

# ROYAL GAMBIT



A GAME OF CUNNING AND CONSPIRACY



INSTRUCTION MANUAL

BY TIMOTHY MUSCAT

## **Gameplay Turn Structure**

***Refer to quick reference cards for turn based flowchart***

1. Starting Player. The youngest player begins; turns proceed clockwise. In subsequent games, the player eliminated first begins.
2. Redistribute HP (optional).
  - At the start of your turn, you may redistribute HP between your Royal and your characters in any way you like (see "HP Management").
3. Choose and Declare an Action.
  - You must pick one of the following actions:
    - Announce a Character and Use Its Ability. Claim you have a specific character and use that character's listed action. Tap the target card if applicable.
    - Use a Royal Power. Activate one of your Royal's special abilities (see "Royal Powers").
4. Accusations / Counteractions (by other players).
  - After you declare your action, other players may respond by accusing you of lying OR claiming a character's counteraction.
  - If an accusation is made against a player's action - counteractions are not possible.
  - If an accusation is made and proven true or false, there are penalties (see "Lying and Accusations").
  - If a counteraction is declared and succeeds, it affects your action.
  - Counteractions are also subject to accusations.
  - Resolve counteractions in the order they are declared.
5. Resolve the Turn.
  - Resolve declared actions and successful counteractions, then apply penalties for any accusations.
  - If a player is caught lying, their action is cancelled and does not take effect.
  - If a player makes a false accusation, the accused action is resolved as normal, and the accuser then receives a penalty for the false claim.
  - If any character or Royal is poisoned, they lose 1 HP at the end of their turn (see "Poison").
6. End Turn
  - If any cards were placed back into the deck, it must be shuffled.
  - Play moves to the next player in clockwise order.

## **Winning the Game**

- If your Royal's HP reaches 0, you are eliminated from the game.
- Players may resign when they feel that they are defeated prior to their Royal being killed.
- The game ends when only one Royal is left alive. They are declared the winner.



## **General Rules**

### **1. Actions Are Mandatory.**

- You cannot pass your turn; you must choose an action.

### **2. Lying and Accusations.**

- Any player can accuse another of lying when a character's action or counteraction is claimed.
- Accusation Proven True: If you're accused and admit to lying, you lose 2 HP (split however you like among your Royal and characters). You do not reveal your card and your action does not proceed.
- Accusation Proven False: If you reveal the claimed character card proving you were truthful, return it to the deck and draw a new character card as compensation (HP on your existing cards does not change). Your declared action proceeds and is fully resolved.
- False Accusation: If you accuse someone and they prove to be truthful, you lose 2 HP (split however you like among your Royal and characters), once their action is resolved.

### **3. Counteractions.**

- Multiple players may enact counteractions. The player who announces their intention is the first to act, followed by any subsequent counteractions.

### **4. HP Management.**

- At the Start of Your Turn: You can redistribute HP among your Royal and characters. This may only occur prior to declaring an action. There is no maximum HP limit characters or Royals
- Sacrificing Characters: You may reduce a character's HP to 0 (killing it) in order to transfer that HP to another character or your Royal.
- Whenever HP is removed from the play area, return those tokens to the communal pool.

### **5. Killed Characters.**

- Any characters who reach 0 HP are discarded face-up in front of their owner.
- If all your characters are killed but your Royal is still alive, you keep playing - focusing on your Royal's powers.

### **6. Poison.**

- A poisoned character loses 1 HP at the end of their turn; afterwards, the poison token is removed.
- Multiple poison tokens can stack on a single character, each causing 1 HP loss at the end of that player's turn.

### **7. Character Cards.**

- You can always look at your cards but must not alter their positions when they are in play.
- When cards are returned to the deck, it is immediately shuffled.

### **8. Gold Coins.**

- Coins must be displayed so that all players can see how much gold you have.

## Royal Powers

Power	Action	Countered By
Royal Tax	Collect 3 coins from the treasury.	Trickster - Pickpocket
Royal Gambit	Pay 9 coins to kill a character regardless of HP or deal 2 HP damage to a rival Royal.	Knight - Defend
Royal Wedding	Pay 10 coins to gain a new character card with 2 HP. Players may only have a maximum of 2 characters at once. Each player may only have 1 wedding per game.	None
Royal Reinforcements	Pay 3 coins to draw 2 new character cards. You may exchange one or both of your current characters with these new ones. HP remains unchanged in their positions.	None
Peasants Donation	Collect 2 coins from the treasury	None

