Occasional lack of clarity in complex crowd scenes or action sequences due to detailed backgrounds.

Storytelling and Narrative Flow

Faithfulness to the Source Material

The graphic novel adaptation stays largely faithful to George R.R. Martin?s original narrative, capturing key plot points and character arcs. It condenses the sprawling novel into a manageable volume without sacrificing essential details. The dialogue and narration preserve the tone and themes, from political intrigue to moral ambiguity.

Pacing and Structure

Volume Two manages a steady pace, balancing exposition, character interaction, and action. The panel layouts guide the reader smoothly through complex scenes, ensuring clarity even during moments of high tension. Some scenes are expanded visually to add emotional weight, while others are compressed to maintain momentum.

Effectiveness of Visual Storytelling

The combination of artwork and panel composition effectively conveys the story beats. Key scenes?such as Ned Stark?s investigations, Daenerys?s rise in Khal Drogo?s camp, and the early signs of rebellion?are depicted with clarity and impact. The visual cues complement the text, enhancing the reader?s understanding of character motivations and plot developments.

Character Development and Key Scenes

Major Characters in Volume Two

- Eddard Stark: Portrayed as honorable and resolute, his internal struggles and sense of duty are vividly depicted through expressive artwork.
- Daenerys Targaryen: Her transformation from a pawn to a determined leader begins here, with visuals emphasizing her emotional growth.
- Tyrion Lannister: His wit and cunning are highlighted through clever panel layouts and expressive facial features.
- Jon Snow: His sense of alienation and emerging leadership qualities are subtly emphasized through nuanced illustrations.

Notable Scenes and Their Visual Impact

- The tense interrogation scenes in King?s Landing showcase the political machinations vividly, with close-ups on characters? faces that reveal their intentions.
- The birth of Daenerys?s dragons is a spectacular visual moment, rendered with fiery intensity that captures the mythic quality of the event.
- The battle scenes, though brief, are dynamic and visceral, conveying chaos and violence effectively without overwhelming the reader.

Strengths and Weaknesses

Strengths

- Visual storytelling: The artwork elevates the narrative, adding emotional depth and atmosphere.
- Faithfulness: Maintains fidelity to the original story, making it a valuable companion for fans.
- Accessibility: Provides an engaging entry point for newcomers to the series.

Weaknesses

- Limited scope: As with most adaptations, some details from the novels are condensed or omitted.
- Dark tone: The somber color palette may not appeal to all readers, especially those preferring brighter visuals.
- Pacing constraints: The volume?s brevity might leave some fans craving more detail or extended scenes.

Audience and Recommendations

The graphic novel volume is ideal for:

- Fans of the A Song of Ice and Fire series looking for a visual recap or companion.
- Readers who prefer visual storytelling over traditional prose.
- Newcomers interested in Westeros who want an accessible entry point with stunning artwork.

It may be less suitable for:

- Readers seeking comprehensive, detailed coverage of the entire story.
- Those who dislike dark, atmospheric art styles.

Conclusion

In conclusion, A Game of Thrones: The Graphic Novel Volume Two is a commendable adaptation that combines compelling artwork with faithful storytelling. It captures the complex political intrigue, emotional depth, and brutal conflicts that define Westeros. While it has some limitations?such as condensed storytelling and a dark aesthetic?it overall offers a richly visualized experience that enhances the original narrative. Whether you are a dedicated fan or a newcomer, this volume provides a vivid and engaging way to explore George R.R. Martin?s legendary world. For those seeking a beautifully illustrated, well-crafted retelling of the early saga, this graphic novel is highly recommended as a valuable addition to any collection.

QuestionAnswer What new characters are introduced in 'A Game of Thrones: The Graphic Novel Volume Two'? Volume Two introduces several new characters from the 'A Song of Ice and Fire' series, including key figures like Eddard Stark's children and additional members of the Targaryen family, expanding the story's depth visually. How faithful is the graphic novel adaptation to George R.R. Martin's original books? The graphic novel closely follows the source material, capturing major plot points and character arcs, while adding visual storytelling elements that enhance the narrative for both new and existing fans. What are the main themes highlighted in Volume Two of the graphic novel? Volume Two emphasizes themes such as political intrigue, loyalty, betrayal, and the brutal realities of power struggles in Westeros, all brought vividly to life through detailed artwork. Is 'A Game of Thrones: The Graphic Novel Volume Two' suitable for new readers or only fans of the series? While fans of the books will appreciate the detailed artwork and faithful adaptation, the graphic novel is also accessible to new readers who want an illustrated introduction to the complex world of Westeros. Where can I purchase 'A Game of Thrones: The Graphic Novel Volume Two'? The graphic novel is available at major bookstores, comic book shops, online retailers like Amazon, and digital platforms such as ComiXology.

