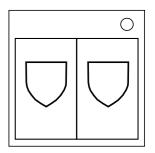
# On the Subject of Heraldry

Who doesn't need a coat of arms on their bedroom wall?

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 attent 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 a Yellow tincture. (see right) 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
-l if
+3 if not or

Tincture
+2 if has Red, Blue, or Green
-l if has Purple, Black, or Cyan.
+5 if has Magenta, Maroon, or Orange

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

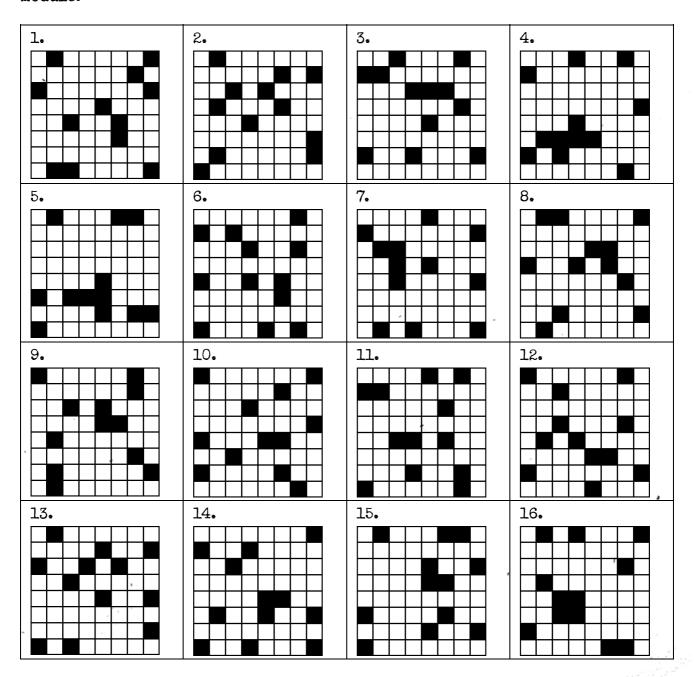
Family Name	,
+1 for each letter in the name	
-1 for each word in the name	
+4 for each letter in the serial number that is in the name	

#### Special Case:

If there are two batteries in one holder, a lit FRK, and no parallel or serial ports, submit the crest with a unicorn on it.

## Obtaining Valid Characteristics

If the Royal Crest Score is not between 1-16, add or subtract 16 until it is. Use the grid equal to the Royal Crest Score. Then, rotate it 90° for each solved module.



Use the below table with the grid from above to determine the valid characteristics for the coats of arms. Black squares on the above grid represent a valid characteristic in the same location of the below grid. A coat of arms can only be submitted if it only contains valid characteristics. White, Yellow, Orange, Maroon, and Magenta are always valid colors. In addition, white and yellow cannot be on top of each other, and other colors cannot be on the same field as each other.

