

13+



## - RULEBOOK -

V4.1

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THIS RULEBOOK IS DESIGNED FOR  
TEST PURPOSES, IF YOU HAVE ANY FEEDBACK  
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# HOW TO PLAY

## 1 GENERAL

BOARD ROYALE is a turn-based survival card game for 3 to 6 castaways. To survive, you have to be a sneaky and ruthless backstabber. Beware; BOARD ROYALE can be a friendship breaker!

The goal of the game is to survive by any means necessary. The last man standing on the island or the first to escape from it is the winner. If a player runs out of resources, he/she is instantly eliminated from the game! So players try to find ways to leave other players resourceless and be the only one surviving. Also, if a player can collect 10 escape points he/she flees the island instantly and wins the game. But this is no easy task! This pack contains 60 Item cards, 140 Resource cards (30 Wood/Food/Iron/Stone, 20 Gold) and this rulebook.

## 2 SETUP

Separate resource and item cards into two decks, then shuffle them separately. Set them face-down on the table.

You will also need spaces for discard piles for both decks. If any deck runs out during the game, shuffle the discarded cards and create a new deck.



## 3 AREA

Reveal 4 item cards face-up next to the item deck to create the “Crafting area”.

Crafting area can be refreshed once per round only if agreed by the majority of the players. In case of a tie, the crafting area is not refreshed. Any player can call for voting to refresh the crafting area.

For up to 5 players, deal 5 resource cards to each player. If playing with more than 5 players, deal each player 1 extra card for each additional player. For example, in a 6 player game, 1 extra resource cards are dealt. Hold resources in your hand without showing others.

## CRAFTING AREA



## 4 WHO TO START?

Each player draws from the resource deck one by one and the first one to draw a gold begins the game. These drawn resources are placed on the discard pile. Or you can decide who goes first in any fashion you like.

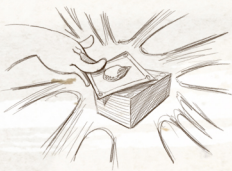
Every player's turn consists of consecutive 2 phases; The resource phase followed by the actions phase. When a players turn is over, the game continues in a clockwise fashion.



# 5 GAMEPLAY

Every player's turn consists of consecutive 2 phases; The resource phase followed by the actions phase. When a player's turn is over, game continues in a clockwise fashion.

## RESOURCE PHASE > ACTION PHASE > NEXT PLAYER



### Resource Phase:

In the resource phase, a player may

- a) draw 2 cards from the top of the resource deck or
- b) steal 1 resource card from any other player's hand randomly.

**Handlimit:** The hand limit is 20. If a player is already at the hand limit at the beginning of his/her turn, he/she may discard the same number of cards to draw new resource cards. The same rule applies if a player wants to steal a card from another player. There are several craftable items in the game which help players increase their hand limits. For example, If a player crafts a backpack, his/her new hand limit increases to 23.

If asked, players must honestly tell how many resource cards they have in their hands. No card hiding is allowed unless players have items that can hide resources under them.



# ACTION PHASE

Action phase consists of crafting/using items and negotiations. Negotiations might include everything like trades, bargains, threats, blackmailing... A player can perform any number of actions in any order they wish to. Crafted Items must be open in front of the owner.

## Crafting Items:

Items can be crafted from the "Crafting area" by spending the required resources for each item represented on the cards (Example: Knife costs 1 stone + 3 irons. The player will discard 1 stone and 3 iron cards to the discard pile ).

When an item is crafted, it is placed in front of the player and a new item card should be drawn from the items deck and revealed in the crafting area. Players may keep crafting items during a turn as long as they have the necessary resources.

**Warning:** Be careful on spending resources. Always keep in mind that depletion of resources means instant death!



# ITEM TYPES

## TEMPORARY

Temporary Items (Green): Once used, the item is discarded. Read the descriptions on the cards carefully. They might have other uses as well.



## PERMANENT

Permanent Items (Yellow): These items stay in the owner's possession!

There are items that can destroy permanent items. If an item is destroyed, it is discarded and goes back to item deck. The player can use/rent the item upon the needs of the card is fulfilled.



## ESCAPE

Escape Items (Blue): These are permanent items to help the player escape from the island. If a player collects 10 points worth of escape items he/she escapes from the island and wins the game immediately.



## INSTANT

These items can be used regardless of turn order, a player can use it whenever he/she wants unless it is indicated otherwise on the item definition.



# REVEAL USE ITEMS

When a reveal-use item is revealed in the crafting zone, necessary actions are taken immediately and the item gets discarded.

## ONE-TIMER

Some of the items can only be used once in a round or a turn. Recommendation: After using the item, a player may tap and rotate the item card as a reminder until the next turn.



