

GAME OF BLAME™

A Card Game for 2 to 4 Players

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Aim of the Game

Dodge the Queen's wrath by having the fewest **Issues** that fall under **your Responsibility** at the end of the game. Your aim is to get the **lowest score** and thereby avoid being banished or executed. The fate of the other players is their problem.

Roles

Each player takes one of the six Role cards, marked with a different coloured **Emblem**. Your Role can be **swapped** during the game, so don't get *too* attached to it!



Viceroy, the Master of Estates



Treasurer, the Master of Coin



Archbishop, the Master of Faith



Spymaster, the Master of Secrets



Wizard, the Master of Magic



General, the Master of War

Issues

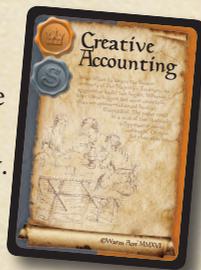
There are 42 Issues cards, marked with one or two **Emblems**. An Issue with an Emblem that matches your current **Role** is your **Responsibility**.

Issues are taken from the **Draw pile** into your **Hand** and played from your Hand onto the **Blame pile**.

Issues can also be **buried** from your Hand into your **Secrets pile**.

✦ If a player **accuses** you, and the Blame pile contains more Issues of your Responsibility than theirs, you must **take the Blame** – all the cards from the Blame pile go into your Hand.

✦ At the end of the game, only the Issues in your Hand that are your Responsibility count towards your **final score**. The higher your score, the worse your situation.



Treason

There are six Treason cards. A Treason card is a serious **Issue** that counts as having **all Emblems** when played to the Blame pile. You can only play a maximum of one Treason card on your turn. Each Treason card in your Hand adds **6 points** to your **final score**.



Set up

1. Choose a **Role** card and put it face up in front of you. Put any **untaken Roles face up** in the centre of play. Keep your Role visible at all times.
2. Shuffle all **48 Issues** cards. Deal **3 cards face down** to each player. Take your 3 cards into your **Hand** and don't let anyone else peek at them.
3. Put the remaining Issues **face down** in a pile in the centre. This is now the **Draw pile**.
4. Decide who goes first.
5. The starting player takes the top card from the **Draw pile** and places it **face up** to create a new **Blame pile**. They then take their turn. Play continues clockwise until someone **takes the Blame**.

On Your Turn

1. **Play up to 3 cards** from your Hand onto the **Blame pile**, face up and one at a time.
2. Each card played must **share** at least one **Emblem** with the card beneath it.
3. Once you play a card, you cannot take it back. If you make a mistake, you must **take the Blame**.
4. The number of cards you played determines what you must do next:
 - ✦ If you played **no cards**, you must **DRAW 3** cards into your Hand.
 - ✦ If you played **1 card**, you must **DRAW 1** card into your Hand.
 - ✦ If you played **2 cards**, you must **SWAP 2 Role** cards.
 - ✦ If you played **3 cards**, you must **ACCUSE** another player.

DRAW Cards

Cards are always drawn from the Draw pile into your Hand without showing anyone else. Once you have drawn cards, your turn ends and the next player takes their turn.

SWAP Roles

1. After playing 2 cards you must swap the locations of the two **Role cards** whose **Emblems** match the **top card** of the Blame pile.
2. If the **top card** has only 1 Emblem, you choose the other Emblem to swap with. If the top card is a Treason card, you choose both Emblems.
3. You can swap two players' Roles (including your own) or a player's Role with an untaken Role. If you swap two untaken Roles, you don't need to move these cards.
4. Once you have swapped the Roles, your turn ends and the next player takes their turn.



ACCUSE a Player

1. After playing 3 cards you must accuse another player.
2. You **cannot** accuse a player who has **no cards** in their **Hand**. If there are no players you can legitimately accuse, you must **take the Blame** yourself!
3. You and the accused player must go through all the cards in the Blame pile. Count up the cards that are **your Responsibility** (match your Role's Emblem) and those that are the **accused player's** Responsibility.
4. If the **accused** player has **more** Responsibility than you, they must **take the Blame**. If the Responsibility is equal or you have more Responsibility than the accused, you must **take the Blame**.

Take the Blame!

1. When you are told to take the Blame, you must take all the cards from the **Blame pile** into your **Hand**.
2. Everyone except the player who took the Blame *may* then put **one card** from their **Hand** into their **Secrets** pile.
3. Whoever took the Blame starts a new round of play by drawing a card to start a new Blame pile, then taking a turn.

Secrets

Secrets are Issues that are removed from play and 'buried' face down under your Role card. This **Secrets pile** does **not** count towards your Hand or your final score. Your Secrets do **not** move if your Role is swapped.

The End

1. The game ends **immediately** as soon as the **Draw pile** is empty. Any events that would have been triggered (blaming, swapping, etc.) do not happen... **the game is over!**
2. The player who drew (or turned over) the last card must also **take the Blame!**
3. Count up only the **Issues** in your **Hand** that are your **Responsibility** and add **6** for each **Treason** card in your Hand. The total is your final score. Now it's time to learn your fate...

Score her Majesty decrees

0	You are a loyal subject! If no one else scores 0, you receive the Queen's favour.
1-3	You may keep your miserable life, for now!
4-9	You are banished from the Realm!
10+	You are to be flayed, boiled in oil, hanged, drawn, quartered, and cursed to perdition!

Optional Rules

Each Role has a special rule that applies to the player who currently owns it.



Viceroy: If another player **swaps** your Role, you *may* immediately **draw 3 cards** and swap it back.



Treasurer: If you **play 0 cards**, you must **draw 3 cards** (as normal) and then **bury 1 card** from your Hand into your **Secrets** pile.



Archbishop: If you **play 1 card**, you must **draw 1 card** and then **give 1 card** from your Hand to a player of your choice. They must take the card into their Hand.



Spymaster: You cannot accuse anyone. If you **play 3 cards**, you must take all of another player's **Secrets** (if any) into your Hand, then **give 1 card** from your Hand to their Hand.



Wizard: If you **play 2 cards**, instead of swapping Roles you must **exchange** your **Hand** with any other player's Hand. A Hand of 0 cards can still be exchanged.



General: If you have **no Secrets**, you cannot be **accused** by another player.