

Blazon

a tactical game
of medieval heraldry



2-5



10+



45 min

a game by Dave Conklin & Christoph Scheibelhofer

Acquire heraldic elements, design your shield by placing them on the board, and earn distinctions through careful choices.

Objective

Players score *prestige points* by placing *element cards* on their *shield boards*. Players can score bonus Prestige points by earning *distinctions* for their shields. The player with the most prestige points at the end wins.

Components

- 120 element cards
- 18 distinction cards
- 5 shield boards
- 5 score counters
- 41 prestige markers
- 19 herald markers



Setup

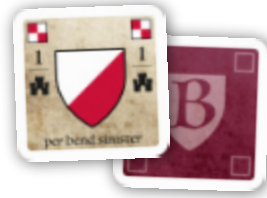
Shield boards

- Each player gets one *shield board* which is placed in front of them with their *scoring counter* on “0” of their score track.

Element cards

Element cards represent 9 types of heraldic elements. Element cards are comprised of 2 categories: *tincture cards* (circle icon) and *device cards* (square icon). They show the *element’s symbol*, *prestige points* (card value) and one of five *augmentation symbols*. Only element cards count as hand cards.

- Shuffle all tincture cards and place them face down. Each player draws 2 cards from this tincture deck.
- Shuffle all device cards and place them face down. Each player draws 2 cards from this device deck.
- If a hand’s total prestige points is less than 5, that player must discard and redraw.
- Place 2 tincture cards and 4 device cards face up. These cards form the *display*.
- If one of the decks becomes empty during game, its discard pile is reshuffled.



device card of type “field”, worth 1 prestige point, with Augmentation “estate”



tinctures: metal, colour, fur



devices: field, sub ordinary, honourable ordinary, partition



devices: charge, attitude, arrangement, cadency



augmentations: estate, might, virtue, wealth, lineage, star



distinction card “questing”, with prestige marker “5”, requires 1 element “charge”, 1 element “field”, and at least 3 elements with augmentation “virtue” placed on shield

Distinction cards

Distinction cards give you extra prestige points if all cards shown on it are placed on your shield (element cards or a certain number of cards with augmentation symbols).

- Shuffle distinction cards and place 5 cards face up.
- Place 5 *prestige markers* of the same color face up on each card, starting with 1 and ending with 7 on top.
- Place the other prestige markers face down on the table, starting with 50 and ending with 10 on top.
- Place the *augmentation prestige markers* on the table arranged by symbol.

Herald markers

Herald markers allow you to refresh the display (discard all cards and place new cards as during setup), to take one card from the display or deck, or to pay 1 point to place a single element card of any cost.



- Each player gets one *herald marker*.

Turn

Herald marker

- Pay one herald marker at any time during your turn for one of its extra actions (optional).

Acquire A

- Take 2 element cards from either deck. You can keep these, or exchange 1 or both for a face up card in the display of the same category.

A

or

Blazon B

- Place element cards
- Pay the costs by discarding other element cards in hand (sum up their values; they must be equal or higher).

B

Score

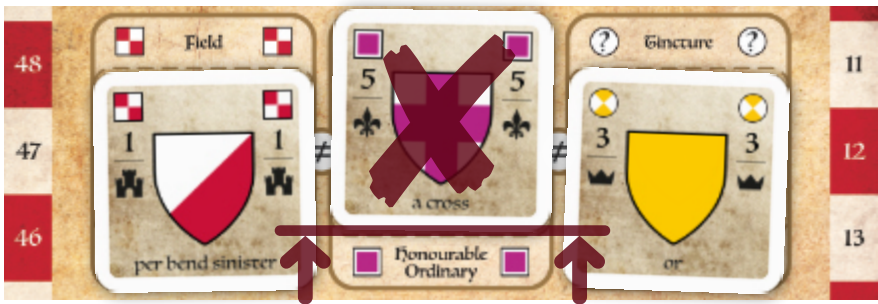
- Score points by moving your counter for all placed element cards.
- If your counter is the first to pass a multiple of 10 you gain the prestige marker with the corresponding number. All players with fewer points than you get 1 herald marker.
- Claim the top prestige marker of one fulfilled distinction card per turn (stars count as any augmentation symbol) – once claimed the prestige points are yours, even if you make a change to your shield later. If this is the first marker taken for that distinction, all other players get 1 herald marker.
- Place all markers face down and do not score them now!

Clean up

- If you have more than 7 cards in hand, discard to 7 cards.

Placement

- Each line of spaces has two possible groupings: top and bottom.
- Element cards must be placed in an appropriate space based on element type (matching element symbol) and once placed cannot be moved.
- Any space in a line can be filled first, but the other element cards that can be played in that line are dictated by the first card placed for that line (top or bottom grouping).
- The exception is a space with a tincture symbol for both top and bottom. A tincture card in this space may be shifted from top to bottom or vice versa as long as no other card has been placed in this line.



- Element cards may be placed over already placed cards.
- Identical tincture elements can not be played on the 2nd and 3rd lines or within the 1st line as indicated by the "not equal" symbol on the board.

End of game

When a player fills every space on their shield, they gain prestige marker with the "I" and every other player gets one last turn.

Final scoring

- Claim the prestige marker for each augmentation of which you have the most symbols for all players. Stars do not count. If two players have the most symbols, both of them get a marker. If three players have the most symbols, no one gets a marker.
- Score points for all prestige / herald markers.
- The player who has the highest number of prestige points on the score track is declared the winner.
- In case of a tie the player with the highest number of prestige points in their remaining hand followed by the most claimed prestige points in prestige markers wins.