



Tie a Sash

RULES OF PLAY

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Introduction

In *Tie a Sash!* each player owns a *persjarnia* – a manufactory that produces decorative Kontush sashes. Using colorful threads, they weave belts with floral patterns. Then, they try to sell them to the

customers for the highest possible price. The player whose goods reach the most powerful magnates of the Polish-Lithuanian Commonwealth wins the game.

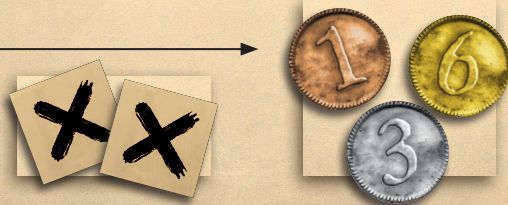


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Components

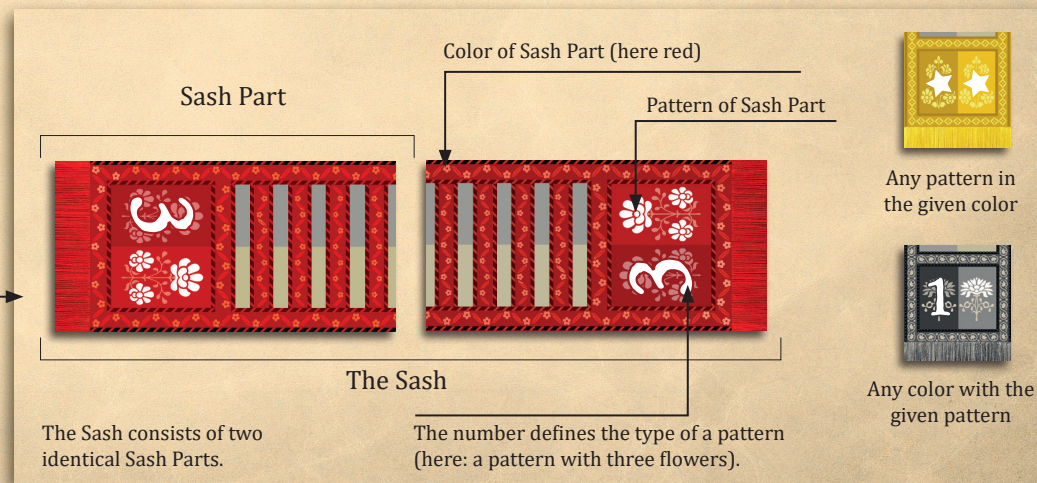


- 4 Player Screens
- 8 Manufactory Cards
- 32 Customer Cards (24 Nobles and 8 Magnates)
- 96 Sash Parts, in 4 colors and 4 patterns (6 of each type)
- 45 Ducats (20x 1-Ducat coins, 15x 3-Ducat coins and 10x 6-Ducat coins)
- Pattern Die
- Color Die
- 4 Turn Loss Tokens



The Nobles want to buy 1 Sash

The Magnate wants to buy 2 Sashes and is known by his full name



Setup

Place all the Sash Parts in the middle of the table, with the Ducat Pool next to it. Give each player one player screen that they put in front of themselves. Then, each player decides whether they take:

- 2 non-identical Sash Parts from the pool and 7 Ducats; or
- 3 non-identical Sash Parts from the pool and 4 Ducats.

Each player shows other players the Sash Parts he took and places them behind their player screen. Then, create the Customer Pool. To do that, shuffle the Customer deck and draw the number of cards equal to the number of players multiplied by three from it.

Place the drawn cards on the table, creating the rectangle with three rows and as many columns as there are players. Return the rest of the Customer cards to the box – they will not be used during this game.

Finally, shuffle the Manufactory deck and draw the number of cards equal to the number of players from it. Place them next to the Manufactory deck, face-up.



Setup example for 3 players



Bottom row



Setup example for 4 players



Bottom row

Setup for 3 players



Playing the Game

Choose the first player. For example, it can be a player who most recently purchased something to wear.

The game consists of a series of rounds. Starting with the first player and going clockwise, each player is taking their turn.

If a player has the Turn Loss token, they cannot take any action during their turn nor use any Manufactory card. On their next turn, the player will discard the Turn Loss token and perform their turn normally.

Player Actions

In your turn, you can take one action:

- Weave the Sashes
- Sell the Sashes
- Exchange the Sashes
- Ask for Advance

Additionally, at any time during your turn you can buy the Manufactory card. After taking the card, refill the empty space with the new card from the deck. Place the card you have just bought behind your player screen. You can always have only 1 Manufactory card. At any moment of your turn, you can discard an

unused Manufactory card by placing it on the bottom of the Manufactory deck.

You can play the Manufactory card once during your turn. **Note: The exception to this rule is the "Metal Thread" card** that can only be played during another player's turn. After playing the card, place it on the bottom of the Manufactory deck.