## Special Character Rules \*

- Actions that involve swapping cards with an opponent may not be used in succession.  
Eg. A Trickster swapping cards using "Trickery" or a Whisperer passing cards using "Devious" - The next action may not use "Trickery" or "Devious" to swap / pass back the **same** character card to that **same player**.
- A Knight may use "Defend" against a Royal Gambit with only 1 HP



## Character Abilities and Counteractions

Character	Action (Countered by)	Counteraction Ability
Alchemist	- Poison: Place a poison token on a rival character or Royal. - Heal: Add 1 HP to your health pool and gain 1 coin. <b>(Druid)</b>	None
Barbarian	- Raid: Steal 2 coins from a rival. <b>(Whisperer)</b> - Attack: Pay 2 coins to deal 1 HP damage to a character or Royal. <b>(Knight)</b>	None
Clairvoyant	- Telepathy: Tap a rival's character, announce it then reveal it. If you guessed correctly, gain 2 coins and deal 1 HP damage to that character. The target player then draws a new character card.	-Foresight: Block an Executioner's Execute action.
Druid	- Shapeshift: Draw 2 cards from the deck; you may exchange one of your current characters with one drawn. - Migration: Move a poison token from one player's character or Royal to another and collect a coin.	-Herbalism: Block an Alchemist's Heal ability.
Executioner	- Execute: Pay 5 coins to instantly kill a character, regardless of HP <b>(Clairvoyant)</b> - Attack: Pay 1 coin to deal 1 HP damage to a Royal. <b>(Knight)</b>	None
Knight	- Attack: Pay 1 coin to deal 1 HP damage to a rival character or Royal. <b>(Knight)</b>	-Defend: Block damage to a Royal by taking the HP damage elsewhere from a single character. (Does not apply to Poison, Telepathy or Execute).
Trickster	- Foolery: Swap the position of any two players' character cards* (can include your own - HP & poison remain in their positions).	-Pickpocket: If someone claims Royal Tax, steal 1 coin from them.
Whisperer	- Spy: Secretly look at one player's character card. - Devious: Force all players to pass one character to the left or right.* (HP & poison remain in their positions). Players without a character are skipped.	-Opportunist: When a Barbarian declares a Raid keep 1 of the stolen coins.

## **Example Turns**

### **Example Turn 1**

1. Redistribute HP (optional): Player 1 transfers 1 HP from a character to their Royal.
2. Declare Action: Player 1 claims to be the Barbarian and pays 2 coins to attack one of Player 2's characters.
3. Counter/Accusation: Player 2 does not accuse or counter so the attack deals 1 HP damage to their character.
4. End Turn: Player 1's turn concludes and play proceeds clockwise to the next player.

### **Example Turn 2**

1. Redistribute HP: Player 2 transfers 1 HP from their Royal to a character.
2. Declare Action: Player 2 claims to be an Alchemist and uses Heal to restore 1 HP to their Royal, also gaining 1 coin.
3. Counteraction/Accusation: Player 3 accuses Player 2 of lying about being an Alchemist. Despite Player 1 intending to block the heal with their Druid - an accusation has been made so this is not possible.
4. False Accusation: Player 2 reveals the Alchemist card, proving the accusation false.
5. Resolve Turn:
  - Player 2's Heal action is applied - They gain 1 HP and a coin.
  - Penalty for False Accusation: Player 3 loses 2 HP. (they may split this loss between their Royal and any characters they control).
  - Compensation for Truth: Player 2 draws a new character card (HP on existing characters remains unchanged).
6. End Turn: Player 2's turn concludes, the deck is shuffled and play proceeds clockwise to the next player.

### **Example Turn 3**

1. Redistribute HP: Player 3 begins their turn with their Royal poisoned. They choose to transfer 1 HP from their character to their Royal.
2. Declare Action: Player 3 claims they are the Executioner and attempts to use the Execute ability to kill Player 1's character. They pay 5 coins to the treasury.
3. Counteraction/Accusation: Player 1 accuses Player 3 of lying about being an Executioner.
4. True Accusation: Player 3 cannot reveal an Executioner card and admits they were lying proving the accusation true. As a penalty, Player 3 loses 2 HP.
5. Resolve Turn: Since Player 3's Royal is still poisoned, they lose 1 HP at the end of their turn. The poison token is then removed. The Execute action does not resolve.
6. End Turn: Player 3's turn concludes and play proceeds clockwise to the next player.

**ENJOY THE CONFLICT AND MAY YOUR ROYAL REIGN SUPREME 7**



PLAYTIME



PER PLAYER

AGES 10+



PLAYERS



### CREDITS

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