



Briflamme

ABLAZE

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The time for petty intrigue is over! Your family has grown more influential, and after months of merciless struggle, the stakes couldn't be higher nor the grudges more bitter. As the flames of war threaten to consume the kingdom, now truly nothing can stop you in your race for the throne...



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.



COMPONENTS

- 55 Influence cards (11 in 5 different colors)
- 63 Influence point  tokens (value 1 and 5)
- 1 First Player tile
- 1 Resolution Direction tile
- 5 Bribery tokens



SETUP

- Each player takes a complete family, represented by 11 cards with the same color and heraldry, and the corresponding Bribery token **1**.
- Set aside your Twin card, face up **2**.
- Shuffle your 10 cards, then remove 3 random cards and set them aside face down **3**.
- Keep the remaining 7 cards in your hand, without showing them to the other players **4**.
- Each player takes 1 Influence point  **5** in front of them. Place all remaining  on the

table where everyone can reach them, forming the supply **6**.

- The oldest player starts the game. This player takes the First player tile **7**, 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 **8**, place the Resolution Direction tile **9** 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 ♦ ABLAZE plays over 6 rounds. Each round consists of 2 phases:

- 1/ Placement Phase.
- 2/ Resolution Phase.

1/ PLACEMENT PHASE

Note: Each player may look at 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.

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, 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 Cutthroat 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 indicated 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 their left. A new round of play begins.

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

STACK OF CARDS



From the 2nd round on, a player may place a card **ON TOP** of another of their 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 possible 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 Cutthroat 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 Impersonation they played on top of their face up Queen. Red applies the Impersonation's ability and discards it.



The Queen immediately becomes active again and applies its ability.

If the Queen 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 and reveals a Cutthroat. They must eliminate an adjacent card.



Blue chooses Red's second card, and reveals it. Red's card is discarded with the 2 on it. Since Blue eliminates a single card, they do not gain a for the elimination. But they do gain 1 thanks to the Queen's ability.



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 Felon is already revealed, and each player must lose 1 for each of their family's card adjacent to the Felon. Green loses 1 and puts it back to the supply.



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.



PRINCE: When you reveal your Prince, place your family's Twin, revealed, in the Queue. Gain 1 .

When the Prince is eliminated, discard your family's Twin, unless it is covered by another card.



TWIN: Gain 1 .

When the Twin is eliminated, discard your family's Prince, unless it is covered by another card.

- During setup, only shuffle the Prince with your family's other cards. The Twin can only be played through the Prince's ability. The Twin can be placed as usual, at the beginning or at the end of the Queue, or on another of your Family's cards, EXCEPT ON THE PRINCE.
- Some cards may cause a player to have 2 Princes or 2 Twins at the same time. Eliminating 1 copy of one of them discards every copy of the other. Example: You have 2 Princes and 1 Twin. If 1 Prince is eliminated, the Twin is discarded and the second Prince remains. If your Twin is eliminated, both Princes are discarded.



QUEEN: Gain 2 .

If an opponent eliminates the Queen, they gain 1 additional .



CUTTHROAT: Eliminate an adjacent card and all the opponents' revealed cards with the same name. If only one card is eliminated, do not gain the  for eliminating a card.

EXAMPLE: If the Cutthroat eliminates a Felon, you gain no .

If the Cutthroat eliminates 2 Felons, you gain 2 .

If the Cutthroat eliminates an opponent's Queen, you gain 1 .

If the Cutthroat eliminates 2 opponents' Queens, you gain 4 .



APOTHECARY: Eliminate a card adjacent to another card of your family.

- The other card from your Family may be revealed or face down.
- The eliminated card still counts as eliminated by the Apothecary. **EXAMPLE:** If the eliminated card is a Trap, the Apothecary is discarded.
- If you have no other card from your family in the Queue, the Apothecary's ability has no effect.



FELON: Each player loses 1  for each adjacent card of their family.

If a card from your Family is adjacent to your own Felon, you lose 1 . If a player has 2 cards from their Family adjacent to the Felon, they lose 2 .



SCHEMER: Discard this card if it's adjacent to a stack of cards. If not, gain 2 .

Discard the Schemer only if it is adjacent to a stack of cards when you resolve its ability.



INTRIGUE CARDS

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



IMPERSONATION: Eliminate an adjacent card. If it is an opponent's character, replace it with the same character, revealed, taken from your discarded, eliminated or set aside cards. Discard Impersonation.

- If the eliminated Character was on top of a stack of cards, you can not replace it with a character from your Family.
- Using Impersonation on a Prince does not allow you to play your Twin, because your Prince is already revealed when it is placed.
- The Twin does not count as a card you set aside at the beginning of the game. Using Impersonation on a Twin allows you to place your own Twin only if it was previously played and discarded or eliminated.



PLOT: Discard Plot.

Activate the ability of any revealed character of your family.

Each  on the Plot can either be gained or discarded to repeat the effect above.

- You can freely choose any Character of your choice for each iteration of the effect. You can choose the same character or a different one.
- Fully resolve each ability before deciding to discard or gain the next .



TRAP: Discard all  on Trap and gain 1 . Discard Trap.

OR

If Trap is eliminated by an opponent's card, discard the opponent's card and steal 3  from that player.

When a player eliminates a Trap, they gain 1  before you steal 3  from them.

ADVICE: The second part of the ability is the main appeal of the Trap. If no one falls into your Trap, the first part of its ability lets you gain 1  as a consolation.

EXAMPLE 1: An opponent's Apothecary eliminates your Trap. The owner of the Apothecary gains 1  then you steal 3  from them. The Apothecary is discarded.

EXAMPLE 2: Your Apothecary eliminates your Trap. You gain 1 . Your Apothecary stays in the Queue because the Trap's ability only triggers on opponent's cards.



BRIBERY: Place your family's Bribery token on any revealed character. This character now belongs to your family. Discard Bribery.

- If you place your Bribery token on a character which already has a Bribery token, replace the token with yours.
- You can not play your Bribery on a character on top of a stack of cards.
- When a character with a Bribery token is discarded or eliminated, discard the Bribery token and place the character's card with its original owner's eliminated cards.