Example:

In her turn, Sophie chooses the Ask for Advance action and takes 3 Ducats from the pool. She has the "Competitor's Pattern" card behind her player screen, but she doesn't find it useful at that moment. She discards it and places it on the bottom of the Manufactory deck. She can now buy another Manufactory card, so she takes the "Royal Investment" card, but she decides not to play it. Her turn ends and now Zachary's turn begins. He doesn't have any Manufactory card, so he starts with buying the "French Assistants" card and he uses it immediately, while taking the Weave the Sashes action. He places the used card on the bottom of the Manufactory deck. He also buys a new Manufactory card – "Measuring Tape" – and after that his turn ends.

Manufactory Cards:

- "Measuring Tape"** – Take 3 non-identical Sash Parts instead of 2 while Exchanging the Sashes.
- "French Assistants"** – Take 1 additional Sash Part for free while Weaving the Sashes.
- "Royal Investment"** – Only you can Weave the Sashes until your next turn.
- "Competitor's Pattern"** – Look at the other player's Sash Parts and discard one of them.
- "Mangle"** – Take 2 identical Sash Parts while Exchanging the Sashes.
- "Manciple"** – Swap the position of two Customer cards.
- "Embroidered name"** – Sell the Sash to the Noble without the bidding.
- "Metal Thread"** – Take half of the income from the player who just won the bidding.



a) WEAVE THE SASHES

During this action, you can either:

- Roll the color and pattern dice and take 2 resources from the pool according to the results
- or
- Take one chosen Sash Part from the pool.

The result on the dice determines what resources the player takes from the pool. The ① icon represents 1 Ducat. The grey color on the color die represents any color. The ★ icon on the pattern die represents any pattern. All other sides on the color die stand for the Sash Parts of that color. All other sides on the pattern die stand for the Sash Parts of that pattern.

Example:

As a part of the Weave the Sashes action, Zachary rolls two dice and gets the results: [red die] and [pattern die with 2]. This means that he can take 2 identical Sash Parts from the pool (red Sash Parts with the pattern 2) and complete the whole Sash. He can also take 2 different Sash Parts – one of them has to be red, and the second one has to show pattern 2. Sophie also chooses the Weave the Sashes action. On the color die, she gets the ①, side, and on the pattern die ★ icon. Because of that she can take 1 Ducat and any 1 Sash Part from the pool.



b) SELL THE SASHES

During this action you can sell a Sash you own to the Noble or two Sashes you own to the Magnate. You can only sell the Sashes to the Customers in the bottom row of the Customer pool. The Sash you are selling must correspond to the image on the Customer card. The sale is made through the bidding. When taking the Sell the Sashes action, announce which Customer you sell your Sash to, and place that Sash (or Sashes) in front of your player screen.

Then, in clockwise order, other players declare whether they want to join the bidding. The player who decides to bid declares how much they are willing to pay to “steal” that Customer, and place that amount in front of their player screen. The player can **bluff** about having the Sash required by that Customer.

During the bidding players can also pass. The player who offers the highest amount wins the bidding. The winning player discards the number of Ducats that they declared during the bidding as well as the Sash (or Sashes) required by the Customer. Then, they take the Customer card, place it behind their player screen and take the prize for selling (the number on the Customer card) from the pool. Slide other cards in this column one space down to fill the empty place.

If the bidding is won by the bluffing player, they discard the declared Ducats, but do not take the Customer card or the prize for selling. Return the Customer card to the box. Slide other cards in this column one space down to fill the empty place.

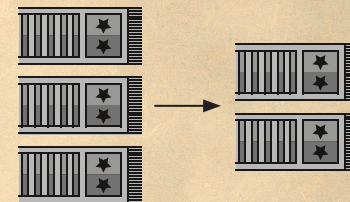
During the bidding, each player can accuse other players of bluffing. If they are wrong, they go out of the bidding and lose the next turn (they receive the Turn Loss token). If they are correct, the bluffing player goes out of the bidding and loses next turn. The amount of Ducats that was declared by the bluffing player before he was accused of bluffing is considered not declared.

Example:

Zachary takes the Sell the Sashes action. He announces that he intends to sell one Sash and he places that Sash in front of his player screen. Sophie joins the bidding and offers 2 Ducats to take over that Customer. Next player, Jacob, also joins the bidding and increases the current stake to 3 Ducats. Zachary accuses Jacob of bluffing. He is right – Jacob doesn't have the Sash required by the Customer. Therefore, Jacob goes out of the bidding and gets the Turn Loss token. Now it is Zachary who increases the stake to 3 Ducats. Sophie decides to pass, so the winner of the bidding is Zachary. He returns the Sash and 3 Ducats to the pool. He then takes the corresponding Customer card, along with the number of Ducats from the pool indicated on that card.

c) EXCHANGE THE SASHES

You can exchange any 3 Sash Parts you own for 2 non-identical Sash Parts from the pool.

