



In **heraldry** you will strategically play cards within a row, strenghtening your royal family or hindering your opponents. Keeping your strongest characters until the right moment.

## Setup

Each player takes one House (coloured suit of 9 cards). Shuffling their deck facedown.



Each player reveals the top card. Highest valued card (1 to 9) is considered the winning player. If it is a tie, play the next card until it is resolved.



Players gather all 9 cards. This makes the player's starting hand.



## Gameplay

The winning player (from the setup) picks any card from their hand and plays face up (base card). The other player then plays a card over this base card, (leaving all the numbered shields in view) by choosing one of the following three actions:

**A.**



Play a card from your hand that is higher than the base card ('5') in this case a '7' is higher.

**B.**



Play a card from your hand that is 1 value lower than the base card ('5') in this case it must be '4'.

**C.**



Play a combination of 2 cards that equal the value of the base card ('5') in this case '3'+ '2'. The base card is immediately 'banished' and placed in front of its owner. The last card played in the combination becomes the new base card ('2'). Players choose the card order.

## Special Cards

Playing a single\* 3 or 'Bishop', the player, if possible, may choose to play any other Golden Chalice card from their hand immediately after.



Playing a single\* 6 or 'Knight', the player, if possible, may choose play any other Silver Acorn card from their hand immediately after.



\*not as a combination 'C.' (see page 3)  
The Golden Chalice and Silver Acorns are found on the top right corner of each card.

## Actions



**Play a higher card:** Place a card of any higher value than the base card.



**Play a lower card:** Place a card 1 value lower than the base card.



**Play 2 cards:** 2 card combination equal the base card's value. This original base card is 'banished' and returned to its owner.



**Playing a single 3:** May immediately play another odd (Golden Chalice) numbered card.



**Playing a single 6:** May immediately play another even (Silver Acorn) numbered card.

## Round End

The round ends when a player cannot perform any more moves from their hand.

At the end of the round, collect all the cards that are remaining in hand and any cards that were banished (face-up in front of you).

Add up the total card values (or shields), the player with the lowest total is the winner. (Blue = 10, Red = 15).



If it is still a tie, it is considered a draw.

## Winning

Reset the game and start a new round alternating the last player of the previous round going first.

The first player to win 3 rounds is declared the ruling family and ultimate winner.



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