



OUR SEVEN KINGDOMS



Just like George R. R. Martin’s fictional land of Westeros, the world of **Puzzled Pint** can be arbitrarily divided into seven regions. Study the coats-of-arms below to learn which House rules each Kingdom, then follow the raven flights described in the narrative to discover what prevents these leaders from seeing clearly.



- The Kingdom of **Europe** has sent an urgent message to the City of **Doughnuts**: some kind of trouble is brewing between House **Bootspur** and House **Y’Stripe**.
- The people of **Great Britain** want the fearsome **Terrier** forces to intervene, but their treaty with Lord **Kiwi** forbids any military action.
- Meanwhile, the diplomat called **Union Jack** dispatches a secret envoy to the Council of **Twelve Stars** to see if House **Blackdog** is willing to deal. Unfortunately, Lord **Cowboy**’s spies learn of the meeting and send word back to rival factions in **Great Britain**.
- When House **Sprinkles** learns of this, they immediately sanction the **Central States** and order House **Flightless** to monitor House **Goldstars**.
- The **Eastern Colonies** won’t stand for this. A new alliance forms between House **English**, Lord **Six-Colors-Including-White**, and Lord **Tartanscarf**.
- Meanwhile, the **Continental Breakfast** alliance battles the **Sugary Circle** for control over trade with **South Africa**, not realizing that the **Black Hats** have infiltrated all seven kingdoms.