


Driflamme


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The king has died without any descendants. Throughout the realm, the most influential families try to seize power through conspiracy, cunning... and blood. You are the head of one of these families.



GOAL OF THE GAME

At the end of 6 rounds of play, the player whose family has accumulated the most Influence points  wins the game.

CONTENTS

- 50 Influence cards (10 in 5 different colors)
- 70 Influence point  tokens (value 1 and 5)
- 1 First Player tile
- 1 Resolution Direction tile

SETUP

- Each player takes a complete family, represented by 10 cards with the same color and same heraldry. Shuffle your 10 cards, then remove 3 random cards and set them aside face down **1**. Keep the remaining 7 cards in your hand, without showing them to the other players **2**.
- Each player takes 1 Influence point  **3** in front of them. Place all remaining Influence points  on the table where everyone can reach them, forming the supply **4**.
- The oldest player starts the game. This player takes the First player tile **5**, and places it in front of them. Making sure there is enough room in the centre of the table to place a row of cards **6**, place the Resolution Direction tile **7** in the middle of the table. This indicates the order in which to resolve the cards in the Influence Queue for the whole game. (see 2/ Resolution Phase, page 2).



ROUND OF THE GAME

Oriflamme plays over 6 rounds. Each round consists of 2 phases:

1/ PLACEMENT PHASE

2/ RESOLUTION PHASE

1/ PLACEMENT PHASE

NOTE:

Each player may look face down cards from their own family in the Queue at any time, as well as those set aside during setup.

As the game progresses, players will place cards next to each other in the center of the table, forming the Influence Queue, commonly referred to as the Queue.

Starting with the first player, then clockwise, each player secretly picks a card from their hand and places it face down in the Queue:

- EITHER at the beginning of the Queue
- OR at the end of the Queue
- OR on another card of their own Family that has

already been played in the Queue (obviously this is not possible during the first round, see *Stack of cards* on page 3, for more details).

- If there are no cards in the Queue (at the beginning of the game, for example), the player simply places their card in the center of the table.

The Placement Phase ends when all players have placed ONE card from their hand in the Queue.

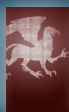
PLACEMENT PHASE EXAMPLE:



Red is the first player, and places a card face down in the middle of the table.



Blue must play a card to the left or to the right of Red's card.



Green must play a card to the left of Blue's or to the right of Red's. Green cannot play a card between Blue's and Red's.


2/ RESOLUTION PHASE


This phase is resolved in the direction of the Queue, which is the same for the whole game.

Starting with the first card in the Queue, to the last one, the owner of the card resolves the card:


1) If the card is face down, the player has 2 options:

- Leave the card face down

They place 1  from the supply on the card.

If the card stays face down for several rounds, there will be several  on it.

- Reveal the card

They reveal the card and immediately apply its ability. If there are  on it (the player did not reveal it on previous turns), they gain them.



2) If the card has been revealed during a previous round, the player has no choice:


They must immediately apply its ability.

It is mandatory to apply the ability of a revealed card. For example, a Soldier will always have to eliminate an adjacent card, even from his own family.

ELIMINATE A CARD

Some abilities allow you to eliminate a card.

IMPORTANT: Each time a player eliminates a card (regardless of its family), they gain 1 . This is reminded by the symbol  on the card's ability.

If the eliminated card was still face down, any  on it are lost and the card is revealed.

In any case, the eliminated card is immediately removed from the Queue. If it was between two cards, move the cards closer together to fill the gap.

NOTE: Discarded and eliminated cards are placed face up in front of their owners. All players may look at them at any time.

NEW ROUND


The player who has the First Player tile gives it to the player to his left. A new round of play begins.


The cards in the Influence Queue remain in place, as they are.




STACKS OF CARDS

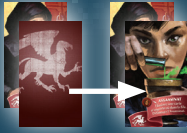
From the 2nd round on, a player may place a card **ON TOP** of another of his own cards, already in play, revealed or not.

The card that has just been played now covers the previous card, including any  that may have been on it. This is called a "stack of cards".

As long as a card is covered, it is not taken into account during the Resolution phase. A covered card thus can neither be revealed, accumulate additional  on it, apply its ability, nor be targeted.

There is no limit to the number of cards that can be stacked. That said, you should be careful not to stack too many cards, as these are abilities and possibly  that are unavailable for as long as they are covered.


By using a stack of cards, you can protect one of your cards that would otherwise be eliminated, or place a Soldier in the middle of the Queue to eliminate cards otherwise out of range, or even set up a cascade of actions.



Example : Red reveals the Assassination he played on top of his face up Spy. Red applies the Assassination ability and discards it.



The Spy immediately becomes active again and applies its ability.


If the Spy was still face down, Red would normally have had the choice to leave it face down and add 1  to it.

RESOLUTION PHASE EXAMPLE:




As indicated by the Resolution Direction tile, cards must be resolved from left to right.