Related keywords: Game of Thrones graphic novel, Volume 2, A Song of Ice and Fire comics, George R.R. Martin, Westeros graphic novel, fantasy comic book, A Game of Thrones adaptation, visual novel series, medieval fantasy graphic novel, A Song of Ice and Fire comic, Thrones graphic novel volume two

The thrones effect how hbo s game of thrones conq

the thrones effect how hbo s game of thrones conq

The phenomenon of Game of Thrones has left an indelible mark on television history, transforming HBO into a powerhouse network and revolutionizing the way epic fantasy narratives are portrayed

on screen. The "Thrones Effect" refers to this monumental impact, illustrating how HBO's adaptation of George R.R. Martin's A Song of Ice and Fire not only captivated millions worldwide but also set new standards for television production, marketing, and storytelling. This article explores how HBO's Game of Thrones conquered the entertainment landscape and the lasting influence it continues to wield.

The Rise of HBO?s Game of Thrones: An Overview

Origins and Development

HBO's journey with Game of Thrones began with a desire to bring George R.R. Martin's richly detailed fantasy series to the small screen. The adaptation was announced in 2007, with David Benioff and D.B. Weiss at the helm as showrunners. The network invested heavily in high production values, aiming to create a visually stunning and complex narrative that would appeal to a broad audience.

Key factors in the show's development included:

- High production budget: Estimated at around $6 million per episode in later seasons, one of the most expensive TV series ever produced.
- Talented cast and crew: Featuring prominent actors and a team of acclaimed directors and writers.
- Faithful adaptation: While taking creative liberties, the show aimed to stay true to the source material?s intricate plots and characterizations.

Global Reception and Cultural Impact

When it premiered in 2011, Game of Thrones quickly garnered critical acclaim and a massive fanbase. Its complex characters, unpredictable plot twists, and production quality set it apart from traditional TV fare. The show became a cultural phenomenon, influencing everything from fashion to meme culture, and sparking widespread discussions about politics, morality, and power.

The Thrones Effect: Why It Conquered The World

Innovations in Television Storytelling

Game of Thrones redefined what was possible in television storytelling:

- Complex Characters and Moral Ambiguity: Unlike traditional heroes and villains, characters

exhibit shades of gray, making their motivations and actions more realistic and engaging.

- Multiple Interwoven Plotlines: The show masterfully juggled numerous story arcs across different regions, maintaining tension and intrigue.
- Unpredictability and Shock Value: Key character deaths and plot twists kept viewers on the edge of their seats, fostering a culture of active engagement and discussion.

High-Quality Production Values

The show?s visual and technical standards set new benchmarks:

- Stunning Visual Effects: From the icy landscapes beyond the Wall to fiery dragons, the CGI was groundbreaking.
- Epic Battle Sequences: The Battle of the Bastards and other large-scale conflicts showcased HBO's commitment to cinematic quality.
- Detailed Set and Costume Design: Authenticity and detail immersed viewers in the world of Westeros.

Strategic Marketing and Fan Engagement

HBO employed innovative marketing strategies:

- Teasers and Trailers: Building anticipation with high-quality promos.
- Social Media Campaigns: Engaging fans through interactive content, memes, and live-tweeting.
- Fan Events and Conventions: Creating a global community dedicated to Game of Thrones lore.

The Economic and Cultural Conquest

Boosting HBO?s Brand and Revenue

The show significantly contributed to HBO's financial success:

- Increased Subscriptions: New subscribers flocked to HBO to watch Game of Thrones, boosting revenue.
- Merchandising and Licensing: From apparel to collectibles, the franchise generated billions.
- Syndication and Streaming Rights: The show?s continued availability on various platforms extended its profitability.

Influence on Popular Culture

Game of Thrones influenced multiple facets of pop culture:

- Memes and Internet Culture: Iconic moments like the Red Wedding or ?Winter is Coming? became online staples.
- Fashion and Art: Inspired clothing lines, cosplay, and artwork.
- Cinematic and TV Trends: Inspired other networks and studios to pursue high-fantasy epics with high production values.