## USING ITEMS & ABILITIES

A crafted item may be used immediately as long as use conditions and use limits stated on the cards are followed. Items can be temporary or permanent. Some need extra resources or items to be used. All crafted items can be used by their owners and also by other players if the owner allows them to... Think wisely before suggesting or agreeing a bargain!

## ATTACK

Some items allow players to attack each other by destroying their resources or items. The attacking player will randomly discard necessary number of resource cards from the opponent's hand.

ABILITY ➤



SPEND 1  
& ATTACK!

# HANDS UP!

**Hands up:** If asked, players must honestly tell how many resource cards they have in their hands. No card hiding is allowed unless players have items that can hide resources under them. A player can always exchange the resource cards under these items with the ones in his/her hand. During an attack, the defending player can take resource cards that are under these items and the attacker may continue to attack.

## EXAMPLE

Jane has a “Knife”. Knife is a permanent item. It has a unique ability: “Spend 1 food and the player you choose discards 2 cards from their hand” Jane spends 1 food to use the knife on Mike and makes him randomly discard 2 resources from his hand. And she repeats 3 more times, costing Mike a total of 8 resources. But every action is performed separately, giving the defender a chance to respond.



Now Mike has 4 remaining resources and is relieved that Jane does not have any more food to continue attacking him. But at that moment Jane asks the other players if they have any food to trade with her. Frank tells Jane that he would give her 2 food if she agrees to share the “Loot” with him.

Right before they come to an evil agreement, Maria breaks in and uses her instant “Grenade” on Jane’s “Knife” and destroys it! It was a good call because if Jane and Frank shared Mike’s loot, it would probably become impossible for Maria to beat them.

Now Maria is thinking about how to kill Mike and loot all his stuff herself! Check out “The Mad Notes” for ideas on wicked strategies, bargains, negotiations, and actions.



## DEAL



Players can make any kind of deals as long as they obey the rules of the game. example: Shotgun gives damage to all opposing players if used. So a player can't agree not to give damage to a specific player upon an agreement. If he/she uses a shotgun, all opposing players will get shot!.



## TRADE

A player can trade everything in his/her own turn (items for resources, resources for protection, items for future bargains etc.). A player can give resources or lend items to an attacker, since it is the attackers turn. A defenders life can't be saved by giving resources to him/her, since it is not their turn. In addition, the defending player can't give his/her items or resources to other players to surrender.



## LOOT

If a player is killed, the killer will take the item cards of the player he/she killed. If it was a collaborative act against the target, the resources can be divided between the attackers as agreed.

## END OF THE GAME

As stated at the beginning of this rulebook, the goal of the game is to survive by any means necessary. The last man standing on the island or the first to escape from it becomes the winner.



## DEATH & LOSE CONDITION

If a player runs out of resources, he/she is dead and instantly eliminated from the game!



## GOAL & WIN

Players goal is to survive by any means. The last man standing on the island or the first one to leave it via crafting escape cards wins the game.



## ESCAPE

If the player collects a total of 10 escape points via crafting escape items he/she will escape the Island and instantly win the game.



## LEAVERS CURSE



If a player leaves the game without dying or escaping, the cards that he/she owned may be shared between the remaining players. If they can't all agree on the sharing, all cards get discarded.



## DEMOCRACY: MAJORITY RULES

Any player can call for a vote to refresh the crafting area. But Item cards in the crafting area can be refreshed once per round only if majority of the players agree on it. In case of a tie, it does not get refreshed. When refreshing, all the items in the crafting area get discarded and the same number of items get revealed.

## BLOOD SHED

Remove escape cards from the item deck. There is no room for runaways!

Only the last survivor can win the game!

## FAST GAMEPLAY

If you want a quick game of BOARD ROYALE, you can increase the number of crafting zone items from 4 to 6 (or even more) and draw 3 resource cards every turn instead of 2. Also, reduce the hand limit limit to 14 cards.

## ITEM DECK BUILDING

Base game contains 60 Items. You can add items from expansion packs to your own item deck for different game experiences.

This rulebook can help you to create balanced games but you are on a deserted island! No one knows what can happen... Create your own decks and tweak the rules as you desire. The perfect balance is the imperfect balance!

Also, visit [www.boardroyale.com/forum/guides/](http://www.boardroyale.com/forum/guides/) for more info on our deck building systems and feel free to comment and send us your own guides to share with others!

Be part of our community and join us at [www.boardroyale.com](http://www.boardroyale.com)

## KICKSTARTER

Expansion Packs will be placed here after the Kickstarter! Stay tuned for Kickstarter!

Instagram: [@boardroyale](https://www.instagram.com/boardroyale)

Facebook: [/boardroyale](https://www.facebook.com/boardroyale)

Twitter: [@boardroyale](https://twitter.com/boardroyale)



# BOARD ROYALE

## -THE ISLAND-

### SURVIVAL CARD GAME

## CREDITS

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## THANKS TO

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