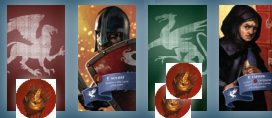
Red decides not to reveal their card. Red places 1  from the supply on the card.




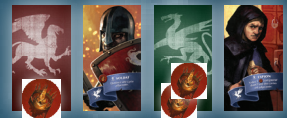
Blue decides to reveal their card. Blue immediately gains the  that was on the card.





Blue's card is a Soldier, which must eliminate an adjacent card. Blue chooses Red's second card, and reveals it. Red's card is discarded with the 2  on it. Blue then takes 1  from the supply for eliminating a card.




With the Red card gone, Green is next. Green decides not to reveal their card and places 1  from the supply on it.




Blue's Spy is already revealed, and must steal 1  from a player with an adjacent card. They steal 1  from Green (they take it directly from Green, not from Green's adjacent card).

END OF GAME

Since players started the game with 7 cards in their hand, after the 6 rounds of the game, they will have 1 card left. They will not play this card.

Whoever accumulated the most Influence points  wins the game!

Players' Influence points  are visible throughout the game.

At the end of the game, any Influence points  still on the cards in the Influence Queue do not count in the final score.

If there is a tie, the tied player with the most cards still in the Influence Queue wins.

ABILITIES

There are two types of cards:
Character and Intrigue.

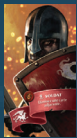
CHARACTER CARDS

When a Character card is revealed, its ability applies immediately, and the card stays face up in the Queue. In the following turns its capacity will apply again, in the order of the Queue.



ARCHER: Eliminate the first or last card from the Queue.

The targeted card can be revealed or not. You may choose or may be forced to eliminate a card from your family, including the Archer itself if it's the first or last card in the Queue. You gain 1 in any case.



SOLDIER: Eliminate an adjacent card.

The targeted card can be revealed or not. You may choose or may be forced to eliminate a card from your family. You gain 1 in any case.



SPY: Steal 1 from a player with an adjacent card.

The adjacent card can be revealed or not. Take the directly from the owner of the card, not from the adjacent card (in case it's face down and has on it). Stealing from yourself has no effect.



HEIR: If there is no other card revealed with the same name, gain 2.

As soon as another Heir is revealed and uncovered in the Queue, no Heirs gain any.



SHAPESHIFTER: Copy the ability of an adjacent revealed character.

The targeted card must be revealed and uncovered. The Shapeshifter copies only the ability of a card, not its name. No matter what it copies, the Shapeshifter always retains its name, Shapeshifter.

EXAMPLE: If you copy an Heir, you gain 2 unless there is another Shapeshifter in the Queue.

Once resolved, the Shapeshifter immediately loses the copied ability. Consequently, copying a Shapeshifter with a Shapeshifter has no effect.

At each Resolution Phase, the Shapeshifter can, of course, choose to copy a different character than the previous turn.



LORD: Gain 1 plus 1 for each adjacent card that is in your family.

Gain 1 additional for each adjacent card in your family, whether it's revealed or not. If your Lord is adjacent to a stack of cards of your family, only the top card is taken into account.

INTRIGUE CARDS

When an Intrigue card is revealed, its ability applies immediately and the card is discarded, as reminded at the end of the ability.



ASSASSINATION: Eliminate a card anywhere in the Queue. Discard Assassination.

The targeted card can be revealed or not. You can eliminate a card from your family, including the Assassination itself. You gain 1 in any case.



ROYAL DECREE: Move a card anywhere in the Queue, except on another card. Discard Royal Decree.

It doesn't matter whether the target card is revealed. It can be from any family. Any on the card are moved as well.

If you target a stack of cards, only the top card can be moved.

To move a card, leave the Royal Decree where it is, make the move, then remove the Royal Decree and continue resolution with the following card in the Queue.

NOTE: By moving a card before the Royal Decree, you can prevent a card from being resolved, or instead have a card resolved twice by moving it after the Royal Decree.



AMBUSH: Discard all on Ambush and gain 1. Discard Ambush.

OR

If Ambush is eliminated by an opponent's card, discard the opponent's card and gain 4.

NOTE: The second ability is, of course, the main appeal of the Ambush. If no one has fallen into your trap, the first ability still allows you to gain a single as a consolation.

EXAMPLE 1: If an opponent's Soldier eliminates your Ambush, the Soldier's owner gains 1 and you gain 4. The Soldier is discarded.

EXAMPLE 2: If your own Archer eliminates your Ambush, you gain 1. The Ambush is discarded. Your Archer remains in the Queue (as the second ability of Ambush only applies to opponent's cards).



CONSPIRACY: Gain double the accumulated on Conspiracy. Discard Conspiracy.

EXAMPLE: If there are 3 on this card when you reveal it, you gain these and you gain 3 more, for a total of 6.

STUDIO
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