The Legacy and Continuing Impact of The Thrones Effect

Setting Industry Standards

The success of Game of Thrones has set new standards:

- High-Quality Production is Essential: Expect more investments in visual effects and storytelling.
- Complex Narratives Are Viable: Audiences are receptive to intricate storylines with multiple characters.
- Global Audience Engagement: International markets are crucial for success, prompting more globally inclusive productions.

The Challenge of Final Seasons and Spin-offs

While the show?s final seasons received mixed reviews, the Thrones Effect endures through:

- Spin-off Series: HBO has developed prequels like House of the Dragon, aiming to capitalize on the franchise?s popularity.
- Extended Universe and Merchandise: Continued interest in the lore sustains revenue streams.
- Academic and Cultural Studies: The series is studied for its storytelling, political themes, and cultural influence.

Conclusion: The Enduring Power of The Thrones Effect

The Thrones Effect exemplifies how a well-crafted television series can transcend entertainment, influencing industry standards, cultural trends, and fan communities worldwide. HBO's Game of Thrones not only conquered television ratings but also reshaped expectations about what epic storytelling can achieve on the small screen. As new projects continue to emerge from its legacy, the impact of Game of Thrones remains a testament to the transformative potential of high-quality television. Whether through its groundbreaking production, complex characters, or cultural footprint,

the Thrones Effect demonstrates that storytelling at its best can truly conquer hearts and minds across the globe.

The Thrones Effect: How HBO?s Game of Thrones Conquered Television and Culture

The phenomenon of Game of Thrones is one of the most significant milestones in television history. From its debut on HBO in 2011 to its finale in 2019, the series not only captivated millions but also fundamentally reshaped the landscape of television storytelling, production, marketing, and cultural discourse. This detailed review explores the multifaceted impact of Game of Thrones, examining how it became a cultural juggernaut, its influence on the television industry, and its enduring legacy.

The Rise of a Cultural Phenomenon

Origins and Source Material

- Based on George R.R. Martin?s bestselling "A Song of Ice and Fire" novels, the show?s narrative complexity and rich character development provided fertile ground for adaptation.
- The books? intricate plots, vast world-building, and morally grey characters translated into a sprawling, immersive television series that appealed to diverse audiences.

Strategic Production and High-Quality Filmmaking

- HBO invested heavily in production, resulting in cinematic-quality visuals, elaborate sets, and cutting-edge special effects.
- Notable locations like Dubrovnik (King?s Landing) and the Northern Irish landscapes brought Westeros and Essos vividly to life.
- A talented cast, including Emilia Clarke, Kit Harington, Lena Headey, and Peter Dinklage, delivered compelling performances that grounded the fantastical elements.

Innovative Storytelling and Pacing

- The series employed a complex narrative structure with multiple intertwining storylines, emphasizing political intrigue, warfare, and personal drama.
- Non-linear storytelling, surprising character deaths, and unpredictable plot twists kept viewers engaged and eager for each episode.

The Impact on Television Industry

Revolutionizing Production Values

- Game of Thrones set new standards for high-budget television, inspiring other networks and streaming platforms to elevate their production quality.
- Its success demonstrated that viewers were willing to invest in visually stunning, cinematic series.

Changing Narrative Expectations

- The series broke traditional TV storytelling molds by embracing morally ambiguous characters and complex political narratives.
- It challenged viewers? expectations with its unpredictable plot developments, including the willingness to kill off main characters.

Influence on Genre and Content

- The show?s success proved that fantasy and period dramas could be commercially viable and critically acclaimed.
- It opened the door for more ambitious genre series such as "The Witcher," "His Dark Materials," and "The Mandalorian."

Impact on Viewership and Audience Engagement

- The show?s global popularity helped HBO become a dominant player in the streaming era.
- Its dedicated fanbase fostered active online communities, fan fiction, and speculation, creating a new model for fan engagement.

The Cultural and Social Resonance

Memes, Quotes, and Iconography

- Phrases like "Winter is Coming," "You win or you die," and "Valar Morghulis" entered popular culture.
- Characters like Tyrion Lannister, Daenerys Targaryen, and the Night King became iconic figures.

Fashion and Merchandising

- The series influenced fashion trends, from medieval-inspired costumes to jewelry and accessories.
- A thriving market for merchandise, including clothing, toys, and home decor, emerged around the series? branding.

