

CREDITS:

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DESCRIPTION:

Royals is a card game for 3 to 6 players. Game length is normally 10-30 minutes.

COMPONENTS:

Each player needs their own standard playing card deck, with the Jokers removed.

OBJECT:

The object of Royals is to be the first to begin your turn with a certain number of victory points in play. The number of victory points needed to win is 20 minus the number of players.

GAMEPLAY:

Each player shuffles a deck and places it face down on the table. Then, each player draws the maximum hand size; the maximum hand size is 2 times the number of players. To determine who takes the first turn, all players reveal the bottom card of their decks, and the player with the highest value goes first, following the **TURN SEQUENCE**. Then, play passes to the left until someone wins. If at any time a player cannot draw a card when required, for lack of cards in the draw pile, the player should shuffle the discard pile and turn it face down to replenish the draw pile.

TURN SEQUENCE:

- 1) Draw until your hand reaches the maximum hand size. (The maximum hand size is 2 times the number of players.)
- 2) You must do exactly one of the following:
 - a) Play a Royal (see **PLAYING A ROYAL**)
 - b) Launch an attack on a player who has Royals in play (see **LAUNCHING AN ATTACK**)
 - c) Attempt an Assassination on another player's Royal (see **ATTEMPTING AN ASSASSINATION**)
 - d) Discard your entire hand
- 3) Announce that your turn is over

PLAYING A ROYAL:

To play a royal, place any face card from your hand on the table in front of you, face up, with a number card (A through 10) of the same suit beneath it, such that the number is visible to all players. The points the Royal is worth toward victory is determined by the value of the number card (Aces are worth 1 point).

LAUNCHING AN ATTACK:

1) Declare which player you are attacking; specific Royals are not chosen to attack or defend. You may only attack a player with one or more Royals in play, but to launch an attack, you do not have to have any Royals in play yourself. You may not declare an attack against yourself.

2) You must commit a quantity of cards from your hand equal to the number of Royals you have in

play. If you do not have any Royals in play, you must commit one card. If you have fewer cards in your hand than Royals in play, you must commit all of your cards. To commit the cards, remove them from your hand and hold them in front of you, so that you are the only one who can see the faces of the cards, but all players can see how many cards you have committed.

3) All other players but the defender are also required to commit as many cards as they have Royals in play.

4) The defender may commit a quantity of cards up to the number of Royals the defender has in play.

5) Once all these cards are committed, the defender asks all players to drop their committed cards, face up on the table.

6) The defender then pairs attack cards and block cards as the defender sees fit. All red number cards are treated as attack cards, regardless of who committed the card; all black number cards are treated as block cards, regardless of who committed the card. Face cards have no value during an attack. A block card will successfully cancel an attack card if the block card's value is equal to or greater than the attack card's value. If an attack card does not have any card to block it, or if the card assigned to block it has a lower value, then it scores one hit (see TAKING HITS).

7) After an attack, the defender decides how to distribute all successful hits among the defending Royals.

ATTEMPTING AN ASSASSINATION:

1) Declare the Royal (not the player) you are attempting to assassinate. You may only attempt an assassination against a player with one or more Royals in play, but to make the attempt, you do not have to have any Royals in play yourself. You may not attempt to assassinate your own Royals.

2) You must commit one number card.

3) The owner of the Royal must commit one card.

4) Once these two cards are committed, the defender asks all players to drop their committed cards, face up on the table.

5) All red number cards are treated as attack cards, regardless of who committed the card; all black number cards are treated as block cards, regardless of who committed the card. Face cards have no value during an assassination attempt. A block card will successfully cancel an attack card if the block card's value is equal to or greater than the attack card's value. If an attack card does not have any card to block it, or if the card assigned to block it has a lower value, then it scores one hit (see TAKING HITS) against the Royal chosen by the assassin.

TAKING HITS:

1) For each hit taken from an assassination attempt or attack, the defending player must lose at least one victory point from Royals. If the hits are the result of an assassination attempt, the defender must account for the hits on the Royal that was the target of the attempt. If the hits are the result of an attack, the hits may be distributed amongst the defender's Royals as the defender sees fit.

2) To lose a victory point, either the Royal (along with its point card) must be discarded, or a substitute point card of a lower value may be substituted.

3) Victory point loss from multiple hits may be included in a single substitution.

GENERAL RULE CLARIFICATIONS:

1) Face cards may be used in place of number cards for both attack and defense cards during either an attack or an assassination attempt; however, face cards used this way have no value, and therefore are only significant as bluffs.

2) During an attack or assassination, red cards are always considered attack cards and black cards are always considered defense cards, no matter who plays them or in what situation. It is therefore possible, for example, to kill your own Royal during an assassination attempt on it by playing a red card, provided the assassin did not play a sufficiently large black card.

3) Since drawing up happens at the beginning of the turn sequence, players choosing to discard their hand (see TURN SEQUENCE 2d) will have no cards in their hands until the beginning of their next turn.