

royals&riots

A medieval head-to-head for 2-4 players of 8 years and older

The king rules with an iron fist, he lacks the peoples favor. Poverty devastates the kingdom and tensions are growing under the surface. A riot is looming. Can the royal princes prevent a revolution? Or have the people lost their faith in the nobility all together?

Collect your points by winning the most amount of tricks. The player, who has collected the most points after 3 rounds, is the winner of Royals & Riots.

Game components

- 36 playing cards: 1 king, 1 queen, 7 royals, 7 knights, 7 merchants, 10 farmers (of which nr. 7 represents the revolutionists), 1 thief, 1 executioner, 1 beggar
- 1 rank order card

Preparation

The rank order card is placed on the table. Make sure the side with "royals" is visible to the players.

2-player game

Shuffle the 36 cards. Place 8 cards aside face-down so 28 cards remain in the game. Both players get 14 cards. Each player can take 7 cards into his hand and the other 7 will form his draw pile which is placed within reach.

3-player game

Shuffle the 36 cards. Each player will get 12 cards. Each player can take 6 cards into his hand and the other 6 will form his draw pile which is placed within reach.

4-player game

Shuffle the 36 cards. Each player will get 9 cards. Each player can take 5 cards into his hand and the other 4 will form his draw pile which is placed within reach.

Game play

Each round consists of a certain amount of tricks. The youngest player starts the first round. Each player will place a card from his hand at the center of the table after which he immediately refills his hand by drawing a card from his drawing pile. Take turns by moving clockwise, in this order each player gets to place 1 card at the center of the table.

If everyone has played a card, the thief, executioner, revolutionists and the prince are resolved (if one or more are played in that round). The trick ends here. The player with the highest card in the hierarchy wins the trick. He will put the cards he has won in a pile facing-up on in front of him (this way only the top card is visible). These cards form his 'loot'. The winner of the last trick will begin the next trick by playing a new card.

Hierarchy



The king is the highest-ranking card and Farmer 10 the lowest-ranking card. The ranking order is as follows: King - Queen - Royals - Knights - Merchants - Farmers.

The beggar, thief and executioner are without rank. They can never win a trick. Within a rank number 1 forms the highest position, followed up by 2, 3, 4, and so on. However, the hierarchy is turned around completely during a revolution (See "revolutionists").

Example: Farmer 1 is higher in position than Farmer 2, but Merchant 7 is higher in the hierarchy than Farmer 1 because the Merchants are higher-ranking than Farmers.

Leading rank

The first played card in a trick decides which rank leads. If possible, each player must follow the rank that leads.

Example: If someone begins a trick with Knight 1, you must check if you have a Knight in your hand. If you have one, you have to play that card. If you have multiple Knights, you can select which Knight you will play. If you don't have any Knights in your hand, you can play any card of your choice.

Exception: The Thief, Executioner and Beggar can be played at any time, regardless of what rank is leading. If a player starts a round with a Thief, Executioner or Beggar, the other players can decide which card they want to play. No rank is leading in this trick.

Points

A card's value is marked by a coin number symbol at the lower right corner of the card. Most cards score 1 point but there are also cards worth 3 points. The Thief and Executioner are worth 0 points and the Beggar is worth -3 points. You score points by gaining cards from won tricks and adding them to your loot.



End of game

A game round ends when all cards are played. Everyone then adds up the scored points from their loot. Write down the total scores of each player. Whoever has the lowest score in a round starts the next round.

Start again with the preparation phase. Shuffle all 36 cards and deal the cards as indicated in the 'Preparation' section. After 3 rounds, all scores are added up. The winner is the player with the most points after 3 rounds.

Team play

It's possible to play in teams when playing with 4 players. You team up with the player sitting diagonally across the table from you. Player 1 and 3 form a team and player 2 and 4. The goal is to score as many points as possible with your team. The team with least amount of points in a round, begins the next round and decides between themselves who will be the starting player.

The scored points are added together after 3 rounds and the team with the most points is the winner.

Cards with a special function

Guild Masters

Royal 4, Knight 4, Merchant 4 and Farmer 4 are Guild Masters of their respective ranks. If the Guild Master is played in a trick when his rank is required, the highest card of that rank will be the winner of that trick. Even if a card from a higher rank is played.

Example: Faye plays Merchant 1 and leads therefore with the Merchants rank. Roy follows with Merchant 5. Ellen has no merchants and tries to win the trick with Knight 5. Sven plays Merchant 4 (Guild Master) so Faye wins the trick with her Merchant 1.

The Guild Master's special function does not apply when his rank does not lead in a trick.

Example: Pete plays Farmer 1, leading with the Farmers rank. Liz has no Farmers at hand and plays a Guild Master, Knight 4. Jerome also doesn't have any Farmers and plays Royal 2. Lois follows with a Guild Master, Farmer 4. Because Pete played a Farmer, therefore leading with the Farmers rank, the function of the played Guild Master Knight 4 does not apply. The function of the Guild Master does apply for Farmer 4. Pete wins this trick because he played the highest Farmer card.

Beggar

The player, who wins a trick with a played beggar, gains 3 penalty points, which are deducted from his total score.



Cards with a special action

Attention! The actions of the cards, as described below, can only be resolved after everyone has played a card.

Thief

The player, who played the Thief, can take a card from another player's hand. The stolen card is added to his loot. The player, whose card got stolen by the Thief, takes his earlier played card back in hand. The Thief loses its function in the last trick of a round as it's not able to steal a card.

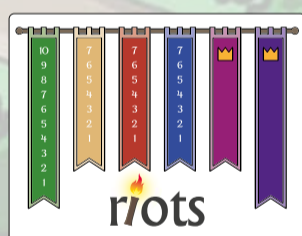


Executioner

The player who played the Executioner, selects one of the played cards in a trick and eliminates it. This card is removed from the game. No one can add this card to his loot. It's points and special function does not apply anymore. The winner of the trick does receive the remaining card(s) from the trick.



Revolutionists



The Revolutionists (Farmer 7) are part of the 'Farmers' rank and cause a revolution when this card is played in a trick. The hierarchy reverses completely! Farmer 10 is the highest card and the King is the lowest card. Flip over the ranking card to the 'Riots' side, which illustrates the new hierarchy. The new ranking order remains (even during following tricks) as long as no Princes are played (see 'Princes').

Example: Bob opens the trick with Knight 2. Gerard has no Knights in his hands and plays Farmer 7 (the revolutionists). Tom has to follow suit and plays Knight 6. Sophie has no Knights in her hands just like Gerard, but notices that Farmer 7 is being played. She plays Farmer 9. Because a revolution is taking place and the rankings have been reversed (flip over the rankings card) now the Farmers have a higher rank than the Knights. The number order within a rank is also reversed. That's why Farmer 9 is higher than Farmer 7 and therefore Sophie wins the trick.



Princes

A played Prince (Royal 3/5) negates a Revolution that has been declared in the same or a previous trick. The rankings card is flipped back to the Royals-side and the usual rank order is restored.

Miscellaneous rules

Multiple cards with a special action

If multiple cards with a special action are played in the same trick, the order of resolving is: first the Thief, then the Executioner, then the Revolutionists, then the Prince.

Only cards without rank

No one wins the trick if only cards without rank (Thief, Executioner and Beggar) are played or remain in a trick. The played cards are set aside and the player who opened the trick opens the next trick.

Royals & Riots was graphically designed by De Spelmakerij in collaboration with The Gamefantry. De Spelmakerij is a creative and inspiring place for people with autism, set up by the Jagerhuis in Ede. Also take a look at www.despelmakerij.nl and discover what they all do!