Discussions on Power, Morality, and Society

- The series sparked debates on leadership, morality, and justice, reflecting contemporary political and social issues.
- Its portrayal of gender dynamics and diversity prompted conversations about representation in media.

Global Cultural Impact

- Game of Thrones?s reach extended worldwide, influencing storytelling and production in countries like the UK, Canada, and beyond.
- It fostered a shared cultural experience across different demographics and regions.

The Controversies and Criticisms

Violence and Moral Ambiguity

- The show was criticized for its graphic violence, sexual violence, and portrayal of brutality.
- Some argued that these elements were gratuitous and could desensitize viewers.

Pacing and Narrative Choices in Later Seasons

- The final seasons, especially Season 8, faced backlash for perceived rushed storytelling and inconsistent character arcs.
- Fans expressed disappointment over unresolved plotlines and character decisions that seemed unearned.

Representation and Diversity

- Despite efforts, critics pointed out the lack of diversity among main characters and the underrepresentation of certain groups.

Impact on HBO?s Reputation

- While immensely popular, the controversial ending and certain storytelling choices prompted debates about creative integrity versus commercial success.

Legacy and Enduring Influence

Setting New Standards

- Game of Thrones established benchmarks for production quality, storytelling complexity, and global audience engagement.
- It demonstrated that television could tell epic stories rivaling blockbuster films.

Influence on Future Content

- The series? success inspired a new wave of ambitious TV projects, blurring the lines between film and television in terms of scope and quality.
- Streaming services like Netflix, Amazon Prime, and Disney+ ramped up their investment in high-budget, high-concept series.

Shaping Fan Culture and Fandom

- The series fostered a dedicated global fandom, leading to conventions, cosplay, and fan theories.
- It also influenced online discourse, meme culture, and content creation.

Academic and Critical Analysis

- Scholars examined Game of Thrones for its themes, narrative techniques, and cultural implications.
- Its impact has been studied as a case of modern myth-making and media influence.

Potential for Revival and Spin-offs

- HBO has invested in prequels and spin-offs, such as "House of the Dragon," signaling the series' lasting influence and the continued appetite for Westeros-related stories.

Conclusion: The Thrones Effect in Perspective

Game of Thrones?s conquest of television was not merely about ratings or awards; it was a cultural phenomenon that transformed how stories are told, produced, and consumed on a global scale. Its blend of cinematic production, complex storytelling, and mythic resonance captivated audiences, setting new standards for television excellence. Despite its controversial ending, the series? influence persists, shaping future narratives, inspiring creators, and fostering a worldwide community of fans.

The Thrones effect underscores the power of television as a medium capable of delivering epic tales that resonate deeply with societal themes and human emotions. It exemplifies how a series can transcend entertainment to become a cultural touchstone, leaving an indelible mark on popular culture and the entertainment industry for generations to come.

QuestionAnswer What is the 'Thrones Effect' and how does it relate to HBO's Game of Thrones? The 'Thrones Effect' refers to the significant cultural, economic, and media impact that HBO's Game of Thrones has had globally, influencing TV storytelling, fan engagement, and related merchandise since its debut. How did HBO's Game of Thrones influence the fantasy genre in television? Game of Thrones set a new standard for high-budget, complex storytelling in fantasy TV, inspiring other productions to adopt darker themes, intricate character development, and cinematic production values. In what ways did the 'Thrones Effect' impact HBO's branding and subscriber growth? The show boosted HBO's global subscriber numbers, strengthened its brand as a leader in premium content, and led to increased investments in original series and related spin-offs. What are some criticisms associated with the 'Thrones Effect' of Game of Thrones? Critics point out that the show's later seasons, especially the final one, led to fan disappointment, debates over narrative choices, and concerns about the show's influence on mainstream television standards. How has the 'Thrones Effect' influenced the development of spin-offs and prequels for Game of Thrones? The immense popularity and cultural impact of Game of Thrones have driven HBO to develop multiple spin-offs and prequels, aiming to capitalize on the franchise's legacy and expand the universe. What role did the 'Thrones Effect' play in the global popularity of fantasy storytelling? It helped elevate fantasy as a mainstream genre, encouraging more diverse and ambitious fantasy projects across TV and film, and inspiring a new generation of creators and audiences worldwide.

Related keywords: Game of Thrones, HBO, fantasy series, medieval drama, Westeros, Iron Throne, television adaptation, epic battles, political intrigue, character development

Read the full article online: THE THRONES EFFECT HOW HBO S GAME OF THRONES CONQ