

## **Abstract**

The thesis named *Game of Thrones as a Game* deals with fantasy saga *Song of Ice and Fire* written by G. R. R. Martin. The main theme is the interconnection of the five-volume narrative with basic game mechanics and features defined by R. Caillois and J. Huizinga.

Game of Thrones shows many characteristics of board games and the interpretation is based on this approach. Game aspects of the narrative are observed in the analysis of character classes, narrative forms, fictional world functioning and modality and character motivation which are related to game worlds, characters, rules and objectives.