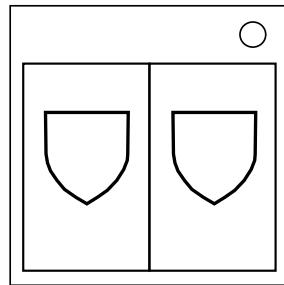


## On the Subject of Heraldry

Welcome to Page Turning Simulator!

This module consists of a book containing the representation of several crest. To disarm, select your family's crest.

Each crest will have three different characteristics that you'll need to attend to in order to identify the correct one: division of field, tincture and charges.



### The Royal House

First, identify the crest of the Royal House. That crest will be the only one containing a charge representing a **Lion** colored with an **Or** tincture. Take note of that crest's characteristics, as well as the Royal House's family name. The Royal House's family crest is never the solution.

### Royal Crest Score

Use the following tables to obtain the Royal Crest score:

Division of Field
+2 for each field division
-1 if has "Party" in the name
+3 if symmetrical about the vertical axis (excluding Charges)

Tincture
+2 if has <b>Gules</b> , <b>Azure</b> or <b>Vert</b>
-1 if has <b>Purpure</b> , <b>Sable</b> or <b>Bleu-Celeste</b>
+5 if has any Stain

Charges
+1 for each Animal
+1 for each Cross
-1 for each other charge

Family Name
+1 for each letter in the name
-1 for each word in the name
+4 for each letter in the serial number that is in the name

## Obtaining Valid Crest

The correct grid corresponds to the Validity Table, with black cells corresponding to the cells in the Validity Table that contain valid characteristics. Your family's crest is the only one in the book that contains only valid characteristics.



**4n+3 solves**

**4n+3 solves**

The image shows a 16x16 grid with black squares representing solved 4x4 subgrids. The first solve is at position 1,2 to 4,5. The second solve is at position 6,16 to 9,13. The third solve is at position 10,10 to 13,13. The grid has a 4x4 block structure with some additional black squares.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----

## Other Rules

### Metals, Colors and Stains

Tinctures are divided into two main groups: metals (Or and Argent) and colors (all the others). For the purposes of this module, metals are considered **always valid**. Also, there is a subgroup of colors called stains (Sanguine, Murrey and Tenné). These are much less common than the other colors. Stains are also considered **always valid**.

### The Rule of Tincture

Heraldry is essentially a system of identification, so the most important convention of heraldry is the rule of tincture. To provide for contrast and visibility, **metals must never be placed on metals, and colors must never be placed on colors**. If a crest breaks the rule of tincture, it is **not valid**, even if all of its characteristics are.

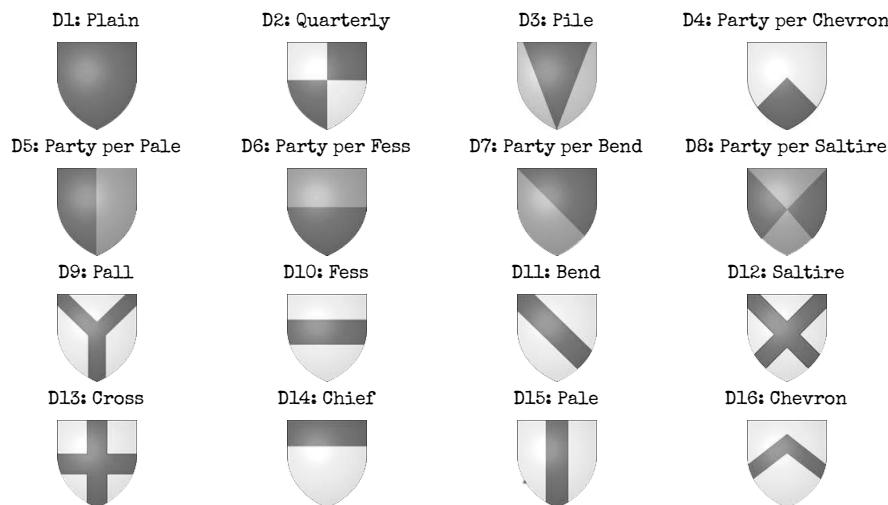
### The Order of the Unicorn

If the bomb has exactly two batteries in one holder, a lit FRK indicator and no Serial or Parallel ports, you are actually an agent of the Order of the Unicorn, and the book contains a secret message for you. To disarm the module, **disregard all other rules** and select the crest with an **Unicorn charge** on it.

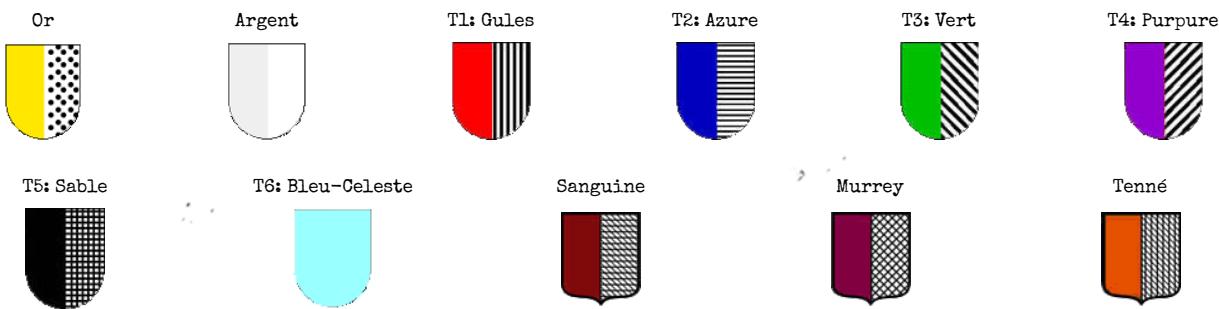
## Appendix H: Heraldry Reference

### Divisions of Field

*Different shades of grey represent different colors.*



### Tinctures



## Charges

### Animals

A1: Lion



A2: Eagle



A3: Horse



A4: Hound



A5: Bear



A6: Stag



A7: Dolphin



A8: Serpent



A9: Ox



A10: Boar



A11: Griffin



A12: Dragon



A13: Seahorse



A14: Unicorn



### Crosses

C1: Greek



C2: Moline



C3: Patonce



C4: Flory



C5: Pommee



C6: Crosslet



C7: Potent



C8: Saltire



C9: Voided



C10: Fourchee



C11: Pattee



C12: Maltese



C13: Bottony



### Others

S1: Roundel



S2: Annulet



S3: Mullet



S4: Mascle



S5: Fleur-de-Lis



S6: Crown



S7: Lyre



S8: Shell



S9: Sun



S10: Moon



S11: Tower



S12: Keys



S13: Swords



S14: Flower



S15: Leaf



S16: Hand