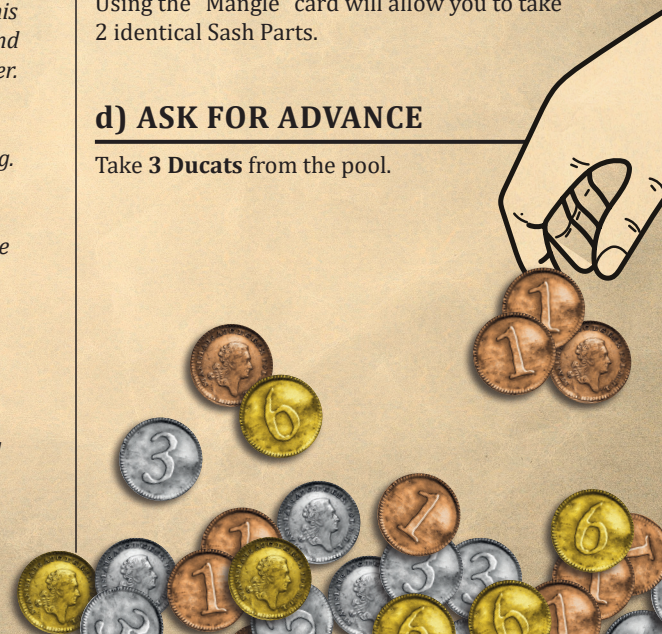


Exception:

Using the “Mangle” card will allow you to take 2 identical Sash Parts.

d) ASK FOR ADVANCE

Take 3 Ducats from the pool.



End of the Game and Victory


When a player takes the last Customer card from the Customer pool, **the game ends.**

Players score points for the Customer cards they have collected during the game and for any left Sashes and Ducats. The player who has the most points wins the game!

Scoring Points at the End of the Game:

Players count the number of Victory Points on their Customer cards. Additionally, they get:

- 1 Victory Point for each ready but not sold Sash
- 1 Victory Point for each 3 Ducats

 = 1 Victory Point



End Game Scoring



Historical Commentary

As a piece of clothing, the sash has a very long history. It has always been used for utility purposes, such as attaching weapons or small moneybags to it. Using a sash also allows one to adjust the body shape to the currently prevailing beauty standards.

The belt also had a symbolic meaning. In the Middle Ages, it was the main attribute of a knight, together with a sword. The descendants of the knights – the Polish

nobility – also tied themselves with sashes. Over the course of the 16th, 17th, 18th and 19th centuries, the appearance of sashes, methods of manufacturing, materials, colors and patterns was constantly changing.

In the 17th century, the nobility used sashes made with cord, net or silk. In the 18th century, silk sashes, tied on a long robe called kontush, were the most popular.



Start of import

Silk sashes were imported from Persia since the 16th century. It was the preserve of the Armenians, who knew the Orient very well and were excellent merchants and great diplomats. The sashes were always made of the best fabrics.

In the first half of the 18th century, Persia was engaged in war, and the production slowly declined. For that reason, Armenians began to manufacture sashes on their own, in Istanbul. From there they were sent to the Commonwealth.

Manufactories in Poland

In the middle of this century, the Armenians decided to start manufacturing sashes on the spot – so in a country where they were very popular. This is how the period of Armenian manufactories in Rzeczpospolita began.

A place where Armenian craftsmen produced sashes was called persjarnia. Considering the origin of the sashes, this name is not a surprise. The sashes were often interwoven with gold or silver thread.

The most famous sash manufactories were established in Buczacz and Stanisławów, Słuck and Warsaw, Kobyłka, Lipków and

Kraków. In 1758, large-scale production began in the Słuck manufactory, in the estate of Michał Kazimierz Radziwiłł.

Armenians who were running the sash manufactories gained a nationwide reputation. We should mention at least some of them: Jakub Paschalis Jakubowicz, Jan Madżarski, Dominik Misiorowicz and Jan Markonowicz. Every respected sash maker used his own patterns that were recognized throughout the whole Commonwealth.

The name of the Polish sashes is related both to the way they were worn (on a kontush, hence the kontush sash) and to one of the places where they were manufactured (in Słuck, hence the Slutsk sash).

The żupan (long lined garment), the kontush tied with the Slutsk sash, the konfederatka cap and the karabela saber became the basic elements of the Polish national costume in the 18th and 19th centuries.

Sashes as part of the Polish nobleman's costume survived the fall of the country.

One-, two- and four-sided belts were woven, and each side was characterized by a different color scheme. Thanks to that, it was possible

- END PANEL** *the end of the sash with the main motif – most often floral or geometric*
- CENTRAL FIELD** *repeating rectangular fields with a finer pattern*
- TRANSVERSE STRIPES** *colored stripes dividing the central field*
- GUARD STRIPES** *outer ornaments along the sash*
- TASSELS** *loosely hanging threads decorating the end of the sash*

to better match the sash to the shades of the żupan and kontush. The nobleman wrapped the sash around himself several times and let both ends loose.

When he finally wished to join the sleepers, he called upon Protazy to unhook his belt from Sluck, which was finely embossed with crimson flowers and rows of gold brocade on its front--rich, black silk crisscrossed with silver thread sewn on the other side. The gold side could be worn on holiday, the black for solemn occasion, to mourn.

Adam Mickiewicz,

Pan Tadeusz, or the Last Foray in Lithuania: a History of the Nobility in the Years 1811 and 1812

(Translated by Leonard Kress)



The sashes were about 30-40 cm wide and up to 3 meters long.



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