

4 Player Rules

If you have **2 sets of Heraldry**, you can play the 4 Player game. Players split into **2 teams of 2**, with each team selecting the decks that represent their Houses (coloured suit of 9 cards). Each player will shuffle their individual deck.

Each player reveals the top card. Highest valued card (1 to 9) is considered the winning player and that team goes first. If it is a tie for the highest, play the next card until it is resolved.

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



Gameplay

Player who won the setup takes the first turn, placing a card face up to create the first base card of their team's line.

The opposing team then does the same, placing a card face up to begin their own starting line.

Teams then alternate turns in a back-and-forth order, choosing which player will act each time.

Players may only play their next card on a line where the most recent base card belongs to the opposing team.



All standard Heraldry rules remain in effect with a few adjustments to better suit team play.

For example, to banish a base card using a two-card combination, the cards can now come from either **a single player** or a **combination of 1 card from each teammate**.

If one teammate runs out of cards, the remaining player may continue playing alone for the team.

End Game

The round ends when one team has no valid moves left.

Both teams then total the values of their remaining cards and any they've banished.

The team with the **lower combined score** wins the round. If the scores are tied, the round is declared a draw.

The game resets, and the losing team takes the first turn in the next round. The first team to **win two rounds** is crowned the Ruling Family and wins the game.

